



THE GUNPOWDER CODEX

DUNGEONS & DRAGONS

New archetypes, gear, and rules for utilizing firearms
in the world's greatest roleplaying game

CREDITS

DESIGN

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INSPIRATION

The Gunpowder Codex was inspired by Matthew Mercer’s “Gunslinger” archetype. See the introduction for more details. It also borrows some enchantment effects from the 3.5 Edition of Dungeons & Dragons.

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CONTENTS

INTRODUCTION 3

Guns & Genre.....	3
Firearms & Balance	3
Scarcity & Technology	4

FIREARMS 4

Proficiency.....	4
Ammunition	4
Firearm Properties.....	4
Gear Listings	5
Enchanted Firearms	8

CRAFTING 9

Crafting Firearms	9
Crafting Ammunition	10
Simple Ammunition Crafting.....	10
Gritty Ammunition Crafting.....	10
Crafting Musketballs.....	11
Crafting Cartridges & Buckshot	11
Crafting Gunpowder	12
Crafting Special Items.....	12

ARCHETYPES 12

Barbarian: Path of the Gunrager	12
Bard: College of the Pistolero	13
Cleric: Dust Domain.....	13
Druid: Circle of Thunder.....	15
Monk: Way of the Firedancer	16
Paladin: Oath of Resolve	16
Ranger: Dragoon.....	18
Rogue: Sniper	19
Sorcerous Origin: Powderblood.....	20
Warlock: Eldritch Marksman	21
Pact Boon: Pact of Gunpowder	22
Wizard: Spellgunner	22

NEW SPELLS 24

NEW FEATS 25



INTRODUCTION

The existence of this document is predicated on the feeling that not all gunslingers must be fighters. Just as there is room in D&D for all classes to wield a sword (some better than others, granted), so too should all classes have an option that deals with guns.

We must first credit the magnificent Matthew Mercer for his Gunslinger archetype, which is an excellent piece of work. We haven't included a Fighter archetype here because we didn't think we could do better. And just as he took inspiration from Pathfinder, we take inspiration from him, and some of our archetypes share a feature or two with the Gunslinger (primarily the simple proficiencies with firearms and Tinker's Tools). Some features have also been inspired by or adapted from Pathfinder archetypes.

Each archetype has its own theme, and not every ability deals explicitly with firearms. Some are more weapon-focused than others, and others have their own twists.

In a world where firearms are more common, questions of their creation and maintenance inevitably arise, particularly among players who are anxious to tinker with their weapons. Thus, also included is an expanded list of firearms and rulesets for crafting both firearms and ammunition.

GUNS & GENRE

We're not shy in admitting that what initially drew us to create this codex was a wild west vibe, as one of us is running a campaign in such a setting. But setting isn't baked too deeply into the rules (more on that below), so you could take a campaign many different directions while still including firearms.

As just a few examples:

- There's the Van Helsing feel, where guns are the specialized tools of the wealthy or truly dangerous. That, of course, may or may not be...
- Steampunk. Industry, Victorian culture, and steam are the driving forces, and guns are a natural fit.
- The Dishonored feel, of video game fame, with whale oil and supernatural & dystopian overtones.
- The historical approach, where technology advances more slowly and spreads more slowly.
- Cowboys!
- Pirates!

And, of course, combinations of these and many more that spring from the inventive minds of DMs. The point is simply to say that the inclusion of guns in your campaign doesn't define in which genre you can play—it implies a level of technology, true, but even that has plenty of wiggle room. Enjoy pondering the possibilities!

FIREARMS & BALANCE

Many DMs may be cautious about integrating firearms into their own campaigns, and rightfully so. They may not fit thematically with some settings, but even more concerning is the question of balance. Will firearms make PCs overpowered? How will they affect the CR of enemies? There's no definitive answer to these questions, as everyone runs their games differently, but we can offer some general guidelines.

First off: yes, guns are powerful. Basic guns are on par with longbows and heavy crossbows, while more advanced guns outstrip any weapons in the Player's Handbook. This is by design. Depending on how you chose to integrate firearms into your campaign, this might have one of two effects:

firearms may be rare and coveted tools (much like magic items), or firearms are common enough that enemies and PCs both possess them and balance each other out.

If a few player characters carry firearms, especially advanced or enchanted variants, the CR of your encounters will certainly be affected. If the encounter involves NPCs with weapons, one simple solution is to give them guns as well. This may make fights a bit faster and more brutal, but that's a historically accurate side effect of introducing guns into warfare. For DMs wanting to restrict the proliferation of firearms, simply using higher CR foes or giving the same ones more hit points should suffice.

SCARCITY & TECHNOLOGY

As was touched on above, firearms can easily fit into many different settings, whether that's vibes of 15th century Italy, 18th century Mexico, steampunk, or something entirely different. Mechanically, though, there's probably only two things that will change about firearms in these different environments: scarcity and level of technology.

For those wanting to implement firearms as they were in the early medieval period, it may be best to limit those available to basic or perhaps moderate complexity (see gear listings). Guns would probably be rare and expensive, and ammunition hard to find—the simplest adjustment is perhaps to double the listed prices of basic guns, triple those of moderate complexity, and so on. Characters in such settings might have to (or want to) do more of their own crafting to offset this rarity.

Inversely, characters in worlds where firearms are common face a different problem: staying alive. Guns, particularly more advanced varieties, pack a heavy punch, and player characters will probably want to have a healer, stock up on potions, or just boost their Armor Class to increase their survivability.

FIREARMS

The firearms presented here possess a few properties and rules different from those presented in the Dungeon Master's Guide or other sources. All material presented in The Gunpowder Codex assumes use of these mechanics.

PROFICIENCY

Characters proficient in martial weapons are automatically proficient in **martial firearms**. These firearms are a common sight in most settings, and many different characters learn to use them. **Advanced firearms**, however, require more specialized training that may be acquired either through the *Advanced Gunner* feat, one of the archetypes presented in the following pages, or by fulfilling some other requirement established by the DM.

AMMUNITION

As with bows or crossbows, all firearms require ammunition to make an attack. If using the simple rules, this ammunition all takes the form of bullets; if using gritty rules, ammunition might be musketballs, cartridges, or buckshot (see the Crafting Ammunition section below). Regardless of ruleset, crafting ammunition requires use of Tinker's Tools, although merchants in locations where firearms are more common often sell ammunition as well.

FIREARM PROPERTIES

In most settings, firearms are a new technology, and even those practiced in their use have to work around a few unique limitations, as detailed below. For the purposes of rules text, firearms count as both ranged weapons and firearms, and are eligible for abilities that include ranged weapon attacks.

RELOAD

A firearm may be shot a number of times equal to its Reload score before it must be reloaded by using either an action or a bonus action. You must have one free hand to reload a firearm—although you could use your free action to stow a weapon in your other hand before reloading.

MISFIRE

Whenever you roll an attack roll with a firearm and the result on the die is equal to or lower than a firearm's Misfire score, the weapon misfires. The attack misses, and the firearm is in danger of breaking completely. You may spend an action to clear the misfire (no check required), but if you do not, a second misfire will cause an explosion and break the weapon. This explosion deals the weapon's listed damage to you and any creatures or objects within five feet. Clearing a misfire out of combat similarly requires no check. Repairing a broken firearm, however, requires one hour and an Intelligence-based check with Tinker's Tools (DC 10 + the firearm's misfire score). On a success, the weapon is repaired and functional again; failure simply means you must spend another hour to attempt the repairs again.

SCATTER

When you fire a weapon with the scatter property at a target, you may simultaneously attack a second target that is within 5 feet of the first. Use the same attack and damage rolls for both targets.

BURST

Weapons with the burst property have two additional attack options. The wielder may fire five pieces of ammunition in one attack in order to grant advantage on their attack roll. Alternately, they may use their action to fire fifteen pieces of ammunition and attack up to four targets, none of which can be more than five feet from another. Make separate attack rolls for each target, but only roll damage once for all targets.

GUNSLINGER RELOAD

If you are using Matthew Mercer's Gunslinger archetype with the Gunpowder Codex (which we recommend), you may notice that these reload rules are slightly different than those he presents. Our feeling is that the use of a single attack to reload should be the fastest possible reload time, and should be swapped with the ability to reload as a bonus action in the Lightning Reload ability.

Furthermore, fighters have very little use for bonus actions, and this change can greatly aid their action economy. DMs may choose to leave Gunslinger as is, of course, and doing so won't upset anything presented here—although it could potentially cause confusion at the table if the gunslinger is using different firearms rules than other characters. Ultimately, that choice is up to the DM.

