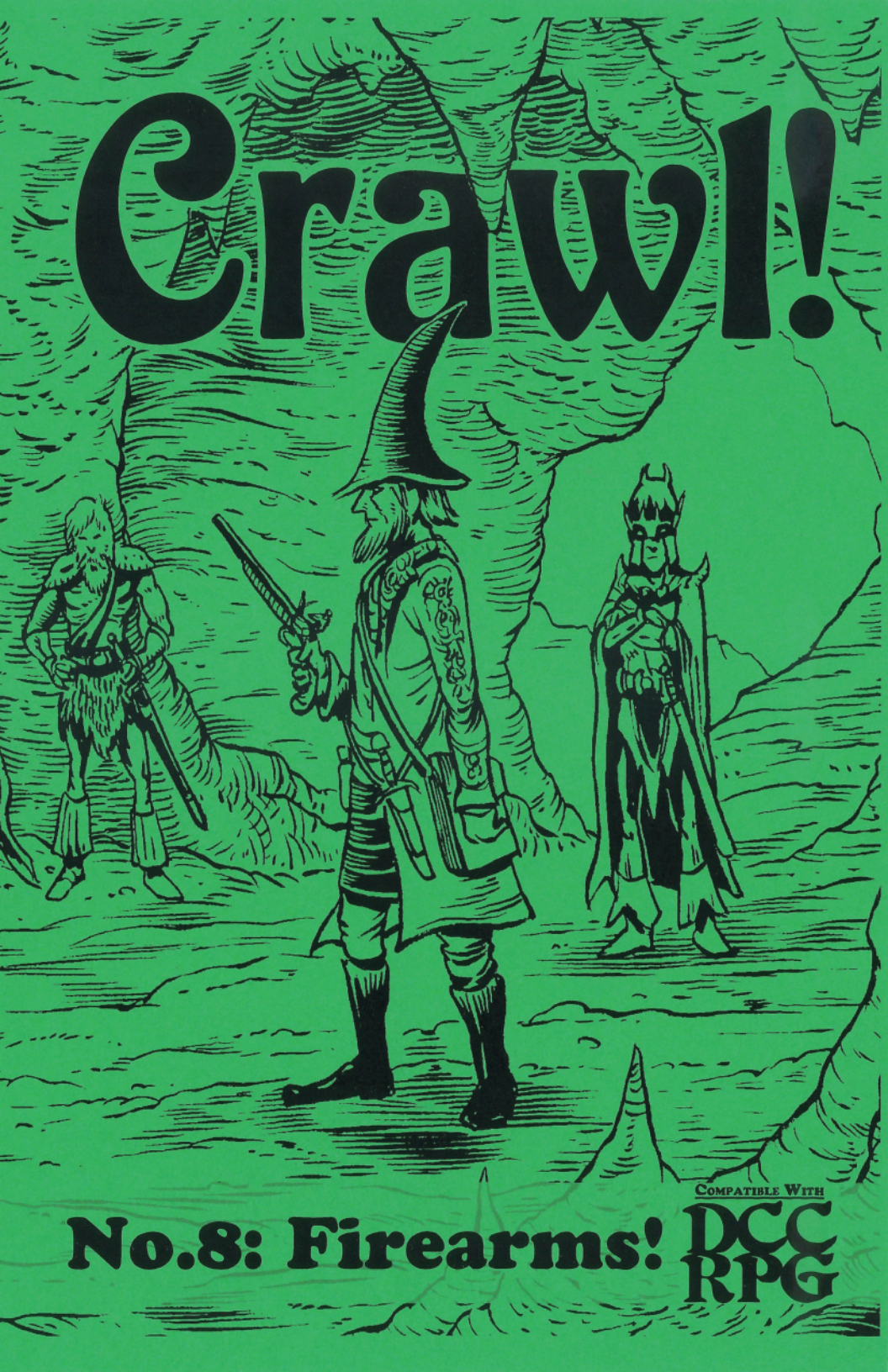


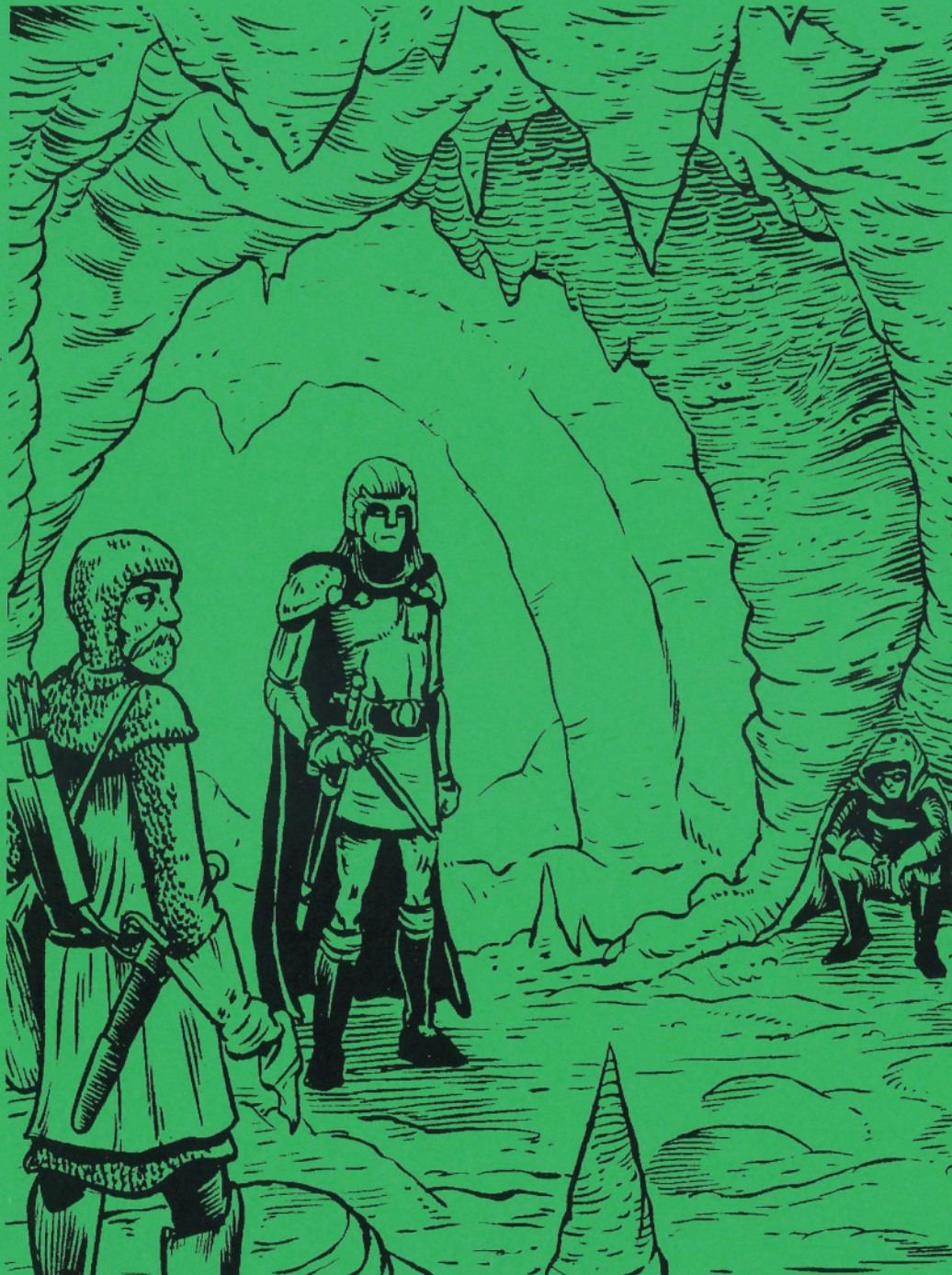
Crawl!



