

The Harquebusier

by

Louis "sirlou" Kahn & Greg Covey



A New Class & Rules for the Inclusion of Firearms in Old School Fantasy RPGs

plus

"The Trials of the Shootist"

A fantasy adventure compatible with first edition gaming and OSRIC™
Recommended for 4-6 player characters of levels 1-2

A collaboration between

Starry Knight Press & Unseen Servant Press

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I. THE HARQUEBUSIER

With a flash of light and the smell of sulphur, the harquebusier launches a deadly volley into the enemy's ranks, providing expert tactical support in combat. Harquebusier are skilled warriors, trained in the use of firearms, hand weapons and armor. They usually begin their careers as soldiers or mercenaries of great skill, before graduating to the level of expertise, skill and the steady-handedness needed to wield a firearm.

Harquebusiers are often the shock troops of an adventuring party; providing covering fire as well as picking off key adversaries before they can bring their attacks to bear upon the party. Harquebusier are the most powerful characters in missile combat. Their high dexterity provides them with very good defense and exceptional weapons handling. As with the other fighter classes, they have the highest hit die, leading to excellent survivability. Harquebusiers also utilize the hit tables and savings throw tables of the fighter class, providing them with steady improvement of their offensive abilities.

The harquebusier may use any kind of armor, shield, or weapon; though they may not use a shield if wielding an arquebus or other two-handed weapon. Their key advantage is that they are the only characters uniquely skilled and trained in the use of firearms. Thus, at first level the harquebusier character is already proficient in the use of all firearms.

Note: Whether other classes may use firearms is left to the GM's discretion, but we suggest such characters be required to expend two proficiency slots to learn the use of a single firearm.

A harquebusier of 9th level or higher who founds an firearms academy and clears an area of sufficient radius around it (at least 20 miles) of hostile monsters, will begin to attract a group of students and freehold citizens to his or her banner, assuming they are treated fairly and otherwise provided for.

The Harquebusier Lord or Lady may then institute tuition upon their students and a tax on their citizens, up to a maximum of 1 gold piece per month per resident. Certain players may see this as the pinnacle of their character's career, and decide to retire the character, allowing them to become powerful NPCs of their campaign world. Others may instead see this as an entrée to power of mythic proportions, and continue their adventuring careers, taking on great, even world-altering challenges.



The Harquebusier Character

Minimum Scores:	Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 6
Hit Die Type:	d10 (max 9 hit dice)
Alignment:	Any
Experience bonus:	Strength and Dexterity 16+
Armour/Shield Permitted:	Any; may not use a shield if using two-handed firearm
Weapons Permitted:	Any
Weapon Proficiencies:	All firearms, and 3, +1 every 2 levels
Penalty to hit for non-proficiency:	-2
Weapon Specialization:	Firearms; +1 to hit/damage every 2 levels; rate of fire increase; Double Specialization

Race & Multi-class Restrictions: As a fighter sub-class, all races may select this class. Because of the intense training and discipline required, those rare demi-humans who choose the profession are not limited in their level advancement. However, the single-minded focus required of the harquebusier means players may not choose a multi-class or dual-class option. It should be noted that characters of small races (e.g. halflings and gnomes) are limited to the use of handguns and may not wield an arquebus, although they may use the larger weapons if assisted by another character.

Harquebusier Class Abilities

Bonus Attacks: Harquebusier attacks with melee weapons are the same as fighters, as follows: 1/1 attacks at 1st to 6th levels, 3/2 attacks at 7th to 12th levels, and 2/1 attacks at 13th or higher level.

Fighting the Unskilled: As with all fighters, when a harquebusier is attacking creatures with less than a full hit die (i.e. less than 1d8 hit points), they receive one attack for each of their levels of experience, e.g. a 5th level harquebusier fighting brigands (1d6 hp) receives 5 attacks per round.

Note: A harquebusier who exercises multiple attacks will act apart from the standard initiative protocol. The harquebusier automatically attacks first in the round (unless fighting an opponent who also has multiple attacks, in which case initiative proceeds as usual). The harquebusier's second attack in a round (i.e. 3/2 attacks) comes last in the sequence. If they have 3/1 attacks per round or more, the attacks are split between coming first, during the middle, and last in the attack sequence.

Firearms Weapon Specialization: Harquebusiers by their very nature are weapon specialists, trained to perform at the highest levels with their chosen weapons. They are considered *specialized* in the use of all firearms, granting them one extra attack every 2 rounds with guns.

With a handgonne, this results in 3/2 attacks at 1st level, 2/1 at 7th, 5/2 at 13th, and a maximum of 3/1 at 19th. For an arquebus, and other weapons with a 1/2 rate of fire, this results in a one step increase in the rate of fire; to 1/1 attack at 1st level, 3/2 at 7th, 2/1 at 13th, and a maximum of 5/2 at 19th. For the field culverin and ribauldequin, with a 1/4 rate of fire, this becomes 1/3 attacks at 1st level, 1/2 at 7th, 1/1 at 13th, and a maximum of 3/2 at 19th.

Finally, they also receive a +1 to hit and damage bonus every two levels (e.g. +2 at 3rd level, +3 at 5th, +4 at 7th, and to a maximum of +5 at 9th), due to their skill.

Double Specialization (optional): If the GM wishes to allow it, the harquebusier player character may spend an *additional* weapon proficiency slot on firearms to specialize even further. This double specialization increases combat bonuses to +2 to hit and +2 damage for every two levels gained (e.g. +2 at 1st level, +4 at 3rd, +6 at 5th, +8 at 7th, up to a maximum of +10 at 9th.).

Ranged Damage Bonus: Like other fighters, when using melee weapons harquebusiers add their strength bonus to hit and damage rolls, and their dexterity bonus to their firearms to hit rolls. However, because of their training in the use of firearms they know exactly where to shoot to cause maximum damage, **and as such they add their dexterity bonus to the damage caused by their missiles.**

Guns as Melee Weapons: As a trained fighter, harquebusiers may use their firearms as hand to hand weapons in a pinch, such as when overrun or caught by surprise. Their firearms function as blunt damage weapons, a single-handed gun dealing 1d4 damage and a two-handed gun dealing 1d6. However, a firearm used in this way has a 5% chance, per successful melee strike, to be damaged beyond repair. A firearm may be fitted with a bayonet and used as a slashing or piercing weapon in combat, causing 1d4 damage with no chance of damaging the weapon.