WEAPONS

Name	Value	Damage	Weight	Properties	Ammunition
<i>Simple Melee Weapons</i>					
Bayonet	5 gp	1d6 piercing	1 lb.	Versatile (1d8), special	—
<i>Martial Firearms</i>					
Arquebus	200 gp	1d10 piercing	12 lb.	Range (30/90), Reload 1, Misfire 3, two-handed, loading	Musketball
Flintlock Pistol	150 gp	1d8 piercing	2 lb.	Range (15/60), Reload 1; Misfire 2, light, loading	Musketball
Musket	750 gp	1d12 piercing	10 lb.	Range (40/120), Reload 1, Misfire 2, two-handed, loading	Musketball
Pocket Pistol	125 gp	1d8 piercing	1 lb.	Range (10/40), Reload 1; Misfire 3, light, covert, loading	Musketball
Scattergun	500 gp	1d8 piercing	10 lb.	Range (15/30), Reload 1, Misfire 2, scatter, two-handed	Buckshot
<i>Advanced Firearms</i>					
Double Hunting Rifle	3,500 gp	2d10 piercing	10 lb.	Range (100/400), Reload 2, Misfire 2, two-handed	Cartridge
Gatling Gun	7,500 gp	2d8 piercing	20 lb.	Range (30/90), Reload 40, Misfire 3, burst, two-handed, heavy	Cartridge
Harmonica Gun	3,000 gp	2d6 piercing	3 lb.	Range (40/120), Reload 9; Misfire 2	Cartridge
Howdah Pistol	2,000 gp	2d10 piercing	4 lb.	Range (60/200), Reload 1; Misfire 2	Cartridge
Hunting Rifle	3,000 gp	2d10 piercing	9 lb.	Range (100/400), Reload 1, Misfire 2, two-handed	Cartridge
Lever-Action Rifle	7,000 gp	2d8 piercing	8 lb.	Range (80/240), Reload 15, Misfire 2, two-handed	Cartridge
Pepperbox	1,000 gp	1d10 piercing	4 lb.	Range (40/120), Reload 4; Misfire 2, light	Cartridge
Pistol	600 gp	1d10 piercing	3 lb.	Range (30/90), Reload 2; Misfire 1, light, loading	Musketball
Revolver	3,000 gp	2d8 piercing	3 lb.	Range (40/120), Reload 6, Misfire 1, light	Cartridge
Shotgun	1,250 gp	2d8 piercing	7 lb.	Range (15/30), Reload 2, Misfire 2, scatter, two-handed	Buckshot
Sniper Rifle	5,000 gp	2d12 piercing	15 lb.	Range (150/600), Reload 1; Misfire 2, two-handed	Cartridge
Sniper Rifle, Revolver	6,000 gp	2d12 piercing	17 lb.	Range (150/600), Reload 4, Misfire 2, two-handed	Cartridge

AMMUNITION

Name	Value	Availability	Weight	Properties
Bomb	150 gp	Crafted	1 lb.	Detonates 1 round after fuse is lit; 2d6 fire damage and 2d6 piercing damage
Buckshot (10)	4 gp	Merchant	1 lb.	For use in Scattergun, Shotgun
Cartridges (10)	4 gp	Merchant	1 lb.	
Concussive Cartridge (Alchemical)	25 gp	Crafted	0.1 lb.	Increases Misfire by 2, increases damage by 2d6 thunder
Explosive Cartridge (Alchemical)	25 gp	Crafted	0.1 lb.	Increases Misfire by 2, increases damage by 2d6 fire
Gunpowder Horn	35 gp	Merchant	2 lb.	100 doses of powder
Gunpowder Keg	250 gp	Merchant	20 lb.	1000 doses of powder.
Musketball (10)	2 gp	Merchant	1 lb.	

COVERT

Weapons with the covert property grant advantage on checks made to conceal the weapon—whether on your person, under or in an object, or somewhere else. The DM has the final say on whether or not this property applies to a situation.

GEAR LISTINGS

While some players may be familiar with some or all of the items listed on the tables below, each is described briefly here for clarity and those less familiar.

SIMPLE MELEE WEAPONS

Bayonet. A bayonet is a knife, spike, or similar piece of metal designed to fit on the muzzle of a firearm. Its purpose is to serve as a last resort melee weapon in instances where taking the time to switch weapons is impractical or impossible. Usage of a bayonet is important in determining its damage—if attached to a one-handed weapon, it may only use the listed one-handed damage. If attached to a two-handed firearm, it can be used as a versatile weapon. If used on its own, unattached to a firearm, a bayonet uses the statistics of a dagger.



FLINTLOCK PISTOL



HARMONICA GUN



HOWDAH PISTOL



PEPPERBOX



REVOLVER

MARTIAL FIREARMS

Arquebus. The most basic combination of barrel, stock, and trigger, arquebuses use actual burning matches to set off their powder charge. This makes them cumbersome to use and load, but also cheap to produce, and therefore quite common.

Flintlock Pistol. The first kind of pistol that didn't require using an actual match, these are muzzle-loading, single-shot pistols. They are simple to build and perhaps the most common firearm around.

Musket. A step up from an arquebus, a musket is a flintlock weapon that uses steel on flint to set off the powder. It is still slow to load, but has slightly better range, packs more of a punch, and weighs less.

Pocket Pistol. A gentleman's weapon, pocket pistols are basic flintlock weapons designed to be easily hidden. They are, however, notably unreliable and short range.

Scattergun. Scatterguns are similar to muskets in that they are muzzle-loaded and must be reloaded after each shot. They are similarly flintlock weapons, but instead of a single ball they fire buckshot—a grouping of tiny pellets that spread out over a wide area.

ADVANCED FIREARMS

Double Hunting Rifle. A hunting rifle with two barrels, one stacked atop the other.

Gatling Gun. A large, lever-cranked weapon that can be fired rapidly, gatling guns are usually mounted on wagons or carried via complicated leather harnesses. They are exceedingly intricate and expensive to build, making them rare finds in most locations.

Harmonica Gun. A harmonica gun is breech-loaded with a steel slide, containing a number of chambers bored in it which are filled with cartridges. As you fire each shot, you push the slide through a bit to line up the next cartridge. An intricate design, these are rare sights in most areas.

Howdah Pistol. Designed specifically for killing large game, howdah pistols are large-caliber handguns that pack a wallop. They are breech-loaded but single-shot, trading capacity for power.

Hunting Rifle. More sophisticated than a musket, a hunting rifle is a breech-loader and fires cartridges. Its long range makes it popular with hunters and marksmen, although they are not as common or cheap as muskets or arquebuses.

Lever-Action Rifle. The rare product of master gunsmiths, lever-action rifles keep extra rounds in a tubular magazine under the barrel, and each new cartridge is loaded by using the lever that's part of the trigger guard. They are intricate and difficult to build, making them prized possessions of those lucky enough to own one.

Pepperbox. The simplest method to fire multiple shots without reloading is to have more barrels, as a pepperbox does. All four barrels rotate together to line up the next barrel with the hammer.

Pistol. A slight upgrade from the flintlock, the pistol has two barrels stacked on top of each other and is more reliable. They are a common sight with guards and soldiers in some places.

Revolver. Considered by many the pinnacle of handguns, revolvers use rotating chambers with a single barrel. They are reliable, easier to clean and reload, and can fire six times before reloading. Their mechanical complexity, however, can sometimes make them difficult to find or afford.

Shotgun. An upgrade from scatterguns, shotguns have two barrels, are breach-loaded, and are set off by a hammer instead of a flint. They are additionally more reliable and hit harder, and this extra bit of craftsmanship generally makes them more expensive as well.

Sniper Rifle. Sniper rifles are essentially hunting rifles that have been machined to a higher degree of precision and quality. This results in better range, damage, but also more weight and skill to craft, and they can often be very difficult to find.

Sniper Rifle, Revolver. Even rarer than its single-shot brother, the revolver sniper rifle operates on the same principles, but carries four cartridges in revolving chambers, allowing for faster follow-up shots and less time spent reloading.

AMMUNITION

Bomb. A bomb is a unadorned sphere of thin iron designed to disintegrate when the powder inside it detonates. As an action, you may place the bomb on the ground or throw it up to 20 feet. Bombs do not go off immediately, instead exploding at the beginning of your next turn. Anyone within a 5-foot radius of the bomb when it detonates takes 2d6 fire damage and 2d6 piercing damage, or half as much damage on a successful DC 13 Dexterity save.

Buckshot. A package of small lead pellets that scatter when fired, doing damage to creatures in a large area.

Cartridges. A bullet and dose of powder are combined within a package of stiff, chemically treated paper to form a cartridge. The paper and powder burn away when fired, sending the bullet forward on its own. If your group is using the rules for simple ammunition crafting, the terms *cartridge* and *bullet* may be used interchangeably, and you should use the statistics for cartridges for bullets.