No.8: Firearms!

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No.8: Firearms!

Digital Edition

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Firearms & Fantasy

This issue started out as a blog entry for *Swords & Wizardry Appreciation Day* hosted by **Tenkar's Tavern** [<http://www.tenkarstavern.com>], probably

the most read OSR blog on the net right now. The S&W Appreciation Day motivated me to flesh out some rules and ideas I've had for a while. It's also no secret that S&W is my go-to ruleset for adventures, monsters and other house-rules that I plug into my regular weekly game. I expanded on the blog entry, got together some art and put together a zine called *Hack!* for S&W.

There was no question that I was going to convert the rules to *Dungeon Crawl Classics RPG* because *DCC RPG* is the game I play. In honor of my regular readers and subscribers, I decided to take it a few more steps and expand upon the rules a little bit further. I made use of some of the funky dice and added another invader, this way *Crawl!* readers get a better book in the end.

So what's in this issue? Well, for starters we have simple, but fairly comprehensive rules for firearms. Judges and players can keep it simple, or complicate the rules as much as they want. A basic list of guns from flintlocks to plasma rifles is also included. But best of all are the baddies armed with these weapons, and a simple tool-kit to help introduce these these guys into your campaign. In the appendices are a list of RPG reference materials that are for the most part compatible with *DCC RPG*. There are also a couple of submissions from readers of my personal blog [<http://reverend-dak.blogspot.com>] inspired by the original firearms blog entry. Then finally a sneak peek at the Firearms Crit and Fumble tables that will be featured in S.A. Mathis's *Transylvanian Adventures*, an early modern horror setting for DCC RPG, available now!

So there you have it, for better or for worse,
here are rules to add firearms to your fantasy.

Rock and Roll!

Reverend Dak

(Dungeon) Master in Chief

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Submissions!

Original submissions are welcome. Everything that gets published will belong to the author, artist and creator. For art submissions, send a link to some samples. We prefer old-school "D&D" style black and white line-art with hatching or halftone. Smaller, incidental fantasy themed pieces are always needed. If you have a brilliant idea or proposal, I want to see it, but make sure you use a short and informative subject line. Include a quick blurb or sample text in the email. Don't send attachments until requested. All contributors will get a free print copy of the zine. Email crawl@straycouches.com

Firepower!

Firearm rules for DCC RPG by Reverend Dak



While not for everyone, pistols, rifles and other guns have been an essential part of some fantasy stories. The pulp-era stories of *Solomon Kane*, the comic book series *Skullkickers* and *Stephen King's The Dark Tower* series all feature elements of Sixguns and Sorcery. Firearms in fantasy obviously have an appeal, but are they right for a fantasy campaign?

It is really up to the gaming group to decide. If the group decides to add some form of firearms to the game, they have to decide how realistic or powerful they should be. Guns can easily change the nature of the game, turning it into a gun show, instead of the traditional display of swords and spells. One way to keep that from happening is to make these weapons more trouble than they are worth.

Bullets can be unstable but plentiful, or they can be dangerous but extremely rare. If guns are a regular feature of the game, maybe a little bit of both. Regardless,

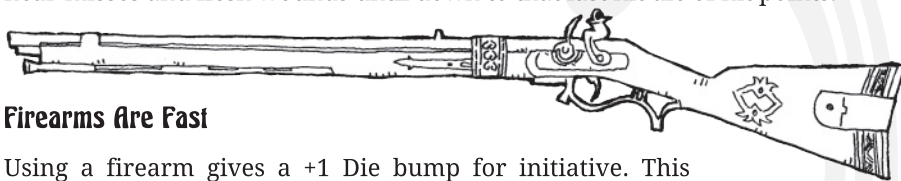
elements of Fantasy mixed with the Weird Wild West can make for an interesting world of adventure.

Powerful Or Mundane?

If they're powerful, they should be extremely rare. They should be treated like artifacts, and there should be dangerous rivals or factions trying to take them away from the adventurers. Imagine if the bad guys had the guns instead. With the tables turned, guns can make or break the game by annihilating a party. But if they are a staple of the campaign, it's probably best to make them pretty mundane and not much different than any other missile weapon. But if that is the case, why have them at all? Consider limiting the weapons to only black powder, or non-automatic revolvers and bolt-action or lever-action long guns. If the group decides to make firearms powerful, apply any number of optional rules found within.

Basic Firearm Rules

It is important to remember that combat in DCC RPG is abstract. Each attack roll represents a series of attacks, maneuvers, dodges and parries. So though a character may have been hit by an attack, it does not always represent a bullet breaking skin. Normally, when hit by a high velocity slug, it would almost always cause devastating damage. But instead, hits should be described as near-misses and flesh wounds until down to that last hit die of hit points.



Firearms Are Fast

Using a firearm gives a +1 Die bump for initiative. This represents how quickly a gun can be fired.

Hits Do 1 Die of Damage

Each firearm has its own damage die; typically d8 for handguns and d10 or more for longarms. For a standard attack, a hit does 1 die of damage. Damage is treated just like any other missile or melee attack, and can be healed as normal.

Aiming Increases the Attack and Damage Die By One

As an action, the shooter may take time to aim. This will increase the attack roll by 1 Die on the dice chain and hits will increase the damage by an additional die (as opposed to a die bump)! For example, a 3rd-level Dwarf with a black powder pistol, that takes time to aim, gets to roll a d24 instead of the normal d20 for the attack (plus any normal attack bonuses including Mighty Deeds) and the base damage will be 2d8 instead of 1d8 if he hits. The shooter is subject to normal attacks (including sneak attacks, surprise and critical hits, see below) while aiming.

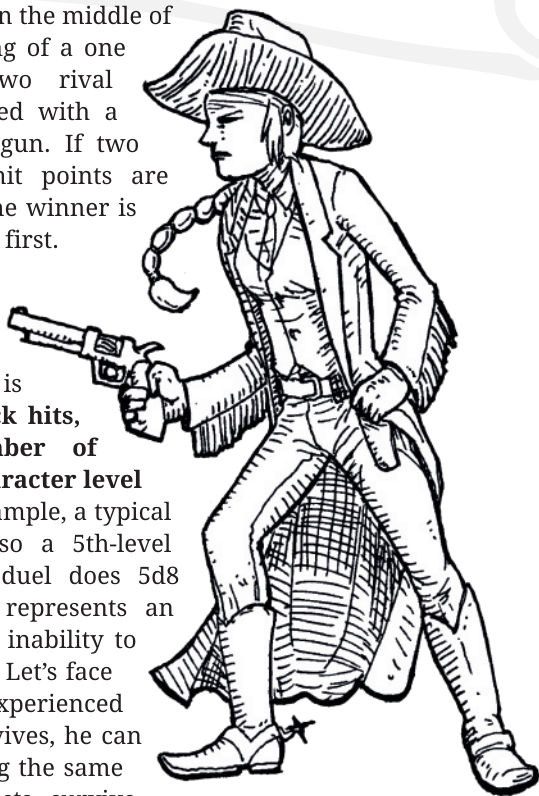
Taking Cover, When Available, is a Move and Gives a Bonus to AC

