

ANORIAN GUNMAGE

Perhaps the name mage is deceptive. After all, the Vaskil Warriorbrood are hardly mages. Certainly, magic flows through their veins, along their arm, into their trigger fingers, and through their fire arms. But this magic is not the magic of the cloistered wizards of Odonburg or the stalwart abjurers of Presson's Enclave. Nor is it powered by the elementals who built Grand Casar. But their magic is the true magic: the magic of self, fueled by the purest existence.

Forbidden to use magic by their Pressonian masters, the Anorians were instead rewarded the pistol, a primitive weapon invented during the Year of Fire by the azers. But they accepted this gift and made it their own. Guns in hand, the Warriorbrood is a force to be reckoned with. Be thee damned if ye should stand in the path through which they ride.

ANORIAN GUNMAGE

Medium humanoid (elf), chaotic good

Armor Class 15

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +3, Dex +7

Skills Acrobatics +7, Animal Handling +4, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 5 (1,800 XP)

Unarmored Defense. While the gunmage isn't wearing armor or wielding a shield, it gains a bonus to its AC equal to its Wisdom modifier (included).

Ki Aim (2/Day). As a bonus action, the gunmage can grant itself a +3 bonus to the next ranged weapon attack it makes using a firearm so long as it makes the attack before the start of its next turn.

Actions

Multiattack. The gunmage makes five attacks with its fist or three attacks with its revolver.

Fist. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Revolver. *Melee Weapon Attack:* +7 to hit, range 50/150 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reaction

Deflect Missiles. When the gunmage is hit by a ranged weapon attack, the damage it takes from the attack is reduced by 1d10 + 9.