Weapons of Quality: There are also finely crafted firearms known as *weapons of quality*, which are built specifically with melee weapon use in mind. They are very rare and extremely costly items. These wondrous weapons are discussed in further detail in Section 3, below.

Overloaded Attack: Harquebusiers may overload their attacks by using a double-load of powder, and thereby causing 1.5 times the damage to the target, if struck. This tactic is risky, however, with a 20% chance of the attack backfiring and causing half the damage to the player. This danger lowers with experience, decreasing by 2% per level, until it reaches a 0% chance at 10th level.

Optional Rule: As with all fighter-types of extremely high level, especially those with multiple "to hit" bonuses from their magical weapons and miscellaneous items, the harquebusier eventually reaches a point where they require a negative "to hit" roll to strike their target. At the GM's discretion, the negative score may be converted to a positive and applied as additional damage to the automatic hit.

Thus, for example, a 20th level harquebusier with 19 dexterity and a +5 arquebus attacking an AC 0 dragon would require a roll of -12 to hit it (base hit number is 1, minus 3 for 19 dexterity, minus 5 for the magic firearm, and minus 5 for harquebusier weapon specialization); the character would modify their damage roll by +12, a very powerful strike indeed!

Grenadier Ability Advancement

Grenade Level	Damage	Rate of fire per round	Range (-2 to hit per increment)	Encumbrance	Cost	Maximum area of effect	Bonus effect
2	1d6	1/1	60ft	2	3gp	10' radius	--
3	2d6	1/1	60ft	2	9gp	10' radius	--
4	3d6	1/1	60ft	2	12gp	10' radius	Stunned 1d4 rounds, save for 1/2
5	4d6	3/2	70ft	3	15gp	20' radius	--
6	5d6	3/2	70ft	3	18gp	20' radius	--
7	6d6	3/2	70ft	3	21gp	20' radius	Blast can be delayed, 1d4 rounds
8	7d6	2/1	80ft	4	24gp	30' radius	--
9	8d6	2/1	80ft	4	27gp	30' radius	--
10	9d6	2/1	80ft	4	30gp	30' radius	Blast causes knockback, 10 ft
11	10d6	2/1	80ft	4	33gp	40' radius	--

Grenadier Ability: As the harquebusier's skill in working with gunpowder increases, they gain the additional abilities of a grenadier. Beginning at 2nd level the harquebusier gains the ability to craft increasingly powerful hand thrown explosive weapons; i.e. grenades. The first grenades the character can build are small metal spheres filled with gunpowder, fused with a slow burning match, which do 1d6 damage.

As the harquebusier progresses in experience, their projectiles become more powerful as their alchemical knowledge of gunpowder increases. For each level of experience earned, their grenades do an additional 1d6 damage, up to a maximum of 10d6 at 11th level. As their grenades get more complicated, they may also cause damage to a larger area of effect, the harquebusier may delay their detonation, or they may cause a knockback effect, per the **Grenadier Ability Advancement** table.

As a master of these sorts of explosives, the harquebusier may apply any and all of these effects to their explosives when creating them, and may also modify them in the field as needed. For example, a harquebusier of 7th level might decide to throw a grenade at a group of charging gnolls, but adjust her throw and the fuse she uses so that the area of effect is only a 10' radius. The harquebusier must advise the GM of their intentions *before* the projectile is thrown.

These grenades are highly volatile, and should a harquebusier accidentally fumble one (a natural attack roll of 1 on a d20), there is a 10% chance the weapon explodes and causes half its damage to the player and his or her companions within the grenade's area of

effect. This chance drops 1% per level, down to its base of 1% at level 11, for harquebusier characters

The production of these grenades is a trick of the trade for harquebusiers, one which they guard jealously. If any harquebusier were to attempt to teach the skill to an outsider, they would face swift retribution from their fellows. It is for this reason the art has not escaped this small cadre of specialists, and they alone may learn the art of manufacturing grenades.

As with firearms, it is left to the GM's discretion whether other classes may use grenades. If the GM allows harquebusiers to sell their grenades to other classes, it is recommended the price should be quite dear and their use should require the expenditures of three proficiency slots for a non-harquebusier.



II. WEAPONS & EQUIPMENT

Below you will find information on the weapons and equipment available to the harquebusier. In addition to the basic weapons set forth below, we encourage the GM and their players to come up with their own unique firearms which will match the needs and flavor of their own campaign.



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A handgonne (top) and an arquebus (bottom)

A. Weapons:

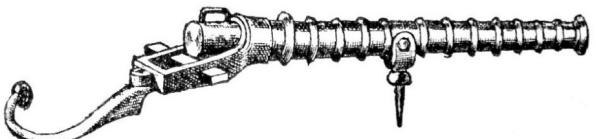
The firearms described herein are all muzzle-loaded. The user first loads the measured amount of powder. The bullet or shot pellets are then loaded, which must be packed into the barrel with a ramrod (included with the firearm and stored under the barrel). The weapon is then aimed, the match is put to the flash pan at the base of the barrel (by pulling the trigger or by hand), and the weapon fires. With the culverin, field culverin and ribauldequin, the match must be brought to the flash pan with the player's off-hand or by another player.

Handgonne: A one-handed pistol-like weapon. It has a crude trigger mechanism that mechanically brings the lit match cord into contact with the flash pan when the trigger is pulled. A harquebusier player may dual-wield two handgonnes with no "to hit" penalty on their off hand. If the GM allows other classes to use firearms, their off-hand handgonne attack would fire with a -2 to-hit.

Arquebus: A two-handed, long-barrel gun. It too has a crude trigger mechanism by which the match cord is mechanically moved to contact the flash pan when the trigger is pulled. The arquebus is a very accurate weapon with a considerable range; nearly double that of the longbow. The weapon may be used with a *fourquine* (a mono-pod) to increase range by 50%. The *fourquine* must be custom made, based on the height of the shooter (See **Harquebusier Additional Equipment**, below).

Culverin: A two-handed weapon, larger than a handgonne or arquebus, and sometimes called a "hand cannon". It may be loaded with a single shot or up to 6 smaller bullets, and this is done in the same way the handgonne and arquebus are loaded.

Field culverin: A field canon with a large bore diameter, usually three inches, with a barrel length of five to seven feet. It fires a seven-pound shot. It is well suited as a siege weapon, but would be unwieldy in a dungeon setting.



