

# 5E FIREARM HANDBOOK

A storm of steel and smoke fills the air as an armor plated beast emerges. Bullets deflect off its hide as it charges into the ranks. From the other side of the field, the sergeant emerges, commanding his men and directing their fire. As his soldiers coordinate to strike the beast all at once, a weak point is found, and a hail of bullets brings the creature to its end.

A woman sits at a bar, enjoying a cigar, when several shady men approach from behind. As they harass her, she gives them one last warning. Not taking no for the answer, each of the men begin to reach towards the pistols at their hips, but before they can unholster, she pulls out her firearm and quickly dispatches each of them, using only a single bullet for each. As she leaves, she ashes out her cigar on their remains.

Navigating through the jungle, a lone warrior spots a small camp of enemy soldiers, perhaps a platoon, camped in a clearing. He steps on a twig and a guard immediately looks towards his direction, beginning to approach the undergrowth to inspect. But before he spots the lone warrior, he sees the shine of a heavy machine gun barrel. But it's too late. With a bone chilling roar, the lone warrior holds down on the trigger as a stream of hot lead shreds through man after man. They return fire, swearing their bullets hit him. But the flow of steel never stops until there is but one man remaining.

## INTRODUCTION

The *5e Firearm Handbook* is a document meant to facilitate play in settings where firearms are more prevalent than the medieval and renaissance era ranged weaponry depicted in the *Players Handbook*. The document isn't just limited to small arms, however. Within contains rules for grenades, remote explosives, rocket propelled grenades, mounted machine guns, night vision scopes, and more. Additional content includes five example subclasses—*sergeant* fighter, *sniper* rogue, *guerilla* barbarian, *wild card* sorcerer, and *gun-fu* monk—intended for use with these rules. Feats and magic items have also been provided.

Careful attention has been made to make sure these options do not completely overshadow *Players Handbook* options. Fantasy fulfillment, fun, and game balance have taken precedent over realism in the design here. This is not meant to simulate the function of real life weapons, though certain real-life aspects (such as effective range and weight) have been taken into account.

**Antiquated Weapons.** In a world with firearms, bows and crossbows still serve some utility.

- *Silent Quality.* As an optional rule, bows, crossbows, darts, slings, and blowguns gain the *silent* quality. Whenever you attack with a weapon using the silent quality on your turn, your position is not revealed.
- *Poisons.* Bullets and explosives cannot be effectively laced with poisons. Bows, crossbows, darts, and blowguns still retain this ability.

## PROFICIENCY

Whenever using these rules, think about firearms role and presence in the world. Who would have access to such weaponry? How common are they?

**Extremely Rare.** In these settings, firearms are either secret or extremely rare technology. Very few if any firearms exist and if they do, their creation might involve forbidden or arcane knowledge. In these settings, *no character* gains proficiency in firearms. Weapons are so rare, any creature attempting to use one must make a DC 15 Intelligence check or fail to figure out how the weapon functions. At DMs discretion, the firearm might break or misfire. Once a creature understands how it works, they can spend downtime training with the weapon and gaining proficiency.

**Common.** In these settings, firearms are prevalent enough that most creatures have a basic understanding of how a firearm works. If a character is proficient in light crossbows, shortbows, or hand crossbows, they are also proficient in pistols, rifles, scatterguns, handguns, and revolvers. If a creature is proficient in longbows or heavy crossbows, they are proficient in all basic firearms and handguns, revolvers, marksman rifles, sniper rifles, and shotguns. A creature with proficiency in martial weapons is proficient in all firearms.

## BASIC FIREARMS

Weapon	Cost	Damage	Weight	Properties
Pistol	15 gp	1d6 piercing	5 lbs	Ammunition (range 30/120), light, loading
Rifle	25 gp	1d10 piercing	10 lbs	Ammunition (range 150/600), heavy, loading, two-handed
Scattergun	25 gp	2d4 piercing	10 lbs	Ammunition (range 30/120), heavy, loading, scatter (2d6)