Taking cover is key to surviving a gun fight, especially if the guns are really dangerous. The group should decide whether to make gun battles realistic and gritty, like a World War 2 movie, or to make them cinematic and showy, like The Matrix. In realistic gun battles, half the time the combatants are ducked and covered. While in more gun-fu style movies, gunplay is out in the open. If guns are mundane and common, the abstract nature of DCC RPG combat is sufficient enough to assume cover. But if the more dangerous optional rules are used, cover is essential. For simplicity, if a target is actively hiding behind hard cover, no attacks can be made. If the target is firing back from behind some hard cover, the cover provides a+4 to AC. Firing from a firing port, murder hole or arrow slit can provide up to+8 points of AC, at the judge's discretion.

Duels Are Deadly

High-noon on the dusty road, in the middle of town; this is the typical setting of a one on one battle between two rival gunmen. It is usually resolved with a single shot from the fastest gun. If two gunmen agree to a duel, hit points are practically off the table and the winner is determined by who hits whom first.

Initiative is determined between the two duelists as normal. The highest roll shoots first, and an attack roll is made as normal. **If the attack hits, the damage is the number of damage dice equal to the character level or creature's hit dice.** For example, a typical handgun does d8 damage, so a 5th-level warrior that hits during a duel does 5d8 damage to his target. This represents an automatic critical hit and the inability to dodge (maneuver, parry, etc.). Let's face it, duels are deadly against experienced adventurers. If the target survives, he can attempt to shoot back applying the same damage rules. If both duelists survive, combat rounds continue as normal combat. At that point damage is normal (typically one die), initiative is handled normally, and others may join the combat if they wish.



Optional Rules

The following are rules to make guns more dangerous and gritty. The following rules may supplement, replace or be replaced by existing house rules, such as Critical Hits and Fumbles. (See Appendix T: Firearm Crit and Fumble Tables for alternative Crit and Fumbles for firearms by S.A.Mathis.)

Surprise Attacks May Be Critical

Firearm attacks during a surprise round, or the target is otherwise unaware of the attack, will increase the chance of a critical hit by 2. That is, if the attack roll is a natural 18+ and the attack hits, the attack should be considered a critical hit (see below). If a surprise attack is made while aiming, which gives a die bump to the attack, the attack becomes a crit with a natural roll of 20+. All other surprise rules still apply. This rule does not apply to automatic fire.

Critical Hits Can Be Deadly and Fumbles Are Normal

On a natural 20, an attack with a firearm should be considered a critical hit. A critical hit with a firearm does damage equal to the attacker's level or HD in damage dice *in addition* to their normal critical hit result. For example, a Type III demon with 8 HD and a pistol can do 8d8 damage on a critical hit plus their normal critical hit result! A natural 1 is a fumble according to the standard rules.

Firearms Are Complicated

If firearms are added to the campaign later, such as through time-travel or the discovery of ancient technology, the judge may want to determine whether a particular character class is permitted to use firearms. It also makes sense that there should be some learning curve before being proficient with a firearm. Firearms will have a Rate of Fire (RoF) rating, reload time and weapon speed. These are not so important if guns are mundane, treat them as any other missile weapon. But as a way to make firearms inconvenient, especially if they're extremely powerful, these factors may help keep them in check.

Firearm Proficiency: First-time users get a -1 die bump to attacks with a firearm and they increase the fumble die by +1. These penalties exist until either the character gains a level or appropriate training is acquired since first using the weapon.

Rate of Fire: Additional shots may be taken, up to the RoF, but each subsequent shot is -1 die bump lower. For example, a 3rd-level Warrior with a d20 Action Die and an Assault Rifle may attempt a 2nd shot with a d16 and a third shot with a d14. PCs with multiple Action Dice may attempt one (and only one) additional attack per extra action die. A firearm with multiple RoFs may only fire once during the surprise round, but the chance of a critical hit should increase as per the Surprise Attack rule above. Automatic weapons are indicated by an (A).

Reload: Reloading a firearm manually can take up to a minute. If quick loaders or magazines are available, reloading takes one round. Black powder weapons can take up to 3 rounds to reload.

Weapon Speed: Weapon Speed is only a factor for individual initiative rolls during duels (see above) and does not apply to normal combat initiative.

Automatic Weapons do 3 Dice of Damage

Weapons with a RoF that indicates an (A), instead of separate attacks, automatic weapons can affect multiple targets in a 10-foot square area. An automatic fire attack uses 10 rounds of ammunition. The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.

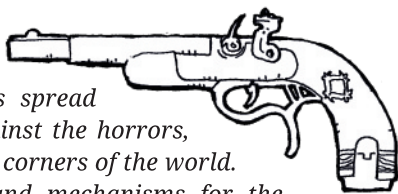
FROM GOLD TO GUNS

By Mike Evans. Equipment by Reverend Dah

Four basic eras separate the different technologies used in the development of firearms. Each era correlates to an earth-based technology level. While all types of technology exist, firearms are the focus of this text. While literally hundreds of variations exist for each type of firearm, for practical purposes, the firearms here are simplified.

The Era of Powder and Smoke (Era I)

With the invention of the ball and powder musket many heralded it as a day of reckoning. Merchants and sharpshooters spread word of the lethality of these weapons against the horrors, be it man or beast, which lurked in the dark corners of the world. Gone was the need of expensive gears and mechanisms for the crossbow. Gone was the need to train tirelessly with a bow. Here to stay was a durable weapon that could be used even by a child.



What these proponents of progress didn't mention was the acidic smell of the black powder, or how it clung to your clothes, or the loud bangs and explosions occurring all through the day. The proponents also didn't foresee the attitude these weapons would create; aggressive, confident, and boisterous. Those who were once meek, now with musket in hand, have become overbearing and commanding. They call these bangsticks "firearms"... the great equalizer. Equal or not, things will never be the same.

Weapon	Dmg Die	RoF	Speed	Range	Ammo	Weight	Cost**
Pistol, black powder	d8	1/3***	-3	50/100/150	1	4lb	100gp
Rifle, black powder	d10	1/3***	-3	80/160/240	1	15lb	250gp

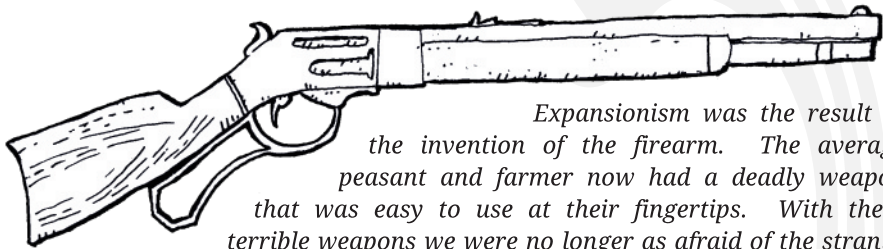
**Costs if firearms are mundane in the campaign setting. If guns are particularly rare or powerful, treat as unique or powerful magic items and adjust the prices appropriately.