Concussive Cartridge (Alchemical). Concussive cartridges deal an additional 2d6 thunder damage when they hit a target. Like explosive cartridges, they are volatile and prone to failure—the Misfire score of a firearm is temporarily raised by 2 for a shot made using an concussive cartridge. Such ammunition cannot usually be bought from merchants, and must be handmade.

Explosive Cartridge (Alchemical). For important shots or simply more firepower, explosive cartridges deal an additional 2d6 fire damage when they hit a target. Their volatility, however, makes them prone to failure—the Misfire score of a firearm is temporarily raised by 2 for a shot made using an explosive cartridge. Such ammunition cannot usually be bought from merchants, and must be handmade.

Gunpowder Horn. Often hung on a leather strap for easy portability, a gunpowder horn holds up to 100 doses of gunpowder. Groups using the rules for simple ammunition crafting do not need to worry about gunpowder.

Gunpowder Keg. Less portable than a horn, a gunpowder keg holds up to 1000 doses of gunpowder and is often transported via horse or wagon. Groups using the rules for simple ammunition crafting do not need to worry about gunpowder.

Musketballs. A simple ball of lead, paired with a dose of black powder when loaded into a firearm. Although the ball and powder are technically two separate items, they're mechanically treated as one for the sake of simplicity.

SHOTGUN



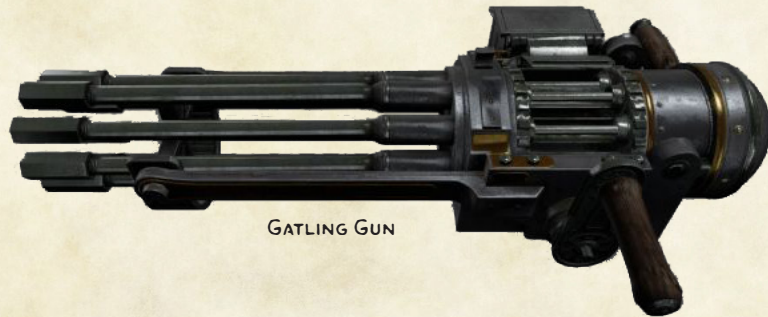
SNIPER RIFLE



HUNTING RIFLE



GATLING GUN



MUSKET



SNIPER RIFLE, REVOLVER



ENCHANTED FIREARMS

COWBOY'S SIDEARM

Weapon (any one-handed firearm), uncommon

This firearm looks much like any other of its type, but has simple enchantments upon it that increase its reliability. Its Misfire score is lowered by 1 (to a minimum of 1), and it possesses 3 magical charges. When making an attack, you may spend 1 charge to grant advantage on the next attack roll you make with the Cowboy's Sidearm. The Sidearm regains one charge at each dawn.

FANCY FIREARM

Weapon (any firearm), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This highly decorative gun is a symbol of wealth and status, inlaid with precious metals, mother-of-pearl, and other accents that speak of the wielder's influential position. While carrying this weapon, you gain a +2 bonus to your Charisma score, and if someone sees the gun for the first time, you have advantage on all Charisma-based ability checks made against them for 1 minute.

FIERCEBANE RIFLE

Weapon (any two-handed firearm), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Carved into the stock of this rifle is a single elvish rune representing the foe the weapon is dedicated to slaying.

A fiercebane weapon excels at attacking one type or subtype of creature, which the creator chose when enchanting it. Once per turn, when you hit a target of the chosen type, you may choose to deal 2d6 extra radiant damage against the creature. Whenever it strikes its designated fiercebane enemy, it begins to emit a low, eager hum, as if it were actually feeding off the victim's life blood.

A fiercebane rifle glows when a designated foe comes within 60 feet, even if you cannot see or detect it. In addition, the weapon deals 1d10 extra radiant damage on every critical hit (against any type of creature).

REAPER'S HAND

Weapon (revolver), artifact (requires attunement)

It is not age or eons of history that makes an artifact powerful; it is its direct connection to higher power. Such is the case for the Reaper's Hand, an artifact that entered legend a mere century ago. Emblazoned with the silver symbol of a skull and scythe on the handle, this revolver was commissioned by a cleric of Nerull and built by the finest gunsmith in the land. When it was completed, the cleric used the gun to kill the smith, and then baptized the weapon in his blood.

Dark rituals followed, undertaken by a cabal of priests for a hundred days, the revolver used to kill a new sacrifice each day. At the end, Nerull allowed a sliver of his power to flow into the gun, and a legend was born.

In the time since its creation, the Reaper's Hand has been used by a spellgunner to murder an entire village, a bandit king carried it during an infamous string of robberies and raids, and a prostitute killed a prince and his household with it. In each instance, tales spread of an onyx-black revolver that never needed to be reloaded. The gun has changed hands many times, but the dark deity's influence continues to linger upon it.

The Reaper's Hand is a magic, sentient revolver that grants a +3 bonus to attack and damage rolls made with it. Shots from it deal an extra 2d10 psychic damage to good-aligned creatures. Any time it isn't fully loaded, the revolver will magically create one adamantine cartridge to fill an empty chamber at the beginning of the wielder's turn, and will do so each turn until it is fully loaded again. Attempting to remove these pieces of ammunition from the gun causes them to immediately disappear.

If the Reaper's Hand isn't used to kill at least one creature every 24 hours, its wielder must make a DC 16 Charisma saving throw. On a successful save, the wielder take 2d12 psychic damage. On a failed save, the wielder is dominated by the revolver, as if by the dominate monster spell, and the Reaper's Hand compels the wielder to attack the creature nearest to them. The spell effect ends when the gun has been used to kill a creature, or if it is dispelled.

Random Properties. The Reaper's Hand has the following random properties (see page 219 of the *Dungeon Master's Guide*):



REAPER'S HAND

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Quickdraw. While the revolver is on your person, you add a d10 to your initiative at the start of every combat.

Spells. While the gun is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *vampiric touch*, *disintegrate*, or *finger of death*. Once you use the revolver to cast a spell, you can't cast that spell again from it until the next dawn.

Sentience. The Reaper's Hand is a sentient neutral evil weapon with an Intelligence of 16, a Wisdom of 11, and a Charisma of 16. It has hearing and darkvision out to a range of 90 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common and Abyssal.

Personality. The revolver's purpose is pure destruction and death, and it revels in killing, whether calculated or random. Its goal is to send continual sacrifices to Nerull, and as such it frequently urges its wielder toward acts of violence and murder, heedless of consequence or danger. Any time it has been used to kill, it expresses satisfaction and will usually stay quiet for a time.

Destroying the Reaper's Hand. Although never proven, scholars and clerics are confident that the only workable method for destroying the Reaper's Hand is to essentially perform its creation ritual in reverse. This would involve returning a murdered soul to life every day for one hundred days, within the same room as the revolver. Many scholars also think that were these rituals to be done within the halo of the Book of Exalted Deeds, the time and resurrections needed might be halved.

SEER'S PISTOL

Weapon (any one-handed firearm), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This gun possesses 3 magical charges, and you may spend 1 charge to activate it. When activated, it emits a susurrus of whispered notes, discernible with a DC 10 Wisdom (Perception) check. While wielding the activated weapon, you gain blindsight out to 30 feet. This effect is negated by *silence* spells and effects.

The blindsight property lasts for 1 minute, and the Seer's Pistol regains 1d3 charges at dawn.

SMOKING GUN

Weapon (any firearm), very rare (requires attunement)

Wisps of inky black smoke perpetually rise from the barrel of this gun, where glowing red runes are etched into the metal. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and any time an attack from the Smoking Gun hits a target, it takes an additional 1d10 necrotic damage.

Furthermore, once per day you may use your action to magically overcharge this firearm. The smoke from the barrel is sucked inward for just a moment before detonating in a burst of necrotic energy. You are not affected, but every creature within 20 feet takes 10d10 necrotic damage, or half

damage on a successful DC 17 Constitution saving throw. Once you use this ability, the Smoking Gun ceases to function entirely until the following dawn.

SONGFIRE

Weapon (any one-handed firearm), rare (requires attunement by a bard)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This gun can blend music with a shot to deadly effect. When you make an attack with Songfire, you may expend one use of bardic inspiration to gain a bonus equal to your Charisma modifier on the attack roll and (if your attack hits) on the corresponding damage roll.

TRAVELLER'S RIFLE

Weapon (sniper rifle), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This rifle has 3 charges. While looking through its scope, you can use an action and expend 1 charge to cast the dimension door spell from it, which moves you to the location you were looking at (provided the location is within the spell's range). The rifle regains 1d3 expended charges daily at dawn.