## ADVANCED FIREARMS

Weapon	Cost	Damage	Weight	Properties
Handgun	15 gp	1d4 piercing	3 lbs	Ammunition (range 30/120), light, reload 12
Revolver	25 gp	1d6 piercing	5 lbs	Ammunition (range 40/160), light, reload 6
Marksman Rifle	55 gp	1d8 piercing	10 lbs	Ammunition (range 150/600), heavy, reload 10, two-handed
Sniper Rifle	75 gp	1d10 piercing	15 lbs	Ammunition (range 500/2000), heavy, reload 5, two-handed
Shotgun	45 gp	2d4 piercing	10 lbs	Ammunition (range 30/120), heavy, reload 5, scatter (2d6), two-handed
Double Barrel Shotgun	25 gp	2d4 piercing	8 lbs	Ammunition (range 30/120), heavy, reload 2, scatter (2d6), two-handed, special
Machine Gun	50 gp	1d6 piercing	8 lbs	Ammunition (range 100/400), heavy, reload 30, automatic 10, two-handed
SMG	50 gp	1d4 piercing	5 lbs	Ammunition (range 60/240), reload 30, automatic 15, two-handed
Heavy MG	100 gp	1d8 piercing	20 lbs	Ammunition (range 150/600), heavy, reload 100, automatic 20, two-handed, special
Anti-Material Rifle	100 gp	2d6 piercing	20 lbs	Ammunition (range 500/2000), heavy, reload 5, two-handed, special

## OTHER WEAPONS

Weapon	Cost	Damage	Weight	Properties
Gatling Gun	1500 gp	1d12 piercing	200 lbs	Ammunition (range 200/800), heavy, reload 1000, two-handed, automatic 100, special
Flame Thrower	500 gp	2d4 fire	30 lbs	Heavy, two-handed, reload 30, automatic 10, special
Rocket Launcher	1000 gp	-	20 lbs	Heavy, two-handed, reload 1, special
Frag Grenade	10 gp	-	1 lbs	Special
Flashbang	10 gp	-	1 lbs	Special
Smoke Grenade	10 gp	-	1 lbs	Special
Cryogenic Grenade	15 gp	-	1 lbs	Special
Remote Explosives	30 gp	-	2 lbs	Special
Grenade Launcher	100 gp	-	12 lbs	Special
Taser	25 gp	-	1 lbs	Special
Stasis Trap	30 gp	-	2 lbs	Special

**Variant Firearms.** Some weapons are not fully represented by the weapons table. It's easy to adjust weapons on the table to better represent real life firearms. For example, a fully automatic shotgun might have the reload 15 quality and gain the automatic 5 quality. Keep in mind that any weapon that is stronger than what is represented on the table should be more expensive, harder to find, or given out as unique loot. In addition, if you make a two-handed weapon one-handed, you should significantly reduce its damage. A one-handed shotgun, for example, would deal 1d6 damage and have the scatter (1d10) quality.

## WEAPON PROPERTIES

To emulate the abilities of firearms, the following properties have been added.

### SCATTER

Whenever you hit with an attack against a creature within the first range increment of this weapon, you can roll the damage dice in the parenthesis instead of the normal damage dice.

### RELOAD

This number indicates how many pieces of ammunition can be held in the weapon at a time. Whenever you expend all the ammunition loaded into the weapon, you must take an action to reload the weapon before making another attack. You don't have to reload the same amount of ammunition each time. For example, if your weapon has the reload 10 property and you expend all 10 pieces of ammunition, you can take an action to load only 5 pieces of ammunition. Likewise, you can reload before expending all of your ammunition.

### AUTOMATIC

This weapon can fire in rapid bursts, unleashing a barrage of projectiles. Whenever you take the attack action, you can expend an amount of ammunition equal to the number indicated. If you do not have the ammunition loaded into the weapon the attack fails. Choose a 10-ft-square cube area within your weapons range. Each creature in that square must make a Dexterity saving throw, the DC of which is equal to 8 + your proficiency + your Dexterity modifier. A creature takes damage equal to your attacks normal damage on a failed save or no damage on a successful save. A creature has advantage on the saving throw if they're in the weapons second range increment, unless you have a feature which bypasses the penalty for attacking within the second range increment.

The damage for your automatic attack can increase. If you gain the Extra Attack feature (or the Thirsting Blade invocation), your automatic attacks damage increases by one weapon die. This also applies to the Fighters extra attacks that are granted at 11th level and 20th level.

If you gain a bonus to your attack rolls, such as from a magic weapon or from the Archery fighting style, you add that to your save DC. The exception is attack bonuses that require a dice roll, such as the *bless* spell or superiority dice.