***Loading will take 3 uninterrupted rounds. Black powder weapons can take up to 3 rounds to reload. Reloading is akin to casting spells; it can't be done in melee.

Black powder firearms represent the earliest forms, from the arquebus to the musket. For the centuries, all firearms were basically muzzle loaded weapons that were manually ignited. They were made practical with the invention of

matchlocks, a hundred years later wheel locks appeared then finally another 100 years went by before flintlocks were developed. A black powder firearm is loaded with black powder, wadding and a metal ball.

The Era of the Gear and Bullet (Era II)



Expansionism was the result of the invention of the firearm. The average peasant and farmer now had a deadly weapon that was easy to use at their fingertips. With these terrible weapons we were no longer as afraid of the strange creatures that lurked in the dark. People set out to explore, claim, and conquer in droves. Empires were built overnight, only to crumble under the sheer might of another the next day.

Eventually, as with all things, old technology was no longer good enough and gunsmiths set out in haste to help usher in the new era. After several years a new firearm was invented that was even more accurate, easy to use, and sturdy than the old ball and powder muskets. Completely built of metal, the pistols could fire six shots rapidly, while the rifles had a longer range and could fire fifteen shots before needing to be reloaded.

With these new weapons of destruction in hand, what enemy could stand a chance against the might of man? The irony of all this is that man's worst enemy turned out to be himself...

Weapon	Dmg Die	RoF	Spd	Range	Ammo	Weight	Cost**
Pistol, compact	d6	1	0	40/80/120	2	2lb	200gp
Pistol, revolver	d8	1	-1	60/120/180	6	4lb	150gp
Rifle, bolt/lever-action	d10	1	-2	120/240/360	5	15lb	350gp
Shotgun	d10	1	-1	50/100/*	2	12lb	300gp
Gatling Gun	d12	5(A)	-2	120/240/360	****	300lb	1000gp

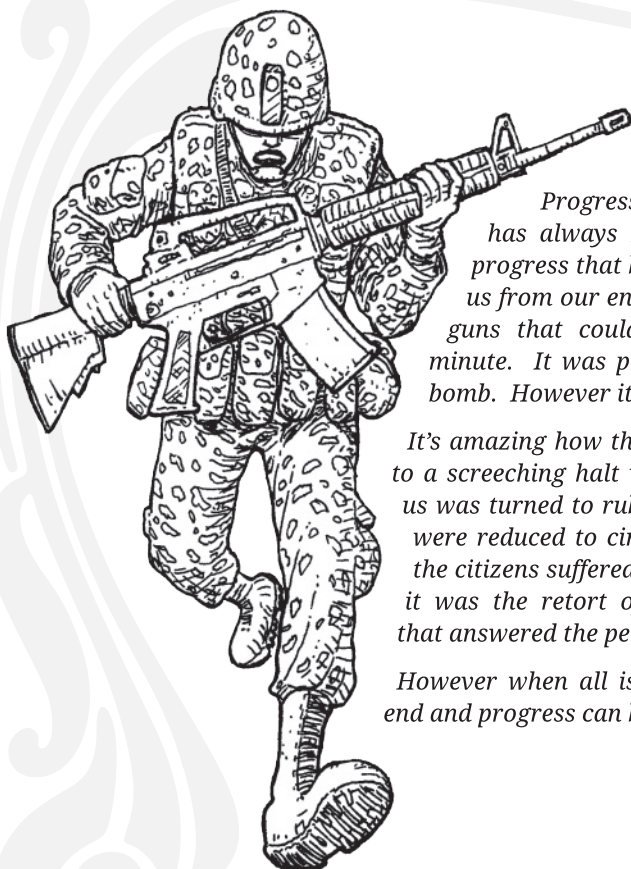
**Shotguns have a limited range

**Costs if firearms are mundane in the campaign setting. If guns are particularly rare or powerful, treat as unique or powerful magic items and adjust the prices appropriately.

****The Gatling gun uses a gravity fed box of ammo that could be reloaded on the fly.

These firearms represent the early modern firearms that featured breech-loaded percussion-cap cartridges, or bullets. Loading time, reliability and production greatly improved. The classic derringer and cowboy revolver to shotguns and long-rifles are of this time period. The first practical machine gun, the Gatling gun, makes its appearance.

The Era of Destruction and Calamity (Era III)



Progress is how new technology has always been described. It was progress that built the wall to separate us from our enemies. Progress gave us guns that could fire 600 bullets in a minute. It was progress that created the bomb. However it was man that set it off.

It's amazing how the pace of progress came to a screeching halt when everything around us was turned to rubble and chaos. Nations were reduced to cinders, the walls fell, and the citizens suffered and starved. In the end it was the retort of the oppressor's pistol that answered the people's cries of sorrow.

However when all is ash the calamity must end and progress can begin again...

Weapon	Dmg Die	RoF	Spd	Range	Ammo	Weight	Cost**
Pistol, compact	d6	1	0	40/80/120	2	2lb	200gp
Pistol, revolver	d8	1	-1	60/120/180	6	4lb	150gp
Pistol, semi-auto	d8	2	0	60/120/180	10	4lb	250gp
Submachine Gun	d8	3(A)	-1	60/120/180	30	10lb	400gp
Rifle, assault	d10	3(A)	-1	100/200/300	30	12lb	500gp
Rifle, bolt/lever-action	d10	1	-2	120/240/360	5	15lb	350gp
Shotgun	d10	1	-1	50/100/*	2	12lb	300gp
Shotgun, combat	d10	2	-1	50/100/*	10	15lb	400gp
Machine Gun	d12	5(A)	-2	120/240/360	100	30lb	800gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

**Costs if firearms are mundane in the campaign setting. If guns are particularly rare or powerful, treat as unique or powerful magic items and adjust the prices appropriately.

The weapons of this era represent the gamut of modern weapons available in the modern world.

The Era of Lasers and Rockets (Era IV)

For once progress was on the side of man. We set aside our differences, we rebuilt, and together we ushered in an era of peace, discovery, and advancement. Ballistic guns gave way to accurate laser weaponry and the combustible engine gave way to fusion rockets. Medicine, education, the philosophies of life, and so much more all advanced at an alarming rate. As we moved forward, our gaze moved from our world to the stars, and eventually, through hard work, determination, and collaboration, we cast ourselves into that black starry sea in the hopes of discovery and science. The world rejoiced and celebrated our achievements.

If history has shown us one constant it is that everything must crumble; everything must end. They came from a terrible rip in the fabric of reality. This rip consumed part of our moon, which resulted in terrible tidal disturbances throughout the planet.

