

FIREWORKS

A SUPPLEMENT FOR DUNGEONSLAYERS

BY MICHAEL WOLF



DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

Ryan Culver

FIREARMS

PREFACE

Dungeonslayers is an old-fashioned roleplaying game, inspired by its classic precursors from the good old days. Firearms and grenades don't usually appear in typical fantasy roleplaying games, however some campaign worlds are set in later epochs or incorporate elements of Steampunk.

My goal is to present new weapons and rules for Dungeonslayers, allowing for the integration of firearms, exotic combination weapons and much more into a Dungeonslayers campaign. Have fun!

Michael Wolf

FIREARMS

HANDGUNS

Handguns are one-handed firearms, allowing for concurrent use of melee weapon or shield. Their effective range is up to 80m.

COMBINATION FIREARMS

A good example of a combination firearm is the pistol sword. This sword has a flintlock pistol worked into its handle with the barrel running along the blade. A target may be fired at or hit in close combat with this weapon.

MULTIBARRELED GUNS, REPEATING GUNS, REVOLVERS

Multibarreled guns, repeating guns or revolvers may be fired more than once before reloading is necessary. The number of barrels, rounds or cylinder chambers is given as Multibarreled (N), Repeating (N) or Chambers (N)

SHOTGUNS

Shotguns are loaded with lead shot instead of solid bullets. They are feared for the extreme spread of projectiles but have only very limited range. Every target in a 90° arc up to a distance of 5 meters takes full damage.

DERRINGER / HOLD-OUT PISTOLS

The Derringer is a short and small handgun with a very limited effective range of 15 m. It is the preferred weapon of women, assassins and professional gamblers.

FLAMETHROWER

A flamethrower is used to squirt a long jet of pressurized, burning liquid onto a target. The flamethrowers fuel is emitted as a jet, not as a spray. In addition to the initial damage, the target takes secondary damage caused by burning garments.

(as in the table on page 14, DS: 3.5) This can be avoided if the target puts out the fire. Rolling a critical failure on a Ranged Attack means the flamethrower ran out of fuel and the fuel tank has to be replaced. The standard rules for reloading (further down) do NOT apply. The fuel tank may not be replaced in combat.

ORDNANCES / CANNONS

Heavy firearms like cannons have to be reloaded after firing (BOD+DX). They have to cool down for three rounds of combat before they are able to fire again. Multibarreled cannons may fire all barrels prior to cooldown.

MAGICAL FIREARMS/AMMUNITION

Depending on campaign world or setting, the DM may allow magical firearms or magical ammunition. Their use is governed by the standard rules of Dungeonslayers 3.5 and DS-SU-01: Forgeworks.

RULES FOR FIREARMS

Firearms are treated similar to other ranged weapons like bows or crossbows. There are, alas, some additional rules to take into consideration.

RELOADING WEAPONS

In a game of Dungeonslayers PCs are supposed to have sufficient ammunition for their ranged weapons. This applies to firearms too, but the reloading procedure after each firing is somewhat awkward. Reloading uses one action per barrel. Some situations (fumble, wet gun powder) may require checks to get the weapon back into working condition (successful MND+DX checks), which takes an extra action, too.

FIRING TWO PISTOLS PISTOLS SIMULTANEOUSLY

It is possible to fire two handguns at once, but the firing PC gets a -6 penalty on both ranged attack checks. His defense suffers the same -6 penalty until his next game round.

FIRING ALL BARRELS AT ONCE

The PC may fire all barrels on a multibarreled weapon simultaneously. Only one ranged attack check is made, but the WBs of all barrels are added to the check.

COMBINATION FIREARMS AND CRITICAL SUCCESS

When scoring a critical success while doing a melee attack with a combination firearm, the attacker is allowed to fire the built-in firearm for maximum damage. This rule does NOT apply to thunderaxes.

WET GUN POWDER

The gun powder in a weapon will get wet if dropped into water or exposed to heavy rain. The weapon has to be cleaned (successful MND+DX checks) prior to reloading it.

