



THE MARKSMAN

A 5TH EDITION RANGER ARCHETYPE



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MARKSMAN

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Deep in the Shadkhanim Mountains, beyond the Valley of Dormant Fire, a gold shadow dragon covets the great wealth of Halagar and a several hundred year old secret that led the dwarven people to mine the shadow realm.

The Shadowed Eye of Halagar is a vast dungeon and wilderness crawl with over 90 pages filled with new villains and monsters; exciting scenarios that takes 5th Edition rules to the edge!

- *Shadows of Flame*, a prelude adventure for 10th to 11th level characters.
- *Shadowed Eye of Halagar*, a mega adventure for 13th to 16th level characters.
- Interesting encounters and locales that emphasize the strength of 5th Edition.
- New 5th Edition monsters: Frost Giant Raiders, Humming Death Spiders, Shadowaxe Mages, Shadowmist Spiders, Undead Dragons, Umbra Warriors, and Wailing Knights.
- New magic items, including the fabled artifact, the *Eye of Halagar*.





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ARKSMAN

Everyone has a natural gift. For some people it is a pleasant singing voice or a good memory, but for the marksman it is a talent with firearms. She can catch a fly on the wing with a precise shot, or shoot an apple off your head at a great distance.

Some marksmen hone this natural talent to a high degree; gaining a level of skill that makes even the most legendary elven archer green with envy.

ADVENTURERS Marksmen adventure for any number of reasons, though the most common tends to be for the accumulation of wealth and glory. Many of these individuals hire their skills out to bands of adventurers; while others may enlist with an army or mercenary organization.

CHARACTERISTICS Most marksmen are broken down into two types, and it is not uncommon for a person to fall into both groups during the course of her lifetime.

The first group tends to be made up of younger individuals; these youths are headstrong and boastful, always ready to show off their prowess.

The second group is mostly older people; reserved with a quiet confidence while prone

to pay close attention to their surroundings. Both types of personalities look for new ways in which to challenge and increase their skills.

ALIGNMENT Marksmen are no more prone than anyone else from their race or region in belonging to one particular alignment; they run the gamut from staunch upholders of the law to those who just want to watch the world burn.

RELIGION As with alignment, marksmen have no particular disposition toward any specific deity or pantheon.

BACKGROUND Many marksmen come from rural backgrounds, spending their younger years using bows and slings in pursuit of game. A surprising number of them come from more scholarly families; the children of painters and fine artists sometimes find themselves walking this path as well as engineers and those with a natural head for numbers demonstrate this gift.

RACES Humans make up the vast majority of crack shots; followed closely by dwarves, who find themselves drawn in by the tools of the trade. Gnomes sometimes follow this path for the same reason, as well as many halfling slingers.

MARKSMAN

The marksman is a ranger archetype.

FIREARMS EXPERT When you select the marksman archetype, you are proficient with firearms.

MARKSMAN TACTICS At 3rd level, select one of the following features:

Exposed Mark: Unprotected foes falter while within your sights. When you hit a creature with a ranged weapon attack, the creature takes an extra 1d8 damage if it does not benefit from cover or concealment. You can deal this extra damage once a turn.

Focus: On your turn, you can focus as a bonus action. When you make a ranged weapon attack with a firearm, you gain a bonus to the damage roll indicated by your ranger level. While focusing, you cannot cast or concentrate on spells.

Your focus lasts for 1 minute. It ends before that time if you are knocked unconscious or if you move. You may also end your focus on your turn as a bonus action.

Once you focus the indicated number of times on the

Level	Focus	Focus Damage
3rd	3	+2
9th	4	+3
16th	5	+4

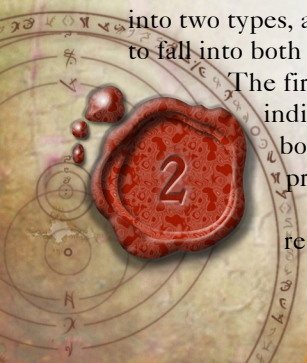


table above, you must finish a long rest before you can focus again.

Sniper: When you hit an enemy with a ranged weapon attack and the target has yet to take a turn in the combat, the creature takes an extra 2d8 if it is at its hit point maximum. You can use this feature once a turn.

WIDOWMAKER Beginning at 7th level, select one of the following features:

Deadeye: Beginning at 7th level, your ranged weapon attacks score a critical hit on a roll of 19 or 20.