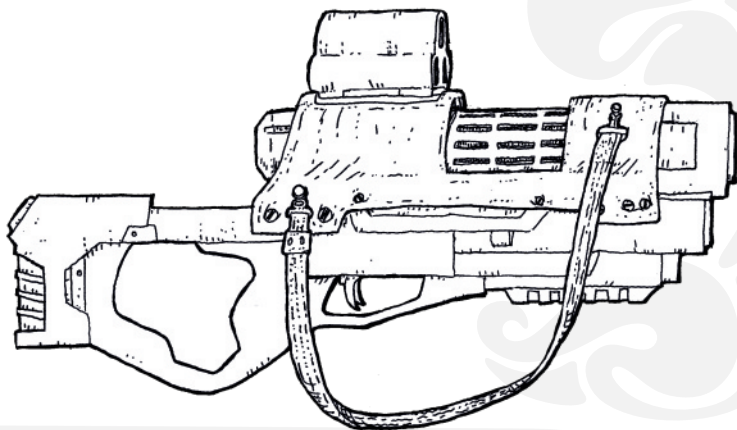
These twisted horrible creatures live in massive techno-organic ships and wield weapons of incredible power. They invaded and we have resisted, thus far. The battle is fierce, the devastation horrific, and should we fail the result is extinction.

Weapon	Dmg Die	RoF	Spd	Range	Ammo	Weight	Cost**
Pistol, Laser	d8	1	-1	80/160/240	40	2lb	400gp
Pistol, Blaster/Plasma	d10	1	-1	50/100/150	20	3lb	500gp
Rifle, Laser	d10	3(A)	-2	200/400/600	50	6lb	1200gp
Rifle, Plasma	d12	1	-3	150/300/450	25	7lb	1450gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

**Costs if firearms are mundane in the campaign setting. If guns are particularly rare or powerful, treat as unique or powerful magic items and adjust the prices appropriately.

The weapons of this era represent futuristic and alien weapons. They are ray-guns, blasters, and other weapons that are represented in science-fiction.



Ammunition

For simplicity, rounds cost are dependent on how much damage they do. For black powder weapons, the costs include the necessary black powder.

Damage	Cost*	Weight
d6 or d8	5 sp	0.1 lb
d10 or d12	1 gp	0.1 lb

*Costs are for 10 rounds where firearms are mundane. In campaigns where firearms are rare, costs are for a single round.

Magazines and quick-loaders cost **1gp** for each if firearms are mundane or 1gp per round they carry in campaigns where firearms are rare.

Firearms (Complete List)							
Weapon	Dmg Die	RoF	Spd	Range	Ammo	Weight	Cost**
Pistol, black powder	d8	1/3***	-3	50/100/150	1	4lb	100gp
Pistol, compact	d6	1	0	40/80/120	2	2lb	200gp
Pistol, revolver	d8	1	-1	60/120/180	6	4lb	150gp
Pistol, semi-auto	d8	2	0	60/120/180	10	4lb	250gp
Pistol, Laser	d8	1	-1	80/160/240	40	2lb	400gp
Pistol, Blaster/Plasma	d10	1	-1	50/100/150	20	3lb	500gp
Submachine Gun	d8	3(A)	-1	60/120/180	30	10lb	400gp
Rifle, assault	d10	3(A)	-1	100/200/300	30	12lb	500gp
Rifle, black powder	d10	1/3***	-3	80/160/240	1	15lb	250gp
Rifle, bolt/lever-action	d10	1	-2	120/240/360	5	15lb	350gp
Rifle, Laser	d10	3(A)	-2	200/400/600	50	6lb	1200gp
Rifle, Plasma	d12	1	-3	150/300/450	25	7lb	1450gp
Shotgun	d10	1	-1	50/100/*	2	12lb	300gp
Shotgun, combat	d10	2	-1	50/100/*	10	15lb	400gp
Machine Gun	d12	5(A)	-2	120/240/360	100	30lb	800gp
Gatling Gun	d12	5(A)	-2	120/240/360	****	300lb	1000gp

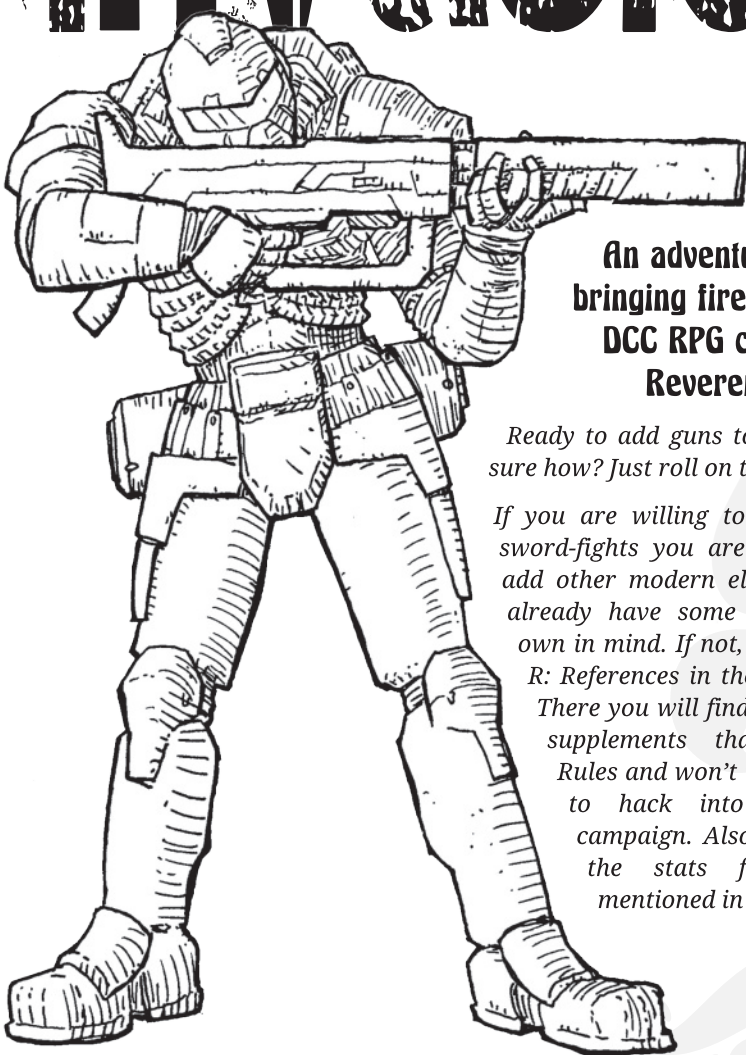
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****The Gatling gun uses a gravity fed box of ammo that could be reloaded on the fly.

Invasion!



An adventure tool-kit for bringing firearms into your DCC RPG campaign By Reverend Dak.

Ready to add guns to your fantasy? Not sure how? Just roll on the following tables.

If you are willing to add guns to your sword-fights you are probably ready to add other modern elements. Maybe you already have some references of your own in mind. If not, check out Appendix R: References in the back of this issue.

There you will find a list of games and supplements that use Old-School Rules and won't take too much effort to hack into your DCC RPG campaign. Also, Appendix I shows the stats for the monsters mentioned in this article.

Let's get started. An invasive species has entered your world from afar, and brought their guns with them.

Table I1: Who they are! (d5)

At first they appear as alien magic-users with staves and wands of great destruction. But underneath their exotic clothing, or their bizarre shells of armor, they're men. Or close to it. What are first perceived as arcane weapons are actually mundane weapons from a different world. But you didn't figure this out until you killed one.

