

FIREARMS IN DAWNBRIDGE

Firearms are extremely rare on the continent of Dawnridge, and the few examples which do exist are closely guarded secrets of the Risveldian Empire. The average adventurer is unlikely to know what a firearm is, and even less likely to know what to do with one.

However, it may be possible to unearth ancient, non-functional firearms buried in the ruins of long-lost high-tech civilizations. If the right person with the right knowledge happened upon such a relic, who knows the extent of the devastation that may be wrought across the continent.

LENNY'S RIFLE

ranged weapon (firearm, Artificer weapon)

Damage 1d10

Damage Type Piercing

Properties Reload, Misfire (Scaling), Range, Two-Handed, Ammunition

Range 120/240

Weight 10 lb

Cost 800gp

Reload 4

Artificer Weapon An Artificer can use their Intelligence modifier for attack and damage rolls while using this weapon.

Damage This weapon's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Reload The weapon can be fired a number of times equal to its Reload score before you must spend 1 action to reload. You must have one free hand to reload a firearm. Alternatively, individual pieces of ammunition can be loaded directly into the chamber as a bonus action.

Misfire (Scaling) Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, the misfire score increases by 1, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. The weapon doesn't need to be broken in order to be mended. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

AMMUNITION

Ammunition for firearms can be crafted using Tinker's Tools, at a rate of 10 bullets per hour. This ammunition is non-magical. The only material component required to craft ammunition is blasting powder. A 10 GP bag of blasting powder can produce up to 20 pieces of ammunition.

MAGICAL AMMUNITION

Artificer firearms are capable of firing a wide variety of magic ammunition. Pieces of magical ammunition must be loaded individually as a bonus actions

In order to create magic ammunition, it must first be designed, and then specially crafted using specific material components. The required components and difficulty to craft will vary depending on the desired effect of the ammunition, though most (if not all) will require blasting powder.

DESIGNING

Work with your DM on the desired effect of the ammunition. Depending on the relative power of the effect, the DM will determine the DC for designing the ammunition, and may require multiple successful checks to come up with the design.

Once the design has been successfully created, the DM will determine the material components and associated cost required for crafting each piece of ammunition. Material components will need to be specifically procured or crafted.

The DM will also determine the DCs for crafting at this time (see below)

CRAFTING

Crafting magical ammunition requires 1 hour of dedicated work, and the appropriate material components.

Each type of magical ammunition will have associated DCs for crafting different amounts of ammunition over the course of a 1 hour work period, with a maximum of 5 pieces. Rolling lower than the lowest DC means no ammunition is created. Material components are only consumed when ammunition is successfully crafted.