# Elves With
# Shotguns

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For use with the 4th Edition **DUNGEONS & DRAGONS** ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook,*® *Monster Manual,*® and *Dungeon Master's Guide*® *Player's Handbook*® *2, Monster Manual*® *2, Adventurer's Vault*™ core rulebooks, available from Wizards of the Coast, LLC

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# Introduction

Lia wiped the blood from her dagger. The orc's last futile swing with his warhammer dazed her. She had trouble standing up straight but was more than curious about the chest he had guarded with his life. It was enough to let her ignore the bruises covering her body.

Behind her, Arie closed his eyes and chanted while he tried to sense any magic in the room. He pointed his staff to the crate and said, "I do believe there's something of value inside. Faintly magical… I've never felt something like it before, though."

Grinning and ignoring the tilting room, Lia checked the ornate chest. It wasn't booby-trapped in any way she could find, and the lock was a joke. When she opened it, she thought she'd found a new hand crossbow… but the weapon had no bow. There were no bolts, either, just a small box with a dozen or so metal balls.

"These can't be sling bullets" she said. "They seem kind of small."

Arie inspected one of them and said, "There are markings on this one. I believe they are enchanted."

"Magical orbs for pixies?"

"I don't think so…"

"Well, who stores a bunch of metal balls and a broken crossbow?"

Something clicked at the cavern entrance. Lia kicked herself for missing the three kobolds that snuck into the chamber. Each of them carried one of the bowless crossbows and laughed.

Lia drew her daggers while Arie readied a spell. The kobolds laughed.

Something was wrong. Lia tried to act in-control and asked, "What's so funny?"

The kobolds' weapons exploded. Arie's shield spell exploded as three projectiles bounced off and hit the walls around him. Bent and twisted lead scratched Lia's face and arms. The smell of something burnt and noxious filled the room. Lia couldn't believe something that small could be so loud… And she wasn't going to give them time to reload.
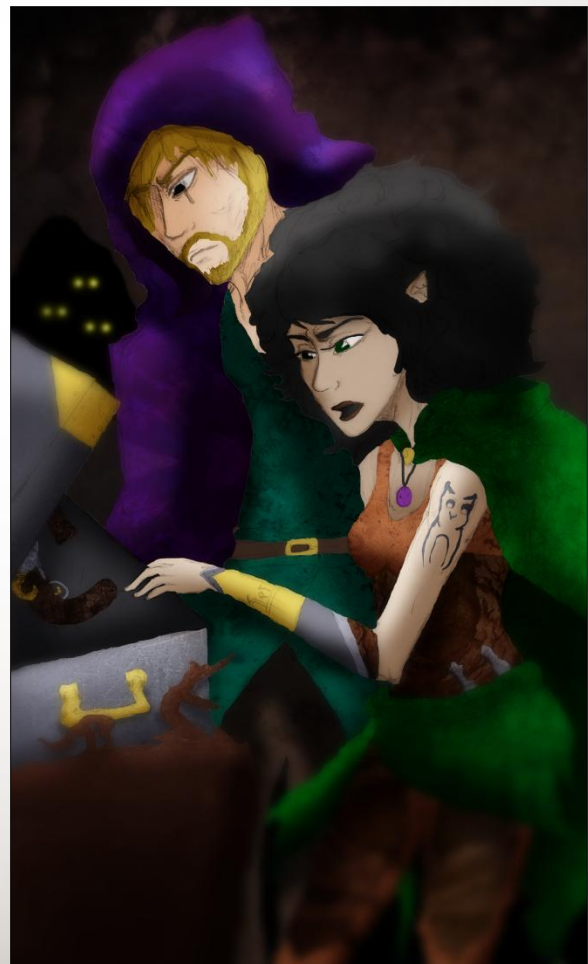
Fantasy role-playing games has standard archetypes.

The staff-wielding wizard.

The cunning rogue.

The gunslinging fighter.

…Wait, what?

Many fantasy RPGs assume a medieval technological period. The bow is the supreme ranged weapon. If magic is present, sorcery can also fill a role similar to siege weaponry and deliver devastating attacks. However, some players and GMs want something a little more modern.

Modern, of course, being a relative term.

Some players want flintlocks for a high-seas pirate game. Others want musketeers and other similar swashbucklers to make an appearance. Even others want to have elves and dwarves in an Old West-style setting or maybe even have airships duke it out with black powder cannons.

Whatever the case may be, there are several questions every GM and player must ask and consider before adding firearms to a fantasy game. That's the aim of this book. There is no one "correct" way to introduce a new mechanics. This book offers different types of firearms, different rules options, as well as new feats, items, and options should you decide to include firearms in your campaign.

# Realism Alert!

Yes, guns are a lot more complex than point and shoot. They have to be maintained, cleaned, and parts need to be swapped out if they get damaged. It takes way more than three seconds to reload a revolver if you don't have a speedloader. The sheer number of gun designs and their subtleties could fill volumes.

But this is a game.

Using guns in a fantasy setting should be fun. We could spend hours debating the finer points of different calibers, the historical precedents for this and that, or we could just try to capture the FLAVOR of bringing firearms into a fantasy setting.

Think of it this way. We don't spend hours debating how a fighter swinging a 30-pound mace might be off-balance for a moment and could incur an opportunity attack from an enemy who never readied an action, do we? We don't discuss how an arrow hits a skeleton minion when said skeleton is probably 60% air.

We just accept the flavor text and go with it. Most fighter powers, for example, are summed up as "Hit with hammer." Or sword. Whatever. A wizard's spells are no more than "Make goblin go boom."

The imagination does the rest.

That d8 damage is a fireball exploding in the battlefield. It's a hammer smashing the dragon's scales. It's a longsword cutting through an orc's defenses.

This book is just a way to bring new flavor into your game. If you want to debate real firearms, then debate real firearms.

Out of game, please.

# Chapter 1 Using Firearms

Introducing black powder and firearms into a fantasy game is not something to be taken lightly. Like introducing any new element into a game, you must weigh the pros and cons and be sure of what you are doing. It's very hard to "take back" a new feat, item, or technological aspect of your world if you decide you don't like it after your players get a taste of it.

The first thing to decide is what kind of firearms you want. In the real world, guns, muskets, rifles, shotguns, and even automatic weapons are the result of centuries of innovation. If you're just starting your campaign, who's to say your world hasn't had fully-developed revolvers and shotguns alongside wands and staffs for centuries? You might decide you want to keep things old school and the most advanced weapon in your world is a double-barreled shotgun or a blunderbuss. Maybe you want revolvers or semi-automatic pistols. That's up to you.

If you're introducing guns into a campaign in progress, you have to be more careful and mindful of the changes you'll create. You might decide you want to follow historical precedent and introduce firearms reminiscent of Medieval or Renaissance weapons. This could be the inevitable result of alchemical research in your campaign. It's not difficult to imagine that some inventive alchemist figured out that explosive powders found in all manner of alchemical items could be used to launch a projectile.

If you want more advanced firearms, introducing them is trickier. Perhaps the weapons come from another civilization where magic is not as prevalent and technology has had to develop powerful weapons to keep up. Maybe these advanced firearms are long-lost relics of another time. Said time could the past or the future. Remember that although firearms have existed for hundreds of years in the real world, modern firearms developed over a few decades of innovation that gave us the cartridge, repeating firearms, and smokeless powder. For most of their history, firearms were only slightly more advanced than a metal tube with a handle.

Whatever the case, be mindful of what you're doing.

But let's say you've already done that and know what you want. There are three general Eras. Each describes a broad-strokes level of technology and the weapons you can find there.

# Era 1: Early Firearms

*Melek could feel the thundering hobgoblin gangs as they rushed the keep. He looked back and saw the last of the villagers as they evacuated and headed for the mountains, hopefully making it to Harbor and its much more defensible walls and structures. He prayed it wouldn't come to that.*

*Hopefully, this wouldn't be a last stand.*

*His troops numbered twenty or so. The waves of hobgoblins heading over the plain numbered ten, maybe twenty times that much. Their snarls and howls filled the plain. He blocked it out and instead focused on his soldiers. They were strong, a mix of elves, humans, and the odd halfling. They would hold the line.*

*He raised his sword and yelled, "Riflemen! Prepare to fire!"*

*The soldiers on the wall raised their rifles and steadied themselves. The hobgoblins kept rushing forward. In seconds, they would be at the walls.*

*Melek checked the distance. The wind was in their favor. He had to give the order.*

*"Fire!"*

*The first wave pulled their triggers and instantly dropped to allow the troops behind them a clean field of fire. In less than twelve seconds, a dozen hobgoblins dropped dead and the others tumbled over the corpses. The rest kept coming. The second group dropped and started reloading. The first group moved back to the wall and fired again. Their shots hit, but the hobgoblins would get to the wall before the next rifle volley fired.*

*Melek saw the looks of despair on his troops' faces and double-checked his blunderbuss. It was going to be a close-range fight after all, but he was going to make sure he got at least one good shot in.*

*"Pistols and blades! Here they come!"*

Perhaps, in your campaign, black powder or its equivalent is a recent invention. Firearms would be a new weapon. Early firearms in the real world had to be loaded with a bullet and powder separately, often requiring up to twenty seconds per shot. While these early guns were much larger caliber than modern guns and inflicted serious damage, they had two major drawbacks: they were unreliable and inaccurate. Gunpowder could easily get wet and percussion caps might not go off properly. Still, the fact that anyone could fire a gun and inflict massive damage was appealing.

In Era 1, it's assumed that, while someone could reload a gun in the middle of a fight, it would take several rounds. These firearms can be built by anyone with the Alchemist feat and proper alchemical formula. The pistol, musket, and blunderbuss are all general stats for flintlocks, wheel-locks, snap-locks, and other early firearms. The varying levels of enhancement are meant to simulate guns that are more robustly built and can better channel energy. These weapons cannot be enchanted or destroyed with the Disenchant Magic Item ritual, but you can take weapon-based feats for them.

The move actions required to load these guns are representative of the process of loading shot and gunpowder into the gun. Historically, such guns required a long time to load, so many soldiers, pirates, and others tended to have two or three loaded guns handy.

This Era requires little to no alteration of your GMing strategy. Firearms are generally one-shot items during an encounter and, like real firearms, are not very accurate. Expect your players to use them in the beginning of battle and then discard them for more traditional weapons. Some bolder individuals like rogues, rangers, or others

with ranged powers might save their firearms for a devastating ranged attack with a daily or encounter power. If they have enough gold, expect them to get their resident alchemist to make a few spares, just in case.

## Gunpowder or something else?

Some players and GMs might balk at the idea of using firearms in a fantasy setting, but it's really a matter of flavor text. Talk with everyone involved and see if you can come up with something that's less modern, less technological, to fit your campaign if someone is dead-set on something going bang during your dungeon crawl.

For a more fantasy-based approach, you could describe firearms as alchemical creations that fire energy bolts instead of bullets. The required black powder and bullet could easily be substituted for alchemical reagents. Specific guns might cause fire, cold, thunder, or even psychic damage. The time needed to reload could be described as calibrating various dials and mixtures within the gun as opposed to loading shot. Basically, you turn them into technomagical wands or staffs.

You could also describe each as a clockwork contraption that must be wound and lubricated with reagents to function, making it a steampunk crossbow of sorts.

## Weapon Descriptions

### Pistol

**Level**: 1
**Category**: Other
**Time:** 8 hours
**Component Cost:** See below
**Market Price:** 500 gp
**Key Skill:** Arcana or Thievery (no check)

| Pistol | Level 1+ Rare |
|---|---|

*A wooden handle and a steel barrel hide a nasty surprise.*

| | | | | | |
|---|---|---|---|---|---|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Item Slot:** One-Handed Weapon
**Enhancement:** Attacks and damage
**Critical:** +1d8 per plus
**Properties**

- A pistol functions as a ranged weapon from the firearms group with no proficiency requirements.
- A pistol requires 5 move actions to reload. Unlike other weapons, it cannot be used to make multiple attacks with a single power. The shooter must use 1 sp worth of black powder and one bullet to reload it.
- Properties: range 5/10, 1d12 damage, brutal 3, off-hand.

