



ARCANE ARTILLERY

**THE GUN NUT'S GUIDE
FOR 5TH EDITION**

DUNGEONS & DRAGONS

CREDITS (FINAL EDITION)

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<http://www.thefirearmblog.com/blog/2016/07/11/10-tools-every-shooter-should-own/> (Possible Source)
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RULES & PROPERTIES FOR FIREARMS

In order to put guns in a campaign in a way that makes them more than just reskinned bows, here are a list of basic rules for firearms for *Dungeons and Dragons*.

GENERAL RULES

AKIMBO

If you are proficient with firearms or ranged weapons and are wielding two *light* firearms or ranged weapons, after you fire one, you can use a bonus action to attack with another *light* firearm you are holding. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

MISFIRE (OPTIONAL RULE)

This rule is made only for games where firearms are prominent, and you wish to emphasize inferiority of Primitive Firearms. These rules only apply to them in this instance.

If you make an attack roll and the roll matches or is lower than a firearm's misfire number, (such as 2, for example), your gun jams. You cannot make an attack with it again until you spend an action to clear the chamber. Your firearm's misfire number then goes up by 1, to a maximum of 10. You can spend 1 minute and make a DC 10 + your gun's misfire number Dexterity(Tinker's tools) or Intelligence(Tinker's tools) check to reduce your gun's misfire number by 1, to a minimum of its original misfire number.

PRIMITIVE GUNS (OPTIONAL RULE)

In games where firearms are prominent, you can use this optional rule. Primitive Firearms with the *loading* property are not properly built for combat. If you make more than two attacks with these weapons, the firearm's misfire number goes up by 1, to a maximum of 10.

RELOAD & LONG LOAD

Some ranged weapons can be fired a number of times before they must be reloaded. Ranged weapons with the *reload* property take a bonus action to reload its ammunition. Ranged weapons with the *long load* property take an action to reload its ammunition.

If you wield two *light* ranged weapons with the *reload* property, you can reload them both at once as an action during your turn.

If you are wielding a *light* ranged weapon with the *reload* property in one hand and have your hand occupied by something other than another *light* ranged weapon with the *reload* property, the ranged weapon takes an action to reload.

SHELL LOADING

Firearms with the *shell loading* property require you to reload your gun by inserting each piece of ammunition in at a time. As a bonus action, you can reload three pieces of ammunition into the weapon on your turn. Alternatively, you can spend an action during your turn to reload every piece of ammunition into the gun at once.

FIREARM PROPERTIES

AUTOMATIC

Automatic firearms can make a separate attack that releases a salvo of bullets per pull of the trigger. As an action, you can force any creatures of your choice in a 25-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking the gun's automatic damage (listed in parenthesis) on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected.

Additionally, guns with the automatic property always expend six rounds per attack.

Automatic Save DC (Not Proficient) = 12

Automatic Save DC (Proficient) = 8 + Dexterity + Proficiency Bonus

BURST FIRE

Burst fire firearms are able to make a special attack that releases a stream of multiple bullets. As an action, you can force up to 6 creatures of your choice in a 15-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking your gun's burst fire damage (listed in parenthesis) on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected, to a maximum of 6.

Additionally, guns with the burst fire property always expend 3 rounds per attack.

Burst Fire Save DC (Not Proficient) = 12

Burst Fire Save DC (Proficient) = 8 + Dexterity + Proficiency Bonus

BULKY

Firearms and ranged weapons with the *bulky* property have to be made stable in order to be fired effectively due to their weight and the damage they can put out with a single shot. You cannot attack more than once during your turn while wielding a *bulky* firearm.

SCATTER

Firearms with the *scatter* property have two types of damage, a regular damage roll and a scatter damage roll. When you make an attack roll with one of these guns against a creature, compare your attack roll to the AC of all creatures within 5 feet of the target. If your attack would hit them, deal the firearm's scatter damage roll to the creatures. You do not add your ability score modifier to the damage of this attack, unless that modifier is negative.

PROFICIENCY WITH FIREARMS

Firearms are not typical weapons. The nature of their construction and the complexity of their use and care make a special kind of training required to become proficient with them. Unless otherwise specified by the DM, firearms count as a separate proficiency from martial and simple weapons. There are two types of proficiencies associated with firearms. Longarms, which include *Two-Handed* firearms, and Sidearms, which include every other kind of firearm. Sidearms can be wielded in one hand.



GUN TACTICS

Gun Tactics are gun shooting specializations your character has developed. You can't take the same Gun Tactic more than once, even if you get to choose again.

AKIMBO SHOOTING

When wielding two *light* firearms, you can add your ability score modifier to the damage of the second attack. You can reload both *light* firearms at once using a bonus action.

BREACHER

When you make an attack with a firearm at a creature within 15 feet of you and you roll a 1 or 2 on the damage die, you can reroll the damage die and must take the new roll, even if the number is a 1 or a 2. The firearm must have the *close quarters* or *scatter* property for you to gain this benefit.

GUN DUELIST

When wielding a sidearm in one hand and no other weapons, you get a +2 bonus to your damage rolls with these weapons.

RIFLERY

When wielding a two handed firearm without the *bulky* or *scatter* property, you get a +2 bonus to attack rolls with these weapons.

SNIPER

If you make an attack with a two-handed firearm beyond 30 feet, you get a +2 bonus to your damage rolls with these weapons. The firearm cannot have the *scatter* property and gain this benefit.

SHIELD SHOOTING

You can now wield a *two-handed* firearm with a shield, but must brace it against the shield as a bonus action to fire it.

ARCHERY FIGHTING STYLE EDIT

You get a +2 bonus to attack rolls you make with martial and simple ranged weapons. Use this in place of the usual *fighting style* when running a game with firearms in it.

MUNDANE AMMO TYPES

Name	Cost	Usable with	Weight Properties	
Round	2gp(20)	Muskets, Flintlock Pistols, Pepperboxes, Arquebuses, Wheellock Guns	1 lb	Piercing
Rifled Round	3gp(10)	Rifles, Carbines, Pistols	1 lb	Piercing
Scatter Round	2gp(20)	Shotguns, Blunderbusses	2 lbs	Bludgeoning
Slug Round	3gp(10)	Shotguns	3 lbs	Removes the <i>scatter</i> property. functions like a Rifled Round.

PRIMITIVE FIREARMS

Name	Damage	Cost	Weight	Properties
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Sidearms

Flintlock Pistol	d6 piercing	250gp	3 lbs	Ammunition (range 30/90), Loading, Light, Misfire 3
Dragoon	d8 bludgeoning	300gp	4 lbs	Ammunition (range 10/30), Loading, Scatter (1d4), Misfire 3
Pepperbox	d8 piercing	800gp	4 lbs	Ammunition (range 40/120), Reload 4, Shell Loading, Misfire 1

Longarms

Musket	d12 piercing	500gp	10 lbs	Ammunition (range 70/200), Two-Handed, Loading, Misfire 2
Arquebus	3d4 piercing	200gp	13 lbs	Ammunition (range 50/150), Two-Handed, Loading, Bulky, Heavy, Misfire 4
Blunderbuss	d12 bludgeoning	900gp	7 lbs	Ammunition (range 15/45), Two-Handed, Loading, Scatter (1d6), Misfire 3
Wheellock Gun	d10 piercing	400gp	5 lbs	Ammunition (range 40/160), Two-Handed, Loading, Misfire 2

ADVANCED FIREARMS (GUNSMITH DC 8 + MAX DAMAGE/2)

Name	Damage	Cost	Weight	Properties
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Sidearms

Pistol	d6 piercing	1,000gp	2 lbs	Ammunition (range 40/120), Reload 8, Light
Heavy Pistol	d8 piercing	1,150gp	3 lbs	Ammunition (range 40/140), Reload 8
Sawn-Off Shotgun	d8 bludgeoning	1,200gp	4 lbs	Ammunition (range 20/40), Reload 4, Scatter (1d4)

Longarms

Rifle	d12 piercing	1,500gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6
Carbine	d10 piercing	1,350gp	6 lbs	Ammunition (range 40/160), Two-Handed, Reload 6
Shotgun	d12 bludgeoning	2,000gp	7 lbs	Ammunition (range 30/60), Two-Handed, Scatter(1d6), Shell Loading 6
Bulky Rifle	3d8 piercing	2,900gp	18 lbs	Ammunition (range 200/1,000), Two-Handed, Long Load 4, Heavy, Bulky

FOR YOU TECHNOPHOBIC PLEBS, HERE'S SOME CROSSBOW VARIANTS OR WHATEVER

Name	Damage	Cost	Weight	Properties
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Martial Ranged Weapons

Repeating Crossbow	d10 piercing	100gp	18 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Long Load 4
Automatic Crossbow	d8 piercing	200gp	19 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Automatic (d10), Long Load 4
Reloading Hand Crossbow	d6 piercing	350gp	3 lbs	Ammunition (range 30/120), Light, Reload 4

SPECIAL FIREARM EXAMPLES (GUNSMITH DC 8 + MAX DAMAGE)

Name	Damage	Cost	Weight	Properties
<i>Sidearms</i>				
Automatic Pistol	2d4 Piercing	2,100gp	3 lbs	Ammunition (range 30/90), Light, Reload 24, Automatic(6d4)
Burst Pistol	d8 Piercing	2,100gp	3 lbs	Ammunition (range 30/90), Light, Reload 24, Burst Fire(3d8)
Revolver	d8 Piercing	2,200gp	3 lbs	Ammunition (50/180), Light, Shell Loading 6
Hand Cannon	d10 Piercing	2,700gp	4 lbs	Ammunition (60/200), Shell Loading 6
<i>Longarms</i>				
Automatic Rifle	2d6 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 30, Automatic(6d6)
Burst Rifle	1d12 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 24, Burst Fire(3d12)
Double Barrel Shotgun	2d6 bludgeoning	2,400gp	11 lbs	Ammunition (range 90/300), Two-Handed, Scatter (1d8) Loading
Anti-Material Rifle	3d12 Piercing	4,500gp	18 lbs	Ammunition (range 300/1,800), Two-Handed, Long Load 4, Bolt-Action, Heavy, Bulky
Shoulder Cannon	4d10 Bludgeoning	6,500gp	30 lbs	Ammunition (range 200), Two-Handed, Loading, Bulky, Special
Rifleblade	d12 Piercing	5,000gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6, Bayonet(1d6 Piercing/Slashing)
Gunlance	2d6 Piercing	6,000gp	16 lbs	Ammunition (range 70/230), Two-Handed, Long Load 6, Bayonet(1d12 Piercing, Reach), Special
Nock Gun	d12 Piercing	5,500gp	20 lbs	Ammunition (range 70/210), Two-Handed, Shell Loading 7, Bulky, Special

SHOULDER CANNON SPECIAL RULES

You can make a special attack with a Shoulder Cannon that targets any creature within a 5 wide foot line out to their maximum range. Any target in the path of this special attack must succeed a DC (8 + your Dexterity modifier + your proficiency bonus) Strength saving throw or take it's damage roll and be knocked prone. They take half damage on a success and are not knocked prone. Shoulder Cannons are considered siege weapons for the purposes of damage.

NOCK GUN SPECIAL RULES

You can use your action to fire all 7 barrels of this gun at once. Make an attack roll with disadvantage. If you succeed, roll 7d12 piercing damage. This attack deals 7d4 bludgeoning damage to you and forces you to make a DC 10 Strength saving throw or be knocked prone.

GUNLANCE SPECIAL RULES

You have disadvantage when you use the lance to attack a target within 5 feet of you. You can wield the lance one handed when mounted.

DOUBLE BARREL SHOTGUN SPECIAL RULES

Double Barrel shotguns can be fired twice per attack. When you make an attack roll with a double barrel shotgun, you can make two attack rolls at the same creature. The second attack roll is made with disadvantage, and on a hit, you do not add your ability score modifier to the damage of that attack, unless your modifier is negative.

ATTACHMENT RAIL PLACEMENT CHART

Gun	Rail Placement
Primitive Firearms	Top, Sides (1) Barrel
Advanced and Special Firearms	Top, Bottom, Sides (2), Barrel
Crossbows	Top, Bottom
Rifleblades, Gunlances	Top, Sides (2)

REMOVING AND PLACING ATTACHMENTS

You can remove any attachment from its rail as an action during your turn, and you can place one as a bonus action.

ATTACHMENTS (GUNSMITH DC 8 + COST/100, ROUNDED DOWN)

Name	Weight	Placement	Restrictions	Cost	Properties
Attachment Rails	-	Any	-	100gp	Firearms can now have attachments placed on the rail.
Telescopic Sight	.25 lbs	Top	-	500gp	Increases the normal and maximum range of the firearm by 10 feet.
Longshot Sight	2 lbs	Top	Bulky Rifles, Anti-Material Rifles	700gp	Increases the normal and maximum range of the firearm by 30 feet.
Glowing Dot Sight	-	Top	-	400gp	+1 to damage rolls at creatures within 30 feet.
Foregrip	-	Bottom	Longarms	300gp	Advantage on ability checks to resist being disarmed/impose disadvantage on disarming strikes.
Bipod	-	Bottom/Barrel	Bulky Rifles, Anti-Material Rifles	200gp	+1 to attack rolls when prone or behind half-cover.
Bayonet	+ 1/2 the melee weapon's weight	Barrel	-	100gp	Adds a melee weapon to the barrel of the gun. You are not considered proficient in melee attacks made with this bayonet unless you are proficient with improvised weapons. You cannot have a <i>Barrel</i> or <i>Bottom</i> attachment when you have this attachment equipped.
Beam Marker	-	Sides, Bottom	-	700gp	You can use a bonus action to mark a creature with the beam and reroll 1s and 2s to all damage rolls until the end of your turn.
Glowtorch	1 lb	Sides, Bottom	-	500gp	Adds a magic torch that can be turned on and off as a bonus action. It sheds bright light in a 30 foot cone and dim light in a 30 foot cone.
Canted Sights	.5 lbs	Top	-	1,000gp	Grants the benefits of a <i>Telescopic Sight</i> and a <i>Glowing Dot Sight</i> . You must switch between them as a bonus action to get each one's bonuses.
Suppressor	.25 lbs	Barrel	-	700gp	When you make an attack roll with this firearm while hidden, each creature in a 30 foot radius must make a Wisdom(Perception) check. The DC of this check is 10 + (attack roll result) / 5. You are still considered hidden to any creature that fails the check, even if other creatures succeed.
Advanced Suppressor	.25 lbs	Barrel	-	1,300gp	Functions exactly like the <i>Suppressor</i> custom part, except the DC of the Wisdom(Perception) check is 10 + (attack roll result) / 2, and the radius is 10 feet.

CUSTOM PARTS LIST (GUNSMITH DC 8 + Cost/1000, ROUNDED DOWN)

APPLYING AND REMOVING CUSTOM PARTS

Any firearm can only have two custom parts at one time. You must build a custom part onto the weapon in order to use it. Doing so takes 1 week of work (8 hours per day) and 500gp of raw materials. Dismantling a custom part takes one day of work (8 hours) and 10gp of raw materials. You must dismantle a custom part to build another onto it if your gun is already at its custom part limit.

Name	Weight Usable with	Cost	Properties
Stock	.5 lbs Longarms	3,000gp	Advantage on the first attack roll you make within 30 feet of you if you use a bonus action to brace the firearm against your shoulder.
Pistol Grip	- Siderarms	3,000gp	+1 to attack rolls.
Heavy Barrel	1 lbs Rifles, Carbines	4,000gp	Increases the normal range of the gun by 20 feet and the maximum range by 20 feet. This cannot be combined with <i>Light Barrel</i> .
Light Barrel	-1 lb Rifles, Carbines	4,000gp	Reduce the normal range of the gun by 5 feet and the maximum range by 10 feet. This cannot be combined with <i>Heavy Barrel</i> .
Tight Choke Barrel	- Shotguns	4,000gp	Add your ability score modifier to your firearm's scatter damage. This cannot be combined with <i>Wide Choke Barrel</i> .
Wide Choke Barrel	- Shotguns	4,000gp	The range for your firearm's Scatter damage roll is now 10 feet around the original target. This cannot be combined with <i>Tight Choke Barrel</i> .
Sawn Off Barrel	-3 lbs Shotguns	-	Removes the <i>two-handed</i> property from the shotgun and changes its classification to <i>sidearm</i> . Lowers the damage die and scatter damage die by one category. (For example, a d12 die lowers to a d10.) Reduces the shotgun's normal and maximum range by 10.
Magazine Capacity	.5 lbs All firearms	7,000gp	Increases the ammunition count of <i>longarms</i> by 6, and increases the reload count of <i>sidearms</i> by 8. If firearm has the <i>loading</i> property, it loses that property and gains the <i>reload</i> property instead. (6 rounds for longarms, 8 rounds for sidearms.)
Rifling	- Muskets, Flintlock Pistols, Arquebuses, Wheellock Guns	3,000gp	+30 normal range, +10 max range. Weapon now uses rifled bullets instead of round bullets. Some firearms have this built in inherently.
Light Frame	-2 All Firearms	5,000gp	Gun's weight cannot decrease past 1 lb.
Burst Mechanism	- Rifles	10,000gp	Turns firearm into <i>Burst Rifle</i> .
Automatic Mechanism	- Rifles, Pistols	10,000gp	Turns the firearm into <i>Automatic Rifle</i> or <i>Automatic Pistol</i> .
Recoil Compensator	- Firearms with the Automatic or Burst Fire Property	12,000gp	You can add your Dexterity modifier to your Automatic and Burst Fire damage.