- 1 **Wizards of Smoke and Thunder!:** They are men of Tech Era I. They may be colorfully dressed, with large hats stuck with a plume of feathers or rough and grumble, with disheveled clothing and bandanas over their nappy hair, smelling of rum.
- 2 **Sorcerers from the Unknown!:** They don't wear armor. They may wear uniforms of blue or red with medallions across their chests. They are organized, as they fight as they march, in large rows up to 3 or 4 abreast. Or they can be outfitted in mismatched leather with brown or black cloth, their heads topped with large, wide-brimmed hats. They smell of smoke, spit and beans. They come from Tech Era II.
- 3 **Demons of Shock and Awe!:** Outfitted in drab green and gray, they wear matching helmets and armor of a light unknown material. They speak in grunts into their shoulders and wave their arms around to signal others. Their staves roar with destruction! They are of Tech Era III.
- 4 **Adamant Magi of Searing Light!:** Their all seeing eyes are beams of red and every move is the sound of a volcano about to erupt. Their staves can melt steel and they can fly through the sky and torpedo through water. But underneath the nearly impervious shell is a man, or something close. Tech Era IV.
- 5 **Abominations from Beyond!:** An horror from beyond is hunting or being hunted by another alien force. Add one of the above to the fray! (Roll 1d4 again on this table.)

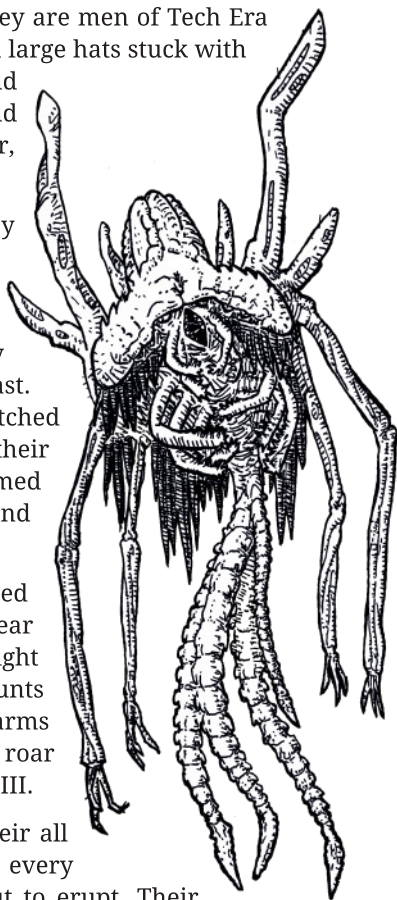


Table I2: Where they come from! (d7)

Or were they always here, for who-knows how long?

- 1 **Another land!** *An alien ship sailed from across the sea!*
- 2 **...Or from the darkest jungles,** *on the backs of giant flying creatures!*
- 3 **...Or from across the wastelands** *on the backs of giant crawling creatures!*
- 4 **The center of the world!** *A terrible earthquake tore open the earth!*
- 5 **Another world!** *There was brilliant shooting star lighting up the night!*
- 6 **Another time and space!** *A foolish wizard tore open a wormhole!*
- 7 **Another plane or dimension!** *A hypnotizing portal opened up between ancient monoliths!*



Table I3: What they want! (d10)

They're here for a reason, why?

- 1 **Your precious fluids!** *Blood? Water? Both!?*
- 2 **Your precious metals!** *Gold? Silver? Copper? Iron? Mithril? All of it?*
- 3 **Your knowledge of magic!** *Magic was lost to them, they found it here. Wizards and elves aren't safe, and neither is their knowledge!*
- 4 **Your world!** *Their world is either dead or dying. Your world is fresh for the taking!*
- 5 **Your children!** *They're cruel, they want your children because they're impressionable and weak.*
- 6 **War!** *Hatred or revenge? It doesn't matter, they want you dead.*
- 7 **To kill for sport!** *The ultimate game, you.*
- 8 **To assimilate!** *They've been here for a while, but their cover is blown. They're really here to (roll again!)*
- 9 **To explore!** *Perhaps they are just looking for their next adventure.*
- 10 **...Or researchers,** *here to study you.*

Table 14: Who they brought with them! (d7)

Companions, pets, or worse!

- 1 **Their leaders!** For every 2d6 invaders there is a leader (Stats as invader but increase HD and AC by 2, and add an appropriate pistol).
- 2 **A scholar or scientist!** Sometimes they're escorting curious authorities and academics. They could be studying your "lost" civilization or "learning" your weaknesses. They're usually carrying high-tech equipment that can be beneficial or destructive. This is where you grab your post-apocalyptic or sci-fi RPG and whip up some weird future tech.
- 3 **Doctors or medics!** Any proper invading force will bring some medical experts. They might be voodoo doctors, or they may be highly-trained field surgeons. No matter what, they have healing technologies that rival your magic. The healing capabilities of their tech are determined by the technology era they come from. See sidebar.
- 4 **Beasts or machines of burden!** They wouldn't be alien if they showed up with horses. So dig up your favorite monster reference and find an appropriate mount. They're likely unarmored service animals pulling wagons of supplies. If the invaders are of Era III or IV, they would be vehicles, like trucks and troop transports.
- 5 **Beasts or machines of war!** Same as above, but more deadly. They could be armored beasts trained to kill. Or if they're from Era III or IV, they could be tanks, or worst, attack helicopters.
- 6 **Mutated parasites!** It could be something in the air, or it could be the magic that's prevalent in this realm. But those parasites could mutate into something extremely large and dangerous. Grab your favorite monster book and pick a monster they haven't seen yet. An enemy's enemy can be a valuable ally. Or they can be worse.
- 7 **Religious Zealots!** They're here to spread the word of their God and bring an inquisition.

Healing technology:

Era I	Basic healing salves and herbs that can heal 1/2 HD per person per day.
Era II	Early modern medicine techniques that can heal 1 HD per person per day.
Era III	Modern medicine and knowledge that can heal 2 HD per person per day or cure disease once per person per week.
Era IV	Futuristic medical technologies that may even restore limbs, or replace them with mechanical prostheses or cybernetics enhancements. This technology may heal all loss hp in a day. Limb, or other serious injuries may take up to a week. You may need to dig into a sci-fi rpg for examples of this.

Table 15: What they brought with them! (d24)

Besides their guns. Roll once per HD of invader.

- 1 **Matches.** Way easier to use than flint and steel.
- 2 **Keys.** To their treasure chests, or even better, their equipment.
- 3 **Booze.** Same effect, just different.
- 4 **Wallet with pictures of family.**
- 5 **...with useless currency.**
- 6 **Soil samples** from here.
- 7 **Trophies made of precious metals.**
- 8 **...made of useless materials.**
- 9 **...made up of a disgusting collection of ears on a string.**
- 10 **...or tongues.**
- 11 **...or eyes in a jar.**
- 12 **Disease, of course they're immune.**
- 13 **Food they've collected from here.**
- 14 **Food and drinks from where they're from.**
- 15 **Concentrated sustenance.** Eating more than 1 every meal causes 1d6 damage.
- 16 **Communications device.** Probably worthless unless you can speak their tongue.
- 17 **Fuel sources for equipment.**
- 18 **Ammunition.** Enough for 2d6 reloads.
- 19 **Colorful Pills for pain.** Temporarily heals 1d3 hp for 4-6 hours.
- 20 **... or for suicide.** DC 15 Fort save or die!
- 21 **... or for recreational use.** +1 Wisdom, -2 Int for 4-6 hours.
- 22 **... or for performance enhancement.** +1 Str or Dex for 4-6 hours.
- 23 **... or is actually just candy.** Yum! DC 12 Will Save or become addicted to this candy.
- 24 **Knowledge!** In the form of books, journals or even portable computers. Judge's discretion.



