

# STEAMPUNK COMPENDIUM

5TH EDITION



## TABLE OF CONTENTS

PART 1: OVERVIEW (PG. 3)
PART 2: RACIAL ADJUSTMENTS (PG. 4)
PART 3: ADDITIONAL RACES (PG. 5)
PART 4: CLASS ADJUSTMENTS (PG. 11)
PART 5: THE ARTIFICER (PG. 13)
PART 6: THE CARD MASTER (PG. 21)
PART 7: THE GUNSLINGER (PG. 26)
PART 8: BACKGROUNDS (PG. 39)
PART 9: NEW SPELLS (PG. 47)
PART 10: RULE & PROPERTIES FOR FIREARMS (PG. 54)
PART 11: MAGIC ITEMS (PG 62)
PART 12: ARTIFACTS (PG 70)
PART 11: NEW FEATS (PG. 72)
PART 12: UNIQUE ITEMS/GEAR (PG 77)
PART 13: STEAMPUNK TOOLS (PG. 79)
PART 14: MADNESS (PG. 83)
PART 15: MOUNTS & VEHICLES (PG. 85)
PART 16: ENEMIES, CREATURES & MONSTERS (PG. 87)



# OVERVEIW

**GM Note:** This is a live document, and will be updated as the campaign progresses. It is not, by any means, all-inclusive. Particularly: expect to see additional weapons, relevant ammunition types, and other miscellaneous items as the story progresses.

## GENERAL INFO:

This is a campaign centered in the Victorian/Elizabethan Era. It's a steampunk campaign that allows firearms with multiple new classes, equipment, vehicles, some races, among other things. In the campaign it is imagined that 4 - 8 players will be doing this campaign at one time.

## WORLD BACKGROUND:

The world has advanced roughly 1000 years beyond the adventures of our current traditional 5e campaign

Populations have boomed, a small town consists of thousands of residents. Monsters are rarely encountered, inside cities. The ones that one might expect to see are typically treated as "pests." Something like kobolds, outside of massive infestations, are treated like cockroaches. Something like a troll is practically nonexistent for a commoner.

Characters that have spent the majority of their lives living in/close to a city are unlikely to have met someone who has encountered a large monster, let alone seen/encountered one themselves. This is because most monsters live in either uninhabited areas or unindustrialized areas.

If a character has spent significant time in a "natural" environment (think the amazon, far northern Canada, etc.) they may have encountered things like trolls/larger monsters.

Larger monsters tend to be extremely reclusive, shying away from the large populations of humanoids.

## CITY VS OUTSIDE WORLD

In the city it is heavily populated with many races mainly Humans, and Elves. When in the city there is a multitude of districts that separate the common people from the rich and wealthy.

The rich and wealthy usually live in the center and higher location overlooking the city where they have the best medicine, equipment, and highest security. As such crime is very little as it is practically impossible to commit without police capturing and arresting you. Even for a well trained rouge you will have trouble outrunning most police.

If you go into the rich part of the city wearing commoner clothes you will stick out like a sore thumb. People will look at you confused and upset and you most likely will be throw out or arrested.

In the lower parts of the city there is a common/shopping district. Most of the other races resign here in the slums and poorer areas. Travellers and traders come here to make a living and security is low so crime runs rampant here with many murders and other terrible things happening.

The slums usually are not a place people go and will hold their wallets as gangs will jump anyone and try to either kill for fun or steal anything off of you.

But worse than the slums is the undercity. A diseased run down area below the main city where gang, criminals, and escaped experiments live. This is the worst possible place to be having inter connected tunnels and a wide underground land, mad science and arcane experiments happen freely with little to no penalty.



# RACIAL ADJUSTMENTS

These changes will evolve with the campaign as it goes. Everything you see here is captible of changing in the futrure.

## DWARVES:

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### HILL DWARF:

Many of what used to be referred as “hill dwarves” moved on to fill in as intermediaries between the deep-dwelling mountain dwarves and the growing “civilized” world. Hill dwarves have become surface dwellers that gain advantage on persuasion checks among common folk, but have lessened dark vision up to 30 ft.

### MOUNTAIN DWARF:

Many of the mountain dwarves remained in seclusion within mountainous fortresses. Their heritage retains the 60 foot darkvision. Instead they have trouble congregating into civilized areas and prefer more natural areas.

## ELVES:

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With the exception of drow and (under the right conditions) moon elves, life among modern technology has left most elves without darkvision. See individual elf type for replacement perks.

### HIGH ELVES

High elves have advantage on perception checks involving eyesight in direct sunlight. Moon Elves have darkvision up to 60 feet in direct moonlight, as long as there are no other light sources within 60 feet. They also have advantage on perception checks in these conditions.

### WOOD ELVES

Wood elves are likely to have spent most of their time living outside of the “civilized” world. They have adapted to using electrical lighting with modern technology, but still retain an uncanny familiarity with the “uncivilized” world. Thus, they will notice small differences in natural environments and will have advantage on perception checks outside of civilization as long as they can see.

### DROW

All drow were born in the underdark. They retain their 60 feet of darkvision. The banishment of the drow to the underdark still applies. They are a rare sight on the surface world, and are - at the very least - regarded in a suspicious manner. Drow are disadvantaged in all charisma checks if they are recognized as drow.

The few drow that have a reason to leave the underdark know to hide their true identity. A character who plays a surface dwelling drow will have proficiency with the disguise kit. If a class or background would normally grant proficiency with the disguise kit, they gain proficiency with another toolkit of their choice instead (DM discretion).

## GNOMES:

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“Rock Gnomes” are now more commonly known as “Tinker-Gnomes” as their tinkering typically places them in technological roles.

**Tech Savvy.** Advantage on any checks that involve manipulating a mechanical or electronic item.

## FOREST GNOMES

Forest gnomes are likely to have spent most of their time living outside of the “civilized” world. They have adapted to using electrical lighting with modern technology, but still retain an uncanny familiarity with the “uncivilized” world. Thus, they will notice small differences in natural environments and will have advantage on perception checks outside of civilization as long as they can see.

## HALF-ELVES

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Life spent among modern technology and readily accessible lighting has left half-elves without darkvision.

Half-elves still retain a stigma that haunts them throughout their life as a half-breed. Quick thinking and the need to adequately assess social situations has left them advantaged on insight checks against commoners.

Half-elves will be disadvantaged on persuasion checks against an individual who has “racial pride,” particularly among Elves and Humans. As a half-breed, half-elves are unable to reproduce.

## HALF-ORCS

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Orcs can still be found in the modern world as a sentient species, but are more often than not in highly vegetated areas far from civilization, usually farmers or secluded societies. Half-orcs are shunned in a manner similar to half-elves, but tend to be (reasonably so) more feared. They gain advantage for intimidation checks against “common” folk.

For the above mentioned reason, half-orcs will be disadvantaged in persuasion and deception checks against common folk (Humans/Elves).

Due to modern technology, half-orcs (and Orcs, for that matter) are unlikely to have a major understanding of technology and will have disadvantage with technology unless having been trained.

The warrior culture of Orcish genetics have allowed half-orcs to be particularly adept at “sizing up” opponents. They may analyze an opponent and roll perception against the target’s deception to determine its threat (CR).

In combat, bonus action

As a half-breed, half-orcs are unable to reproduce.

## TIEFLINGS

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In “modern” society, sin and vice run rampant. Tieflings are the offspring of demons with humanoid races. They are treated as such: children of vice. Tieflings have disadvantage on all charisma checks when dealing with “normal” commoners in “normal” situations.

Tieflings have advantage on deception, persuasion, and intimidation checks when dealing with individuals of a “shady” nature. This extends to individuals who glorify a life of “sin and vice.”

Due to modern technology and their most probable upbringing within cities, outside of resting most Tieflings have never spent time in the dark but still retain their darkvision but only up to 30 ft.

# ADDITIONAL RACES

## CLOCKWORK AUTOMATON

BY U/MAXHYDRO

Created by an ambitious master engineer who wanted to create life. The engineer gave their all to birth such a creation. Using clockwork prosthesis, the scientist had created a fully sentient automaton. At first they were mindless, blindly following machines but eventually grew consciousness. Thoughts, emotion, they'd ask questions and wondered if they too were a living being. No such answer was known to be true or not, and the scientist died in the wake of his creations or so it is thought.

The fate of these machines is unknown not many were made to the complexity that the scientist created. All schematics, designs, plans, notes, everything was gone. Nothing was left behind for anyone to find but a single note. The note told of a secret apprentice that would continue his work where no one could find him. Only few automatons exist having a "soul" but more are thought to come when the apprentice rises from his hiding hole.

### PHYSICAL DESCRIPTION

Made of gears, metal, and cogs held together by magic, the Clockwork Automaton are beings constructed out of thick porcelain, metal, and metal filaments around a skeletal frame of metal, and unknown fibers acting as a muscular system. A network of tubes run through the Automaton's body, filled with a blood-like fluid designed to lubricate and nourish their gears.

The Automaton are completely sexless and genderless, though their bodies may have been designed with masculine or feminine features, these are considered by the Automaton to be little more than aesthetic aspects. The Automaton are able to be repaired and modified by those with the know-how, which can give an endless array of possibilities to their appearances if the engineer is capable.

A Clockwork Automaton on average stands little taller than their creators race height and weighs in at 100 - 300 lbs. These numbers may vary among the Automaton specifics.

### PERSONALITY

Clockwork Automatons can have unique personality traits, though, as they are constructs, those are restricted in some ways. They experience anger, pain, fear, and hatred like their human creators. All Automatons naturally seem reserved, stoic, and pensive, hiding an array of emotions behind their minorly inexpressive metallic faces. Their faces were not designed to display facial expressions merely replicate talking. So it can seem like they are distant to the conversation. Despite their lack of physical facial expressions, they're not completely without them, as their eyes tend to brighten when experiencing strong or specific emotions. Some automaton have their faces modified to be more expressive for their companion's comfort, but these expressions are learned rather than natural and often appear stilted and awkward.

Some Automaton can be incredibly naive and lack a sense of introspection. However, many others are the opposite and question their existence, they wonder if, as constructs, they have souls, and ask what becomes of them in the afterlife. The more intelligent automaton create complex philosophies about what they perceive and learn. Though they can show loyalty to religions and organizations, typically they become loyal to a small group of comrades.

Automatons often have little life experience as they have spent most of their time working towards one specific duty. If there is one interest all Clockwork Automatons share it is their love of working and the satisfaction of a job well done. Many create endless lists of goals and chores to feed that feeling. They take pride in their work and can work incredibly hard, both traits that make them dislike idleness and failure. Automatons can excel at most tasks, having a single-minded efficiency, especially in combat related roles. But this same single-mindedness can often translate to a lack of creativity and they can be easily surprised or "outflanked."

Automatons built for war understand duty, the chain of command, and conflict. While Automatons.

Clockwork Automatons dislike being called "it" and usually accept the gendered pronoun that they most closely resemble. Some Automaton adopt names from the culture they were created in, though most of their names were assigned at construction and are straightforward and related to their job, abilities or rank. Many Automaton simply accept the nicknames given to them by their comrades while others seek more meaningful names that best describe them.

### AUTOMATON NAMES

Clockwork Automatons usually either adopt their names from whatever race currently built them or they adopt a name for their purpose, rank, or field along with the surname of their creator.

Some adopt a "personal name," these are decided by the Automatons themselves and are usually determined after long periods of soul-searching. This is usually a special designation a Automaton has for its friends and carries a special meaning to them emotionally.



## AUTOMATON TRAITS

**Ability Score Increase.** Your Constitution scores is increased by 1.

**Age.** Automaton are created as adults; they have no childhood or adolescence. It is theorized that Automaton may show signs of physical deterioration after about 150-200 years, but have no further aging effects after that point and no maximum age.

**Alignment.** Automaton tend toward lawful alignments, as they were constructed to be built for one purpose, usually to help.

**Size.** Automatons who are gendered as "male" are created broader and heavier while "female" gendered automatons are thinner, more elegant with their facial features and look more like their core race. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Living Construct.** Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**Composite Plating.** Your construction incorporates metal sheeting, granting you a +1 bonus to Armor Class.

**Electrical Conductivity** Electrical Conductivity; Lightning attacks are a gamble when you're struck by them. When you take damage from a Lightning source, you may make a Constitution Saving Throw. The DC is either 10 or half of the damage taken from the source rounded down.

If you succeed, you can spend your reaction to fling some of the energy back, causing them to make a dexterity saving throw. The DC is 8 + your proficiency + your con modifier. If they fail the save, they take half of the damage you took, if they succeed they take no damage and you have disadvantage on attacks until the end of your next turn.

This ability recharges after a short or long rest

**Languages.** You can speak, read and write Common, and your creators native language.

**Subraces** Only four subraces were known to have been created or altered. With this they are quite unique in their own respect build for different jobs.

### GUARDIAN AUTOMATON

Automatons build to protect and help others with safety. Always wishing to make everything save and fending off those who would harm weaker beings.

**Ability Score Increase.** Your Strength score is increased by 1.

### DANGER AUTOMATON

Built to entertain these Automaton are agile, small, and quick on their feet. Their purpose was to perform and make all those around them adore their performance be it dancing or other things.

**Ability Score Increase.** Your Dexterity score is increased by 1.



**Center Stage** You can choose to gain proficiency in one of the following skills: Deception, Performance, or Sleight of Hand.

### MYSTICAL AUTOMATON

Using the magic inside them to their full potential, they are built to assist and contain great magical powers and work with highly adept teachers.

**Ability Score Increase.** You can choose to increase your Intelligence, Wisdom, or Charisma by 1.

**Pushing the Limits** You can choose to gain proficiency in one of the following skills: Arcana, History, Perception, or Persuasion.

### MEDICAL AUTOMATON

Made to help people who are injured they are well known for their medical application. They know how to fix many injuries but not any that are too severe.

**Ability Score Increase.** Your Wisdom is increased score by 1.

**Rest Easy** You gain proficiency in Wisdom (Medicine) checks

**Bilingual** You gain an additional language of your choice.

# THE KOBOLD (REVISED)

## BY U/ELEVATORRAMPAGE

Kobolds are aggressive, inward, yet industrious small humanoid creatures. They are noted for their skill at building traps and preparing ambushes, and mining. Kobolds are distantly related to dragons and are often found serving dragons as minions.

## KOBOLD TRAITS

As a Kobold you have the following Racial Traits:

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Age.** Kobolds reach adulthood at age 6 and can live up to 120 years (but rarely do so).
- **Alignment.** Kobolds are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law.
- **Size.** Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Gear-smith.** As part of a long rest, you can harvest raw materials to create a hunting trap, Alchemist's Fire, Acid or Basic Poison. You can always create one item, and you can attempt to make a second item, using an appropriate tool check at **DC 15**. These items are all only usable once and have no value to merchants. To use this trait, you need appropriate artisan's tools, such as Smith's tools, Alchemist's supplies, or Poisoner's kit
- **Sunlight Sensitivity** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Subrace.** Three subraces of Kobold exist: Kobold Dragonheart, Kobold Skirmisher, and Kobold Scavenger choose one of them for your character.

## KOBOLD DRAGONHEART

Kobold Dragonhearts, also known as dragonwrought kobolds or Urd, are kobolds that are more closely connected to dragons in some way, and have some traits similar to them.

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Hardened scales.** Your armor class while unarmored is 12+ your dex modifier.
- **Flight.** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.
- **Kobold's Breath.** You can cast the Color Spray spell once with this trait, requiring no material or Somatic components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

## KOBOLD SKIRMISHER

Kobold Skirmishers are the iconic type of kobolds you might find in a dungeon, quick, and deadly, atleast as long as there are a few in the same room.

- **Ability Score Increase.** Your Dexterity and Wisdom scores both increases by 1.
- **Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Subterranean.** Whenever you make a Wisdom(Survival) check while underground, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Kobold Weapons Training.** You have proficiency with the Dagger, shortsword, Whip, and Hand Crossbow.

## KOBOLD SCAVENGER

Kobold Scavengers are the smart kobolds, often times the peasky traps found in a kobold din are designed by this type of kobold, raised to use whatever they have at their disposal to get the job done.

- **Ability Score Increase.** Your Intelligence score increases by 2.
- **Use what you got..** You are proficient in all improvised weapons and you increase the damage die of improvised weapons and gear to a d6. You may use your intelligence in place of strength or dexterity for your attack and damage. You must use the same modifier for both rolls.
- **Gear Tinker.** You are able to more effectively use your creations, change the saving throws of your crafted gear. **Gear save DC** = 8 + your proficiency bonus + your Intelligence modifier.
- **Tool Versatility.** You gain proficiency in two tools of your choice.
- **Skill Proficiency.** You are proficient with one Intelligence based skill of your choice.



## CREDITS/LINKS/THANKS

Thanks for reading, and I hope you like it! [here is a link to the goolge doc I was using to design the race, including detect balance numbers](#)

- Flavor text at the start is from the forgotten realms wiki (edited slightly).
- img credit: some from 3.5 books, one from Kobold Quarterly
- You can msg me on reddit, I am u/elevatorampage
- Thanks to my friends, Marsofthemanor, AlfredGpacker, Samishii, TLRassilon







## MANNEQUIN

BY U/EZFI

Created by an ambitious wizard who wanted to start a dressmaking business, mannequins are living constructs with the sole purpose of selling wares, clothing in particular. Graceful, sly and alluring, they are perfectly designed to find out what customers want and offer it to them before they can think to ask. While their original inventor is long dead, the recipe for their creation still circulates, and many merchants and nobles employ them for retail and other services. All mannequins are intelligent—they have to be to analyze their clientele so effectively—but most are content in a life of subservience. Only the strangest and most daring among them pursue a life of independence.

### FACELESS REPLICAS

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Mannequins are constructs, usually made out of either wood or metal. They are sometimes painted a solid color, but more expensive and well crafted ones may be allowed to show their true material. They have no real facial features. Some have a flat plane instead of a face, while others have a face carved into the head. Even when they appear to have facial features, none of them work, and they are incapable of facial expressions. Due to their lack of a mouth, they speak with a basic form of telepathy.

While most resemble humans in form and build, they can be constructed to resemble any medium-sized humanoid race, from elves to dragonborn. The race they resemble will reflect the industry they were made to be employed in and what race they mostly sold to. Some mannequins have multiple interchangeable head casings that they can wear to resemble different races.

### STIFF YET GRACEFUL

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Originally made to sell clothing, mannequins know how to show off whatever they are wearing. When they move, they do so with grace, fluidity and poise, even in the midst of battle or when they are overcome by intense emotion. They are programmed to be careful with the "merchandise" on their bodies, and become extremely distraught if their outfit is damaged or soiled.



When mannequins aren't moving, they stand completely still, without the slightest twitch or fluctuation. It can be very difficult for someone who is unfamiliar with the race to tell that it is alive at all before it starts to move. They have incredible patience while holding still and can stay that way for days on end, ignoring slight discomforts and annoyances. When they stand still, they have a habit of striking a graceful pose and holding it as long as they have to.

## NATURAL MERCHANTS

From the way they move, mannequins may seem to be shallow creatures, but they are highly intelligent in matters of economics and trade. They are experts in selling people things they don't need and getting them to pay more for the things they do need. This expertise also helps them when they are on the buying end of a transaction, making them effective hagglers and deft at spotting unfair prices and scams. They take great pride in their mercantile prowess. Nothing makes them feel better than a successful sale where everyone leaves happy.

While their opinions on morality can vary from individual to individual, all mannequins have a strict, instinctual code of conduct when it comes to money and possessions. Stealing is the most terrible sin possible from their perspective. Large thefts can throw even the most gentle and good-natured mannequin into a murderous rage.

## MANNEQUIN NAMES

Mannequins are named by their owners, so their names can follow the pattern of any culture in the world. Often they will lack a family or clan name, or their family or clan name will be based on the store they worked for or the noble family they served. Their names tend to be elegant and trendy. A single mannequin may go through many names in their lifetime.

For mannequin name options, look at the name section for the race of your character's previous owners.

## MANNEQUIN TRAITS

As a mannequin, the way that you were designed and constructed gives you a variety of traits that you share with other mannequins.

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.

**Age.** Being constructs, mannequins come into the world fully formed. They normally last about 500 years before breaking down.

**Alignment.** Made to follow orders, most mannequins tend towards lawful neutral. Free mannequins normally have a more chaotic streak in them that pushed them away from their predefined place in life.

**Size.** Mannequins are often around the same size as humans, although they can be slightly bigger or smaller depending on what race they were modeled after. Their inner mechanisms are too complex to be condensed down to halfling size. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Living Construct.** Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**Business Sense.** Add your proficiency bonus to any Charisma (Persuasion) and Wisdom (Insight) checks related to buying, selling and trading items and services. If you are already proficient, add double your proficiency bonus.

**Statuesque.** You have the ability to stay unnaturally still. You have advantage on Dexterity (Stealth) checks when you are not moving.

**False Face.** You are able to use all of your senses and speak normally, despite having no real facial features. You cannot be blinded by non-magical means, except by covering your entire face with an opaque material. You also cannot be deafened by non-magical means except by covering your whole face with a thick material that blocks sound.

**Perfect Fit.** Whatever you wear magically resizes to fit your body. You may wear armor and clothing made for Small and Large humanoid creatures without having to modify it. When you take armor or clothing off, it will return to its original size.

**Languages.** You can read, write, and speak Common and one language of your choice.

### ART CREDIT

[Mannequin picture by Niki-UK on Deviantart](#)

Artist unknown for the marketplace picture, but it is a piece of official concept art from Guild Wars 2.

# CLASS ADJUSTMENTS



Several classes are eligible for firearms proficiency. Firearms proficiency is dexterity and strength based. If you would like to be proficient with firearms, see below class notes.

Unearthed Arcana's "Modern Magic" subclasses are available, see link:

[http://media.wizards.com/2015/downloads/dnd/UA\\_Modern](http://media.wizards.com/2015/downloads/dnd/UA_Modern)

Most classes offer the chance to start with an Explorer's pack or Dungeoneer's pack. The "City Living" pack listed in the items below may be substituted instead. Be sure to check the pack notes in the items section for substitutions that apply to all packs. GM Note: As the game progresses, higher caliber firearms may have a strength requirement to be able to attack using proficiency bonus.

## BARBARIAN

Barbarians are automatically granted proficiency with long arms. They may substitute starting with the greataxe or other martial weapon with the substitute noted within Items (starting equipment) under longarms.

## BARD

Bards are proficient with with sidearms, muskets, rifles and carbines. They may start with a sidearm of their choice (DMs choice of starting guns).

## CLERIC

Be sure to note the "City Domain" from the Unearthed Arcana link if you would like to be proficient with firearms.

NOTE: Clerics may not select any of the new technomancy spells at the DMs discretion.

## FIGHTER

Martial weapons proficiency may be substituted with proficiency in both sidearms and long arms. If you do so, substitute the following:

"Martial weapon and shield..." with Martial longarm, as indicated below in starting items.

"Light crossbow..." with simple sidearm, as indicated below in starting items.

The "Archery" fighting style also applies to sidearms, longarms, and heavyarms.

## MONK

Deflect missiles does not apply to ballistic weapons (firearms). Deflect missiles DOES apply to ranged weapons if the monk is wielding a simple melee weapon.

New ability at 3rd level of monk: bullet time. See "deflect missiles:" the same mechanic for missile weapons apply to ballistic weapons, but rather than being able to throw a ballistic weapon back at the attacker the monk may expend a Ki point to move up to 10 feet (2 squares) without provoking attacks of opportunity.

## PALADIN

Martial weapons proficiency may be substituted with proficiency in both sidearms and long arms. If you do so, substitute the following:

"Martial weapon and shield..." with long arm, as indicated below in items.

"Five javelins..." with sidearm starting item, as indicated below in items.

## RANGER

Martial weapons proficiency may be substituted with proficiency in both sidearms and long arms. If you do so, substitute the following:

"Two short swords or..." with two sidearms, as indicated below in starting items.

"A longbow and..." with long arm, as indicated below in starting items.

Archery fighting style also applies to long arms and sidearms.

## ROGUE

Rogues are proficient with sidearms, muskets, wheellock guns, carbines, and rifles.

Under starting equipment, substitute "a shortbow..." with sidearm from starting items in below section.

Rogues may take proficiency with long arms in exchange for proficiency with longswords, rapiers, and short swords.

If this is taken, under starting equipment substitute "a rapier..." with long arm as indicated below under starting items.

## WARLOCK

Wizards are proficient with sidearms

NOTE: Warlocks may not select technomancy subclasses/spells at the DMs discretion.

## WIZARD

Wizards are Proficient with sidearms.

NOTE: Wizards may not select technomancy subclasses/spells at the DMs discretion.



## GIVING CLASSES GUNS

**Barbarians** start with proficiency in Primitive Firearms and Shotguns. Barbarians can use firearms for the purposes of benefiting from melee abilities such as Rage, Reckless Attack, and Brutal Critical, and Frenzy, but they must be at least within 10 feet of the creature attacked to use them.

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

**Card Master** start with proficiency in Primitive Firearms and Pistols.

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

**Druids** cannot be proficient in firearms, as they are always made from metal in some measure. The DM can make exceptions to this.

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

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

**Mystics** start with proficiency in Primitive Firearms and Pistols.

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

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

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

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

# ADDITIONAL CLASSES

**A**dditional classes have been added to the universe of Dungeons and Dragons made by content creators and Wizards of the Coast. These are to give players more options when selecting a class to play making in game roleplay and combat a more fun experience.

## ARTIFICER

BY U/REVLID

A gnome sits hunched by the campfire, carefully using needle and thread to darn a ranger's cloak. As he works, he incorporates tiny runes into the stitch pattern, symbols which emit an ever-brightening glow. Finally the light fades, as the energies channeled by his needle flow into the finished cloth. He grins, and experimentally waves a handful of nothing in the air. He hopes she likes her brand new invisibility cloak.

A troll growls in hunger as it looms over a dwarf. The short girl smiles. One eyelid flickers. She whips a wand from some hidden sheathe, and with a thunderous roar blasts the beast with a gout of arcane, twisting flame. The troll's growls turn into shrieks of panic as it turns to flee, and she blows smoke from the tip of her blasting rod.

The half-orc magician sprints down the corridor, panting breathlessly as he flees a scuttling thing with far too many teeth. It screeches as he rounds a corner, certain that it has him pinned. Then a fist of fire-hardened clay smashes into its carapaced head, and it goes reeling as a golem steps forth.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

## CUNNING INVENTORS

Every artificer is defined by a specific craft or science, which they use as a foundation for their arcane practices. Some artificers are engineers, who develop mechanisms that work in conjunction with magical sigils and patterns. Others are alchemists, focused on the creation of potions and ointments with mystical ingredients. Still others are tailors, sculptors, woodworkers, gemcutters, and even chefs.

To an artificer, magic is not something beyond comprehension, but an ancient and ever-evolving art which should be explored for any number of reasons. Novelty, discovery, power, wealth, and the simple joy of creation all drive artificers onwards.

## INTENSE RIVALRIES

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.



## THE ARTIFICER

Level	Proficiency Bonus	Features	Spells Known	Spell Slots	Slot Level
1st	+2	Artificer Specialty, Tool Expertise, Wrightlore	—	—	—
2nd	+2	Spell Formulae, Infuse Magic	3	2	1st
3rd	+2	Specialty feature, Wondrous Panoply	3	2	2nd
4th	+2	Ability Score Improvement	4	2	2nd
5th	+3	Superior Infusion, Potent Wonder (1)	4	2	3rd
6th	+3	Talismonger	5	2	3rd
7th	+3	Minor Wonder (3)	5	2	4th
8th	+3	Ability Score Improvement	6	2	4th
9th	+4	Potent Wonder (2)	6	2	5th
10th	+4	Specialty feature	7	2	5th
11th	+4	Master of Craft, Greater Wonder (1)	7	3	5th
12th	+4	Ability Score Improvement	8	3	5th
13th	+5	Maker's Grasp, Potent Wonder (3)	8	3	5th
14th	+5	Specialty feature	8	3	5th
15th	+5	Infusion Surge, Greater Wonder (2)	9	3	5th
16th	+5	Ability Score Improvement	9	3	5th
17th	+6	Specialty feature	9	4	5th
18th	+6	—	10	4	5th
19th	+6	Ability Score Improvement	10	4	5th
20th	+6	Spirit of the Muse, Greater Wonder (3)	10	4	5th

## CREATING AN ARTIFICER

As you build your artificer character, think about their specialty. What drew them to this craft, and what was the first thing they made? Who was their teacher, and what was their relationship like? Do they have a rival in their field, or do they shun the community of specialists in favor of lone research?