A NOTE ABOUT ATTACHMENTS & CUSTOM PARTS

Custom Parts and Attachments are primarily for games where guns are both advanced and commonplace in your worlds. They're made to explicitly make them superior to more primitive weapons. If every character in your current game is not holding at least one gun and they are not a Barbarian or Druid, or something equivalent, then it is wise to keep them out or just give those who don't wield guns more magic items and armor to compensate.



GIVING CLASSES GUNS

Barbarians, due to their primitive nature and lack of understanding of complex technology, such as guns, cannot start with proficiency in firearms unless already given from another class, feat or special training.

Bards start with proficiency in sidearms, muskets, rifles and carbines.

Clerics start with proficiency in sidearms and firearms that have the *Scatter* property.

Druids cannot be proficient in firearms, as they are always made from metal in some measure. The DM can make exceptions to this. A character that multiclassed into a druid with proficiency in firearms can only do so if the DM approves it.

Fighters start with proficiency in longarms and sidearms. Fighters can choose from any Gun Tactic when choosing from Fighting Styles.

Monks start with proficiency in Primitive Firearms, but they do not count as monk weapons.

Mystics start with proficiency in Primitive Firearms and Pistols.

Paladins start with proficiency in longarms and sidearms. Paladins. Paladins can use firearms for Divine Smite, Improved Divine Smite, and any spells that would require them to take an attack with a melee weapon before taking effect, but you must be within at least 10 feet of the creature attacked to do so. Paladins can only get the Akimbo Shooting, Breacher, Gun Duelist, and Shield Shooting Gun Tactic when choosing from Fighting Styles.

Rangers start with proficiency in longarms and sidearms. Rangers can choose from any Gun Tactic when choosing from Fighting Styles.

Sorcerers, **Warlocks**, and **Wizards** get proficiency in sidearms.

Rogues start with proficiency in sidearms, muskets, wheellock guns, carbines, and rifles.

NEW FEATS

AKIMBO MASTER

You master the art of wielding two firearms at once. You gain the following benefits:

- You gain proficiency in *sidearms* if you don't have it already.
- Before you make an attack roll, you can choose to fire both guns as part of a single attack, taking a -5 penalty. If the attack hits, roll two damage rolls and add +5 to each damage roll. You cannot use your bonus action to attack with the offhand gun if you use this feature for any number of attack rolls you make on your turn.
- You can draw or holster two *sidearms* when you would normally be able to draw or holster only one.
- You can wield *sidearms* at once, even if they do not have the *light* property.

BAYONETEER

Prerequisite: Proficiency in firearms

You have mastered the art of fighting with weapons attached to the barrel of your gun. You are now considered proficient improvised weapons if you are not already. You get +2 to damage rolls with these weapons, and can use your reaction to assume a parrying stance with the bayonet. You can add your proficiency bonus to your AC against a single melee attack that would hit you, potentially causing the attack to miss. Additionally, your bayonet attacks now have a reach of 10 feet.

CLOSE QUARTERS SHOOTER

You have trained yourself in the delicate art of using ranged weapons in close quarters combat. You get the following benefits:

- Making an attack with a ranged weapon while within 5 feet of a hostile creature does not impose disadvantage on the attack roll.
- You cannot make a ranged attack roll with disadvantage at any target within 30 feet of you. However, if you would normally have disadvantage when making an attack roll within this range, such as a magical effect or obscured vision, you cannot get advantage on the attack roll either.
- You can make opportunity attacks with ranged weapons.

DUELING EXPERT

Prerequisite: The dueling fighting style or the gun duelist gun tactic

You have mastered the art of dueling with gun and sword, and gain the following benefits:

- When you use the attack action with a one-handed melee weapon, you can spend a bonus action to fire a *light* firearm you wield in your other hand. You can use this bonus action to attack with a one-handed melee weapon if you use your attack action with a *light* firearm.
- Wielding a *light* firearm or *finesse* melee weapon in your offhand does not count against the *Dueling* fighting style and *Gun Duelist* gun tactic.
- Ignore the loading time and reload action for *light* firearms if you have one hand free.

GUNSMITH INITIATE

Prerequisite: Intelligence 13, proficiency in smith's tools or tinker's tools

Your proficiency bonus is doubled in tinker's tools and/or smith's tools, and you can now craft primitive firearms. You are assumed to have gotten the materials for the firearm you wish to craft before you took this feat. You craft these guns at a rate of 5gp per hour.

GUNSMITH ADEPT

Prerequisite: Gunsmith Initiate, player level 12

You have gone through extensive training in gunsmithing, letting you create new firearms via experimenting. You can now create advanced firearms, found on the chart above. You can craft special firearms, as well as *Attachments* and *Custom Parts*, if it is appropriate for your setting (such as if firearms are prominent). Once per long rest, you can make an Intelligence check with your proficiency bonus added once you complete a short rest. If you succeed, you manage to craft the blueprints for the gun or parts (the DCs are listed on the charts above). If you fail, the DC goes down by 1 for subsequent checks (Minimum of 10).

When the blueprints are created, you can then make the gun or parts. It is assumed that during your travels you came across the required materials to make these items before you took this feat. You craft these items at a rate of 5gp per hour, and can now craft primitive firearms at a rate of 10gp per hour.

The cost to craft primitive firearms is now cut in half for you (rounded up).

You can now reduce a primitive firearm's misfire number to a minimum of 1, regardless of its original misfire number.

VARIANT RULE: FIREARMS ARE PROMINENT

If firearms are common in your world, you can craft advanced firearms as well as primitive firearms when you take the *Gunsmith Initiate* feat.

HEAVY WEAPONS GUY

Prerequisite: Strength 15, player level 16

You have strengthened yourself to be able to use large and unwieldy firearms more effectively. If you have the *Extra Attack* or *Bulletstorm* feature, you can use a single one of those attacks when you use those features with a *bulky* firearm. Ignore the reload action once for these guns when and only when making these attacks.

HIGH MAINTENANCE

You have become well tuned with primitive firearms. When you make more than two attacks with primitive firearms during your turn, the firearm's misfire count does not increase by 1.

MOUNTED SHOOTING

While you are mounted and aren't incapacitated, you gain the following benefits:

- You get a +1 bonus to attack rolls with firearms while mounted.
- Being within 5 feet of a hostile creature when making an attack roll with firearms while mounted does not impose disadvantage on the attack roll as long as the creature's size is smaller than your mount.
- You have advantage on attacks rolls against any unmounted creature smaller than your mount within your firearm's normal range.

PISTOL WHIPPER

You are skilled in using guns as melee weapons when and if they run out of bullets. You increase your Strength or Dexterity ability score by 1, to a maximum of 20, and are now considered proficient with firearms you use as melee weapons. *light* firearms deal d6 bludgeoning damage and are considered *finesse* weapons, *two-handed* firearms deal d8 bludgeoning damage, and *heavy* firearms deal d10 bludgeoning damage.

RIFLE MASTER

Rifles are complex weapons, but you know just how to make every shot count. You gain the following benefits when wielding a rifle, carbine, or a musket or wheellock gun with the *rifling* property:

- You gain a +1 bonus to damage rolls with these weapons.
- You can reroll 1s and 2s to damage.
- If you roll a critical hit or deal a killing blow with these weapons, you can use your reaction to take an additional shot at a creature within 15 feet of the creature hit.

RIOT CONTROLLER

Prerequisite: Proficiency in shields

You have become quite adept at crowd control using your shield. When you make an attack against a creature while wielding your shield, you are considered to be in half cover when they attack you, and you are resistant to any piercing, slashing and bludgeoning damage they deal, magical and nonmagical, as long as you continue to attack that target. More than one target can be affected this way if you can attack more than once during your turn.

SCATTERSHOT MASTER

You have mastered getting the most effect out of firearms with the *scatter* property. You get the following benefits:

- When you have three or more enemies subject to your scatter effect at once when you make an attack roll, add +1 to the attack roll against those creatures.
- Your scattershot damage can target any creature of your choosing within 5 feet of your original target.
- You can reroll 1s and 2s to your scatter damage.
- You can load all of the ammo for *shell loading* firearms with the *scatter* property using a bonus action.

SIDEARM MASTER

You have mastered the art of wielding a sidearm with delicate precision. Increase your Dexterity score by 1, to a maximum of 20, and gain the following benefits:

- You gain a +1 bonus to attack rolls made with these weapons.
- You can use a bonus action to go into a reactionary stance with your sidearm. As a reaction to being attacked or targeted by a spell that only targets you, you can use your reaction to attack the offending creature. You do not add your ability score modifier to the damage of this attack, unless that modifier is negative.

SINGLE SHOT LOADER

You have trained yourself to specialize in the use of single shot guns. Increase your Dexterity score by 1, to a maximum of 20. You gain proficiency in firearms with the *loading* property. You ignore the loading time for these firearms. Additionally, you get a +1 bonus to damage rolls with these weapons.

SIX-GUN ACE

You have perfected the art of shooting with your revolver or hand cannon. Increase your Dexterity score by 1, to a maximum of 20. You get proficiency in revolvers and hand cannons if you don't have it already, as well as the following benefits:

- You cannot be disarmed while wielding a revolver or hand cannon in one hand and no weapons in your other hand.
- When you make an attack with your revolver or hand cannon and are not holding anything in your other hand, you can use your bonus action to make two additional shots. You do not add your ability score modifier to the damage of these attacks, unless that modifier is negative.



SUPERIOR MARKSMAN

You have perfected the art of the patient, precise kill. When you wield a *heavy* firearm that has either a *telescopic sight* or *longshot sight* equipped on it, you get the following benefits.

- If you use a bonus action to steady your aim with your firearm, you can choose to make an attack roll that can neither have advantage or disadvantage. On a hit, reroll 1s and 2s to damage.
- If you make a ranged attack roll with advantage, you can reroll one of the attack rolls once.

SUPPRESSIVE FIRE

When you have a firearm with the *automatic* or *burst fire* property drawn, you can use an action to suppress a field of fire within a 20 foot radius or a 15 by 15 foot square at any point within your weapon's normal range. This ability expends a number of bullets equal to half your gun's total reload count when used. You cannot take bonus actions if you take this action. You must have at least half your gun's reload count loaded into your weapon to use this ability. When you use this ability, you gain the following benefits until the beginning of your next turn.

- Creatures within the area have disadvantage on attack rolls and Dexterity Saving Throws.
- Creatures within the area can only move at half speed and cannot Dash.
- If any creatures move or take an action within the area or moves into its area for the first time, you can make an attack against them. You can make this attack for a number of times equal to your proficiency bonus.

TRICKY

You have trained in a performance art with firearms that allows you to use special tricks during combat. You gain the following benefits:

- You learn two tricks of your choice from among those available to the Virtuoso Archetype in the gunslinger class except Cheat Death. If a trick requires your target to make a saving throw to resist the trick's effects, the saving throw DC equals 8 + your proficiency modifier + your Dexterity modifier.
- If you already have superiority dice, you gain two more, otherwise, you have two superiority dice. These are used to fuel your tricks. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- If a trick's effect includes a modifier that equals your Gunslinger level, you instead treat that modifier as equal to your highest class level instead.

THE GUNSLINGER

A Human finishes loading rounds into her gun and runs straight into a pack of angry kobolds that are threatening her town. She tumbles and spins, her weapon burping out salvo after salvo of hot lead against the poorly armed draconians with naught but simple spears to use against her.

Setting his perch up at the top of a tree, a Half Elf begins to train the custom built sights of his homemade rifle on his prize. Amidst the roaming herd of goblins and hobgoblins, there stands a single, massive fire giant shouting commands to the monsters near the edge of a cliff. As he lets out a haughty guffaw, the half-elf sees his opening. His lips curl into a grin, and he pulls the trigger.

A band of orcs move in and surround a Tiefling and her disarmed friends, calling for their surrender. Undeterred, the tiefling turns her steely gaze to the firearms within her hands, and imbues them with a mysterious arcane force. Suddenly, she starts to twirl about, firing a multitude of magically charged shots towards her now baffled foes.

Whether outlaws from a distant land trying to redeem themselves, swashbucklers with an eye for the explosive, or smiths that wish to show off their talents to the world in the heat of battle, gunslingers come from many backgrounds, but all have one thing in common. They're all very good with guns, and use unique fighting styles and speed to strike down any foe that challenges them with less advanced weaponry.

USING UNIQUE WEAPONS WITH STYLE

Though this is heavily dependent on the adventure being run, guns are considered very rare in most adventures, and few know how to operate them. Their exotic nature can lead to confusion and panic among those at the business end of these tools. Gunslingers take advantage of this and combine the usage of these guns with a stylistic grace and speed very few can comprehend. A Gunslinger will take nearly any opportunity they feel appropriate to show off with their weapons of choice, and as they hone their skills with these distributors of supersonic lead death, they become speedy, nearly impossible to track and able to hit a target with their guns under nearly impossible circumstances.

BORN FOR ADVENTURE

Most adventurers seek adventure out. Others have it thrust upon them. Gunslingers seem to have been born with a natural affinity and curiosity for exploration and dealing with the problems out in the wild. You'll find them at the job board before any paladin or fighter, and they'll be eager to take on the challenges of the darkest and most dangerous dungeons. The more challenging the encounter, the greater use they'll get out of their pride and joy.

CREATING A GUNSLINGER

When creating a gunslinger, consider two major things. Firstly, consider how rare guns are in the adventure your DM is running, and then consider how your character came across their knowledge of how to make and use them? Did they have a eureka moment in a time of renaissance? Did they train with a mentor before deciding to go on their own path? Or did they form a pact with a dark entity for this knowledge? Either way, their background should lead them to come across these deadly tools for use in their adventures.



THE GUNSLINGER

Level	Proficiency Bonus	Features
1st	+2	No Coward's Weapons, Gun Tactics
2nd	+2	Basic Gun Stunts, Quickdraw
3rd	+2	Gunslinging Trail, Lucky Item
4th	+2	Ability Score Improvement
5th	+3	Bulletstorm, Overwatch
6th	+3	Ability Score Improvement
7th	+3	Iron Intuition, Bullet Time
8th	+3	Ability Score Improvement
9th	+4	Trail Feature
10th	+4	Shootout Sense
11th	+4	Advanced Gun Stunts
12th	+4	Ability Score Improvement
13th	+5	Trail Feature, Lucky Item Improvement
14th	+5	Superior Overwatch
15th	+5	Final Stand
16th	+5	Ability Score Improvement
17th	+6	Trail Feature
18th	+6	Superhuman Reflexes
19th	+6	Ability Score Improvement
20th	+6	Gunslinging Supreme, Bulletstorm (2)

QUICK BUILD

To quickly build a gunslinger, make Dexterity your highest ability score, followed by Intelligence. Second, choose the Investigation and Acrobatics skills. Lastly, choose the Folk Hero, Guild Artisan, or Soldier background.

CLASS FEATURES

As a Gunslinger, you get the following class features.

HIT POINTS

Hit Dice: 1d8 per Gunslinger level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 or 5 + your Constitution modifier per Gunslinger level after 1st

PROFICIENCIES

Armor: Light Armor and Medium Armor or Shields

Weapons: Longarms, Sidearms, Daggers, Shortswords, Rapiers, Scimitars, Clubs, Crossbows, Whips

Tools: Tinker's Tools or Smith's Tools

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, Acrobatics, Animal Handling, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, or Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A personal effect, such as a hat, cape, or trenchcoat and leather armor or (b), a personal effect and scale mail (if proficient).
- (a) A Primitive Longarm and a Shortsword, Rapier, Whip, or Scimitar, (b) a Primitive Sidearm and a shortsword, rapier, whip, or scimitar, or (c) a Primitive Longarm and a shield (if proficient), along with 20 pieces of ammo that match the firearm chosen.
- (a) A Primitive Sidearm and 10 rounds, or (b) two daggers, a whip or a shortsword.
- (a) An dungeoneer's pack or (b) a scholar's pack.

VARIANT RULE: FIREARMS ARE PROMINENT

If firearms are prominent in your world, you may instead choose the following equipment variations.

- (a) An Advanced Longarm and a shortsword, rapier or scimitar or (b) an Advanced Sidearm and a shortsword, rapier, whip, or scimitar, or (c) an Advanced Longarm and a shield (if proficient) along with 20 pieces of ammo that match the firearm chosen.
- (a) An Advanced Sidearm and 10 rounds, or (b) two daggers, a whip or a shortsword.

NO COWARD'S WEAPONS

You are often given the moniker of being nothing more than a boisterous coward who uses a fool's weapon. This couldn't be further from the truth. If anything, your weapon fills you with more courage than even the angriest barbarian or the most stalwart paladin. Starting at 1st level when you choose this class, you have advantage on saving throws against being frightened. If you are frightened, you can spend an action to gaze down at your firearm if you have it drawn, instilling you with a nearly supernatural courage, ending the effect on yourself and gaining temporary hit points equal to d8 + your gunslinger level.





GUN TACTICS

At 1st level, you adopt a tactic with your guns that emphasizes your unique skill with them. You can't take a gun tactic more than once, even if you get the option to choose again.