A culverin (top) and a field culverin (bottom)

It takes two players to carry and set it up, but once in place it may be loaded and fired by one.

Ribauldequin: A gun with five or seven barrels which, when fired together, creates a shower of projectiles. It is a very effective field-use, anti-personnel gun. It also requires two players to transport and set it up, but once in place it may be loaded and fired by one player.

Further details:

The barrels of the handgonne, arquebus, and ribauldequin are $\frac{3}{4}$ of an inch in diameter. The culverin has double the caliber of those ($1\frac{1}{2}$ inches), and the field culverin is double that (3 inches).

If a field culverin or a ribauldequin are deployed, only one of the two players necessary must be a harquebusier. The other can be any class, so long as they have a minimum strength of 11.

All of these weapons misfire on a natural attack roll of 1 on a d20. If this happens, there is a 5% chance the weapon will be damaged beyond repair. There is also a 15% chance the weapon will harm the wielder; this chance drops 1% per level, to a minimum of 5% at 11th level. If the weapon harms the wielder, the damage is half the normal damage, rounded up. In all instances of a misfire, the weapon must be cleaned before it can be used again. Cleaning takes 3 turns (30 minutes).

Whilst harquebusiers are trained to fight with firearms while mounted, they normally do so only when riding warhorses, which are specially trained for such purposes. Standard mounts are very likely to be spooked and rear-up, requiring the harquebusier to make a dexterity check (the player must roll their dexterity or less on a d20) to avoid being unhorsed. If they fail this dexterity check they fall, taking 1d6 damage, and have a 10% chance of being trampled for an additional 1d6 damage.

Harquebusier Weapons

Weapon	Damage vs. S/M	Damage vs. L	Rate of fire (in shots per round)	Range (-2 to hit per increment)	Encumbrance	Cost	Caliber in inches
Handgonne	1d8+2	1d6+2	1	70ft	4	150gp	$\frac{3}{4}$
Arquebus	1d12	1d10	1/2	120ft	15	250gp	$\frac{3}{4}$
Culverin, bullet	2d6	1d8+2	1/2	70ft	14	325gp	$1\frac{1}{2}$
Culverin, shot	3d6	2d8	1/2	30ft	14	325gp	--
Ribaldequin	3d8	4d8	1/4	100ft	40	2000gp	$\frac{3}{4}$
Field culverin	3d10	3d8	1/4	250ft	40	1250gp	3

B. Equipment:

Naturally, for a harquebusier to use the above described firearms, he or she must also have the requisite gear: a match cord, gunpowder, bullets, and firearms holsters.

A match cord is a length of thin rope or twine treated with chemicals which allow it to stay lit and burn slowly. Match cord burns at the rate of one foot per hour. It may be extinguished and relit. Some harquebusiers will light their match cord at both ends, and if one end goes out, it can be quickly relit with the still burning end. If employing this tactic, the match cord burns at double the rate.

Gunpowder is comprised of saltpeter, sulphur and charcoal and can usually only be purchased at magic shops. It is sold in conical clay vials. It spoils over time, with a typical stash lasting a week to 10 days. These vials are open at both ends, but stoppered with wax. Just before putting the gunpowder in the barrel, the wax on the small end is pulled off, the vial is used to funnel the gunpowder into the barrel, and the vial can then be discarded.

Gunpowder is a delicate and volatile substance. Thus, a harquebusier must always keep their gunpowder dry. If exposed to water, there is a 10% chance half of the vials so exposed are damaged beyond use. Harquebusiers must also keep their gunpowder and grenades cool, and it is recommended they not carry a torch. If exposed to flames or intense heat there is a chance these items may explode, damaging the harquebusier, and the grenades may potentially damage his or her allies as well.

When a harquebusier's gunpowder or grenades are exposed to flames or extreme heat, these items must make a saving throw, as per the **Item Saving Throw Table** (cf. Chapter III, OSRIC, 2nd Edition). Vials of gunpowder save as "ceramic" items and grenades save as "metal, hard" items on the chart. If the saving throw is successful, the items are still serviceable and no damage is taken. If the items fail their saving throw, they explode and may damage the player and their allies.

However, given their training and high dexterity, the harquebusier is given an additional opportunity to avoid this damage by making a successful dexterity check (the player must roll their dexterity or less on a d20). If the dexterity check is successful the harquebusier is able to dispose of the combustibles and no damage is taken.

If the dexterity check is failed, the explosives cause the following damage: 1d6 per 10 vials of gunpowder to the harquebusier, and half damage from all grenades to the harquebusier and all creatures in a 10' radius. All of their gunpowder and grenades are consumed in this blast.

The harquebusier must also have an ample supply of bullets. These are specially prepared, spherical projectiles. In a pinch, any sufficiently small sized stone may be used, with a -1 penalty on the player's attack roll.

Lastly, the harquebusier requires a means to stow their firearms when not in use, yet leaving them close at hand when the action starts. Shootists fill this need with sturdy leather gun belts of varied design, from simple utilitarian pieces to hand-tooled works of art, according to their personal style. All gun belts include attached leather compartments for stowing of the shootist's essential gear.

The standard gun belt is worn at the waist, and comes with one or two quick-release holsters accommodating handgonnes. For those shootists who prefer to wear their handgonnes bandolier-style across the chest, there is the bandolier harness, belt and holster combination. These generally come with holsters for two handgonnes, but some shootists have been known to have them specially crafted to carry more weapons for extra fire-power.

Because of its size and weight, an arquebus is generally worn diagonally along the back, in a long sturdy holster attached to a chest harness and belt to distribute the weight properly. When mounted, an arquebus is generally carried in a specially designed saddle harness and holster, for ease of use should combat arise, as well as for the rider's comfort.

The type and costs on this additional requisite equipment is detailed in the chart below:

Harquebusier Additional Equipment

Item	Cost	Weight
Fourquine (for arquebus)	5gp	1
Gunpowder*	3sp	1
Bullet, arquebus/handgonne/ribauldequin (1)	1sp	1
Bullet, culverin (1)	2sp	1
Shot, culverin (1)	3sp	1
Bullet, field culverin (1)	1gp	2
Bullet, any firearm, silver (1)	2gp	1
Match cord, three feet	1gp	nil
Gun belt, waist, up to 2 holsters	3gp	3
Gun belt, chest harness, up to 6 holsters	5gp	5
Gun belt, chest harness, back holster	4gp	4
Saddle harness and holster for arquebus	4gp	3
Bayonet	2gp	1

***Note:** One vial of gunpowder is enough to fire one bullet from a handgonne, arquebus, or one barrel of the ribauldequin. The culverin needs two vials of gunpowder, while the field culverin needs four.