Firearms	Weapon Bonus	Special	Price
Handguns			
Dragon Pistol	WB +5	Enemy Defense -4; fires lead shot	25GP
Revolver	WB +3	Enemy Defense -4; Chamber (6)	120GP
Runic Handgun	WB +3	Enemy Defense -4; Runic Pistol	100GP
Runic Revolver	WB +3	Enemy Defense -4; Chamber (6); Runic Pistol	600GP
Flintrock Pistol	WB +3	Enemy Defense -4	20GP
Dual Barreled Flintlock Pistol	WB +3	Enemy Defense -4; Multibarreled (2)	30GP
Derringer	WB +6	Enemy Defense -6	25GP
Dual Barreled Derringer	WB +6	Enemy Defense -6	40GP
Quadruple Barreled Derringer	WB +6	Enemy Defense -6	55GP
Rifles			
Long Rifle (2h)	WB +3	Enemy Defense -3; Scope	50GP
Musket (2h)	WB +4	Enemy Defense -5	40GP
Double Barreled Musket (2h)	WB +4	Enemy Defense -5; Multibarreled (2)	60GP
Repeating rifle (2h)	WB +5	Enemy Defense -4; Repeater (8)	80GP
Shotgun (2h)	WB +6	Enemy Defense -4; Fires lead shot	45GP
Combination Weapons			
Thunder Axe (2h) (melee)	WB +3	Initiative -1	50GP
Thunder Axe (2h) (ranged)	WB +4	Enemy Defense -5; Initiative -1	50GP
Pistol Katar/ -Dagger (melee)	WB +1	Initiative +1; Critical Success Speciality	35GP
Pistol Katar/ -Dagger (ranged)	WB +3	Enemy Defense -4; Multibarreled (2)	35GP
Pistol Sword (melee)	WB +2	Critical Success Speciality	45GP
Pistol Sword (ranged)	WB +3	Enemy Defense -4; Multibarreled (2)	45GP
Miscellaneous			
Bomb*	WB +10	Damage Radius 5m; no enemy Defense	5GP
Flamethrower	WB +10	Initiative -4; Enemy Defense without AV	250GP
Cannon	WB +6	Radius 5m, Initiative -4, Enemy Defense -6, Cooldown 3	250GP
Piton-musket / arquebuse	WB +0	Successful Check anchors Piton	30GP
Small Powderkeg**	D20+10 Damage	Damage Radius 10m; no enemy Defense	10GP
Big Powderkeg**	D20+20 Damage	Damage Radius 15m; no enemy Defense	25GP
Smoke Grenade***	No Damage	Hampering Smoke (relevant Checks -10)	2GP
Repeater Cannon	WB +5	Radius 5m, Ini. -3, no enemy Defense, Repeater (3)	300GP

* On rolling a fumble the bomb will explode in front of the thrower, thrower takes D20+10 damage

** Roll D20: 1 = fuse extinguished; 20 = fuse burns twice as fast; all other results: fuse adjustable to 1-6 rounds

*** Fumble: grenade is a dud

WEAPON MODIFICATIONS

It is possible to augment and enhance firearms. A successful check against the talent *Gunsmith* (MND + DX) is needed to assemble, modify or repair a firearm.

BAYONET

A bayonet allows use of an firearm in close combat (Melee Attack, WB +0, 3 GP). Bayonets may be mounted on rifles and crossbows.

SCOPE

A scope (15 GP) enables the gunner to hit distant targets. The gunner has to aim for one combat round during which no movement is allowed. Scopes may be mounted on all rifles (shotguns excluded) and crossbows. A scope doubles the range (usually 10 meters) beyond which a distance penalty is applied.

EQUIPMENT

DASTARDLY GUNNERS VAMBRACE

This vambrace (120 GP) is equipped with a coil spring that allows the bearer to carry a concealed weapon in his sleeves. Releasing the contraption with a twist of his wrist puts the weapon into the user's hand. A mantle or a robe will conceal the device completely. Dastardly Gunners Vambraces enable the gunner to draw and fire the gun in one smooth action.

AMMUNITION BELT

An ammunition belt (15 GP) is worn on top of other garments. Small loops and pouches to carry ammunition are attached to it. A PC wearing an ammunition belt may reload one barrel of a weapon without using an action for this, provided he scores 1 - 5 on a D20.

GUNNER'S GOGGLES

These hefty glasses (20 GP) enhance the gunners vision and confer a bonus of +2 on all checks for ranged attacks.

GUNNER'S GROMULENT GREATCOAT

The gunners greatcoat is made from heavy fabric (AV +1, 20 GP) or leather (AV +2, 25 GP).

It is equipped with many loops and pouches for ammunition like the ammunition belt. Not only does it protect its wearer, but it confers the same advantages as an ammunition belt (instant reload on 1 - 5 on a D20). An ammunition belt worn with the mantle doubles the chance for instant reloading actions (1 - 10 on a D20).

NEW TALENTS

DUELIST I-V ① TALENT POINT

Fighter 6, Scout 6

During the Draw!-phase of a duel, the PC receives a bonus of +3 per level of Duelist to his initiative (see: Dueling Rules)

GUN SMITH I ① TALENT POINT

Fighter 1, Scout 1, Spellcaster 1

Allows creation and mounting/rigging of weapon modifications.

FAST RELOAD I-III ② TALENT POINTS

Fighter 3, Scout 1, Spellcaster 6

The PC may reload one additional barrel per round for each level of Fast Reload, e.g. three barrels with Fast Reload II.