SNIPER

If you make an attack with a two-handed firearm beyond 30 feet, you get a +2 bonus to damage rolls. The firearm cannot have the *scatter* property in order to gain this benefit.

AKIMBO SHOOTING

When wielding two *light* firearms, you can add your ability score modifier to the damage of the second attack. You can reload both *light* firearms at once using a bonus action.

BREACHER

When you make an attack with a firearm at a creature within 30 feet of you and you roll a 1 or 2 on the damage die, you can reroll the damage die and must take the new roll, even if the number is a 1 or a 2. The firearm must have the *close quarters* or *scatter* property for you to gain this benefit.

SHIELD SHOOTING

You can now wield a *two-handed* firearm with a shield, but must brace it against the shield as a bonus action to fire it.

RIFLERY

When wielding a *two-handed* firearm without the *bulky* or *scatter* property, you get a +2 to attack rolls.

GUN DUELIST

When wielding a sidearm in one hand and no other weapons, you get a +2 bonus to your damage rolls with these weapons.

BASIC GUN STUNTS

Gunslingers learn unique skills that set them apart from anyone else who can point and shoot a gun. At 2nd level, you can perform various different daring feats with your firearms. You can use the following abilities during your turn.

Analytical Shot. You can use a bonus action to train your firearm's sights on a creature's vitals before you fire. When you do, you can use your Intelligence modifier, instead of your Dexterity modifier, when making an attack roll.

Run 'N Gun. If you make an attack roll with a firearm, you can use a bonus action to move 10 feet in any direction.

Quick Clear. You can use a bonus action to clear your firearm's chamber if it misfires.

Speed Loader. You can reload any firearm with the *long load* property as a bonus action, unless it has the *heavy* property, or load all shells instead of three for a firearm with the *shell loading* property as a bonus action.

Slinger's Senses. You can make a Wisdom(Perception) check as a bonus action, as long as you have a gun drawn.

QUICKDRAW

At 2nd level, your hands are fast as lightning in a shootout. You can holster a firearm and draw a different firearm as part of your movement or action before needing to use your *Use Object* action. Additionally, you can use your firearms to make opportunity attacks at enemies who have moved out of melee range, if you have the ammunition to do so.

LUCKY ITEM

When you reach 3rd level, the personal effect you chose at 1st level, such as a cigar, a trenchcoat or a ten gallon hat, has become a defining aspect of your personality. Choose from one of the following traits below. If your lucky item is lost or destroyed, it mysteriously reappears on you at the end of your next long rest. You cannot choose the Gunslinging Trail specific Lucky Item options until 13th level.

When you reach 13th level, you can choose one additional trait.

Name	Bonus
Savvy	Choose a skill you are proficient in. Double your proficiency bonus for checks made with that skill.
Eloquent	You learn two languages of your choosing.
Adroit	You learn a tool proficiency of your choosing, or double your proficiency bonus for one tool proficiency.
Erudite(Myth Breaker Only)	You get the <i>hunter's mark</i> spell, and can cast it once per long rest without expending a spell slot.
Sly(Virtuoso Only)	You gain one Battlemaster Maneuver and treat it as a Virtuoso Trick.
Taboo(Spellshooter Only)	You learn the <i>thaumaturgy</i> and <i>mage hand</i> cantrips.

GUNSLINGING TRAIL

At 3rd level, you can choose from one of three Gunslinging Trails to begin training in. You can choose from either Myth Breaker, Virtuoso, or Spellshooter, all detailed at the end of the class description. The trail you choose grants you features at 3rd level, and again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th level, 8th level, 12th level, 16th level, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As usual, you can't increase an ability score above 20 using this feature.

OVERWATCH

At 5th level, you can use an action to lie in wait to make an opportunity attack against any enemy that moves, attacks, or casts a spell while in your firearm's normal range if you have the ammunition to do so. (For example, 30 feet for a Flintlock Pistol.) You cannot use *Basic Gun Stunts* Or *Advanced Gun Stunts* in conjunction with this feature. A successful attack gives the following penalties based on when you use it:

- If the creature is moving, its speed is halved until the end of your next turn.
- If the creature is making an attack roll, the attack is made with disadvantage.

- If the creature is casting a spell, any creatures targeted by the spell have advantage on saving throws to resist the spell.

BULLETSTORM

At 5th level, you can attack twice, instead of once when you take the attack action on your turn. This can only be done with firearms if they have at least one round left in them.

The number of these attacks increases to 2 at 20th level, but you can only make the third attack with a firearm.

You ignore the reload action or loading time for firearms when and only when making a *bulletstorm* attack.

BULLET TIME

At 7th level, your reflexes are as fast as any bullet you fire from your gun. You can now take the *Dodge* action using a bonus action. While dodging, the damage you take from ranged weapon attacks is reduced by half.

Additionally, when you make a Dexterity Saving Throw to take half damage from a damaging effect, such as a shotgun's scattering shells or a black dragon's acid breath, you take no damage on a successful save and only half damage on a failed save.

IRON INTUITION

Gunslingers pride themselves as being folks who can tell an honest person from a cheat from a mile away. The strange weapons in their holsters also give them an air of someone who can deal with many dangers. At 7th level, you can spend one minute talking to a creature or observing it to glean knowledge on their tics to gain advantage on any Insight checks to discern intent or disposition on any topic. You can also use your Intelligence instead Wisdom for your Insight roll modifier. You can spend ten minutes gathering info about a creature to gain this benefit, so long as there are a few people who know at least basic information on them. You can also spend ten minutes in a community to find any information on bounties or contracts to hunt down nasty things such as bandits or monsters.

Additionally, when you make Wisdom(Perception), Intelligence(Investigation), or Intelligence(History) checks involving firearms, double your proficiency bonus for those checks.

SHOOTOUT SENSE

Gunslingers live for the possibility of danger at any moment. At 10th level, you get advantage on initiative rolls. If you are surprised, you can take your turn as normal, but must use your action to go into *Overwatch*.

ADVANCED GUN STUNTS

At 11th level, you get access to new and more advanced gun stunts. When you use an *Advanced Gun Stunt* as your bonus action, you can also use a *Basic Gun Stunt* as part of that bonus action. Alternatively, you can now use two *Basic Gun Stunts* at once as a bonus action.

Vital Strike. You can spend a bonus action to decrease your firearm attack critical hit number by 3. If you do this, your gun's misfire number goes up by 1, to a maximum of 10. Add damage to your critical hit damage equal to half your gunslinger level.

Luck of the Craft. You can reroll a failed ranged attack roll with your firearms as a bonus action.

Marksman's Stance. When you attack with a longarm, you can draw a sidearm and fire again at any target of your choosing as a bonus action. You do not add your Dexterity modifier to the damage of this attack, unless your modifier is negative. You can use the sidearm to make a *Bulletstorm* attack if you have not done so already with your two-handed firearm. You must holster either the sidearm or the two-handed firearm afterwards as part of the bonus action.

Expert Shot. When you use *Analytical Shot*, you can then add half your Dexterity modifier to the first attack roll you make during your turn as part of that bonus action if you have not already used another *Advanced Gun Stunt* during your turn. If your Dexterity modifier is higher than your Intelligence modifier, then add half your Intelligence modifier instead.

Powershot. You can use a bonus action to concentrate your shots onto your target's center mass. The first attack you hit with on your turn now deals extra damage equal to half your gunslinger level (rounded down). This raises your gun's misfire number by 1, to a maximum of 10.

SUPERIOR OVERWATCH

At level 14, your *Overwatch* attack can target any creature out to your weapon's maximum range. You can use one *Basic Gun Stunt* in conjunction with the reaction you use to make the attack. This attack now adds extra penalties on a hit:

- If a creature is moving, its speed drops to 0 and it can't take reactions until the end of your next turn.
- If the creature is making an attack roll, it deals half damage if it hits.
- If the creature is casting a spell or making an area of effect attack, it deals no damage to creatures that succeed the saving throw to resist it, and half damage to creatures that fail the saving throw.

FINAL STAND

Starting at 15th level, when your hit points are brought to 0 and you do not die outright, you can, once per long rest, enter a state of pure grit in order to keep fighting on before death takes you. You fall prone and can draw any firearm you wish without using an action. You can only reload or use *Basic Gun Stunts* as a bonus action, and take the attack action with your weapon. You can only move 5 feet while in *Final Stand*, and you cannot *Dash* or stand up. You make death saving throws at the end of your turns while in *Final Stand*.

If you manage to kill a creature or roll a natural 20 on an attack roll while in *Final Stand*, you regain 1d8 + your gunslinger level hit points and can use your reaction to stand up, a surge of adrenaline and stamina throwing you up on your feet so you can dive back into the fray, guns blazing.

If you succeed three death saving throws while in final stand, you are knocked unconscious and stabilized as normal.

SUPERHUMAN REFLEXES

At 18th level, you have sharpened your reflexes to supersonic proportions. You now get the following benefits:

- You can take the *Disengage* action as a bonus action, except when in *Final Stand*.
- The damage you take from ranged attacks and ranged spell attacks can be reduced to 0 when taking the *Dodge* action once per short or long rest.
- You can use two *Advanced Gun Stunts* as a bonus action. Once you use this feature, you cannot use it again until you complete a short or long rest.
- You can use your *Overwatch* action as a bonus action once per short or long rest. When you make a successful *Overwatch* attack, you can make one additional attack against the same creature with advantage. You do not add your ability score modifier to the damage of this attack, unless that modifier is negative.

GUNSLINGING SUPREME

By the time you reach 20th level, you have become an undisputed expert with firearms. Add your proficiency bonus to your firearm's damage rolls, except when in *Final Stand* or making an attack that does not apply your ability score modifier to its damage. (For example, making an offhand attack with a *light* firearm, or using *Six-Gun Ace's* bonus action attacks.)

Additionally, you can use a bonus action to use a gun's *automatic* or *burst fire* attack once per short rest.

CLASS STARTING WEALTH

Class	Funds
Gunslinger	5d4 x 10 gp

If a Gunslinger is playing in a game where they can exchange equipment for wealth, they get one firearm that does not count towards their gp for equipment they can get.

MULTICLASSING

In order to multiclass as a Gunslinger, you must have a minimum Dexterity and Intelligence ability score of 13.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Gunslinger	Light armor, medium armor, longarms, sidearms, tinker's tools or smith's tools

GUNSLINGING TRAILS

Gunslingers at level 3 begin to train themselves toward various principles of gunfighting. These choices are less like classical training and more like a lifestyle decision. They're what Gunslingers attempt to devote themselves to as a part of their adventuring lifestyle. You may choose from the Myth Breaker, Virtuoso, or Spellshooter trails. These principles grant you various features to enhance your gunslinging ability to legendary levels.

MYTH BREAKER

Myth Breakers specialize in using their firearms to hunt down the most dangerous of beasts. They hunt down anything from ancient dragons and beholders with extreme precision and skill. Determined and well researched in a variety of lore, myth breakers are experts in hunting down that which makes the average person tremble in fear.

SLAYER'S SPECIALIZATION

Beginning at 3rd level, you have become a veritable encyclopedia of knowledge on nearly any nasty creature. You can spend 10 minutes reading through your notes or recalling information from your own experiences and knowledge about a single creature. You can make an Intelligence(Arcana) check as a bonus action while in combat to recall this information if you do not know it offhand. The DC for this check is equal to the challenge rating of the creature.

When you recall these details, you immediately learn the creature's vulnerabilities, immunities and resistances. You also learn any special effects triggered when the target takes damage, such as radiant damage halting its regeneration. You also learn any special abilities it has or the most powerful spell that the creature knows, if applicable. Once you use this feature as a bonus action, you cannot use it again until you complete a short or long rest.

MYTH BREAKER'S TACTICS

When you reach 3rd level, you can choose from one of the following tactics that help you slay various monstrosities.

Varmint Slayer. You have a knack for landing precision shots that help you hit small or dodgy pests. You get advantage with firearm attacks on creatures whose size is smaller than yours that have moved further than 20 feet, or any creature that has moved at least 30 feet or taken the disengage action before your turn. You only get this advantage for one attack per turn.

Wing Clipper. Flying creatures are no match for your expertly placed shots. If you hit with a firearm attack roll on a creature that is airborne, either as a result of flying or a spell's effect, or has jumped, climbed or fallen before your turn, you deal an extra d8 damage to them. You can only deal this extra damage once per turn.

Leviathan Feller. Your skill with a gun can send big monstrosities reeling. When you hit with a firearm attack roll against a creature that's Large or larger, you can stagger them back 10 feet from you in the direction you hit them. This forced move can only be done once per turn.

Crowd Control. Your quick trigger finger lends itself well to killing hordes of creatures. Once per turn, when you make a firearm attack roll against a creature, you can make an additional attack against a creature that's within 5 feet of it and within normal range of your firearm.

Legendary Buster. The crack of your gun is a symbol of teamwork as you mark powerful targets for death. When you succeed a firearm attack roll against a creature that has successfully damaged you or creatures friendly to you within the last round, the next weapon attack made against the offending creature by a creature friendly to you deals an extra d8 damage on a hit.

MONSTROUS DEFENSE

When you reach 9th level, you can learn one of the following defensive tactics that add to your monster hunting skillset.

Mythical Guardian. When keeping track of legendary creatures, your hunter's senses heighten your defense. You get +4 AC when you take the *Overwatch* action.

Mob Runner. Creatures that crowd upon you find it quite hard to kill you. When a hostile creature makes an attack against you while another hostile creature is within 5 feet of you or it, the creature makes the attack with disadvantage.

Skywatch. You always keep your eyes to the sky, making airborne ambushes difficult. When a creature that is flying, either because of wings or a spell's effect, or has fallen, climbed, or jumped before your turn makes an attack roll against you, it makes it with disadvantage. If the attack hits, you can use your reaction to halve the attack's damage against you.

Critter Sense. Your dedication to tracking small pests has allowed you to develop senses to help hunt them down. You gain 30 feet of blindsight and tremorsense, and creatures that are small or tiny cannot get advantage on attack rolls or benefit from being hidden or invisible while within range of these senses, as long as you are not incapacitated.

Gargantuan Reinforcement. You are stalwart in the face of colossal dangers. You get proficiency in Strength saving throws.

You also learn one additional *Gun Tactic* when you reach this level, having honed your own gunslinging craft to keep up with having to track down and kill such a wide variety of mythical creatures.

STRENGTH IN KNOWLEDGE

At 13th level, you have augmented your mind and strengthened your resolve against the horrors out in the great beyond. You get advantage on saving throws against being charmed by creatures you have researched using *Slayer's Specialization*. In addition, the first time you use *Slayer's Specialization* on a particular creature, you get advantage on attack rolls and saving throws against it the next time you encounter it. This benefit fades after the fight has ended.

LEGENDARY OVERWATCH

When you reach 17th level, you are able to stop the most fearsome creatures right in their tracks with nothing but your bullets. If you make a successful overwatch attack against a creature, you can make it suffer the following effects:

- If the creature is moving, it is stunned until the end of your next turn.
- If the creature is making an attack roll, it automatically fails that attack roll and cannot make any more attacks until the end of your next turn.
- If it is casting a spell or forcing a creature or creatures to make a saving throw, the spell or area of effect attack automatically fails, dealing no damage if it would normally do so. If the creature was casting a spell, the spell slot is wasted.

Once you use this feature, you cannot use it again until you complete a short or long rest.

VIRTUOSO

Virtuosos don't see guns as just a mere tool of destruction, they see them as an art form that they wish to master. Those who chose to train as virtuosos collect and train with as many guns as possible in to become more versatile and powerful shooters whose skill and showmanship is unrivaled.

THE ART OF LEAD

Starting at level 3, Virtuosos get a bevy of special skills enhanced by special dice called superiority dice.

Tricks. You learn three tricks of your choice, which are detailed under "tricks" below. Many tricks enhance an attack or assist allies/debilitate enemies in some way, shape or form.

You learn two additional tricks at level 9, level 13, and level 18. Each time you learn a new trick, you can also replace one Trick you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s, to spend on either Gun Stunts or Tricks. When you use a superiority die, it's expended. You regain all your superiority dice when you finish a short or long rest. You get an additional superiority die at 9th level, and one more at 17th level.

Superiority Dice Improvements. Superiority dice turn into d10s at 9th level and d12s at 17th level.

Saving Throws. Some of your Tricks require your target to make a saving throw to resist the trick's effects. The save DC is calculated as follows:

Trick Save DC = 8 + your proficiency bonus + your Dexterity, Intelligence or Charisma modifier.

HEAD IN THE GAME

At 9th level, you are constantly on top of your game, and are always ready for action. You can use a single *Basic Gun Stunt* once per turn without using a bonus action. Once you use this feature, you cannot use it again until you complete a short or long rest.

Your mind also becomes a bastion for quick thinking and creativity. You get proficiency in Intelligence saving throws.

Additionally, once per long rest, when you are reduced to 0 HP, you can channel your inherent luck and focus to fly in the face of death itself. Spend any number of superiority die and add the result + your Constitution modifier to your hit points.

SKILLED & WITTY

Starting at 13th level, you have become an epitome of expertise and sheer skill, both on and off the battlefield. You learn two additional skills, tools, or languages of your choice. Alternatively, you can choose one skill or tool you have proficiency in. Double your proficiency bonus for checks made using that skill.

Additionally, you get advantage on Persuasion and Intimidation checks when trying to defuse a fight.