WELLSPRING CANNON

Weapon (any firearm), uncommon

This spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon (the spell must have a casting time of an action or bonus action.) After casting the spell as normal into the weapon, any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. *Inflict wounds*, *lightning bolt*, *blindness/deafness*, and *hold person* are all common choices for the stored spell. Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it.

WINTER'S BREATH

Weapon (scattergun or shotgun), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This shotgun is cold to the touch, and frost gathers on it any time it is not in direct sunlight. Any time an attack from Winter's Breath hits a target, it takes an additional 1d6 cold damage.

CRAFTING FIREARMS

The effort and cost of creating a firearm from scratch is directly proportional to its complexity. More complicated guns require special components and experimentation to get right. Each firearm falls within one of four crafting categories: basic, moderate, complex, or extremely complex.

Basic firearms require materials costing one fourth the weapon's base price, and need two full days of work to create. A character makes a single Intelligence-based check with Tinker's Tools against a DC of 15 to create the item.

Moderate firearms require materials costing one half the



weapon's base price, and need one workweek to create. A character makes a two Intelligence-based checks with Tinker's Tools, averages the results together, and compares that average against a DC of 20 to create the item.

Complex firearms require materials costing two thirds the weapon's base price, and need two workweeks to create. A character makes three Intelligence-based checks with Tinker's Tools, averages the results together, and compares that average against a DC of 25 to create the item.

Intricate firearms require materials costing three fourths the weapon's base price, and need four workweeks to create. A character makes four Intelligence-based checks with Tinker's Tools, averages the results together, and compares that average against a DC of 30 to create the item.

If the character is successful, they gain their new firearm at the end of the crafting period. If the character fails their check, broken or wasted materials means they lose one quarter of the money they invested in the project, and the time is wasted. Once a character has failed a check once, however, they can learn from their mistakes. If a character makes a new attempt to make the same firearm within one month, they have advantage on all checks to build the weapon. This can occur even if the character has failed more than once, as long as they continue trying to make the same firearm.

CRAFTING AMMUNITION

Real-world weapons are always more complicated than their counterparts in D&D, and while some players and DMs find

that interesting, others want a more streamlined approach to keep their game moving without worrying about those details. To accommodate both styles of play, two separate rulesets are presented here for crafting ammunition: simple and gritty.

SIMPLE AMMUNITION CRAFTING

For simple crafting, all firearms (including scatter weapons) are assumed to use the same type of ammunition. Ammunition is crafted by making a Dexterity-based check with Tinker's Tools. This can be done as light activity during a long rest, or during a short rest at disadvantage. The result of the check is the amount of ammunition the character is able to craft in that time. Characters are not expected to keep track of gunpowder doses, instead simply paying for general materials. Each bullet requires materials costing 3 silver pieces.

GRITTY AMMUNITION CRAFTING

Providing a somewhat more realistic experience, gritty crafting requires more time investment by both players and characters, but can provide a greater sense of control and involvement. Using this ruleset, there are three types of ammunition: musketballs, cartridges, and buckshot. All three types are composed of two parts, gunpowder and the projectile.

Musketball ammunition is the simplest and most common, because it requires very little expertise or preparation to use. The gunpowder and lead ball are separate, with the powder poured into the barrel and the ball tamped down onto it with

FIREARM CRAFTING

Name	Materials Cost	Availability	Ammunition	Complexity	Crafting Time	Necessary Crafting Checks
<i>Martial Firearms</i>						
Arquebus	50 gp	Merchant	Musketball	Basic	2 days	1 DC 15 Tinker's Tools check
Flintlock Pistol	37 gp	Merchant	Musketball	Basic	2 days	1 DC 15 Tinker's Tools check
Musket	187 gp	Merchant	Musketball	Basic	2 days	1 DC 15 Tinker's Tools check
Pocket Pistol	31 gp	Merchant	Musketball	Basic	2 days	1 DC 15 Tinker's Tools check
Scattergun	125 gp	Merchant	Buckshot	Basic	2 days	2 DC 20 Tinker's Tools checks
<i>Advanced Firearms</i>						
Double Hunting Rifle	1,750 gp	Crafted	Cartridge	Moderate	5 days	2 DC 20 Tinker's Tools checks
Gatling Gun	5,625 gp	Crafted	Cartridge	Intricate	20 days	4 DC 30 Tinker's Tools checks
Harmonica Gun	2,000 gp	Crafted	Cartridge	Complex	10 days	3 DC 25 Tinker's Tools checks
Howdah Pistol	1,333 gp	Crafted	Cartridge	Complex	10 days	3 DC 25 Tinker's Tools checks
Hunting Rifle	1,500 gp	Crafted	Cartridge	Moderate	5 days	2 DC 20 Tinker's Tools checks
Lever-Action Rifle	5,250 gp	Crafted	Cartridge	Intricate	20 days	4 DC 30 Tinker's Tools checks
Pepperbox	500 gp	Merchant	Cartridge	Moderate	5 days	2 DC 20 Tinker's Tools checks
Pistol	300 gp	Merchant	Musketball	Moderate	5 days	2 DC 20 Tinker's Tools checks
Revolver	2,250 gp	Crafted	Cartridge	Intricate	20 days	4 DC 30 Tinker's Tools checks
Shotgun	625 gp	Merchant	Buckshot	Moderate	5 days	2 DC 20 Tinker's Tools checks
Sniper Rifle	3,333 gp	Crafted	Cartridge	Complex	10 days	3 DC 25 Tinker's Tools checks
Sniper Rifle, Revolver	4,500 gp	Crafted	Cartridge	Intricate	20 days	4 DC 30 Tinker's Tools checks

AMMUNITION CRAFTING

Name	Materials Cost	Availability	Crafting
Bomb	150 gp	Crafted	DC 15 Dex-based Tinker's Tools check, explodes on a result of 9 or less
Buckshot	2 cp	Merchant	Dex-based Tinker's Tools check, result equals number crafted (disadvantage on a short rest). Requires 1 dose of powder for each load of buckshot.
Cartridge	2 cp	Merchant	Dex-based Tinker's Tools check, result equals number crafted (disadvantage on a short rest). Requires 1 dose of powder for each cartridge.
Concussive Cartridge (Alchemical)	25 gp	Crafted	Int-based Alchemist's Supplies check, result divided by 5 equals number crafted. Each requires a cartridge.
Explosive Cartridge (Alchemical)	25 gp	Crafted	Int-based Alchemist's Supplies check, result divided by 5 equals number crafted. Each requires a cartridge.
Gunpowder	1 sp	Merchant	Int-based Alchemist's Supplies check, result equals number of doses crafted.
Musketball	2 gp	Merchant	Dex-based Tinker's Tools check, result equals number crafted (result +10 on a long rest).

a rod. This means that only the lead balls actually need to be cast.

Cartridge ammunition assumes a higher level of technology than musketballs, requires more effort to craft, but is much quicker to load. A cartridge consists of a charge of powder and a bullet encased in a paper tube.

Buckshot ammunition is similar to cartridges, except that instead of a single bullet, the cartridge is filled with many small metal spheres (buckshot), which spread out in a cone when fired.

CRAFTING MUSKETBALLS

This process is as straightforward as casting lead spheres over a fire and letting them cool. Make a Dexterity-based

check with Tinker's Tools. As light activity during a long rest, you may craft a number of musketballs equal to the result of that check plus ten. During a short rest, the number you craft is simply equal to the result of your check. Firing each musketball requires a dose of powder when you load your gun, since the powder isn't packaged with the musketball. Since it's unnecessarily complicated marking off two items every time you load your gun, though, it's simplest to "consume" that dose of powder during the crafting process. Each musketball uses materials costing 1 copper piece each.

CRAFTING CARTRIDGES & BUCKSHOT

Creating cartridges or buckshot involves casting the bullets or shot, and then packaging them together with the appropriate

amount of gunpowder. As light activity during a long rest, you may craft a number of cartridges or buckshot equal to the result of a Dexterity-based check with Tinker's Tools. You can craft cartridges or buckshot during a short rest, but your roll with Tinker's Tools is made at disadvantage. You must expend 1 dose of gunpowder for each cartridge or buckshot crafted, as well as materials (lead, treated paper) worth 2 copper pieces each.

CRAFTING GUNPOWDER

In worlds that have firearms and merchants that sell them, most such merchants will have plenty of gunpowder in stock that characters can buy in various increments. Some characters might prefer to craft their own gunpowder, whether to save money or for some other reason. Doing so is a much more involved process than simply making ammunition, as it requires the careful measuring of ingredients, grinding them together (usually in water, to reduce risk of explosion), and then allowing the resulting cakes of powder to fully dry before use.