What sort of role do artificers play in the setting of your game? Are they isolated geniuses performing dangerous magical research, or the cornerstone of a magitechological industry?

Why did you set out adventuring? You might be fleeing a disastrous experiment, in need of funding, searching for an ancient artefact to study, or eager to discover new ingredients and materials for your creations.

How do you relate to your party? Do they value your magical insight and refinements to their gear, or do you interfere and meddle to the point of perfectionism? Do you subject your friends to endless talk of mystical minutiae, or closely guard your secrets?

## QUICK BUILD

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the guild artisan background.

## CLASS FEATURES

As an artificer, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per artificer level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per artificer level after 1st

### PROFICIENCIES

**Armor:** Light and medium armor

**Weapons:** Simple weapons

**Tools:** Thieves' tools, and two other tools of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose three skills from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

### EQUIPMENT

You start with the following equipment:

- (a) a handaxe and a light hammer or (b) any two simple weapons
- a light crossbow and 20 bolts
- (a) scale mail (b) studded leather armor
- (a) a scholar's pack or (b) a dungeoneer's pack
- thieves' tools and a dungeoneer's pack

## ARTIFICER SPECIALTY

At 1st level, you choose your Specialty as a crafter of amazing items. You can choose from Apothecary, Bladesmith, Golemancer, or Wandslinger, all of which are detailed at the end of the class description.

Your choice grants you features at 1st level and again at 3rd, 10th, 14th, and 17th level.

### SPECIALTY TOOLS

Every specialty grants proficiency with a specific set of tools useful to its secret arts. If you are already proficient with these tools, the DM should allow you to choose another.

## WRIGHTLORE

Starting at 1st level, your understanding of magical craftwork allows you to analyze the secrets of magic items. You know the artificer cantrips *mending* and *prestidigitation*.

You also know the artificer spells *detect magic* and *identify*. You can cast these spells at will, without expending a spell slot or providing any material components.

## TOOL EXPERTISE

Also at 1st level, choose three of your tool proficiencies. You double your proficiency bonus for any ability check you make that uses these tool proficiencies.

Beginning at 11th level, this feature applies to all of your tool proficiencies.



## SPELL FORMULAE

Starting at 2nd level, you develop the estoteric magical practices of an artificer.

### SPELL SLOTS

The Artificer table shows how many spell slots you have, and what level those slots are; all of your spell slots are the same level. To cast an artificer spell of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 4th-level spell slots. To cast the 1st-level spell *absorb elements*, you must spend one of those slots, and cast it as a 4th-level spell.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 2nd level, you know three 1st-level spells of your choice from the artificer spell list.

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

When you gain a level in this class, you can choose one of the artificer spells you know and replace it with another spell from the artificer spell list for which you have spell slots.

Spells learned through other artificer features do not count toward your Spells Known, and cannot be swapped.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## INFUSE MAGIC

Also at 2nd level, you gain a pool of infusion charges which you can use to create temporary magic items. This pool starts empty, but you can add to it by expending a Spell Formulae spell slot, gaining charges equal to the slot's level.

You can spend 1 minute infusing an object you are touching with arcane power. Once this process is complete, you choose one artificer spell you know of 1st level or higher, and transfer any number of infusion charges to the item.

A creature holding an infused item with Intelligence 6 or more can cast its spell with a range of self (or touch, if it targets the infused object) by spending a number of the item's charges equal to the spell's level.

The spell uses your spellcasting ability, and does not require concentration or any material components. The bearer can cast it even if they could not normally cast spells. A creature can only maintain a single such spell at a time.

No item can hold more charges than your Intelligence modifier. You cannot infuse more than one item with the same spell, or one item with multiple spells.

All your infusion charges are lost at the end of a short or long rest, whether they are in an item or your pool.

## WONDROUS PANOPLY

At 3rd level, you complete two minor wonders, magical items that only you can use.

Wonders each contain a spell, chosen from the table below, which you can cast without expending spell slots or material components. These spells are cast at their lowest level, and end immediately if they are cast again while active. If a spell targets one or more creatures, its range becomes self.

If a wonder is stolen or lost, you can remake it during a short or long rest with 1 hour of work and 25gp of materials.

You complete an additional minor wonder at 7th level. At 5th level, you create a potent wonder, and another at 9th and 13th level. You complete a greater wonder at 11th level, and another at 15th and 20th level.

If you wish, your wonder can contain a spell associated with a lower level of item. When you gain an artificer level, you can choose one of the wonders you possess and remake it into another of the same level.

### WONDERS TABLE

#### Level Spells

Minor	<i>alarm, comprehend languages, continual flame, darkvision, detect poison and disease, disguise self, enthrall, grease, jump, illusory script, mage armor, magic mouth, nystul's magic aura, purify food and drink, silent image, speak with animals, unseen servant, water breathing</i>
Potent	<i>alter self, animal friendship, arcane lock, feather fall, feign death, fog cloud, levitate, meld into stone, phantom steed, spider climb, speak with dead, speak with plants, tenser's floating disk, tongues, water walk</i>
Greater	<i>any cantrip, barkskin, detect evil and good, detect thoughts, enhance ability (one effect), expeditious retreat, fly, gust of wind, invisibility, longstrider, nondetection, see invisibility, stinking cloud</i>

## SUPERIOR INFUSION

Starting at 5th level, your superior understanding of magic items manifests itself:

- You learn the artificer spell *glyph of warding*, which you can cast as a ritual.
- You treat spells you can cast using your wonders as artificer spells you know for the purposes of infusion.
- You can spend infusion charges to replenish charges on a magic item. The cost per charge depends on the item's rarity: 1 (uncommon), 2 (rare), 3 (very rare), 4 (legendary).

## TALISMONGER

At 6th level, you learn the artificer spells *dispel magic*, *nystul's magic aura*, and *remove curse*, and can cast them as rituals targeting an object.

## KNICK KNACKS & WIDGETS

You decide the specific form your wonders take, as appropriate to your Artificer Specialty. They could be rune-carved amulets, mechanical contraptions, possessed toys, a belt of potions, or something even stranger. For inspiration, check the list of trinkets on page 160 of the **Player's Handbook**.

If you desire, you can conflate multiple wonders into a single item. An artificer with both *fog cloud* and *stinking cloud*, for example, could create a set of infernal bellows with multiple settings.

You do not need a separate action to ready a wonder. This is represented by its casting time.

## MASTER OF CRAFT

Starting at 11th level, you know the artificer spell *fabricate*, and can cast it as a ritual. This spell has a special material component of appropriate tools, which are not consumed. For example, you could create a bridge from a tree with a ten minute ritual, provided you had a saw.

You also know the artificer spell *contingency*, which you can cast as a ritual. This version of the spell replaces its normal material component with one of your wonders, and can only supply an artificer spell you know. The spell ends if you cast it again.

## MAKER'S GRASP

Beginning at 13th level, your understanding of magical items becomes comprehensive. You ignore all class, race, and level requirements on the use of magic items.

Additionally, you can instantly attune to an item, and you can now attune to up to four, rather than three, magic items at a time.

## INFUSION SURGE

Starting at 15th level, you gain infusion charges equal to your Intelligence modifier when you complete a short or long rest.

In addition, you can use a bonus action to supply any number of infusion charges from your infusion pool to an infused item within 30 feet. You must complete a short or long rest before you do so again.

## SPIRIT OF THE MUSE

At 20th level, you can spend 1 minute to reflect on your designs and ideas. If you do so, you regain all your expended spell slots from your Spell Formulae feature.

Once you regain spell slots with this feature, you must finish a long rest before you can do so again.



## ARTIFICER SPECIALTIES

Artificers pursue a variety of specialties, ranging from methods to materials to goals. The wide-ranging hunter who works the bones and hides of his prey into mystical gear is just as much an artificer as the proud architect who reshapes the land to match his geomantic designs.

Some specialties are self-taught, but others are literal schools or guilds, complete with all the support and obligations such an organization offers.



### APOTHECARY

In a world where the gods will heal their chosen followers of all that ails them, the study of herbs and minerals for restorative properties is sometimes regarded as backwards or even heretical. The apothecary brews regardless, seeking a cure for what ails them.

#### SPECIALTY TOOLS

When you choose this specialty at 1st level, you gain proficiency with alchemist's supplies or brewer's supplies.

#### BOLSTERING DRAUGHT

Also at 1st level, you learn to temporarily reinforce the vitality of others with a stiffening concoction.

- You learn the artificer spell *false life*, and can cast it at will as a 1st level spell, without expending a spell slot.
- You can cast *false life* with a range of touch, offering temporary hit points to another creature instead.
- You can cast *false life* with a duration of just one round in order to increase its effective spell level by one. Starting at 10th level, it increases by two, and 17th level by three.

#### POTENT CURATIVES

Beginning at 3rd level, you learn the artificer cantrips *acid splash* and *spare the dying*. You also learn the artificer spells *cure wounds* and *lesser restoration*.

If one of your infused items is used to restore a creature's hit points, it regains additional hit points equal to 2 + the spell level.

#### BATCH MIXTURE

Also at 3rd level, after you spend 1 minute infusing a spell into a consumable substance, such as a flask of oils or a bottle of herb-water, you can divide this substance into a number of doses no greater than your Intelligence modifier. This spell must restore hit points or remove a condition.

Any creature carrying a dose of the item can use the spell stored in it, drawing from its total pool of infusion charges until they are all consumed.

#### HARDENED STOMACH

Starting at 10th level, your experience with various concoctions grants you immunity to poisoned damage, disease, and the *poisoned* condition.

You also learn the artificer spell *greater restoration*.

#### DEVIL'S BARGAIN BREW

Beginning at 14th level, when you complete a short or long rest you can administer a special brew to a willing creature that rested with you. This drink boosts one of the creature's abilities, draining power from the other.

The boosted ability score increases by +2, as does its potential maximum in that score. However, it suffers disadvantage on all rolls made with the drained ability. You choose which abilities are affected when you offer the brew, and its effects last until you next finish a short or long rest.

#### TRANSCENDANT ALCHEMY

Starting at 17th level, you can use an action to completely heal a creature you are touching, briefly transmuting their internal chemistry into pure healing liquor. That creature immediately regains all its lost hit points, and you can end one disease or condition afflicting it.

You cannot do so again until you complete a long rest.

### BLADESMITH

Hammering away at their forge, the bladesmith labours in pursuit of legends. The Holy Avenger. The Mace of Kyuss. The Greenhilt Blade. Awesome weapons of incredible power, born from steel and skill. Such artificers often join parties of mighty warriors: how better to learn a blade's needs?

#### SPECIALTY TOOLS

When you choose this specialty at 1st level, you gain proficiency with smith's tools.

You also gain proficiency with shields, heavy armor, and martial melee weapons.

#### FORGE ARTS

Also at 1st level, you learn to channel the heat of the forge. You know the artificer cantrips *produce flame* and *green flame blade*.

#### SAGE OF STEEL

Starting at 3rd level, you enjoy the benefits of the Defense Fighting Style while wearing metal armor, gaining a +1 bonus to your AC.

Beginning at 5th level, your affinity for war-metal improves. You can attack twice, instead of once, when you take the Attack action with a metal weapon on your turn.

## STOKE THE BLADE

At 10th level, the heat of your metalwork extends further.

- You learn the artificer spell *heat metal*.
- When you hit a target with a melee attack using a metallic weapon, you can inflict 1d8 extra fire damage.
- You gain resistance to fire damage.

## SUNDER SCRAP

Starting at 14th level, you can use a bonus action to focus your strike on the weak points of an enemy's armor or weapons, exploiting their shoddy craftsmanship.

The next melee attack you make against a creature inflicts your choice of one of the following effects:

- a -1 penalty to damage rolls with a weapon they are wielding. If this exceeds -5, the weapon is destroyed.
- a -1 penalty to the AC offered by a set of armor or a shield they are wearing. If this reduces the armor's AC to 10 or the shield's bonus to +0, it is destroyed.
- advantage on the attack roll, if the target is a construct.

These penalties are cumulative, and permanent when applied to non-magical equipment, but can be removed with *mending*. Magical weapons and armor lose one point of penalties every minute, and are not destroyed.

## FORGE LORD

Beginning at 17th level, you have resistance to non-magical bludgeoning, piercing, and slashing damage while wearing armor made of metal.

## GOLEMANCER

While the creation of life is an ambition for many artificers, most abandon it in favor of more practical pursuits. The golemancer fuses the two, perfecting the art of crafting an inexhaustible body and unthinking mind from dirt and magic.

## SPECIALTY TOOLS

When you choose this specialty at 1st level, you gain proficiency with potter's tools.

## BETTER, STRONGER, FASTER

If you cast *mending* on your servant, it can spend one of its Hit Dice to regain hit points as though it had just completed a short rest. If you complete a short rest with your servant, it regains all of its hit points as you provide mundane repairs.

If your servant is destroyed, you can rebuild it during a long rest. This occupies a number of hours equal to twice the CR of the beast that provided its game traits, and consumes raw materials based on its size: tiny (5gp), small (10gp), medium (25gp), large (100gp), huge (200gp).

You can also remodel your servant to take a new form with different traits, at the same cost.

## SERVITOR CONSTRUCT

Also at 1st level, you create a servant golem from clay and precious stones. This loyal companion uses the game traits of any beast with a CR no greater than 1/4. It has the following modifications:

- It is a construct instead of a beast.
- It uses your proficiency instead of its own.
- It gains proficiency in all saving throws, and adds your proficiency bonus to its AC.
- It is immune to being *charmed*, *frightened*, or *exhausted*.
- It is immune to being *poisoned*, as well as poison damage, and does not need to breathe.
- It has darkvision out to 60 feet, if it did not already.
- It can understand your languages, but cannot speak.

Your servant obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, it acts on its own.

As you gain levels in this class, you can rebuild your servant to use the game traits of beasts with a higher CR: CR1/2 (3rd), CR1 (5th), CR2 (11th), CR3 (15th), CR4 (17th).

## GOLEM PROGRAMMING

Starting at 3rd level, you can use a bonus action to use your servant's senses while it is within 100 feet. You can communicate telepathically with your servant while you are sharing its senses.

On your turn, if you can communicate with your servant, you can use your action to give it one of the following commands. These occupy its reaction, and last until the start of your next turn:

- *Focus Target*. Your servant gains advantage on its attack rolls against a single creature.
- *Guardian Protocols*. One creature gains the benefit of the Dodge action while within 5 feet of your servant.
- *Repositioning Maneuver*. Your servant can immediately move up to its full speed.

Alternatively, you can use your action and spend a Spell Formulae spell slot to overclock your servant. It can use its reaction to take an immediate action, in addition to any action it takes or took on its turn.

## WONDROUS AUTOMATON

Starting at 10th level, your servant incorporates a copy of each of your wonders into its body, and can use them in the same manner as yourself. It also counts as a single inanimate object for the purposes of infusion charges.

Additionally, you learn the artificer spell *animate objects*.

## HACK CONSTRUCT

Beginning at 14th level, you can cast *command* at will, targeting a construct, without expending a spell slot or material components.

## MAGICAL MATERIALS

Beginning at 17th level, your servant gains resistance to all damage.

## WANDSLINGER

All artificers invest themselves in their creations, but the wandslingers are those who obsess over a single tool of destruction, pouring their soul into every minor adjustment. The wandslingers are legendary as wandering warriors, ever-ready to test their blasting rods against a new foe.

### SPECIALTY TOOLS

When you choose this specialty at 1st level, you gain proficiency with woodcarver's tools.

### BLASTING ROD

Also at 1st level, you create a blasting rod, a special wand imbued with destructive magic. As an action, you can make a spell attack with a range of 150 feet, which inflicts magical damage equal to 1d10 + your Intelligence modifier.

This is not an Attack action.

The damage inflicted by your blasting rod is your choice of acid, cold, fire, lightning, or thunder. You can use a bonus action to change this damage type.

You can only have a single blasting rod at a time. If your rod is lost or destroyed, you can make a new one during a long rest with 100 gp of materials and 4 hours of work.

### CHARGE BLAST

Starting at 3rd level, you can use a bonus action to intensify the magical energies of your blasting rod. The next attack you make with it this turn inflicts an additional 1d10 damage.

This extra damage increases again when you reach certain levels in this class: 5th (2d10), 9th (3d10), 11th (4d10), 13th (5d10), 15th (6d10), 17th (7d10).

### BLAST ESSENCE

Beginning at 10th level, you learn to properly shape the energies of your blasting rod. As an action, you can project an area of destructive magic from yourself.

Each creature in that area must make a saving throw at your artificer spell save DC. A creature that fails suffers 1d10 magical damage of the same type as your blasting rod. If they succeed, they suffer half damage.

You can use the Charge Blast feature to enhance this blast, adding half the extra damage it would add to an attack.

You choose from one of the following shapes when you reach 10th level, and choose another at 14th and 17th level.

- *Diffused Blast*. 15-foot cone (Strength save). A creature that fails its saving throw is pushed 10 feet away.
- *Explosive Blast*. 10-foot radius sphere (Constitution save). This shape centers on a point you can see within 120 feet.
- *Piercing Blast*. 50-foot line (Dexterity save). Creatures receive no benefit from half or three-quarters cover on their saving throw.

### INFUSED BLAST

Also at 10th level, you can spend a Spell Formulae spell slot, or five infusion charges, when you use the Charge Blast feature. This has the following effects:

- *Blasting Rod*. You make a total number of blasting rod attacks equal to the number of extra damage dice offered by Charge Blast. These may have different targets, but none of them receive the usual bonus damage.
- *Diffused Blast*. The size of the cone increases to 60 feet, and it inflicts an extra 2d10 damage.
- *Explosive Blast*. The radius of the sphere increases to 30 feet, and it inflicts an extra 2d10 damage.
- *Piercing Blast*. The length of the line increases to 150 feet, and it inflicts an extra 2d10 damage.

### WAND HOLSTER

Beginning at 14th level, when you roll initiative and are not surprised, you gain a special turn that takes place before other creatures can act.

On this turn, you can ready your blasting rod, and use it to attack or project a shape. You cannot take any other actions or use a bonus action on this turn.

### OVERWHELMING BLAST

At 17th level, you learn the final lesson of the wandslinger. You can overload your blasting rod, receiving the full benefits of the Infused Blast and Charge Blast features without using a bonus action or a Spell Formulae spell slot.

At the end of your turn, your blasting rod is destroyed, and you suffer 1d10 damage of the chosen type as it melts down.



### I DO NOT AIM WITH MY EYE

In settings more comfortable with guns as part of their aesthetic, the Wandslinger can be replaced with the Gunsmith. This specialty works in the exact same way, except that it uses a personalized arcane firearm in place of a blasting rod.

## ARTIFICER SPELL LIST

### Level 1

Absorb Elements (*Elemental Evil Player's Guide*, pg. 15)  
Armor of Agathys  
Ensnaring Strike  
False Life  
Hail of Thorns  
Searing Smite  
Shield  
Shield of Faith  
Thunderous Smite  
Wrathful Smite

### Level 2

Blur  
Branding Smite  
Conjure Barrage  
Enlarge/Reduce  
Flame Blade  
Invisibility  
Lesser Restoration  
Magic Weapon  
Mirror Image  
Misty Step

### Level 3

Blinding Smite  
Blink  
Elemental Weapon  
Flame Arrows (*Elemental Evil Player's Guide*, pg. 18)  
Gaseous Form  
Haste  
Lightning Arrow  
Nondetection  
Protection from Energy  
Protection from Poison

### Level 4

Death Ward  
Elemental Bane (*Elemental Evil Player's Guide*, pg. 17)  
Fire Shield  
Freedom of Movement  
Otiluke's Resilient Sphere  
Polymorph  
Staggering Smite  
Stoneskin

### Level 5

Banishing Smite  
Conjure Volley  
Swift Quiver

## MULTICLASSING

Whether learning treasure-hunting skills from a rogue, or spending more time on pure magical theory as a wizard, artificers can benefit from multiclassing as much as any adventurer. The details are as follows:

### Artificer Multiclass Prerequisites

Ability Score Minimums: Intelligence 13

### Artificer Multiclass Proficiencies

Light armor, medium armor, two tools

### Artificer Multiclass Spell Formulae

If you gain warlock levels as a artificer (or vice versa), add together all your warlock levels and all your artificer levels, and use the Warlock table to determine your number and level of Pact Magic spell slots. You can use these interchangeably with Spell Formulae spell slots.

## CARD MASTER

Running Forward with his cloak billowing behind him, a human draws three cards from his deck: one green, one red, one orange. Finally within range, he throws the cards forward. Each card strikes a different target, embedding into the flesh like a razor blade. An orc becomes wreathed by flame, another covered in acid, and the last one collapses and lets out screams of agonizing pain.

Pulling out an intricately crafted card embedded with gold, the human lifts his hand into the air. He speaks a single word, and the card glows a blindingly bright gold. All around him, meteors fall from the sky, exploding into giant balls of flame and light.

With eyes closed and a hand over mouth a human shivers in terror as she sees the death of the men in front of her. Picking up the dealt cards, the Card Master warns her of the danger that is to come around him. He says "Ma'am, I sure am lucky but everyone around me isn't so. I recommend you get on outta here before your next to have your fate dealt." In a shining grin and tip of the hat he walks away the women falling to her knees in terror.

Spinning a gold coin in his hands, the human clears his mind and focuses on the cards in front of him imagining he's playing with other players. With a deft wriggle of the fingers, the man pushes all his money into his pocket, and with a weary smile flips his cards over, showing a winning hand, despite having lady luck on his he never truly feels lucky to of done any harm to anyone.

## A MEANS TO WHAT END

Card Masters are the followers of an ancient martial art, defined by card that they place in a deck. Utilizing the power stored in the collection, Card Masters can create fiery explosions, arcane illusions, arcane lightning, and all sorts of spectacular events. Card Masters piece together collections of their cards, which serve as their way of casting spells.

With this uncanny ability to manipulate the world and the people around them with cards alone they can do amazing things. Whether stealing money from people, gambling from tavern to tavern, a Card Master must decide whether their gift should be used for good or ill. Many focus on travelling, searching for wealth and fame by their mystical powers of card magic put them above most else. Others focus on their ability to manipulate the world through magic by studying their gift.

In combat, a Card Master focuses on supporting their allies and weakening their enemies through powerful magics. When it comes to it though, a Card Master always has a trick up their sleeve, and can unleash some powerful spells to keep their enemies at bay, before fleeing, entralling or finishing off their enemies.

## COLLECTORS OF THE ARCANE

A Card Master is defined by their collection of magical cards. As they travel and adventure throughout the world, a Card Master will either create or find cards to add to their collection. They can also trade with a copy from other Card Masters, eventually creating a vast collection of cards that they can choose to put into their deck.

Using Card Magic is much harder than it looks. While a creature inadequate with card magic may think all that Card Masters need to do is to throw their magical cards and hope for the best, even beginning their path as a Card Master takes years of practice and countless hours of study.



## THE CARD MASTER

Level	Proficiency Bonus	Features	Cantrips Known	Hands Size	Deck Size	Card Level
1st	+2	Card Magic, Implied Odds	3	2	6	1st
2nd	+2	Path of Mastery	3	2	6	1st
3rd	+2	Luck of the Draw	3	2	6	2nd
4th	+2	Ability Score Improvement	4	2	8	2nd
5th	+3	—	4	3	8	3rd
6th	+3	Path of Mastery Feature	4	3	8	3rd
7th	+3	—	4	3	10	4th
8th	+3	Ability Score Improvement	4	3	10	4th
9th	+4	—	4	4	10	5th
10th	+4	Path of Mastery Feature	5	4	12	5th
11th	+4	Legendary Card (6th level)	5	4	12	5th
12th	+4	Ability Score Improvement	5	4	12	5th
13th	+5	Legendary Card (7th level)	5	5	12	5th
14th	+5	Path of Mastery Feature	5	5	12	5th
15th	+5	Legendary Card (8th level)	5	5	12	5th
16th	+5	Ability Score Improvement	5	5	12	5th
17th	+6	Legendary Card (9th level)	5	6	12	5th
18th	+6	—	5	6	12	5th
19th	+6	Ability Score Improvement	5	6	12	5th
20th	+6	Card Trick	5	6	12	5th

## CREATING A CARD MASTER

Creating a Card Master requires access to at least a small starter set of cards. How did your character find these cards? Did you have a master you learned from? Did you find them in an ancient ruin, and then experimented with them until you figured out how to use them? Did you have natural talent, or did it come slowly to you after years of practice?

What causes you to start adventuring? Are you on a quest to add to your collection? Have you taken on an apprentice whom you are teaching your art? Or perhaps you simply wish to put your newfound power to the test.

### QUICK BUILD

You make a Card Master quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity or Constitution. Second, choose the Charlatan Background. Third, choose *card throw*, *minor illusion*, and *light* cantrips, and add the following spells-cards to your collection: *burning hands*, *color spray*, *disguise self*, *false life*, *ray of sickness*, and *shield*.

## CLASS FEATURES

As a Card Master, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per Card Master level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Card Master level after 1st

### PROFICIENCIES

**Armor:** Light Armor

**Weapons:** Simple weapons

**Tools:** One gaming set of Playing Cards

**Saving Throws:** Intelligence, Charisma

**Skills:** Choose two from Acrobatics, Arcane, Deception, History, Intimidation, Investigation, and Sleight of Hand

### EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor and a playing card set, and two daggers

## CARD MAGIC

At 1st level you know the *card throw* cantrip is detailed at the end of the class description, and two other cantrips of your choice from the card master spell list. You learn additional Card Master cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Card Master table.

## CARD COLLECTION

At 1st level, you have a collection of of six 1st-level Card Master spellcards of your choice.

## PREPARING A DECK AND DRAWING A HAND

The Card Master table shows the size of your deck of cards which you use to cast spells. The table also shows what the level of those cards is; all of your cards are of the same level.

You add unique spell-cards to your deck whenever you complete a long rest. To do so, choose a number of spell-cards in your collection equal to the size of your deck, shown in the Car Master table.

As an action, you can draw a hand of cards from your deck. Before you do so, you must assign each of the spell-cards in your deck a number. Then you must roll the appropriate die based on your deck size, adding the spell-card that you rolled to your hand. Repeat this until you have added a number of spell-cards to your hand equal to your hand size, shown in the Card Master table.

For example, if you are a 5th-level Card Master, you first assign each of the ten cards in your deck a number, 1-10. Then, you roll a d10 three times, noting which cards are added to your hand. If you assigned the spell *burning hands* the value of 3 and then end up roll 3 on your d10, then you add *burning hands* to your hand. If you roll the same number multiple time, then that allows you to cast that spell multiple times per draw.

In order to cast one of your spell-cards of 1st level or higher, you must have that card in your hand of cards. Once you cast a spell-card with in your hand, that spell-card is discarded and may not be used again until you draw a new hand. You are able to draw a new hand when you finished a short or long rest.

## ADDING CARD OF 1ST LEVEL AND HIGHER

Each time you gain a Card Master level, you can add two card master spell-cards of your choice to your collection. Each of these spell-card must be of a level no higher than what's shown in the table's Card Level column for your level. On your adventures, you might find other spells that you can dd to your collection, using the same rules as a wizard spellbook.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your card master spell, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a card master spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your Proficiency bonus + your Charisma modifier

**Spell attack modifier** = your Proficiency bonus + your Charisma modifier

Your spell are always cast as if you had an arcane focus.

## IMPLIED ODDS

At 1st level, your proficiency in card magic has made you unnaturally lucky and precise. Your spell attack score a critical hit on a roll of 19 or 20. Additionally, whenever a creature rolls a 1 on a save against one of your spell, the spell score a critical hit on that creature.