**Power – Daily (Free Action)**
   *Trigger*: You hit an enemy.
   *Effect*: Ongoing 5 damage (save ends)
   *Level 11 or 16*: Ongoing 10 damage (save ends)
   *Level 21 or 26*: Ongoing 15 damage (save ends)

## Musket

**Level**: 2
**Category**: Other
**Time:** 8 hours
**Component Cost:** See below
**Market Price:** 650 gp
**Key Skill:** Arcana or Thievery (no check)

| Musket | Level 2+ Rare |
|---|---|

*Longer than a pistol, this weapon delivers death from long range.*

| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Two-Handed Weapon
**Enhancement:** Attacks and damage
**Critical:** +1d10 per plus
**Property**

- A musket functions as a ranged weapon from the firearms group with no proficiency requirements.
- A musket requires 5 move actions to reload. Unlike other weapons, it cannot be used to make multiple attacks with a single power. The shooter must use 1 sp worth of black powder and one bullet to reload it.
- Properties: range 15/30, 2d8 damage, brutal 3.

**Power – Daily (Free Action)**
 *Effect*: Your next attack with the musket grants combat advantage against a single enemy.

## Blunderbuss

**Level**: 2
**Category**: Other
**Time:** 8 hours
**Component Cost:** See below
**Market Price:** 700 gp
**Key Skill:** Arcana or Thievery (no check)

| Blunderbuss | Level 2+ Rare |
|---|---|

*A stumpy barrel hides a swarm of shot that can rip an enemy in half.*

| Lvl 2 | +1 | 520 gp | Lvl 17 | +4 | 65,000 gp |
|---|---|---|---|---|---|
| Lvl 7 | +2 | 2,600 gp | Lvl 22 | +5 | 325,000 gp |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Item Slot:** Two-Handed Weapon
**Enhancement:** Attacks and damage
**Critical:** +1d12 per plus
**Property**

- A blunderbuss functions as a ranged weapon from the firearms group with no proficiency requirements.
- A blunderbuss requires 5 move actions to reload. Unlike other weapons, it cannot be used to make multiple attacks with a single power. The shooter must use 5 sp worth of black powder and five bullets to reload it
- Properties: Close burst 3, 2d10 damage, brutal 4

**Power – Daily (Free Action)**
 *Effect*: The blunderbuss' attack becomes close burst 5. Allies in the burst receive a +2 to AC against this one attack.

# Era 2: True Weapons

*Vittoria used her sword to move the spider web out of the way as she exited the tunnel into the next cavern. She spit and brushed the dust and bits of insect off of her tapered ears. Her dragonborn companion, Kali, looked back while casually moving debris out of the way.*

*"If you can't take a few bugs," said Kali, "you're in the wrong business."*

*After carefully picking the last of the cobwebs out of her hair, Vittoria perked up and looked around the tunnel. Only Kali's sunrod gave any illumination. Everything was bathed in golden light. It might have been peaceful, so quiet...*

*Something wasn't right...*

*"Kali," Vittoria said, "have we seen a single spider? Or rat?"*

*The sudden realization made Kali reach for her sword, but she was flung to the far wall by something that, one second earlier, was hanging from the ceiling. She hit the stone wall with enough force to crack it. Vittoria saw her companion was alive but in no condition to fight. The horse-sized spider hanging from a single, thick thread turned its eyes to the elf. Its maw opened to reveal teeth and pincers, an impossible anatomy of horror.*

*Vittoria drew her shotgun and fired. Green goo that might have been blood sprayed the far wall. Wounded but alive, the spider dropped to the floor and scuttled over the rock. Vittoria fired her second barrel but*

*missed. She tried to reload, but the spider jumped at her. It knocked her to the ground and tried to bite down on the elf's face, but Vittoria kept the shotgun between herself and the monster's dripping teeth.*

*A bullet ripped one of the creature's legs off. It screeched in pain and turned. Kali had drawn her pistol and was preparing to reload even though her left arm looked useless. The spider jumped off Vittoria and ran to the injured dragonborn.*

*"Hey!"*

*The spider turned around as Vittoria closed the newly reloaded shotgun. She fired and the spider's head exploded. Green blood oozed out of the wound and the air stunk of burnt gunpowder, hair, and carapace.*

*Kali cracked her shoulder back into its socket. She stood as Vittoria loaded another shell into her gun. She cast a simple healing spell and mended the dragonborn's injuries.*

*"I hate spiders," Vittoria said.*

Instead of treating guns like rare, alchemical, or even magical items, you may want to treat them like regular weapons. In this case, they can be enchanted like bows, swords, or any other weapon.

These types of firearms use cartridges, what most people simply call a "bullet" in the real world. The brass casing, propellant, primer, and actual bullet (the metal slug that fires from the gun) are properly called a "cartridge" or a "round." However, since "round" already means something in this gaming system, we'll stick with "cartridge." In the real world, cartridges allowed shooters to quickly reload their firearms. Paper cartridges have been in use since the 13th century, but the modern cartridge, one with a brass case, is less than two hundred years old.

Guns that use metal-cased bullets are what are depicted in Era 2.

You'll notice that these guns deal less damage than their counterparts in Era 1. This is purely a balance issue. While guns do have more range than bows and have the brutal property, they are still primitive. Being simple weapons, however, almost anyone can use them. They are faster to load and represent an age where cartridges have become common place, but single-shot weapons are still the norm.

## Weapon Descriptions

**Double-pistol**: This is basically a normal pistol with twin barrels. It requires one move action to reload each one. In the heat of battle, though, most warriors only have time to reload a single barrel at a time.

**Dragon Pistol**: So named because of its fearsome roar, a dragon pistol fires shotgun cartridges.

**Dwarfgun**: This over-sized gun uses rifle cartridges instead of regular pistol cartridges. However, the short barrel sacrifices distance. The dwarves were the first to develop these strange guns and often used them in underground environments where the longer rifles would get in the way.

**Pistol**: The pistol is a top-break loading weapon that holds a single cartridge. It is simple to use and does considerable damage, but it's quite loud. Pistols take standard cartridges.

**Rifle**: A longer version of a handgun, a rifle can be accurate to incredible distances, but such distances are often academic in a dungeon environment. A rifle takes rifle cartridges.

**Shotgun**: Similar to a rifle, this thick-barreled gun actually fires a dozen or so pellets in a thick spray pattern. Just the sound of the break-action closing is enough to intimidate some into surrendering… but they might have shotguns of their own. A shotgun can hold two shotgun cartridges in twin barrels.

## Era 1.5?

Era 1 is a straightforward approach to firearms. They are functionally equivalent to encounter powers (unless your players take the time to reload the guns) and are simple enough to not warrant much alteration to your plans. However, perhaps you WANT to be able to enchant flintlocks and blunderbusses. You can use the weapons in Era 2, but just increase their reload times accordingly and describe them as wheel-locks, flintlocks, or whatever else you wish and increase their damage. Remember that they can only target a single creature before reloading, even with powers that target multiple creatures.

# Era 3: Shoot 'Em Up

Calorous kept his hood up. His contact insisted on meeting someplace public, someplace out of the way of the regular haunts for the Black Arrow Guild, and the tavern he now found himself in was as low-key and decrepit as any he'd seen.

A man with a distinct long white pipe sat in the corner. Calorous recognized the sign and sat with the man. The stranger continued to puff on his pipe until Calorous said, "Well, I'm here. Do you know where they're going to take the slaves?"

The man put his pipe down and said, "You're the ranger, aren't you? The one from upriver?"

"Yes, that's me. Now, tell me where they're going to take the slaves, I'll pay you, and we can both get out of here."

The stranger smiled and countless clicks filled the room. Half the patrons were already out the door when Calorous saw the fifteen men at various tables holding revolvers and carbines. The stranger said, "I wish I could tell you how much your activities have cost us these last few weeks. Shipments, weapons, personnel… But just let it slip someone has information on a new batch of poor slaves and you come running. I can't believe so many fell under your blades."

Calorous kept his hands on the table and said, "Can I just say one thing?"

"What?" said the stranger.

"Heads up."

Calorous ripped his belt pouch off and flung it at the three closest assassins. By the time they reacted and opened fire, he drew his twin pistols and shot the pouch. Flaming bullets ripped through the three black powder bombs inside and embedded shrapnel into most of the assassins in the room. The remaining mercenaries fired, but Calorous dropped behind a heavy table and flipped it over to give himself cover.

As soon as the assassins started to reload, he stood and ran towards the back door, emptying his magazines along the way and killing another six assassins. The flaming barrels on his guns fizzled as soon as he was out of bullets. He put the pistols away and counted at least another four assassins out there. One of them had very heavy armor. Calorous could take out the others with his swords if he got close enough.

He reached into his pack and drew Big Sally. The over-sized revolver used to belong to a barbazu he killed a year ago. The old devil used the gun to hunt wyrms. Calorous figured it would do the job against some thug with a hundred pounds of armor.

Maybe you don't want firearms to be musketeer-era weapons. Maybe you want rogues to quick-draw six-shooters. Maybe you want ogres to guard their caves with shotguns the size of small trees. Maybe an elven ranger uses a repeater to blast her way through orc raiders as they descend on her forest home.

In this Era, firearms have advanced to the point where semi-automatic handguns, revolvers, and other similar weapons are common-place. Almost anyone can buy a revolver and ammunition is not a luxury.

The bow and crossbow are almost replaced except in cases where stealth is important. Many battles tend to be at longer ranges and melee weapons are secondary to a gun at your side. If you don't mind most battles beginning and staying at long range, this is the Era for you. At this level, guns have become the great equalizer.

At the same time, these weapons could represent rare or even cutting edge technology for Era 2. While most people are still using single-shot pistols, someone armed with a revolver would be at a distinct advantage.

In the real world, such weapons really became commonplace in the 19th century. Early models used internal tube magazines to hold ammunition. After each firing, a new cartridge would be chambered by pulling a lever or a bolt. These kinds of weapons are still popular today. Firearms that use magazines are one of the more recent inventions, having only become viable in the last hundred years or so.

## Make It Your Own

The guns from Era 2 and 3 do not have to exist separately. A dwarf gun makes a good secondary weapon in any era. So does a dragon pistol. A single-shot pistol might be a smaller, more concealable weapon for spies.

If you decide to include battles on the high seas, just make these medium weapons Large or even Huge size and let your players have some fun with them. A black powder cannon might be slower to load than a cannon armed with cartridges the size of a small child, but it's more dramatic.

## Weapon Descriptions

**Carbine**: A carbine is a shortened version of a rifle. It can be fired one-handed, but both hands are required to use the lever-action and load another round to be fired. Carbines have an internal magazine that holds 8 rifle cartridges.

**Revolver**: Built much more heavily than a regular semi-auto, a revolver can use heavier ammunition. More importantly, a revolver can house different kinds of special ammunition (see Magic Items) and cycle through them at the shooter's choice. Moving between different cartridges is a minor action if not firing. Revolvers are more common in low-tech areas since they are easier to build and maintain. They hold 6 heavy cartridges in a cylinder.

**Repeater Rifle**: Favored by scouts and many city guards, this rifle has very long range and packs a punch. In a dungeon environment, such a long range is usually arbitrary. A repeater uses 8 rifle cartridges in a detachable magazine.

**Semi-Auto**: A semi-auto is a fairly standard firearm found throughout many civilized lands. While it can hold much more ammunition than a revolver, its lower damage potential makes some shy away from it. A semi-auto holds 10 standard cartridges in a detachable magazine.

**Pump-Action Shotgun**: This shotgun is similar to a carbine. It holds five shotgun cartridges in an internal magazine and requires two hands to pump a new round to be fired. Some say that just the sound of this weapon being cocked is enough for your enemies to reconsider their actions.