This process requires the use of Alchemist's Supplies and a full day's worth of work. Characters must make an Intelligence-based check with Alchemist's Supplies (if not proficient, at disadvantage), and the result is the number of gunpowder doses created in that day. This uses materials costing 1 silver piece per dose.

CRAFTING SPECIAL ITEMS

Bombs. Crafting bombs includes shaping the iron shell (although glass vials can be used as well), filling it with the correct amount of powder, waxing a fuse, and then sealing it within the neck. This process is time-consuming, as it must be done carefully. A bomb may be created in one hour (and can be part of a short or long rest) with a successful DC 15 Dexterity-based check with Tinker's Tools. On a result of 10-14, you fail to create the bomb, losing half the materials in the process. On a result of 9 or less, the bomb explodes as you are working on it, dealing its listed damage to you (although you may make a Dexterity save to halve damage as normal).

Creating a bomb requires materials costing a total of 150gp—if your group is using the rules for gritty ammunition crafting, note that this includes a full 100 doses of gunpowder.

Concussive & Explosive Cartridges. Creating concussive or explosive cartridges involves taking an existing cartridge and modifying it with alchemical formulas. Taking one hour (optionally as part of a short rest or light activity during a long rest), make an Intelligence-based check with Alchemist's Supplies. The amount of special cartridges you can produce is equal to the result of your check divided by 5 (rounded down), although you can naturally produce fewer if you choose. You must declare which type of cartridge you are attempting to craft before making the roll.

Each special cartridge requires a cartridge and 25gp worth of alchemical reagents.

ARCHETYPES

At between first and third level, all classes gain a chosen subclass. Here are new options for those archetypes: the Path of the Gunrager, the College of the Pistolero, the Dust Domain, the Circle of Thunder, the Firedancer, the Oath of Resolve, the Dragoon, the Sniper, the Powderblood, the Eldritch Marksman, and the Spellgunner.

BARBARIAN: PATH OF THE GUNRAGER

Although some barbarians are baffled by the technology of firearms, others see these new weapons as tools to enhance their abilities to a new level. Specialists with big two-handed guns, these barbarians are called gunragers, and for good reason. They charge through the battlefield with abandon, unleashing lead on all who stand in their way and sowing fear in their wake.

PROFICIENCY

Starting when you choose this primal path at 3rd level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this primal path at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

GUNNER'S RAGE

Starting when you choose this path at 3rd level, you can channel your anger to deadly effect when fighting with a two-handed firearm by entering a gunner's rage. If you do so, for the duration of your rage you can use the butt of your firearm make a single melee weapon attack as a bonus action on each of your turns after this one. A successful attack with the butt of a two-handed firearm deals 1d8 bludgeoning damage plus your Strength modifier. Additionally, you don't make attack rolls at disadvantage when discharging your firearm at point-blank range (5 feet or less).

STALWART DEFENSE

Beginning at 6th level, you may use your reaction to turn a critical hit against you into a normal hit while raging. You may use this feature once, and regain expended uses after a short rest. At Level 10, you gain a second use of Stalwart Defense, and at Level 14 you gain a third use.

STARTLING KILL

At 10th level, you are adept at using your firearm to instill fear in others. Whenever you reduce a creature to 0 hit points, you may attempt a Charisma (Intimidate) check with advantage as a free action.

STEELSKINNED

Gunragers are notoriously hard to take down. Starting at 14th level, you may use your reaction to add your Constitution modifier (minimum +1) as a bonus to your AC until the end of your next turn. You may use this ability twice, and regain all expended uses when you finish a long rest.

DOMINO SHOT

Starting at 14th level, you may use your attack action to attempt a domino shot. You discharge your firearm, using only a single bullet, but you may make attack rolls against every creature in range in a 60 ft. line. Disadvantage from your weapon's range categories do not apply to this ability, but the maximum range of your weapon still applies. Make attack rolls in order, from the nearest to the furthest target. Should any attack roll miss, the progress of your domino shot is halted. You may use this ability twice. You regain expended uses of it when you finish a long rest.

BARD: COLLEGE OF THE PISTOLERO

Although most bards tell tales of heroes wielding more traditional swords, some prefer to sing ballads about dashing gunslingers, and some even take the time to master the art themselves. These bards are known as pistoleros, simultaneous masters of the arcane, song, and one-handed firearms. Stylish and skillful, these bards are eager to display their fancy moves.

PROFICIENCY

Starting when you choose this bardic college at 3rd level, you gain proficiency with all one-handed firearms.

GUNSMITH

Upon choosing this bardic college at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.



PISTOLERO'S PANACHE

At 3rd level, you supremely deft in handling your guns. When you use the Attack action on your turn and attack with a one-handed firearm, you may attempt one of the following tricks.

Dodger's Panache. Your experience as a traveling pistolero has made you more adept at staying out of harm's way. As a bonus action, spend one use of Bardic Inspiration, rolling a Bardic Inspiration die and applying the number rolled as a bonus to your next Strength, Dexterity, or Constitution saving throw.

Gun Flourish. You spin your firearm around in a brilliant display of dexterity. As a bonus action, you expend one use of Bardic Inspiration, rolling a Bardic Inspiration die and applying the number rolled as a bonus to one Charisma ability check made within the next minute. If you do not make a Charisma ability check within a minute, the inspiration is wasted.

Trigger Panache. Roll a Bardic Inspiration die and apply the number rolled as a bonus to the next ranged attack roll you make with a one-handed firearm this turn. If the target of the attack is an unattended, inanimate object, the bonus equals double the die roll.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

GRAZE

Beginning at 14th level, you have mastered marksmanship with one-handed firearms. When you miss an attack using a one-handed firearm, you graze your target and still deal a small amount of damage equal to your Dexterity modifier. A critical failure or misfire still results in a complete miss, and no damage is done. You may use this feature only once per turn.

CLERIC: DUST DOMAIN

The Dust domain is most often espoused by clerics that are surrounded by it, who have lived most of their lives in deserts, badlands, plains, prairies, or similar areas. In addition to their command of the earth, they expand their definition of dust to include gunpowder, and make formidable foes. Many different gods can claim influence over this domain, but it finds particular favor with Chauntea, Ilmater, Silvanus, Fharlanghn, Incabulos, Obad-Hai, Ulaa, The Devourer, Moradin, and Semuanya.

DUST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>earth tremor</i> , <i>thunderwave</i>
3rd	<i>bullet scry</i> ¹ , <i>dust devil</i> ²
5th	<i>erupting earth</i> , <i>dust storm</i> ¹
7th	<i>hallucinatory terrain</i> , <i>stone shape</i>
9th	<i>immolation</i> ² , <i>wall of stone</i>

¹ New spell; see page 24.

² From the *Elemental Evil Player's Companion*



PROFICIENCY

Starting when you choose this domain at 1st level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this domain at 1st level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

SPELLCASTING FOCUS

At 1st level, you gain the ability to bond with one firearm and thereafter use it as a spellcasting focus. This process takes an hour. If your bonded firearm is destroyed or lost, you may bond to a new firearm by spending another hour to repeat the ritual.

GUST OF DUST

At 1st level, you can cause dust to rise up and distract your foes. When a creature within 30 feet that you can see makes an attack against you or an ally, you can use your reaction to impose disadvantage on the attack roll, causing gusts of wind to throw dust at the attacker's eyes before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: GUNHAND

At 2nd level, you can use your Channel Divinity on your turn to instantly reload your firearm and make one additional attack with it, on top of your regular action and any possible bonus action. You still require sufficient ammunition, as normal.

CHANNEL DIVINITY: FIRE SEEDS

At 6th level, you can use your Channel Divinity to transform dust or dirt in an area into gunpowder.

As an action, choose a point you can see within 60 feet of you. There must be dirt or dust in the area, and it must be

relatively dry. You transmute particles of the dirt or dust within a 20-foot-radius of the point you choose into gunpowder. This powder is thoroughly intermingled with the soil and impossible to extract.

If the area is covered in grass, underbrush, or is otherwise obscured, the change is unnoticeable and is only revealed by a DC 20 Intelligence (Investigate) check. If the area is exposed, the change in soil color is noticeable with a DC 12 Wisdom (Perception) check.

Any time after seeding an area with gunpowder, it may be ignited as normal by fire, an explosion, or additionally by any spell or effect that touches it with radiant damage. When ignited, the gunpowder explodes, dealing fire damage equal to 7d6 + your cleric level to any creature within the area. A successful DC 15 Dexterity saving throw halves the damage. It's possible that this explosion might set flammable things in the area on fire, but the gunpowder itself is instantly consumed by the explosion.