Quick Shot: Whenever you take the attack action with a ranged weapon, you can take a bonus action to make one extra attack with the same weapon. The weapon must possess the loading special property.

PRECISE AIM At 11th level, you can use a bonus action on your turn to gain advantage on your next ranged weapon attack during the same round. The weapon must possess the loading special property.

MASTER MARKSMAN At 15th level, your steadfast aim ensures you hit your mark in combat. If you miss with a ranged attack roll, you can reroll the attack with an advantage. Once you use this feature, you must first complete a short or long rest before you use it again.

VARIANT RESTRICTION: DWARVES ONLY

Dwarves guard the manufacturing secrets of firearms from other races with tenacity. Although adventurers might discover a harquebus in an ancient dwarven haunt or from a vanquished dwarven foe, it may prove difficult to master without proper instruction. However, unlocking its secrets could set a determined character onto a path of adventure.

Introducing this variant into the game does not mean that dwarves are the only race that can access the archetype, just the use of firearms. Human crossbowmen can benefit from becoming a marksman and garner great skill.

Furthermore, feel free to tweak the archetype to better suit your campaign setting or to emphasize dwarves as master marksmen over other races. As an example, you can add the following amendment to the 3rd level *Focus* feature:

Stalwart Mobility: Movement does not end the focus for dwarves possessing this feature.

DWARVEN HARQUEBUS The harquebus has the same statistics as a renaissance musket. It is considered a complex item, although dwarves and gnomes can determine how it works as if it were a simple item (see *Alien Technology* in the Core Rulebook).

If an adventurer fails four or more attempts before first taking a long rest, the harquebus backfires and is destroyed beyond repair. The backfire causes 1d12 piercing damage unless the adventurer makes a successful DC 15 Dexterity saving throw.

NEW FEAT

The following feat represents an expertise with firearms.

FIREARM EXPERT

Prerequisite: Proficiency with firearms

With extensive training along with understanding the mechanisms and proper care required to maintain a firearm, you gain the following benefits:

- You ignore the loading special property of firearms with which you are proficient.
- When you perform the Attack action and attack with a firearm with the two-handed property, you can make a melee attack with the stock end of the weapon as a bonus action. The damage die for this weapon attack is a d4 and deals bludgeoning damage.

BACKGROUNDS

This section offers alternative background features for Guild Artisan and Soldier.

GUILD ARTISAN VARIANT FEATURE: FIREARM MERCHANT OR ARTISAN

You belong to a small guild of traders that deal in firearms. While too valuable to transport, you negotiate the details of the purchase between the client and the guild. On the other hand, you can be an artisan that understands the secret techniques for manufacturing such weapons.

When in a settlement larger than a town, you have free room and board with clientele seeking to purchase one or more firearms. The accommodations and assistance provided is adequate to equal a modest lifestyle, while wealthier patrons can offer a comfortable lifestyle during negotiations or its manufacture.

Furthermore, should you wish to spend downtime to become proficient in firearms, you can find an instructor with ease and the process requires half the time and expense as normal.

SOLDIER VARIANT FEATURE: FIREARM INSTRUCTOR

In a campaign where firearms are prevalent or which you are proficient, you are capable of instructing others in the use of firearms. Otherwise, you assist an instructor able to pass the knowledge to willing students.

With such knowledge, you can gain an audience with nobles or famous mercenary captains interested in training their own soldiers to handle firearms. While under the employ of a patron, you can live a comfortable lifestyle without the required 2 gp a day for it.

You further are able to have brief

FIREARMS PROFICIENCY

If you are a **fighter** and select this background feature, discuss with your Game Master the option of replacing either your proficiency with simple weapons or martial weapons, with the firearms proficiency.

conversations with your patron during those moments he or she inspects the troops and their progress.

ADVENTURE QUESTS

Introducing harquebuses and muskets into a medieval campaign setting is a challenge and can disrupt the atmosphere of the game. A slow and deliberate approach, perhaps first with rumors or the discovery of firearm remnants, over the course of several adventures is a good method to present such weapons into your game.

FIRE STICK OF THE GODS Adventurers hear of a tribal shaman in possession of a strange quarterstaff rumored to clap like thunder. The shaman does not understand that it is a weapon nor does he possess any ammunition. However, the primitive priest discovered how to load and discharge the gunpowder he found while exploring an ancient dwarven ruin.