## Simple Ranged Weapons
### One Handed

| Weapon | Prof | Dmg | Range | Price | Wt | Group | Properties |
|---|---|---|---|---|---|---|---|
| Double Pistol | +2 | 1d8 | 15/30 | 40 gp | 3 lb | Firearms | Load move, brutal 2 |
| Dragon Pistol | +2 | 2d8 | 3/6 | 35 gp | 3 lb | Firearms | Load 2 move, brutal 3 |
| Dwarfgun | +2 | 1d12 | 5/10 | 50 gp | 3 lb | Firearms | Load move, brutal 3 |
| Pistol | +2 | 1d8 | 15/30 | 25 gp | 2 lb | Firearms | Load move, off-hand, brutal 2 |
| Revolver | +2 | 1d10 | 10/20 | 20 gp | 3 lb | Firearms | Load move, off-hand, brutal 3 |
| Semi-auto | +2 | 1d8 | 15/30 | 40 gp | 2 lb | Firearms | Load minor, off-hand, brutal 2 |

## Simple Ranged Weapons
### Two-Handed

| Weapon | Prof | Dmg | Range | Price | Wt | Group | Properties |
|---|---|---|---|---|---|---|---|
| Carbine | +2 | 1d12 | 15/30 | 30 gp | 8 lb | Firearms | Load minor, brutal 3 |
| Pump-Action Shotgun | +2 | 2d8 | 10/20 | 30 gp | 8 lb | Firearms | Load 3 move, brutal 3 |
| Repeater Rifle | +2 | 1d12 | 20/40 | 60 gp | 10 lb | Firearms | Load minor, brutal 3 |
| Rifle | +2 | 1d12 | 20/40 | 40 gp | 10 lb | Firearms | Load move, brutal 3 |
| Shotgun | +2 | 2d8 | 10/20 | 20 gp | 8 lb | Firearms | Load move, brutal 3 |

# Equipment

Most of this equipment is universal, though some is clearly not. For example, if you're using Era 1, you wouldn't be able to find anyone to sell you cartridges.

## Adventuring Gear

**Ammo Box**: An ammo box is made of steel, protects cartridges from moisture, has all defenses at 8, and has 30 HP. It has Resist 5. Removing a cartridge from an ammo box is a move action. Cartridges exposed to the elements for prolonged periods of time become unreliable and will not fire if a d20 rolls on an odd number.

Ammo boxes are designed to store specific types of cartridges. A box meant to store standard cartridges will not hold rifle cartridges, for example. Boxes come in 20, 50, or 100 count.

**Bandolier**: A bandolier is a leather belt that holds firearm ammunition for easy reloading during a fight. It can be worn around the waist or over the shoulders and across the chest. When wearing a bandolier, you can draw ammunition as a free action. Bandoliers can hold 20 bullets or cartridges of a specific type. A rifle bandolier won't hold pistol cartridges, for example.

**Black Powder**: This grainy substance is the key to making firearms work. It usually comes in air and water-tight powder horns and is sold by the silver piece. In Era 2 or 3, it might also come in metal tins. See Alchemical Items for how to make black powder (in-game, of course).

**Bullets**: These lead balls are cheap to make. They are sold in packs of ten and are usable in all firearms in Era 1. They are not used in Eras 2 and 3 since those firearms use more refined ammunition that combines the bullet with the casing. However, characters who like to load their own ammunition might buy these to combine them with alchemical gun powder and casings. Specific bullets must be used for specific firearms, as noted in their descriptions in Eras 2 and 3.

**Bullet Loading Kit**: As shown in the Magic Items section "Alchemy," different bullets can be combined with different black powders to create unique effects. In order to combine the proper bullet with the right bullet casing and gunpowder, you need a set of scales, presses, dies, lubricant, and other assorted tools. A character proficient with firearms can hand-load one cartridge with four move actions if the supplies are available.

**Cartridge**: Bullets in Eras 2 and 3 come in a brass case with gunpowder and a primer, so all the shooter has to do is insert the cartridge in the gun, fire, then replace with a fresh cartridge to fire again. Cartridges come in varying sizes. A cartridge designed for a pistol is not the same as a cartridge designed for a blunderbuss or a rifle. Each weapon description notes what kind of cartridge the weapon can fire: standard, heavy, rifle, or shotgun.

**Cartridge Casings**: If you hand-load your own ammunition, you need to buy casings. They include primers. Different types of cartridges use different casings.

**Gun Cleaning Kit**: A gun cleaning kit contains brushes, oil, and other tools for keeping guns clean. Firearms tend to foul and become unreliable as they fire. Black powder build-up and even lead can make a barrel ineffective. Using a gun-cleaning kit takes 10 minutes and makes a gun much more effective, giving a gun a +1 bonus on its next weapon attack.

**Holster**: A holster is a good way to keep a gun close. Some adventurers new to firearms call it a "gun scabbard."

**Magazine**: A magazine is a container for semi-auto or rifle cartridges. It takes 5 move actions to load a magazine full

of cartridges. Magazines for rifles and semi-autos are not interchangeable.

**Magazine Pouch**: A magazine pouch can be fitted to a belt and holds a single magazine for a firearm. Drawing a magazine from this pouch is a free action.

**Reloading kit**: This kit is required to reload any of the firearms in Era 1. It contains ramrods, flasks, primer, and cleaning supplies.

| Item | Price | Weight |
|---|---|---|
| Ammo Box (20 count) | 1 gp | 1 lb |
| Ammo Box (50 count) | 2 gp | 2 lb |
| Ammo Box (100 count) | 5 gp | 5 lb |
| Bandolier | 1 gp | 0.5 lb |
| Black powder | 1 gp | 0.1 lb |
| Bullets (10) | 5 sp | 1.25 lb |
| Bullet Loading Kit | 5 gp | 10 lb |
| Cartridges (10) | 1 gp | 1.5 lb |
| Cartridge Casings (10) | 5 sp | 0.05 lb |
| Gun Cleaning Kit | 5 gp | 3 lb |
| Holster | 5 sp | 0.5 lb |
| Magazine | 5 sp | 0.2 lb |
| Magazine Pouch | 2 sp | 0.1 lb |
| Reloading kit | 2 gp | 1 lb |

# Chapter 2 Magic Items

With new equipment and weapons comes the inevitable mage who will tinker with these new toys until something wonderful happens. Creative minds quickly took firearms, bullets, and other items and created an arsenal of weapons and equipment to supplement the new breed of adventurer just as likely to wield a sword and shield or a shotgun and bandolier.

## Alchemical Items

The bullet is the actual projectile fired from a gun. The black powder is the explosive substance that makes the bullet move. These can be mixed together to form unique cartridges, or only one may be used. In Era 1, the black powder is poured directly into the firearm. A flintlock pistol loaded with cold-iron bullets and concealment gunpowder is just as valid as a semi-auto loaded with cartridges with the same mixture.

For example, an adventurer might carry regular, run-of-the-mill cartridges for her magic rifle for everyday use and monster slaying, but she might also keep a small stash of anti-lycanthrope cartridges tipped with silver bullets. At the same time, she might also have a few specially-made cartridges that combine adamantine bullets and troll powder, her so-called "god-killers," giving her the option to attack heavily resilient foes and impart massive damage on creatures that routinely make livestock look like mice.

and thunder damage.  The black powder itself is destroyed

## Black Powder Bomb
**Level**: 4
**Category**: Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 120 gp
**Key Skill:** Arcana or Thievery (no check)

Black powder was originally a simple explosive. Before anyone thought to use it in a ranged weapon as propellant, these one-pound explosives were the intended goal. With a little clockwork engineering, they became potent tools, too. More advanced versions use better shells and detonators for a bigger bang.

## Black Powder
**Level**: 1
**Category**: Volatile
**Time:** 5 minutes
**Component Cost:** 1 gp
**Market Price:** 25 gp
**Key Skill:** Arcana or Thievery (no check)

Black powder is relatively easy to make once you know the steps. Anyone who wishes to make any of the other alchemical powders for use in a firearm must first learn how to make black powder.

| Black Powder | Level 1 Common |
|---|---|

*This fine powder is the cornerstone of firearms-based warfare.*
**Alchemical Item: Volatile**
**Properties**
- You make 1 gp of black powder, which is typically enough for ten shots. If spread out, it lightly covers 1 square.
- If black powder takes fire, radiant, or lightning damage, anything it is touching acts as thought it took fire

## Black Powder is WEAK!

Black powder damage by itself doesn't really count as damage; it simply triggers any effects that might occur due to fire or thunder damage. In-game, black powder would cause burns and discomfort, but isn't enough to really kill on its own. This is to prevent players from buying or making a lot of black powder, laying it out, and just igniting the whole thing to take out every minion on the field. Little things like that can break a game. Like cats that can kill commoners…

On the other hand, a barrel of the stuff could be a hazard to avoid all on its own. Fire or radiant damage might set it off and cause an explosion not unlike a large black powder bomb.

Suddenly, finding that stash of black powder gets a lot more dangerous…

## Black Powder Bomb          Level 4+ Common

*Instead of focusing black powder's energy towards accelerating a bullet, this fist-sized ceramic container contains a fuse and a small amount of black powder and metal pellets to create a devastating explosion.*

| | | | |
|---|---|---|---|
| Lvl 4 | 40 gp | Lvl 19 | 4,200 gp |
| Lvl 9 | 160 gp | Lvl 24 | 21,000 gp |
| Lvl 14 | 800 gp | Lvl 29 | 105,000 gp |

**Alchemical Item: Volatile**
**Special**

- You must know how to make black powder before you can learn how to make a black powder bomb.

**Properties**

- When you create black powder bomb, you designate its detonation source. Once this choice is made, it cannot be changed.
  - *Proximity*: You flick a switch as a free action. Beginning at the start of your next turn, any creature larger than Small-size who enters within close burst 1 of the bomb's square sets it off instantly.
  - *Fuse*: You flick a switch as a free action. The bomb goes off at the beginning of your next turn.
- If a black powder bomb takes fire or lightning damage equal to its level, it goes off instantly.
- You can throw the bomb as a standard action.
- *Attack*: Area burst 1, +7 vs. Reflex; 1d12 fire and thunder damage; *Miss*: half damage on a miss; *Critical Hit*: target is dazed.
  - *Level 9*: +12 vs Reflex, 2d12 fire and thunder
  - *Level 14*: +17 vs Reflex, 3d12 fire and thunder
  - *Level 19*: +22 vs Reflex, 4d12 fire and thunder
  - *Level 24*: +27 vs Reflex, 4d12 fire and thunder
  - *Level 29*: +32 vs Reflex, 5d12 fire and thunder

## Concealment Powder

**Level**: 3
**Category**: Other
**Time:** 1 hour
**Component Cost:** 30 gp
**Market Price:** 50 gp
**Key Skill:** Arcana or Thievery (no check)

Concealment powder is much thicker than regular gunpowder. It smells faintly like rust and creates thick, black smoke.

## Concealment Powder     Level 3 Uncommon

*This thick gunpowder does not burn as cleanly as others, but the extra smoke offers a brief advantage.*

**Alchemical Item** 30 gp
**Special**: You must know how to make black powder before you can learn how to make concealment powder.
**Property**: When you use concealment powder to launch a bullet, you create a zone centered on you, close burst 1, until the beginning of your next turn. Anyone inside has concealment, but creatures inside also take a -2 penalty to attacks.

## Drake Powder

**Level**: 4
**Category**: Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 80 gp
**Key Skill:** Arcana or Thievery (no check)

Drake powder burns differently from normal black powder. It creates flames and isn't as energetic as other propellants. If it is stored in a cartridge, said cartridges usually have a very visible flame drawn on the surface.

## Drake Powder — Level 1 Uncommon

*This rust-colored gunpowder is an alchemical mixture that explodes into a small fireball.*

| Lvl 1 | 20 gp | Lvl 16 | 1,800 gp |
|---|---|---|---|
| Lvl 6 | 75 gp | Lvl 21 | 9,000 gp |
| Lvl 11 | 375 gp | Lvl 26 | 45,000 gp |

**Alchemical Item**
**Special**
- This powder is usable only with a blunderbuss, pump-action shotgun, shotgun, or dragon pistol.
- You must know how to make black powder before you can learn how to make drake powder.