Disease, Uncommon Freeze: The skin of the infected turns whitish-blue and starts to crack, while their blood begins to freeze. PCs in contact with the disease must make a DC 15 Fort save or become infected. If infected, within 2d6 hours the victim suffers 1d3 Agility (permanent) damage per day. The PC may attempt a new save once a day to shake the disease.

Appendix I: Invaders!

Monster Stats by Mike Evans

Wizards of Smoke and Thunder!: Init +0; Atk Black-powder Rifle +0 (1d8) or sword +1 (1d8); AC 11; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL N.

These are men from Tech Era I, the earliest of the age of gunpowder, the earth equivalent of pirates and musketeers. They are Old-world explorers and revolutionary war soldiers. Black powder weapons take 3 rounds to reload. Reloading can't be done in melee.

Sorcerers from the Unknown!: Init +2; Atk lever-action rifle +1 (1d10) or knife +1 (1d4); AC 13; HD 2d8; MV 30'; Act 1d20; SV Fort +2, Ref +3, Will +2; AL C.

Guns have come a long way for the people of Tech Era II. They are the equivalent of adventurers and soldiers from earth's Victorian Era and the Wild West. Their rifles can fire 5 times before reload. It takes 1 full round to reload.

Demons of Shock and Awe!: Init +3; Atk assault-rifle +2 (1d10) or bayonet +2 (1d4); AC 16; HD 3d8; MV 30'; Act 1d20; SV Fort +4, Ref +6, Will +0; AL L.

Tech Era III is the modern day, and the weapons and technology that goes with it. Modern soldiers and mercenaries with high powered assault-rifles that can fire up to 30 times before reloading. An assault-rifle can make up to 3 attacks in one round or be used as an automatic weapon (see optional rules). It takes 1 round for them to reload.

Adamant Magi of Searing Light!: Init +4; Atk plasma-rifle +4 (1d12) or claws +3 (1d6); AC 18; HD 4d8; MV 30'; SP Night-vision, breathe water, immune to fire; Act 1d20; SV Fort +6, Ref +6, Will +4; AL C.

Tech Era IV is in the future. Laser guns and space-ships are the norm. These are men that are one with machines. They wear powered armor suits and can withstand extreme environments.

Abominations from Beyond!: Init +5; Atk bite +4 (1d8) or claws +3 (1d6); AC 19; HD 5d8; MV 35' climb 30'; SP Acid blood, if splashed DC 10 Ref save or take 1d4 damage; Act 1d20+1d16; SV Fort +6, Ref +7, Will +3; AL C.

These beasts come from another realm, world, time or galaxy. They have exoskeletons and acid for blood. Killing one in melee or being next to one if killed by any attack will risk being splashed by its acidic blood.

Monster References

Find something they've never seen before. The weirder the better.

Fiend Folio by TSR (Out of print)

Tome of Horrors by Frog God Games

Teratic Tome by Neoplastic Press

Random Esoteric Creature Generator by James Raggi

Appendix R: References

Early Modern RPGs

Boothill by TSR (out of print)

Space: 1889 by GDW (Out of print, new edition coming soon by Clockwork Publishing and Chronicle City.)

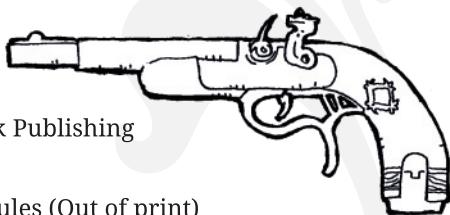
Sidewinder: Recoiled by Dog House Rules (Out of print)

Weird West by Robertson Games

Go Fer Yer Gun! by Beyond Belief Games

LotFP: Weird Fantasy Role-Playing by Lamentations of the Flame Princess (Revised, 2013 edition)

Transylvanian Adventures by S.A. Mathis (Coming Soon for DCC RPG)



Modern RPGs

Call of Cthulhu by Chaosium (7th edition coming soon.)

Gangbusters by TSR (out of print)

Top Secret by TSR (out of print)

d20 Modern (and supplements) by Wizards of the Coast (out of print)

True20 by Green Ronin



Sci-fi and Post-Apocalyptic RPGs

Traveller by GDW/Far Future

Gamma World by TSR, et al.

Mutant Future by Goblinoid Games

Starships & Spacemen 2e by Goblinoid Games

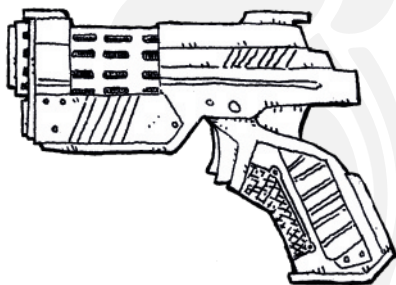
Terminal Space by Albert Rakowski

Bandits and Battlecruisers by Albert Rakowski

Hulks and Horrors by John S. Berry III

Stars Without Number by Sine Nomine Publishing

Machinations of the Space Princess by James Desborough



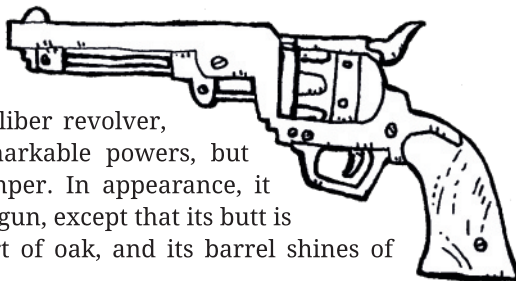
Appendix S: Submissions

When the Swords & Wizardry firearms supplement was first conceived (which this is based on), I held a contest on my website for readers to submit something related to the topic of Firearms. The following were the best and perfect examples of what I wanted to include. The first is *The Six Shooter*, a magic revolver with random bullet effects. And last are a set of quick and dirty rules for adding explosives to your game.

The Six Shooter

By Austin Schaefer

The Six Shooter is an artifact-caliber revolver, famed and coveted for its remarkable powers, but feared for its unpredictable temper. In appearance, it resembles a classic frontier handgun, except that its butt is made of a peculiarly purple sort of oak, and its barrel shines of blue mithril.



Each of *The Six Shooter's* six chambers fires its resident slug with a different magical enhancement. Whenever the gun is reloaded, the chambers spin of their own accord, and the gun selects for itself which of the magical effects to apply next. From there, the gun proceeds through the remaining effects in order (looping around if necessary, so effect one follows effect six). The gun will not let itself be reloaded until all six chambers are empty, and will not fire the first shot unless all six chambers are full.

Roll 1d6 for initial effect:

- 1 The bullet takes flight at quadruple its usual speed, dealing twice as much damage.
- 2 The sound of the shot is hugely amplified, deafening the shooter and anyone within 30' who fails a DC 10 Fort save. The deafening lasts for 1 turn.
- 3 As soon as the bullet is fired, the butt glows red hot for 1d4 minutes. Anyone holding the gun immediately takes 1d4 damage, and anyone struck in melee by the butt takes 1d6+1d8 damage due to the intense heat.
- 4 An earthquake ripples thru the earth at the shooter's feet, knocking down everyone within 20' who fails a DC 10 Fort save.
- 5 An intense wave of cold ripples from the gun barrel, and anyone struck by the bullet takes no damage, instead being frozen in place for 1 turn.
- 6 A crackle of static electricity agitates your hair, and if the bullet strikes its victim there is a 1-in-2 chance it passes thru the victim's body and strikes another random enemy. If it does strike another enemy, there is another 1-in-2 chance it strikes a third enemy, and so on.