TRICK PRODIGY

At 17th level, you regain 1 superiority die if you roll initiative and have no superiority dice remaining. Choose a single trick you know. You can now use this trick once per long rest without spending a superiority die.

Additionally, you can use a single *Advanced Gun Stunt* once per turn without using a bonus action. Once you use this feature, you cannot use it again until you complete a long rest.



TRICKS

These tricks will be listed in alphabetical order.

Bleeding Attack. When you make a successful weapon attack, spend a superiority die to cause the creature to begin bleeding from the wound. The target of your attack takes necrotic damage equal to your superiority die for as many turns as your Dexterity or Intelligence modifier; whichever is higher. They take this damage on the beginning of their turns. They can make a Constitution saving throw in order to halve this damage. (Rounded down.)

Creatures that do not bleed are not affected by this trick, and simply suffer extra damage equal to your superiority die + half your gunslinger level (rounded down).

Break Cover. Spend a superiority die to attack a creature in cover with an attack roll. Add the number rolled to the attack's damage. The target is considered to be in half cover if they are in 3/4's cover, and no cover if in half cover. You can attack a creature in total cover with disadvantage, as long as you are aware of them. Targets attacked in this manner are considered to be in three-quarters cover. If this is done to a creature that has been swallowed by another creature, the creature that swallowed it takes the damage you deal with this attack, and the creature inside takes damage equal to the number rolled on your superiority die.

Concussive Attack. When you make a successful weapon attack, you can spend a superiority die and add the number rolled to the attack's damage. You cause your target to be discombobulated, imposing disadvantage on the next attack they make.

Defensive Stance. When you make more than one attack with your firearms, spend a superiority die. You go into a stance that makes you a harder target to hit as you take shot after shot against your enemies. Roll the superiority die + your Dexterity modifier. Subtract the result from the first attack roll made against you before the beginning of your next turn.

Disarming Attack. Make an attack roll and expend a superiority die and add the number rolled to the attack's damage. If it succeeds, you force the creature hit to drop one of its held items. The creature must make a Strength saving throw. If they fail, they drop the held item down to their feet.

Disorienting Attack. When you make a successful weapon attack, you can spend a superiority die to disorient them, leaving them open for your allies to attack. The next attack roll that's made against the target has advantage if the attack is made before the start of your next turn. Add the result of your superiority die to the ally's attack roll.

Dodge Roll. When a creature damages you, you can use your reaction to expend a superiority die to deftly roll out of the way as a reaction. The damage you take is reduced by the number rolled on your superiority die, and you can move 10 feet in any direction without provoking opportunity attacks.

Slinger's Luck. If your firearm would misfire, you can expend a superiority die in order to channel the inherent luck of your craft to avoid the misfire entirely. Add the number rolled on your superiority die to your next attack roll.

Intercept. When an enemy makes a ranged spell attack or a ranged attack within your ranged weapon's range, you can expend a superiority die in order to use a reaction to attempt to shoot it out of the air. Make a ranged weapon attack against the missile or spell. Add the number rolled on your superiority die to the attack roll. These missiles and ranged spells have an AC equal to the attack roll of the creature that shot or cast them. If you succeed, the attack automatically fails as you strike it and either interrupts its effects or knocks it off course. You can use this trick before or after the attack roll is made, but before it's revealed to be a hit or a miss.

Piercing Attack. When you hit with an attack with your ranged weapon, you can expend a superiority die to have the shot continue on through the target after hitting it in order to attempt to damage an additional creature. If the creature within range of your shot and in the same line as your shot would have been hit by your attack roll, they take damage equal to the number rolled on your technique die. The damage is the same as the type dealt by the original attack.

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die and add the number rolled to the roll. You can use this trick before or after making the attack roll, but before any effects of the attack are applied.

Rocket Jump. If you make a jump, you can spend a superiority die to make the jump with vim and vigor, adding the number rolled + your Dexterity modifier to that jump's distance and make it not cost additional movement to make the jump.

Sprint. When you move, you can expend a superiority die to go sprinting at full speed across the battlefield. Your walking speed increases by 10 feet until you stop moving. You can spend additional superiority die, up to 2, to increase this distance by an additional 10 feet per point spent. If someone makes an opportunity attack against you, you can roll a superiority die you expended and add that number to your AC for that attack. You can do this as many times as you expended superiority die.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add a superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Warning Attack. When you miss a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target as the shot whizzes past them. The target must make a Wisdom saving throw. Subtract the result of your superiority die from their roll. On a failed save, it is frightened of you until the end of your next turn.



SPELLSHOOTER SPELLCASTING

Gunslinger Level	Grit Points	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	2	3	2	-	-	-
4th	4	2	4	3	-	-	-
5th	4	2	4	3	-	-	-
6th	6	2	4	3	-	-	-
7th	6	2	5	4	2	-	-
8th	8	3	6	4	2	-	-
9th	8	3	6	4	2	-	-
10th	10	3	7	4	3	-	-
11th	10	3	8	4	3	-	-
12th	12	3	8	4	3	2	-
13th	12	3	9	4	3	2	-
14th	14	3	10	4	3	2	-
15th	14	3	10	4	3	2	-
16th	16	3	11	4	3	3	-
17th	16	3	11	4	3	3	-
18th	18	3	11	4	3	3	-
19th	18	4	12	4	3	3	1
20th	20	4	13	4	3	3	1

SPELLSHOOTER

Spellshooters are those who have melded the pursuits of magic and engineering in search of greater potential that neither are able to deliver by themselves. By means of preparation, they are able to condense and store the energies of spells in material vessels, creating dangerous weapons that act not merely as conduits for magic, but enhancers.

SPELLCASTING

When you reach 3rd level and choose the Spellshooter Principle, you gain the ability to cast magic from the wizard Spell List. You channel the energy of your spells through your own memorization of spells and pure mental acuity.

Spellcasting Conduit. Spellshooters can cast spells as normal or infuse them within their bullets for increased range or more powerful effects. See the Arcane Ammunition feature for more information.

Cantrips. You learn two cantrips from the wizard spell list.

Spell Slots. The Spellshooter Spellcasting table shows how many spell slots you have to use your spells of 1st level and higher. See Flexible Preparation on how to use these slots. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know two 1st-level spells of your choice from the Wizard spell list, which must be chosen from the evocation or transmutation spells on respective spell list. The Spells Known column of the Spellshooter Spellcasting table shows when you learn more Wizard spells of 1st level or higher. Each of these spells must be a transmutation or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 10th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the Wizard spells you know with another spell of your choice from the Wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a transmutation or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, as you study the ways of science and magic through learning and experimentation, and your sheer intellect powers your arcane potential. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier

ARCANE AMMUNITION

Spellshooters can condense the magical energy of spells into their guns, and are able to fuse the spells into their ammunition for their attacks. Their firearms are therefore modified to withstand the energy of powerful spells within their confines. At 3rd level you can, over the period of two hours out of a long rest, infuse a number of spells into your gun as you have available spell slots, instead of just casting the spell as normal. Your gun contains this magic until you next complete a long rest, upon which the magic dissipates. During your turn, when you cast a spell, you can instead cast it through your gun as a spell bullet. Each spell bullet has the following properties:

- You must make a ranged spell attack roll against the target of your spell in order to cast it successfully.
- Somatic, verbal and material components for spells are fulfilled while infusing the spell into the gun, and thus you do not need to expend them when it is cast through the bullet.
- All spells prepared in this manner have the same range as the range of the firearm.
- If the bullet misses the target, the spell is wasted and not cast. If the spell has an area of effect, it is cast against the nearest object or wall in the same direction of your attack.
- Spell bullets do not deal damage on their own. If the spell being cast through it deals damage or heals, the bullet does not compound with the damage, as the bullet must break apart to cast the damaging spell.
- Any spell that requires a single spell attack roll automatically succeeds if the bullet hits its target. Spells with multiple attack rolls are cast as normal, although if the first spell attack roll is made against the target of the bullet, it automatically succeeds.
- If you are wielding two *light* firearms at once, then only one gun can fire a spell bullet at a time.

FLEXIBLE PREPARATION

Starting at 3rd level, you entirely alter the properties of spells you infuse into your bullets.

When you prepare a spell into your gun that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with another damage type from this list by altering its properties before you infuse it within your ammunition.

ALTERING SPELL EXAMPLES

You can alter the *burning hands* spell to deal force damage instead of fire and require a Charisma saving throw, turning it into a ray fired from the eyes that assaults a target's sense of personal force.

ARCANE SMITH

When you reach 9th level, you have become adept at creating your magic munitions far more quickly than normal. As long as you have spell slots and mundane ammunition left, you can prepare spell bullets equal to half your Intelligence modifier (rounded up) over the period of a short rest.

Additionally, you have improved your gun to be able to handle spell bullet magic far more easily. When you take the attack action during your turn, you can replace one of the attacks with a spell bullet attack.

BLUEPRINTS

At 13th level, Spellshooters have become well learned in the studies of the arcane, and can use this knowledge to create blueprints containing new spells to cast or infuse into their ammunition. You get proficiency in Intelligence(Arcana) checks if you don't have it already. If you do, double your proficiency bonus for checks you make with that skill.

If you have a piece of parchment and fine ink, you can create blueprints for a number of spells equal to your Intelligence modifier. The spells you mark into the blueprint must be a level of which you can cast. Making these blueprints works just like logging spells into a wizard's spellbook, and you can keep them in a binder or stack that holds them all together. (See "Your Spellbook" on the Wizard section in the player's handbook.) You can mark spells in your book from the Wizard and Cleric spell list.

EYE FOR AN EYE

When you reach 17th level, you gain the ability to glean the knowledge from any spellcaster into the ammunition of your weapons as long as you throw yourself right into the line of fire to collect it. Once per long rest, when you are the target of a spell of 1st level or higher, you can use your reaction to hone your gunslinger wits to resist and study the spell and copy its knowledge in order to harness its effects into a single bullet. If the spell is a spell attack roll, it is made with disadvantage. If the spell requires you to make a saving throw to resist its effects, you make the save with advantage.

After the spell is cast, roll an Intelligence(Arcana) check. The DC is $10 + \text{twice the spell's level}$. If you succeed, you immediately create a blueprint or a spell bullet that has the spell infused within it. This happens even if the spell reduced your hit points to 0, as long as it did not kill you outright. This bullet or blueprint has the spell inside it for another 8 hours, after which the magic fades.





This subclass uses the [Artificer Class](#) from WoTC's Unearthed Arcana articles.

GUNSMITH

Artificers who choose to take up the engineering of firearms are able to forge guns made from their scientifically brilliant minds and infused with powerful magic. You are a master of crafting firearms, and your brilliance gained from your trade allows you to make them in no time at all. Such artificers are sought after for their ability to quickly arm entire companies of soldiers with powerful firearms, and giving the specialists their magical ammunition to be used during their deadly missions.

ENGINEERING MASTER

When you choose this specialization at 1st level, you gain proficiency in either tinker's tools or smith's tools, and you learn the *mending* cantrip, and can cast it at will. If you already have these, you can gain proficiency in a different tool and/or cantrip of your choice from the Wizard Spell list. You also gain proficiency in *longarms* and *sidearms*.

GUN SMITHY

At 1st level, you can now craft Primitive Firearms. In order to craft them, you must have a set of tinker's tools or smith's tools on you. You are presumed to have the raw materials and schematics for these firearms on you when you choose this specialization. The cost to create these firearms is equal to cost in gp / 2. You can craft these firearms at a rate of 5gp per hour.

ARCANE AMMO PACK

When you choose this specialization at 1st level, you have forged a leather bag, backpack, bandolier, or other such storage device that carries tools and ammunition for your guns. This includes powders, lead, and other materials you need for gun maintenance and ammo crafting.

You can use your Arcane Ammo Pack to magically produce rounds for your guns. At the end of each long rest, you can magically produce mundane rounds equal to your Intelligence modifier x 10 (minimum 1). If you lose your Arcane Ammo Pack, you can make another one at the end of a long rest, at the cost of 25gp worth of resources and raw materials, such as leather and lace.

EXPERIMENTAL ROUNDS

When you reach 3rd level in gunsmith, you attempt to combine the magic you've recently learned how to channel in various experiments. Over the period of 1 hour, you can attempt an experiment to infuse a number of rounds created from your Arcane Ammo Pack equal to your Intelligence modifier with magic. This number increases to your Intelligence modifier x 2 at 14th level. Make a DC 11 spellcasting ability check. If you succeed, roll on the experiment table to decide the result of each of your experimental rounds. If you fail, the experiment only produces one experimental bullet. Roll on the table to decide what that bullet is.

Alternatively, you can expend a spell slot over the course of this hour to automatically succeed this check if the level of the spell slot is equal to the DC of the check / 10.

Experimental bullets do not lose their magic nor are they destroyed if they miss a target when shot. The magical effects fade on a successful shot, and the round can always be recovered after battle.

d8 Effects

- 1 **Slaying Round.** The round deals an extra 2d6 damage of its type to a single creature type of your choosing.
- 2- **Protecting Round.** The round no longer deals damage.
3 Instead it adds +1 AC to a creature friendly to you for 1 minute when shot at them. (Does not stack.)
- 4- **Elemental Round.** The round deals an extra 2d4 acid, 5 cold, fire, lightning, poison or thunder damage (your choice).
- 6- **Armor Breaking Round.** The round no longer deals 7 damage. Instead it reduces a target's AC by 1 for 1 round when successfully shot at them. (Does not stack.)
- 8 **Heartseeking Round.** The round attacks using a creature's unarmored AC (or it's AC without unarmored boosts, such as natural armor or unarmored defense).

When you reach higher levels in this class, you can increase the max potential damage that damaging experimental rounds can deal by 2d6/2d4, but the DC of the spellcasting ability check goes up by 1 for every d6/d4 the damage deals higher than 2d6/2d4: 9th level (4d6/4d4), 14th level (6d6/6d4), and 17th level (8d6/8d4).

The same applies to the AC of protecting rounds and armor breaking rounds, except the DC increases by 2 for every value higher than 1: 9th level, 2 AC, 14th level, 3 AC, and 17th level, 4 AC.

Only you can use these higher powered rounds for your firearms until you reach 17th level.

AMMO SMITHY ADEPT

At 9th level, you have become more adept at magically producing and infusing ammunition for your guns. When you use your Arcane Ammo Pack to magically make ammunition for your guns, you can make an amount equal to your Intelligence modifier x 20. Additionally, any ammunition you create with your Arcane Ammo pack is considered magical.

Additionally, when you make Experimental Bullets, you can choose what magic to infuse into which round from the experiment table for a number of times equal to your Intelligence modifier. You cannot make this choice if you fail the Experimental Ammo spellcasting check. Once your uses of this feature are expended, you regain them once you complete a long rest.

ADVANCED GUN SMITHY

When you reach 14th level, you learn how to produce new and improved types of firearms. You can now create all the other types of firearms on the firearms chart, as well as Attachments and Custom Parts. Once per long rest, you must succeed an Intelligence check with your proficiency bonus added over the period of a short rest in order to make the blueprints for the gun or parts. If you fail, the DC goes down by 1 for subsequent checks (Minimum of 10). When the blueprints are created, you can then craft it. It is assumed that during your travels you came across the required materials to make these items before you took this feat. You craft these items at a rate of 5gp per hour, and can now craft primitive firearms at a rate of 10gp per hour.

The cost to create attachments is equal to (cost in gp of the item)/2 (rounded up).

The cost to craft primitive firearms is now cut in half for you (rounded up).

You can now reduce a primitive firearm's misfire number to a minimum of 1, regardless of its original misfire number.

Additionally, any primitive firearm you create starts with a misfire number of 0 and can start with one custom part or attachment built onto it. These custom parts and attachments can be replaced as normal.

FIREARM INFUSION

When you reach 17th level in this class, you learn the *elemental weapon* spell, if you have not already. You can infuse these spells into any nonmagical firearm you wish at their lowest level. When you infuse the spells in this way, the infusion is permanent unless you spend an action to cancel it. The infusions do continuously count against the number of infused items you can have, however.



THE COLLEGE OF VENTURE

Bards of the College of Venture aren't just dedicated adventurers, they live and breathe for dungeon delving and discovery. They research dungeonology down to a science, and eagerly share their finds with fellow college members, telling tales of dangerous and isolated crypts and experiences of brushes with near death in the dark halls of a cavern. There's very little that Venture Bards don't know when it comes to exploration and treasure hunting. And the little they don't know, they seek eagerly to find out.

BONUS PROFICIENCIES

At level 3, you get proficiency in Investigation, History, and Cook's Utensils. You can also pick one of the following Gun Tactics.

Akimbo Shooting. When wielding two *light* firearms, you can add your ability score modifier to the damage of the second attack. You can reload both *light* firearms at once using a bonus action.

Gun Duelist. When wielding a sidearm in one hand and no other weapons, you get a +2 bonus to your damage rolls with these weapons.

Breacher. When you make an attack with a firearm at a creature within 30 feet of you and you roll a 1 or 2 on the damage die, you can reroll the damage die and must take the new roll, even if the number is a 1 or a 2. The firearm must have the close quarters or scatter property for you to gain this benefit.