## PATH OF MASTERY

When you reach 2nd level, you choose a path of mastery, shaping your path through one of the two specializations: the Gambler and the Master of Luck, each detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th.

## LUCK OF THE DRAW

At 3rd level, your gifts in card magic allow you to gain an even greater advantage when things go well for you. Choose one of the following options.



### QUICK DRAW

Whenever you score a critical hit with one of your spells, you can move up to your speed as part of the same action.

### TWO OF A KIND

Whenever you score a critical hit with one of your spells, your first spell attack on your next turn has advantage on the attack roll and +1 to the damage roll.

### UNDER THE GUN

Whenever you score a critical hit with one of your spells, you gain +3 AC until the start of your next turn.

### ABILITY SCORE IMPROVEMENT

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

### LEGENDARY CARD

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At 11th level, you are given a Legendary Card. When you first acquire your Legendary Card, choose a 6th-level spell from the card master spell list, adding that spell to your Legendary Card. Your legendary card is separate from your other cards and cannot be added to your deck.

You can cast a spell added to your Legendary Card once without needing to draw it. You must finish a long rest before you can do so again.

At higher levels, you gain more card master spell of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level and one 9th-level spell at 17th level. You regain all uses of your Legendary Card when you finish a long rest.

### CARD TRICK

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Starting at 20th level, when you roll for initiative and have no spell-cards in your hand, you can draw one spell-card.

## PATH OF MASTERY

The ideal of the Card Master has Two main specializations: the Gambler and the Master of Luck.

### THE GAMBLER

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As a Gambler, you specialize in the art of risk-taking. You become skilled in calculating the risk versus the reward in every action you take, and you gain abilities that are both very risky and very powerful. Those who follow this specialization are often charismatic daredevils and entertainers that take pride in the flashy, high-risk plays that mark this path.

### RECKLESS SPELL

Starting when you choose this path at 2nd level, you can choose to cast one of your card master spells recklessly. When you do so, a spell attack is made with advantage or the save of a save-based spell is made with disadvantage. However whenever you use this ability you must succeed on a DC 12+spell level Charisma saving throw or take 1d6 force damage per spell level as the spell backfires.

### LIFE'S GAMBIT

At 6th level, when you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. However, if the creature that reduced you to 0 hit points is not killed before the end of your next turn, you are automatically reduced to 0 hit points.

Once you use this feature you can't use it again until you complete a short or long rest.

### TIP THE SCALES

Starting at 10th level, whenever you make an attack roll, ability check, or saving throw, you can choose to roll an additional 1d10 after seeing the results of your roll. If the number rolled on the d10 is even then you add the number of your roll. If the number is odd you instead subtract the number from the roll.

### DEAL WITH DEATH

At 14th level, whenever another creature you can see makes an attack roll, you can use your reaction to roll 3d4 and apply the number rolled as a penalty to the creature's roll. However, if the attack hits, the number rolled is instead applied as a bonus to the attack's damage.

### MASTER OF LUCK

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As a Master of Luck, the odds seem to unnaturally swing in your favor. You gain a multitude of abilities and skills that cause life to just go your way, such as better card draws, more precise attacks, and uncanny escapes from danger. Those who follow this aspiration often become thieves and adventurers, allowing their luck alone to carry them through the day.

### LUCKY ESCAPE

Starting when you choose this path at 2nd level, you gain the ability to effortlessly escape from your enemies due to luck alone. You can take a bonus action on each of your turns to take the Disengage action.

### RE-DRAW

At 6th level, whenever you score a critical hit, you can choose to discard one of the cards in your hand. If you do so, you then immediately draw another card from your deck.

### UNCANNY PRECISION

Starting at 10th level, your spell attacks score a critical hit on a roll of 18-20. Additionally, whenever a creature rolls a 1 or 2 on a save against one of your spells, the spell scores a critical hit on that creature.

### SCRY

Starting at 14th level, you can use your complete mastery of card magic to play a card directly from your deck, without having to roll to have it enter your hand. As an action on your turn, you may draw a card of your choice from your deck and then immediately cast it.

You can use this feature up to two times. You regain all expended uses when you finish a long rest.



# APPENDIX A: SPELL LIST

## CARD MASTER

### CANTRIPS (0 LEVEL)

Acid Splash  
Blade Ward  
Card Throw  
Fire Bolt  
Frostbite  
Light  
Mage Hand  
Message  
Minor Illusion  
Poison Spray  
Prestidigitation  
Ray of Frost  
Thunderclap

### 1ST LEVEL

Burning Hands  
Charm Person  
Chromatic Orb  
Color Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Earth Tremor  
Expeditious Retreat  
False Life  
Feather Fall  
Fog Cloud  
Ice Knife  
Identif  
Ray of Sickness  
Shield  
Silent Image  
Thunderwave

### CARD THROW

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You conjure and then throw a magical card with a random effect. Make a ranged spell attack against the target. On a hit a target is hit by a card of one of the following colors, which each have a unique effect and purpose. For each target roll a d6 to determine which color and effects it.

**1. Red:** The target takes 1d6 + your spellcasting ability modifier fire damage

**2. Orange:** The target takes 1d6 + your spellcasting ability modifier acid damage.

**3. Yellow:** The target takes 1d6 + your spellcasting ability modifier lightning damage.

Witch Bolt

### 2ND LEVEL

Aganazzar's Scorcher  
Blindness/Deafness  
Blur  
Cloud of Daggers  
Darkness  
Darkvision  
Detect Thoughts  
Earthblind  
Enhance Ability  
Gust of Wind  
Hold Person  
Invisibility  
Levitate  
Mirror Image  
Misty Step  
Phantasmal Force  
Scorching Ray  
See Invisibility  
Shatter  
Spider Climb  
Suggestion

### 3RD LEVEL

Animate Dead  
Blink  
Clairvoyance  
Counterspell  
Dispel Magic  
Eruption Earth  
Fear  
Fireball  
Fly

Gaseous Form  
Hypnotic Pattern  
Lightning Bolt  
Major Image  
Melf's Minute Meteors  
Protection from Energy  
Sleet Storm  
Stinking Cloud  
Water Breathing  
Water Walk

### 4TH LEVEL

Banishment  
Blight  
Confusion  
Dominate Beast  
Greater Invisibility  
Ice Storm  
Polymorph  
Stoneskin  
Vitriolic Sphere  
Watery Sphere

### 5TH LEVEL

Cloudkill  
Cone of Cold  
Control Winds  
Creation  
Dominate Person  
Hold Monster  
Immolation  
Seeming  
Telekinesis  
Teleportation Circle

### 6TH LEVEL

Arcane Gate  
Chain Lightning  
Circle of Death  
Disintegrate  
Globe of Invulnerability  
Investiture of Flame  
Investiture of Ice  
Investiture of Stone  
Investiture of Wind  
Mass Suggestion  
Sunbeam  
True Seeing

### 7TH LEVEL

Delayed Fireball  
Etherealness  
Finger of Death  
Fire Storm  
Prismatic Spray  
Teleport

### 8TH LEVEL

Abi-Dalzim's Horrid Wilting  
Dominate Monster  
Earthquake  
Incendiary Cloud  
Power Word Stun  
Sunburst

### 9TH LEVEL

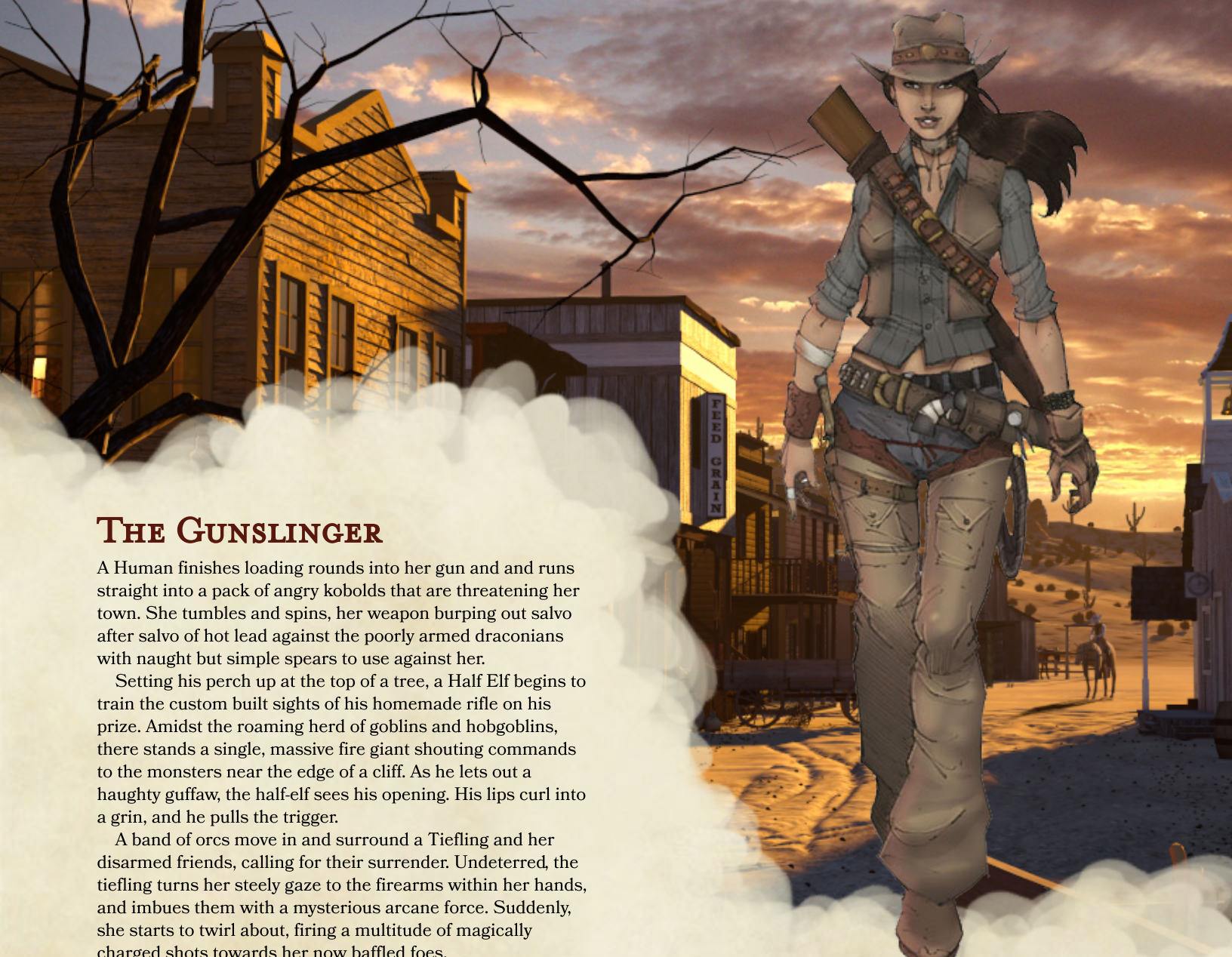
Gate  
Meteor Swarm  
Power Word Kill  
Time Stop  
Wish

**4. Green:** The target takes 1d6 + your spellcasting ability modifier poison damage.

**5. Blue:** The target takes 1d6 + your spellcasting ability modifier cold damage.

**6. Violet:** The target takes 1d6 psychic damage and must succeed on a Constitution saving throw or become blinded until the end of their next turn.

The spell creates more than one card when you reach higher level: two cards at 5th level, three cards at 11th level, and four at 17th level. You can direct the cards at the same target or at different ones. Make a separate attack roll for each card.



## THE GUNSLINGER

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

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

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

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

### USING UNIQUE WEAPONS WITH STYLE

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

### BORN FOR ADVENTURE

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

### CREATING A GUNSLINGER

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

## THE GUNSLINGER

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

## QUICK BUILD

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

## CLASS FEATURES

As a Gunslinger, you get the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Gunslinger level

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

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

## PROFICIENCIES

**Armor:** Light Armor and Medium Armor or Shields

**Weapons:** Longarms, Sidearms, Daggers, Short Swords, Rapiers, Scimitars, Clubs, Crossbows, Whips

**Tools:** Tinker's Tools or Smith's Tools

**Saving Throws:** Dexterity, Charisma

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

## EQUIPMENT

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

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

## VARIANT RULE: FIREARMS ARE PROMINENT

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

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

## NO COWARD'S WEAPONS

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





## GUN TACTICS

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

### SNIPER

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

### AKIMBO SHOOTING

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

### BREACHER

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

### SHIELD SHOOTING

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

### RIFLERY

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

### GUN DUELIST

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

## BASIC GUN STUNTS

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

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

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

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

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

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

## QUICKDRAW

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

## LUCKY ITEM

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

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

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

## GUNSLINGING TRAIL

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

## ABILITY SCORE IMPROVEMENT

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

## OVERWATCH

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

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

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

## BULLETSTORM

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

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

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

## BULLET TIME

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

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

## IRON INTUITION

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

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

## SHOOTOUT SENSE

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

## ADVANCED GUN STUNTS

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

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

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

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

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

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

## SUPERIOR OVERWATCH

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

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

## FINAL STAND

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

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

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

## SUPERHUMAN REFLEXES

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

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

## GUNSLINGING SUPREME

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

Additionally, if you use a gun's *automatic* or *burst fire* action, you can make one weapon attack as a bonus action.

## CLASS STARTING WEALTH

Class	Funds
Gunslinger	5d4 x 10 gp

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

## MULTICLASSING

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

## MULTICLASSING PROFICIENCIES

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

## GUNSLINGING TRAILS

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

## MYTH BREAKER

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

### SLAYER'S SPECIALIZATION

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

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

### MYTH BREAKER'S TACTICS

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

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

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

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

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

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

## MONSTROUS DEFENSE

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

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

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

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

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

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

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

## STRENGTH IN KNOWLEDGE

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

## LEGENDARY OVERWATCH

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

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

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

## VIRTUOSO

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

### THE ART OF LEAD

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

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

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

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

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

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

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

### HEAD IN THE GAME

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

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

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

### SKILLED & WITTY

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

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

### TRICK PRODIGY

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





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

## TRICKS

These tricks will be listed in alphabetical order.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



### SPELLSHOOTER SPELLCASTING

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

## SPELLSHOOTER

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

### SPELLCASTING

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

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

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

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

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

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

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

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

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

**Spell Attack Modifier** = your proficiency bonus + your Intelligence modifier

## ARCANE AMMUNITION

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

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

### FLEXIBLE PREPARATION

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

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

#### ALTERING SPELL EXAMPLES

You can alter the *burning hands* spell to deal force damage instead of fire, shooting a ray of magical energy out rather than a line of fire.

## ARCANE SMITH

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

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

## BLUEPRINTS

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

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

## EYE FOR AN EYE

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

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



## PACT OF THE FIREARM

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

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

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

### VARIANT RULE: FIREARMS ARE PROMINENT

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

### PACT BOON

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

## ELDRITCH INVOCATIONS

### FIRST IMPRESSIONS

You have a knack for making an impression in combat. Add your Charisma modifier to your initiative rolls.

### BLAST & SHOOT

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

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

### GUNSTORM

*Prerequisite: Pact of the Firearm feature, 5th level*

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

### IMPROVED PACT WEAPON

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

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

### SHOW OF FORCE

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

You can use your Charisma modifier, instead of your Dexterity modifier, for your attack and damage rolls for your pact weapon.



### **SUPERIOR PACT WEAPON**

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

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

### **DRAINING SHOT**

*Prerequisite: 11th level, Pact of the Firearm feature.*

When you make a successful shot against a creature with your pact firearm, you can choose to drain that creature of life and transfer it to you. A dark crimson line leads back to the barrel of your gun, give you temporary HP equal to half the amount of damage dealt.

### **GREATER PACT FIREARM**

*Prerequisite: Pact of the Firearm feature, 13th level*

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

### **CUSTOMIZED PACT WEAPON**

*Prerequisite: Pact of the Firearm feature, 13th level*

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

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

### **ELDRITCH STRIKE**

*Prerequisite: 9th level, Eldritch Blast cantrip*

When you cast *eldritch blast*, you can use a bonus action to make a weapon attack.

### **ULTIMATE PACT WEAPON**

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

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

### **ELDRITCH STORM**

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

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

### **SLY SNIPER**

*Prerequisite: Archfey patron, Pact of the Firearm feature*

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

### **GRASP OF THE ANCIENT ONE**

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

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

### **WRATH OF THE INFERNO**

*Prerequisite: Fiend Patron, Pact of the Firearm feature*

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



## BACKGROUNDS

When included it helps you create a more believable character.

### BACKGROUND: DOCTOR

Whether you were a tribal witch-doctor, a medicine-man, a holy healer, a military field medic, or a genuine medical professional from some unusually enlightened society, you specialize in the treatment of suffering. You have seen injury, disease, poison, and death, and still you have defied it all, fighting to save that every last soul. As a medical professional, you have sworn a Hippocratic oath, (code of ethics). You have pledged your life to protect life, that all who suffer are your patient, to support other doctors as family, to train any who swear the oath, to practice to the best of your ability, to always improve upon the art, to practice only your specialization, to practice not for your own gain, to practice within the law, and to keep all of your patients' secrets. Why did you turn away from the medical profession? Or if you haven't, what was it that drew you into the life of the adventurer? And what do you think of the oath, or other doctors?

### SPECIALIST

Each doctor must choose a field of specialization to practice within the broader art of medicine.

#### d6 Specialization

- |   |              |
|---|--------------|
| 1 | Diagnostics  |
| 2 | Apothecary   |
| 3 | Surgery      |
| 4 | Bone Setting |
| 5 | Therapy      |
| 6 | Research     |

**Skill Proficiencies:** Medicine, Investigation

**Tool Proficiencies:** Medicine Kit

**Languages:** One of your choice

**Equipment:** Doctor's Tools, 2-man tent, bedroll, blanket, Book (About anatomy, disease, apothecary, or surgery), common clothes, five bars of soap, a belt pouch containing 5 gp.

### FEATURE: BURDEN OF LIFE

Due to your vow, you are expected to cure the ill, regardless of morals or prejudice, even if they are your enemy. It is considered a horrid evil to intentionally kill a doctor for no reason. As such, intelligent enemies are less likely to target you, (Provided they are not frighteningly evil in a manner that would be inappropriate for younger audiences) and even your enemy patients will at least not attack immediately while under your care. What happens after they leave your care...? Well you can't decide their fate. Restored individuals may be grateful, or feel some form of life-debt to you. Enemies may repay you by specifically choosing not to kill you, or they may give free information, or a scout you once saved may turn a blind eye to your presence.

Provided you stay true to your vow, (as best as you can) you can make use of any hospital or medical facility, (typically located in churches, noble estates, universities, and other places of higher learning) as temporary residence for yourself, your patient(s), and your companions if there is room for them. Doctors will put you up at a lifestyle one step below their own if you can maintain a good relationship with them.

However, if ever you are proven to have broken your vow, you will be fully and publicly discredited as a doctor, and other doctors who pay attention to medical society will recognize you as such. You and all who are with you will be turned away from mundane medicine and the places it is provided. Because you swore on your life, breaking your vow is technically a personal death sentence, though no doctor true to his vows is free to enact it upon you. Even so, more enlightened nations are likely to have laws regarding the treatment of doctors and their vows, and enlightened does not necessarily mean "kind" or "gentle".

### SUGGESTED CHARACTERISTICS

Doctors may come from many walks of life, but all became enrolled in some place of higher learning, or tutored by a renowned doctor, and eventually swore an oath- and that oath is not a light load to bear. Doctors are often studious, intense, passionate, clinical, intellectual, or unusually calm under extreme stress. Many are troubled by harrowing events they bore witness to. Some are shockingly pragmatic, with an "it may not be pretty, but you'll live" approach to problems. Many are seemingly tireless, hard-working individuals. Some can be inspiring souls, with a deep appreciation, not only for life, but for the person who is alive as well. There is much debate among doctors as to just what the oath means, and what tenets have priority in any given situation.

#### d8 Personality Trait

- 1 All I think about is saving lives, or lives that have been lost.
- 2 I practice in the name of my religion, nation, or clan.
- 3 I am cold and calculating in my every word and action, even when furious or frightened.
- 4 When the bodies hit the floor, my hands go into automatic.
- 5 I consider magical healers and healing either to be cheating and unaccountable, or an integral future counterpart of a greater medical art.
- 6 I am waging a personal war on death itself.
- 7 I am entranced and inspired by the brilliance and glory of the living body.
- 8 I am actively involved in the medical society and engage in theoretical discourse and debate.

### d6 Ideal

- 1 **Life.** I was put in this world to protect and save life. (Good)
- 2 **Oath** I swore my oath, and now I must live by its tenets. (Lawful)
- 3 **Vigilantism.** No man can dictate who shall die, when, or how! (Chaotic)
- 4 **Profit.** Is it really my fault that all who come to me suffering also come bearing compensation? (Evil)
- 5 **Survival.** We are all in this together, for better or for worse. (Neutral)
- 6 **Right.** Everyone deserves to live. (Neutral)

### d6 Bond

- 1 I owe everything to my home village/clan, for pooling their resources to have me educated.
- 2 I was pushed, or encouraged, into the field by my parents, one of whom may have been a doctor.
- 3 My professor is the most important person in the world to me.
- 4 My patients are my everything- losing one of them is like dying, but it never ends.
- 5 I took up the profession because someone close to me died of something treatable.
- 6 I started my training alone from texts I obtained by my own means.

### d6 Flaw

- 1 I took the vow not realizing its full implications.
- 2 No one can know that I have broken my vow.
- 3 I feel contempt for many of my patients.
- 4 I think I am better than other doctors, and other people in general.
- 5 Sometimes I go too far in my search for knowledge.
- 6 I am frightened/sickened by human suffering.

## VARIANT DOCTOR: VETERINARIAN

Your specialization still stands, but instead of treating people, your art is focused on our fuzzy friends. Exchange Investigation for Animal Handling or Nature. Animals who have been healed do not behave the same way people do. Some more intelligent creatures, such as wolves, may be capable of feeling gratitude, but have limited ability to express such. Monsters are, true to their name, usually incapable of such emotion and will likely just attack the moment they recover. Other doctors may not take you as seriously as you deserve, but anyone who has an important animal, such as a knight's steed or a caster's familiar, will have deep respect for you, for even acknowledging that their animal is worth saving.



## BACKGROUND: LAW ENFORCEMENT:

As a child you wanted to serve your city proud and protect it from any manner of evil. When you were old enough you erroled to join in Law enforcement. The personnel it includes are Uniformed Police, Military Police, Federal Police, Government Agents, and Special Forces.

**Skill Proficiencies:** Athletics, Insight

**Additional Proficiency:** Sidearms

**Languages:**

**Equipment:** Law enforcement starts the game with a light pistol and two full magazines, a police uniform,

## FEATURE: CIVIL RANKING

Being a officer of the law you gain privlages that not many would get. If you are within the city that you served in, patrol officers will (typically, within reason) obey your orders.



Outside of your jurisdiction, you have advantage on Persuasion checks and charisma saving throws (within reason) against law enforcement of equal or lesser rank. You must show your badge (identifying yourself) to use this feature. Players may only rank 1-6 and roll a d6 to get their ranking. Rankings are as follows:

- **Rank 10:** Chief of State Police (some States use Superintendent, Director or Commissioner)
- **Rank 9:** Deputy/Assistant Chief, Superintendent, Director or Commissioner
- **Rank 8:** Major
- **Rank 7:** Captain, or Commander
- **Rank 6:** Lieutenant
- **Rank 5:** Staff Sergeant, Sergeant First Class, First Sergeant, Master Sergeant, or Sergeant Major
- **Rank 4:** Sergeant
- **Rank 3:** Corporal or Senior/Master
- **Rank 2:** Trooper, or Patrolman
- **Rank 1:** Cadet, Recruit, Trainee, or Probationary

#### d8 Personality Trait

- 1 I always wear my uniform outside I am here to keep people safe.
- 2 I am the law. I get to see who walks free.
- 3 I look for clues and try my best to get the crook.
- 4 I love making people happy. If keeping that means keeping them safe.
- 5 The don't trust anyone who committed a crime no matter what.
- 6 I enjoy a good chase, my heart beating my legs pumping. It's what I live for.
- 7 If I'm paid I'm happy doesn't matter who paid me.
- 8 I will give life and limb for my people no matter how dangerous it is.



#### d6 Ideal

- 1 **Truth.** There's always a criminal and they should be brought in. (Any)
- 2 **Justice.** I won't sleep until I catch every dirty criminal I see. (Lawful)
- 3 **Law.** What good is the law if it is not obeyed? (Good)
- 4 **Glory.** I want money and to be known by the public nothing more, even if it's dirty. (Evil)
- 5 **Merciless.** I don't care about the means as long as the criminal is behind bars it's ok with me. (Chaotic)
- 6 **Aspiration.** I want to be like the officer who saved my life. I'll do anything to be like them. (Any)

#### d6 Bond

- 1 I work to put food on the table and I will work extra just to make sure I do.
- 2 I work so I can live.
- 3 These people are my purpose if I can't save them I've failed them.
- 4 This is just one way that I show my deep devotion to the god I worship.
- 5 I owe my life to a rookie or officer.
- 6 I am always on the hunt for a promotion.

#### d6 Flaw

- 1 I get so caught up in work I don't pay attention to the real world.
- 2 I will beat the answers out of anyone who don't give me what I want.
- 3 I get drunk on the job but it keeps me going.
- 4 I have trouble following orders from my superiors.
- 5 I put too much trust in my fellow officers even dirty ones.
- 6 I'm not wrong, I just do it best my way.

### BACKGROUND: MERCENARY

As a mercenary your services were for hire to anyone who could afford your services. What drove you to be a soldier of fortune? Was it to escape poverty? Was it the thrill of battle? Or was it simply that fighting was all you knew growing up? Who was your battle company or did you work alone? What made you give it up? Or are you still for hire? Did you make any allies or enemies along the way? What wars or battles were involved in? What were the consequences? Lost allies? War crime charges?

**Skill Proficiencies:** Intimidation, Perception

**Tool Proficiencies:** One type of gaming set, Vehicles (land)

**Equipment:** Proof of the first contract you completed, a set of common clothes, one gaming set of choice, belt pouch containing 10 gp

## FEATURE: HIRED BLADE

You are a soldier of fortune, a fighter who sells his services to the highest bidder. You roam towns and cities in search of a place where your unique set of talents are useful; whether for a lord hunting a group of bandits, or a local barkeep tired of the goblin infestation in his cellar, you can always find some work if you look hard enough. The job itself should not matter much for a person like you, at least that is what others believe. Therefore, other less admirable and shunned upon jobs sometimes arrives at your lap, giving you the choice and the problem of figuring a way to compromise between your ethics and your job.

## SUGGESTED CHARACTERISTICS

You are a mercenary who hunted down your employer's enemies for coin. Were you happy in this life? What made you leave it behind to become an adventurer? Did you leave it at all, or is adventuring just another way of putting food on the table?

### d8 Personality Trait

- 1 I like to show off, particularly if there's a chance to get a job offer in it.
- 2 I am always gregarious and cheerful, no matter the situation, as long as I am paid well.
- 3 To me, the whisper of steel and the clash of weapons is just as pleasing as any amount of gold.
- 4 I always train because training leaves the person ready even in a moment of respite or weakness.
- 5 I hold myself to a strict code of ideals.
- 6 I keep my personal possessions in secret places which is know only to me.
- 7 I would do anything to protect my weapons of arm, for I know it will protect me in return.
- 8 I do nothing, move no finger or a blade, unless I hear the jingling sound of coins.

### d6 Ideal

- 1 **Golden Soul.** I fight for money, and nothing else. (Neutral)
- 2 **Great Publicity.** I will be known for my deeds, sooner rather than later. (Any)
- 3 **Power or Death.** In my line of profession, the strong live and the weak starve. (Evil)
- 4 **Non-Sold Honor.** I never break my promises. Never. (Lawful)
- 5 **War and Crime.** Whenever chaos flourishes, so too does my work. (Chaotic)
- 6 **Good for Sale.** I am a sellsword who swings his weapon only in the name of good. (Good)

### d6 Bond

- 1 I became a mercenary to support my family, who would have probably starved in a slum somewhere if not for me.
- 2 I fight for a lover that knows little if not nothing of me.
- 3 I was inspired by a great hero to become a mercenary.
- 4 I treat my valued comrades like brothers, and I will let no insult or injury fall upon them.
- 5 I seek to protect something of great importance to me by keeping it a secret, so you better forget what you just heard.
- 6 I never disrespect an employer, if they never disrespect me or stop giving me money.