The shaman can be a foe for the adventurers, causing creatures to become frightened when he fires the weapon. On the other hand, he may seek their aid to gather more of the black powder. The shaman fears he will lose his position if he can no longer make the thunderous sound during important ritual practices.

THE DRUNKEN DEADEYE The town in which adventurers visit is under siege from the ruthless warlord, Katamach. The town elders believe that if the savage falls, chaos will ensue in the ranks of the besieging force leading the band to falter and withdraw.

Within the town, there is one individual, a female dwarf named Keldja, who wields a weapon capable of killing a man at a great distance and with surprising accuracy. However, she remains in a drunken stupor most days.

Adventurers must first calm the dwarf of her sorrows so she might aid the town with the fabled weapon. Once sober, Keldja reveals that the harquebus belonged to her late husband, Hallthor. While she does not possess the ability to wield the firearm, Keldja does know how to operate it and can help an adventurer learn the proper skill to fire the weapon.

However, she does not have the gunpowder or ammunition required to make the weapon lethal. Adventurers can locate the necessary bullets and powder within the lair of the beast that killed Hallthor.

If adventurers return the remains of her husband for proper burial, Keldja will teach one amongst them to become proficient in firearms.

KATAMACH

Katamach is a **veteran** with the following feature:

Dark Protection. Katamach is immune to bludgeoning, piercing, and slashing from nonmagical attacks not made from a firearm. Katamach loses this feature when hit with an attack made from a firearm.

THE AVENGING GHOST A string of murders cripples a small town with fear. Each victim died from a similar wound: a tiny, round puncture in the forehead. No one witnessed the murders, though many heard a thunderous sound around the time of each death. Small, lead balls lodged in the skulls of the victims provide the only evidence.

The murderer is a dwarven **revenant** upon a path of vengeance. Its victims are a gang of highwaymen that robbed the dwarf. Discovering the strange and curious weapon upon his person, the bandits tortured the dwarf to unlock the secrets of how to use the harquebus. The dwarf refused and died.

Afterward, believing it then worthless, left the firearm with the tortured remains and pawned the stolen goods. The dwarf clawed its way back from oblivion to exact its revenge.

The remaining bandits seek protection. However, will adventurers uncover the truth before the revenant turns its vengeance to them?

MAGIC ITEMS

Marksmen discover strange and interesting relics over the course of their adventuring career. The following magic items exist in a campaign that allows firearms, such as Renaissance muskets or pistols.

BULLETS Firearms, like the harquebus, fire round lead bullets and similar to other forms of ammunition, can possess enchantments found in the *Core Rule Books*.

FIRE-RUNE HARQUEBUS

Weapon (firearm), Uncommon (requires attunement)

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

A *fire-rune harquebus* is a firearm capable of delivering an explosive bullet at great distances. This firearm has 4 charges. Each day, at dawn, it regains 1d4 expended charges.

When firing the weapon, you can use a bonus action to expend 1 to 4 of its charges during an attack against a target within range of the weapon. On a hit, for each charge spent, the target and any creature within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or suffer 2d6 fire damage; or half as much damage on a failed save.



RUNE-FORGED BULLETS

Weapon (bullet), varies

A *rune-forged bullet* bears mystical markings infused with arcane power. The process to enchant a lead ball is laborious and often requires powdered and molten metal.

To load *rune-forged bullets* into a firearm, you must make an ability check using your spellcasting ability to determine whether you loaded the ammunition properly. If you do not have a spellcasting ability, your spellcasting ability modifier is +0 for this process, although you do apply your proficiency bonus to the check. The DC is equal to 10 + the spell level of the *rune-forged bullet*. A failed check results in the rune disappearing from the bullet, causing the lead ball to melt into a piece of slag.

When shot from a firearm, a target hit by the bullet must succeed on a Dexterity saving throw or take force damage. Otherwise, it suffers normal damage. Afterward, the magic infused within the bullet is spent and it becomes a normal piece of ammunition.

The level of the spell infused in the bullet determines the DC for the saving throw, attack bonus, force damage, in addition to its rarity, as shown on the following Rune-Forged Bullet table.