**Property**: When you use drake powder to fire blunderbuss, shotgun, pump-action shotgun, or dragon pistol, you take a -2 penalty to the firearm attack, but make a secondary attack against all targets within close blast 3.
*Attack*: Item's level +3 vs. Reflex
*Hit*: 1d8 fire damage
> *Level 11 or 16*: Item's level +4 vs Reflex, 2d8 fire damage
> *Level 21 or 26*: item's level +5 vs. Reflex, 3d8 fire damage

## Sunburst Powder

**Level**: 10
**Category**: Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 300 gp
**Key Skill:** Religion (no check)

This rare powder is typically held in temples, usually within powder horns emblazoned with a sunburst symbol.

## Sunburst Powder — Level 10 Rare

*Silvered dust mixed with this powder hides a nasty surprise for undead creatures.*
**Alchemical Item** 200 gp
**Special**: You must know how to make black powder before you can learn how to make sunburst powder.
**Property**: When you use sunburst powder to fire a bullet, every creature within close blast 3 acts as though exposed to radiant damage.

> ### What does "Acts as though it took damage" mean?!
>
> Several of the items in this document include a description similar to sunburst powder. The creature acts as though it took a certain amount of damage. Doesn't this mean the target TOOK that damage? Not quite. If taking the specified damage would trigger an effect, that's what happens. For example, sunburst powder makes creatures in the area act as though they took radiant damage. Certain undead vulnerable to radiant energy would take that vulnerability in damage, for example. A vampire would lose the ability to regenerate for one round and might also take some damage.

## Troll Powder

**Level**: 5
**Category**: Volatile
**Time:** 1 hour
**Component Cost:** See below
**Market Price:** 100 gp
**Key Skill:** Arcana or Thievery (no check)

Troll powder was discovered by accident when an eager gunsmith created a batch of black powder more powerful, yet more dangerous, than the normal variety. Troll powder is clearly marked since it can pose a hazard to the shooter as well as the target.

**Troll Powder**           **Level 5 Common**

*A much more volatile and explosive type of black powder, troll powder is designed to hit harder than a troll's hammer.*

**Alchemical Item** 50 gp

**Special**: You must know how to make black powder before you can learn how to make troll powder.

**Property**: When you fire a firearm with troll powder, you can score a critical hit between 18-20, but if you roll between 1-5 when using troll powder, the powder explodes catastrophically and deals the firearm's [W] damage to you. You cannot negate this damage in any way. Your firearm is unusable until you take two move actions to clean out the exploded bullet. This requires a gun-cleaning kit and two hands.

# Armor

Bullets and firearms changed the battlefield, but spellcasters found a way to take some of that advantage away.

**Anti-Projectile Armor**      **Level 3+ Common**

*Made from alternating layers of various materials, this armor is designed to stop high-velocity projectiles. The enchantment that warps ranged attacks is nice, too.*

| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Armor**: Any

**Enhancement Bonus**: AC

**Power (Encounter) – Minor Action**
Until the beginning of your next turn, you gain +2 AC and Reflex and Resist 5 against ranged attacks.

> *Level 13 or 18*: Resist 10
> *Level 23 or 28*: Resist 15

# Weapons

A magical firearm is a newer invention in modern fantasy, but this section provides more than a few unique magical properties to make one revolver different from another. The following new magic item properties can be applied to firearms in Era 2 or 3.

**Dwarven Firearm**       **Level 1+ Uncommon**

*This weapon is rugged and reinforced to deliver devastating shots and hammering blows.*

| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
|---|---|---|---|---|---|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon**: One-handed firearms

**Enhancement**: attack rolls and damage rolls

**Critical**: +Con modifier per plus

**Property**: You can use the firearm as a melee weapon with a +2 proficiency bonus that deals 1d8 damage. It counts as a hammer for the purpose of class features, feats, or powers that require hammers. The firearm's enhancement bonus applies to melee attack and damage.

**Power (Daily) – Free action**
> *Trigger*: You score a critical hit with this firearm.
> *Effect*: The target is pushed 1 square.

## Eladrin Firearm — Level +1 Uncommon

*The barrel on this firearm ends in a tapered blade as sharp and dangerous as any eladrin weapon.*

| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
|-------|----|--------|--------|----|-----------|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon**: Two-handed firearms
**Enhancement**: attack rolls and damage rolls
**Critical**: +Int modifier per plus
**Property**: You can use the firearm as a melee weapon with a +2 proficiency bonus that deals 1d10 damage. It counts as a polearm for the purpose of class features, feats, or powers that require polearms. The firearm's enhancement bonus applies to melee attack and damage.
**Power (Daily) – Immediate Reaction**
> *Trigger*: You hit an enemy with a ranged attack using this firearm.
> *Effect*: You teleport a number of squares equal to the weapon's enhancement bonus.

### Eladrin Firearms

The idea to put a knife or some other melee weapon on the tip of a firearm is not new. Soldiers affixed daggers to the fronts of their rifles and muskets for a long time. Such an approach, though, meant that any soldier who could afford a magical weapon had to choose which to enchant. However, the eladrin, seeking elegance and simplicity, decided on a magical approach to the problem. The first eladrin firearms were single-shot rifles enchanted so whatever magic coursed through the gun would transfer to the pike at the end. The dwarves and the elves later applied similar techniques to their own firearms, creating what are now called dwarven and elven firearms.

## Elven Firearm — Level 1+ Uncommon

*Sleek and inlaid with mithral, this delicate-looking firearm is a favorite anyone who appreciates keeping a blade ready.*

| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
|-------|----|--------|--------|----|-----------|
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

**Weapon**: One-handed firearms
**Enhancement**: attack rolls and damage rolls
**Critical**: +Dex modifier per plus
**Property**: You can use the firearm as a melee weapon with a +3 proficiency bonus that deals 1d4 damage. It counts as a light blade for the purpose of class features, feats, or powers that require light blades. The firearm's enhancement bonus applies to melee attack and damage.
**Power (Daily) – Immediate Reaction**
> *Trigger*: You make an attack that would normally target AC.
> *Effect*: You target Reflex instead.

## Mage's Gun — Level 10+ Rare

*Burning runes adorn this intricate handgun.*

| Lvl 10 | +2 | 5,000 gp | Lvl 25 | +5 | 625,000 gp |
|--------|----|----------|--------|----|------------|
| Lvl 15 | +3 | 25,000 gp | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp | | | |

**Weapon**: One-handed firearms
**Enhancement**: attack rolls and damage rolls
**Critical**: +1d6 per plus
**Property**: This firearm may be used an arcane implement for powers, feats, and features that require a wand or dagger.
**Power (Daily) – Immediate Reaction**
> *Prerequisite*: This firearm must be loaded with at least one bullet.
> *Trigger*: You make an arcane attack against Reflex, Fortitude, or Will.
> *Effect*: By firing a bullet, the attack instead targets AC and gains a bonus to the attack equal to your Dexterity modifier plus the gun's proficiency bonus. The target also takes the gun's [W] plus its enhancement bonus damage on a hit in addition to any of the arcane power's other effects.

## Pact Gun                Level 1+ Uncommon

*The runes carved into the barrel of this weapon crackle with power when the wielder is wounded.*

| | | | |
|---|---|---|---|
| Lvl 1 | +1  360 gp | Lvl 16 | +4  45,000 gp |
| Lvl 6 | +2  1,800 gp | Lvl 21 | +5  225,000 gp |
| Lvl 11 | +3  9,000 gp | Lvl 26 | +6  1,125,000 gp |

**Weapon**: One-handed firearms
**Enhancement**: attack rolls and damage rolls
**Critical**: +1d6 per plus
**Property**
This firearm functions as a warlock implement, but do not add its proficiency bonus to attacks when used as an arcane implement.
**Power (Encounter) – Immediate Reaction**
> *Trigger*: A creature marked by your Warlock's Curse hits you.
> *Effect*: Make a ranged basic attack with this weapon as an immediate reaction against your Warlock's Curse target.

## Necromancer Pistol       Level 10+ Rare

*The handle on this handgun looks like it's made out of bone, and the barrel is blood-red steel.*

| | | | |
|---|---|---|---|
| Lvl 10 | +2  5,000 gp | Lvl 25 | +5  625,000 gp |
| Lvl 15 | +3  25,000 gp | Lvl 30 | +6  3,125,000 gp |
| Lvl 20 | +4  125,000 gp | | |

**Weapon**: One-handed firearms
**Enhancement**: attack rolls and damage rolls
**Critical**: +1d6 necrotic per plus
**Property**
- Whenever you kill a non-minion creature, this pistol gains a bonus equal to its enhancement bonus to the next attack it makes.

**Power (Encounter) – Immediate Reaction**
> *Trigger*: You kill or bloody a non-minion creature with this pistol.
> *Effect*: You regain hit points equal to the damage you dealt plus this weapon's enhancement bonus.

## Is this it?!

Nine magic weapon properties might not seem like a lot, but these are only to supplement the magic weapons already available in the *Player's Handbook*, and *Adventurer's Vault*. These weapons are designed to give guns a unique feel, not show the full spectrum of firearms enchantment.

Many magic weapon properties in the core books are perfectly suitable for firearms. A *thundering* shotgun, for example, is just as believable as a *vicious* revolver or even a *dragonslayer* rifle. A *point-blank* pistol would be a much sought-after weapon, too. Most weapon properties applicable to crossbows might also work for firearms at the GM's discretion.

## Titan's Firearm — Level 3+ Rare

*Heavy and bulky, only the mightiest heroes can even hope to use this weapon.*

| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon**: Any one-handed firearm
**Enhancement**: attack rolls and damage rolls
**Critical**: +1d10 per plus
**Property**

- Anyone with a Strength score lower than 18 takes a -2 penalty to use this firearm.
- Anyone with a Strength score equal to or greater than 18 uses Strength instead of Dexterity for basic attacks and damage with this weapon.

**Power (Daily) – Free Action**
> *Trigger*: You score a critical hit with this firearm.
> *Effect*: The target is pushed a number of squares equal to this weapon's enhancement bonus.

## Priest's Firearm — Level 3+ Common

*Emblazoned with the signs of order, this weapon is turns pesky undead into dissipating clouds of golden light.*

| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon**: Dragon pistol, pump-action shotgun, or shotgun
**Enhancement**: attack rolls and damage rolls
**Critical**: +1d6 radiant per plus, +1d10 radiant per plus against undead
**Property**

- This firearm deals 5 extra damage against undead.
  - *Level 13 or 18*: 10 extra damage against undead
  - *Level 23 or 28*: 15 extra damage against undead

**Power (Daily) – Free Action**
> *Trigger*: You kill an undead creature.
> *Effect*: This firearm's next attack deals radiant damage.

### Titan's Firearm

Titans did not create the first titan firearms. In fact, that honor goes to a band of orcs. Lacking the technical know-how to build firearms, they often pillaged nearby villages and assaulted travelers for their weapons and equipment. The orc chief, being quite fond of a dwarfgun he stole, had his shamans enchant it so his weaker enemies would not be able to use it. When the chief was slain during a raid on a dwarven caravan, the victorious dwarves recovered the firearm and falsely concluded it must have belonged to a titan of some sort. The enchantment was copied and titan's firearms are now well-known. The orc chief's name? Not so much.

| Witch Hunter's Gun | Level 3+ Uncommon |
|---|---|

*Made from living wood, animal totems, and other charms, this gun renders spellcasters unable to sustain the simplest spells.*

| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
|---|---|---|---|---|---|
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 425,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 2,125,000 gp |

**Weapon**: Firearm

**Enhancement**: attack rolls and damage rolls

**Critical**: +1d6 per plus

**Property**

A target hit with this firearm cannot create zone effects until the beginning of the shooter's next turn. Any active zones that must be sustained have their sustain action increased by one until the end of the encounter. For example, a zone that would normally take a minor action to sustain would instead take a move action. The effect is cumulative from multiple impacts until the sustaining action becomes a standard action.