GUNPLAY

When you reach 3rd level, you've trained yourself to interweave the use of their guns into your performance in combat. You get the following gunplay options:

Shifting Shot. You perform a swift tumble before taking a shot with your firearm. You can spend a bardic inspiration die before you attack to move up to half your speed in any direction without provoking any opportunity attacks. Add the result of the inspiration die to the attack roll.

Disorienting Flourish. If you are the target of an attack, you can use your a reaction to go into a disorienting dance, tumble or dodgy stance. Spend a bardic inspiration die when targeted by an attack. Subtract the result from the enemy's attack roll.

Quickshot. You make a quick, intuitive shot based on instinct alone to leave yourself open to do other things. Spend an inspiration die in order to fire your gun as a bonus action if you have not taken the attack action, ignoring the reload action or loading time for firearms if you fire the last bullet in your gun. Add the result of the inspiration die to the damage roll.

Intimidating Strike. You sing, shout or motion with your weapon in a menacing manner at the creature you shoot at. Spend a inspiration die after a successful attack on a target below half their HP to force them to make a Wisdom Saving Throw. Subtract the result from their roll. If they fail, they are frightened of you for 1 minute, and must spend their reaction if they haven't already moving half their speed away from you. You gain advantage on Charisma (Intimidation) checks against them for the duration.



GOLDEN INTUITION

By 6th level, you get a real nose for treasure, as well as eyes and ears for the valuable. If you spend 10 minutes gathering information, you are able to get a lead on a place where treasure can be located. In dungeons, if you spend 1 minute studying the layout of a room with no interruption, you are able to get knowledge of two of the following:

- Any secret compartments or switches within 60 feet of you. (You don't interact with the switch or compartment.)
- The approximate location of any trap within 60 feet of you. (You do not interact with the trap itself.)
- The location of a hidden door.
- The location of a wondrous item in a pile of treasure.
- Any valuable information of the DM's choosing.

You also get a expanded spell list that you can choose from when you learn new bard spells. These spells are automatically added to your bard spell list.

Bard Level	Spells
6th	<i>conjure firing squad</i>
9th	<i>bubble shield</i>
13th	<i>find the path</i>
17th	<i>foresight</i>

IMPROVED GUNPLAY

At level 14, you have interwoven more of your inherent Bardic ability with your talents with a gun. You get the following new gunplay options.

Goaded Strike. When a creature makes a melee attack roll against a creature that is friendly to you within 5 feet of you that you can see, or a ranged attack roll against a creature that is friendly to you within 60 feet of you that you can see, you can spend a bardic inspiration die as a reaction to taunt them with a special enchantment woven into your inspiration that forces them to attack you instead. Subtract the result of your inspiration die from their attack roll. If the creature misses their attack as a result of this ability, you can make an attack with your firearm as part of your reaction. You ignore the reload action for firearms when making this attack.

Trip Attack. When you hit a creature with a weapon attack, you can expend one bardic inspiration die to attempt to knock the target down. You add a bardic inspiration die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Disorienting Shot. When you make an attack roll with a firearm, you can spend a bardic inspiration die to disorient your foe, leaving them open for allies to attack. Add the result of your inspiration die to the attack roll. The next attack roll made against this creature has advantage if it is made before the start of your next turn.

Concussive Shot. When you next hit with a ranged attack roll with your gun, you can spend an inspiration die to have the shot ring in their ears. The creature must succeed a Constitution saving throw or get disadvantage on their next attack roll. Subtract the result from the inspiration die from the saving throw.



WAY OF THE VIGOROUS SHOT

Most monks tends to use primitive weapons while up in their monasteries, daggers, spears, axes. All of these can be wielded effectively with their martial arts and are simple to learn and master. However, there are a select few monks who choose to go for the more inventive means of dealing damage, and take up the use of certain firearms in order to deal their damage. The firearm, to most monks, may seem a loud and barbaric lead burpers that have no class and style to them. But a monk who goes down the way of the vigorous shot has learned to channel their Ki into their firearms and make them extensions of their own serene will. Beware those who cross these Gun Fu artists, for they will end up dead before they know what hit them.

BONUS PROFICIENCIES

When you take this tradition at 3rd level, you learn how to infuse your Ki into firearms and let it flow through the bullets. You gain proficiency in two of the following weapons: *Pistols, Revolvers, Rifles, or Carbines*. These weapons are not considered monk weapons for you and thus do not qualify for use with the Martial Arts feature, but you can use the Martial Arts damage die as piercing damage in place of the damage these weapons would deal.

GUN FU

Once you reach 3rd level and take this tradition, you have trained yourself to flow your Ki through your firearms to perform special maneuvers in place of your *Martial Arts* and *Ki* moves. You get the following maneuvers.

- When you make the attack action with a firearm that you are proficient in, you can make one unarmed strike or a ranged attack during your turn as a bonus action. Use your martial arts die in place of the normal damage for this attack. Spend a *Ki* point to make two ranged attacks, using your *Martial Arts* die in place of the damage.
- You can spend 2 *Ki* points in order to shoot past your firearm's normal range without disadvantage.
- When you get the *Extra Attack* feature at 5th level, you ignore the reload action and loading times for firearms when making the additional attacks.
- You can use *Deflect Missiles* by using your reaction to fire a shot at a ranged weapon attack targeting your ally, at the cost of 1 *Ki* point. You can add *Ki* points to your attack roll. Missiles have 17 AC, and ranged spell attacks have 18 AC.

FORCE OF BULLETS

When you reach 6th level, you have learned to harness the Ki in your body to empower your firearms beyond their normal potential. Your attacks made with the firearms you chose in your *Bonus Proficiencies* feature count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. You can also use your *Stunning Strike* feature for your ranged weapon attacks using these firearms.

Additionally, you can add your *Martial Arts* die to your firearm's damage roll once per turn.

You can spend a *Ki* point in order to ignore cover bonus for your firearm's attacks out to their normal range as you curve the bullets around walls and cover.

SEVERE SALVO

At 11th level, once per turn, when you make a ranged attack with firearms you are proficient in, you can spend 1-6 *Ki* points to conjure additional bullets equal to the amount of *Ki* you spend that you fire from your gun at any creature within your gun's maximum range as beams of pure energy. Any creature targeted by these bullets must succeed a Dexterity saving throw against your *Ki* save DC. On a failed save, they take $2d12 +$ your Dexterity modifier force damage. They take half that damage on a successful save.

You can only target a creature with two beams at once, including the creature you made the attack roll against.

INNER FOCUS

At 17th level, you have learned to steady your mind to make nearly any shot with the firearms you chose in your *Bonus Proficiencies* feature. So long as you take a bonus action to aim your gun or have only moved half your movement speed in any direction, you have advantage on attacks made with these weapons within their normal range. Once per short rest, if you miss a firearm attack roll, you can reroll the attack, but must use the new roll. You can spend 2 *Ki* points to get advantage on the reroll.





WARDEN

Wardens are rangers that are the mysterious guardians of both urban cities and dense jungles. They watch over their territory with keen eyes, ready to defend the weak wherever they may be attacked. They appear in a flash and disappear with a crack like lightning. Wardens, unlike most rangers, have taken up a path of lead and iron to help them defend others, and their keen senses make them excellent marksmen, both from the treetops, and from up close.

RANGED WEAPON SUPERIORITY

At 3rd level, you can choose one of the two following features.

Longshot Mastery. +20 to the maximum range and normal range for your ranged weapons. Add 1d6 damage once per turn to any successful ranged weapon attacks made beyond 30 feet.

Close Quarters Dominance. Add 1d8 damage once per turn to successful attacks made within 15 feet or fewer with your ranged weapons. You can make opportunity attacks with your ranged weapons.

EXTRA ATTACK (REVISED RANGER)

If you are using Wizards of the Coast's *Revised Ranger*, found in their *Unearthed Arcana* section, you also get the *Extra Attack* class feature at 5th level.

EVASION

7th level Wardens let nothing escape their watchful eyes, and are experts at dodging wide area attacks, such as a storm of bullets or acidic waves. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MULTIATTACK

At 11th level, you learn one of the following features after having trained with your weapons of choice in order to make multiple attacks. You can use the feature they choose when taking the attack action on your turn.

Barrage. You can make a ranged attack at every target available in a 15 foot wide line within within your weapon's normal range. Ignore the reload action or loading times for firearms when making this attack. You must have the ammunition available to hit the targets, and must roll a separate attack for each.

Slam Fire. You can make an attack with your ranged weapons on any number of creatures of your choosing within 10 feet of you that you can see. Ignore the reload action or loading times for firearms when making these attacks. You must have the ammunition available to hit the targets, and must make a separate attack roll for each.

EVER VIGILANT

At 15th level, you have become a vigilant guardian for all those you protect, be it from close range or afar. You can use a reaction in order to take a shot at any enemy that is within your weapon's normal range if they attempt to attack or cast a spell at any creatures friendly to you. If you hit, the creature's attack or spell automatically fails, dealing no damage if it would normally do so. If they were casting a spell, the spell slot is wasted.

Once you use this feature, you cannot use it again until you complete a short or long rest.

PACT OF THE FIREARM

You can use your action to create a pact weapon in your empty hand. You can choose the form that this firearm takes each time you create it. You are proficient with it while you wield it. This firearm counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. This firearm uses a magical reserve of ammunition supplied by your patron that does not run out. You still have to reload it, however.

You can only summon a primitive firearm as your pact weapon until you reach 13th level, when you can now summon advanced firearms.

Your pact firearm disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic firearm into your pact weapon by performing a special ritual while you hold the firearm. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

VARIANT RULE: FIREARMS ARE PROMINENT

If firearms are a common sight in your world, you can also summon advanced firearms until you reach level 13.

PACT BOON

If your patron is the Archfey, your weapon might be a shiny redwood rifle decorated in gold plated patterns shaped in complex leaf designs. If you have the Fiend patron, your gun might be a charcoal black shotgun adorned with flames, with an evil dark steel barrel. If you draw your magic from The Great Old one as a patron, your gun might resemble a pepperbox made from ancient stonework, engraved everywhere with glowing, yellow-orange eyes.

ELDRITCH INVOCATIONS

SHOW OF FORCE

You have a knack for making an impression in combat. Add your Charisma modifier to your initiative rolls. You can also use your Charisma modifier, instead of your Dexterity modifier, for your attack and damage rolls for your pact weapon.

BLAST & SHOOT

Prerequisite: Pact of the Firearm feature, eldritch blast cantrip, 5th level

When you cast *eldritch blast*, you can attack with your pact weapon as a bonus action.

GUNSTORM

Prerequisite: Pact of the Firearm feature, 5th level

You can attack twice when you take the attack action on your turn using your pact weapon. You ignore the reload action for your pact weapon once when making these attacks.

IMPROVED PACT WEAPON

Prerequisite: Pact of the Blade or Pact of the Firearm feature, 5th level

Any weapon you create using your pact feature is a *+1 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.



SUPERIOR PACT WEAPON

Prerequisite: Pact of the Blade or Pact of the Firearm feature, 9th level

Any weapon you create using your pact feature is a +2 *weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

DRAINING SHOT

Prerequisites: 11th level, Pact of the Firearm feature.

When you make a successful shot against a creature with your pact firearm, a dark crimson line leads back to the barrel of your gun, give you temporary HP equal to half the amount of damage dealt.

GREATER PACT FIREARM

Prerequisite: Pact of the Firearm feature, 13th level

You can summon a special firearm when you invoke your pact weapon as part of your *Pact of the Firearm* feature. You can change your current weapon to become one of these special firearms when you take this invocation.

CUSTOMIZED PACT WEAPON

Prerequisite: Pact of the Firearm feature, 13th level

Any firearm you create using your Pact of the Firearm feature can start with one *Attachment* or *Custom Part* of your choice that can be used with it. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

When you reach 17th level, your pact weapon can start with any number of two *Attachments* or *Custom Parts*.

ULTIMATE PACT WEAPON

Prerequisite: Pact of the Blade or Pact of the Firearm feature, 15th level

Any weapon you create using your pact feature is a +3 *weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

ELDRITCH STORM

Prerequisite: Pact of the Firearm feature, eldritch blast cantrip 18th level

You can concentrate the *eldritch blast* cantrip through the barrel of your pact weapon, focusing the crackling beams into one large ray of magical force. Make a ranged spell attack roll with disadvantage. If the attack hits, roll four *eldritch blast* damage rolls. Add your Dexterity modifier twice to the damage of this attack.

GRASP OF THE ANCIENT ONE

Prerequisite: Great Old One patron, Pact of the Firearm feature

You can create a blunderbuss (or shotgun if firearms are prominent, or when you reach 13th level) made from a black, inky marble and a sickly, green colored steel that seems to glow. Spectral tentacles writhe around the barrel of the shotgun, slurping sounds following every shot you make with it. When you hit a creature with its ammunition, you can expend a spell slot to deal an additional 2d8 psychic damage to the target per spell level, and you can make the creature frightened of you until the end of your next turn.

WRATH OF THE INFERNO

Prerequisite: Fiend Patron, Pact of the Firearm feature

You can create a musket (or a rifle if firearms are prominent, or when you reach 13th level) forged in the fires of Pandemonium. Its wood is a black, unbreakable charcoal, and its barrel is blood red. Flames seem to surround the trigger that don't hurt you when you put your finger inside it. When you hit a creature with its ammunition, you can expend a spell slot to deal an additional 2d8 fire damage to the target per spell level that ignores resistance and immunity.

SUNSET SNIPER

Prerequisite: Archfey patron, Pact of the Firearm feature

You can create an arquebus (or a bulky rifle if firearms are prominent, or when you reach 13th level) forged from a spindly wood, whose barrel is a bright brass adorned with ornate carvings. Vines are wrapped around the gun's length. When you hit a creature with its ammunition, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level, and makes the creature charmed by you until the end of your next turn.



NEW SPELLS

BLOOD-LIGHTNING BULLET

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged attack with a firearm against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and blood-red lightning leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the ammunition deals an extra 1d8 lightning damage to the target, and the lightning damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

WALL OF DENIAL

conjuraton cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (Dust from Brick or Mortar)

Duration: Concentration, up to 1 Minute

You summon a 10 foot wide, 10 foot tall and 1 inch thick wall of magical force to impede foes passage that extends from a point you choose within range. Before you cast the spell, choose who may pass through it. Those who are chosen may walk through unimpeded. Anyone else must make a Strength Saving Throw. If they succeed, they pass through. If they fail, they are forced to stop and cannot move through the wall for the rest of their turn. The wall has 5 HP and 10 AC. If it's HP reaches 0, the wall dissipates.

The wall's HP goes up by 5 at level 5(10 HP), level 11(15 HP) and level 17(20 HP).

DARING DITTY

enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, M (Musical instrument or a Speaking Cone)

Duration: 1 minute.

You play or sing a quick little ditty for you or a single ally you can see within range. This spell appears as but a song unless a creature makes a Wisdom(Perception) check to recognize otherwise, the DC of which is determined by your spell save DC. You invigorate your ally and give them the ability to use one the following benefits for 1 minute. Once an ability is used, this spell's effects end.

- The creature's movement speed is doubled for one movement action
- The creature gets advantage on one saving throw to resist being charmed, frightened or put to sleep.
- The creature gets advantage on a Death saving throw.

Alternatively, you can use this cantrip to roll the required Saving Throw for your ally to escape a spell's effect, treating it as a Charisma saving throw, instead of using the required attribute dictated by the spell.

You can only affect up to three creatures with this spell. If you cast it a fourth time, the spell ends for the first creature it was cast on if the creature has not yet used one of its benefits.

DELAYED CHROMATIC BLAST

1st-Level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (A 50gp gem)

Duration: 1 Round

You hurl a 3 inch diameter sphere at a space of your choice within range, imbued with either acid, cold, fire, lightning, poison or thunder energy. It explodes into a 10 foot radius sphere around the point at the start of your next turn. Anyone within the sphere must make a Dexterity Saving Throw or take 4d8 damage of the type you choose, and half as much damage on a successful save.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FLAMEWAVE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

You hurl a ball of flame that bursts when it hits the ground, igniting a 25 foot square around the targeted area. Anyone within the initial square must make a Dexterity Saving Throw. They take 3d6 fire damage upon a failed save and half as much damage on a successful one. Any creature that starts its turn within the square or enters its area for the first time takes 1d6 fire damage.

When you cast this spell at 2nd level or higher, increase the initial fire damage by 1d6 for every level above first.

JINX

1st-level enchantment

Casting Time: 1 reaction when hit by an attack

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

When a creature makes an attack roll against you, you can use a reaction to place a curse on them. This curse wracks their minds whenever they attempt to attack you. When this spell is cast, and every round afterward, every time the cursed creature targets you with an attack roll, it takes d4 psychic damage. As a bonus action during your turn or if the cursed creature is killed, you can move this curse to a new target.

ICE BAYONET

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: S, M (A piece of ice and a two-handed firearm)

Duration: 1 minute

You create a shard of ice at the end of the barrel of one of your guns (Restricted to rifles, muskets, blunderbusses and shotguns). For 1 minute, you can treat your firearm as a finesse melee weapon with reach that does 1d6 Piercing damage and 2d6 cold damage.

When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot above 1st.