COLD BLOODED I-V ① TALENT POINT

Fighter 1, Scout 1, Spellcaster 1

The PC receives a bonus of +2 per level of Cold Blooded on all checks for "Keeping one's Nerves" (see: Dueling Rules).

PISTOLERO I-III ② TALENT POINTS

Fighter 6, Scout 6

The penalty for firing two handguns simultaneously is reduced by one for each level of Gunslinger.

DUELS

High Noon! A merciless sun burns from the cloudless sky as two men face each other on a dusty small town street. Hands are hovering over pistol grips, sweat slowly trickles down faces. Who will lose nerves first and draw?

DUELING RULES

There are two rule variants to decide classical pistol duels: **Dicing** or - for some more western feeling - **card drawing / black jack**. A shuffled deck of poker cards is needed for the card variant.

Both variants proceed in two phases: **Keep one's nerves** and **Draw!**

PHASE 1: KEEP ONE'S NERVES

Both duelists try to outstare each other while intensely watching their opponent.

DICE VARIANT:

Each duelist checks against (MND + AU). The character kept nerves if the check is successful. Each successful check gives a +1 bonus to all following die rolls until the end of duel (duelling bonus). A critical success adds +2 to the dueling bonus.

Repeat this procedure until one duelist fails his check. His dueling bonus is halved or, in case of a critical failure, forfeited. Each duelist may voluntarily lose nerves. The phase ends if someone loses nerves.

CARDS VARIANT / BLACK JACK VARIANT:

Both duelists are dealt one card from the deck. *Every card has a certain point value (ace = 1 or 11, pictures = 10, numbered card = printed value).* Each player tries to get as many points as possible without exceeding twenty-one points. After looking at the dealt card, the players decide if they want another card, or if they are content with the value of the cards. This is repeated until one duelist wants to compare cards, reaches 21 points or exceeds 21 points. If one duelist wants to compare, the dealing of cards ends for this round.

PHASE 2: DRAW!

Weapons are drawn and a decision is made / the better gunner wins ...

DICE VARIANT:

The firing order is established by Initiative including any dueling bonus.

After this a normal check for ranged attacks is made (the target may not apply the dueling bonus to his defense).

After firing the first shot the dueling bonus no longer applies.

CARDS VARIANT / BLACK JACK VARIANT:

If one duelist gains exactly 21 points, he may fire first and does maximum damage as if scoring a critical success.

Any duelist reaching more than 21 points fumbled. In all other cases initiative is determined by card point value, higher point values meaning first draw.

Afterwards ranged attacks are made as usual.

OPTION: MORE GORE / DEADLIER DUELS

To enhance the relevance of pistol duels, defending against the first shot may be impossible or both duelists first shot may receive a +10 bonus.

FIREWORKS & CAMPAIGN SETTINGS

Including firearms and other topics from Fireworks into new or existing campaigns. A short guide to new avenues of campaigning.

FANTASY

The classic Dungeonslayers campaign has few, if any, firearms. Those are often devised by dwarfs, but other races may be held responsible, too. In vanilla fantasy campaigns, use of firearms should be limited to primitive muskets or flintlock pistols.

Devotees of Steampunk may, of course, use every weapon and the new class "Arcane Gunslinger" as they see fit.

CLOAK AND DAGGER

The rules at hand (including the rules for combination weapons) give much room for campaigns playing eg. in the Caribbean under the Jolly Roger or in Cardinal Richelieu's France. Spellcasters may be included at your liberty, while healers could be replaced by priests or voodoo masters.

WESTERN

Especially the rules for dueling invite to roleplaying in the Wild West. Spellcasters may be dropped from a classical western setting or be replaced by indian shamans. Out of character elements like flamethrowers are removed and bombs changed to sticks of dynamite - and the western setting is ready to go. By the way: A gunner's coat (with or without bonus on reloading) would work great as a duster coat.

FIREWORKS

By Michael "Stargazer" Wolf
<http://www.stargazersworld.com>

Cover:

Ryan Culver
<http://www.fishbore.deviantart.com>

Translation Team:

Andreas Bösche, Hollis McCray, *Karl Apsel*,
Rolf Elak, Sana D.

*Special thanks to Michael Wolf
for putting up with our questions*

Layout & Production:

Christian Kennig

English Layout:

Sana D.

©2009-2010 under [Creative Commons](#)
Attribution-NonCommercial-ShareAlike 3.0 Germany

THE ARCANES

GUNSLINGER

A NEW SPELLCASTER CLASS FOR DUNGEONSLAYERS

Fireweapons make a new class of spellcaster possible: Arcane Gunslingers use their abilities to modify the weapons effect by magic.