**Power (Daily) – Free Action**

Use this power when you hit with the weapon. The attack deals an extra 1d4 damage. If the target can use wand, dagger, staff, orb, rod, or tome implements, the attack deals an extra 1d20 damage instead.

> *Level 13 or 18*: 2d4 damage.
> *Level 23 or 28*: 3d4 damage.

## Haven't I seen these items somewhere else?

An astute reader will note that many of the items here have their basis in popular culture. The *dwarven firearm* enchantment, for example, would give you a gun not unlike *Hellboy's* bashing revolver, the Samaritan. The *priest's firearm* grants the classic zombie-killing weapon, the shotgun, a little D&D twist. Even later items like salt rounds and the cloak of armory cloak are obvious call-backs to *Supernatural* and *The Matrix*, respectably.

Some of these items also have real-world parallels. Drake powder, for example, is similar to real-life shotgun ammunition called dragon rounds that launch fire. Even the *anti-projectile armor* enchantment is based on real-life bullet-resistant materials: use alternating layers of different materials to deflect bullets. Of course, the armor in this book has a magical deflection field, too.

# Ammunition

Magical bullets can be created like other magical ammunition. As outlined in the Alchemy section, these bullets can be combined with exotic black powders to create unique effects.

## Adamantine Ammunition — Level 8+ Rare

*This dark metallic bullet can pierce even a dragon's thick hide.*

| | |
|---|---|
| Lvl 8  +2 125 gp | Lvl 18  +4 3,400 gp |
| Lvl 13  +3 650 gp | Lvl 23  +5 17,000 gp |
| | Lvl 28  +6 85,000 gp |

**Ammunition**: Any

**Enhancement**: Attack rolls and damage rolls

**Property**: Adamantine ammunition acts as though it deals 5 more points of damage for the purpose of bypassing resistance.

> *Level 13*: 10 more points of damage.
> *Level 18*: 15 more points of damage.
> *Level 23*: 20 more points of damage.
> *Level 28*: 25 more points of damage.

## Blessed Ammunition — Level 2+ Common

*This ammunition is forged in blessed fires and cooled in holy water.*

| | |
|---|---|
| Lvl 2  +1  25 gp | Lvl 17  +4  2,600 gp |
| Lvl 7  +2  100 gp | Lvl 22  +5  13,000 gp |
| Lvl 12  +3  500 gp | Lvl 27  +6  65,000 gp |

**Ammunition**: Any

**Enhancement**: Attack rolls and damage rolls

**Property**: Blessed ammunition grant a +1 bonus against undead creatures.

> *Level 12 or 17*: +2 bonus against undead creatures.
> *Level 22 or 27*: +3 bonus against undead creatures

## Cold Iron Ammunition — Level 2+ Uncommon

*Though appearing dull and unpolished, this ammunition is the bane of fey everywhere.*

| | |
|---|---|
| Lvl 2  +1  25 gp | Lvl 17  +4  2,600 gp |
| Lvl 7  +2  100 gp | Lvl 22  +5  13,000 gp |
| Lvl 12  +3  500 gp | Lvl 27  +6  65,000 gp |

**Ammunition**: Any

**Enhancement**: Attack rolls and damage rolls

**Property**: On a hit, creatures with the fey keyword take ongoing 5 damage (save ends).

> *Level 12 or 17*: Ongoing 10 damage (save ends)
> *Level 22 or 27*: Ongoing 15 damage (save ends)

## Golden Ammunition — Level 2+ Rare

*Immortal creatures often have little to fear, but this golden ammunition imbued with chaotic energy gives them pause.*

| | |
|---|---|
| Lvl 2  +1  25 gp | Lvl 17  +4  2,600 gp |
| Lvl 7  +2  100 gp | Lvl 22  +5  13,000 gp |
| Lvl 12  +3  500 gp | Lvl 27  +6  65,000 gp |

**Ammunition**: Any

**Enhancement**: Attack rolls and damage rolls

**Property**: On a hit, creatures with the immortal keyword take ongoing 5 damage (save ends).

> *Level 12 or 17*: Ongoing 10 damage (save ends)
> *Level 22 or 26*: Ongoing 15 damage (save ends)

## Prayer Bead Bullets — Level 2+ Uncommon

*These seemingly ornamental beads are inscribed with prayers to the gods and are specially prepared to cause damage to the enemies of divinity: the elementals.*

| | | | | | | |
|---|---|---|---|---|---|---|
| Lvl 3 | +1 | 30 gp | | Lvl 18 | +4 | 3,400 gp |
| Lvl 8 | +2 | 125 gp | | Lvl 23 | +5 | 17,000 gp |
| Lvl 13 | +3 | 650 gp | | Lvl 28 | +6 | 85,000 gp |

**Ammunition**: Bullet
**Property**

- This ammunition may only be used in a blunderbuss, pump-action shotgun, shotgun, or dragon pistol.
- On a hit, creatures with the elemental keyword take ongoing 5 damage (save ends).
  - *Level 13 or 18*: Ongoing 10 damage
  - *Level 23 or 28*: Ongoing 15 damage

### Prayer Bead Bullets

At first, the choice to fill a firearm with prayer beads, a religious icon in many faiths, might seem blasphemous. However, one story claims that priests to a god of order (different versions list different gods) were besieged by elemental cultists. With only a small set of hunting firearms at their disposal, they used anything and everything they could find to load their weapons. Some say their deity blessed the prayer beads one desperate priest stuffed into an old blunderbuss. Whatever the case, the priests later developed the first true prayer bead bullets and freely gave them to enemies of the elementals. Though not true prayer beads, the finished ammunition does bear a resemblance.

## Salt Round — Level 5+ Uncommon

*Rock salt shaped into bullets forces ghostly creatures to become solid again, if only for a moment. However, salt is not as effective against other beings.*

| | | | | | | |
|---|---|---|---|---|---|---|
| Lvl 5 | +1 | 50 gp | | Lvl 20 | +4 | 5,000 gp |
| Lvl 10 | +2 | 200 gp | | Lvl 25 | +5 | 25,000 gp |
| Lvl 15 | +3 | 1,000 gp | | Lvl 30 | +6 | 125,000 gp |

**Ammunition**: Bullet
**Property**

- This ammunition can only be used in a blunderbuss, dragon pistol, shotgun, or pump-action shotgun.
- Insubstantial creatures take full damage (not half damage) from salt rounds.
- Non-insubstantial targets take only half damage from salt rounds.
- On a critical hit, an insubstantial creature becomes substantial until the beginning of the shooter's next turn.

## Shiftbane Ammunition — Level 2+ Rare

*The bane of werewolves and other shapeshifters, shiftbane ammunition is expensive but worth the cost.*

| | | | | | | |
|---|---|---|---|---|---|---|
| Lvl 2 | +1 | 25 gp | | Lvl 17 | +4 | 2,600 gp |
| Lvl 7 | +2 | 100 gp | | Lvl 22 | +5 | 13,000 gp |
| Lvl 12 | +3 | 500 gp | | Lvl 27 | +6 | 65,000 gp |

**Ammunition**: Any
**Property**

- The target is immune to powers with the polymorph keyword until the beginning of the shooter's next turn.
- This ammunition counts as a silvered weapon.
- On a hit, creatures with the shapechanger keyword take ongoing 5 damage (save ends).
  - *Level 12 or 17*: Ongoing 10 damage (save ends)
  - *Level 22 or 27*: Ongoing 15 damage (save ends)

# Totem

A totem is the implement of nature. It would seem that such tools would have little to do with firearms, but the primal spirits have a lot to say about this new technology and the power it grants mere mortals.

| Nature's Vengeance | Level 4+ Uncommon |
|---|---|

*Primal spirits see the encroachment of firearms and want to make sure the natural world remains untouched by the weapons of technology. This totem is a piece of dense wood topped with a loadstone.*

| | | | | | | |
|---|---|---|---|---|---|---|
| Lvl 4 | +1 | 840 gp | | Lvl 19 | +4 | 105,000 gp |
| Lvl 9 | +2 | 4,200 gp | | Lvl 24 | +5 | 525,000 gp |
| Lvl 14 | +3 | 21,000 gp | | Lvl 29 | +6 | 2,625,000 gp |

**Implement**: Totem
**Enhancement**: Attack rolls and damage rolls
**Critical**: +1d6 per plus
**Property**: Anyone within 2 squares of you attacking with a firearm takes a -2 penalty to the attack. You can turn this property on an off as a minor action.
**Power (Daily) – Standard Action**
> *Target*: Anyone wielding a firearm
> *Attack*: Close burst 3, Wisdom + enhancement bonus vs. Will
> *Hit*: The target takes a -2 penalty to attacks and is weakened (save ends both)
> *Miss*: The target takes a -2 penalty to attacks until the beginning of your next turn.

# Hand Slot Item

A set of gloves should do more than look good. For many adventurers, gloves are a great way to hide items or otherwise enhance their abilities.



| Duelist's Gloves | Level 11+ Rare |
|---|---|

*With a flick of the wrist, a ghostly firearm appears.*

| | | | |
|---|---|---|---|
| Lvl 11 | 9,000 gp | Lvl 21 | 225,000 gp |
| Lvl 16 | 45,000 gp | Lvl 26 | 1,125,000 gp |

**Hands Slot**
**Property**: As a minor action, these gloves summon one +3 revolver that can be dismissed with another minor action. The revolver disappears if it moves more than 2 squares from the gloves. The revolver does not make its own ammunition and must be loaded by the shooter before being dismissed so it can be fully loaded when it is summoned again.
> *Level 16*: +4 revolver
> *Level 21*: +5 revolver
> *Level 26*: +6 revolver

**Special**: In Era 1, this item summons a pistol of the appropriate level instead of a revolver.

# Head Slot Item

A good set of eyes is a great asset to any ranged warrior. With firearms and the increased range they bring to combat, this has never been truer.

| Sniper's Goggles | Level 5+ Uncommon |
|---|---|

*These opaque lenses seem to block sight, but they grant the wearer an uncanny ability to hit a target.*

| | | | |
|---|---|---|---|
| Lvl 5 | 1,000 gp | Lvl 20 | 125,000 gp |
| Lvl 10 | 5,000 gp | Lvl 25 | 625,000 gp |
| Lvl 15 | 25,000 gp | Lvl 30 | 3,125,000 gp |

**Head Slot**

**Property**: Gain +1 power bonus to Perception.

> *Level 10*: +2 power bonus to Perception.
> *Level 15*: +3 power bonus to Perception.
> *Level 20*: +4 power bonus to Perception.
> *Level 25*: +5 power bonus to Perception.
> *Level 30*: +6 power bonus to Perception.

**Power (Encounter) – Free Action**
> *Effect*: Add Your Wisdom modifier to the next ranged attack you make.

**Power (Daily) – Minor Action**
> *Effect*: Gain darkvision until the beginning of your next turn.
> *Sustain Move*: You can maintain the power a maximum of five minutes.

# Neck Slot Item

Amulets, cloaks, and similar items offer protection. Some items, though, offer a little more with some magical help.

| Armory Cloak | Level 6+ Rare |
|---|---|

*This long cloak is thick and unassuming… until you dramatically reach for the armory hidden inside.*

| | | | |
|---|---|---|---|
| Lvl 6 | +2 1,800 gp | Lvl 26 | +6 1,125,000 gp |
| Lvl 11 | +3 9,000 gp | Lvl 21 | +5 225,000 gp |
| Lvl 16 | +4 45,000 gp | | |

**Neck Slot**

**Enhancement Bonus**: Fortitude, Reflex, and Will

**Property**:

- The owner must spend at least one hour wearing the coat before the magical properties may be used by him or her. The cloak has a single user at a time. If someone else becomes attuned to it, the original wearer must re-attune with it.
- The owner can store up to eight one-handed weapons within this cloak. You can instead store one two-handed weapon at the cost of two one-handed weapon slots, storing up to four two-handed weapons instead. Once you are attuned to the cloak's magic, you may draw weapons normally.
- The coat's weight remains constant at 2 pounds.