Explosives and Bombs

Short and easy rules for explosives by Christian “Rorschachhamster” Sturke

Explosives and bombs are typically rated from 1 to 10, though larger bombs may be possible. This is the strength of the explosive device. It measures the number of d6s for damage, from an exploding powder horn up to a keg filled with nails and powder. For every 5 ft. of distance from the bomb, the damage is reduced by 1d6. Everyone in the range of the explosion (5ft. to up to 50ft.) must make a DC 10 Fort save or be knocked prone by the blast. If there are other explosives stored nearby there is a chance they too will go off. Small explosives, rated less than 3d6 damage, have a 1 in 6 chance to explode. Any explosive device that's in range rated 6d6 or more automatically explodes. Fireball and similar spells with fire effects may also trigger explosives in the same way.

Example black-powder bombs:

Powder horn: 1d6 - explosion is mostly by accident, but powder horns may be thrown into a fire.

Handheld bomb: 2d6

Small keg(1 gallon): 3d6 - too big to be thrown around, but can be rolled.

Medium keg (5 gallons): 4d6

Bombard (for cannons or catapults): 6d6

Big keg (10 gallons): 10d6

Big keg stuffed with nails etc. (shrapnel): 10d6 plus an additional 1d6 for shrapnel



Appendix T: Firearms Critical Table by S.A. Mathis

Use the following tables for critical hits and fumbles with a Firearm. Roll according to the appropriate crit die for a character's class. Rolls for are modified by Luck as usual.

Roll	Result
0 or less	Kickback sends the weapon flying. You inflict half damage (rounded down) and are disarmed.
1	The bullet goes cleanly through the target's shoulder for an additional +1d4 damage.
2	The shot grazes the opponent's head. Inflict +1d3 damage and the opponent loses next action.
3	The target takes a bullet in the abdomen. Add +1d6 damage and the opponent loses an action on his next round.
4	The target is shot in the rib cage. Bone fragments splinter off internally, dangerously close to vital organs. Inflict +3d4 damage.
5	The target takes a bullet in the shoulder and drops his weapon. Add +1d4 to the damage and the target is disarmed.
6	The target takes a bullet in the chest and is staggered. The target takes +1d6 damage and has movement reduced by half and loses one action per round until the end of combat.
7	The target takes a bullet in the leg. Add +1d6 damage and the target takes a -5' penalty to movement until healed.
8	The target dodges a headshot only to have his ear blown off. Add +1d6 damage and the target takes 1d3 damage to Personality.
9	The target is shot in chest. Add +2d6 to damage.
10	Gut shot. Unless the target receives medical treatment, he will die in 1d6 hours.
11	The target takes a bullet in the leg, blasting apart his femur. Add +2d6 damage and the target takes a -10' penalty to movement until healed.
12	Bullet punctures the target's lung. Add +2d10 damage.
13	The target is shot in the face. His jaw is dislocated. Add +1d10 damage and the target takes 1d4 Personality damage.
14	Bullet blasts the target's primary attack hand. The target has a -4 penalty to all future attacks.
15	Force of bullet knocks the target to the ground. Add +2d6 damage and the target falls prone.
16	A bullet gets lodged in the spinal column. Add +1d6 damage. The target loses next action, suffers a -2 penalty to AC and a -10' penalty to movement until healed.
17	The target takes a bullet in the head. Add +1d6 damage and the target takes 1d4 points of permanent Intelligence and Personality damage.
18	Bullet blasts through the target's chest, shooting bloody chunks from the exit wound in his back. Add +2d6 damage and the target must make a DC 13 + PC level Fort save or die.
19	The target takes a bullet to the groin. Add +2d6 damage and the target must make a Fort save (10 + PC level) or lose consciousness and fall to the ground.
20	The target's spinal column is blown apart. Add +3d6 damage and the target must make a Fort save (DC 15 + PC level) or become paralyzed.
21	Blood gushes out of the target as the bullet severs a major artery. The target takes +2d6 damage and must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
22	The target takes a bullet to the throat. Add +2d6 damage and the target must make

- 23 a DC 10 Fortitude save or die.
- The target takes bullet in the eye. Add +3d6 damage and the target must make a DC 10 Fortitude save or die. The target is blind in one eye.
- 24+ The target takes a bullet in the chest and coughs up blood. Add +3d6 damage and the target must make a DC 15 Fortitude save or die.

Firearms Fumble Table by S.A. Mathis

The Fumble Die for a firearm is its damage die. Use this Firearms Fumble Table instead of the standard Fumble Table found in the Core Rulebook.

Roll	Result
0 or less	Your shot misses everything by a good ten yards.
1	Black-powder Firearms: You are in such a hurry that you leave your ramrod in the firearm. There is a 50% chance that the ramrod skewers your target, doing +2d6 additional damage, or does 2d6 damage to a randomly determined adjacent combatant (even an ally). The firearm cannot be reloaded until you get another ramrod. For all other Firearms: Magic Bullet: The bullet ricochets wildly off multiple surfaces in the environment -- trees, cavern walls, dungeon walls, the ground -- everyone in the scene must make a DC 5 + your level Reflex save or take 1d4 damage, including you.
2	The weapon alarms you almost as much as your target. Make a DC 10 Reflex save or drop the firearm.
3	The kickback from the firearm causes you to lose hold of the weapon. You take a -2 to your next attack as you struggle to regain your grip.
4	A bad round explodes in the chamber! The firearm isn't much use at the moment. You can try to get it working again with about 10 minutes of effort spent towards repairs.
5	This round is a dud. You lose your turn reloading the firearm or rotating the cylinder to remove the dud.
6	The kickback from the firearm sends the weapon flying. You drop it and are disarmed.
7	The weapon fires a bit too close to your ear canal, making your ears ring loudly. The next enemy that attacks you gets a +2 on his Attack Roll.
8	The firearm discharges smoke that burns your eyes. You take a -4 to your next attack roll.
9	The bullet ricochets and hits an ally. Roll damage for one randomly chosen ally.
10	You leave your finger on the trigger and discharge the firearm into the air before the attack. Take 1d3 points of damage as a bird, squirrel, bat, or rock from the ceiling falls on your head. Roll a DC 13 Agility check or fall prone as well.
11	The weapon explodes in your hand. You take 1d4 points of damage from powder burns and the weapon is rendered useless. It would take a gunsmith a week or so to fix it. Additionally, you are at -2 to Attack Rolls with the hand that was holding the weapon until you have healed.
12	You have difficulty maintaining hold of the weapon and it falls the ground. The fall causes the firearm to discharge and you take the brunt of the attack. Roll damage.
13+	The firearm fails to discharge and you do what you should never ever do. You look down the barrel to see what happened. The firearm discharges after you shake the weapon with the weapon pointed straight at your face. Roll under your current Luck score with a d20 or take 30 points of damage.

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