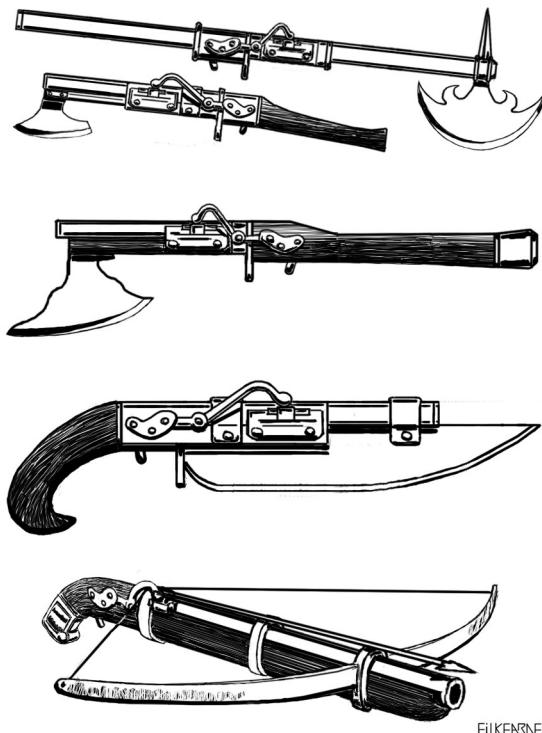
III. WEAPONS OF QUALITY & MAGIC ITEMS

In this section we set forth examples of modified weapons and magical weapons available to the harquebusier class. This section is by no means exhaustive and we encourage the GM to come up with their own designs. We also encourage the GM to work with harquebusier players to design weapons to their own specifications because, as specialists, it is highly likely they would create and modify their own weapons in the game world.

A. Weapons of Quality:

We first turn our attention to *weapons of quality* which have been specially crafted, such as by strengthening their stocks, to be used as melee weapons as well as guns. As discussed above, such weapons have no chance of being damaged by their use in melee.

The cost of a *weapon of quality* is equal to the cost of the original weapon and firearm combined, and then multiplied by ten. Thus, the **battle axe arquebus** would cost 5gp (battle axe) + 250gp (arquebus) x 10 = 2,550gp. It is suggested these weapons only be available from smiths in the largest and most cosmopolitan cities in the GM's campaign world.



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The following are examples of standard *weapons of quality* available from most skilled gunsmiths. These are mere exemplars and this list is by no means exhaustive. The authors encourage GMs and their players to develop additional *weapons of quality*.

Cutlass handgonne: This weapon features a curved blade which extends from the trigger area forward, in a sweeping arc, past the end of the muzzle. Melee damage is 1d6 vs. S/M, 1d8 vs. L.

Hand axe handgonne: The hand-axe blade extends below the muzzle of the handgonne. Melee damage is 1d6 vs. S/M, 1d4 vs. L.

Warhammer handgonne: The head of the hammer extends below the muzzle, while a sharpened spike extends above it. Melee damage is 1d4+1 vs. S/M, 1d4 vs. L.

Handgonne crossbow: This unique weapon is a combination of a hand crossbow and a firearm. The limbs of the crossbow extend out horizontally on either side of the muzzle, and the bolts' flight groove is built into the top of the gun. The rate of fire is one bolt per round. It fires darts which do 1d3 vs. S/M/L targets, and the bolts are often coated with poisons for further damage or effect.

Battle axe arquebus: The blade of the axe extends below the muzzle, while a sharpened spike extends above it. Melee damage is 1d8 vs. S/M/L.

Bladed arquebus: This weapon features a straight, single edged blade which extends from the trigger area forward, past the end of the muzzle. Melee damage is 1d8 vs. S/M, 1d12 vs. L.

Warhammer arquebus: The head of the warhammer extends above and below the muzzle of the gun, while a sharpened spike extends above it. Melee damage is 1d8 vs. S/M/L.

These weapons are, of course, still susceptible to damage resulting from their use as a firearm, such as when the player fumbles and the weapon backfires.

B. Magical Firearms:

Magical firearms may offer bonuses of from +1 to +5 to hit and damage. They may also be *cursed* or have other special properties, such as the *arquebus of burning flame*, which may be discovered in the included adventure, "The Trials of the Shootist".

As with other magical items in a fantasy world, the exact type and qualities of magical firearms are too numerous and widely varied to enumerate here. We will instead provide, below, some general guidelines and a few specific examples. As with *weapons of quality*, we encourage GMs and their players to develop other magical firearms for use in their campaign.

1. Single handed firearms

Handgonne of dancing: A highly prized weapon that is a great boon to the shootist. On the first round the weapon is used in combat it acts as a +1 gun. Each subsequent combat round it gets an additional +1 bonus, to a maximum of +4 in the fourth round. On round 5 the process starts over, but at this point the gun can "dance".

A *handgonne of dancing* can then be loosed from the shootist's hand to fight on its own for 4 rounds, up to 30 ft away. The weapon will fight as if still being held by the owner, magically loading and firing itself, and it gains the successive bonuses to its attack and damage rolls each round. After the handgonne has danced for 4 rounds, it will then return to its owner's hand, where it must be wielded again for 4 rounds before it may be released to dance again.

If the owner does not grasp the handgonne when it returns or they move more than 30 ft away from the gun, the weapon falls inanimate to the ground. It cannot be attacked by foes while dancing, although it is subject to magical attacks and effects (e.g. *fireball*, *web*, etc). While the weapon is dancing, the owner can perform any other action they wish, including wielding another weapon to fight.

Magebane handgonne: This handgonne normally functions as a magical firearm granting a +1 on to hit and damage rolls. However, when wielded against magic users, spell-casting monsters, monsters with spell-like abilities, gated or extra-planar creatures, conjured monsters, or summoned monsters, the gun is +2 to hit and damage.