# Waist Slot Item

Waits items typically provide protection of some sort. A gunslinger, though, is typically more concerned with ammunition.

### Gunfighter's Belt          Level 8+ Common

*This dull leather belt has studs that almost resemble bullets…*
**Waist Slot** 3,400 gp
**Property**:

- This belt acts like a bandolier that can hold ammunition of any size. In addition, it can store 6 magazines of any size. Only the person wearing the belt can draw this ammunition.

**Power (Daily): Minor action**
If the belt holds the appropriate ammunition, you can reload one firearm you are holding.

# Wondrous Items

Wondrous items are a catch-all term for any number of knickknacks and oddities that can help an adventurer in the field.

### Portable Forge          Level 8 Rare

*This set of casts, weights, and carefully calibrated equipment weigh as much as plate armor, but they allow you to make the kind of ammunition a masker marksman desires.*
**Wondrous Item** 3,400 gp
**Property**: While using this equipment, you can create magical bullets and magical firearms of your level +2 if you know the Enchant Magic Item ritual or have a scroll. You can also make alchemical black powder items of your level +2 if you know the formulas. These items, regardless of level, take half the time to make.

### Powder Horn of Plenty          Level 4+ Rare

*Adorned with gold leaf and supple leather, this horn is a boon to those who travel for days outside civilization.*
Lvl 4    840 gp
**Wondrous Item**
**Property**: After an extended rest, this horn creates 20 non-magical cartridges of a type determined at the time of its creation. Any cartridges not used by the time of another extended rest disappear. These cartridges cannot be disassembled for parts or they disappear.
**Special**: For Era 1, this item can instead create enough bullets and enough black powder to fire ten shots.

# Tattoo

A tattoo is a special reminder of good times, bad times, or decisions best forgotten. This tattoo, however, has a more cunning purpose.

### Crossed Pistols Tattoo          Level 11 Rare

*An image of two ancient dueling pistols grants wearers the ability quickly retaliate against those who wrong them.*
**Wondrous Item** 9,000 gp
**Power (Daily) – Immediate Reaction**
> *Trigger*: You are bloodied by an attack.
> *Effect*: Make a ranged basic attack against the creature that bloodied you. You do not provoke an opportunity attack. If you use a pistol, you gain a +2 on the attack.

# Artifacts

Even though they are new, firearms are not above counting a handful of artifacts among their lot. The Acolyte's Regalia is made up of three artifacts suitable for multiple tiers of play

*When a group of demons found a portal into the world, they overran a village near the southernmost mountains. The beasts ravaged the land and eventually congregated near a dwarven temple. The priests inside asked for guidance and help. They fought against the demons through the night, but their efforts were in vain. They were killed and the temple desecrated…*

*Except for one acolyte.*

*The Acolyte, his name long forgotten, had no real weapons training. It's not even certain if he was a dwarf. He had been out on pilgrimage and was on his way back when his brothers and sisters were slain. He knew a few prayers and was not good with armor or weapons, but he was good with alchemy. The acolyte fashioned what we would today call a crude firearm. He used the remains of holy symbols and weapons to craft his ammunition and equipment. It was not much, but his faith let him go forth and try to warn the villages of the demonic horde.*

*No one is quite sure what happened during the battle, but the demons were stopped. All anyone knows is that the Acolyte walked into a village, demon blood covering his crude armor, and he told his tale before dying of his wounds. His pistol was lost, as was his bandolier and the single bullet he had left.*

*Over the years, some have claimed to have wielded the Acolyte's weapons. The truth of these tales is questionable, but it hasn't stopped some from looking…*

# The Acolyte's Bandolier

The Acolyte's Bandolier is appropriate for mid-heroic-level characters.

**Acolyte's Bandolier        Heroic Level**

*Most would dismiss the beaten leather belt as nothing more than a used bandolier, but a keen eye would find the metal parts are fashioned from holy symbols.*

**Artifact: Wondrous Item**
**Property**

- You gain a +1 bonus to saving throws.
- You gain +2 to Arcana and Endurance checks.
- The Acolyte's Bandolier can hold 30 pieces of firearms ammunition. It resizes itself to fit individual bullets or cartridges.

**Power (Encounter) – Minor Action**: Any allies holding firearms have their weapons reloaded from ammunition in the Bandolier. Even if the ammunition was not originally meant for that firearm (shotgun cartridges for pistols, for example), the ammunition is still used up and transforms into an appropriate type for your allies' weapons.

**Acolyte's Bandolier Lore**
       **History or Religion DC 16**: The Bandolier once belonged to a pilgrim who gave his life to defend a village from marauding elementals. It seeks to create order and shield those who champion that ideal.
       **History or Religion DC 21**: The Acolyte, though his name is now forgotten, was a promising alchemist. His resourcefulness and willingness to do battle are traits the Bandolier now looks for in an owner.

## Goals of the Acolyte's Bandolier

- Slay the primordial forces threatening the world.
- Aid gunfighters in becoming renowned.
- Defend its owner.

## Roleplaying the Acolyte's Bandolier

The Acolyte's Bandolier doesn't verbally communicate with its wearer. It sends subtle emotional messages through telepathy. It wants to be used. It demands it be kept full at all times. It courses with satisfaction when elementals are slain, but it is not bloodthirsty. If anything, it acts like a pushy though determined servant, but it knows its power and its role.

### CONCORDANCE

| | |
|---|---|
| Starting Score | 5 |
| Owner gains a level | +1d10 |
| Owner slays an elemental (max 1/day) | +2 |
| Owner kills with a firearm in combat | +1 |
| Owner slays a divine servant | -2 |
| Owner willingly aids an elemental | -2 |

### Pleased (16-20)

*"I know what I have to do. I have the tools to defeat the primordials."*

The Bandolier is fully committed to helping its owner. It trusts him or her completely. In fact, the Bandolier is willing to listen to suggestions at this point. It shows a sense of humor and laughs, if mentally, at jokes or other funny situations. While it doesn't display sadistic joy in killing elementals, it does show extreme satisfaction.

**Property**: The Bandolier's bonus to Arcana and Endurance increase to +4.
**Property**: The Bandolier's wearer regains 2d8 hit points whenever he or she spends a healing surge.

**Power (Daily) – Minor Action**: Gain a +4 bonus to all defenses until the beginning of your next turn.

### Satisfied (12-15)

*"Something stirs within the bandolier. It wants to keep going."*

The Bandolier is more than willing to help out. It knows its owner is of the proper mindset to fight the primordials and their servants. To this end, the Bandolier starts urging its owner to take more risks and keep going.

**Property**: The Bandolier's bonus to Arcana and Endurance increase to +3.
**Power (Encounter \* Healing) – Minor Action**: You or one ally you can see can spend a healing surge.

### Normal (5-11)

*"This belt is quite handy…"*

The Acolyte's Bandolier doesn't act or direct its user much at first. It wants to know its new owner is committed to the fight. The Bandolier is cautious.

### Unsatisfied (1-4)

*"Okay, this thing feels a little tight. And I think it's growling at me."*

Whether the Bandolier's owner is helping elementals or not taking the Bandolier seriously, things are not looking well. The Bandolier may in fact try to find another person willing to use it.

**Property**: The Bandolier only holds 20 pieces of ammunition.
**Property**: You take a -2 penalty to Arcana and Endurance checks whether you are wearing the Bandolier or not.
**Property**: The bonus to saving throws is negated.

## Angered (0 or lower)

*"I swear I put new bullets in this thing."*

You ignored the Bandolier, slew a great servant of a primal power, pretty much angered the essence that created this artifact. The Bandolier will refuse to communicate with its owner until Concordance improves.

**Property**: Your ammunition, whether stored on the Bandolier or not, may vanish when you try to load a firearm with it. When loading a piece of ammunition into a firearm, roll a d6. On a roll of 1, the ammunition is simply not there.

**Property**: You take a -4 penalty to Arcana and Endurance checks whether you are wearing the Bandolier or not.

**Property**: You take a -2 penalty to saving throws checks whether you are wearing the Bandolier or not.

## Moving On

*"Others will need this aid."*

The Acolyte's Bandolier knows it can help others in the fight against the elementals. If it is at least satisfied, the next time the owner gains a level, the Acolyte's Bandolier simply vanishes. If the owner willingly gives the artifact to someone else who may use it elsewhere, the Bandolier leaves behind a gunfighter's belt (see Chapter 2: Magic Items) filled with 30 adamantine bullets of a level no higher than the owner's level. These may be a combination of different calibers for different firearms.

If unsatisfied or worse, the Bandolier leaves the owner with a permanent -2 penalty to Initiative.

# The Acolyte's Bullet

The Acolyte's Bullet is appropriate for paragon-level characters.

| Acolyte's Bullet | Paragon Level |
|---|---|

*This single bullet has no casing and seems to be made from some unknown, almost bluish metal. It does, however, smell like blood and black powder. And it won't break. Ever.*

**Artifact: Ammunition**

**Special**: The Acolyte's Bullet has no casing or powder of its own. It resizes itself to whatever firearm it's used in. For firearms that use cartridges, it must be loaded into a cartridge to be effective.

**Property**

- The Acolyte's Bullet ignores 10 points of resistance.
- Owner gains a +2 bonus to monster knowledge checks against creatures with the elemental keyword.
- After it is fired and strikes, the Bullet disappears, then reappears in the shooter's possession after a short rest.

**Power (Daily) – Free Action**: The next attack with the Acolyte's Bullet gains combat advantage and, on a hit, the target takes 10 ongoing damage (save ends).

**Acolyte's Bullet Lore**

**History or Religion DC 22**: This bullet was hand-crafted by the Acolyte using a mixture of materials he found within a temple. It contains parts of one former holy symbol and some adamantine.

**History or Religion DC 27**: The Acolyte's Bullet is more than just steel. It is blessed by the powers of order and law and made from a unique combination of adamantine, iron, and one metal even dwarven smiths cannot identify.

### Goals of the Acolyte's Bullet

- Slay the divine and primordial forces threatening the world.
- Be used in flashy displays of true gunfighting skill.
- Show off.

### Roleplaying the Acolyte's Bullet

The Bullet speaks Supernal. It is eager and willing to be used, often proposing courses of action that will allow the bearer to come into contact with elemental creatures. It's not dumb, but it knows it cannot die, so it will always have someone to use it.

### CONCORDANCE

| | |
|---|---|
| Owner gains a level | +1d10 |
| Owner slays an elemental (max 1/day) | +2 |
| Owner kills with the bullet | +1 |
| Owner slays a servant of primal power | -2 |
| Owner willingly aids an elemental | -2 |

### Pleased (16-20)

*"I am the Acolyte's hand. I wield his power. This bullet is my will made manifest."*

The Acolyte's Bullet is in a fevered rush to attack and do as much damage as possible. It urges its owner to use it at the first viable target.

**Property**: The bonus to attacks when it is used in a firearm increases to +2.
**Property**: The bonus to monster knowledge checks against elementals increases to +4.
**Property**: Against creatures with the elemental keyword, the Acolyte's bullet deals +1d6 damage.

### Satisfied (12-15)

*"The Bullet said I was one of the best it had ever seen. I think it's trying to suck up… but I think it has a point."*

The Acolyte's Bullet emits a warm blue glow when it's pleased. You can make

out some sort of Supernal writing on its surface, and while the Bullet pushes you to go further, it also relishes the death of elementals.

**Property**: The bullet grants a +1 bonus to attacks when it is used in a firearm.
**Property**: The bonus to monster knowledge checks against elementals increases to +3.
**Property**: Against creatures with the elemental keyword, the Acolyte's bullet deals +1d4 damage.