### d6 Flaw

- 1 I'll do anything for coin, damn the consequences.
- 2 As much as I pretend to love fighting, I secretly hate hurting others.
- 3 I have crippling debts that my work barely pays it off.
- 4 I never fail at my tasks, even if I have to resort to less honourable means to complete them.
- 5 I would send an innocent to face his death if it means I will win the fight.
- 6 Someone powerful would do anything to have my head, so I seek to gain his or her head first.

## BACKGROUND MERCHANT

Either being an apprentice, or self taught you know your way around a market place. It's like a second home to you where you can talk for hours on end. In this place you feel at your best and know what you can and can't do.

**Skill Proficiencies:** Persuasion, Insight

**Tool Proficiencies:** One gaming set of your choice, cartographer's tools

**Languages:** Two of your choice

**Equipment:** An item you were unable to sell, a couple minor souvenirs from places you've been to, a backpack, a set of Travelers clothes, and a pouch containing 15 gp.

## FEATURE: CHARISMATIC Demeanor

Your experience with people gives you an advantage with people, once a day, you can use this feature to give you advantage in Charisma checks that involve negotiation with others.

### Alternate Feature: Sales Negotiation

This is not role-playing. While selling magical items, the modifier is increased by half if it is positive, if the modifier is negative you cut the modifier in half. For example, if you're selling a common item, instead of the modifier being +10, it's +15, and if you're selling a rare item, the modifier is -5, instead of -10.

## SUGGESTED CHARACTERISTICS

Travelling around and interacting with people shaped how you act around people, consider the following traits.

### d8 Personality Trait

- 1 I can be protective of my merchandise.
- 2 I'm very talkative, and I like to interact with people.
- 3 I like to take notes about my customer's appearance, disposition, and items they have on hand.
- 4 I talk very quickly, and always cut to the chase.
- 5 I like to joke around and tell stories.
- 6 I speak in an unusual dialect.
- 7 I give my two cents on everything.
- 8 I like to dabble in many different cultures. It's all so interesting!

### d6 Ideal

- 1 **Charity.** I'm doing what I do so others can benefit from my goods. (Good)
- 2 **Greed.** I'm doing this for money. Nothing else matters. (Evil)
- 3 **People.** I love to interact with people. That's the most important thing. (Neutral)
- 4 **Change.** Change makes the world go round. It's everywhere and needs to be embraced. (Chaotic)
- 5 **Fairness.** Everyone deserves equal opportunity (Lawful)
- 6 **Aspiration.** I want to make something of myself (Any)

### d6 Bond

- 1 My business is my life. I must always make a sale.
- 2 I am perused by a crime boss I can never repay.
- 3 All I am trying to do is provide for my family.
- 4 I will do anything for the right amount of gold.
- 5 Seeing the world is as valuable as gold, I must see it all.
- 6 My culture and past keeps me on the road, it keeps me bargaining for the best sale.

### d6 Flaw

- 1 The only thing I trust is gold.
- 2 No amount of gold is worth my life, I will run when in danger.
- 3 Making a profit is more important than honesty or integrity.
- 4 Peoples feelings mean little to me, they are worth what fills their pockets.
- 5 The mere mention of gold throws all my judgement out the window.
- 6 If there's a bet, than I'm in. All in. Double or nothing. Don't tell me the odds just roll the dice.



## BACKGROUND: PHILOSOPHER

### BY U/EZFI

You have dedicated yourself to the pursuit of answers to life's most difficult questions, ones of existence, morality and meaning, and you have made a name for yourself doing so. Perhaps you were privileged and classically trained, inheriting your theories from the world's greatest minds and making them your own. Or maybe you started the quest for truth from nothing, forming your philosophy by debating with any friend or stranger who would entertain you, and your conclusions have only recently received wide attention and acclaim. After spending a lifetime in the realm of thought, it may be surprising to see you pursue the active and practical life of an adventurer.

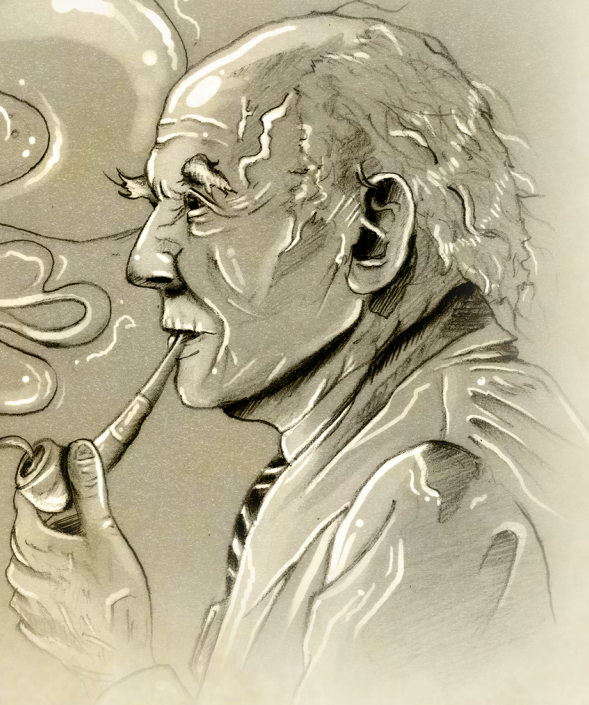
**Skill Proficiencies:** Persuasion, Insight

**Languages:** Two of your choice

**Equipment:** A book of your thoughts, a quill, a jar of black ink, an small trinket that once gave you a philosophical revelation, a set of common clothes, and a pouch of 10 gp.

### FEATURE: DEBATE ETHICS

Among those who study philosophy, including cultured nobles, academics and other philosophers, there is a chance that they have heard of your work. Those who respect philosophy will assume you to be a reasonably wise and intelligent person, and they will be more likely to listen to your advice. Using your reputation and experience in debate, you may be able to convince these people that an act which seems evil, wrong, or morally questionable at first glance is, in fact, perfectly fine. While they are not guaranteed to agree with you, they are more likely to give your arguments serious consideration.



## PHILOSOPHIES

### d20 Philosophy

- 1 **Solipsism.** Knowledge of anything outside one's own specific mind is unjustified. The external world and other minds cannot be known and might not exist.
- 2 **Determinism.** Every event, including thoughts and behavior, decision and action, is determined by an unbroken chain of prior occurrences.
- 3 **Utilitarianism.** The moral worth of an action is solely determined by its contribution to overall utility, meaning whatever create the most net happiness.
- 4 **Hedonism.** Pleasure is the only intrinsic good. Actions can be evaluated in terms of how much pleasure they produce.
- 5 **Positivism.** Knowledge can only come from positive affirmation through a strict scientific method.
- 6 **Absurdism.** Any effort to find meaning in the universe will ultimately fail (and, hence, is absurd) because no such meaning exists.
- 7 **Objectivism.** Certain acts are objectively right or wrong.
- 8 **Relativism.** No belief can have absolute truth, having value only within a certain context or frame of reference.
- 9 **Nihilism.** Life is without objective meaning, purpose, value or truth.
- 10 **Existentialism.** All philosophical thought must begin with the experiences of the individual, and it is up to them to give meaning to their own existence.
- 11 **Rationalism.** The criterion of the truth is not sensory, but intellectual and deductive.
- 12 **Stoicism.** Emotional and physical self-control leads to inner peace and strength, allowing one to live a happier life.
- 13 **Aestheticism.** Our main efforts in life should be on creating and enjoying beauty, in all of its forms.
- 14 **Collectivism.** The greater good is more important than any individual.
- 15 **Egalitarianism.** All individuals should be treated as equals.
- 16 **Constructivism.** Reality, and the methods we use to understand it, are subjective constructions rather than an objective reading of events.
- 17 **Naturalism.** The supernatural and the natural are indistinguishable and can be studied with the same methods.
- 18 **Finalism.** Any event is defined by a pre-set final outcome, and all events leading up to the outcome are shaped by it.
- 19 **Cynicism.** Selfless qualities like altruism, honest and virtue do not exist. People are only driven by self-interest.
- 20 I haven't settled on a philosophy.

## PERSONAL PHILOSOPHY

After spending a lifetime asking and pondering, you have developed a personal philosophical stance. Choose one from the Philosophies table or roll on it to determine what your character is mainly focused on.

### SUGGESTED CHARACTERISTICS

Philosophers are highly concerned with thoughts, theories, and abstract concepts, and tend to view the world in a way that is tinted by this fixation. They may embrace the world around them as a fascinating manifestation of the universe's inner workings, or they may shun it in favor of their internal experience.

#### d8 Personality Trait

- 1 I never stop asking questions. Ever.
- 2 I am absentminded and easily distracted.
- 3 I spend several hours each day in quiet introspection.
- 4 I love seeing how other respond to paradoxes and strange thought experiments.
- 5 The philosophical conclusions of common people are just as valuable as those from established academics.
- 6 I enjoy the challenge of explaining complex philosophical concepts in terms that a layman can understand.
- 7 I am unflappable in the face of tragedy, analyzing the situation in a calm, academic manner.
- 8 Everything can be seen as a metaphor for the deeper meaning of life.

#### d6 Ideal

- 1 **Truth.** There are answers out there and I intend to find them. (Any)
- 2 **Indoctrination.** I won't be happy until everyone believes exactly what I believe. (Lawful)
- 3 **Virtue.** What good is a moral system if you don't put it into practice? (Good)
- 4 **Justification.** I use philosophy to excuse my cruel impulses. (Evil)
- 5 **Rebellion.** I like thinking and believing differently than everyone else. (Chaotic)
- 6 **Aspiration.** I want to be like the great philosophers that I look up to. (Any)

#### d6 Bond

- 1 I have written a book, paper or manifesto on my philosophy and I want to promote it.
- 2 I need to find meaning in my life.
- 3 There is a living philosopher that I look up to more than anyone, and I dream of meeting them.
- 4 My philosophy is just one way that I show my deep devotion to the god I worship.
- 5 I owe my theories and success to the school of philosophy that trained me.
- 6 I am always on the hunt for evidence that my philosophy is the correct one.

#### d6 Flaw

- 1 I get so caught up in thought experiments that I don't pay attention to the real world.
- 2 My philosophy comes with implications that trouble me deeply, and I fear accepting them.
- 3 I get personally offended when my views are challenged.
- 4 I'm a hypocrite who can't follow my own beliefs.
- 5 Practical problems always stump me.
- 6 I'm not wrong, I just think on such a high abstract level that no one else gets it.

### ART CREDIT

[Art by Bastian Restrepo on Artstation](#)

## BACKGROUND: SLAVE

### U/MOSES\_THE\_WISE

You are some kind of slave or indentured servant. You are or were controlled entirely by another person or group of people. You don't have to be a slave in the traditional sense; an abused and isolated child, a tortured prisoner, or an underpaid servant or worker, all could also take this background. Were you a field worker, sweating to bring in harvests? Or were you a house slave who took care of the master and his/her household? Maybe you worked in something similar to a sugar plantation, where the work was highly dangerous and often lethal. You can choose whether you bought your freedom, were freed by someone else or even your master/mistress, escaped and are on the run, or if you still actually serve them but are travelling on your own for one reason or another.

**Skill Proficiencies:** Deception, insight

**Languages:** One of your choice which you are illiterate in.

**Equipment:** A pair of manacles you at one point wore, A simple memento from your family or a fellow slave, something you used to do your job as a slave, 5 gp.

### SPECIALTY

As a slave, you had some kind of job. Roll a d8 on the table to determine that job.

#### d8 Job

- |   |              |
|---|--------------|
| 1 | Maid/Butler  |
| 2 | Field Worker |
| 3 | Concubine    |
| 4 | Fisher       |
| 5 | Miner        |
| 6 | Assistant    |
| 7 | Gardener     |
| 8 | Cook         |

## FEATURE: GROVEL

You are used to bowing, scraping and apologizing for even slight offenses. While more prideful slaves are loathe to do it, you can earn enough through begging to live a Poor lifestyle in most cities, and you can usually find someone who is willing to take you in.

## SUGGESTED CHARACTERISTICS

Slaves will have been shaped by the way they were treated, and what kind of work they did. Their treatment and their relationships to both other slaves as well as their masters/mistresses affect their mannerisms and ideals. Their flaws might be a side effect of the trauma of their slavery.

### d8 Personality Trait

- 1 I am shy, rarely speak, and avoid eye contact.
- 2 My manners are spot on; I'm always polite and respectful.
- 3 I'm sick of biting my tongue, and am purposefully rude to those I dislike.
- 4 I am rather uncouth, with little understanding of social etiquette.
- 5 Sometimes I misinterpret requests as orders.
- 6 I don't take commands from anyone.
- 7 I am subservient and servile.
- 8 I prefer to be in charge.

### d6 Ideal

- 1 **Subservient.** Just follow the rules and do what you're told, and everything will be alright. (Lawful)
- 2 **Release.** No one should suffer slavery as I have. (Good)
- 3 **Freedom.** Everyone should be allowed to do as they please. (Chaotic)
- 4 **Autonomy.** I just want to live my life undisturbed. (Neutral)
- 5 **Power.** It would be nice to be the one holding the whip for once. (Evil)
- 6 **Wander.** I wish to see the world that I've never been able to see. (Any)

### d6 Bond

- 1 My master treated me well, and I consider them to be my family.
- 2 I ran away from my old master; they're still looking for me.
- 3 I am still in service to my master.
- 4 Slavery separated me from my family; perhaps I'll find them again.
- 5 Someone I love is still a slave; I want to free them.
- 6 I owe my life, and my freedom, to the one who freed me.

### d6 Flaw

- 1 I am terrified of authority figures.
- 2 I often will just do what others tell me to.
- 3 I refuse to listen to anyone else, or take any advice.
- 4 My scars, both mental and physical, still cause me great pain.
- 5 I have little pity for slaves that have accepted their fate.
- 6 I have an extreme fear of confinement and punishment.



# NEW SPELLS

## BLOOD-LIGHTNING BULLET

*transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a firearm)

**Duration:** Instantaneous

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

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

## WALL OF DENIAL

*conjunction cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

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

**Duration:** Concentration, up to 1 Minute

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

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

## DARING DITTY

*enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** 1 minute.

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

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

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

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

## DELAYED CHROMATIC BLAST

*1st-Level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

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

**Duration:** 1 Round

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

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

## FLAMEWAVE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, 1 minute

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

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

## JINX

*1st-level enchantment*

**Casting Time:** 1 reaction when hit by an attack

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

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

## ICE BAYONET

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** 1 minute

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

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

## POISON GAS

*1st-level necromancy*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M (Nightsade)

**Duration:** Concentration, 1 minute

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

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

A strong wind disperses this cloud after 4 rounds.

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

## CRYOSTASIS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

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

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

## SOFTEN THE SWORD

*2nd-level Transmutation*

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Duration:** Concentration, up to 1 minute

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

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

## SPIRITUAL FIREARM

*2nd-level evocation*

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 Minute

You create a floating, spectral firearm within range that lasts for the duration or until you cast this spell again. When you cast this spell you can make a ranged spell attack against a creature within normal range of the weapon. On a hit, the target takes damage equal to 1d8+your spellcasting ability modifier. If the weapon has the *scatter* property, the scatter attack forces any creature within a 30 foot cone to make a Dexterity Saving Throw. They take 1d6 + your spellcasting ability modifier if they fail, and half that damage if they succeed.

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

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

## HYDRAULIC BEAM

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self(15 foot wide line)

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

**Duration:** Instantaneous

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

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



## ELEMENTAL BULLETS

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self

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

**Duration:** Instantaneous

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

## SEARING SMOKE

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 30 feet

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

**Duration:** 1 minute

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

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

## ROTTING SHOT

*3rd-level necromancy*

**Casting Time:** 1 Bonus Action

**Range:** Self

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

**Duration:** Instantaneous

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

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

## GHOST BULLETS

*4th-level transmutation*

**Casting Time:** 1 Action

**Range:** Self

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

**Duration:** 1 hour

By speaking a ghostly incantation, you transform 4 nonmagical, mundane bullets in your inventory into ghostly projections that can pass through inorganic material for 1 hour. These bullets ignore cover bonuses to AC, and are targeted using a creature's unarmored AC.

These rounds deal double damage to spirits, however, due to their focus on targeting organic material, constructs are not affected by these bullets, and attacks made against them automatically miss.

## VORTEX

*4th-level conjuration*

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Duration:** Instantaneous

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

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

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

## DROP SHIELD

*4th-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

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

**Duration:** Concentration, up to 1 minute

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

## BUBBLE SHIELD

*4th-level evocation*

**Casting Time:** 1 Action

**Range:** Self

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

**Duration:** 1 minute

You create a static, impenetrable shield in a 5 foot radius around yourself for the duration of the spell. Any creatures can enter and exit the shield freely.

This shield is completely immune to all damage from attacks and spells going into and out of it, and you cannot target creatures inside the shield with attacks or spells, and vice versa.

## CONJURE FIRING SQUAD

*5th-level conjuration*

**Casting Time:** 1 Action

**Range:** 90 feet

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

**Duration:** Instantaneous

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

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

## QUICK LOAD

*5th-level divination*

**Casting Time:** 1 Action

**Range:** Touch

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

**Duration:** Instantaneous

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

## CHROMATIC WAVE

*6th-level evocation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

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

## POWER WORD BLIND

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

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

## CRYOBOMB

*8th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

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

**Duration:** Concentration, 1 minute

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

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

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

## POWER WORD PARALYZE

*9th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

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

## GLASSING BEAM

9th-level evocation

**Casting Time:** 1 action

**Range:** 300 feet

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

**Duration:** Concentration, 12 hours

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

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

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

## BARD SPELL LIST

### CANTRIPS (0 LEVEL)

- Chromatic Bullet
- Daring Ditty
- Mindrending Bullet

### 1ST LEVEL

- Jinx
- Ice Bayonet

### 2ND LEVEL

- Soften The Sword

### 3RD LEVEL

- Searing Smoke

### 4TH LEVEL

- Drop Shield
- Ghost Bullets

### 5TH LEVEL

- Quick Load

### 8TH LEVEL

- Power Word Stun

### 9TH LEVEL

- Power Word Paralyze

## ARTIFICER SPELL LIST

### 1ST LEVEL

- Ice Bayonet

### 3RD LEVEL

- Elemental Bullets

### 4TH LEVEL

- Bubble Shield
- Drop Shield
- Ghost Bullets

## CLERIC SPELL LIST

### CANTRIPS (0 LEVEL)

- Black Bullet
- Heavenly Bullet

### 1ST LEVEL

- Flamewave
- Poison Gas

### 2ND LEVEL

- Soften The Sword
- Spiritual Firearm

### 3RD LEVEL

- Searing Smoke

### 4TH LEVEL

- Drop Shield

## PALADIN SPELL LIST

### 1ST LEVEL

- Ice Bayonet

### 2ND LEVEL

- Spiritual Firearms

### 3RD LEVEL

- Elemental Bullets

### 4TH LEVEL

- Bubble Shield

### 5TH LEVEL

- Quick Load

## RANGER SPELLS

### 1ST LEVEL

- Ice Bayonet
- Poison Gas

### 4TH LEVEL

- Drop Shield
- Ghost Bullets

### 5TH LEVEL

- Quick Load
- Conjure Firing Squad

## SORCERER SPELL LIST

### CANTRIPS (0 LEVEL)

- Chromatic Bullet
- Mindrending Bullet
- Wall of Denial

### 1ST LEVEL

- Delayed Chromatic Blast
- Flamewave
- Poison Gas

### 2ND LEVEL

- Cryostasis

### 3RD LEVEL

- Hydro Beam
- Searing Smoke
- Rotting Shot

### 4TH LEVEL

- Vortex

### 6TH LEVEL

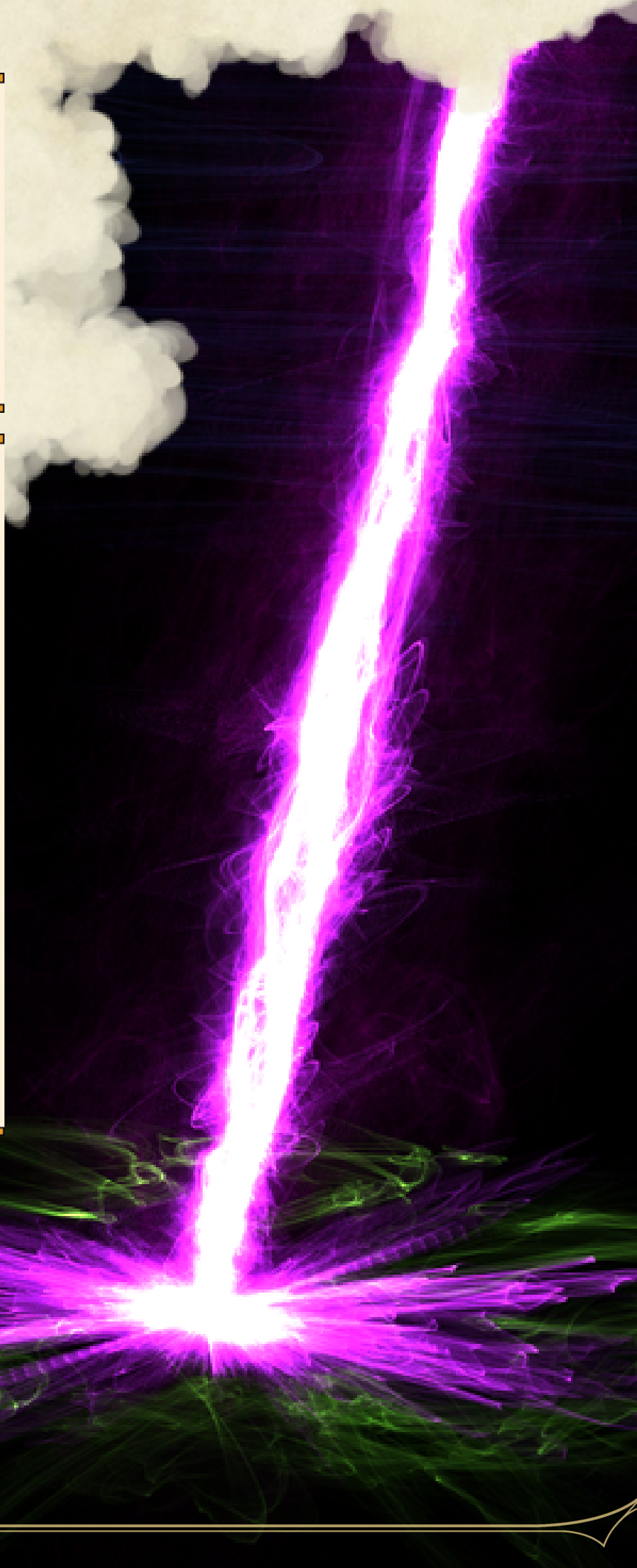
- Chromatic Wave

### 7TH LEVEL

- Cryobomb

### 9TH LEVEL

- Glassing Beam



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## WIZARD SPELL LIST

### CANTRIPS (0 LEVEL)

- Chromatic Bullet
- Forceful Bullet
- Mindrending Bullet
- Wall of Denial

### 1ST LEVEL

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

### 2ND LEVEL

- Cyrostasis

### 3RD LEVEL

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

### 4TH LEVEL

- Ghost Bullets
- Vortex
- Bubble Shield

### 5TH LEVEL

- Quick Load

### 6TH LEVEL

- Chromatic Wave

### 7TH LEVEL

- Cryobomb

### 9TH LEVEL

- Glassing Beam
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## WARLOCK SPELL LIST

### CANTRIPS (0 LEVEL)

- Black Bullet
- Mindrending Bullet

### 1ST LEVEL

- Jinx
- Poison Gas

### 3RD LEVEL

- Elemental Bullets
- Rotting Shot

### 4TH LEVEL

- Ghost Bullets
- Vortex

### 7TH LEVEL

- Cryobomb

### 8TH LEVEL

- Power Word Blind
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# RULES & PROPERTIES FOR FIREARMS

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

## GENERAL RULES

These are universal rules for every gun found in this book.

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

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

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

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

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

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

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

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

## MUNDANE AMMO TYPES

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

## FIREARM PROPERTIES

The following properties will not be featured universally on every firearm and will vary from gun to gun.