Handgonne of webs: This weapon normally functions as a +2 weapon, granting a +2 on to hit and damage rolls. However, when a command word is spoken the handgonne will fire a bullet which expands into a large sticky mass, functioning as a 10th level magic user *web* spell. This power is usable 2 times per day.

Throwing handgonne of flight: This magical weapon of quality provides a +2 to hit and damage rolls. It is perfectly balanced and retains its attack and damage bonuses when hurled as a hand-axe, and it will return to its owner's hand when thrown. The melee damage is 1d6 vs. S/M, 1d4 vs. L.

When a command word is spoken, the owner can heave the weapon aloft while holding firmly to the weapon's stock, and they will be granted the power of flight; the weapon grants the power of a 10th level magic user *fly* spell. This power is usable 1 time per day.

2. Two-handed firearms

Arquebus of burning flame: This weapon normally functions as a magical firearm, providing +1 on to hit and damage rolls. However, speaking its command word unlocks a weapon of much greater utility, with the following additional functions: (1) it can produce a powerful light, as per a 10th level magic user *light* spell, 3 times per day, (2) it functions as a fire-starter, and can light aflame any combustibles it comes into contact with, as if it were a flaming brand, 2 times per day, and (3) it can shoot forth a sheet of fire, which functions as a 12th level magic user *burning hands* spell, causing 12 points of damage, 1 time per day.

Arquebus of defending: This arquebus functions as a +4 weapon for purposes of to hit and damage rolls, however, the wielder has the option each round of adding all or part of the bonus to their AC. For example, a harquebusier in plate mail (AC 3) could increase her defense to AC 1 by using 2 points of the gun's bonus, and the gun would then be +2 to hit and damage that round.

Keen battleaxe arquebus: When used in melee combat, the battleaxe on this arquebus functions as a *keen* blade. It is treated as +3 or better weapon for purposes of who or what can be hit by it, although it only receives a +1 bonus on to hit and damage rolls. Its true power is great though, because on a very high to hit roll, it will sever an opponent's extremity - arm, leg, neck, tail, tentacle, etc, - as determined by the chart below:

Opponent is:	Natural "to hit" roll
Man-sized or smaller	18-20
Large	19-20
Solid metal or solid stone	20

A *keen battleaxe arquebus* emits a magical glow. The wielder of the weapon can decide whether the axe will shed no light at all, dim light in a 5 ft radius circle, light in a 15 ft circle, or a light bright as a magic user *light* spell with a 30 foot radius.

Arquebus + 1, cursed: This gun appears for all intents and purposes to be a +1 weapon, however, it is *cursed*. The first time the owner faces an enemy in combat the gun will magically appear in their hand and force them to fight with it until they or their enemy are dead. Moreover, the first time it is used in combat it will backfire. Each subsequent firing of the weapon is 50% likely to backfire and damage the wielder.

The unfortunate owner can put the gun away after battle, but cannot rid themselves of the *cursed* gun. No matter what they do, it appears in their hands whenever an opponent is faced. The only way to break the curse is via a clerical *remove curse* spell, which results in the destruction of the weapon.

Field culverin of blasting: This +3 magical culverin is a mighty siege and anti-personnel weapon. If the command word is spoken when fired, the gun emits a 40 ft cone of sonic energy doing 5d6 damage and deafening its targets for 2d6 rounds. A saving throw vs. wand negates the deafening and halves damage.

Any crystalline objects within the area of effect takes 7d6 damage with no save allowed.

This culverin may be used routinely as a standard +3 firearm without uttering the command word. However, if the blasting effect is used more than once within a 24-hour period there is a cumulative 20% chance the weapon will explode, dealing 10d6 points of damage to the user with no save allowed.

3. Artifacts level firearms

This powerful artifact hails from the campaign world of one of the authors (Louis "sirlou" Kahn), and is steeped in the mythos of the inhabitants of his realm. GMs are welcome to use the item as is, or modify it to fit the specific ethos and deities in their own campaign world.

Arquebus of Elvish Glory: This weapon is said to have been forged in eons past in the elven *Summerlands*, far beyond mortal ken. Rumor claims it was the weapon used by the ancient, undying lord of the elves, in their ancient civil war against the drow. Some claim it was forged by Klan'garadrum, the dwarven god of the forge, and used by the elves in fighting the greatest of demons who sought to destroy the realms in ages past. Still others say this is the actual weapon used by Corcul'lain, the elven god of war. These people claim the weapon appears but once an age, and only to the person who Corcul'lain deems worthy and destined to play a great part in the affairs of the entire realm.

No one is sure which of these tales is true, or perhaps they all are. Clearly this weapon is a powerful force of *lawful good*, with a +5 bonus on to hit and damage rolls, as well as the *disruption* effects of a holy weapon (cf. *holy mace*, OSRIC, 2nd Edition). Because of this holy connection, only lawful good harquebusiers with an 18 strength may wield this gun and use these additional powers/effects: (1) *cure light wounds* (7 times per week), (2) *fly* when the gun is held and a command word spoken (1 time per day), (3) permanent immunity to *fear*, (4) cast a 12d6 *fireball* (2 times per day), (5) *globe of invulnerability* (1 time per day), and (5) *power word: kill* (1 time per day) – using this last power causes the wielder to lose 50% of their current hit points and be knocked back 20 ft.