## SPECIAL WEAPONS

Weapons with special rules are described here.

**Double Barrel Shotgun:** Whenever you make an attack with this weapon, you can choose to fire both barrels instead of just one. You expend two pieces of ammunition and can roll the weapons damage dice one additional time and add it as bonus damage.

**Heavy MG:** This weapon comes with a tri-pod to help maintain accuracy and is difficult to handle when it's not mounted due to its weight and caliber. If your Strength score is 15 or lower and the weapon is not mounted, all attack rolls have disadvantage and creatures targeted by it's automatic attack have advantage on the saving throw.

**Anti-Material Rifle:** This weapon comes with a tri-pod to help maintain accuracy and is difficult to handle when it's not mounted due to its weight and caliber. If your Strength score is 15 or lower and the weapon is not mounted, your attack rolls with this weapon have disadvantage. In addition, the weapon deals double damage to objects and bypasses the damage resistances of constructs.

**Gatling Gun:** If your Strength score is below 20, this weapon must be mounted in order for it to be fired. When it is fired, it can only make automatic attacks. Each automatic attack uses 100 pieces of ammunition and covers a 15 ft cube.

**Flame Thrower:** This weapon spews forth flame. When it is fired, you can only make automatic attacks. Whenever you make an automatic attack, it instead targets creatures in a 20 ft cone.

**Rocket Launcher:** This weapon fires a single high-powered explosive projectile. If the rocket launcher is loaded, you can fire it as an action. Choose a point that you can see within 300 ft. Each creature in a 15 ft. radius sphere must make a DC 15 Dexterity saving throw or take 4d4 thunder damage and 4d4 piercing or half as much on a success.

**Remote Explosives.** As an action, you can set this explosive at a point within reach. You can set it on ceilings and walls and it will cling to the surface. Whenever you set it, you can choose automatic, manual, or timed. On automatic, the explosive goes off whenever a creature other than you walks within 5 feet of it or ends their turn there. On manual, you can use an action to activate it with the provided switch so long as you are within 500 feet. On timed, you set a specific time for the explosive to go off. A DC 10 Perception check spots the bomb. If the bomb is on automatic and the creature is aware of the bomb, it can make a DC 15 Acrobatics check to avoid setting it off. It takes a DC 15 Thieves' Tools check to disarm the bomb harmlessly. On a failed check, the bomb goes off.

Whenever the bomb goes off, each creature in a 10 foot radius of the bomb must a DC 15 Dexterity saving throw, taking 4d4 thunder and 4d4 piercing damage on a failed save or half as much on a success.

**Stasis Trap.** As an action, you can set this trap at a point within reach. You can set it on ceilings and walls and it will cling to the surface. Whenever you set it, you can choose automatic, manual, or timed. On automatic, the trap goes off whenever a creature other than you walks within 5 feet of it or ends their turn there. On manual, you can use an action to activate it with the provided switch so long as you are within 500 feet. On timed, you set a specific time for the trap to go off. A DC 10 Perception check spots the trap. If the trap is on automatic and the creature is aware of the bomb, it can make a DC 15 Acrobatics check to avoid setting it off. It takes a DC 15 Thieves' Tools check to disarm the bomb harmlessly. On a failed check, the bomb goes off.

Whenever the trap goes off, each creature in a 10 foot radius of the bomb must a DC 15 Constitution saving throw. On a failed save, a creature is stunned for 1 minute. On a success, a creature suffers no ill effect. A creature can repeat its saving throw at the end of each of its turns after, ending the effect on a success.

**Frag Grenade:** As an action, you can pull the pin and throw the grenade. Choose a point within 60 ft. that you can throw the grenade. Each creature in a 5 ft radius sphere originating from that point must make a DC 15 Dexterity saving throw or take 2d4 thunder damage and 2d4 piercing, or half as much on a success.

**Flashbang:** As an action, you can pull the pin and throw the grenade. Choose a point within 60 ft. that you can throw the grenade. Each creature in a 10 ft radius of that point must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded and deafened until the end of its next turn. On a successful save, the creature suffers no ill effect.

**Smoke Grenade** As an action, you can pull the pin and throw the grenade. A 10-ft-square cube within 60 ft of you is filled with thick smoke, causing creatures and objects inside it to be heavily obscured. The smoke spreads around corners. The smoke lasts for 1 minute or until a wind of moderate or heavy speed(at least 10 miles per hour) disperses it.