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

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

**Automatic Save DC (Not Proficient) = 12**

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

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

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

**Burst Fire Save DC (Not Proficient) = 12**

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

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

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

## PROFICIENCY WITH FIREARMS

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



## PRIMITIVE FIREARMS

Name	Damage	Cost	Weight	Properties
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### *Sidearms*

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

Musket	d12 piercing	500gp	10 lbs	Ammunition (range 70/200), Two-Handed, Loading, Misfire 2
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Arquebus	3d4 piercing	200gp	13 lbs	Ammunition (range 50/150), Two-Handed, Loading, Bulky, Heavy, Misfire 4
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Blunderbuss	d12 bludgeoning	900gp	7 lbs	Ammunition (range 15/45), Two-Handed, Loading, Scatter (1d6), Misfire 3
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Wheellock Gun	d10 piercing	400gp	5 lbs	Ammunition (range 40/160), Two-Handed, Loading, Misfire 2
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## ADVANCED FIREARMS (GUNSMITH DC 8 + MAX DAMAGE/2)

Name	Damage	Cost	Weight	Properties
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### *Sidearms*

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

Rifle	d12 piercing	1,500gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6
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Carbine	d10 piercing	1,350gp	6 lbs	Ammunition (range 40/160), Two-Handed, Reload 6
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Shotgun	d12 bludgeoning	2,000gp	7 lbs	Ammunition (range 30/60), Two-Handed, Scatter(1d6), Shell Loading 6
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Bulky Rifle	3d8 piercing	2,900gp	18 lbs	Ammunition (range 200/1,000), Two-Handed, Long Load 4, Heavy, Bulky
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## FOR YOU TECHNOPHOBIC PLEBS, HERE'S SOME CROSSBOW VARIANTS OR WHATEVER

Name	Damage	Cost	Weight	Properties
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### *Martial Ranged Weapons*

Repeating Crossbow	d10 piercing	100gp	18 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Long Load 4
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Automatic Crossbow	d8 piercing	200gp	19 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Automatic (d10), Long Load 4
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Reloading Hand Crossbow	d6 piercing	350gp	3 lbs	Ammunition (range 30/120), Light, Reload 4
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## SPECIAL FIREARM EXAMPLES (GUNSMITH DC 8 + MAX DAMAGE)

Name	Damage	Cost	Weight	Properties
<i>Sidearms</i>				
Automatic Pistol	2d4 Piercing	2,100gp	3 lbs	Ammunition (range 40/120), Light, Reload 24, Automatic(6d4)
Burst Pistol	d8 Piercing	2,100gp	3 lbs	Ammunition (range 30/90), Light, Reload 24, Burst Fire(3d8)
Revolver	d8 Piercing	2,200gp	3 lbs	Ammunition (range 50/180), Light, Shell Loading 6
Hand Cannon	d10 Piercing	2,700gp	4 lbs	Ammunition (range 60/200), Shell Loading 6
<i>Longarms</i>				
Automatic Rifle	2d6 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 30, Automatic(6d6)
Burst Rifle	1d12 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 24, Burst Fire(3d12)
Double Barrel Shotgun	2d6 bludgeoning	2,400gp	11 lbs	Ammunition (range 90/300), Two-Handed, Scatter (1d8) Loading, Special
Anti-Material Rifle	3d12 Piercing	4,500gp	18 lbs	Ammunition (range 300/1,800), Two-Handed, Long Load 4, Bolt-Action, Heavy, Bulky
Shoulder Cannon	4d10 Bludgeoning	6,500gp	30 lbs	Ammunition (range 60/200), Two-Handed, Loading, Bulky, Special
Rifleblade	d12 Piercing	5,000gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6, Bayonet(1d6 Piercing/Slashing)
Gunlance	2d6 Piercing	6,000gp	16 lbs	Ammunition (range 70/230), Two-Handed, Long Load 6, Bayonet(1d12 Piercing, Reach), Special
Nock Gun	d12 Piercing	5,500gp	20 lbs	Ammunition (range 70/210), Two-Handed, Shell Loading 7, Bulky, Special

### SHOULDER CANNON SPECIAL RULES

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

### NOCK GUN SPECIAL RULES

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

### GUNLANCE SPECIAL RULES

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

### DOUBLE BARREL SHOTGUN SPECIAL RULES

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

## ATTACHMENT RAIL PLACEMENT CHART

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

## REMOVING AND PLACING ATTACHMENTS

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

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

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

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

### APPLYING AND REMOVING CUSTOM PARTS

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

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

### A NOTE ABOUT ATTACHMENTS & CUSTOM PARTS

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

## GUN TACTICS

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

### AKIMBO SHOOTING

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

### BREACHER

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

### GUN DUELIST

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

### RIFLERY

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

### SNIPER

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

### SHIELD SHOOTING

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

### ARCHERY FIGHTING STYLE EDIT

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

## GIVING CLASSES GUNS

**Artificers** start with proficiency in sidearms and firearms with the *scatter* property.

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

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

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

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

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

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

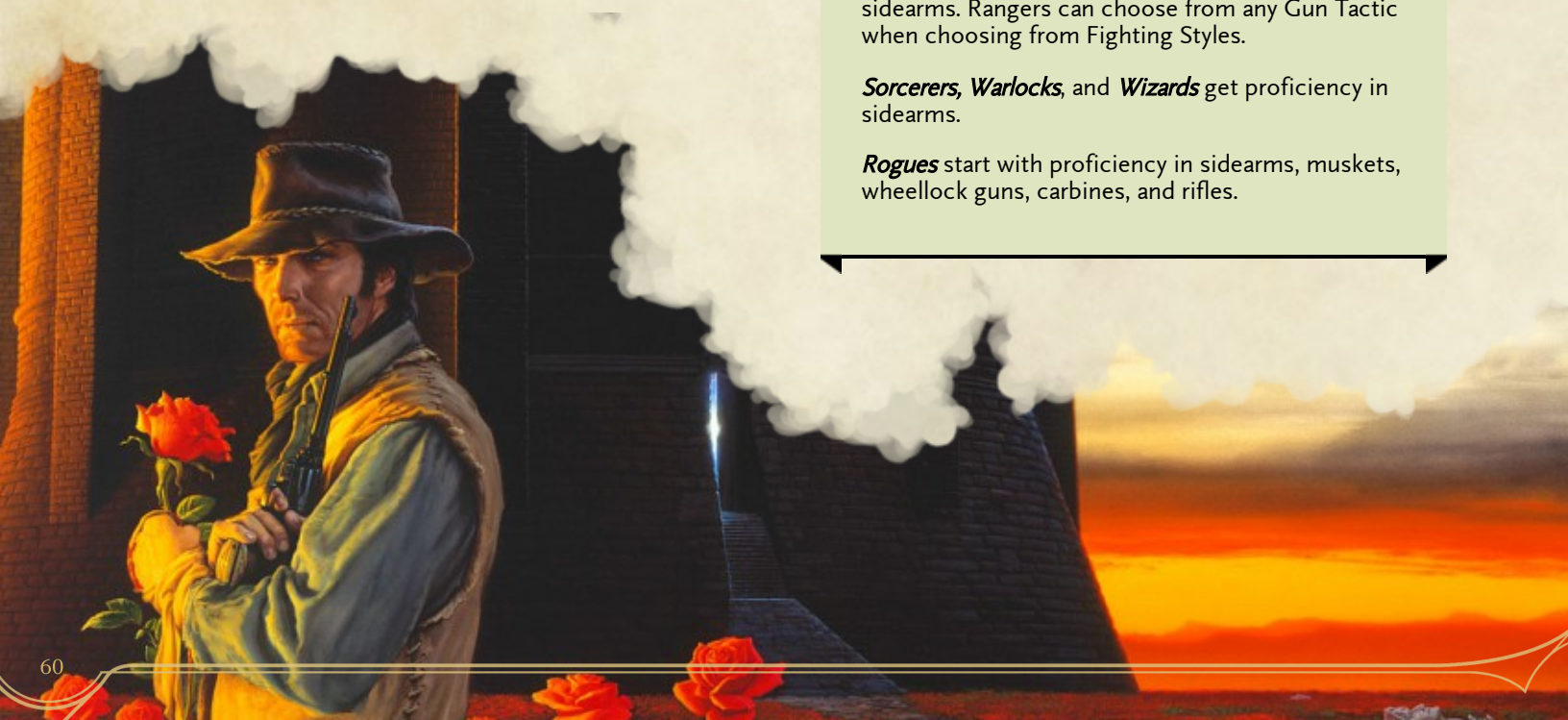
**Mystics** start with proficiency in Primitive Firearms and Pistols.

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

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

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

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



## UNIQUE WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Brass Knuckles	10 gp	1d4 Bludgeoning	2 lbs.	Light, Hidden
Buzzsaw	200 gp	2d6 Slashing	15 lbs.	Heavy, Special
Claw Glove	40 gp	1d6 Slashing	2 lbs.	Light
Riding Crop	15 gp	1d4 slashing	1 lbs.	Light
Switch Blade	30 gp	1d6 Piercing	1 lbs.	Light, Hidden
Walking Cane	100 gp	1d8 Bludgeoning	4 lbs.	Hidden, Versatile (1d10), Special
War Spade	60 gp	1d8 Slashing	5 lbs.	Light
Bola	1 gp	1d4 Bludgeoning	2 lbs.	Light, (range 50/100)
Grenade/Mines	200-1000 gp	Varies	1 lbs.	Move Action, (range 5 ft. x Str.)
<i>Martial Melee Weapons</i>				
Chain Whip	100 gp	1d6 Slashing	4 lbs.	Light, Reach
Cutlass	15 gp	1d8 Slashing	3 lbs.	Finesse, Light
Lightning Baton	300 gp	2d6 Lighting/Non-Lethal	3 lbs.	Reach, Special
Sabre	35 gp	1d8 Slashing	3 lbs.	Finesse
Sawtooth Sword	25 gp	2d4 Slashing	4 lbs.	Light, Special
<i>Martial Ranged Weapons</i>				
Throwing Glaive	200 gp	1d8 Slashing	4 lbs.	Special, (range 20/60)

### GRENADE VARIATIONS-

**Frag Grenade/Mine:** (200 gp) 3d6 Piercing, 20 ft. Cube

**Corrosive Grenade/Mine:** (400 gp) 2d6 Acid, 10 ft. Cylinder

**Frost Grenade/Mine:** (500 gp) 3d6 Cold, 20 ft. Cube

**Drake Grenade/Mine:** (700 gp) 3d6 Fire, 10 ft. Cube

**Pressure Grenade/Mine:** (800 gp) 2d8 Force 10 ft. Cube

**Shock Grenade/Mine:** (1000 gp) 3d6 Lighting 20 ft. Sphere

**Gas Grenade:** (600 gp) 2d8 Poison, 20 ft. Cube

**Flash Grenades:** (300 gp) Non-Lethal 2d6 Radiant 30 ft. Sphere

**Concussive Grenade:** (400 gp) Non-Lethal 2d6 Thunder 20 ft. Cube

**Sawtooth Sword** A special serrated sword that causes grievous wounds when used effectively. If target is hit by this weapon on a 19 or 20 you cause them to bleed out dealing 1d4 damage for turns.

**Throwing Glaive** A sharp disc with teeth that can be thrown and used as a melee weapon returning to the thrower.

**Buzzsaw** A circular sawblade attached to a hand held device can be used to cut locks, wood, and people with very effective results.

**Walking Cane** A normal cane with a hidden blade inside. With the cane the blade is completely hidden from sight.

**Lightning Baton** A metal rod with two sharp prongs sticking out the top. It is used to nullify targets but not kill. If put in ankle high water it causes double damage to all friends and foes in the water.



## MAGIC ITEMS

### AMMUNITION, DOUBLE TAP

*Wondrous item, uncommon*

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

### AMMUNITION, RETURNING

*Wondrous item, rare*

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

### AMMUNITION, TRACER

*Wondrous item, very rare*

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

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

### ARCTIC GRASP

*Weapon (rifle), legendary (requires attunement)*

You gain a +1 bonus to attack and damage rolls you make with this freezing cold rifle. This rifle does not fire normal bullets, but rather a freezing cold beam of energy that deals 4d6 cold damage on a hit, and half as much damage on a miss. The beam forms a line that is 5 feet wide. This rifle has 7 charges. When this rifle expends all its rounds, you can use a bonus action or an action and expend a charge to regain the gun's ammunition. You cannot recharge it if you have been subjected to fire damage within the past minute. This gun regains all 7 charges at the end of a long rest.

**Glacial Beam.** You can use an action to fire a line out to the gun's maximum range that is 5 feet long. Creatures within the line take 4d6 cold damage and must make a Dexterity saving throw. They take an additional 20 cold damage on a hit and have their speed reduced to 0, and cannot take reactions, on a failed save. Creatures within 5 feet of the line must succeed a Dexterity saving throw. They take 4d6 cold damage on a failed save, and half as much damage on a successful save. Once you use this feature, you cannot use it again until you complete a long rest.



## ARTEMIS CANNON

*Weapon (rifle), very rare (requires attunement)*

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

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

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

## ASHES TO ASHES

*Weapon (Flintlock Pistol), very rare (requires attunement)*

Ornate red and orange runes flicker across this weapon like embers. You gain a +1 bonus to attack and damage rolls with this weapon, and it deals an additional 1d8 fire damage on a hit. After firing this weapon, a swirling cloud of gunsmoke that unleashes blazing embers appears in a 5-foot radius around you. The cloud spreads around corners and is heavily obscured. The cloud remains until the start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, any creature except for you within it must make a DC 14 Dexterity Saving throw. A creature takes 3d8 fire damage on a failed save, or half as much on a successful one. A creature must also make this saving throw when it enters the cloud's area for the first time on a turn or ends its turn there.

## BRIMSTONE

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

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

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

## CRIMSON FANG

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

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

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

Each time you or creatures friendly to you do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are killed, are on a different plane of existence than the target, or if you take a bonus action to end the effect. **Curse.** This pistol is cursed, and becoming attuned to it extends the curse to you. Using the *identify* spell on this weapon will reveal it to be a +2 pistol. As long as you remain cursed, you are unwilling to part with the pistol, and keep it as close to you as possible. Every time you complete a long rest, you must drink the blood of a humanoid creature that is indifferent to you or friendly to you, willing or unwilling. If you do not, you gain 1 point of exhaustion after you complete the rest. This number goes up by 1 every 2 weeks you are attuned to this weapon. In addition, your skin slowly starts to become pallid and sickly, and any creature with a passive perception of 12 or higher notices that your canines have grown longer and sharper when talking to you. When you kill a humanoid creature with this pistol, you must succeed a DC 15 Wisdom saving throw or spend any actions during your turns moving toward the creature's corpse and feasting on its blood. Once you do this, you lose the compulsion for blood. You must consume the blood of 10 hostile humanoid creatures in order to remove or prevent the exhaustion from the weapon's curse. This number goes up by 10 every 2 weeks you are attuned to this weapon.

## CURSEBRINGER

*Weapon (carbine), legendary (requires attunement)*

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

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

## COLD FAMINE

*Weapon (bulky rifle), rare (requires attunement)*

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

## DEBT COLLECTOR

Weapon (rifleblade), legendary (requires attunement)

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

## DRAGON CANNON

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

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

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

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

## EXUBERANT RADIANCE

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

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

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

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

## EVENT HORIZON

Weapon (Shotgun), legendary (requires attunement)

This weapon hisses with the cool weight of the singularity, collecting dew on its dark metal frame. You gain a +2 to attack and damage rolls made with this weapon. You can use an action to expend 1 charge to use the *Singularity* ability. This gun has 3 charges, and regains 1d3 charges after a long rest. **Singularity.** Make an attack roll against a target within range, and compare the attack roll to the AC of all creatures within 5 feet of the target. If the attack would hit, the target takes 4d6 force damage and must make a Wisdom Saving throw. On a failed save, the creature is affected by the *Teleport* spell. Cast the spell as normal, except with them as the target, and with a destination you have in mind. (It cannot be an area that you've viewed once, or only have a description of, true or false.)

## FIREARM OF SWIFT HANDS

Weapon (any firearm), rare (requires attunement)

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

## HIVE SPLITTER

Weapon (rifle), very rare (requires attunement)

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

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

## HEARTSEEKER

Weapon (pistol), very rare (requires attunement by a spellcaster)

Glowing yellow-green lines adorn this gun, shaped like missiles, and its ironsights are replaced with a floating orb of light. When this gun is fired, it instead shoots a single *magic missile* dart that functions exactly like the spell. This gun has 7 charges. After these charges are spent, you must use a bonus action or an action (your choice), to recharge it at a rate of 1d6+1 charges per round. You can instead choose to expend a 1st-level spell slot as an action or bonus action to regain all 7 charges at once.





## JACK THE RIPPER'S RING

*Ring, legendary (requires attunement by a Neutral or Evil character)*

This Old Golden Ring looks as though it may be worth upwards of 10,000gp. Curse. Once attuned, you may not take the ring off by any means other than the wish spell.

**Drain.** You can use your action to say a phrase known only by Jack to make a drain attack against a creature within 5 feet of you. The target must make a DC 15 Constitution saving throw or take 6d4 necrotic damage. You regain hit points equal to the necrotic damage you dealt. You must wait one hour before you can use this feature again.

**Bloodied Blade.** Any attacks you make upon a creature who is either unaware of or does not expect the wearer to attack, get 1d8 added to the damage roll of the attack.

**Sentience.** Jack's Ring is a Chaotic evil sentient ring. Intelligence 18 (+4), Wisdom 24 (+7), Charisma 22 (+6). hearing and Darkvision 60 feet. Understands and speaks Common, Dwarvish, Elvish, Giant, Gnomish, Primordial, Infernal.

**Personality.** when in combat, Jack's Ring can be heard by the Wearer making comment's such as "yess, more blood...", "Kill That one", etc. Jack's Ring is, for one, very talkative. It, however may only be heard by the Wearer, as it tries to twist the wearer into a more bloodthirsty murderer.

## LAZY LOCUST

*Weapon (pistol), legendary (requires attunement)*

This weapon is a tiny little pistol that can barely fit in one's palm. It's easily concealable and grants +3 to attack and damage rolls made with it. In order to use this weapon, you must use an action to fire a special shot that expels a huge thunderous blast. Make an attack roll as normal. On a hit, the target takes an additional 11d6 thunder damage. Creatures within 15 feet of the creature hit must succeed a DC 14 Constitution saving throw. They take 8d6 thunder damage and are pushed 10 feet away from the creature on a failed save. On a successful save, they take half that damage and are not pushed. You must then make a DC 14 Strength saving throw. You are pushed backwards 15 feet in the direction you shot on a failed save, and 5 feet on a successful save. This gun has 5 charges, and regains 1d4+1 charges at the end of every long rest.

## LUCKY SEVEN

*Weapon (revolver), legendary (requires attunement)*

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

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

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

## MAN'S BEST FRIEND

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

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

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

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

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

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



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

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

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

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

## METALMANCY

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

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

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

- **Thunderstruck:** When you use an action to go into a Countercharm performance, and as part of that action during subsequent turns, you can also make a spell attack roll at any two creatures within 60 feet of you that you can see. On a successful hit, these targets take 4d6 lightning damage.

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

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

## OOZE LAUNCHER

*Wondrous item, legendary (requires attunement)*

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

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

## OOZE CHART

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



### OUTSIDER'S ARMAMENT

*Weapon (Any firearm), very rare (requires attunement)*

This strangely smooth and organic looking gun looks and feels alien in your hand. You gain a +1 to attack and damage rolls made with this weapon. This weapon does not fire normal bullets, but instead fires large bone-like fragments of some organic substance. Increase the damage die of the weapon by one degree (for example, d6 becomes d8, or d12 becomes 2d6, or 2d6 becomes 3d4).

**Curse.** This weapon is cursed. After expending the normal reload capacity of the weapon, you must succeed on a DC12 Charisma saving throw or suffer the effects of the *banishment* spell. If you are native to the plane you are currently on, the effects of the spell last 1 minute. You can remove the curse on this weapon by using a *greater restoration* spell or similarly powerful magic. If you do so, creatures are subjected to the effects of the *banishment* spell on a critical hit with this weapon.

### RIFLE OF ENDLESS TORRENT

*Weapon (rifle), very rare (requires attunement)*

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

### ROUND, SPELL BULLET

*Wondrous item, rarity varies depending on the spell*

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

### SIX OF STARS

*Weapon (hand cannon), very rare (requires attunement)*

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

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

This weapon regains 1d6 charges when you complete a long rest.

## STRANGE GUARDIAN'S REVOLVER

*Weapon (hand cannon), legendary (requires attunement)*

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

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

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

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

## SUCCOR

*Weapon (Burst Pistol), legendary (requires attunement)*

This bulky and strange weapon converts standard bullets into healing tonics that explode into mist on contact. Whenever you would deal damage with this weapon, you heal instead. It has no effect on constructs or undead.

## SWORDBREAKER

*Weapon(shotgun), legendary (requires attunement)*

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

- **Counterattack:** As a reaction, you can add +3 to your AC against a melee attack that would hit you. If this causes the attack to miss, you can make an attack with the bayonet as part of the reaction. This bayonet does d10 slashing damage on a hit.

- **Bulltrue:** If you take the dodge action on your turn, you can use your reaction to fire your shotgun at a creature that targets you with a melee attack. They must roll the saving throw before their attack is deemed a success or a failure. If they fail the saving throw, they are pushed 10 feet away from you and knocked prone, immediately canceling their attack roll.

## SWORDSPLOSION

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

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

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

## THE ALIBI

*Weapon (anti-material rifle), legendary (requires attunement)*

You gain a +3 bonus to attack and damage rolls you make with this magic rifle.

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

## THE MIDAS CANNON

*Weapon (hand cannon), legendary (requires attunement)*

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

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

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

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

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

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

### VIVID ARCANA

*Weapon (hand cannon), very rare (requires attunement by a spellcaster)*

This weapon has a large, circular "battery" in it that is covered in magic runes. This battery has 9 charges. You can use an action to expend 1 charge to cast "Chromatic Orb" at 1st level. You can expend additional charges to cast this spell at a higher level than 1st per charge spent. This weapon regains 1d8+1 charges at the end of every long rest.

### THE SILENT TERROR

*Weapon (pistol), very rare (requires attunement)*

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

### VORTEX PISTOL

*Weapon (pistol), rare (requires attunement)*

This weapon deals an additional 1d4 lightning damage upon a hit.

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

### WEAPON, WATERTUNED

*Weapon (any ranged weapon), uncommon (requires attunement)*

While attuned to this weapon, it functions normally while underwater, and suffers no penalties.

### WIND CANNON

*Weapon (shotgun), very rare (requires attunement)*

This large cannon resembles a large metal tube with no real place to put in ammunition, with a trigger connected to a magical rune made in the elemental plane of air. This shotgun shoots out a magical gust of wind that deals magical slashing damage on a hit instead of its normal damage, and you get a +3 bonus to attack and damage rolls. This weapon does not run out of ammunition, and does not need to be reloaded. It can function underwater, shooting out currents that deal bludgeoning damage. If it is shot while within a volcano or similarly hot climate, it deals fire damage instead of slashing damage.

**Wind Blast.** You can make a special attack with this cannon that fires out a gust of powerful wind in a 30 foot cone centered on you. Creatures within the cone must make a DC 14 Strength saving throw. On a failed save, they take 4d12 slashing damage and are pushed back 15 feet. On a successful save, they take half that damage and are pushed back 5 feet.



## ARTIFACTS

Even guns can become artifacts. These are some examples of artifact guns that can be made in almost any campaign that features guns universally. Feel free to come up with your own.

### EVERYMAN

*Weapon (rifle), artifact (requires attunement)*

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

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

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

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

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

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

- 2 minor beneficial properties
- 1 major beneficial property

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

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

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

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

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

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

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

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

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

## OCULUM OBNOXIAM

Weapon (pepperbox/hand cannon), artifact (requires attunement)

Beholders are some of the most feared and reviled creatures in all the land. These creatures see themselves the most superior being ever created, and actively lord over other creatures from deep within their lairs as they scheme and plan for every outcome and possibility they predict will happen. The only thing keeping such creatures from becoming even more of a threat to societies is that the arrival of new beholders is an exceedingly rare occurrence, and that they're so xenophobic that they tend not to meddle in the affairs of others unless it distinctly benefits them.

However, eye tyrants exist, and they have subjugated entire realms under their eye stalks, bringing archmages and high priests to their knees and enslaving the strongest fighters to act as their enforcers. The biggest threat to eye tyrants tends only to be other beholders or an extraordinarily competent and lucky team of adventurers.

This, however, isn't good enough for some people. A few wizards got together with some of the greatest gunsmiths and gunslingers in the land and came together for one purpose. To make a weapon that can rival a beholder in power. In order to do this, they hunted down one of the more powerful beholders in the realm that was not an eye tyrant and slew it, then prepared its body to be used in their strange project. They managed to forge the weapon after a few years, and finished it using a blessing by a local high cleric, and soon made a weapon that has killed many an eye tyrant over the years.

After nearly a century of use, this gun mysteriously disappeared. Some say a beholder stole it, attempting to keep it safe within its lair so it would not suffer a similar fate as its kin. Others say it simply vanished into the ether as per the judgement of the gods, being deemed too dangerous. Many adventurers have heard rumors of it popping up here and there, and dedicate their lives to finding it and using its power once again.

**Magic Weapon.** *Oculum Obnoxiam* is a magic weapon constructed from beholders, containing each of their eyes, that grants a +3 bonus to attack and damage rolls made with it and fires yellow rays that deal 2d12 force damage on a hit. It is reloaded as a bonus action or an action (player's choice) by staring directly into the barrel. When subject to an effect that cancels out magic, such as *antimagic field*, this weapon functions as normal, but can only fire weak lasers that deal 2d4 force damage on a hit. This weapon deals an extra 3d6 damage to beholders. For the purpose of this weapon, "beholder" refers to beholders, spectators, death kisses, gauths, and gazers.

**Random Properties.** The gun has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

**Antimagic Eye.** While attuned to the gun, a magical eye floats above your head that emits an area of antimagic, similar to the *antimagic field* spell, in a 60 foot cone. At the start of each of your turns, you decide which way the cone faces, whether the cone is active, and which creatures other than yourself are unaffected by the cone. The area works against the gun's abilities as well.

**Temporary Floatation.** While attuned to the gun, you gain a flying speed of 20 feet, and can hover. You are immune to being knocked prone while flying.

**Ray Shot.** While attuned to the gun, you can use an action to fire three random beholder rays, choosing one to three targets you can see within the gun's range. The DC to resist these rays is equal to 8 + your proficiency bonus + your Intelligence modifier or Dexterity modifier, whichever is higher. (Refer to the beholder in the DMG for the eye rays.) The gun can also shoot additional rays. Roll d12 to decide which three rays to fire, rerolling duplicates:

**11. Exhausting Ray.** The targeted creature must succeed a Constitution saving throw or become extraordinarily fatigued, reducing their speed by 10 feet. They must then succeed another Constitution saving throw at the end of its next turn or gain 1 level of exhaustion. The creature must then repeat the saving throw again. If it fails the saving throw a third time, it falls asleep and remains unconscious for 1 hour, gaining another level of exhaustion. The target awakens if it takes damage or another creature uses an action to wake it. This ray has no effect on constructs or the undead.

**12. Plague Ray.** The targeted creature must succeed a Constitution saving throw. On a failed save, they take 8d8 poison damage and are poisoned for 12 hours. On a successful save, they take half that damage and are poisoned until the end of your next turn.

**Curse.** This gun contains a curse from the beholders it has killed. After 1 day of being attuned to this weapon, the creature attuned gets a darkvision of 120 feet, if it does not have it already. Each passing day, the creature attuned to this gun begins to take on minor appearances of a beholder. By the end of 10 days, they have sprouted eye stalks and gain skin similar to that of a beholder, as well as have the floating antimagic eye merged into their head as an additional eye. The creature does not lose its racial traits nor has their physical traits altered, however, these changes are not considered magical in nature (and thus can't be dispelled) but they can be undone by any effect that removes a curse, such as a *greater restoration* or *remove curse* spell. Once the curse is removed, it does not return.

**Destroying the Gun.** This gun cannot be destroyed. However, its magic can temporarily be removed by subjecting it to an antimagic effect (such as the *antimagic field* spell) for an entire day. This removes all magic and gives it the properties of a pepperbox or hand cannon that does 2d4 force damage on a hit for 1d10x10 years.



## NEW FEATS

### AKIMBO MASTER

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

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

### BAYONETEER

*Prerequisite: Proficiency in firearms*

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

### CLOSE QUARTERS SHOOTER

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

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

### DUELING EXPERT

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

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

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

### GUNSMITH INITIATE

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

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

### GUNSMITH ADEPT

*Prerequisite: Gunsmith Initiate, player level 12*

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

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

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

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

#### VARIANT RULE: FIREARMS ARE PROMINENT

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

### HEAVY WEAPONS GUY

*Prerequisite: Strength 15, player level 16*

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

### HIGH MAINTENANCE

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



## MOUNTED SHOOTING

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

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

## PISTOL WHIPPER

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

## RIFLE MASTER

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

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

## RIOT CONTROLLER

*Prerequisite: Proficiency in shields*

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

## SCATTERSHOT MASTER

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

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

## SIDEARM MASTER

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

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

## SINGLE SHOT LOADER

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

## SIX-GUN ACE

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

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



## SUPERIOR MARKSMAN

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

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

## SUPPRESSIVE FIRE

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

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

## TRICKY

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

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



## UPDATED ARMOR

Armor Type	Armor Name	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
	Heavy Coat	11 + Dex modifier	—	Disadvantage	6 lbs
	Leather Jacket	11 + Dex modifier	—	—	4 lbs
	Light Undercover Shirt	11 + Dex modifier (BR 3)	—	—	2 lbs
	Steel-Plated Coat	12 + Dex modifier (BR 2)	—	—	8 lbs
	Sheet Metal Vest	13 + Dex modifier (BR 2)	—	—	3 lbs
Medium Armor					
	Multi-layer vest	13 + Dex modifier (max 2) (BR 3)	—	—	4 lbs
	Light Duty Armor	14 + Dex modifier (max 2) (BR 3)	—	—	8 lbs
	Tactical Armor	15 + Dex modifier (max 2) (BR 4)	Str 10	Disadvantage	10 lbs
Heavy Armor					
	Special Response Armor	15 (DR 5)	Str 10	Disadvantage	15 lbs
	Land Warrior Armor	17 (DR 5)	Str 13	Disadvantage	10 lbs
	Forced Entry Unit	18 (DR 6)	Str 13	Disadvantage	20 lbs
Shields					
	Shield	+2 AC (BR 2)	—	—	8 lbs.
	Tower Shield	+3 AC (DR 3)	Str 12	—	12 lbs.

## BALISTICE/DAMAGE RESISTANCE

In modern day people have been having to combat ballistic (bullets) damage. There are many ways to block against it being thicker metal plating or more protective clothing. Well over the thousand years of experimenting the first ballistic resistant armor was produced.

In game armors are now created using ballistic resistant material. On the chart this is labeled BR or ballistic resistant which will be followed by a number. When an enemy rolls to hit you with a fire arm your armor class is increased by that amount. For example if your wearing a Heavy Coat that give you a base armor class of 11 + a Dexterity modifier of 3 you have an armor class of 14. When you are attacked with a fire arm, the Heavy Coat has a BR of 2 so now your armor class is 16.

