



THE GUNSMITH

AN ARTIFICER SPECIALTY

Gunsmiths are a very specific and niche branch of artificers which focuses on harnessing the powers of the arcane to imbue their gunpowder using creations with various potent and unique effects, further enhancing the potential of these futuristic weapons.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

GUNSMITH SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

GUNSMITH SPELLS

Paladin Level	Spells
3rd	<i>hail of thorns, hunter's mark</i>
5th	<i>earthbind, misty step</i>
9th	<i>conjure barrage, lightning arrow</i>
13th	<i>death ward, fire shield</i>
17th	<i>destructive wave, mislead</i>

ARCANE MAGAZINE

As part of adopting this specialization at 3rd level, you craft a bandolier with specialty loops and hooks to carry your tools and ammunition for your weapons. Your Arcane Magazine includes compartments to house the alchemical powders, lead shot, and other materials needed to keep your weapons functioning.

Each of the Arcane Magazine's compartments connects to an extradimensional space that allows the bandolier to hold ammunition up to 5 times your artificer level while never weighing more than 2 pounds. Your Arcane Magazine magically reloads any firearm you are holding, allowing you to ignore any Loading or Reloading properties on those weapons, as well as not requiring a free hand to handle the ammunition.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

PISTOLERO

Starting at 3rd level, whenever you take the attack action with a firearm you can use a bonus action to attack with a light firearm you are holding.

Art by [Boosoohoo](#) & [Zhihui Su](#)

BALLISTIC CHARGES

Starting at 5th level, you begin experimenting with imbuing your magic into the very deadly pieces of ammunition you use against your enemies.

Once per turn, when you hit a creature with an attack using a firearm, you can choose to magically charge the ammunition. The attack deals the base weapon damage, and you may choose one of the following effects to apply, for which the DC is equal to your Artificer spell DC.

- **Hollowpoint Ammunition** - On a failed Dexterity save, the targeted creature has disadvantage on attack rolls until the start of your next turn.
- **Shrapnel Ammunition** - the target and any creature within 10ft of it must make a Dexterity Saving Throw. A creature that fails the save takes 2d6 magical piercing damage, or half as much on a successful save.
- **Corrosive Ammunition** - the creature is doused in corrosive liquid. At the start of each of its turns it takes 1d6 acid damage. The acid dries after 1 minute, or can be wiped off as an action.

You may infuse ammunition in this way up to a maximum number of times equal to your proficiency bonus per long rest. As an action, you can refuel spent charges by expending a spell slot for each charge, up to your maximum allowable.

QUICKDRAW

Starting at 9th level, you can give yourself a bonus to your initiative rolls equal to your Intelligence modifier, and whenever you attack someone who hasn't acted in combat yet, you can roll an additional weapon die for that attack.

MADENNING CHARGES

At 15th level your Ballistic Charges now deal an additional 2d6 force damage on a hit, and your effect options expand:

- **Enfeebling Ammunition** - On a failed Constitution save, the creature can't take reactions until the start of its next turn, and on its next turn it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.
- **Muddling Ammunition** - On a failed Intelligence save, the creature rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration until the start of your next turn.
- **Concussive Ammunition** - the creature makes a Strength saving throw. On a failed save it is knocked prone its movement is reduced to 0 until the start of your next turn.