**Cryogenic Grenade.** As an action, you can throw this grenade. A 10-ft-square radius within 60 ft explodes in frost. Each creature in the radius must make a DC 15 Dexterity saving throw or take 1d6 cold damage and have their speed reduced by half until the end of your next turn. On a successful save, a creature takes half damage and isn't slowed.

**Grenade Launcher.** You can use a grenade launcher to fire any type of standard grenade. When you do so, the range increases to 120 ft.

**Taser.** You can use a taser to try and disable a creature. As an action, make an attack against a creature within 15 feet. On a hit, a creature takes 1 lightning damage and must make a DC 15 Constitution saving throw. A creature has advantage on this saving throw if they're wearing armor or thick clothing. On a failed save, a creature falls prone and is stunned for 1 minute. A creature can repeat its saving throw at the end of each of its turns after, ending the effect on a success. Undead and constructs are immune to this effect.

## SILVER BULLETS

Because of how much easier it is to make silver bullets compared to making silvered arrows and bolts, it only costs 50 gp to silver 10 pieces of firearm ammunition.

## SILVERED EXPLOSIVES

Special made silver dust grenades and RPGs quadruple in price. Creatures who are vulnerable to silver have their resistance to non-magical and non-silvered weapons removed for 1 minute when they take any of the damage from a silvered explosive.

## FIREARM AMMUNITION

Item	Cost	Weight
Musket Ball (15)	5 sp	1 lbs
Pistol Round (20)	1 gp	1/4 lbs
Shotgun Shell (12)	1 gp	1 lbs
Rifle Round (20)	1 gp	1 lbs
Sniper Round (10)	5 gp	1 lbs
Rocket Propelled Grenade	15 gp	2 lbs
Flamethrower Fuel (30)	10 gp	5 lbs

## FIREARMS EQUIPMENT

Item	Cost	Weight
Powder Horn	2gp	1lbs
Weapon Repair Kit	4 gp	4 lbs
Tri-pod	5 gp	1 lbs
Scope	5 sp	1/4 lbs
Magazine	1 sp	1/4 lbs
Magazine Pouch	5 sp	1/4 lbs
Night Vision Scope	100 gp	1 lbs
Mounted Flashlight	10 gp	1 lbs
Silencer	20 gp	1 lbs

**Powder Horn:** This holds up to one pound worth of gunpowder for loading flintlock firearms.

**Weapon Repair Kit:** Comes with all the standard equipment needed for cleaning, maintaining, and repairing modern firearms, including a rag, gun oil, and an assortment of minor replacement parts. Gives advantage on checks made to maintain or repair weapons.

**Tri-pod:** Allows the user to balance their weapon. It takes an action to mount or dismount a tri-pod. When mounted, a creature using the firearm cannot move ignores the disadvantage granted by attacking a target within the weapons second range increment.

**Scope:** Various scopes and sights allow for improved short and/or long range firing.

**Magazine:** Most modern firearms are magazine fed, the magazine being responsible for holding the ammunition. At DMs discretion, increased magazine sizes for weapons may be purchased.

**Magazine Pouch:** Magazine pouches allow for several magazines to be held ready for reload at a moments notice. Can hold up to 5 magazines.

**Night Vision Scope:** An advanced type of scope that allows the user to see in the dark. You do not suffer disadvantage on attacks roll for attacking into darkness.

**Mounted Flashlight:** A mounted flashlight that sheds bright light in a 60 ft cone and dim light for another 60 ft.

**Silencer:** A silencer can be equipped onto certain weapons to prevent the chance of the firearm from being heard. Attacking while using a silencer does not immediately reveal your position to creatures further than 100 ft away from you if you attacked while hidden.

## FEATS

### GUNSLINGER

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You're quick on the draw and deadly accurate with a handgun. You gain the following benefits:

- You can reload a pistol or revolver as a bonus action instead of an action.
- Being within 5 feet of a hostile creature no longer imposes disadvantage on your ranged attack rolls.
- Whenever you use the attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one-handed firearm you are holding.