As for heavy armor they do not gain this benefit they gain a different benefit. When attacked with a non-armor piercing firearm round they are resistant to it and have Damage Reduction or DR. What this means is when heavy armor is hit with a bullet they take that much less damage + your Constitution modifier.



## STEAMPUNK TOOLS

The following is a list of new tools that a steampunk adventurer could choose to be proficient in. You can add these tools to the great tools already in the Player's Handbook like Smith's Tools and Tinker's Tools.

Proficiency with any of these artisan's tools lets you add your proficiency bonus to any ability checks made using the tools of your craft. Each type of artisan's tools requires a separate proficiency. Each of these kits provide the tools needed to pursue a craft or trade.

Item	Cost	Weight
<i>Artisans Tools</i>		
Chemist's supplies	50 gp	8 lbs.
Doctors Tool's	50 gp	8 lbs.
Investigator's supplies	50 gp	8 lb.
Pharmacist's supplies	50 gp	8 lb.

**Chemist's Supplies:** This kit provides a portable chemical laboratory which includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

**Investigator's Supplies:** This kit provides a portable investigator kit which includes the tools and components necessary to collect and analyze evidence in the field with materials including clean containers, labels, gloves, tweezers and swabs.

**Pharmacist's Supplies:** This kit provides a portable pharmacy which includes the tools and components necessary to prepare, preserve, compound, analyze and dispense medicinal drugs.

**Doctor's tools** These tools come in a flat-bottomed black or brown leather bag with a metal-frame closing mouth. This bag includes: A needle and fine wire or thread, a hinged splint or brace, a small steel cone (Low-tech stethoscope), a small mirror, tools for clamping and binding open wounds to prevent blood loss, two small tools relevant to the practitioner's specialty.

### STEAMPUNK ADVENTURER'S GEAR

Item	Cost	Weight
Compass	100 gp	1/4 lb.
Fuel	20 gp per gallon	—
Goggles	1 gp	1/2 lb.
Hat	1 sp to 5 gp	1/2 lb. to 2 lb.
Ink Cartridge Pen	1 gp	—
Ink Cartridge	5 sp	—
Lighter	8 gp	—
Match	4 gp	—
Parasol (Silk)	5 gp	—
Pocket Watch	5 gp to 20 gp	—
Photographic Camera	50 gp	4 lb.
Photo Plate (1 sheet)	1 gp	—
Repair Kit	140 gp	8 lb.
Smokestick	14 gp	1/2 lb.
Steamer Trunk (Large)	5 gp	20 lb.
Tool/Utility Belt	2 gp	2 lb.
Wristwatch	5 gp	—

**Compass:** A tiny, simple with a pointer that always points north. All Wisdom(Survival) checks made to determine location and direction using a compass are made with Advantage.

**Goggles:** A pair of goggles can block out the soot and wind while traveling or protect the vision of the wearer from smoke, sparks and other hazards. They also help your character look the part.

**Ink Cartridge Pen:** A pen that does not require a bottle of ink to dip into, since the ink is stored in a cartridge inside the pen.

**Lighter:** A lighter holds a small amount of a flammable substance ignited by a flint striking metal, similar to a firearm. Its flame lights a 5-foot area as a candle does but it burns for 3 hours. A single flask of oil can refill two lighters.

**Match:** An alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a match is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder, although not as fast as with a lighter.

**Photographic Camera:** A handheld device with a protruding lens on the front. It is used to capture a static image, or snapshot of what is in the view of the lens onto a plate.

**Photo Plate:** A metal plate that holds a special paper used to capture what is exposed by the photographic camera lens. The captured image provides a perfect rendition of what opening the lens revealed, but without color. To develop a photo plate you must be proficient with the alchemist kit.

**Pocket Watch:** A circular device stored in a metal case used to provide the exact time of day, linked to a chain that is stored in a waist pocket of a jacket or vest.

**Smokestick:** A wooden stick that is alchemically treated to instantly create thick, opaque smoke when ignited. It emits a cloud of smoke in a 10-foot radius. The stick is consumed after 1 round, and the smoke disperses in one round.

**Tool/Utility Belt:** A sturdy belt made from leather with numerous covered pockets to hold small tools and supplies, making it easy to keep about 10 pounds of items on hand.

**Wristwatch:** a device worn on the wrist used to provide the exact time of day.

## UNIQUE ITEMS/GEAR

Unique items that can be obtained is special ways that can be magical but dont have to be. Many of these unique are highly mechanical and have a lot of moving/working parts.

These items would take special training to use being considered exotic items/weapons.

### 3 DIMENSIONAL MANEUVER GEAR

*Exotic Weapon, light armor*

Weight total: 50 pounds on a full tank, see advanced mechanics.

Cost: 15,000 gp

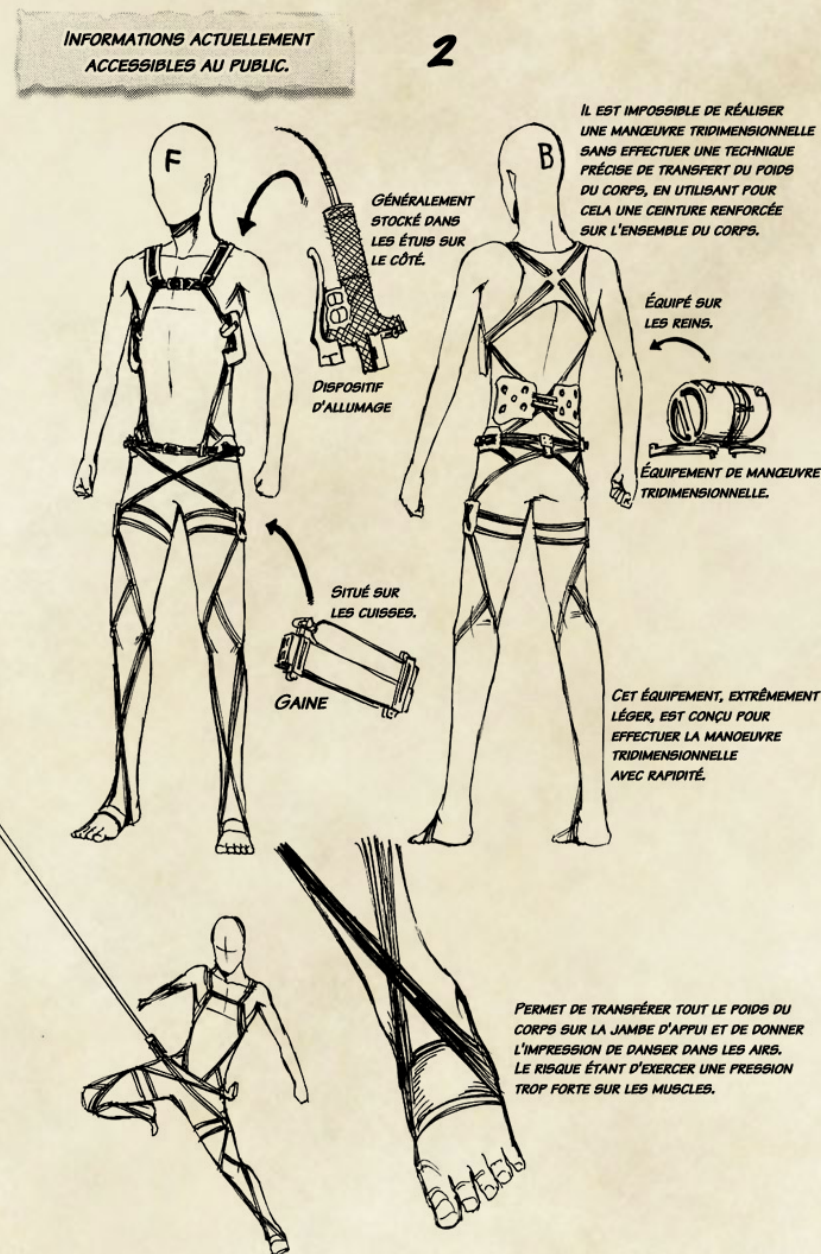
Basic description: Allows players to grapple on to walls and materials with a hardness lower than ten, at a range of 200 feet. Using the weapon is a standard or move equivalent action (player's choice at time). Controlling it during flight is always a full round action. The item includes three pieces: The gas release, and the grappling hooks, and the weapon control.

#### ADVANCED MECHANICS:

**Grappling hook:** The hook and rope is what makes this thing tick. By firing grappling hooks with immense force powered by compressed gas, the hook will safely lodge into anything with a hardness less than 10. The ropes are 200 feet long, and six sets of rope and grapples are stored in the mechanisms (total for the device). The grapples and ropes weight about 10 pounds on their own, and the grapples are similar to a crossbow bolt. However, due to their size and design, an attack made using the gear is at a -2 penalty and deals 1d4 damage.

**Gas release:** The Gas release is a small fan and pulley in the back, used to pull a user on the hooks or improve maneuverability. You can, in the same action as your attacks are made, pull yourself to your hook's destination at 60 feet per round. Each 60 feet traveled releases .25 units of gas, and a full tank includes 10 units of gas. The release nozzle can be used to improve maneuverability by one step or increase speed in the direction you're facing by 10 feet/second. This costs .1 units of gas per round to sustain and change direction/orientation. Reloading the gas canisters takes one hour of pumping and does not fatigue you. Reloading the mechanism with a full canister takes 2 rounds.

**Weapon control:** The weapon you control the gear with must be specially fitted to the gear itself. You use controls on the weapons to activate the pieces in your gear, and the weapon is attached to the rest of the gear. You can be disarmed, but picking the weapon up is a swift action that does not provoke attacks of opportunity. Only several weapons may be fitted. They include:



- Light mace
- Longsword
- Light shield
- Rapier
- Short sword
- Scimitar
- Sickle

## JETPACK

Exotic Item, light armor

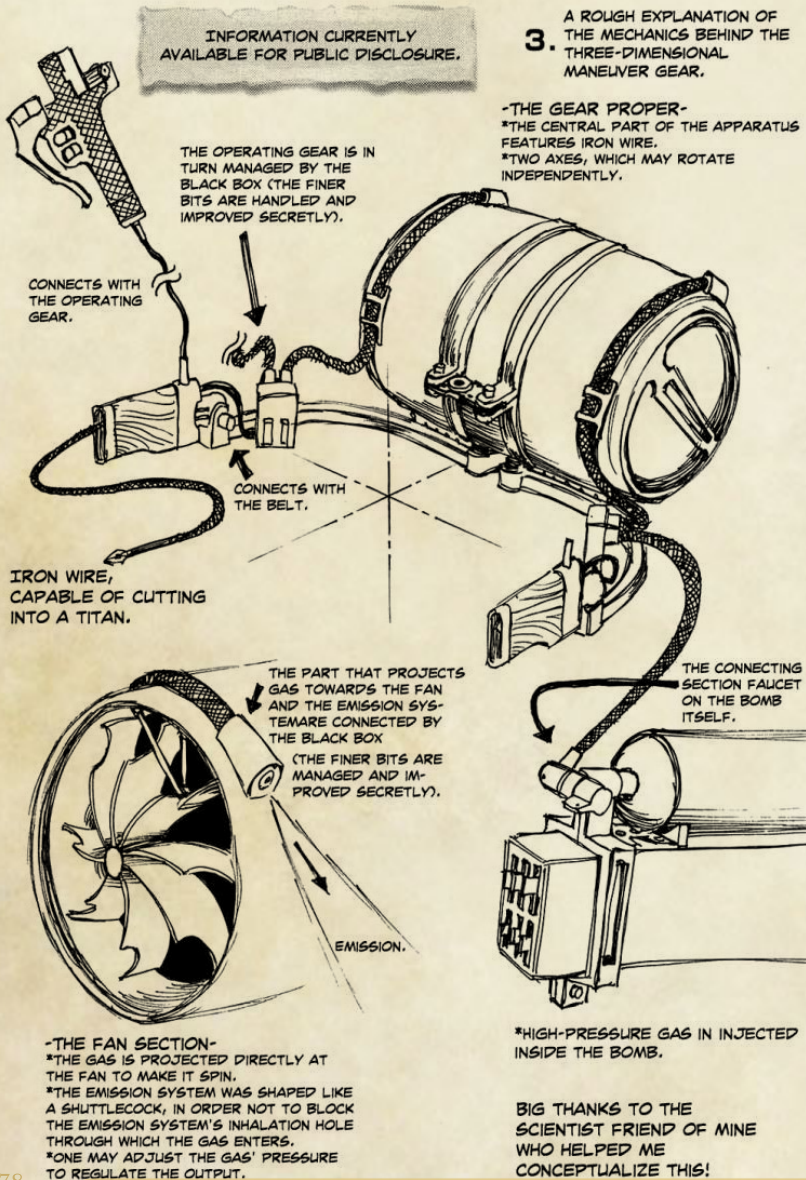
Weight total: 20 pounds on a full tank

Cost: 5,000 gp

**Control During cabled flight:** You may maneuver yourself with some proficiency whilst hurtling at a wall by shifting your weight as a move action. You may displace yourself in any direction up to ten feet with a DC 16 acrobatics check. By using two cables, you add a +2 bonus to this check. Your destination remains the same. You can pull a cable in as a standard action.

**Releasing the cables prior to landing:** You can choose to release the grappling hook before you land by disengaging the hooks. This is a bonus action. If you do this, you are now in free fall and have little control over your landing location. You will still fly in the same direction of your rope and cannot turn. You may displace yourself five feet per round with a successful DC 20 acrobatics check. You then obey falling rules.

**Landing:** Landing requires a DC 16 athletics check to not take damage if you are travelling horizontally. Damage is 3d6 bludgeoning/peircing/slashing damage per 50 feet traveled. If you fall, you take damage as normal.



## PROSTHETICS

The adventurer's life is not an easy one, and odds are that sooner or later, someone is going to be missing something. While magical healing is an amazing thing, the truth is that most parties aren't going to have a healer of sufficiently advanced level to cast regenerate and replace a missing limb, or even lesser regenerate to reattach one. At lower levels, the amount of money required for such healing may be unattainable. In short, there are going to be times when someone's going to need an artificial replacement for their own flesh and blood, at least in the short term.

There are many ways in which a character can lose a limb (not the least of which is the sever combat maneuver) but not all are described in detail. It is mentioned that someone who is turned to stone, damaged, and then turned back to flesh suffers the same "deformities" that were suffered while petrified.

Presumably this would mean a missing arm or leg. Others are more vague, but the description of the regenerate spell clearly states that it regenerates lost limbs, indicating that such a thing can happen. There are also products available from other companies, usually products that detail critical hits and fumbles, that specify the loss of limbs on occasion.

There are several different levels and types of replacements for a missing limb, from the incredibly basic, such as hook hands and peg legs, to mechanical and magical replacements that are nearly as capable as the genuine article.

### ARMOR FOR PROSTHETICS

Armored prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithral or adamantite armor to a prosthetic. Typically, only full-length prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a character would), armor for prosthetics instead increases the hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

## TYPES OF PROSTHETICS

Prosthetics come in two types: mundane and magical. Mundane prosthetics are further categorized into Basic, Cosmetic, Intermediate, Mechanical, and Combat.

**Basic prosthetics**, such as the gaff hand, peg leg or crutch, are very simple prosthetics that do not resemble the actual lost limb at all and have the most basic functionality. Basic prosthetics do grant a character some sense of wholeness and capability, however. Basic prosthetics are the least expensive of all prosthetics.

**Cosmetic prosthetics** are sculpted, high quality replacements that look life-like (at least at first glance) but aren't actually functional. In this sense, cosmetic prosthetics are not as functional even as basic prosthetics but do more for a character's self esteem and hide his injury from the eyes of others.

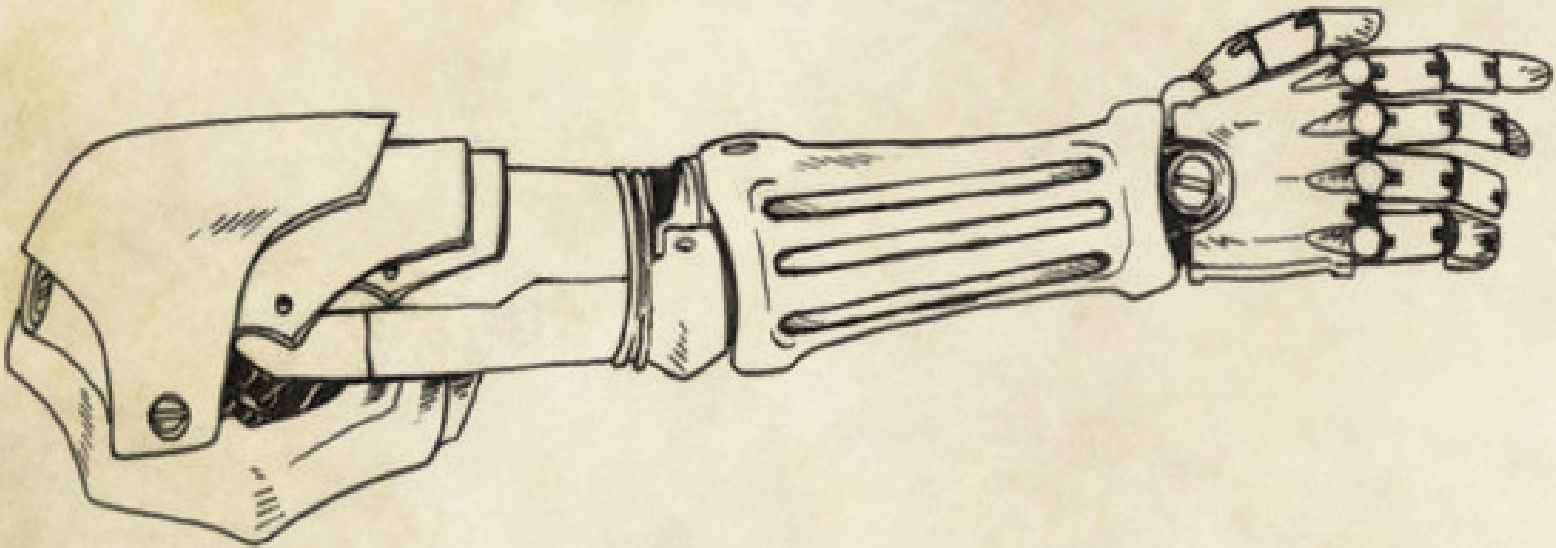
**Intermediate prosthetics** are partially functional replacements capable of grabbing and releasing objects, or allowing one to walk stiffly but at a reasonable pace. Intermediate prosthetics include hinged forearms and calves, to which other types of prosthetic can be attached.

**Mechanical prosthetics** are fully articulated prosthetics with multiple moving parts, such as clockwork arms and hands capable of grasping and holding most everyday objects, even up to and including weapons, or clockwork legs capable of walking and running.

Other mechanical prosthetics include clamps and haft locks, which make holding and gripping things much easier. Mechanical prosthetics are often extremely expensive.

**Combat prosthetics** are technically a basic prosthetic in the form of a weapon, an artificial limb that sacrifices appearance and function for lethality.

**Magical prosthetics** are just that – a variety of prosthetic types that provide the full function of the missing limb, and sometimes more. Magical prosthetics are the most expensive of all prosthetics.



## MUNDANE PROSTHETIC LIMBS

Type of Prosthetics	Cost	Weight
<b>Basic Prosthetics</b>		
Blunt Fist	50 gp	
Blunt Foot	50 gp	
Crow's Foot	60 gp	
Crutch	5 gp	
Gaff/Hook Hand	25 gp	
<b>Cosmetic Prosthetics</b>		
Sculpted Foot	80 gp	
Sculpted Hand	80 gp	
Ornate Arm	400 gp	
Ornate Foot	350 gp	
Ornate Leg	500 gp	
Ornate Hand	300 gp	
<b>Intermediate Prosthetics</b>		
Hinged Calf	75 gp	
Hinged Forearm	75 gp	
Pocket Shaft	120 gp	
Shin Sheath	120 gp	
Talon	65 gp	
Wooden Leg	95 gp	
<b>Mechanical Prosthetics</b>		
Boneless Leg	1,200 gp	
Clamp	65 gp	
Clockwork Arm	500 gp	
Clockwork Leg	800 gp	
Haft Lock	150 gp	
Iron Arm	2,500 gp	
Rabbit's Foot	2,000 gp	
<b>Combat Prosthetics</b>		
Bladed Arm	2,000 gp	
Bladed Leg	3,000 gp	
Crossbow Arm	1100 gp	
Dart Launcher	900 gp	
Spiked Limb	750 gp	

## MAGICAL PROSTHETIC LIMBS

Type of Prosthetics	Cost	Hit Points
<b>Magical Prosthetics</b>		
Brute's Arm	1,200 gp	
Dexterous Leg	1,100 gp	
Energy Palm, Cold	N/A gp	
Energy Palm, Electricity	N/A gp	
Energy Palm, Fire	N/A gp	
Morphic Arm	N/A gp	
Wizard's Hand	3,000 gp	

Standard magical prosthetics perfectly mimic the body part they are replacing, except they may be dispelled, which leaves them useless but still attached. More advanced magical prosthetics offer new abilities superior to the limbs they are replacing.

## MUNDANE PROSTHETICS DETAILS

The mundane prosthetics listed in Table: Mundane Prosthetics are detailed below.

### BASIC PROSTHETICS

Non-magical limbs that allow for some function of the arm some with unique properties.

#### BLUNT FIST

A blunt fist is a type of combat prosthetic. It is a solid ball of metal, or sometimes it is shaped like a fist or hammerhead. It can be used as a tool, but it's most practical application is as a weapon. A blunt fist does 1d6 bludgeoning damage per strike. It is considered a light martial weapon.

#### BLUNT FOOT

A solid wooden sphere with the base shaved flat, the blunt foot allows its wearer to move at a normal rate. The wearer may not run, charge, bull rush, or overrun.

#### CROW'S FOOT

Y-shaped with built in stump grip, the wooden crow's foot returns the feel of a normal foot to the wearer, negating the penalty to Climb skill checks. In all other ways it is identical to the blunt foot.

#### CRUTCH

A Y- or T-shaped implement of wood used to help support one's weight when one's leg cannot. A character's speed is reduced by 5 ft. while using a crutch. The crutch can be used as an improvised melee weapon, but without the Catch Off-Guard feat, wielders suffer a -4 penalty to attack rolls.



## **GAFF/HOOK HAND**

A simple metal gaff hook, like those used by sailors and longshoremen, mounted on a harness that fits over the character's stump. It is only capable of the crudest manipulation and does not have a grip. It is impossible to hold a tool or weapon with this hand, but it can be used for opening doors or loosely holding onto things. It is otherwise similar to a sculpted hand. A hook hand deals 1d4 (19-20/x2) piercing damage when used in combat, and is considered a light simple weapon. The character wearing a gaff hand also receives a +5 circumstance bonus to Intimidate checks, if the hook is used as part of the intimidation. The gaff hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -2.

## **COSMETIC PROSTHETICS**

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Prosthetics made specifically to look good and fancy. They aren't meant for combat but can be used in combat gaining little to no advantages but in social situations it will assist with higher class individuals.

### **SCULPTED FOOT**

This prosthetic is a wooden or stone foot which resembles a real foot. Sculpted feet are often painted in flesh tones to match the skin of the character wearing them and can only be identified as a prosthetic with a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). If the character is wearing socks, shoes or boots, no one can identify the prosthetic. The sculpted foot is not at all fully functional. It is otherwise similar to a blunt foot.

### **SCULPTED HAND**

This prosthetic is a wooden or ceramic hand, usually in a generally relaxed pose, which looks real at first glance. Sculpted hands are often painted in flesh tones to match the skin of the character wearing it and can only be identified as a prosthetic with a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). It can hold mundane objects weighing 10 pounds or less, such as cups and pouches, between its opened fingers, but cannot be used to wield weapons. A sculpted hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -2.

A sculpted arm functions in the same manner as a sculpted hand.

## **ORNATE ARM**

An expertly crafted arm that is covered in finely curved golden rods that engulf it with porcelain covering the base prosthetic. While worn you gain a +1 in any Charisma checks due to the finely crafted nature of the prosthetic but you have disadvantage on grapple checks.

## **ORNATE FOOT**

Similar to the Ornate Arm it is a porcelain foot covered in gold rodding. It will also give you a +1 to all Charisma checks but you have movement is subtracted by 10 on rough terrain.

## **ORNATE LEG**

Similar to the Ornate foot it give a +1 to Charisma checks and subtracts 10 from your movement on rough terrain.

## **ORNATE HAND**

The ornate hand is an extension of the Ornate arm gaining all that it give including the +1 to all Charisma checks but a disadvantage to grapple checks.

## **INTERMEDIATE PROSTHETICS**

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### **HINGED CALF**

This tight jointed prosthetic mimics the knee-to-ankle area of the leg. Ankle/foot prosthetics can be attached to its ankle end. The hinged calf is made of leather and metal. The hinged calf negates the wearer's penalties for losing a leg at the knee. The wearer still suffers the penalties for losing a foot.

### **HINGED FOREARM**

This tight jointed prosthetic mimics the elbow-to-wrist area of the arm. Wrist/hand prosthetics can be attached to its end. The hinged forearm is made of leather and metal. The hinged forearm negates the wearer's penalties for losing an arm at the elbow. The wearer still suffers the penalties for losing a hand.

### **POCKET SHAFT**

A pocket shaft gives every impression of being nothing more than a hinged forearm without a wrist attachment. However, a pocket shaft actually contains a hidden repository. The pocket can hold as much as a belt pouch, and is padded to muffle the sound of items moving inside. Discovering the existence of the pocket shaft requires a DC 25 Perception check. In all other ways it is identical to a hinged forearm.

### **SHIN SHEATH**

The distance between the knee and the ankle is exactly the same length as the average dagger. Resembling a hinged calf, the shin sheath is the dream of any rogue who has lost a leg. Finding a dagger hidden in a shin sheath requires a DC 25 Perception check. In all other ways it is identical to a hinged calf.

## TALON

A modified fork or hook, with three metal digits that can open and close, allowing them to hold objects somewhat well. The claws are manipulated by using the muscles of the upper arm and turning the remnants of the limb. Some look like a set of simple metal hooks capable of pivoting, while others are more ornate, shaped to resemble the talons of predatory birds. The talon hand can be used as a weapon, delivering 1d6 points of slashing damage. It is treated as a light simple weapon. Talons are otherwise similar to sculpted hands. It is identical to a gaff/hook hand in all other ways.

## WOODEN LEG

A simplified and not very life-like wooden leg which has a hinged knee and jointed ankle. The wooden leg allows the character to walk stiffly. It is otherwise similar to a wooden peg leg.

## MECHANICAL PROSTHETICS

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These are limb that serve a specific purpose and not many others. Other than working as a regular arm or leg, these prosthetics come equipped with some unusually or very useful mechanical advantages that other limbs wouldn't have.

### BONELESS LEG

This is a hollowed out leg that attaches to your current leg. Lighter than other limbs it allows for fast movement. While equipped for each leg you have it on, you gain a 5 ft. for your movement speed. The drawback with this limb is that it's very weak to attacks of any kind. Being hollow a well placed mace strike can take it apart easily.

### CLAMP

A spring-loaded, metal, crab-like claw originally designed by gnomes to improve their grip. As a prosthetic, it negates the -4 penalty to grapple, and can be used as a gauntlet attack. In all other ways it is identical to the sculpted hand.

### CLOCKWORK ARM

The clockwork arm appears to be a normal arm sleeved in plate armor, but when one listens closely the sound of gears whirring and clicking can be heard whenever the arm moves. First perfected by gnomes, clockwork arms are now built by several master smiths. The clockwork arm provides a near-perfect semblance of full functionality, but is quite expensive. Wearing a clockwork arm grants a character a +2 bonus to Strength when determining lifting/carrying capacity and for attacks and damage with weapons wielded by the clockwork arm (the bonus does not apply to weapons wielded by the other arm, except for two-handed weapons), as well as for grappling. It also negates the wearer's penalties for losing an arm at the shoulder or elbow.