If the seeded area is dampened by rain or another source of water, the powder is inert until it dries (which takes two days). If only part of the area is doused, the dampened areas are safe from any explosion, but creatures in the non-dampened sections are damaged as normal.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant, necrotic, or thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

DUSTBORN

At 17th level, you have a burrow speed equal to your current walking speed. You can burrow through sand, earth, mud, or ice, but not through solid rock.



DRUID: CIRCLE OF THUNDER

The Circle of Thunder is a relatively recent cabal of druids, founded a mere century ago, but is steadily increasing in numbers. As technology progresses and firearms become more common, some druids have felt keenly left behind. Some, fearing obsolescence, have turned to the Circle of Thunder to remain relevant on the battlefield. Others, less concerned with their place in the outside world, nonetheless acknowledge that integrating some aspects of firearm technology into their natural magic can aid them in defending the places most important to them.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn the forest thunder cantrip (described on page 24).

WOODLAND STRIDE

Your affinity for the wooded places of the world makes you particularly adept at moving through wooded terrain. Starting at 2nd level, if you are in wooded terrain, you may take a bonus action on each of your turns in combat to use either the Dash or Hide actions.

CIRCLE SPELLS

Your magical connection with the forest and careful study of firearms gives you the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells related to the discipline of Thunder.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, it is nonetheless a druid spell for you.

CIRCLE SPELLS

Druid Level	Spells
3rd	<i>arbooreal blast</i> ¹ , <i>dust devil</i> ²
5th	<i>sequoia six-shooter</i> ¹ , <i>plant growth</i>
7th	<i>carven rifle</i> ¹ , <i>grasping vine</i>
9th	<i>branching shot</i> ¹ , <i>commune with nature</i>

¹ New spell; see page 24.

² From the *Elemental Evil Player's Companion*

FOREST AFFINITY

Upon reaching 6th level, your growing attunement to the ways of the forest allows you to cast speak with plants twice, even if it is not among your prepared spells for the day. You regain expended uses of this ability when you finish a long rest.

ARBOREAL AEGIS

When you reach 10th level, you gain resistance to thunder and non-magical piercing damage.

NATURE'S SHIELD

At 14th level, when you use a spell or cantrip to create a wooden firearm, a latticed cage of bracken briefly grows from the ground and surrounds you protectively. You gain half cover in all directions until the beginning of your next turn, and the cage does not interfere with attacks or spellcasting. You can easily break out of the cage if you choose, but you lose its protective bonus if you do so or leave the space where it formed. You must be within five feet of solid ground for this cage to form (normally, this means standing on the ground, but at the DM's discretion it could activate if you were flying within 5 feet of a cliff face, or swimming in very shallow water).



MONK: WAY OF THE FIREDANCER

While many who use firearms do so merely for power, to make an impression, or for tactical reasons, monks known as firedancers have turned the use of small guns into an art form. Gracefully dancing between opponents, firing at close range and deflecting enemy attacks, firedancers are whirlwinds on the battlefield.

PROFICIENCIES

Starting when you choose this monastic tradition at 3rd level, you gain proficiency with all one-handed firearms. Additionally, one-handed firearms count as monk weapons for you. You also gain proficiency in the Acrobatics skill, if you are not already proficient in it.

GUNSMITH

Upon choosing this monastic tradition at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

TWO-WEAPON FIGHTING

Also at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

POINT BLANK

Beginning at 3rd level, making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll. Additionally, if you make an attack with a one-handed firearm and no creature other than your target is within 5 feet of you, you may spend a ki point to gain advantage on the attack roll. You may use this ability only once per round.

ONE WITH THE GUN

At 6th level, you extend your ki into your one-handed firearms, granting you the following benefits.

Magic Guns. Your attacks with your one-handed firearms count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Precise Strike. When you hit a target with a one-handed

firearm, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

FIREDANCER'S PARRY

Beginning at 11th level, you have learned to anticipate the movements of enemies who use ranged weapons and disrupt their aim. Whenever an enemy that you can see within 15 feet of you makes a ranged weapon attack against you or an ally, you may use your reaction and spend 1 ki point to make a flying leap. You may move up to 15 feet in this leap, and when landing you impact your target enough to impose disadvantage on their ranged attack roll.

FIREDANCER'S RELOAD

At 17th level, you can reload your guns with preternatural grace and speed. By spending 1 ki point as a free action on your turn, you can make a DC 10 Dexterity (Acrobatics) check to reload one piece of ammunition into any one-handed firearm you are holding. You may load one additional piece of ammunition into each gun for every 5 that you exceed the DC (2 bullets at 15, 3 at 20, et cetera).

PALADIN: OATH OF RESOLVE

Often hailing from lawless lands, paladins who take the Oath of Resolve know better than anyone that righteousness is hard to attain. These paladins know that life is rough, and that is impossible to truly live without getting dust on your boots. They hold that righteousness is not a state of being, but rather a choice that must be made and a struggle that must be won every day. Paladins who take the Oath of Resolve do not idealize perfect, heroic figures. Instead, they hold up as examples ordinary people struggling to improve their lives, and strike down any who would prey on such folk.

TENETS OF RESOLVE

Though the exact words and strictures of Oath of Resolve vary, paladins of this Oath share these tenets.

Strive Always. Character shows up best when tested. The greater the struggle, the greater value there is to find in the result. No cause is truly lost so long as someone strives after it.

Only You Can Save Yourself. No matter your lot in life,

you determine your own actions. If you find yourself in a hole, first thing to do is stop digging. The second thing to do is start climbing. Always be willing to throw the climbers some rope.

Charity to the Weak. Not everyone has the stones to strive for righteousness. Lead by example, and those that can will follow. Be kind to those that cannot strive, and care for them when possible.

Examples Must be Made. There are those who take advantage of life's adversity and strive against righteousness. The people must be shown that such villains will always be overcome in the end.

OATH OF RESOLVE SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, ensnaring strike</i>
5th	<i>knock, enhance ability</i>
9th	<i>conjure barrage, protection from energy</i>
13th	<i>freedom of movement, stonесkin</i>
17th	<i>conjure volley, swift quiver</i>

PROFICIENCIES

Starting when you choose this oath at 3rd level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this oath at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

SACRED PIECE

At 3rd level, you gain the ability to bond your oath with a firearm to create a sacred piece. Any time you hit a creature with an attack using your sacred piece, you may apply your divine smite feature. After you reach 11th level, you may also apply your improved divine smite feature to attacks made with your sacred piece. Additionally, any paladin spell you cast that applies to melee weapon attacks also applies to attacks with your sacred piece.

Creating a sacred piece is a holy ritual requiring one hour of uninterrupted concentration. If your bonded firearm is destroyed or lost, you may bond to a new firearm by spending another hour and paladin spell slot to repeat the ritual.

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

CHANNEL DIVINITY: EMPOWER THE WEAK

You can use your Channel Divinity to strengthen your allies. As an action, you may select one ally within 30 feet of you. The selected ally gains temporary hit points equal to double your paladin level, and advantage on its next attack roll or ability check.

CHANNEL DIVINITY: GUNHAND

At 3rd level, you can use your Channel Divinity on your turn after you have used the attack action to instantly reload your firearm and make one additional attack with it, on top of your regular action and any possible bonus action. You still require sufficient ammunition, as normal.

AURA OF PERSEVERANCE

At 7th level, you and friendly creatures within ten feet of you can't be stunned while you are conscious. At 18th level, the range of this aura increases to 30 feet.

UNSTOPPABLE

At 15th level, your stubbornness makes you an implacable force. Your speed may not be reduced by magic, and difficult terrain does not cost you extra movement. If you are grappled by a creature, your speed is halved instead of reduced to 0. All creatures in grapple are pulled along with you when you move.

ENDURING CHAMPION

At 20th level, you gain the ability to harness your resolve. Using your action, you may draw upon your stubbornness as a form of magical protection. For one minute, you gain the following benefits:

- Ranged attacks have disadvantage against you.
- If you are reduced to 0 hit points, you may continue to take the Attack, Help, or Use an Object action, but you may not move and you continue to make death saving throws. Taking damage still causes you to fail death saving throws automatically, and if you would die from failing three death saving throws, you die as normal.
- When you make an attack with a firearm, you may add your charisma modifier (minimum of +1) to your attack and damage rolls.





REVISED RANGER

If you're using the revised ranger, you can use this subclass with it if you make one addition: give it the Extra Attack feature.

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RANGER: DRAGOON

At the unusual crossroads between horsemanship, marksmanship, and wilderness expertise stand dragoons, rangers that are trained in firearms and move quickly across wide stretches of land. Most begin their careers in armies or large mercenary companies, but most welcome their skills no matter their source. In militaries, they often act as scouts or form flanking forces in combat; in smaller adventuring parties they are well-suited to hit and run tactics and exploration.