### HEAVY GUNNER

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You're at home behind the hot barrel of a machine gun and gain the following benefits:

- Whenever a creature succeeds their saving throw against your Automatic Attacks, they take half damage instead of no damage.
- The Strength requirement to use the Heavy MG and Gatling Gun unmounted is reduced to 13 and 18 respectively.

### SOLDIER

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Having trained with firearms, you gain the following benefits:

- You gain proficiency in three firearms of your choice.
- You can reload any firearm that lacks the special quality as a bonus action instead of an action.
- Whenever you miss a ranged attack, you can roll 1d10 and add it as a bonus to your attack roll. If the attack would then hit, then you add that same bonus to the damage roll. You regain use of this feature after a short or long rest.

## GUERRILLA WARFARE

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Mastering the art of ambush, know how to take advantage of your enemies in a firefight. You gain the following benefits:

- You gain proficiency in Stealth if you don't already have it. If you are already proficient you instead gain expertise.
- Whenever you make an Automatic Attack out of hiding, enemies have disadvantage on the saving throw.
- Whenever you reduce a creature to 0 hit points on your turn, you can immediately use your bonus action to attempt to hide before the end of your turn.

## DEMOLITIONS EXPERT

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You gain a mastery of all things explosive. You gain the following benefits:

- Whenever you roll damage for a grenade, remote explosive, rocket launcher, or other similar explosives, you can choose to reroll the damage but you must take the second result.
- You can add your proficiency to any check made to disarm explosives and you do so with advantage.
- Whenever you make a Dexterity saving throw to avoid the damage of a grenade, remote explosive, or rocket launcher, you can use your reaction to drop prone, giving yourself advantage on the save.

# CLASS OPTIONS

## FIGHTER

### SERGEANT

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A good soldier is hard to find. A good leader is even harder. The Sergeant takes his group of soldiers and makes them better than they could be on their own.

### BONUS PROFICIENCY

Beginning at 3rd level, you gain proficiency in all firearms if you're not already proficient.

### FOCUS FIRE

Starting at 3rd level, you're adept at directing your allies toward a target. As a bonus action, you can designate a creature or object within 60 ft as the target of Focus Fire. Each friendly creature within 30 ft of you who can hear you and see that target gets to roll a 1d4 and add it as a bonus to their first attack and damage roll against that target until the start of your next turn. You can use this feature 3 times. You regain all uses at the end of long rest.

### COMMANDING MARCH

Beginning at 7th level, you're adept at pushing your soldiers to their limits. When traveling by land, you and up to six creatures of your choice have advantage on Constitution saving throws made to avoid levels of exhaustion gained from a forced march.

### IMPROVED FOCUS FIRE

Beginning at 10th level, the die for your Focus Fire increases to a d6. In addition, your allies don't have to be able to see the target in order to gain the bonus.

### BATTLE STAMINA

Beginning at 15th level, whenever you use your Second Wind feature, you can choose up to 6 creatures within 30 ft of you. Those creature regain the same amount of hit points as you do.

### WAR MASTER

Beginning at 18th level, the die for your Focus Fire increases again to 1d8.

In addition, whenever an ally within 30 ft of you fails a saving throw, you can use your reaction and a use of your Indomitable feature in order to allow that ally to reroll that save.

## ROGUE

### SNIPER

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Using distance to their advantage, the Sniper prefers to take their targets out silently and from far away, using precision aim.

### BONUS PROFICIENCIES

You gain proficiency in two of the following weapons of your choice: heavy crossbows, rifles, sniper rifles, marksman rifles, or anti-material rifles.

### SNIPE

Beginning at 3rd level, you're adept at attacking from a range. Attacking within the second range increment of your weapon no longer gives you disadvantage on attack rolls. In addition, whenever you hit a creature with an attack and the target is in the second range increment of your weapon, the attack is a sneak attack so long as you do not have disadvantage.

### KEEN EYE AND MIND

Beginning at 9th level, you have a sharp eye for detail. You can add your Intelligence modifier to Perception checks and your Wisdom modifier to Investigation checks.

### HIDDEN SCOPE

Beginning at 13th level, attacks from stealth no longer immediately reveal your location.

### HEADSHOT

Beginning at 17th level, whenever you score a critical hit with a ranged weapon and the attack is a sneak attack, you can maximize your sneak attacks damage dice.

## BARBARIAN

### PATH OF THE GUERRILLA

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Masters at the art of ambush and relentless warfare, Guerilla Barbarians are at home with their fingers holding down the trigger and a gun right at their hip.