POISON GAS

1st-level necromancy

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (Nightshade)

Duration: Concentration, 1 minute

You toss a small magical bomb to a point within range explodes into a toxic cloud. This cloud starts as a 15 foot square from the point and expands 5 feet every round, to a maximum to 30 feet. Any creature that starts its turn within the cloud or enters its area for the first time must succeed on a Constitution saving throw or be poisoned for 1 minute. Poisoned creatures take 1d6 poison damage at the start of their turns for the duration. At the end of its turn, the creature can make another Constitution saving throw in order to end the poison effect on itself.

Creatures that have already been poisoned or are immune to poison damage or being poisoned are not affected by this spell.

A strong wind disperses this cloud after 4 rounds.

If this spell is cast at a level of 2nd or higher, increase the damage dealt by the poison by 1d6 for every level cast above 1st.

CRYOSTASIS

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (A drop of water and fine dust)

Duration: Instantaneous

You choose one creature within range. You close your fist and flash freeze the air around them in an attempt to lock their joints up and freeze them in place. The creature must succeed a Constitution saving throw. On a failed save, it takes 2d6 cold damage and has its movement speed reduced to 0 for 1 minute. At the end of each of its subsequent turns, the creature can remake the saving throw in order to end the spell's effects on itself.

When you cast this spell using a spell slot of 3rd level or higher, increase the damage by 1d6 for every level you cast it higher than 2nd.

SOFTEN THE SWORD

2nd-level Transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (A crushed mealworm, a small piece of iron, and an opal worth about 25gp that is consumed when the spell is cast)

Duration: Concentration, up to 1 minute

You choose a creature within range wielding a nonmagical weapon forged from metal. This creature's weapon turns blunt and soft, making them unable to hit as hard as they usually could. As part of casting this spell, and as a bonus action during each of your turns, you can roll a d4. Subtract the result from the weapon's next damage roll. This spell only affects one weapon at a time, and you must cast it again in order to affect a new weapon of your choice.

For every level this spell is cast above 2nd level, increase the die taken from the damage roll of the weapon by 1d4.

SPIRITUAL FIREARM

2nd-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 Minute

You create a floating, spectral firearm within range that lasts for the duration or until you cast this spell again. When you cast this spell you can make a ranged spell attack against a creature within normal range of the weapon. On a hit, the target takes damage equal to 1d8+your spellcasting ability modifier. If the weapon has the *scatter* property, the scatter attack forces any creature within a 30 foot cone to make a Dexterity Saving Throw. They take 1d8 + your spellcasting ability modifier if they fail, and half that damage if they succeed (d4 scatter damage).

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

When you cast this spell at a level higher than 2nd, increase the damage the weapon deals by 1d8 or 1d6 for every level above 2nd.

HYDRAULIC BEAM

3rd-level evocation

Casting Time: 1 Action

Range: Self(15 foot wide line)

Components: V, S, M (a drop of water.)

Duration: Instantaneous

You project a beam of water from your hand or an object of your choosing on your person in a 15 foot wide, 30 foot long line in a direction of your choosing. Creatures within the line must succeed on a Strength saving throw. On a failed save, they take 6d6 bludgeoning damage and are knocked prone. They take half damage on a success and are not knocked prone.

For every level this spell is cast above 3rd level, increase the damage by 1d6 for every spell slot level above 3rd.

ELEMENTAL BULLETS

3rd-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S, M (pieces of nonmagical ammunition)

Duration: Instantaneous

You infuse a number of pieces of mundane ammunition equal to your spellcasting ability modifier with a single element of your choice. Choose from *fire*, *cold*, *lightning*, *acid*, *poison*, or *thunder*. These bullets now deal an extra 2d6 of the chosen type of damage if the round hits.

SEARING SMOKE

3rd-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (A container of sulfur)

Duration: 1 minute

You throw sulfur into the air and convert it to a gaseous form within range. A cloud that occupies a 20 foot radius sphere forms from the chosen point. Any creature that starts its turn within the cloud or enters its area for the first time must make a Constitution saving throw. They take 2d8 fire and 2d8 acid damage on a failed save, and half that damage on a success. A strong wind disperses this cloud after 4 rounds.

For every level this spell is cast above 3rd level, increase the fire and acid damage by 1d8.

ROTTING SHOT

3rd-level necromancy

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (A piece of mundane ammunition)

Duration: Instantaneous

You infuse your next bullet with a foul, strength sapping energy. If the bullet strikes, the target takes 1d8 necrotic damage must roll a Constitution Saving Throw. If they fail, they take an additional 1d8 necrotic damage and have disadvantage on Strength ability checks and saving throws for 1 minute.

For every level this spell is cast above 3rd level, increase the necrotic damage this bullet deals by 1d8.

GHOST BULLETS

4th-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S, M (Pieces of nonmagical ammunition)

Duration: 1 hour

By speaking a ghostly incantation, you transform 4 nonmagical, mundane bullets in your inventory into ghostly projections that can pass through inorganic material for 1 hour. These bullets ignore cover bonuses to AC, and are targeted using a creature's unarmored AC. These rounds deal double damage to spirits, however, due to their focus on targeting organic material, constructs are not affected by these bullets, and attacks made against them automatically miss.

VORTEX

4th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: S, M (An amethyst worth 200gp, a ball of cast iron, a magnet and a dash of glow worm powder)

Duration: Instantaneous

You snap your fingers and create a 20 foot radius wide arcane vortex at a point you can see within range. Any creature that starts its turn within the vortex or enters its area for the first time takes 2d10 force damage and has its movement speed reduced by half. Creatures within the vortex cannot take the *Dash* action. Any creature attempting to leave the vortex's area must succeed a Strength saving throw. If they fail, they are unable to use their movement to leave the vortex's area for the rest of their turn.

Any creature that starts its turn within 5 feet of the vortex must succeed a Strength saving throw or be pulled into an unoccupied space within its boundaries. If there is no unoccupied space in the vortex, the creature is not pulled in.

The vortex stays active for three rounds. At the start of the fourth round, the vortex implodes, releasing a massive amount of arcane energy. Anyone within the vortex's area when this happens must make a Dexterity saving throw or take 4d10 force damage and be knocked prone. If they succeed, they take half damage and are not knocked prone.

DROP SHIELD

4th-level abjuration

Casting Time: 1 Action

Range: Self

Components: M (An iron bowl, powder from medicinal herbs)

Duration: Concentration, up to 1 minute

You create a soothing shield in a 10 foot radius sphere that heals the wounds of allies within its boundaries. The shield's hit points are equal to (your caster level) x 5 and has an AC of 10. All creatures can enter and exit the shield freely. Creatures friendly to you that start their turn within the shield or enter its area for the first time regain d4 + your spellcasting ability modifier hit points. Attacks and spells cannot be cast from within the shield at enemies outside of the shield, or vice versa, but can target the shield itself. If the shield's hit points are reduced to 0, spell ends.

BUBBLE SHIELD

4th-level evocation

Casting Time: 1 Action

Range: Self

Components: M (An iron bowl, a leather strap from a shield)

Duration: 1 minute

You create a static, impenetrable shield in a 5 foot radius around yourself for the duration of the spell. Any creatures can enter and exit the shield freely. This shield is completely immune to all damage from attacks and spells going into and out of it, and you cannot target creatures inside the shield with attacks or spells, and vice versa.

CONJURE FIRING SQUAD

5th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: S, M (Any piece of nonmagical ammunition)

Duration: Instantaneous

You fire a piece of nonmagical ammunition from a ranged weapon or throw a nonmagical weapon towards a point within range. The round conjures many firearms aimed at creatures of your choice within 30 feet of the point chosen that all fire at once and then disappear.

Any creature of your choosing within 30 feet of the point must succeed on a Dexterity saving throw. They take 10d6 piercing damage on a failed save, and half as much damage on a successful one.

QUICK LOAD

5th-level divination

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A firearm and at least one piece of nonmagical ammunition)

Duration: Instantaneous

You touch the firearm and ammo of a willing creature, if the creature has pieces of nonmagical ammunition in their inventory. The ammunition disappears into time and space in order to appear later in the firearm. When the reload count of their firearm reaches 0, the bullets appear right inside the firearm, instantly raising it's reload count.

CHROMATIC WAVE

6th-level evocation

Casting Time: 1 Action

Range: Self

Components: V

Duration: Instantaneous

You charge up and release a wave of magical energy charged with either acid, cold, fire, lightning, poison or thunder damage. Each creature you choose within 30 feet of you must succeed a Dexterity saving throw or take 5d6 damage of one type of your choosing, 5d6 damage of another type of your choosing, and are stunned until the beginning of your next turn. A creature that succeeds the saving throw takes half the damage and isn't stunned.

POWER WORD BLIND

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that destroys the senses of one creature you can see within range, leaving it utterly blinded. If the target has 150 hit points or fewer, it is blinded. Otherwise, the spell has no effect. The blinded target must make a Constitution saving throw at the end of each of its turns. On a successful save, the spell ends.

CRYOBOMB

8th-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (A piece of dry ice and silver powder worth 25 sp)

Duration: Concentration, 1 minute

A glowing bead of ice forms from your finger and shoots out to a point within range, where it remains and grows colder for the duration. When the spell ends, either because your concentration is broken or because you decide to end it on your turn, the bead breaks apart and lets out an ice storm that flash freezes anything near it and spreads around corners. Each creature within a 20 foot radius sphere centered on the point must succeed a Constitution saving throw. A creature takes cold damage equal to the accumulated damage and is paralyzed for a number of rounds equal to the accumulated number on a failed save. If a creature succeeds the save, it takes half the damage and is not paralyzed. A creature can remake the Constitution saving throw at the end of each of its subsequent turns in order to end the paralysis.

This spell's base damage is 8d6 and it's base paralysis time is 1 round. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6 and the paralysis increases by 1 round.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to explode in a freezing storm of ice. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The cold freezes objects in the area and puts out nonmagical flames.

POWER WORD PARALYZE

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that overloads the nerves of one creature you can see within range, leaving it utterly blinded. If the target has 150 hit points or fewer, it is paralyzed. Otherwise, the spell has no effect. The paralyzed target must make a Constitution saving throw at the end of each of its turns. On a successful save, this paralyzing effect ends.

GLASSING BEAM

9th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: S, M(A focusing lens, glow worm powder, an emerald worth 5,000 gp that is consumed when the spell is cast)

Duration: Concentration, 12 hours

You call upon a mighty, destructive beam of magical force to destroy your enemies and burn the earth around them until it's surface is but glass.

Choose a point within range. You summon forth a large, white orange pulsating beam in a 30 foot radius, 50,000 foot high column centered around that point. Creatures that start their turn within that point or enter its area for the first time take 5d10 fire damage, 5d10 radiant damage, 5d10 force damage, and 5d10 necrotic damage. After two rounds, the beam turns the surface within it into cracked and jagged glass, destroying plants and objects that aren't being worn or carried. This turns the area into difficult terrain that is extraordinarily painful to cross. Any creature that moves more than half its speed on this terrain takes 2d10 piercing damage. Structures hit by this beam take double the damage from this spell.

You must use your action to maintain the beam. As long as you maintain the beam, your movement speed is 0, and you have disadvantage on Dexterity saving throws. You can use your bonus action to move the beam up to 20 feet in any direction you wish.

BARD SPELL LIST

CANTRIPS (0 LEVEL)

- Daring Ditty
- Wall of Denial

1ST LEVEL

- Jinx
- Ice Bayonet

2ND LEVEL

- Soften The Sword

3RD LEVEL

- Searing Smoke

4TH LEVEL

- Drop Shield
- Ghost Bullets

5TH LEVEL

- Quick Load

7TH LEVEL

- Power Word Blind

9TH LEVEL

- Power Word Paralyze

ARTIFICER SPELL LIST

1ST LEVEL

- Ice Bayonet

3RD LEVEL

- Elemental Bullets

4TH LEVEL

- Bubble Shield
- Drop Shield
- Ghost Bullets

CLERIC SPELL LIST

CANTRIPS (0 LEVEL)

- Wall of Denial

1ST LEVEL

- Flamewave
- Poison Gas

2ND LEVEL

- Soften The Sword
- Spiritual Firearm

3RD LEVEL

- Searing Smoke

4TH LEVEL

- Drop Shield

PALADIN SPELL LIST

1ST LEVEL

- Ice Bayonet

2ND LEVEL

- Spiritual Firearms

3RD LEVEL

- Elemental Bullets

4TH LEVEL

- Bubble Shield

5TH LEVEL

- Quick Load

RANGER SPELLS

1ST LEVEL

- Ice Bayonet
- Poison Gas

4TH LEVEL

- Drop Shield
- Ghost Bullets

5TH LEVEL

- Quick Load
- Conjure Firing Squad

SORCERER SPELL LIST

CANTRIPS (0 LEVEL)

- Blood-Lightning Bullet
- Wall of Denial

1ST LEVEL

- Delayed Chromatic Blast
- Flamewave
- Poison Gas

2ND LEVEL

- Cryostasis

3RD LEVEL

- Hydro Beam
- Searing Smoke
- Rotting Shot

4TH LEVEL

- Vortex

6TH LEVEL

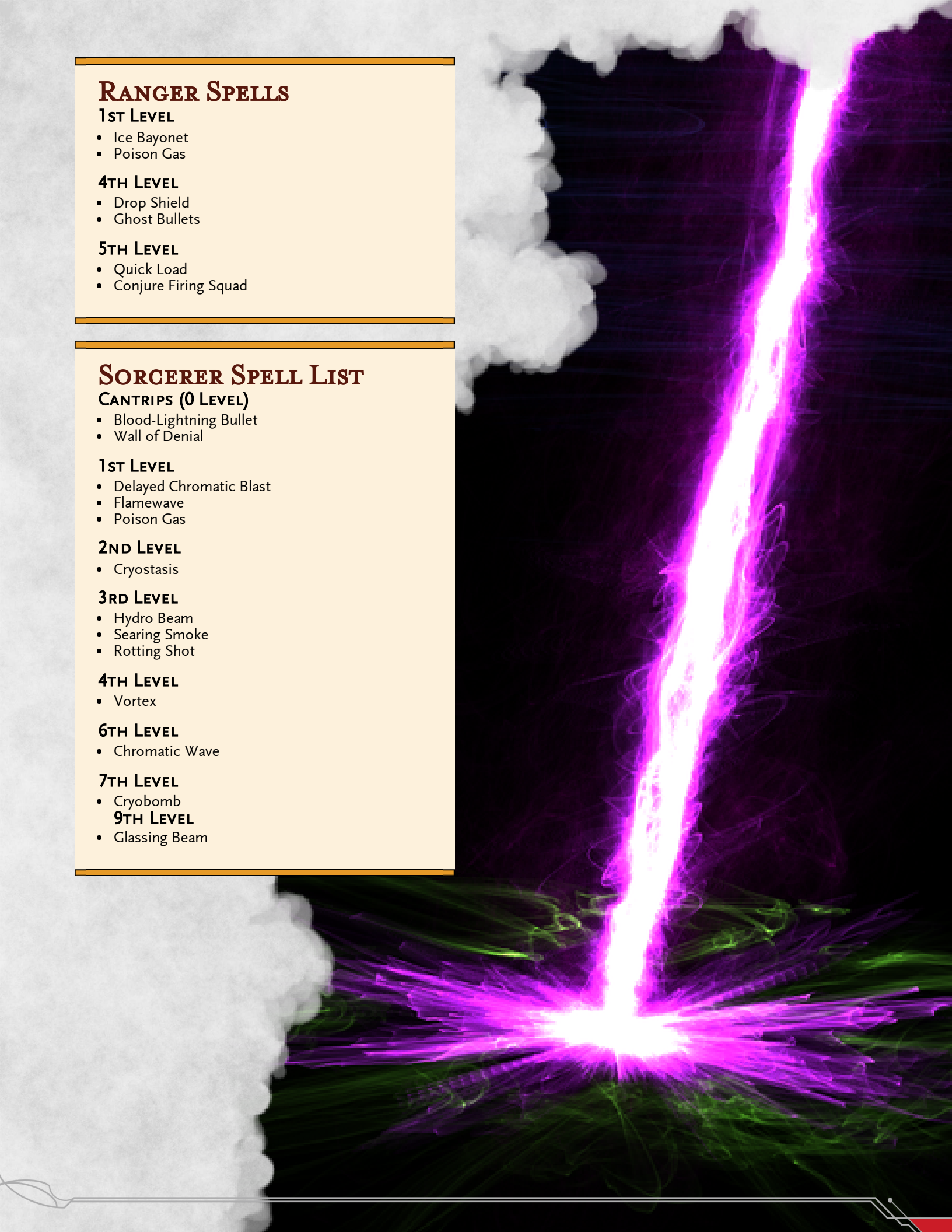
- Chromatic Wave

7TH LEVEL

- Cryobomb

9TH LEVEL

- Glassing Beam



WIZARD SPELL LIST

CANTRIPS (0 LEVEL)

- Blood-Lightning Bullet
- Wall of Denial

1ST LEVEL

- Flamewave
- Delayed Chromatic Blast
- Conjure Flak Jacket
- Ice Bayonet
- Poison Gas

2ND LEVEL

- Cyrostasis

3RD LEVEL

- Elemental Bullets
- Water Beam
- Searing Smoke
- Rotting Shot

4TH LEVEL

- Ghost Bullets
- Vortex
- Bubble Shield

5TH LEVEL

- Quick Load

6TH LEVEL

- Chromatic Wave

8TH LEVEL

- Cryobomb

9TH LEVEL

- Glassing Beam

WARLOCK SPELL LIST

CANTRIPS (0 LEVEL)

1ST LEVEL

- Jinx
- Poison Gas

3RD LEVEL

- Elemental Bullets
- Rotting Shot

4TH LEVEL

- Ghost Bullets
- Vortex

7TH LEVEL

- Power Word Blind

8TH LEVEL

- Cryobomb



MAGIC ITEMS

AMMUNITION, DOUBLE TAP

Wondrous item, uncommon

When you attack with this ammunition, regardless of whether or not you hit, you can repeat the attack roll against the same creature you fired at again at the beginning of your next turn. If the creature was brought to 0 HP by the ammunition on the first attack, you can instead make the second attack roll at a different target within 30 feet of the creature attacked at the beginning of your next turn. Otherwise this ammunition drops to the ground harmlessly. If both attack rolls were able to be made with this ammunition, it loses its magic and becomes mundane.