### Normal (5-11)

*"This bullet could come in handy later. It says it knows the way to treasure."*

The Acolyte's Bullet is eager to help and offer suggestions. It isn't too interested in getting to know its owner, just in doing its job.

### Unsatisfied (1-4)

*"I think this bullet is kind of heavy. I don't think it's the right one for my gun."*

The Acolyte's Bullet doesn't like the direction it's taking. The owner hasn't used it to kill an elemental in some time. Maybe the owner just doesn't like firearms. Whatever the case, the Bullet is growing impatient.

**Property**: The owner takes a -1 penalty to all firearms-based attacks whether or not the bullet is used in the attack.
**Property**: The bonus to monster knowledge checks against elementals becomes a -1 penalty instead.

### Angered (0 or lower)

*"I just… I can't bring myself to use the Bullet. It's like it doesn't like me. Or it wants me dead."*

The Acolyte's Bullet doesn't suffer fools or bad shots. It will not enjoy being a pawn for someone who doesn't accept its gifts or works with elementals.

**Property**: The owner takes a -2 penalty to all firearms-based attacks whether or not the bullet is used in the attack.

**Property**: The bonus to monster knowledge checks against elementals becomes a -2 penalty instead.

**Property**: Any firearms-based attack the owner makes counts as weakened.

### Moving On

*"If I fire it into the air, the Bullet will find its own way. It always does."*

The Acolyte's Bullet remains as long as it is useful in some respect. It may move on normally after having served its owner in a holy mission. It may decide to just leave if it remains angered too long. If it's used to slay an elemental elite or solo creature of the owner's level +4 or higher, it will move on after the next extended rest.

If it leaves satisfied or better, the owner gains a permanent +1 bonus to firearms-based attacks. If the Bullet is unsatisfied or worse, the owner gains a permanent -1 penalty on firearms-based attacks.

# The Acolyte's Pistol

The Acolyte's Pistol is appropriate for epic-level characters.

| The Acolyte's Pistol | Epic Level |
|---|---|

*This ancient pistol, an early design that had to be loaded with bullet and powder, is made from dark red wood that bears scratches and signs of heavy use. Its barrel appears to be mithral and, though crude, it is a sturdy, reliable design.*

**Artifact: Weapon**

**Property**

- This pistol functions as a +4 ranged weapon from the firearms group with no proficiency requirements.
- This pistol never needs to be reloaded. It automatically generates ammo and powder and reloads as a free action if the wielder so chooses. It may be used to target multiple creatures with a single power.
- This pistol does not need black powder, but powder with special properties may be mixed in. If the owner wishes to use a specific bullet and/or powder, the Pistol requires 5 move actions to reload. The shooter must use 1 sp worth of black powder and one heavy bullet to reload it.
- Properties: range 5/10, 1d12 damage, brutal 3, off-hand.

**Power (Encounter) – Immediate Reaction**

*Trigger*: You hit a creature using a ranged attack with the Acolyte's Pistol.

*Target*: A creature you hit with this pistol.

*Effect*: Deal +2d8 damage or +2d10 damage to creatures with the elemental keyword.

*Secondary Effect*: All creatures within close burst 2 of the primary target are pushed 2 squares.

**Acolyte's Pistol Lore**

      **History or Religion DC 27**: The pistol is crafted from holy symbols, blessed armor, and what appears to be an altar table's leg. All items were once very powerful on their own.

      **History or Religion DC 32**: There is no reason the Pistol should work as designed, but it's infused with the will of the Acolyte. It works because it knows it must work.

### Goals of the Acolyte's Pistol

- Slay the primordial forces threatening the world.
- Shine the light of order and law throughout the planes.
- Kill the enemies of the primal world.

### Roleplaying the Acolyte's Pistol

The Pistol is the most powerful of the three artifacts the Acolyte. It is wise and knows much, and it will work as a sage guide to its owner. It speaks Supernal and Primordial. While planning an attack, the Pistol is calm. When engaged in battle, it is a crusader that seeks the elimination of its enemies at any cost.

**CONCORDANCE**

| | |
|---|---|
| Owner gains a level | +1d10 |
| Owner kills an elemental | +2 |
|    (max 1/day) | |
| Owner kills with a firearm in combat | +1 |
| Owner slays a primal servant | -2 |
| Owner willingly aids an elemental | -2 |

### Pleased

*"I am the righteous fist of order. I bring control to a chaotic universe. I am the Acolyte."*

      The Pistol manifests the Acolyte's spirit and drive to push back the elementals. At this point, the Pistol remains wise, but it takes great pleasure in destroying demons, primordials, and anything else that threatens the world.

**Properties**:

- The Pistol's enhancement bonus increases to +6.
- The pistol's range changes to 15/30.

**Power (Daily) – Minor**

      *Effect*: You heal yourself as though you had spent a healing surge. In addition, you remove any and all conditions affecting you.

### Satisfied

*"This Pistol is more than a weapon. It's a promise to end the primordial threat."*

      If the Acolyte's Pistol feels its owner is worthy, it will become more than a tool of battle. It will encourage greatness. It longs to destroy elementals, but it remains calm… but just barely.

**Properties**:

- The Pistol's enhancement bonus increases to +5.
- The pistol's range changes to 10/20.

**Power (Encounter) – Free Action**

      *Trigger*: A creature damages you.
      *Effect*: Gain +4 to all defenses until the beginning of your next turn. You also gain temporary hit points equal to your healing surge value.

### Normal

*"I know it looks like crap, but this gun is really starting to grow on me."*

      The Acolyte's Pistol is a good slow thinker. It doesn't plan short-term. It will calmly gauge how its new owner acts. It will suggest courses of action that will reap the

greatest success in the larger battle. When battle does arrive, it lets itself go just enough for the owner to know it means business.

### Unsatisfied

*"Can someone lend me their gun? This one keeps jamming."*

  The Acolyte's Pistol acts like a disappointed parent. It still has faith in its owner, but it talks to him or her as a though the Pistol knows better. It usually does, but that's not the point.

**Property**

- You take a -2 attack penalty against creatures without the elemental keyword, whether or not you use the Pistol.

### Angered

*"I have betrayed the Pistol. It will not help me until I appease it."*

  At this point, the Pistol is more useful as a weight than anything else. It's still powerful, but it berates its owner. If things don't change, the Pistol may move on soon.

**Property**

- The Pistol's enhancement bonus drops to +4.
- You are considered weakened unless you attack creatures with the elemental keyword even if you do not use the Pistol.
- The Pistol no longer reloads automatically and must be loaded with shot and powder normally. This requires 5 move actions, a reloading kit, and two hands.

### Moving On

*"Others need this weapon of divinity."*

  The Pistol knows it's always needed somewhere else, but it can only be in one place at a time. If it is pleased, it leaves behind a one-handed +6 firearm appropriate to your campaign. This might be a flintlock as in Era 1 or a revolver as in Era 3.

  If the owner gifts the Acolyte's Pistol to a worthy successor, the Pistol imparts the owner with a permanent +1 bonus to Perception and Arcana checks in addition to the magic firearm. Part of its wisdom and tenacity remains with the owner and it hopes the owner will spread order and law to the world.

# Chapter 3 Character Options

*Malchius knew better than to mess with orcs after a raid. They may have been tired, but they still had the scent of blood fresh in their minds. It meant they were passionate and careless, but it also meant they would jump at the opportunity to tear him to shreds.*

*More than usual, anyway.*

*In the rock outcropping nearby, he could see Rael steady himself and aim his repeater rifle. The iron-clad brute had his scimitars planted in the ground for easy access. Malchius himself always carried a dragon pistol by his side. He wasn't a great shot, but he knew a trick or two.*

*One of the orcs lifted his nose in the air and sniffed like a bloodhound. His buddies reacted. Malchius kicked himself. He hadn't cleaned his guns since he and Rael took out the orcs' advanced scouts. Both warriors probably reeked of burnt black powder.*

*Rael didn't wait for confirmation and opened fire.*

*The orcs reached for their pistols. The shorter range on the orc weapons gave Rael and Malchius the initial advantage. Rael pulled the trigger in rapid succession and three orcs were dead within seconds. Malchius did the best he could with his carbine and was about to reload when something stirred behind him. He dropped*

*his gun and went for his ax. The orc had snuck up on him. Its heavy club swung with enough force to split a tree in half.*

*The orc's side exploded in flames before he could connect. Malchius turned and saw Rael had dropped his rifle and drawn his old blunderbuss. The rest of the orcs charged the duo. Rael switched to his revolver and Malchius kept his ax in his off-hand for some close-quarters fighting.*

*He prayed he had enough bullets.*

Firearms open up the world of ranged combat to many classes. By Era 3, melee combat is secondary to blasting your opponents with bullets. This makes it difficult for melee-based classes (primarily defenders) to stay relevant. Who needs bulky armor and no mobility when you can run around the battlefield with a gun and pick off targets?

The truth is that even a character whose job entails standing and attracting fire can be an asset in a ranged-combat world. However, since most defenders lack a good Dexterity score, a few alterations can be made (with GM and player approval, of course) to make fighters and paladins and others like them effective with firearms.

Alterations to other classes are also found here, usually to make sure pseudo-medieval occupations keep up with the times.

# Alternate Class Features

## Barbarian

You can choose the Feral Might option Whirling Scoundrel.

Whirling Scoundrel works just like Whirling Frenzy, except you can wield an off-hand firearm in your off-hand and reload it while holding a melee weapon in your main hand. Any Barbarian power that would use your off-hand weapon for damage uses the firearm, and you do not incur attacks of opportunity for firing it at an adjacent enemy. Any power that would grant additional benefits with Whirling Frenzy works with Whirling Scoundrel.

**Tips**: Barbarians lack proficiency with simple ranged weapons, so firearms are not their strong suit. Any player who wishes to have a gun-wielding barbarian would have to use up one feat slot to gain proficiency. Then again, the option below doesn't usually use an attack, simply the damage for the firearm, so it's quite feasible to build a barbarian who shoots into a fight… but probably doesn't know a blunderbuss from a bunt cake.

## Fighter

You can choose the Artillery class feature. It replaces proficiency with shields and *Combat Challenge*.

You can use Strength for basic attacks with two-handed firearms. In addition, replace *Combat Challenge* with the following power.

| Artillery Taunt | Fighter Attack |
| --- | --- |

**At-Will * Martial, Weapon**
**Free Action    Melee Range 20**
**Effect**: You mark an enemy you attack with a melee or a ranged weapon. You can make a basic melee or basic ranged attack against that enemy without provoking an opportunity attack if it makes an attack that does not include you.

**Tips**: A fighter is the stereotypical tank, the sword-wielding warrior who rushes into battle and lets the enemy have it up close and personal. If anyone is going to have a hard time adjusting to an age of firearms, it's probably the fighter. The best way to approach this, though, is to think of the fighter as… well, a tank.

Tanks draw attention. A multi-ton armored enemy in the battlefield is sure to draw attention, but what good is this ally if he or she can't fight back at range? The fighter is still best when he or she is at melee range. Closing the distance will still be a challenge. The two-handed weapon talent, though, would also be a boon to a fighter. The feature's description doesn't say it applies only to melee weapons, and blade-based fighters do need a good Dexterity score.

## Paladin

You can choose the Bullet Knight class feature. It replaces Lay on Hands.

You use Charisma for attacks with two-handed firearms. In addition, you do not grant opportunity attacks from firing a ranged weapon while in a threatened square.

**Tips**: A paladin actually doesn't need a lot of tweaking to be good at ranged combat. While they may not have any need for a decent Dexterity score, paladins already have radiant attacks that, while they don't do

as much damage as a firearm, do give them options.

On the other hand, none of these powers are at-will or use weapons. Carrying a few enchanted heavy thrown weapons is a good way to stay relevant, too. Barring that, a paladin can make the above-mentioned change.

## Ranger

Rangers can choose the Musketeer Fighting Style.

Choose one-handed or two-handed firearms. You gain the Quickdraw feat and get a +1 bonus to attacks with your chosen firearm.