PROFICIENCIES

Starting when you choose this archetype at 3rd level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

DRAGOON MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragoon Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

DRAGOON SPELLS

Ranger Level	Spells
3rd	<i>longstrider</i>
5th	<i>find steed</i>
9th	<i>lightning arrow</i>
13th	<i>carven rifle</i> ¹
17th	<i>tree stride</i>

¹ New spell; see page 24.

RECONNAISSANCE

At 3rd level, you gain the ability to grant allies an edge in combat by studying the battlefield beforehand and giving a report to your companions. Choose an area with a 50-foot radius you can see within 500 feet; if you are in an elevated position or otherwise have a better view, this range may be extended at the DM's discretion.

By studying this area for at least 1 minute, you are able to glean some basic tactical information about it, such as where roots or rubble make footing tricky, or where hanging vines might obstruct movement. If your allies are with you, you may point these things out as you see them; otherwise you must spend 1 additional minute relaying this information to them in person later.

You and any allies who hear this information gain the following benefits the first time you enter combat in the chosen area within the next hour:

- You have advantage on initiative checks within the chosen area.
- You may ignore difficult terrain within the chosen area for the duration of the encounter. Difficult terrain created by spells or other magical effects still affects you.
- When attacking, you treat all cover within the area as reduced by one step: total cover is treated as three-quarters cover, three-quarters cover is treated as half cover, and half cover is ignored.

RIDE-BY ATTACK

By 7th level, your cavalry training enables you to make hit-and-run attacks on the battlefield. During your turn, if you are mounted and make a weapon attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

TERRAIN AWARENESS

At 11th level, you have become increasingly aware of all the nuances of terrain and environment in the chosen area of your

Reconnaissance ability, and can use this knowledge to help your companions. While within that area, you may use your reaction to grant one ally within 15 feet of you (who is also within the chosen area) advantage on one attack roll, saving throw, or ability check. You may use this ability once, and regain spent uses after a short or long rest.

At 18th level, the range of this ability increases to 30 feet, and it may be used twice between rests.

EARTHEN ASSAULT

At 15th level, you gain a magical connection to the land within the chosen area of your Reconnaissance ability. Both time requirements for Reconnaissance are reduced to two rounds (12 seconds) each to complete as the ground willingly reveals its secrets to you.

Additionally, once per turn you may use your bonus action to command the environment to attack one creature within the chosen area, as long as you are also within the area. The form this attack takes depends on the environment, and is up to the DM. A thorny vine might strike out, pebbles or a boulder may fling themselves at an enemy, or water may rise up and freeze itself onto the target. Although the DM decides the type of damage based on the attack, this attack uses your spell attack modifier for its attack roll and deals damage equal to $2d8 +$ your Wisdom modifier.

ROGUE: SNIPER

Not everyone who wields a gun prefers to do openly. Some prefer to attack from a distance and stay hidden whenever possible, maximizing the power of a single shot. These rogues are snipers, superb marksmen able to put a bullet in their target from hundreds of feet away and get away with it.

PROFICIENCIES

Starting when you choose this archetype at 3rd level, you gain proficiency with advanced firearms. In addition, you gain proficiency in the Perception skill. If you are already proficient in it, you instead double your proficiency bonus when making Perception checks.

GUNSMITH

Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

COMBAT SUPERIORITY

At 3rd level, you gain a set of combat abilities, referred to as maneuvers, which are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Maneuvers. You spend your superiority dice on your maneuvers. You can use more than one maneuver per turn, but no more than one maneuver per attack.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects.



The saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

You know the following maneuvers:

Disarming Attack. When you hit a creature with a firearm attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Marksmen Shot. When you make an attack with a two-handed firearm against a creature, you can expend one superiority die. This grants you advantage on your attack roll. If you hit, you may roll your superiority die and add the result to the damage of the attack.

Knockdown. When you hit a creature with a firearm attack, you can expend one superiority die to attempt to knock the target down. Roll the die, and add it to the attack's damage roll. If the target is Large or smaller, it must also succeed on a Strength saving throw or be knocked prone.

IMPROVED COMBAT SUPERIORITY

At 9th level, your superiority dice turn into d10s. At 17th level, they turn into d12s.

HIDDEN SHOOTER

At 9th level, you have become expert at staying hidden even after firing. If you were hidden before attacking, any enemy that is 60 feet or further from you has disadvantage on any Perception checks made to spot you until the beginning of your next turn.

SNIPER'S MARK

At 13th level, you are adept in targeting your enemies. You can innately cast the spell hunter's mark at 3rd level, the spell's range for you is 300 feet. You may use this feature once per short or long rest.

KILLSHOT

By 17th level, you have become a master marksman and can put a bullet straight into a killzone. You can spend 1 superiority die before making an attack roll to attempt a kill shot. On a hit, any target with 100 hit points or fewer must make a Constitution save. The DC is equal to your rogue level. On a failed save, the target dies immediately; on a successful save, the attack deals normal damage plus the result of your superiority die. Once you use this ability, you cannot use it again until you finish a short or long rest.

Any creature that is immune to critical hits is unaffected by this ability.

RELENTLESS

Starting at 17th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

SORCEROUS ORIGIN: POWDERBLOOD

While many sorcerers draw their power from some ancient, revered, or mystical source, Powderbloods draw theirs from an unfortunate accident that occurred at some point in their lives. All at some time experienced a disastrous miscalculation when working with black powder, and the resulting explosion blended with latent magical forces to imbue them with innate magic and understanding of gunpowder. Rare and often eccentric, powderbloods are nonetheless a formidable force on the battlefield.

PROFICIENCY

Starting when you choose this origin at 1st level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this origin at 1st level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

POWDER MAGIC

Your affinity for gunpowder gives you the option to learn some non-sorcerer spells. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.



Spell Level	Spell
1st	<i>faerie fire, hail of thorns, hellish rebuke</i>
2nd	<i>continual flame, flaming sphere, bullet scry¹</i>
3rd	<i>elemental weapon, conjure barrage</i>
4th	<i>elemental bane²</i>

¹ New spell; see page 24.

² From the *Elemental Evil Player's Companion*

EXPLOSIVE BLOOD

At 1st level, you have learned to tap into the powder within your blood to create a powerful explosion around you. As an action, you may cause flames to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for those in your space, take 2d8 fire damage, or half as much on a successful Dexterity saving throw.

This ability's damage increases by 2d8 when you reach 5th level (4d8), 11th level (6d8), and 17th level (8d8).

You may use this ability a number of times equal to half your Charisma modifier (minimum of once), and you regain all expended uses after a long rest.



EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

METABLOOD

At 6th level, you gain new options for spending sorcery points, as follows:

- You may spend 1 sorcery point when you use your Explosive Blood ability to increase its damage by 2d8. You may do this only once per use of the ability.
- You may spend sorcery points to increase the radius of your Explosive Blood ability by 5 feet per point spent, to a maximum radius of 30 feet.
- If an attack roll you make with a firearm would cause it to misfire, you may spend 1 sorcery point to ignore the misfire. The attack still misses, but your weapon is unaffected.
- When making an attack roll with a firearm, you may spend 1 sorcery point to ignore disadvantage imposed by long range.

GUNMAGE

At 14th level, the black powder coursing through your veins enables you to blend the arcane arts with flint and steel to deadly effect. If you use an action to cast a spell on your turn, you may use your bonus action to make a single firearm attack.

BLACK POWDER APOTHEOSIS

By 18th level, your innate skill with firearms has reached its apex. Whenever you score a critical hit with a firearm, you regain 1 sorcery point.

WARLOCK: THE ELDRITCH MARKSMAN

You have made a pact with the Eldritch Marksman, the spirit of the first man to craft and wield a gun, whose ability to blend arcane power with deadly iron and gunpowder has never been equalled. While most adventurers believe this figure to be little more than myth, your relationship with the Eldritch Marksman grants you new insight into the use of firearms.

EXPANDED SPELL LIST

The Eldritch Marksman lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ELDRITCH MARKSMAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>hunter's mark, thunderwave</i>
2nd	<i>darkvision, silence</i>
3rd	<i>fireball, nondetection</i>
4th	<i>stoneskin, locate creature</i>
5th	<i>hold monster, telekinesis</i>

PROFICIENCY

Starting at 1st level, your the Eldritch Marksman grants you proficiency with advanced firearms.

GUNSMITH

Upon choosing this patron at 1st level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones

NEW PACT BOON

At 3rd level, warlocks may choose the following new pact boon instead of one of the warlock's existing Pact Boon options.

Pact of Gunpowder. You can use your action to create a number of pieces of firearm ammunition equal to 10 + your Charisma modifier in your empty hand. When loaded into your firearm, these bullets count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. These pact bullets disappear if they are 5 or more feet away from you for at least 1 round, or 1 hour after you create them. You may use this feature once, and regain the ability to use it after a long rest.

(DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

MARKSMAN'S SHROUD

Starting at 1st level, the spirit of the Eldritch Marksman to protects you in battle. As a bonus action, you can summon a spectral aspect of the Marksman which surrounds you and shares your space, granting you half cover in all directions. The Marksman's aspect remains with you for one minute or until you move, whichever comes sooner.

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

MARKSMAN'S BLESSING

Starting at 6th level, you can call on your patron to guide your aim and steady your trigger finger. When you make an attack with a firearm, you can use this feature to add a d10 to your roll. You can do so after seeing the initial die roll but before the DM declares its success or failure.

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

ELDRITCH AMMUNITION

Starting at 10th level, you may imbue your firearm ammunition with eldritch magic. Over the course of one minute, you may prepare a number of pieces of ammunition equal to half your warlock level + 1. If you hit a creature with one of these bullets, the ammunition deals its normal damage in addition to delivering the effects of an eldritch blast. You can use this ability even if you do not know the eldritch blast cantrip. Any invocations that would apply to your eldritch blast also apply to a hit made with eldritch ammunition.

Ammunition prepared in this way retains its potency for 1 hour, and you can only imbue one set of eldritch ammunition. You can use this ability again after a long rest.

BANISHING SHOT

Starting at 14th level, when you hit a creature with a firearm attack, instead of dealing damage, you may instantly cast banishment at 4th level, using your spell save DC. Your patron's power fulfills the material component of this spell and maintains concentration for the duration. If the creature succeeds on its Charisma saving throw, it is unaffected and your attack deals damage as normal.

Once you use this feature, you can't use it again until you finish a long rest.

WIZARD: SPELLGUNNER

Spellgunners are a unique breed of wizard that divide their skills between traditional magic and its fusion with firearms. They infuse their gun of choice with the arcane, both increasing its effectiveness in battle and using it as a conduit for their spells. Most spellgunners begin as wizards who wish to improve their power in battle, but other paths exist. Whatever their inspiration or background, spellgunners are a rare sight in most lands.

PROFICIENCY

Starting when you choose this arcane tradition at 2nd level, you gain proficiency with advanced firearms.

GUNSMITH

Upon choosing this arcane tradition at 2nd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely intricate and experimental firearms are only available through crafting.

SPELLGUNNER'S FIREARM

Wizards who choose this arcane tradition at 2nd level gain the ability to bond with one particular firearm. Over the course of one hour, you attune your firearm to your arcane powers, imbuing it with a portion of your magical essence. You can use this firearm as a spellcasting focus for your wizard spells. The weapon ceases being your spellcasting focus if you die, if you perform the 1-hour ritual on a different firearm, or if you use a one-hour ritual to break your bond to it.

SPELLGUNNER'S LITANY

Starting at 2nd level, you can invoke a secret arcane mantra called the Spellgunner's Litany, provided you aren't wearing medium or heavy armor or using a shield. A blend of elemental magic, focusing power, and tiny telekinetic tweaks that help a firearm function smoothly, the Litany is the foundation of a Spellgunner's power. Some practitioners may recite it quietly to themselves even when not using it to channel magic.

You can use a bonus action to start the Spellgunner's Litany, which lasts for one minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you make an attack with a weapon other than a firearm. You can dismiss the Litany at any time you choose (no action required).

While your Spellgunner's Litany is active, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks.
- Bullets fired from your weapon are considered magical.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).
- The Misfire score of your Spellgunner's Firearm is reduced by 1, to a minimum of 1.

You can use this feature twice, and regain all expended uses of it when you finish a short or long rest.

A SPELLGUNNER



EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ARCANE ROUNDS

Beginning at 10th level, you can imbue your weapon's ammunition with elemental magic. As a bonus action, you can expend a spell slot to choose one of the following types of damage: acid, cold, fire, lightning, or thunder. The first attack made with your Spellgunner's Firearm before the end of your next turn is enhanced with this elemental energy. On a hit, the attack deals 2d4 additional damage per level of the spell slot expended.

If the attack misses, or if you do not make a firearm attack before the end of your next turn, the energy dissipates and is wasted.

GUNNER'S INSIGHT

Starting at 14th level, you add your Intelligence modifier to the damage of your firearm attacks while your Spellgunner's Litany is active (minimum of 1).

NEW SPELLS

ARBOREAL BLAST

2nd-level conjuration

Casting Time: 1 action

Range: 30 foot cone

Components: S, M (a twig and 1 buckshot, which the spell consumes)

Duration: Instantaneous

A leaf-covered, wooden shotgun manifests itself in your hands. You may discharge the firearm by making a ranged spell attack against each target within range; firing the shot disintegrates the wooden weapon. On a hit, the targets take 4d6 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

BRANCHING SHOT

5th-level conjuration

Casting Time: 1 action

Range: Self (Weapon range is 80/240)

Components: S, M (a twig and as many cartridges as there are targets, to a maximum of 4, which the spell consumes)

Duration: Instantaneous

When you cast this spell, a wooden rifle appears in your hands, but grows up to four branching barrels that you can direct at any target you can see within range. This conjured firearm has a range of 80/240 feet (long range imposes disadvantage as normal). Make a separate ranged spell attack against each target; firing these shots disintegrates the weapon. On a hit, the target takes 8d6 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

BULLET SCRY

2nd-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a focus worth at least 50gp, such as a firearm)

Duration: Concentration, special

You place an invisible sensor on one cartridge or musketball that you touch. When that piece of ammunition is fired, you gain a memory of what the sensor saw along the path of the bullet, to a maximum distance of 400 feet. You can see anything along the path of the bullet clearly within 60 feet; anything beyond that is blurry blobs of color and light. What you see is frozen in time at the instant the bullet passed by, but you can examine any part of the image as if you were where the bullet was. The spell does not grant you any special form of sight or vision. You can study this image for up to 10 minutes as long as you can maintain concentration, and then it fades; you still remember what you saw, but you can no longer see or study any new part of it.

If the piece of ammunition isn't fired within 8 hours, the magic dissipates and the spell is wasted.

CARVEN RIFLE

4th-level conjuration

Casting Time: 1 action

Range: Self (Weapon range is 100/400)

Components: S, M (a twig and 1 cartridge, which the spell consumes)

Duration: Instantaneous

When you cast this spell, a smoothly-carved wooden rifle appears in your hand. This conjured firearm has a range of 100/400 feet (long range imposes disadvantage as normal). Make a ranged spell attack against a target within range; firing the shot disintegrates the weapon. On a hit, the target takes 7d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d8 for each slot level above 4th.

DUST STORM

3rd-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

A howling wind carrying thick dust covers an area in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The area is heavily obscured, and exposed flames in the area are doused. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. A creature takes 4d6 bludgeoning damage on a failed save, and half as much on a successful save.

The winds in the area are so strong that making headway is difficult. The storm's area of effect is difficult terrain until the end of your next turn.



FOREST THUNDER

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (1 cartridge, which the spell consumes)

Duration: Instantaneous

A wooden, vine- and leaf-covered appendage grows suddenly on your arm, taking the form of a firearm. Its appearance and size are chosen by you, but its effects remain the same. Make a ranged spell attack against a target within range; firing the shot disintegrates the wooden weapon. On a hit, the target takes 1d10 piercing damage.

This spell deals additional damage at higher levels: 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

SEQUOIA SIX-SHOOTER

3rd-level conjuration

Casting Time: 1 action

Range: Self (Weapon range is 40/120)

Components: S, M (a twig and 6 cartridges, which the spell consumes)

Duration: Concentration, up to 1 minute

When you cast this spell, a gnarled wooden revolver appears in your hand. This conjured firearm has the same basic statistics as a mundane revolver, with a range of 40/120 feet (long range imposes disadvantage as normal). Make a ranged spell attack against a target within range. On a hit, the target takes 4d10 piercing damage. As long as you maintain concentration on this spell, you may use your action on subsequent turns to continue firing the gun; as soon as the weapon has been discharged six times, it immediately disintegrates.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

NEW FEATS

For characters who want to utilize firearms without using one of the archetypes included in this codex, the following feat is an option. It may be taken as a normal feat, or some DMs may wish to grant it after a period of training or other requirement.

ADVANCED GUNNER

You have trained to master the use of advanced firearms, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with advanced firearms.

USING CROSSBOW EXPERT

Because of their many shared attributes, characters who have taken the *Crossbow Expert* feat gain all the same benefits with firearms. Instead of using a bonus action to fire a hand crossbow, you may also fire a one-handed firearm.

Note that *Crossbow Expert* does not grant proficiency with either crossbows or firearms.