### BONUS PROFICIENCIES

You gain proficiency in all firearms.

### GUERRILLA WARFARE

Beginning at 3rd level, you can add your Rage damage bonus to the damage dealt by ranged weapon attacks and Automatic Attacks. In addition, you can use your Reckless Attack class feature to impose disadvantage on saving throws against Automatic Attacks you make this turn.

## SECRET RAIDS

Beginning at 6th level, you gain proficiency in Stealth if you don't already have it. In addition, if you activate your rage on your first turn of combat, your speed increases by 15 ft until the end of your turn.

## JUST ANOTHER TARGET

Beginning at 10th level, targets who fail their saving throw against your automatic attack has disadvantage on attack rolls against targets other than you.

## CONFIRMED KILLS

Beginning at 14th level, whenever a creature fails a saving throw against your automatic attack, you can use your reaction to make a single ranged attack against that target.

## SORCERER

### WILD CARD

The Wild Card is a sorcerer who can channel their magical energies into the firearms they wield, able to manipulate the trajectory of their bullets through sheer magic power alone.

### BONUS PROFICIENCIES

Beginning at 1st level, you gain proficiency in pistols, handguns, and revolvers. You can use a firearm you're proficient in as an arcane focus.

### WILD SHOT

Beginning at 1st level, you can infuse your shots with arcane energies. As an action, you can expend a spell slot and make a ranged weapon attack with a weapon you are holding against a creature within range. You gain a bonus to attack and damage rolls against that target, starting at 1d4 for a 1st level spell slot and increasing by 1d4 for each slot level above that, to a maximum of 5d4. The bonus damage is force.

### CURVED BULLET

At 6th level, your attacks with firearms curve to attack your enemies in midair. Attacks you make with firearms you're proficient in ignore half and three-quarters cover. You can also spend 1 sorcery point to attack a creature behind full cover if you know where they are at. Your attack need not follow a straight line and it can curve around objects and walls, but there must be a path between you and your target.

### BLAST-BACK

At 14th level, whenever you use your Wild Shot feature, you can teleport up to 15 ft to a space you can see.

### TWO-FOR-ONE

At 18th level, whenever you use your Wild Shot feature and hit a creature with it, you can choose a different creature within 30 ft of the one you hit. You can make another attack against that creature and use your Wild Card feature again, expending another spell slot. Once you use this feature, you can't use it again until you finish a short or long rest.

## MONK

### WAY OF GUN-FU

Way of the Gun-fu monks are those who have adapted or abandoned their traditions in order to learn how to operate firearms, using their training and martial focus to channel their ki into their weapons. Many use a mix of martial arts and gunplay to defeat their opponents.

### PATH OF GUN-FU

Beginning at 3rd level, you learn the ways of Gun-fu. You gain the following benefits:

**Gun-fu.** You gain proficiency in all firearms that lack the heavy and special qualities. These weapons are considered monk weapons for you.

**Close-Quarters Shooter.** Being within 5-feet of an enemy no longer imposes disadvantage on ranged attacks with your monk weapons. In addition, if you hit a creature with an unarmed attack, your next attack with a firearm against that creature has advantage.

**Rapid-Shot.** Immediately after you take the attack action, you can spend 1 ki point as a bonus action to make an attack with a firearm you are holding.

### ONE WITH THE GUN

At 6th level, you extend your ki into the firearms you wield. You gain the following benefits.

**Ki-Infused Gun.** Your attacks with firearms are considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks.

**Flanking Shot.** You can spend 1 ki point to ignore the 3/4th and half-cover on ranged attack until the end of your turn.

### IMPROVED RAPID SHOT.

At 11th level, whenever you use your Rapid-Shot feature, you can spend 2 ki points to instead make two attacks with a firearm you are holding and proficient in.

### FLURRY OF SHOTS

At 17th level, as an action, you can target each creature you can see within your weapons first range increment. Spend a number of ki points equal to the number of creatures you target, up to a maximum of 10. You can make a single ranged weapon attack with a firearm you are holding against each target.

## WARLOCK INVOCATIONS

### IMPROVED PACT WEAPON

Whenever you gain the improved pact weapon invocation, you can choose any firearm to be a weapon you can summon as your pact weapon.