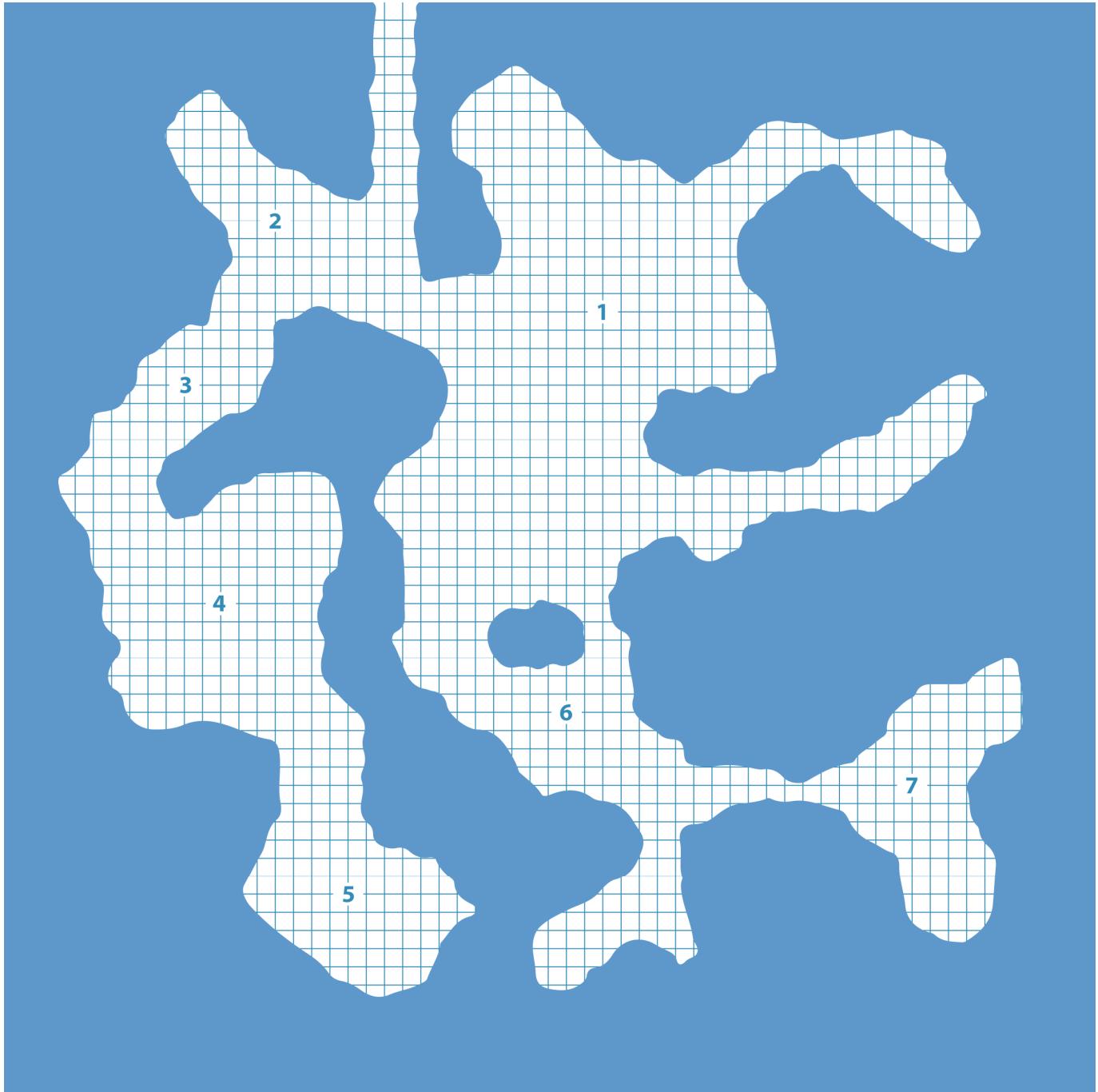


IV. THE TRIAL OF THE SHOOTIST



A fantasy adventure compatible with first edition gaming and OSRIC™
Recommended for 4-6 player characters of levels 1-2

Dungeon Map



Scale: 1 square = 10 feet

THE TRIAL OF THE SHOOTIST

INTRODUCTION:

We have included this adventure to allow you and your players to easily integrate the use of firearms into your campaign world. As we also introduced a new character class, this adventure is intended for use with a first level harquebusier and their adventuring companions.

ADVENTURE HOOK:

The player's character has just completed the harquebusier training, and is ready to graduate the academy and receive his or her first professional firearm...except the wagon bringing the shipment has been waylaid by a band of humanoids. It is now up to the harquebusier and their adventuring companions to find the caravan, return the missing weapons, and defend the honor of your academy and masters.

BACKGROUND:

The harquebusier player character(s) will be given the temporary loan of the firearms of their choosing, and will set out with their companions to track down the missing weapons. The loaner weapons are their master's very own firearms, which the players are being entrusted with, which they must return at the end of the adventure.

The shipment was stolen by a band of kobolds under the thrall of a powerful, lawful evil shootist, a half-orc by the name of **Stefan Drugan**. He is a former student at the very same academy the player(s) attend, but he was expelled for being overly violent and "sick in the head and heart". Drugan wants to make the academy masters pay for the humiliation he suffered at their hands. He is seeking revenge!

GM note: The optimal party make-up is four to six player characters of levels 1-2. For balance purposes, there should be no more than two harquebusier characters in the party.

OBJECTIVES:

The academy masters task the harquebusier player(s) and their travelling companions with completing the following quest objectives:

- Discover what happened to the weapons shipment.
- Defeat anyone who has stolen the weapons and secure the weapons for transport back to the academy.
- If possible, save members of the academy who were transporting the weapons, and any other prisoners.

Upon completion of these objectives, the players will be awarded 500xp each, and in concluding the adventure the harquebusier(s) will gain powerful new firearms.



TRAVEL TO THE CAVE:

The adventure begins with the players being called before the masters to have the quest explained to them. They will be instructed to follow the trade road that leads from the academy to the nearby village of Kyrthorp, as this was the route the firearms shipment was taking. This road is shown on the map in Appendix A.

The masters agree to outfit the party with riding horses, if they do not have their own mounts, and any standard provisions they need for the journey. They will suggest the party rest up and leave the following morning. The party is escorted back to the academy's dormitory, where they may rest for the night and prepare for their journey.

After this meeting the players should have a good idea of what their objectives are, what tasks they need to accomplish, and a direction to search for the weapons.

Once the party sets out from the academy early the next morning, they will need to travel overland on the trade route to reach their goal. The path is well traveled, and their journey will be short. However, the road is not patrolled and so the GM should roll once for a random encounter during the journey (1 in 6 chance for an encounter). If an encounter is indicated, refer to the chart in Appendix B.

The party will reach the site of the ambush in a little over 6 hours. The site will be obvious, as they will come upon a broken and damaged wagon on the side of the road. The party will recognize this as the wagon that was transporting the firearms based on the academy's mark burned into the wood of the running boards.

The wagon has had one of its wheels broken and there are signs of struggle everywhere. There are scorch marks here and there, pools of blood, broken crude spears, discarded wadding, and spilled powder. Lying among the destruction are the rotting bodies of four small, dog-snouted humanoids and one human, a male guard who appears to have fallen while defending the shipment.