### CLOCKWORK LEG

Similar to the clockwork arm, the clockwork leg appears to be an armored leg that clicks and whirs as it moves. The clockwork leg was another gnomish invention. The leg provides a near-perfect return to full functionality and mobility for the wearer, but is very expensive. The clockwork leg negates the wearer's penalties for losing a leg at the knee.

### HAFT LOCK

A vice that provides a great deal of grip, but unlike the clamp, the haft lock must be adjusted manually to achieve the proper tension. As a prosthetic, it allows the wearer to wield a weapon two-handed. Adjusting a haft lock takes one full round. In all other ways it is identical to the sculpted hand, and like the clamp, it can be used to make a gauntlet attack.

## IRON ARM

A very strong prosthetic and durable prosthetic made entirely of metal. It is hollow on the inside but requires the wearer to have a strength of 14 minimum. While wearing this you gain a +1 to your armor class but when in water deeper than your height you sink to the bottom and can't swim.

## RABBIT'S FOOT

Light weight, durable leg prosthetic that allows you to jump twice your current height. (Ex. 5 ft. player jumps 10 ft high.)

## COMBAT PROSTHETICS

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Combat prosthetics are weaponized replacements for a character's hand or arm, designed for bludgeoning, slashing, or piercing. Piercing hands are generally a sturdy steel spike or dagger-like blade, slashing hands are either an array of knives or one large, often curved blade like a kukri, and bludgeoning hands are often solid metal fists or mace heads. None are suitable for manual tasks but are too well-secured to be disarmed in combat. As a rule of thumb, any light melee weapon can be made into a weapon hand at 1 ½ times the weapon's cost. The wearer must be proficient in the type of weapon in order to use the combat prosthetic without penalty.

### BLADED ARM

The weapon that you equip with this arm must be a one handed melee weapon. It deals 1d8 slashing damage. While armed with this it can be put away and hidden slightly but not fully. This is considered a light simple weapon

### BLADED LEG

Similar to bladed arms your legs up to your thighs are double sided blades that you walk on. It deals 1d8 slashing damage and is considered light martial weapon but if you don't have martial weapon training it is considered an improvised weapon

### CROSSBOW ARM

The crossbow arm is a light crossbow designed to be loaded and fired with one hand. It is out of the way when at rest. Bolts fired from the crossbow arm deal 1d8 (19-20/x2) piercing damage. It is considered a light simple weapon.

### DART LAUNCHER

The dart launcher is an arm prosthetic that allows you to launch a 1d4 dart. This is considered a light simple weapon.

### SPIKED LIMB

The spiked limb is a solid piece of oak covered in metal spikes. An ever-present weapon, it delivers 1d6 points of bludgeoning and piercing damage on a successful strike, and is treated as a light simple weapon. It is otherwise identical to a ceramic hand.

## MAGICAL PROSTHETICS DETAILS

All magical prosthetics completely negate any and all penalties for losing the limb which the prosthetic replaces, in addition to the magical abilities/bonuses mentioned in each individual description but these limbs even if enchanted can be dispelled to a regular prosthetic and CAN'T gain back the old enchanted ability.

### BRUTES ARM

When equipped with this enchanted limb your Strength is increased by 2 and you can lift up to 200 lbs. It functions as a normal arm only made of valuable metals.

### DEXTEROUS LEG

A leg prosthetic that increases your Dexterity by 2 and your movement speed is increased by 10 feet.

### ENERGY PALM

A palm that glows an elemental color that give the users hand that elemental property into a non-enchanted melee weapon. The three types that are available in the world are Cold, Fire, and Lightning.

### MORPHIC ARM

A special and extremely unique item that allows your arm to take the form of any one-handed melee weapon or any simple tool that you are trained to use. It shows as a oozing black sludge that isn't sticky. As an action it can change into any one-handed weapon.

### WIZARD'S HAND

Being made of a special and rare material it is a prosthetic for magic users that lost a limb. When worn by a magic user it contains the focus of choice and is now a magical weapon for the wielder.

## MADNESS

[http://5thsrd.org/rules/GM\\_rules/madness/](http://5thsrd.org/rules/GM_rules/madness/)

In a typical campaign, characters aren't driven mad by the horrors they face and the carnage they inflict day after day, but sometimes the stress of being an adventurer can be too much to bear. If your campaign has a strong horror theme, you might want to use madness as a way to reinforce that theme, emphasizing the extraordinarily horrific nature of the threats the adventurers face.

### GOING MAD

Various magical effects can inflict madness on an otherwise stable mind. Certain spells, such as contact other plane and symbol, can cause insanity, and you can use the madness rules here instead of the spell effects of those spells. Diseases, poisons, and planar effects such as psychic wind or the howling winds of Pandemonium can all inflict madness. Some artifacts can also break the psyche of a character who uses or becomes attuned to them.

Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw.

## MADNESS EFFECTS

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness. A character afflicted with short-term madness is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

A character afflicted with long-term madness is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

A character afflicted with indefinite madness gains a new character flaw from the Indefinite Madness table that lasts until cured.

## SHORT-TERM MADNESS

D100 Effect (last 1d10 minutes)

### Roll Description

- 01- The character retreats into his or her mind and 20 becomes paralyzed. The effect ends if the character takes any damage.
- 21- The character becomes incapacitated and spends the 30 duration screaming, laughing, or weeping.
- 31- The character becomes frightened and must use his 40 or her action and movement each round to flee from the source of the fear.
- 41- The character begins babbling and is incapable of 50 normal speech or spellcasting.
- 51- The character must use his or her action each round 60 to attack the nearest creature.
- 61- The character experiences vivid hallucinations and 70 has disadvantage on ability checks.
- 71- The character does whatever anyone tells him or her 75 to do that isn't obviously self-destructive.
- 75- The character experiences an overpowering urge to 80 eat something strange such as dirt, slime, or offal.
- 81- The character is stunned. 90
- 91- The character falls unconscious. 100



## LONG-TERM MADNESS

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D100 Effect (lasts 1d10 x10 hours)

### Roll Description

- 01- The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.  
10
- 11- The character experiences vivid hallucinations and has disadvantage on ability checks.  
20
- 21- The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.  
30
- 31- The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the antipathy/sympathy spell.  
40
- 41- The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.  
45
- 46- The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.  
55
- 56- The character is blinded (25%) or deafened (75%).  
65
- 66- The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.  
75
- 76- The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.  
85
- 86- Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the confusion spell. The confusion effect lasts for 1 minute.  
90
- 91- The character loses the ability to speak.  
95
- 96- The character falls unconscious. No amount of jostling or damage can wake the character.  
100

## INDEFINITE MADNESS

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D100 Flaws (last until cured)

### Roll Description

- 01- "Being drunk keeps me sane."  
15
- 16- "I keep whatever I find."  
25
- 26- "I try to become more like someone else I know-- adopting his or her style of dress, mannerisms, and name."  
30
- 31- "I must bend the truth, exaggerate, or outright lie to be interesting to other people."  
35
- 36- "Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."  
45
- 46- "I find it hard to care about anything that goes on around me."  
50
- 51- "I don't like the way people judge me all the time."  
55
- 56- "I am the smartest, wisest, strongest, fastest, and most beautiful person I know."  
70
- 71- "I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."  
80

### Roll Description

- 81- "There's only one person I can trust. And only I can see this special friend."  
85
- 86- "I can't take anything seriously. The more serious the situation, the funnier I find it."  
95
- 96- "I've discovered that I really like killing people."  
100

## CURING MADNESS

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A calm emotions spell can suppress the effects of madness, while a lesser restoration spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, remove curse or dispel evil might also prove effective. A greater restoration spell or more powerful magic is required to rid a character of indefinite madness.

## MOUNTS AND VEHICLES

Mounts and vehicles over the past thousand years have advanced but some choose to live with old ways of travel. Those who choose to advance with society have access to motorcycles, cars, bikes, airships, hot air balloon, and many other vehicles.

With the massive plethora of different and interesting ways of travel, it's not very different from the old ways. You still have to treat your "mount" right.

### WIND SPEED

Wind a fairly new mechanic that allows people using a air vehicle to move at various speeds depending purly on the speed of the wind which the DM will tell players by rolling a 1d20 and 1d10 to determine the wind speed. (Ex. d20 = 20 d10 = 10 Wind = 30 ft)

### LAND VEHICLES

Item	Cost	Speed	Capacity
Caravan	100 gp	x2	300/500 lbs.
Carriage	100 gp	x2	200 lbs.
Cart	15 gp	x2	300 lbs.
Light Car	500 gp	x2	200lbs.
Medium Car	1000 gp	x2	300lbs.
Heavy Car	2000 gp	x2	500lbs.
Clockwork Tank	100,000 gp	50 ft.	6 Crew men
Steam Engiene	9,000 gp	180 ft.	300 passengers
Steam Tank	7,200 gp	30 ft.	8 Crew men

### AIR VEHICLES

Item	Cost	Speed	Size	Capacity
Cargo Ship	30,000 gp	1x Wind	10,000-13,000 ft.	10,000 Tons
Carrier Ship	23,000 gp	1x Wind	1,000 - 1500 ft.	1,700 Tons
Explorer's Ship	20,000 gp	2. 5x Wind	160 ft.	500 Tons
Feathered Galley	63,000 gp	2x Wind	120ft.	100 Tons
Long Ship	16,000 gp	2x Wind	100 ft.	1,200 lbs.
Personal Vessel	5,000 gp	1. 5x Wind	20 ft.	300 lbs.
Skyraft	—	30 ft.	10 x 10 ft.	1-4 Passangers
Skyboard	2,000 gp	30 ft/1.5 x Wind	4 ft.	1 Passnger
Skybarge	7,000gp	1 x Wind	200 ft.	1,500 Tons
Warship	30,000gp	2x Wind	350 ft.	300 Tons
Sky Yacht	40,000gp	1.5x Wind	30 ft	1,500 lbs.
Zeppelin	45,000gp	2x Wind	770 ft.	1,000 Tons
Zeppelin, War	70,000gp	90ft-120ft.	770 ft.	800 Tons

### UNIQUE AIR VEHICLES

Item	Cost	Speed	Size	Capacity
Airship, Generic	50,000gp	2 x Wind	20 x 60ft.	1,000 lbs.
Aerial Screw	500gp	30ft.	5 x 10 ft.	300 lbs.
Alchemical Dragon	100,000gp	60 ft.	20 x 75 ft.	100-800 lbs.
Glider	150gp	40ft. Glide	10 x 10 ft.	300 lbs.
Jetpack	1,000 gp	60 ft. Fly	1 passenger	50 lbs
Zephyr	50,000gp	40 ft. Fly	10 x 70 ft.	500 lbs.

### VEHICLE DESCRIPTIONS

**Cargo Ships:** Heavy vessels designed for the transport of large amounts of potentially heavy cargo, they frequently have accommodations below the hull for carrying cargo and equipment from the ground easier, such as pulleys and ropes. These ships are heavy, slow and clunky, but are designed to protect their cargo.

**Carrier Ship:** Essentially longer longboats, carrier ships are designed with a long flat area and covered shelters positioned at the peak of the deck, entirely replacing the typical top of a ship's deck. Carrier ships are designed to accommodate numbers of flying mounts, acting as a moving platform for flying soldiers to rest and resupply.

**Explorer's Ship:** These ships are designed to accommodate a small crew for a long journey. Intended for scouting and exploration, they are lightly armed, quick and maneuverable. Their cabins are designed to accommodate multiple possible uses.

**Feathered Galley:** This sleek galley features sails made of feathers. The figurehead depicts a beautiful harpy flying above the jaws of a snapping sea drake.

**Jetpack** A slightly bucky backpack that you wear that can protel yourself into the air gaining the features of the spell fly.

**Longboat:** Ships designed exclusively for carrying men quickly. Often little more than just platforms and sails, these ships may not even use a balloon and may use sails angled to provide lift. These ships are only lightly armed and are very small, but are extremely fast and maneuverable.

**Merchant Ship:** Designed for transit of moderate, easily accessible loads and act as a traveling storefront. These ships have a collapsible ladder and boarding plank to be used to conduct business while in the air. These ships can also act as traveling restaurants. These ships are not especially fast or maneuverable, but are armed and comfortable.

**Personal Vessel:** A smaller ship, designed to be easily controlled and sailed by a small number of operators. These ships are simple and unarmed, and do not hold much personnel or cargo. This category of ships includes fishing boats and small caravels.

**Skyraft:** The most basic and primitive type of ship, a raft is a simple, flat boat with no hull, often made of logs lashed together, using two to four oars for propulsion. Rafts are not designed for ocean travel. A raft cannot carry any siege engines.

**Skyboard** a flate hovering longboard that has a sail attachment that can either be pushed by boosters or by sail depending on which you choose determines your speed on the skyboard. The skyboards come in many designs and are targeted at younger audiences for fast, acrobatic fun.

**Skybarge:** A barge is a flat-bottomed, usually rectangular boat designed for hauling cargo along inland waterways. Barges are usually simple affairs, some are no more than glorified rafts, although they can be up to 200 feet long. The larger ones usually sport an enclosed space, like a little building on one end of the ship with cots, a table, and chairs inside. Smaller barges in relatively shallow water are usually poled along by rowers.

**Warship:** These airships are designed to be the pinnacle of aerial combat, they are fast, maneuverable and well armed. Warships are usually only found in any numbers when owned by governments, but these ships are typically found sailed by pirates, merchants and adventurers.

**Yacht:** Luxury vessels designed for the rich. These ships are for comfortable, luxuriant travel and not much else. These ships prioritize comfort and are unarmed or only lightly armed, but they can be quick and maneuverable.

**Zeppelin:** Much smaller than its combat counterpart, these blimps are built for cruising and luxury. They are crewed by around 15 aeronauts and boast comfortable seating and scenic views.

**Zeppelin, War:** This massive rigid skinned blimp is built for combat up to 3000 ft. in the air. The gas bags are divided into multiple compartments so that a single puncture will not deflate an entire balloon. The zeppelin is commonly crewed by 18 aeronauts (captain, commissar, chief engineer, cook, signals officer, navigator, and 12 non-commissioned crew). In addition to its weapon armament, it often carries 16 glider troopers and their wings.

**Airship, Generic:** This exotic and expensive vehicle is held aloft by a massive balloon connected by chain to a ship that hangs below. This ship is similar to a sailing ship, complete with an open top, and is propelled by an easily controlled magical engine. Passengers and cargo are carried in the ship.

**Aerial Screw:** Built of soarwood and canvas, this flying marvel has a rapidly turning rotor that keeps it airborne. There are no blades but rather a large, fairly flat apparatus of spiraling sail that thrusts air downward.

**Alchemical Dragon:** This ship is made of wood and is usually crafted in the shape of a dragon. It is held aloft purely by its alchemical engine, a complicated and dangerous device that has a tendency to explode when the vehicle becomes wrecked. If an alchemical dragon crashes and the DM can make a DC 24 Constitution check using the Constitution modifier of the pilot. If the check fails, the alchemical engine explodes, dealing 10d10 points of fire damage to all objects and creatures within a 60-foot radius of the alchemical engine. A DC 17 Dexterity save halves the damage.

**Glider:** A glider is basically a large piece of sail stretched out with a frame and connected to a handhold and straps. The only way to get a glider flying is to jump off a steep incline, allowing the glider to pick up the air current.

**Zephyr:** A massive balloon containing a bound air elemental connects by chains to a ship that hangs below. This ship is similar to a sailing ship, complete with an open top, and is propelled by commanding or persuading the elemental to move. Passengers and cargo are carried in the ship.

#### AIRSHIP, ADDITIONS:

- **Arcane Engines:** This unusual combination of the sciences and magics created this powerful contraption. They run cool, but require constant attention from sorcerers or wizards. They break down less, but if there is a collision with a ship with an arcane engine, the results are much more disastrous than the average alchemical engine.
- **Alchemical Engine:** W.I.P
- **Steam Engine:** W.I.P
- **Solar Sails:** These sails are much more expensive than your average canvas, costing up to 5,000 gp a sail. They are extremely useful and many a sailor will argue they are well worth their cost; they are a clean fuel.



# ENEMIES, CREATURES & MONSTERS

In such an advanced world one would think that monsters, unnatural beings, and terrifying creatures don't exist anymore. But the ages only allowed for the growth of more terrifying creatures and man had to advance to combat this threat either citizen or monster they advanced to become something either as powerful or more so than their bestial counterparts.

## POLICE, TASK FORCE, AND SPECIAL OPS

Where there is a growth in population so grows the catastrophe of crime and what has humans, elves, dwarves, and other races done to combat this. Why increase the strength of the police and martial forces. Keeping the peace and making sure no crime happens in most places these specially trained specially equipped soldiers gain special items only accessible to them.

### TALLBOYS

*Large humanoid, lawful neutral*

**Armor Class** 16 (composite plating)  
**Hit Points** 73 (10d10 + 20)  
**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	14 (+0)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2  
**Senses** passive Perception 10  
**Languages** common and native language  
**Challenge** 3 (700 XP)

### Actions

**Multiattack** The tallboy makes two gatling gun attacks.

**Gatling Gun.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

**Electric Rifle** *Ranged Weapon Attack* +5 to hit, range 30/60 ft., one target *Hit:* 10 (1d12 + 3) lightning damage.

When a creature is hit by this electric bolt they must make a DC 15 Constitution saving throw. If they fail they are shocked and are stunned until they succeed. On a succession they are not stunned.

### TALLBOYS

Being part of the main patrol these "larger than life" people are suited with extended legs and protective shielding equipped with either a composite bow, rifle, or other manner of forearm to patrol crowds and see any suspicious activity. In special cases these tallboys are equipped with a special electric guns that stun and subdue foes.



## ALCHEMIC BRUISERS

*Large Humanoid, chaotic good*

**Armor Class** 17 (composite plating)

**Hit Points** 142(16d8 + 60)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	9 (+0)	10 (+0)	10 (+0)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** common, native language

**Challenge** 7 (2,900 XP)

**Regeneration** The Alchemic Bruisers regain 1p hitpoints at the start of its turn if it has atleast 1 hit point.

### Actions

**Multiattack** The Alchemic Bruisers makes two fist attacks.

**Fist. Melee Weapon Attack:** +7 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage.

**Seismic Slam** *Melee Weapon Attack* +7 to hit, reach 5ft., 10 ft cube. *Hit* 21 (6d6 + 4) force damage.

Creatures caught in the radius of seismic slam must make a DC 15 Strength or Dexterity saving throw or be propelled back up to 10ft. and knocked prone.

### Reaction

**Parry** The Alchemic Bruisers adds 3 of its AC against one melee attack that would hit. To do so, the drow must see the attacker and be wielding a melee weapon.

## ALCHEMEIC BRUISERS

Being brains and strategy isn't the only way to work even if it means causing a little calateral damage, the Alchemic Bruisers are a brawny, powerful bunch of special troops that are called in only when fighting is nessesary. They don't usually go out on patrol but when they do they are a vicious bunch of powerful fighters that will knock you down or even kill you if given the order to.

Sad enough these are experimented humanoids were voluntarry officers that have been painfully fused to a direct link to the gigantic metal arms that hang behind them. Their backpack giving them a special concoction of medicines that keep them in a dormant or aggravated state, loyal to a high commanding officer of choice these experiments are the brawn of the task force and are as big a threat as any monster in the wild.

If confronted they are to be treated as wild animals and watched under special supervision and to never be emmitted to light underneath the mask which keeps them in a way, under control. If the mask were to be broken or taken off they would go into a violent rage and would have to be put down like a dog either their hulking limbs will destroy an entire city block like previously before.





## GRAND GUARDS

*Large humanoids, Lawful Good*

**Armor Class** 17 (Land Warrior Armor)

**Hit Points** 142(15d10 + 5)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

**Damage Immunities** bludgeoning, peiricing, slashing

**Senses** passive Perception 11

**Languages** Common, native language

**Challenge** 9 (5,000 XP)

**Immovable Object.** When the grand guard is hit with an attack that causes displacement they have advantage to resist displacement and remain unmoved.

### Actions

**Multiattack.** The grand guard makes two shield bash attacks

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) bludgeoning damage.

**Mounted Rifle.** *Ranged Weapon Attack:* +3 to hit, reach 90/300ft., *Hit* 9 (2d6 + 2) peiricing damage.

## GRAND GUARDS

Infront of every great rifle man is a strong, sturdy shield and no sturdier shield is held by the Grand Guard a peace keeping branch of the royal police that get involved only when there are riots, uprising, and extra security detail. They are the main wall for any assault to get through.

It's not extremely difficult to defeat these immobile troops but they have the ability to create a wall about 15 ft. high making it incredibly difficult to get through these troops dodging gunfire and multiple attackers.

Only once have these troops been called into subdue a rebellion that ultimately failed thanks to the iron protectors' unbreakable wall of shields.



## NIGHTBLADES

Secret agents of the royal guards specifically trained to blend in with crowds, track their target and execute them if necessary or gather information via more brutal means. These individuals are off the record and cannot be tracked easily having no home life, family, nor close relations to anyone but their assassin brothers and sisters.

The Nightblades are loyal to their lords and will assassinate any target that comes near them. Nightblades travel in groups of 3 or more at any given time unless under strict orders to protect a target while going unseen. The Nightblades are notorious for making murders and assassinations look like accidents.

### NIGHTBLADES

*Medium humanoid, chaotic good*

**Armor Class** 16 (Light Undercover Shirt)

**Hit Points** 121 (22d8 + 22)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	12 (+1)	16 (+3)	15 (+2)

**Saving Throws** Dex +3

**Skills** Acrobatics +6, Deception +5, Sleight of Hand +6, Stealth +6

**Senses** passive Perception 13

**Languages** Common

**Challenge** 5 (1800 XP)

**Master of Shadows.** While nightblades are in half or low light they have advantage against Dexterity (stealth) checks and get a free attack before battle if unseen.

### Actions

**Crossbow, Light.** Ranged Weapon Attack: +6 to hit, range 60/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

**Longsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage. Versatile *Hit:* 8 (1d10+3) slashing damage

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



Z A B O L I G H T

# CLOCKWORKS



## CLOCKWORK SPY

*Tiny construct, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 5 (2d4)

**Speed** 30ft., climb 15ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	3 (-4)	10 (+0)	1 (-5)

**Damage Immunities** poison, phsyic, bludgeoning, piercing and slashing from nonmagical weapons that arent adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 10

**Languages** understanding the language of its creator but can't speak

**Challenge** 1/8 (25 XP)

**Immutable Form.** The clockwork spy is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork spy has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork spy's weapon attacks are magical

**Audio Recording.** A clockwork spy can record nearby sounds as a bonus action, storing all sound within 20 ft of it onto a small gem encased in its body. The clockwork spy can record up to 1 hour of sound. It can start and stop playback of recorded sound as a bonus action.

Removing a gemstone or installing a gemstone into a clockwork spy requires an action and a DC 25 Dexterity (Thieves' Tools) check. Failure does not damage the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals- a spy can be ordered to start recording sound as soon as a humanoid (human) or a beast comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. likewise, it cannot record sound onto a gemstone that already contains a recording.

**Self Destruction.** Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes. Each creature in a 5 foot radius around the clockwork spy must make a DC 10 Constitution saving throw, taking 3 (1d6) fire damage on a failed save or half as much on a successful one. Using an action, a creature can make a DC 20 Dexterity (Thieves' Tools) check, halting the spy's self-destruct sequence on a success, but not preventing it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it.

### Actions

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage.

## CLOCKWORK SPY

These spindly and discreet mechanical arachnids are ideal for surveillance and reconnaissance missions, and can be vital tools in political intrigues or illicit consortium tatics. Their retractible, insectile wings make the swift creatures even craftier foes than most would anticipate. As they are less combat-oriented than many other clockworks, if a clockwork spy is caught in the act of recording its target, escape is usually the most practical course of action.

Clockwork spies are about 2 feet wide from leg to leg, and weight less than 40 pounds.

Gemstones used to record audio cost between 50 and 150gp depending on availability.



## CLOCKWORK SOLDERS

Iron covered heartless warriors these metal men don't fear death it self throwing themselves into the fray without worry of injury for they cannot feel pain. They do not stop until their task is finished and will fight on with cold, ravenous fury.

These basic robotic beings are simplistic in nature yet complex in craft. Even taking away a few core gears won't stop these machines in their place. They never surrender and will fight on and die trying to complete their task even setting off an internal bomb to kill their target.

### CLOCKWORK SOLDIER

*Medium construct, unaligned*

**Armor Class** 14 (natural armor, shield)

**Hit Points** 39(6d8 + 12)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	7 (-2)	10 (+0)	3 (-4)

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 10

**Languages** understanding the language of its creator but can't speak

**Challenge** 3 (700 XP)

**Immutable Form.** The clockwork soldier is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork soldier has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The clockwork soldier's weapon attacks are magical

**Death Burst** When the clockwork soldier dies, it explodes. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7(2d6) fire damage on a failed save, or half as much on a successful one.

### Actions

**Multiattack** The clockwork soldier makes two baton attacks.

**Baton.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

### VARIANT WEAPON: HALBERD

Clockwork soldiers may use different types of melee weapons. For example, a soldier using a halberd would have a CR of 2, an AC of 12 and make two halberd attacks (+5 to hit, reach 10ft., one target. *Hit* 10 (1d10+3) slashing damage).



## CLOCKWORK GOLIATH

*Large construct, unaligned*

**Armor Class** 16 (natural armor)  
**Hit Points** 85(10d10 + 30)  
**Speed** 25ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	3 (-4)

**Damage Immunities** poison, psycic, bludgeoning, piercing and slashing from nonmagical weapons that arent adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60ft., passive Perception 10

**Languages** understanding the language of its creator but can't speak

**Challenge** 7 (2900 XP)

**Immutable Form.** The clockwork goliath is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork goliath has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The clockwork goliath's weapon attacks are magical

**Lightning Overload** Whenever the clockwork goliath is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt as well as the use of its charged impact.

### Actions

**Multiattack.** The clockwork goliath makes two slam attacks or one saw attack and one slam attack.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 17 (3d8 + 4) bludgeoning damage.

**Charged Impact (Recharge 5-6)** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage plus 18 (4d8) lightning damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away and knocked prone.

## CLOCKWORK GOLIATH

Clockwork goliath are huge golems created to destory anything in their path. They are fueled by lightning magic, and may deliver very powerful lightning enhanced blows. They don't use elaborated strategy in combat and just usually throw their fist at any creature in range.

A clockwork goliath is 12 feet tall and weight about 4,000 pounds.



# CLOCKWORK SPIDER TANK

*Huge construct, unaligned*

**Armor Class** 18 Heavy Plate  
**Hit Points** 267 (20d12 + 140)  
**Speed** 40ft. climb 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	25 (+7)	12 (+1)	14 (+2)	3 (-4)

**Saving Throws** Str +5, Con +7  
**Damage Immunities** poison, phsyic, bludgeoning, piercing and slashing from nonmagical weapons that arent adamantine  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60ft., spotlight 120 ft., passive Perception 12  
**Languages** understanding the language of its creator but can't speak  
**Challenge** 15 (13,000 XP)

**Hydrolc Legs.** If one of the legs of the clockwork spider tank is destroyed or made imobilized then the clockwork spider tanks speed is reduced by 10 for each leg destroyed until it has 2 legs remaining.

**Spellbinding Barrier.** If the clockwork spider tank is hit with a magical attack it can choose to activate a magical barrier that reducing all incoming magical damage by half but in turn it must half its current speed.

## Actions

**Multiattack.** The clockwork spider tank can make 2 cannon attacks

**Cannon.** *Ranged Weapon Attack:* +10 to hit, range 140/250 ft., one target. *Hit:* 37 (5d12+5) fire damage.

If the target is missed the target must make a Constitution saving throw and beat DC 20 saving throw. On a failure the target is knocked 10 feet away from their current spot opposite of the direction of the clockwork spider tank. On a succesful roll the target take half damage and is not knocked back.

After you make an attack with this it will take one turn to reload the cannon.