**Tips**: Rangers are already accomplished ranged combatants. Being strikers, they have good Dexterity scores. There isn't anything wrong with them sticking to bows, either. A bow is quiet and common enough to find almost anywhere. The Archer Fighting Style fits firearms, too. However, with a slight alteration, they can fully embrace firearms and become one of the great gun and sword archetypes of the real world.

## Rogue

Rogues can choose the Gunslinger Talent. This replaces the Rogue Weapon Talent.

You can use firearms with your rogue powers and sneak attack. In addition, you can wield a one-handed firearm in each hand and still reload normally.

**Tips**: The rogue is perhaps the class most ready to embrace firearms. A rogue relies on Dexterity, the key skill for ranged attacks. A rogue, being a striker, wants to inflict as much damage as possible, and a firearm is a great way to do that. Rogues are trained in Thievery, one of the key skills for making different alchemical black powders.

## Warlord

Warlords can choose the Combat Shot feature. It replaces proficiency with chainmail and light shields.

When you make a ranged basic attack, you can use Strength instead of Dexterity for the attack roll. In addition, allies within 10 squares of you that can see you gain a +1 bonus to ranged attacks if they hold their attack until you make a ranged attack yourself.

**Tip**: A warlord's powers focus on helping others. That's what leaders do. However, Warlords, like defenders, don't have ranged powers and don't rely on Dexterity. While this might turn some of them off to use firearms, the small change in class features as outlined here will make them more likely to use firearms or other ranged weapons.
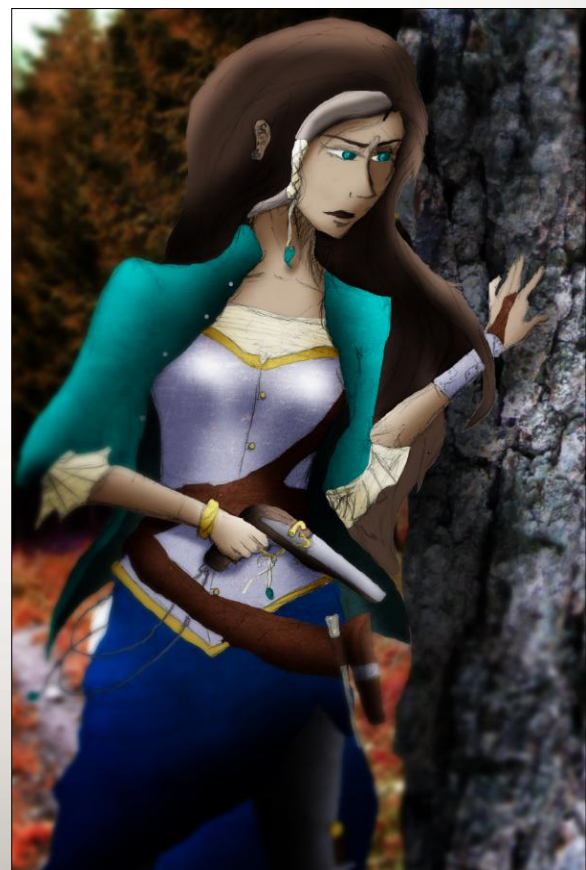
# Feats

Firearms open the door to several new feats. With their increased damage and range, warriors have discovered new and interesting tricks to use in battle.

## Called Shot

**Prerequisites**: Dex 15, proficiency with firearms

**Benefit**: When making a ranged attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to the damage roll with a two-handed weapon). You can only use this feat at short-range.

This extra damage increases by level, as shown on the table below, but the attack penalty remains the same.

| Level | Extra Damage (Two-Handed Weapon) |
|---|---|
| 1st–10th | +2 (+3) |
| 11th–20th | +4 (+6) |
| 21th–30th | +6 (+9) |

## Double-Tap

**Prerequisites**: Dexterity 13, proficiency with firearms

**Benefit**: By expending two bullets instead of one, you gain a +1 bonus to your attack. At 11th level, you can expend 3 shots and gain a +2 bonus on the attack. At 21st level, you can expend 4 shots and gain a +4 bonus on the attack.

**Special**: This feat is only usable with firearms that can fire more than one bullet before reloading and have the available shots to spend. For example, even if an adventurer only had one shot remaining in a semi-auto but had a readied magazine, he could not use this feat with the remaining bullet.

## Double-Tap or Called Shot?

If you really want your character to embrace firearms, either the Double-Tap or Called Shot feats can give the extra edge in a fight. You can even combine them, but this only really works in Era 3. For example, you could make a called shot with a semi-auto, then off-set the attack penalty by using two bullets. As you gain levels, you can mix them more often at the expense of more ammunition. Be careful, though. Bullets can go a lot faster than you think.

## Dual Shots

**Prerequisites**: Dexterity 13, Two-Weapon Fighting, proficiency with firearms.

**Benefit**: While holding one firearm in each hand, you can expend a shot from each to grant yourself +2 damage on a hit. At 11th level, this goes up to +4 damage, and at 21st level, this goes up to +6 damage.

# Firearms Novice [Multiclass Firearms]

**Prerequisites**: 4th level, Firearms Training

**Benefit**: You can swap one 3rd level or higher attack power for the *bullet dance* power.

## Bullet Dance          Feat Attack

*Guns loaded, you wade into battle and unleash a storm of firepower.*

**Encounter * Martial, Weapon**

**Standard Action    Ranged** weapon

**Special**: You must use a firearm

**Target**: One to three targets, none which can be targeted more than twice.

**Attack**: Dexterity or Wisdom vs. AC

**Hit**: 1[W] + Dexterity or Wisdom modifier damage.

**Effect**: You shift 2 squares after each attack. If you need to draw another firearm or reload to keep firing, you can do so as a free action.

*Level 13*: 2[W] + Dexterity or Wisdom modifier damage.

*Level 23*: 3[W] + Dexterity or Wisdom modifier damage.

# Firearms Specialist [Multiclass Firearms]

**Prerequisites**: 10th level, Firearms Training, Firearms Novice

**Benefit**: You can swap one 9th level or higher daily attack power for the *designated bullet* power.

## Designated Bullet    Feat Attack

*You have a bullet with a name on it…*

**Daily * Martial, Weapon**

**Standard Action    Ranged** weapon

**Special**: You must use a firearm

**Target**: One creature

**Attack**: Dexterity or Wisdom vs. AC

**Hit**: 3[W] + Dexterity or Wisdom modifier damage and ongoing 5 damage (save ends). On the first failed saving throw, the damage increases to 10 ongoing damage (save ends).

*Level 13*: 4[W] + Dexterity or Wisdom modifier damage.

*Level 23*: 5[W] + Dexterity or Wisdom modifier damage.

**Miss**: If you miss, you can reroll the attack with a -2 penalty. If you hit, you deal an additional [W] damage.

# Firearms Training [Multiclass Firearms]

**Prerequisite**: Dexterity or Wisdom 13

**Benefit**: Gain a +2 feat bonus to attacks with firearms. Once per round, when you hit a target with a firearm, the target suffers a -2 penalty on attacks against you before the start of your next turn.

# Pistol Spin

**Prerequisite**: Charisma 13, proficiency with firearms

**Benefit**: During your first round in combat, if you are not surprised, you add your Charisma modifier to any firearm attacks you make.

# Sharpshooter

**Prerequisite**: Proficiency with firearms.

**Benefit**: Treat firearms as high-crit weapons.

| Feat | Prerequisites | Benefit |
|---|---|---|
| Called Shot | Dex 15, proficiency with firearms | Take penalty to attack to do more damage. |
| Double-Tap | Dex 13, proficiency with firearms | Spend multiple bullets to increase your chance to hit. |
| Dual Shots | Dex 13, Two-Weapon Fighting, proficiency with firearms | Increased damage when wielding a firearm in each hand. |
| Firearms Novice | 4th level, Firearms Training | Gain *bullet dance* power. |
| Firearms Specialist | 10th level, Firearms Training, Firearms Novice | Gain *designated bullet* power. |
| Firearms Training | Dex 13 or Wis 13 | +2 bonus to firearms attacks, target takes -2 on attacks against you for 1 round. |
| Pistol Spin | Charisma 13 | Add Cha modifier to firearms attack when not surprised at the start of combat. |
| Sharpshooter | Proficiency with firearms | Treat firearms as high-crit weapons. |

# Chapter 4 Alternate Rules

Despite the amount of magic items, class feature changes, and optional rules presented here, odds or that you probably want to do some fine-tuning yourself. That's no problem.

The Eras and items here are by no means the only ways to introduce firearms. A quick look at any history of the technology and the ways firearms have been incorporated into warfare shows that firearms were not embraced all at once. Sometimes, cultures were introduced to firearms at later stages of technology. Some cultures have taboos against guns while others embrace them. The kind of world you create is entirely up to you.

At the same time, there are some details you might want to consider.

# Magical Guns, Magical Ammo, or Both?

The default assumption is that guns and bullets can be enchanted just like regular weapons and ammunition, but what if you want a different feel for your game? Maybe only bullets, not guns, can be enchanted. Perhaps enchantment rituals that worked for ages do not work with guns, items more mechanical than swords or bows. This makes magical ammunition more dramatic to find or create.

Of course, it does mean your players will be much more careful with their ammo if they have to pay 100 gp and spend an hour making a single magical bullet. This might be a good way to make guns powerful but not have them overshadow other weapons, especially in Era 3.

Making only ammunition magical means players still get to create all sorts of effects,

but it means they'll be much more careful if and when they decide to use a firearm. Expect scenarios similar to post-apocalyptic fiction where survivors must conserve dwindling supplies of bullets. This means that when the guns come out, people mean business. It also means that, in Era and 2, players are more likely to be able to afford multiple guns, much like real-life soldiers centuries ago, and keep them loaded to draw in a fight.

If you decide that firearms cannot be enchanted, offer the following item in addition to the ammunition in Chapter 2.

**Magic Bullets**          **1+ Common**

*These engraved lead rounds can be purchased in small steel cases.*

| | | | | |
|---|---|---|---|---|
| Lvl 1 | +1 | 20 gp | Lvl 16 +4 1,800 gp | |
| Lvl 6 | +2 | 75 gp | Lvl 21 +5 9,000 gp | |
| Lvl 11 | +3 | 375 gp | Lvl 26 +6 45,000 gp | |

**Ammunition**
**Enhancement**: Attack rolls and damage rolls
**Critical**: +1d6 per plus

# Guns Are Simple Weapons?

The basic premise for most of this book is that guns are fairly easy to learn once you get the basics. Of course, this is a gross over-simplification. Then again, so is the assumption you could learn multiple languages when you take the Linguist feat.

If you want firearms to remain in the sphere of trained soldiers, make them exotic ranged weapons that require a feat for anyone to use. This means you shouldn't give a firearm to every monster who can afford one. This would represent a world where firearms really are fairly new or heavily

regulated so it's difficult to find someone to teach you the basics. The alternate class features might also be a bad idea unless your players decide to take the Weapon Proficiency (pistols) feat.

It also means only a few players will want to really try and learn firearms. Feats are precious resources, especially at lower levels. Having to take one feat for every type of firearm would be a waste of resources for some. As such, expect players to choose one, maybe two, types of firearms and leave it at that. This is probably the most effective way to limit firearms use while still allowing their use, even if you decide to use Era 3 and allow semi-automatic weapons like revolvers and carbines.

# Conclusion

Gaming should be fun. Playing with friends and telling stories of swashbuckling heroes exchanging barbs and bullets should be about… being with friends and telling stories, not worrying about the minutiae of technology and history. The game is not set in a perfect analogue of our world. It's built on bits and pieces to create a unique fantasy experience.

Introducing firearms adds that touch of modernity, of action movies and action heroes, that some players and GMs want in their own games. It should be a fun process, not a time for arguments about caliber, reloading times, and other details that really have no relevance to the act of roleplaying and just having a good time.

Lock and load. Take aim. Use a shotgun to slay a dragon.

Enjoy the game.