RUNE-FORGED BULLETS

Level	Damage	Rarity	DC	Attack Bonus
1st	2d6	Common	13	+5
2nd	4d6	Uncommon	13	+5
3rd	6d6	Uncommon	15	+7
4th	7d6	Rare	15	+7
5th	8d6	Rare	17	+9
6th	11d6	Very Rare	17	+9
7th	12d6	Very Rare	18	+10
8th	13d6	Very Rare	18	+10
9th	14d6	Legendary	19	+11

THUNDEROUS BLUNDERBUSS

Weapon (firearm), Uncommon (requires attunement)

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

This harquebus has a short, large caliber barrel and often decorated with a dragon's head around the muzzle. When you shout *urlik*, the draconic word for *roar*, and attack with the weapon, it sprays multiple bullets in a 10-foot-cube area within normal range. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take thunder damage equal to the damage normally dealt by the weapon.

Once expended, it regains this feature after a short rest.

NONPLAYER CHARACTERS

The following contains statistics for humanoid nonplayer characters (NPCs) that feature the marksman archetype.

ARBALESTERS train in the use of crossbows, otherwise known as arbalests. The crossbow allows great precision without the required hours of practice to master a normal bow.

ARBALESTER

Medium humanoid (any race), any alignment

CR 1
200 XP

Initiative +1

Senses passive Perception 12

DEFENSES

Armor Class 14 (chain shirt)

Hit Points 16 (3d8 + 3)

STATISTICS

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Speed 30 ft.

Languages Common or any one language

TRAITS

Sniper (1/turn) The arbalester deals an extra 9 (2d8) damage when it hits a target that has yet to take a turn in combat.

ACTIONS

Ranged Weapon Attack—Heavy Crossbow +5 to hit; range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Melee Weapon Attack—Shortsword +3 to hit; reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



**Dwarfen
Widemaker**

ARBALESTER CAPTAIN

Medium humanoid (any race), any alignment

CR 2

450 XP

Initiative +2

Senses passive Perception 12

DEFENSES

Armor Class 16 (breastplate, shield)

Hit Points 32 (5d8 + 10)

STATISTICS

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Speed 30 ft.

Skills Perception +2

Languages Common or any one language

TRAITS

Exposed Mark (1/turn) An arbalester captain deals an extra 4 (1d8) damage when it hits a target with a ranged weapon attack if the target does not benefit from cover or concealment.

ACTIONS

Ranged Weapon Attack—Heavy Crossbow +7 to hit; range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Melee Weapon Attack—Shortsword +5 to hit; reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GROOM

Medium humanoid (any race), any alignment

CR 1/4

50 XP

Initiative +1

Senses passive Perception 10

DEFENSES

Armor Class 15 (hide, shield)

Hit Points 11 (2d8 + 2)

STATISTICS

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Speed 30 ft.

Languages Common or any one language

ACTIONS

Melee Weapon Attack—Shortsword +3 to hit; reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Shield bearer The groom imposes a disadvantage to an attack against a creature within 5 feet. The groom must see the attack and wield a shield.

ARBALESTER CAPTAINS lead a contingent of crossbowmen or gather with other like veterans to form an elite mercenary unit. The arbalester captain is often accompanied by a **groom**, a shield bearer that protects the crossbowman while reloading.

WIDOWMAKER

Medium humanoid (dwarf), any alignment

CR 3

700 XP

Initiative +3

Senses darkvision 60 ft.; passive Perception 12

DEFENSES

Armor Class 17 (half plate)

Hit Points 67 (9d8 + 27)

Saving Throws Str +4, Dex +5

Resistances poison

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Speed 25 ft.

Skills Perception +2, Stealth +5

Languages Common, Dwarvish

TRAITS

Focus The widowmaker deals an extra 3 damage when making a ranged weapon attack with a firearm. The attack profile below includes this extra damage.

Precise Aim As a bonus action, a widowmaker gains an advantage on its next ranged attack roll during its turn.

Resilience The widowmaker has advantage on saving throws against poison.

ACTIONS

Multiattack The widowmaker makes two weapon attacks.

Ranged Weapon Attack—Harquebus +7 to hit; range 40/120 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Melee Weapon Attack—Handaxe +5 to hit; reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

WIDOWMAKERS often move alone on the battlefield or perched aloft tall parapets, targeting unit leaders within precision. Dwarfven commanders may call for widowmakers to form a unit to defend narrow positions such as a bridge or canyon pass.

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