While the party is searching the site, they are ambushed by a group of kobolds left behind for this very purpose. **6 kobolds** (AC 7; MV 6"; HD 1d4 hp, hp 3, 2, 3, 4, 2, 3; #AT 1; D 1d4 or by weapon type; SA none; SD none; Sz S), each wielding a club (D 1d4) and sling (D 1d4), leap out of cover and attack the party with war whoops and screams of rage. Because **kobolds** detest direct sunlight, and fight at -1 if they are exposed to it, this group will stick to the shadows in the tree line 30' away from the road.

The **kobolds** will attack with their slings until the party closes to within melee range, at which point they switch to their clubs. They fight to the death as they are terrified of their leader and know that retreating means death at his hands. If searched after they battle, they carry 38cp and 15sp each.

Once these ambushers have been defeated, the party will be able to follow their very obvious tracks back south, to their base. The large gouges in the ground along this trail provide evidence the crates of weapons were carried off this way.

The party will follow this trail south for approximately one mile into the woods, where they come upon a small wooded knoll with a large cave entrance at ground level. The trail leaves the woods 40 feet from the knoll and the tracks and drag marks head straight toward the cave entrance.

If the party remains hidden at the tree line and spends some time watching this entrance, they will see a small group of kobolds moving about the cavern entrance.

The enemy has been discovered!



STEFAN DRUGAN'S LAIR:

The **kobolds** the party glimpsed at the entrance are a roving band of guards, who are stationed in Area 6 but patrol throughout the complex. They move off, leaving the entrance unguarded, and the party may enter the cave unmolested if they are relatively quiet and do not dawdle.

The cave entrance is a large 10' high gap in the hillside, which opens onto a roughly worked 15' wide by 80' long corridor. It appears the corridor was a natural structure that was widened by hand, and shored up with wooden crossbeams every so often. This work seems to have been done quite recently, as the wood appears freshly cut and there are small piles of rocks, boulders, and construction debris scattered about.

If the party spends more than 5 rounds in the entrance corridor, there is a 1 in 6 chance they will run into the wandering guards. The guard contingent is comprised of **4 kobolds** (hp 4, 2, 4, 3), each wielding a dagger (D 1d4) and sling (D 1d4). They carry 38cp and 15sp each.

If the party does not encounter the guards in the entrance corridor, they continue to wander the cavern complex, and there is a 1 in 6 chance of encountering them each turn. If not encountered, they will flee the complex if Drugan and their allies have been eliminated.

1. MAIN DWELLING CHAMBER: The bulk of the kobold tribe dwells in this huge natural cavern. A group of four **kobold** guards (hp 3, 2, 4, 4), each wielding a dagger (D 1d4) and sling (D 1d4), will be stationed at the entrance to the chamber. In addition to the guards, there are 8 **kobold** tribe members (hp 4, 2, 2, 3, 4, 2, 3, 4), each wielding a dagger (D 1d4), in the room. If alerted by loud noise in this chamber, such as the sound of firearms, the other 8 **kobolds** come to investigate, 2 per round, beginning on the fourth round after being alerted by the noise. Each of these **kobolds** has 23sp.

This cavern has a large central fire pit, around which the humanoids sleep, eat and work. To the north of the central cavern is a spur leading to a storage area, with barrels and boxes containing the kobolds' provender, which is inedible to humans and demi-humans. The foodstuffs are of no value. However, in a pouch in one of the crates is a potion of *extra healing*.

2. GUARDROOM: There are 6 male **kobolds** (hp 2, 3, 2, 4, 4, 2), each wielding a dagger (D 1d4) and sling (D 1d4), who are guarding this room. They fight until dead and do not retreat. Each of these **kobolds** has 23sp. One has a filthy metal ring, worn on a cord around its neck, which is actually a silver ring worth 100gp.

3. ARMORY: This room contains the **kobold** force's arms and weapons, as well as the equipment of those they have captured.

In racks along the wall can be found the following: 2 suits of leather armor (1 human sized and 1 elf sized), 2 suits of studded leather (1 elf sized and 1 halfling sized), 1 suit of chain mail (human sized), 1 suit of scale mail (human sized), 4 helmets, 6 shields, 4 long swords, a battle axe, a two-handed sword, 5 short swords, and 6 slings. In two barrels in the corner are 20 crude spears, and a small barrel of 200 crude sling stones. There are also four adventuring packs, thrown into a corner, for later investigation. These belong to the various adventurers being held prisoner by the humanoids.

There are 6 male **kobolds** (hp 4, 3, 3, 2, 4, 2), each wielding a short sword (D 1d6) and spear (D 1d6), who are stationed here among the racks and shelves, guarding this room. They will also fight until dead and do not retreat. Each of these **kobolds** has 23sp.

4. BARRACKS: This natural cavern has been made into guard barracks. As the party enters the room they see several small piles of dirty, smelly straw with filthy blankets.

They are strewn around the chamber, but mostly gathered around a large central fire pit. The elite **kobold** fighting forces make this chamber their home, some of whom are resting here when the party enters.

Inside the chamber are 4 large male **kobold shock troopers** (AC 6; MV 6"; HD 1-1, hp 6, 5, 7, 5; #AT 1; D 1d6 or by weapon type; SA none; SD none; Sz S), who wield short swords (D 1d6) and light crossbows (D 1d6). They will fight to the death.

They are commanded by a **kobold shaman** (AC 5, small shield; MV 6"; HD 2 (Cleric, 2nd level), hp 13; #AT 1; D 1d6 or by weapon type; SA spells; SD none; Sz S) wielding a *footman's mace +1* (D 1d6+1) carved from the femur of a beast, inscribed with runes and with the ball joint dipped in copper. The **shaman's spells** are as follows: (1st level) *command*, *cause light wounds*. In addition, he has a scroll with 3 spells: *cure light wounds* (x2) and *curse*. The **shaman** also has a *wand of wonder* (25 charges), which he will use as a last-ditch effort before he dies, as he knows the effects are completely unpredictable.

Each of the **kobold shock troopers** has 23sp and 13gp. The **shaman** has a pouch containing 52sp, 22gp, a 50gp gem, and a potion of *healing*. He wears his evil holy symbol, a piece of obsidian with a gold band inscribed in runes (100gp), on a leather cord around his neck.

5. DRUGAN'S QUARTERS: This chamber is the residence of the leader of this motley crew of villains, the half-orc harquebusier **Stefan Drugan**. He will be found here with four elite bodyguards and two personal slaves.