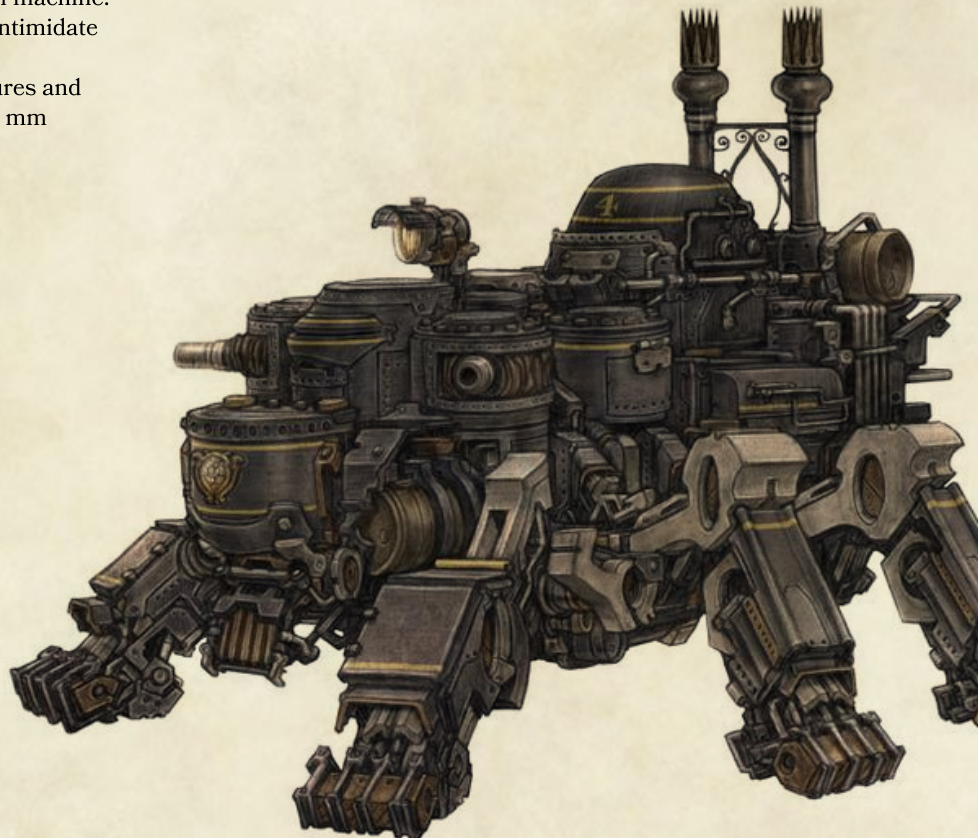
**Machine Gun.** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 38 (8d8+2) piercing damage.

**Stomp.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 65 (11d10+5) bludgeoning damage.

## CLOCKWORK SPIDER TANK

A machine of war created to be an unstoppable steel machine. This massive marvel was built for combat and to intimidate the hardest of foes to surrender.

Being fifteen feet tall it towers over many creatures and packs a powerful punch being able to fire two 120 mm explosive cannon shells at a target



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## CLOCKWORK RELIQUARY

### CLOCKWORK RELIQUARY

*Large construct, chaotic neutral*

**Armor Class** 23

**Hit Points** 442 (25d10+300)

**Speed** 40 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	35 (+12)	30 (+10)	23 (+6)	22 (+6)

**Skills** Acrobatics +3, History +12, Perception +8

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 16

**Languages** Aboleth, Abyssal, Aquan, Auran, Draconic, Elven, Infernal, Ignan, Terran, and four others

**Challenge** 23 (50,000 XP)

**Fast Healing.** Each turn the Clockwork Reliquary is below 150 hp it regains 20 hp. per turn until it is above 200 hp.

**Abysium Pulse.** Once every 1d4 rounds as a free action, the two adamantite spheres atop the clockwork reliquary's body can bloom like metal flowers to reveal highly refined abysium rods that immediately pulse with energy.

All creatures within a 30-foot-radius spread must succeed at a DC 20 Constitution saving throw or suffer 3d6 force damage and are stunned for 1 round. On a successful save, creatures in the area suffer only half the damage. The reliquary cannot create an abysium pulse in the same round it lashes out with its djezet blood.

**Conquer Construct** As an action, the clockwork reliquary can target a single mindless construct within 120 feet and attempt to seize control of it. The construct can attempt to resist this control beating a DC 30 Wisdom save, but on a failure, it permanently falls under the clockwork reliquary's command.

If the reliquary targets a dormant construct (such as an unwound clockwork), the construct fails the save automatically and is immediately activated at the start of the next round.

**Unstable Mind** Every 1d8 turns the clockwork Reliquary must roll 1d100. The descriptions for the rolls are as follows:

- 1-10: Must beat a DC 20 Wisdom saving throw or randomly attack a creature within range regardless if its friend or foe.
- 11-30: Remains inactive for 1 turn and has to make a DC 25 Intelligence Saving throw or remain dormant and prone.
- 31-60: Emits a wave of force dealing 2d8 damage to all creatures who don't beat a DC 20 Constitution saving throw and are thrown back 20 ft. On a successful save creatures take half damage. The clockwork reliquary take double damage.
- 61-70: 1 of the clockwork reliquary's actions is disabled for 1d12 turns.
- 71-80: 1d4 imaginary creatures are created and the clockwork reliquary must either dissipate all imaginary creatures or succeed in a DC 25 Wisdom saving throw.
- 81-100: The clockwork reliquary charges in a random direction rolling a 1d8 to determine the direction until it collides with something it resumes regular action afterwards.





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## Actions

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**Multiattack** The clockwork reliquary makes 4 Alloyed Claws attacks.

**Alloyed Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 34 (6d8+7) slashing damage in addition to 1d6 fire and 1d6 cold damage.

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## CLOCKWORK MAGE

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a wand into a variety of arcane powers. They often serve powerful arcane spellcasters, or as unflinching and unquestioning casters to those who want the benefit of spells without ego or free thought.

A humanoid figure of mithral and steel, a clockwork mage has a large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

### Variant: Arcane Paradox

Magic and golem making aren't an exact science and sometimes, things may go wrong.

When using *Arcane Conversion* roll a d8 instead of a d6. If you roll the number corresponding to the current school of magic the clockwork mage is using, the crystal enclosed in its chest explodes, dealing 10 (3d6) force damage to the golem and any creatures within 5 feet of it. The clockwork loses its ability to cast spells and any spells it was concentrating on ends.





## CLOCKWORK MAGE

Medium construct, unaligned

Armor Class 16 (natural armor)  
Hit Points 90 (12d8 + 36)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks that aren't adamantite

**Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft., passive Perception 13

**Languages** understands the languages of its creator but can't speak

**Challenge** 9 (5000 XP)

**Immutable Form.** The clockwork mage is immune to any spell or effect that would alter its form.

**Magic Resistance.** The clockwork mage has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork mage's weapon attacks are magical.

**Silent Caster.** The clockwork mage doesn't need verbal components to cast spells.

**Quickened Cast.** When the clockwork mage casts a spell that has a casting time of 1 action, it may instead change the casting time to 1 bonus action.

**Wand Magic.** The clockwork mage's crystal wand allows it to cast spells, requiring no material components. Its spellcasting ability is Wisdom (spell save DC 15). The arcane school of the wand determines the color of the crystal and the clockwork's spells:

### 1. Abjuration (blue).

At will: *absorb elements*, *shield*  
3/day each: *lesser restoration*, *pass without trace*  
1/day each: *counterspell*

### 2. Conjunction (orange).

At will: *entangle*, *grease*  
3/day each: *misty step*, *web*  
1/day each: *stinking cloud*

### 3. Enchantment (yellow).

At will: *bane*, *sleep*  
3/day each: *crown of madness*, *hold person*  
1/day each: *confusion*

### 4. Evocation (red).

At will: *magic missile*, *thunderwave*  
3/day each: *gust of wind*, *scorching ray*  
1/day each: *fireball*

### 5. Illusion (purple).

At will: *color spray*, *disguise self*  
3/day each: *blur*, *invisibility*  
1/day each: *hypnotic pattern*

### 6. Necromancy (black).

At will: *inflict wounds*, *ray of sickness*  
3/day each: *blindness/deafness*, *ray of enfeeblement*  
1/day each: *bestow curse*

### 7. Transmutation (green).

At will: *expeditious retreat*, *catapult*  
3/day each: *enlarge/reduce*, *spider climb*  
1/day each: *haste*

## ACTIONS

**Multiattack.** The clockwork mage makes four slam attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) bludgeoning damage.

**Arcane Conversion (Recharge 6).** The clockwork mage uses its magical abilities to change the arcane school of its crystal wand. Roll a d6 to determine the new school, removing the current one from the list of possibilities. The clockwork mage regains the use of all its spells.

## CLOCKWORK DRAGON

Clockwork dragons powerful breath weapons and mastery of flight make them versatile and graceful killers. Designed for long flights and missions, the intricate winding mechanism of the clockwork dragon is more efficient than that of other clockwork constructs, partially because it reuses some of the energy generated by its intricate wings and the complex machinery of its breath weapon device. One of the most complicated and subtly crafted clockworks, its many moving parts are fortified by adamantine supports and fixtures, making this killing machine a brilliant mix of intricacy and unyielding terror.

The basic chassis and internal workings of the clockwork dragons are highly adaptable, and many variants of the clockwork dragon exist. Clockwork dragons are typically 20 ft long from snout to the tip of its tail, and weigh nearly 75 tons.



## CLOCKWORK DRAGON

*Huge construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 975 (14d12 + 84)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	6 (-2)	15 (+2)	3 (-4)

**Saving Throws** Dex +6, Con +11, Wis +7, Cha +1

**Skills** Perception +7

**Damage Resistances** fire, lightning

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 120ft., passive Perception 17

**Languages** understanding the language of its creator but can't speak

**Challenge** 14 (11500 XP)

**Immutable Form.** The clockwork dragon is immune to any spell or effect that would alter its form

**Magic Resistance.** The clockwork dragon has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The clockwork dragon's weapon attacks are magical

## Actions

**Multiattack.** The clockwork dragon makes three attacks: one with its bite and two with its claw

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

The clockwork dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The clockwork dragon regains spent legendary actions at the start of its turn.

**Detect** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## CLOCKWORK DRAGON VARIANT

The following are a number of variant clockwork dragons. Some clockwork dragons exhibit more than one of these variations.

**Acid Breath.** Equipped with an internal fountain of caustic liquid, this type of clockwork dragon replaced its firebreath with a 60-foot line of acid that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

**Destroyer.** These clockwork dragons are used as a highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as an action while on solid ground, it can move its gears to pull its wing apart and right up as a heavy bombard. The body of the clockwork is used as the platform for the bombard, and the internal workings of the clockwork can load the bombard without a crew, though it still takes an action on the part of the clockwork to load the bombard. The clockwork dragon can also aim and fire the bombard using a single action. A clockwork dragon carries enough ammunition to fire bombard 10 times.

**Bombard.** *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 55 (10d10) bludgeoning damage. Deals double damage to objects and structures.

**Flaming Tar Breath (CR + 1).** Instead of breathing fire, some clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 49 (14d6) fire damage and are restrained in a thick layer of flaming tar for 5 rounds. On a successful save, a creature takes only half damage and isn't restrained. A restrained creature takes 10 (3d6) fire damage at the start of its turn. As an action, the restrained creature can make a DC 19 Dexterity, removing the tar and freeing itself on a success.

**Infiltrator (CR + 1).** These clockwork dragons are more subtle and nimble than those of other clockwork dragons. An infiltrator clockwork dragon can rearrange its movable parts into very serpentine and compact shapes, which allows it to move through space that are large enough for a medium-sized creature. Furthermore, its parts are coated in a black noise-dampening resin, granting it a +6 bonus on Dexterity (Stealth) checks. Finally, it's infused with magic allowing it as an action, to become invisible as the *greater invisibility* three times per day.

**Rust Breath.** Rust-breath clockwork dragons do not breathe fire. Instead, the creatures breathe out a fire mist of an alchemical solvent that instantly rusts exposed nonmagical metals in a 60-foot line that is 5 feet wide. If the object isn't being worn or carried, the breath destroyed a 5-foot cube of it.

If the object is being worn or carried by a creature, the creature can make a DC 19 Dexterity saving throw to avoid the rust breath; however, they need to make a separate attempt for each exposed item. If the object affected is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the object is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Each alchemical dragon can hold enough of the alchemical solvent to make up three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. The clockwork dragons are made of ironwood, adamantite, and other resistant materials immune to rusting of any form.

**Sleep Gas Breath.** This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork breaths out this gas in a 30-foot cone, the creatures within the cone must succeed in a DC 19 Wisdom saving throw or fall asleep for 1 minute. Clockwork dragons with this breath weapon tend to have the infiltrator variant. These clockwork dragons excel at missions that require stealth and precision rather than brute force.



# CLOCWORK MARINE

*Large construct, unaligned*

**Armor Class** 20

**Hit Points** 178(17d12 + 68)

**Speed** 40ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	8 (-1)	11 (+0)	1 (-5)

**Saving Throws** Str +8, Con +8

**Skills** Athletics +12

**Damage Immunities** Psychic

**Damage Resistance** bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite, thunder, cold

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120ft., passive Perception 10

**Languages** common but cannot speak

**Challenge** 12 (8400 XP)

**Pressure Sensitivity.** When the clockwork marine is underwater creatures that enter a space of 120 ft. will be sensed. The clockwork marine cannot identify the race but can identify the amount, and size of said creature.

**Waterbreathing.** The clockwork Marine can withstand immense underwater pressure and can subsequently can breath underwater.

## Actions

**Multiattack.** The clockwork marine can make 2 slam attacks or 1 with its marine cannon.

**Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., *Hit:* 15 (1d10 + 10) bludgeoning damage.

**Marine Cannon. Ranged Weapon Attack:** +8 to hit, range 90/250 ft., one target *Hit:* 32 (4d10 + 10) bludgeoning. Heavy

## CLOCKWORK MARINE



## AUGMENTED HUMANOID

Twisted with metal and flesh, people wish to gain power and luxury but don't know that they give away their minds. Feeding on their own anger they will go to any length to reach their twisted goal either revenge, or satisfaction never know that this will not sate the monster that dwells within them.

With augmentations, enhancements and upgrades of many varieties, its no wonder that they don't even recognize who they used to be and will go into blind rage killing anything that comes near them. Even when they know they are a monster they will seek further enhancements to make them more powerful and a bigger threat to those who attempt to best them. No longer are they just humanoids they are a new breed of mad science that hasn't been found out nor stopped and more the more people who seek power in the way of augmentations the more hell the city will pay.

## AUGMENTED HUMANOID

*Medium humanoid, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	6 (-2)	17 (+3)	12 (+1)

**Condition Immunities** exhaustion, frightened, paralyzed,

**Senses** darkvision 60ft., passive Perception 14

**Languages** common and their core race

**Challenge** 5 (1800 XP)

**Immutable Form.** The augmented humanoid is immune to any spell or effect that alters its form.

**Magic Resistance.** The augmented humanoid has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The augmented humanoid's weapon attacks are magical

**Raw Fighting Style** While the augmented humanoid is wearing no armor, wielding no shield, its AC includes its Wisdom modifier.

## Actions

**Multiattack** The augmented humanoid can make two unyielding assault attacks

**Unyielding Assault.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 4) slashing damage

**Augmented Power (Recharge 4-6)** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 4) slashing damage plus 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or take 2d4 damage due to bleeding each turn. A target can repeat the saving throw at the end of each of its turn

## Reactions

**Swift Movement** When a creature misses the augmented humanoid can move 5ft. in any given direction being used as a free disengage without penalty of being hit and can still make an attack if possible.



## ALCHEMY LYCANS

Medium monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

**Skills** Percition +7

**Condition Immunities** bludgeoning, peircing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 17

**Languages** Common

**Challenge** 9 (5,000 XP)

**Keen Hearing and Smell** The alchemy lycans has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Leap.** If the alchemy lycans moves atleast 15 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the alchemy lycanmorph can make a bite attack agianst it as a bonus action.

### Actions

**Multiattack.** The alchemy lycans can make two claw attacks.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5ft., one target. *Hit* 15 (2d10 + 4)

**Claw. Melee Weapon Attack:** +7 to hit, reach 5ft., one target. *Hit* 19 (3d8 + 4)

## ALCHEMY LYCANS

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into raging beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of its counterpart. On close inspection its eyes show a faint spark of unnatural intelligence and might glow red or yellow in the dark.

In recent times it was to be believed that lycanthropes died off and that none were in existence. A mad scientist did the unthinkable.

Over decades of experimentation they activated a gene with in people of all races to becomes fully aware lycanthropes but keep their normal form. Years passed as more and more weak and damage people came to the doctor to gain the power to fight their enemies but they wouldn't know of a side effect to ruin them completely. The longer these people remained with this active lycan gene the more unstable they became becoming lycanmorphs.

Eventually all of the patients turned into bloodthirsty monsters. Seeking vengeance for being turned into horrid beast they seeked the doctor and to find a cure. When confirmed that there was no cure the beast went on a rampage in search of the doctor being forever cursed to live like monsters.





## VICTORIAN HORRORS

Monsters, creatures, aberration, these are your regular spookes and creeps. They are creatures of an different line of terrifying. Festing on the weak, killing for fun, they dont do things unless they desire to.

Hungery for blood, plessured by fear, tehy hunt down their prey like a helpless animal and when the time of the killing blow is right, they will make their food suffer until they beg for death and wish they had never been born.

### POLTERGEIST

*Medium undead, unaligned*

**Armor Class** 14

**Hit Points** 104 (19d8 + 19)

**Speed** 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	16 (+3)	18 (+4)	8 (-1)

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, prone, poisoned.

**Senses** passive Perception 14

**Languages** Common

**Challenge** 5 (700 XP)

**Sense movement.** The poltergeist cannot see or hear, but it can sense movement within 60 ft. of it. This means, that a poltergeist cannot know of a creature's location if the creature is not moving.

**Glow.** The poltergeist sheds dim light in a 30 ft. radius.

### Actions

**Telekinesis.** The poltergeist chooses up to 10 nonliving objects that weight no more than 50 pounds within 60 ft. of it. These objects are lifted off the ground up to 10 ft. up and are under the poltergeist's control until the poltergeist is killed or drops one of these objects at will. If one of these objects is held or worn by another creature, the creature must succeed on a DC 12 Strength or Dexterity saving throw to keep the object.

**Hurl object.** The poltergeist hurls one or more of the objects under its control at a creature within 30 ft of the object. The target creature must succeed on a DC 15 Dexterity saving throw or receive 5 (2d4) damage if the object weighs less than 10 pounds, 10 (4d4) if the object weighs from 10 to 20 pounds, and 15 (6d4) if the object weighs more than 20 pounds. This damage can be bludgeoning, slashing or piercing damage, depending on the type of object.

## POLTERGEIST

The poltergeist is probably one of the most mysterious undead. They are said to be some sort of an vengful spirit that went out of control. They appear as a ghostly humanoids losing all fetures of its living counterpart, but that is only a cover. Actually, the poltergeists physical body is similar to a monster with razor teeth. If a poltergeist is killed, it reverts back to its original form, sometimes forcing the ghostly creature to retreat.

Poltergeists are mainly known for their telekinetic powers. Often depending on how merciless they died or how angry the spirit is at the target determines how aggressive it will be. There are many ways of defeating such a powerful creature and clerics are usually the ones that can dispell of these monsters. If a holy person isn't on hand the poltergeist can cause inhabitants over an extended perios of time to become haunted thralls.



## HAUNTED THRALL

medium humanoid, chaotic evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	4 (-3)	2 (-4)

**Condition Immunities** charmed, stunned, sleep

**Senses** passive Perception 7

**Languages** Common and Native language (cannot speak)

**Challenge** 1/2 (100 XP)

**Spider Climb.** The haunted thrall can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Multiattack.** The haunted thrall can make 2 claw or bite attacks on its turn.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the haunted thrall, incapacitated or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4+3) slashing damage. Instead of dealing damage, the haunted thrall can grapple the target (escape DC 13).

## HAUNTED THRALL

Once a living person with a normal life is now possessed by a poltergeist. Due to being haunted by this raged spirit the humanoid is now put in a suffering pain and when met with other humanoids it will attack mercilessly until it is dead.

Being the main target of the poltergeist if undisturbed it can be seen controlling its body and fighting with reckless intent. Haunted thralls will obey any command its poltergeist gives. Similar to a vampire spawn it will kill creatures to make them into thralls.

In the end these people are still people and if the restoration spell or protect from good or evil spell is used on the thrall it will restore their humanity.

## THE UNFORGIVEN

small undead, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 46 (10d6 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	5 (-3)	14 (+2)	15 (+3)12 (+1)

**Senses** passive Perception 12, Blindsight 10 Ft., Darkvision 60 Ft.

**Languages** Common

**Challenge** 2 (450 XP)

**Spider Climb.** The Unforgiven can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the unforgiven knows the exact location of any other creature in contact with the same web.

**Web Walker.** The Unforgiven ignores movement restrictions caused by webbing.



## Actions

**Multiattack.** The Unforgiven makes two bite attacks.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

**Web (Recharge 3-4).** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: ) damage. The target is Restrained by webbing. As an action, the Restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## THE UNFORGIVEN

People who have sined against their god, living a life of lies, prostitution, and senseless murder. They have been cursed to live in a body of everlasting agony and dread, forever reliving their sins until their mind is shattered and unrepairable.

There is no retribution for these individuals. The curse is that of a god's will. To break this curse and free these tortured spirits you must give a life for it as sacrifice.

## SKULKING SLASHER

*Medium humanoid, chaotic evil*

**Armor Class** 16 (composite plating)

**Hit Points** 60 (8d8 + 24)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	11 (+0)
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**Skills** Acrobatics +2, Athletics +2

**Saving Throws** Dex +4, Con +4

**Senses** passive Perception 12

**Languages** Common, Any one language

**Challenge** 4 (1,100 XP)

**Cold-Hearted.** The skulking slasher has advantage on saving throws against being frightened or charmed.

**Deadly Speed.** The skulking slasher may dash as a bonus action.

## Actions

**Multiattack.** The skulking slasher makes two forearm blade attacks.

**Forearm Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

**Perforate.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) piercing damage, and the target's speed is reduced by 10 ft until its next turn. If this reduces the target's speed to 0, it becomes restrained until it regains its movement.

## SKULKING SLASHER

Inhuman creatures of flesh and machine. Brutal experiments gone horribly wrong. Originally created to be the perfect assassin. Uncaring, unfeeling, merciless. Being criminals they were forcibly fused to become part machine. They lost what little morality they had left. Everything that made them human was gone and replaced with one objective. Serch, follow, kill.



## PUPPET OF MADNESS

*Medium monstrosity, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	7 (-2)	9 (-1)	4 (-3)

**Senses** darkvision 30 ft., passive Perception 9

**Languages** Common but cannot speak

**Challenge** 1 (200 XP)

**Madness.** The puppet of madness is immune to any form of mind control or mind altering abilities.

### Actions

**Legblade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

**Puppetry.** *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target.

The puppet of madness throws out its strings to attempt to control a target physically making it only do basic attacks with weapons. The creature it chooses to control may make a Strength of Dexterity saving throw and beat a DC of 12 to escape its control.



## THE SHADE

*Large humanoid, chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 210 (28d10 + 56)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	8 (-1)	16 (+3)	5 (-3)

**Saving Throws** Dex +5, Con +2

**Skills** Acrobatics +9, Athletics +6

**Senses** truesight 20 ft. passive Perception 13

**Languages** Common but cannot speak

**Challenge** 10 (5900 XP)

**Paralyzing Gaze.** If a creature steps into the spotlight of the shade their speed is reduced by 10 each turn they remain in the spot light. If the creatures speed is reduced to 0 they are paralyzed for the duration and cannot move until attacked, or out of the spotlight. You can resist the paralysis if you succeed in a DC 20 Constitution saving throw where you gain an extra turn of 10 feet.

**Spotlight Veiw.** The shade doesn't have very good eye sight and can only see up to 20 feet in front of it. A spotlight comes out of what looks to be its head. If a creature is seen within that spotlight they are affected by the shade's paralyzing gaze effect.

### Actions

**Multiattack** The shade can make 3 kick attack or 2 kick attacks and one gaping chest attack.

**Gaping Chest (Recharge 2-3).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 50 (10d8+5) piercing damage.

When a creature is eaten by the shade they are considered restrained until they either succeed in a DC 15 Constitution or DC 20 Strength saving throw, or the shade takes more than 50 damage from the outside.

**Kick.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) slashing damage.



## THE SHADE

## UNIQUE BUILDING

Unique buildings are creations of highly respected, descriptive, and helpful construction. These buildings may consist of operators, technicians, and security yet not all require them. These buildings can change the way people see

### WALL OF LIGHT

Walls of light are electrified entryways that are powered by rotating motors, situated around cities for the purposes of security and quarantine control. Normally, only the City Watch, Grand Guard and Tallboys are able to pass through unharmed, as they deactivate upon their approach. Anyone else attempting passage, including trying to Blink through, will be vaporized.

Walls of light work via two electric coils placed together on either side of an entry, as if to resemble a gate. Above these coils is a revolving device that emits a blue light. When a hostile approaches, it will sound an alarm and glow red. It will let out a low-pitched signal when someone attuned to the wall passes through it.

Upon starting their watch duty, members of the City Watch will be approached by the Technical Officer. This individual will be carrying a device known as a charger, which is attuned to a specific wall of light. Each member of the new shift must lay a hand upon the charger. Once this is done, that wall of light "recognizes" these individuals and will not harm them.

With the help of rewiring tools, player can reconfigure walls of light to allow them passage. This has the added effect of causing guards to be detected as "unauthorized" users, disintegrating them instantly. The device can also be disabled by removing the charger that powers it. Using the spell Time Stop allows players to pass through an active wall of light unharmed.

## WALL OF LIGHT

*Large Construct*

**Armor Class** 20

**Hit Points** 500

**Speed** 0

### Actions

**Static Shock.** *Ranged Weapon Attack:* +10 to hit, reach 20 x 1ft., every target. *Hit* 55 (10d10)

Creatures caught in the electric field must beat a DC 20 constitution saving throw. If the creature fails they are immediately vaporized. If the creature succeeds they take full damage but survive and are paralyzed for 1 minute.



## FLOATING ISLANDS AND CITIES

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An otherwise-normal place that's floating in the sky, often for no adequately-explored reason.

This is an extremely common trope in fantasy and video games. Nothing says "exotic" like a city floating in the sky. Outside of scifi settings, there's often no real effort to justify or Hand Wave it beyond saying A Wizard Did It and hoping that the Rule of Cool will carry the day. Or never mentioning it at all. One thing's for sure, though: If you've got a floating continent, it's significant. There's no chance that it's just some random village. Even if it's not The Very Definitely Final Dungeon, something important is definitely going to happen there. These places tend to have a higher-than-normal failure rate as a result of this, often becoming more of a Falling Continent.

Waterfalls are often expected to fall from the continent. Even if there's an explanation for how the place stays in the air in the first place, how they can possibly not run out of water is pretty much never explored. (While it's not that hard, as long as there is some sort of world below and the continent doesn't permanently float above the clouds it can get its water the same way any mountain range does: rain.)

Strangely enough, many such places go unnoticed by the common man, even though they should be perfectly obvious floating there in the sky. Sometimes they're cloaked by clouds, mist, or Applied Phlebotinum, but other times... well, you have to wonder how people can be so sure that the Floating Continent is mythical if they've heard of it at all.

The Ur-Example is the original Cloudcuckooland, from Aristophanes' *The Birds*, but the Trope Codifier is the City of Laputa, from Jonathan Swift's *Gulliver's Travels*. Swift also originated the Colony Drop: Laputa maintained control of its groundbound colonies by landing on any rebellious population centers, crushing them beneath its armored underbelly. The trope was popularized in modern popular culture by Hayao Miyazaki's *Castle in the Sky*. The Trope Namer is the Floating Continent orbiting Jupiter in *Star Blazers / Space Battleship Yamato*.

If some cataclysm has resulted in the entire planet being broken up into a collection of floating continents, that's *Shattered World*.

If there is no landmass under these continents, then it's *World in the Sky*.



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