AMMUNITION, RETURNING

Wondrous item, rare

This ammunition can take the form of either arrows, sling bullets, crossbow bolts, or gun rounds. When it is fired for the first time, it teleports back to you/back into your gun. Every time you fire this ammunition from here on out, there's a 50% chance it will teleport back into you. This ammunition can always be recovered after battles.

AMMUNITION, TRACER

Wondrous item, very rare

When you make an attack roll with this ammunition, it has advantage. On a hit, the round begins to glow and seems to draw attacks toward it. The next creature that makes an attack roll against the creature hit by the ammunition makes the roll with advantage. On a hit, the creature's attack deals an extra d8 damage. The ammunition then loses its magic.

The round can always be recovered after a battle if it does not hit a creature.

ARTEMIS CANNON

Weapon (rifle), very rare (requires attunement)

You gain a +1 to attack and damage rolls made with this magic rifle, and it deals an extra d4 force damage on a hit. This weapon has 4 charges. You can use an action to expend one charge and cast *conjure barrage*, or you can use an action to expend 2 charges to cast *conjure volley*. The spells are cast with the following changes:

- You can exclude a number of creatures from the effect of these spells equal to 2 + your Dexterity or Wisdom modifier.

You regain 1d4 charges with this weapon when you complete a long rest.

BRIMSTONE

Weapon (shoulder cannon), very rare (requires attunement)

This shoulder cannon has the *automatic* property, and does not fire cannonballs, instead firing 1st level fire bolt cantrips as its attacks. It takes an action to reload the weapon after it fires 24 fire bolts.

This cannon has 3 charges. You can expend one of these charges to cast *fireball* without expending a spell slot. When you expend this charge, your shoulder cannon loses its magic for 1 hour, and fires an endless supply of rifled rounds that deal 1d6 piercing damage. You regain all expended charges when you complete a long rest.

CRIMSON FANG

Weapon (pistol), legendary (requires attunement) You gain a +2 bonus to attack and damage rolls made with this magic pistol. In addition, while you are attuned to this weapon, you regenerate 10 hit points per round that you are not in direct sunlight. You also gain 120 feet of darkvision, are permanently under the effects of a spider climb spell, and get a Dexterity, Strength and Constitution score of 18, unless any of your scores were higher than that.

Blood Draining Shot. When you deal damage to a target using this pistol, you regain hit points equal to half the damage you dealt.

Charm. Once per long rest, you can attempt to charm a creature within 30 feet of you that you can see. The creature must succeed a DC 15 Wisdom saving throw against this magic or become charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can.

Each time you or creatures friendly to you do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are killed, are on a different plane of existence than the target, or if you take a bonus action to end the effect.

Curse. This pistol is cursed, and becoming attuned to it extends the curse to you. Using the *identify* spell on this weapon will reveal it to be a +2 pistol. As long as you remain cursed, you are unwilling to part with the pistol, and keep it as close to you as possible. Every time you complete a long rest, you must drink the blood of a humanoid creature that is indifferent to you or friendly to you, willing or unwilling. If you do not, you gain 1 point of exhaustion after you complete the rest. This number goes up by 1 every 2 weeks you are attuned to this weapon. In addition, your skin slowly starts to become pallid and sickly, and any creature with a passive perception of 12 or higher notices that your canines have grown longer and sharper when talking to you. When you kill a humanoid creature with this pistol, you must succeed a DC 15 Wisdom saving throw or spend any actions during your turns moving toward the creature's corpse and feasting on its blood. Once you do this, you lose the compulsion for blood. You must consume the blood of 10 hostile humanoid creatures in order to stave off the exhaustion from the weapon's curse. This number goes up by 10 every 2 weeks you are attuned to this weapon.

CURSEBRINGER

Weapon (carbine), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic carbine, and rounds fired from it deal necrotic damage instead of piercing damage.

Deathcurse. You can cast the *hex* spell two times without expending a spell slot per long rest. When you reduce a creature to 0 hit points that has the hex on it, the round explodes. Any creature within a 10 foot radius around the creature hit must succeed a DC 14 Dexterity saving throw. They take 8d6 necrotic damage on a failed save, and half that damage on a successful save.



COLD FAMINE

Weapon (bulky rifle), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls you make with this magic gun. This weapon deals an extra 1d4 cold damage on a hit. This rifle cannot be reloaded, and once its ammunition is spent, it's spent. It regains 1d4 rounds at the start of each of your turns. This cannot increase the rifle's ammunition count past 4.

DEBT COLLECTOR

Weapon (rifleblade), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic gun, and you can critically hit on an 18 and 19 as well as a 20. When you score a critical hit with this weapon on a creature within 5 feet of you, you can immediately make a bayonet attack that deals 1d10 slashing damage on a hit as part of that attack.

DRAGON CANNON

Weapon (any firearm with the scatter property), legendary (requires attunement)

You get a +1 to attack and damage rolls made with this weapon. This gun is molded into a particular dragon's likeness, whether chromatic or metallic. Depending on which dragon it's made to look like, this weapon deals d4 damage of the breath weapon damage of that dragon. This also alters the weapon's name. (for example, Bronze Dragon Cannon)

As an action, you can speak this weapon's command word and fire out the breath weapon of a young dragon. This breath weapon's damage and saving throw stat and DC is determined by the type of dragon the gun was made to look like.

After making this attack, as long as you have this firearm drawn, roll a d6 at the start of each of your subsequent turns. On a 6, the breath weapon recharges, and you can use it again.

EXUBERANT RADIANCE

Weapon (bulky rifle), very rare (requires attunement by a good aligned character)

You gain a +1 to attack and damage rolls made with this magic rifle. As a bonus action, you can cause this rifle to shine brilliantly, shedding bright light out to a 30 foot radius and dim light out to a 90 foot radius. Its rounds deal an extra d6 radiant damage on a hit.

Touched By Angels. Once per long rest, you can sprout wings that give you a flying speed of 40 feet for 1 hour.

Blinding Critical. When you score a critical hit with this weapon, the creature you hit is blinded for 1 minute. It can succeed a DC 12 Constitution saving throw to end this effect at the end of each of its subsequent turns. When it succeeds the saving throw, it is immune to the effects of *blinding critical* for 12 hours.

FIREARM OF SWIFT HANDS

Weapon (any firearm), rare (requires attunement)

While attuned to this firearm, you ignore the reload action for it when its ammunition count goes to 0, or you ignore the loading times for it.



HIVE SPLITTER

Weapon (rifle), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls you make with this magic rifle. This weapon critically hits on a 19 as well as a 20.

Bulletswarm. When you critically hit with this weapon or when an enemy fails a saving throw against a called shot you make, this weapon spawns two clouds of insects that you can direct to attack two different targets within 10 feet of the creature shot. The creatures take d12 piercing damage.

LUCKY SEVEN

Weapon (revolver), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls you make with this magic six shooter. This gun has golden lines along its body and green three leaf clovers on its grip, and sparkles dimly in your hands. Each shot feels like you're gambling for something big.

Uncanny Luck. You get the *lucky* feat if you do not have it already while attuned to this firearm, and you can reroll 1s and 2s to its damage once per turn.

Seven of Clovers. If you roll a natural 7 on an attack roll made with this revolver, your attack automatically hits and is considered a critical hit. It does maximum damage for both damage rolls and deals an extra 7 force damage to for 7 minutes, including the damage of this attack.

MAN'S BEST FRIEND

Weapon (any firearm), legendary (requires attunement by a wizard or a gunslinger)

This weapon, hidden deep within the confines of a mad laboratory, is a strange conglomeration of science and necromancy, and appears to be a human wizard and a magic using gunslinger's attempt to keep their favorite pet around after its passing. The brain itself, or at least a piece of it is floating in a jar attached to the body of the gun, and the sights are arranged with two floppy ear like mechanisms. The face of the deceased animal is painted either on the body itself or around the sights, and magic runes of necromancy are engraved into its barrel.

Only a gunslinger or a wizard can attune to this weapon. Any other creatures attempting to do so will be growled at by the weapon and fail to attune to it.

You gain a +3 bonus to attack and damage rolls you make with this odd sentient firearm. It has the following additional properties.

Sentience. *Man's Best Friend* contains the soul of a friendly dog with an Intelligence of 6, a Wisdom of 20, and a Charisma of 16. It has advantage on saving throws on Wisdom (Perception) checks that rely on hearing or smell.

The weapon can understand Common, any language its previous masters knew and any language you know while attuned to it. It communicates in barks, yips, whines and growls that are audible out to 60 feet. However, it can translate those barks when speaking directly to you as primal feelings and emotions, such as fear, excitement or sadness.

Personality. *Man's Best Friend* is extraordinarily curious, and will constantly try to direct you towards interesting things, such as caves, treasure, and squirrels. It is extremely loyal to you once you form a bond to it, and will growl whenever it senses dangerous intentions from other creatures, or pant happily in the presence of creatures friendly to you. The weapon can move ever so slightly in your grip, but never enough to force your aim off or drop it. It usually does this when it wishes to be pet. *Man's Best Friend* thrives on affection and assurance, and if those things are not regularly provided to it by its wielder, a conflict between the two will occur after 10 consecutive days of neglect.

A Nose For Danger. This weapon makes Wisdom (Perception) rolls every 1 minute to check for hostile creatures in 150 foot radius, rolled by the DM. If it senses any, the ears perk up on the gun and it begins to emit a low growl. It will roll Wisdom (Insight) checks every minute you spend in the presence of a creature that is indifferent to you or does not know you personally. If it senses ill intent or hostility, it will react similarly.

Bloodhound. *Man's Best Friend* can cast *find traps* and 5th level *hunter's mark* at will. It decides when to cast these spells, and will maintain concentration on the latter so you don't have to.

Guard Gun. When in combat, the gun will bark viciously when attacking, and will yip and whine when its wielder is badly hurt. The gun can take its own actions in combat, and will always take its turn before its wielder in the initiative order. The gun can use its action to make a Wisdom (Perception) check or give a bark of encouragement to you, granting you a d4 to use on your next attack roll, saving throw or ability check for 1 minute or until used. The check can sniff out invisible creatures or creatures on the ethereal plane within 30 feet of you.

METALMANCY

Wondrous item, legendary (requires attunement by a bard)
Only bards can attune to this weapon. If anyone else attempts to attune to it, it produces a loud, discordant sound into their mind. They must succeed a DC 10 Constitution saving throw. They take 2d6 psychic and 2d6 Thunder damage on a failed save, and half that damage on a successful save, and regardless of the results, they fail to attune to the weapon.

This metallic lute doubles as a +2 repeating rifle that uses your Charisma modifier to fire its shots rather than your Dexterity modifier, and is shot by strumming its chords. It does not fire regular ammunition from it. Instead it draws from your innate bardic pool of energy to fire each round. On a hit, its rounds deal 1d6 thunder and 1d6 fire damage. You reload this weapon by playing a powerchord as a bonus action or reaction. This weapon's bardic rounds are infinite, and as long as you wield this weapon and are not incapacitated, you can continue to reload an endless supply of ammunition into it.

While attuned to this strange wonder of art and technology, you are immune to being deafened and gain resistance to thunder damage. You get the *fire bolt* and *thunderclap* cantrips and can cast them at will as long as you are attuned to this lute. You get access to the following abilities:

- **Thunderstruck:** When you use an action to go into a Countercharm performance, and as part of that action during subsequent turns, you can also make a spell attack roll at any two creatures within 60 feet of you that you can see. On a successful hit, these targets take 4d6 lightning damage.
- **Dragonforce:** When you cast a spell that deals fire, thunder or lightning damage, you can use a bonus action during your turn to spawn the projected illusion of a huge red, gold, bronze or blue dragon from the spell's effect. All creatures hostile to you within 60 feet of the projection must make a Wisdom saving throw. Creatures that were damaged by your spell have disadvantage on this saving throw. On a failed save, they are frightened of you for 1 minute. They can remake the saving throw at the end of each of their turns. If a creature makes the saving throw, it is immune to the effects of dragonforce for 24 hours. The draconic projection disappears at the end of your turn. Once you use this feature, you cannot use it again until you complete a short or long rest.

This lute has four charges. You can expend a single charge as an action to cast the following spells: *thunderwave*, *fireball*, and *control weather*. You regain 1d4 charges when you complete a long rest.

OOZE LAUNCHER

Wondrous item, legendary (requires attunement)
This weapon shoots a glob of ooze that force a creature within 300 feet of you to make a DC 14 Dexterity saving throw. They take 6d6 acid damage as well as an additional 2d6 acid damage at the end of their next turn if they fail, and they take half damage and do not take additional acid damage at the end of their next turn if they succeed. After you fire this weapon, you must use an action to cock the ooze making mechanism before it can be fired again.

Additionally, you can use an action to attempt to summon oozes from their native plane into the gun's barrel and spawn them at any unoccupied space within 30 feet of you. Roll a d100 to decide what ooze or oozes you can summon. Oozes spawned in this way are telepathically controlled by you and, if in combat, act immediately after you on the initiative order. You can use a bonus action to describe to the ooze or oozes any order you wish, which it will follow to the letter. If you give them no direct orders, they will pursue and attack the closest hostile creature to you that it can sense or defend themselves to the best of their ability. This ooze or oozes remain on the battlefield until killed or if you either spend an action to dismiss them back to their home plane or if you summon another ooze or oozes. Once you use this feature, you cannot use it again until you complete a long rest.

OOZE CHART

d100 Result	Ooze Type
1-50	Ochre Jelly
51-70	Gelatinous Cube
71-85	Gray Ooze (4)
86-95	Psychic Gray Ooze(2)
96-00	Black Pudding

ROUND, SPELL BULLET

Wondrous item, rarity varies depending on the spell
This round is a spell bullet with the properties of *Arcane Ammunition* on the Spellshooter archetype. When you fire this round from a firearm that it can be used with, the spell is cast through the bullet using those properties.

RIFLE OF ENDLESS TORRENT

Weapon (rifle), very rare (requires attunement)
This rifle was forged from a magic decanter that taps into the plane of water. It fires out two kinds of watery beams. The first kind is a concentrated beam that has you make an attack roll. It deals 1d12 bludgeoning damage on a hit. The second kind of watery beam requires that you use a bonus action on your turn to speak the command word "Torrent", and fires out a large beam of water that strikes any creature within a 30 foot long, 5 foot wide beam. Creatures within the beam must succeed a DC 14 Strength saving throw. They take 3d12 bludgeoning damage and are knocked prone on a failed save. They take half that damage and are not knocked prone if they succeed.

SIX OF STARS

Weapon (hand cannon), very rare (requires attunement)
You gain +2 to attack and damage rolls with this revolver. This weapon was forged from the alloy found in a meteor and enchanted with its stardust. This gun has 6 charges within it, and grants the following benefits that can be used by expending charges:

- When making an attack with this gun, you can choose to expend 2 charges to shoot a small meteorite at your targets instead. This is treated like a DC 14 Melf's Minute Meteors meteor. You can expend additional charges to increase the damage dealt by 1d6.
- You can use a bonus action to expend 1 charge to infuse the rounds in your gun with magic from the stars. These rounds deal 1d6 extra force or fire damage (your choice).

STRANGE GUARDIAN'S REVOLVER

Weapon (hand cannon), legendary (requires attunement)
This large magnum hand cannon has a fine dark silver body with a pearlescent grip. While attuned to it, you get the attention of a mysterious guardian who watches over you. Whenever you're in battle, sometimes this guardian may arrive to aid you.

You gain a +3 bonus to attack and damage rolls you make with this hand cannon. While attuned to this weapon, you have advantage on Charisma(Persuasion), Charisma(Intimidation), and Charisma(Deception) checks against creatures who do not know you personally when attuned to. This weapon critically hits on a 19 and a 20.

Mysterious Critical When you critically hit with this hand cannon, the creature you hit becomes frightened of you for 1 minute if it does not know you personally. It can remake the saving throw at the end of each of its subsequent turns, ending the effect on itself if it succeeds. A creature that succeeds the saving throw is immune to this weapon's fright effect for 12 hours.

The Strange Guardian. When you take the attack action on your turn against a creature with 150 hit points or less, roll a d100. On a 10 or lower, a mysterious spectral guardian will immediately manifest itself to the sound of a strange song at the end of your turn. The Strange Guardian wields a +3 hand cannon that has +19 to hit, and deals 4d6 + 19 piercing damage and 3d4 force damage that ignores resistance and immunity, and cannot be harmed or targeted by attacks, spells or area of effect attacks. Once the strange guardian appears, it makes three hand cannon attacks against the creature that you attacked during your turn. The Strange Guardian then disappears followed by another mysterious musical flourish.