CLASS FEATURES

From a rules point of view Arcane Gunslingers are treated as spellcasters (but are able to use leather armor like healers), with the following exceptions.

SPELLS

Arcane Gunslingers may only learn spells from a limited range of generic spells, but they are able to cast Gunslinger Spells (GS, see below)

ARCANES GUNSLINGER SPELLS

Level 1

Light Shot (GS)
Magical Weapon
Shadow Shot (GS)

Level 2

Freezing Shot (GS)
Flaring Shot (GS)
Healing Hands

Level 4

Arcane Shot (GS)
Light
Identify Magic
Clean

Level 6

Flaming Shot (GS)
Seeking Shot (GS)

Level 8

Spread Shot (GS)
Lightning Shot (GS)
Protection

Level 12

Leeching Shot (GS)
Protective Bubble
Magic Shield

Level 20

Teleport

TALENTS

Some Talents are not available to Arcane Gunslingers, others are handled differently:

UNAVAILABLE TALENTS

Firemage, Protector, Relearning, Familiar, Spellchanger

CHANGED TALENTS

Deadly Shot

Requires level 10; may be used with targeted spell checks when using the rune pistol

Take Cover

Requires level 6

Marksman

Requires level 4

Ravager

Requires level 6; may be used with targeted spell checks when using the rune pistol

Weaponmaster

Requires level 14; limited to runepistols

Spellforce

Requires level 10; may be used with targeted spell checks when using the rune pistol

GUNSLINGER SPELLS (GS)

The Arcane Gunslinger may - instead of shooting normal bullets - shoot magical ammunition created by Gunslinger Spells. With every shot he

is free to choose which kind of bullet he wants to create (no spell change is required, any active spell remains active). Gunslinger Spells are learned as other spells, are treated like targeted spells and do not require activation (see above).

RUNE PISTOLS

Rune Pistols are flintlock pistols or revolvers with inlaid magical runes. They work like standard weapons, but an Arcane Gunslinger may form a permanent bond with a rune pistol. The Arcane Gunslinger has to meditate for an hour to achieve bonding. For every fourth level a new bonding is possible. An Arcane Gunslinger can not cast Gunslinger Spells until he has achieved a bond with a rune pistol. He no longer uses the attribute for ranged attacks to fire the weapon. The appropriate value for targeted spells is used instead, the WB is added and for GS the spell bonus is also added.

If an Arcane Gunslinger is separated from his bound weapon for more than 24 hours he will temporarily lose one point of MND. He will regain the lost point of MND on either recovering his weapon or bonding to another rune pistol. The Arcane Gunslinger may teleport the rune pistol into his hand from any distance as long as he can see the weapon.

Gunslinger Spell	Lvl	ZB	Effect	Gold
Arcane Shot	4	+2	doubles the range beyond which a distance penalty is applied	200
Leeching Shot	12	+3	gunner gets healed for half damage caused	650
Lightning Shot	8	+3	no defense roll when wearing chainmail or plate armor	350
Freezing Shot	2	+0	hit target may not move for RE rounds	250
Spread Shot	8	+2	hits up to 3 targets in range, only one check roll required	550
Flaming Shot	6	+0	target burns for RE rounds (flame damage W20/rd)	300
Flaring Shot	2	+0	fires a shot that shines as bright as daylight	225
Light Shot	1	+1	creatures of darkness get -2 defense against this shot	50
Shadow Shot	1	+1	creatures of light get -2 defense against this shot	50
Seeking Shot	6	+0	known target may be hit without being in line of sight	400

READY - AIM - FIRE!

"THERE WAS A DEAFENING BANG - AND THE SKULL OF THE UNDEAD WAS SHATTERED TO SMITHEREENS. WHEN THE SMOKE CLEARED, THE DWARF ALREADY HAD RELOADED HIS DOUBLE BARRELED MUSKET AND TOOK SIGHT ON THE NEXT SKELETON."

CHRONICLES OF SLAUGHTER, VOLUME IV

MORE BANG FOR THE BUCK: SPICE UP YOUR DUNGEONSLAYERS CAMPAIGN WITH GUNSMOKE, FLIMSY FIREARMS OR THUNDERING CANNONS. THE SECOND SUPPLEMENT TO DUNGEONSLAYERS GIVES YOU FOUR WHOLE PAGES FOR ADVANTAGEOUS ADVENTURERS, COWBOYS OR EVEN PIRATES:

- GUNS GALORE**
- AMMUNITION BELTS, SCOPES & CO**
- DICE AND CARD RULES FOR DUELING**
- HINTS FOR WILD WEST OR CLOAK & DAGGER CAMPAIGNS**
- 5 NEW TALENTS AND A COMPLETELY NEW CLASS:**
THE ARCANE GUNSLINGER