## MAGIC ITEMS

### LASER FIREARM

*Generic Variant, Very Rare*

This weapon fires specialized laser cartridges instead of traditional projectile weaponry. Ammunition costs twice as much as normal for this weapon but it deals radiant damage instead of the damage normal for this weapon.

### PLASMA FIREARM

*Generic Variant, Common*

This weapon fires specialized plasma cartridges instead of traditional projectile weaponry. Ammunition costs twice as much as normal for this weapon but it deals fire damage instead of the damage normal for this weapon.

### CRYOGENIC FIREARM

*Generic Variant, Uncommon*

This weapon fires specialized cryogenic cartridges instead of traditional projectile weaponry. Ammunition costs twice as much as normal for this weapon but it deals cold damage instead of the damage normal for this weapon.

### RADIOACTIVE FIREARM

*Generic Variant, Rare*

This weapon fires specialized radioactive cartridges instead of traditional projectile weaponry. Ammunition costs twice as much as normal for this weapon but it deals necrotic damage instead of the damage normal for this weapon.

### ENDLESS MAGAZINE

*Wonderous Item, Rare*

This magazine magically adapts to fit into any firearm. As long as one piece of the correct ammunition is provided for the weapon this magazine is loaded in, the magazine magically provides an unlimited supply of non-magical ammunition. The weapon loses the reload property while the magazine is in it. This item has no effect on weapons with the loading property.

### HEAVEN'S PENNED LETTER

*Ammunition, Very Rare*

This enchanted bullet is engraved with the name of a specific person, designed to bring death to them. Whenever the bullet is created, a specific character is chosen. When fired at the target, the attack roll has advantage and bypasses any and all resistances or immunity to the damage dealt by the attack. On a hit, the target must make a DC 20 Charisma saving throw or take 10d10 additional force damage or half as much on a success as the bullet pierces through the targets soul.

The bullet has no effect if a persons nickname or alias is engraved on it. It also does not work on the undead or constructs. If the name of the bullet does not match the person shot, the projectile passes harmlessly through the target.

### TEXAS THUNDER

*Shotgun, Very Rare*

You have a +2 bonus to attack and damage rolls with this weapon.

If this weapon is loaded, as an action you can expend a piece of ammunition unleash a powerful thunderous wave out of the weapons barrel. Each creature in a 60 ft cone must make a DC 16 Strength saving throw. On a failed save, a creature takes 4d6 thunder damage and is knocked back 10 feet and lands prone if it's large or smaller. On a successful save, a creature takes half damage and isn't knocked back. In addition, creatures within 15 feet of you have disadvantage on the saving throw and take 10 additional thunder damage and are deafened on a failed saving throw. You regain use of this feature if you spend at least 30 minutes maintaining the weapon.

### LIGHTNINGBOLT

*Sniper Rifle, Very Rare, Attunement*

You have a +2 bonus to attack and damage rolls with this weapon.

While attuned, your land speed increases by 10 feet.

If this weapon is loaded, as an action you can expend a piece of ammunition to fire a ricocheting shot charged with electrical energy. Make a ranged weapon attack against a creature or object within range. If that attack hits, you can repeat the same attack against another creature or object within 30 ft of the initial target. You can repeat this additional attack until either you miss or the total number of creatures attacked reaches 5. A creature cannot be targeted by a ricochet attack more than once. Each creature you hit takes the weapons normal damage plus 1d6 additional lightning damage. If you strike an object before ricocheting towards a creature, you gain advantage on the attack roll. You regain use of this feature if you spend at least 30 minutes maintaining the weapon.

### SHIFTING SERPENT

*Revolver, Very Rare, Attunement*

You have a +1 bonus to attack and damage rolls with this weapon.

As an action, you can fan the hammer and unleash all rounds left in this weapon. You can make one attack with this weapon for each bullet left in the cylinder, but all attacks after the first have disadvantage. You regain use of this ability at the next dawn.

While attuned, this weapon allows it's user to move and dodge with each attack. This weapon has 6 charges. Whenever you make an attack with this weapon, you can expend a charge (no action required) and immediately move 10 feet without provoking opportunity attacks. You regain a charge whenever you score a critical hit with this weapon, make a killing blow with this weapon, or use it's first ability and fan the hammer. You regain all expended charges at dawn.





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