SWORDBREAKER

Weapon(shotgun), legendary (requires attunement)
This shotgun bears an incredibly sleek and sharp design, and sports a sleek bayonet on the front with indents made to catch swords. It also has a bull's head engraved on each side of the body of the gun, it's head turned to the side to showcase its long horns. You gain a +2 bonus to attack and damage rolls with this magical shotgun, and +2 to your armor class. *Swordbreaker* grants the following abilities:

- **Counterattack:** As a reaction, you can add +3 to your AC against a melee attack that would hit you. If this causes the attack to miss, you can make an attack with the bayonet as part of the reaction. This bayonet does d10 slashing damage on a hit.
- **Bulltrue:** If you take the dodge action on your turn, you can use your reaction to fire your shotgun at a creature that targets you with a melee attack. They must roll the saving throw before their attack is deemed a success or a failure. If they fail the saving throw, they are pushed 10 feet away from you and knocked prone, immediately canceling their attack roll.

SWORDSPLOSION

Weapon(shotgun, slug rounds), legendary(requires attunement)

This gun is a bastardized mishmash of transmutation magic, medieval weaponry and gunslinging grit. It's what happens when a Transmuter and a Gunslinger marry and make a kid in the form of a crazy firearm. You gain a +3 bonus to attack and damage rolls you make with this magic gun.

No Kill Like Overkill. This shotgun supercharges any slugs it fires from it with transmutation magic, turning it into a greatsword that deals 2d6 slashing and 1d8 force damage. Upon hitting a creature, the sword explodes. Each creature within a 10 foot radius sphere of the creature hit must succeed a DC 15 Strength saving throw. They take 2d8 force damage on a failed save, and half that damage on a successful save. You can exclude friendly creatures from this sphere up to your Dexterity modifier +2. (Minimum 1) From the explosion comes three more swords that you can direct at any point within 20 feet of the creature hit with the first sword. Any target within 5 feet of the point must succeed a DC 15 strength saving throw. They take 2d6 force damage on a failed saving throw, and half that damage on a successful saving throw. The creature hit by the initial sword cannot be affected by the secondary explosions.



THE ALIBI

Weapon (anti-material rifle), legendary (requires attunement)
You gain a +3 bonus to attack and damage rolls you make with this magic rifle.

It Wasn't Me. You can use a bonus action to turn invisible. You remain invisible as long as you move no further than half your movement speed or are prone. You become visible when you make an attack with this rifle, but fade back to invisibility as long as the above conditions for invisibility were met before you made the attack. This weapon critically hits on an 18, 19 and a 20 when invisible.

THE SILENT TERROR

Weapon (pistol), very rare (requires attunement)
This pistol grants its wielder +2 to attack and damage rolls. This firearm comes with a built in suppressor enchanted with shadow magic that renders it completely silent. No muzzle flare appears from this gun, and it is almost entirely silent when fired. Successful hits with this weapon deal an extra 3d6 damage once per turn if you have advantage on an attack roll, or if an ally is within 5 feet of the creature you shoot. If you fire this gun while hidden, any creature within 10 feet of you must immediately make a perception check against your attack roll - 5. If any of the creatures succeed, you are no longer considered hidden to them.

VORTEX PISTOL

Weapon (pistol), rare (requires attunement)
This weapon deals an additional 1d4 lightning damage upon a hit.

Vortex Round. You can spend an action to charge this pistol. When you next take the attack action on your next turn, the first shot fired from this pistol forms an unstable gravimetric anomaly in a 10 foot radius on the space the creature you targeted occupies, and detonates at the beginning of your next turn. Any creature that starts its turn within 5 feet of the vortex must succeed a DC 13 Strength saving throw or be pulled into its boundaries and unable to leave. A creature within the vortex must succeed a DC 13 Strength saving throw if it wishes to leave its boundaries. If a creature ends its turn within the vortex, it takes 1d6 force damage. When the vortex detonates, any creature within its boundaries takes 2d6 lightning and 2d6 force damage.

WEAPON, WATERTUNED

Weapon (any ranged weapon), uncommon (requires attunement)
While attuned to this weapon, it functions normally while underwater, and suffers no penalties.



THE MIDAS CANNON

Weapon (hand cannon), legendary (requires attunement)
This weapon is forged entirely from pure, magical gold that does not deteriorate or smudge. Its flashy and gaudy and seems to fire rounds made of pure gold, regardless of what you load into it.

You gain a +2 bonus to attack and damage rolls you make with this flashy cannon. As soon as you attune to this weapon, you instantly become the owner of a pocket dimension that contains 1,000,000 gold pieces. You can spend an action to open this plane and draw a handful of 20 gold pieces. You can use a bonus action during your turn to close the entrance to this dimension.

Mercantile Force. When you make an attack roll, you can, as part of that action, dissolve 100 gp on your person or in a stash you own to increase the damage this weapon deals by 1d6, to a maximum of 5d6. Until the beginning of your next turn. You can spend an additional 100 gp to lower the critical hit range of this weapon by 1, down to a minimum of 15, until the beginning of your next turn.

Wealthy Kills. When you reduce a creature to 0 hit points as a result of damage from *Mercantile Force*, roll a d100. On a result of 1-80, they turn into a pile of gold pieces. How many gold pieces they turn into is dependent on their size. On a result of 81-00, they become petrified and permanently turned into a gold statue. Their worth in gp is dependent on their size. Creatures killed in this way can only be brought back by a *wish* or *true resurrection* spell, or similarly powerful magic.

Size	Value (gp)
Tiny	1
Small	10
Medium	100
Large	1,000
Huge	10,000
Gargantuan	100,000

Curse. This hand cannon is cursed, and attunement to the weapon causes the curse to be transferred to its wielder. Using the *identify* spell on this gun simply reveals it to be a +2 hand cannon. After 10 days of being attuned to *The Midas Cannon*, you start to lose 100 gold pieces, 10 platinum pieces, 1,000 silver pieces, and 10,000 copper pieces after you complete a long rest. Every time you lose the equivalent of 800 gold pieces or more, your hit point maximum decreases by d20 + 8 until you complete a long rest after having gained at least 8,000 gold pieces. This becomes 80,000 gold pieces after 20 days. When you see a pile of money, you must succeed a DC 15 Charisma saving throw or think that you deserve the biggest share of the money, and will argue to no end and use underhanded tricks to make sure you get your way. You will not resort to violence unless you wish to do so. If this money belongs to someone else, you must succeed a DC 15 Charisma check or use any means necessary to steal this money without being caught. After 20 days of being attuned to this weapon, your alignment changes to *chaotic neutral*, and you get the following personality trait: "*Money. It is the most wonderful thing in this world, and I must have more of it. I wish to pile my gold high enough to reach the heavens.*"



ARTIFACTS

Even guns can become artifacts. This is an example of an artifact gun that can be made in almost any campaign that features guns universally. Feel free to come up with your own.

EVERYMAN

Weapon (rifle), artifact (requires attunement)

Sometimes, a legendary party needs a legendary weapon. Firearms are some of the most powerful pieces of emerging technology in this world, so infusing them with magic seems like a logical next step. And the next step after that requires an effort by a crew of mortals to forge a weapon that's not only legendarily powerful, but extraordinarily versatile.

Such a weapon requires the teamwork of powerful spellcasters, expert tinkerers, and someone who's an unprecedented expert in lead burping, explosive personal tools of destruction. When such conditions are met and much work has been done over a lengthy period of time, they forge a firearm that has come to be known as *The Everyman*. The gun that can be wielded by anyone for any purpose.

This firearm is the perfect tool for a world in peril, being able to customize itself to suit nearly any battle and any situation. Its appearance is so imposing that those who hear the tale of such a gun and recognize its common features are filled with an immediate and palpable awe and fear; and rightly so. Its bullets are filled with a magical might and powered by the most advanced technology seen in the world. It can be a heavy barreled and deadly assault weapon one minute, or an easily concealed sidearm of swift death the next.

This weapon only ever seems to come around when it's more than needed in the world, and often disappears shortly after. Generally it's either found again by brave adventurers who seek out its resting place on a battlefield or in a dark laboratory, or is forged anew by another team of legendary heroes. Even finding the blueprints can be considered a world shaking discovery that can alter the fate of nations.

Magic Weapon. The *Everyman* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. Any ammunition fired from it can be changed into a type of damage of your choosing when you make the attack roll. Once per short rest, you can turn one round fired from the gun into *Tracer* or *Double Tap* rounds.

Random Properties. This rifle has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property

"Average" Gun, Special Hands. If you are a gunslinger attuned to the rifle, you gain the following benefits:

- You cannot be disarmed, and you have immunity to being frightened, stunned and charmed
- You can now attack one additional time when you take the attack action during your turn.
- You get advantage on Dexterity saving throws.

Stop 'N Swap. The *Everyman* is never without its bag of spare parts, and seems to be able to take on almost any configuration you can think of, whether in the heat of battle or during the downtime in between. This customization doesn't extend to mere attachments either, as with enough time spent in the bag of parts, you can turn this repeating rifle into an entirely different gun. If the bag of parts is not in your inventory, you can use an action to summon it right to your hand.

As a bonus action during your turn, you can make any attachments and/or custom parts on your gun disappear and immediately conjure new ones to replace them as part of your bonus action.

Additionally, as long as you have the weapon's accompanying bag of parts on hand, you can take 1 minute to strip this weapon down to its parts and reconfigure it into an entirely different gun. You can turn it into any firearm from the *Firearms List* on pages 5 and 6 of this document, except a *Nock Gun*, *Rifleblade*, *Pistolblade*, and *Shoulder Cannon*. You can force this configuration to happen instantly as an action during your turn. Once you do so, you cannot do it again until you complete a short or long rest.

Creating the Everyman. This weapon, unlike most artifacts, can be forged entirely by mortal hands, although it's difficult. Making this weapon requires at least an arcane spellcaster that can cast level 9 spells, a character that has proficiency in tinker's tools and the *Gunsmith Adept* feat or a Gunsmith Artificer, and a gunslinger who has the *Gunslinging Supreme* class feature. To make the blueprints for this gun, it is a DC 25 Intelligence (Tinker's Tools) or Wisdom (Tinker's Tools) check that must be performed over the course of 8 hours. If you fail, the DC of this check decreases by 1 for subsequent checks, to a minimum of 20.

Once the blueprints are made, the wizard and the gunsmith must work at least 8 hours every day on the gun while overseen by the gunslinger. The total cost in gp to make this weapon is 50,000gp, and after every 10 days of working, the caster must succeed a DC 20 spellcasting check to enchant the firearm. If more than one caster makes the check, the DC for each caster goes down by 1. If they fail, they must retry after another 10 days of work in order to fix the wonky enchantment. For every three creatures that meet the requirements for constructing the weapon working on it alongside the initial three, the gp cost decreases by 5,000.

Once this firearm has been created, the wizard must either cast *wish* or expend a 9th level spell slot that does not regenerate for d10 days in order to complete the forging.

Destroying the Gun. The only way to destroy the rifle is to bring it to its creators to be destroyed, a process which takes 10 days. Alternatively, you can cast *wish* on it 50 consecutive days in a row or succeed on a cleric's *divine intervention* 10 consecutive times in order to destroy the weapon.

CHANGELOG

RULES FOR FIREARMS

- Changed Called Shot to take an action in and of itself to do, rather than being a part of an attack action.
- Added a new clause to Akimbo Reloading to account for light ranged weapons and using them with melee weapons.

FIREARM PROPERTIES

- Added a new clause to Automatic and Burst Fire in order to make multiattacks overpowered.
- Took out the Repeating Property, due to a change in the firearm list.
- Added a clause for firearm proficiencies.

FIREARM LIST

- Changed the primitive firearms' damages to make them more balanced in comparison to martial and simple weapons.
- Added the Wheellock Gun to the primitive firearm list in order to substitute it for the carbine.
- I entirely revamped the Action Loaded and Repeating Firearm list and combined them both into Advanced Firearms. This is done to make them more customizable via one's imagination. If you want a Rifle to be a Repeating Rifle or a Lever Action rifle, just say it's so. Same with making a Heavy Pistol a Desert Eagle.
- Removed Drum Fed Shotgun from the Special Firearm list, as it was redundant.
- Moved the Double Barrel Shotgun to the Special Firearm list.
- Edited the prices of Ammunition for guns.
- Added some crossbow variants for the plebeians who don't like firearms and are, for some reason, looking through a document that contains them.

ATTACHMENT LIST

- Edited The attachment rail placement chart to accommodate for the new firearms and crossbow variants
- Added new attachments, such as the Glowtorch and Advanced Suppressor.
- Changed attachment properties, such as the telescopic sight, in order to balance them out.

CUSTOM PART LIST

- Removed the Straight Pull bolt, as it was overpowered and redundant.
- Changed some custom part properties, such as pistol grip, in order to accomadate for balance.
- Added a Note about Custom Attachments and Custom Parts in order to stipulate their optional nature.

GIVING CLASSES GUNS

- Changed the Barbarian and Paladin stipulations for having guns so they still must be at least within 10 feet to use their abilities, effectively keeping them in the fray.
- Added the Mystic stipulations.
- Edited Rogues proficiencies to include wheellock guns.

NEW FEATS

- Edited Akimbo Master so the Dex improvement is removed, and added a -5 +10 attack to it.

- Added a parrying and melee damage increase to Bayoneteer.
- Added a new feat called Bolt-Action Expert
- Changed the Gunsmith feats to match the changes made to the firearm list.
- Made a change to Mounted Shooting that makes shooting into melee less a risk.
- Edited Rifle Master's language.
- Added a new feat, Sidearm Master
- Changed Six Gun Ace to allow for 2 attacks as a bonus action.
- Added some bonus action stipulations to Superior Marksman
- Changed up the Technique Adept feat and changed its name to Tricky
- Edited Suppressive fire to be much more potent.

THE GUNSLINGER

- Changed the language of Gunslinger's starting items to match the changes to the firearm list.
- Removed Unarmored Defense due to being too wonky.
- Added in the No Coward's Weapons ability.
- Changed the Superhuman Reflexes and Gunslinging Supreme move around, and put Superhuman Reflexes up to 18th level, moving the final Gunslinging trail move down to 17th level.
- Changed Precision strike to allow a MAD option for INT focused Gunslingers.
- Added the Quickdraw feature at 2nd level.
- Added the Lucky Item feature at 3rd level.
- Changed Vital Strike to be more potent and make it more viable to use.
- Changed Ironsights to Expert Shot and edited it to make it more viable for a MAD Gunslinger
- edited Powershot to not be overpowered.
- Edited Final Stand to not be nearly as underpowered, allowing Gunslingers to stay alive and be effective still.
- Changed Superhuman Reflexes, turning it into a means to use Gun Stunts with greater efficiency and allowing you to more freely go into overwatch for a short time.
- Added an automatic/burst fire ability to Gunslinging Supreme to truly cement Gunslingers as masters of firearms.
- Changed the very concept of the Virtuoso's Technique Points to just be superiority die Die. Replaced the Technique Point spending with superiority die die spending for Gun Stunts.
- Added a Saving throw proficiency to Virtuoso.
- Changed all Tricks to remove their improvements and make them more potent.
- Removed some redundant Tricks. You won't even notice they're gone.
- Changed some tricks to Battlemaster Maneuvers, since the two abilities match up perfectly.
- Added Trip Attack and Pushing Attack from Battlemaster.
- Altered the Arcane Ammunition feature for the Spellshooter to make it easier to understand and use by making the gun charged with magic rather than individual bullets.
- Added a Saving throw proficiency to Spellshooter.

GUNSMITH

- Edited the Gun Smithy and Advanced Gun Smithy features to match the new firearm list.
- Removed Magic Weapon from the Firearm infusion feature.

COLLEGE OF VENTURE

- Changed the Extra Attack Gunplay feature to Precision Attack.

WAY OF THE VIGOROUS SHOT

- Added new proficiencies to the archetype to match the new firearm list.

WARDEN

- Changed the Eagle Eye 7th level feature to Evasion.
- Changed the Slam Fire 11th level feature, making the range 10 feet rather than 15 feet to balance it out with Whirlwind Attack.

ARCHETYPES REMOVED

- Removed Oath of The Frontier and Frontier Flames Patron. Will be adding them in a different Homebrew compendium in the future. Will link to a document that has them at the end of this changelog.

PACT OF THE FIREARM

- Changed the base language of the pact to match the new firearm list.
- Added the Greater Pact Firearm invocation.

NEW SPELLS

- Removed the bullet cantrips and replaced them with Blood-Lightning Bullet
- Edited Daring Ditty to be more viable, but not overpowered, and more bardly.
- Added an Artificer Spell List.

MAGIC ITEMS

- Changed the tags on some of them in order to match the changed firearm list.
- Edited a few items for balance.

ARTIFACT: THE EVERYMAN

- Changed the tag to match the changed firearm list.
- Made the Everyman a bit easier to craft, and have it require a Gunslinger and possibly an Artificer to craft.

LINK TO THE FRONTIER ARCHETYPES

<https://drive.google.com/open?id=OBwRBp4t9A8LbVnN2UzRPTkIvXzg>