The chamber contains his ornate, gaudy, gold plated bedroom furnishings with a fire pit along the southeastern wall. The vain fool has laid out an imitation bear skin rug, which is moth-eaten and missing one glass eye. Tapestries line the walls, with scenes of both horrific torture and debaucherous fornication, all badly woven and in need of repair. The effect of the entire ensemble is quite shabby and sad.

The half-orc sits on a wobbly "throne", a wooden armchair poorly painted in imitation gold leaf, with his name "DRUGAN" scratched into the back of the chair. He rests languidly upon it, with one foot dangling over an arm of the chair, while two females, a half-orc and a halfling, appear to be catering to him. One feeds him from a tarnished silver bowl while the other fans him with a large, silk fan with several holes in it.

None of this "finery", however, can distract from the brutal assault on the player's senses as they enter the room. A foul mélange of odors overwhelms the players: a mix of liquid and solid waste, spoiled food, fresh and dried blood, and other unrecognizable odors.

To sum up the entire tableau in one word, it is "repellant".

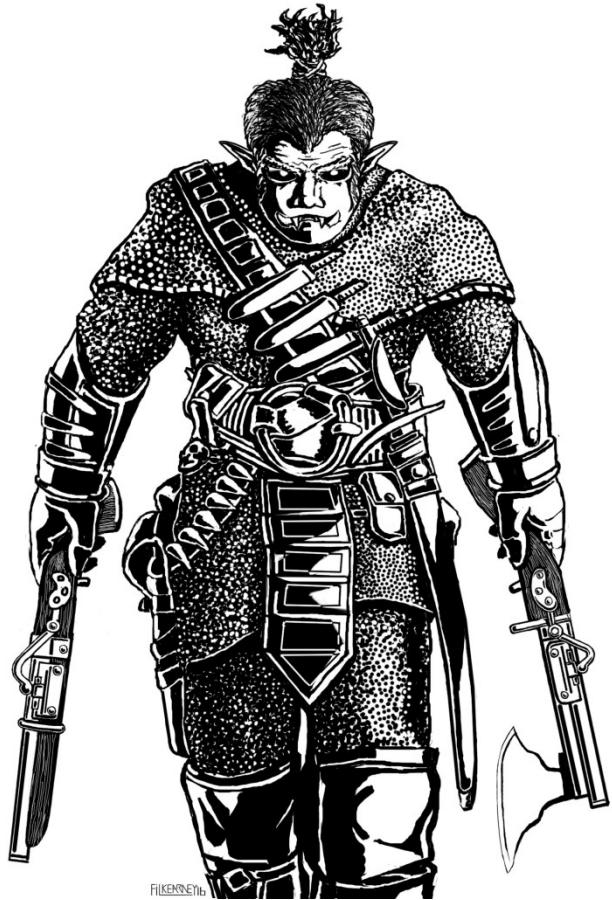
As the party enters the room, **Drugan** spots them and, once he knows they are watching him, he slowly rises from his throne to address the party. Read the following to the players:

"Well, it's about time! I was wondering when those sniveling cowards down at the academy would finally send someone to challenge me. I'm really looking forward to ending your pathetic lives. I'd offer to allow you to surrender, to throw down your weapons and live in thrall to me, as all members of weak inferior races such as yourselves should do...but I'm not feeling at all nice today. So I'll just kill you," at which point he pauses and grabs the female half-orc without warning and begins kissing her, while she and the female halfling both attempt to fight him off.

This display lasts for but a moment until the half-orc female bites him and he squeals, "Ouch! I'll deal with you next, but first," turning from her and wiping blood from his lips he continues, "I have to kill this filth!" As he says this, Drugan draws his guns from his belt and screams, "Attack", and begins firing at you. The battle is joined!

Drugan wears *chain mail +1* which he had dyed a deep burgundy in color, and he wields 2 handgonnes. In his right hand he wields a magical *handgonne +1* (D 1d8+3 vs. S/M, 1d6+3 vs. L), and in his left hand he wields a *weapon of quality*, a *hand axe handgonne* (D 1d8+2 vs. S/M, 1d6+2 vs. L), which can be wielded in melee as a hand axe (D 1d6 vs. S/M, 1d4 vs. L). He also has a scimitar (D 1d8) at his waist, and 3 daggers (D 1d4 vs. S/M, 1d3 vs. L) in a bandolier across his chest. He wears a grenade (D 2d6 in a 10' radius) tied to his belt.

Drugan has the following personal treasure: his large jutting tusks are both capped in gold with diamond tips (500gp total value), and in a pouch at his waist are 50sp, 75gp, 25pp, 2 small keys, and a *potion of delusion*, which he believes to be a *potion of extra healing*.



Stefan Drugan

Half-Orc, Male, Level 3, Harquebusier, AL CE

S 16 D 15 CN 14 I 13 W 12 CH 10

(AC 3, *chain +1*, DEX bonus; MV 12"; HP 25; #AT 1 or 3/2 (firearms); D by weapon; SA none; SD none; Sz M)

If **Drugan** is reduced to half his health in combat, he will laugh mockingly and use his next action to quaff his entire potion, believing he is being returned to full health...which is *not* the case. Such is the downfall of an over-confident fool. He will save his grenade to use as a last ditch effort, to cover his escape if he must flee.

Drugan is joined in battle by his bodyguards, 3 **kobold shock troopers** (hp 6, 5, 6) who wield short swords (D 1d6) and light crossbows (D 1d6), led by a **kobold sergeant** (AC 5, small shield; MV 6"; HD 1-1, hp 7; #AT 1; D 1d6 or by weapon type; SA none; SD none; Sz S), who wields a short sword (D 1d6) and a light crossbow (D 1d6).

The **kobold shock troopers** have 23sp and 13gp each, and the **kobold sergeant** has 48gp and a 50gp gem.

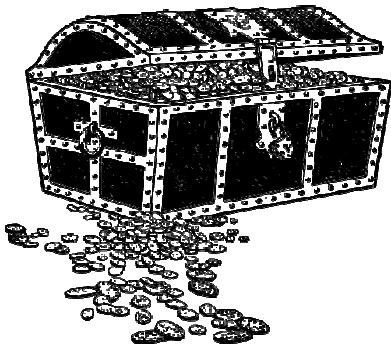
GM note: Once **Stefan Drugan** engages the party, the two females, who are in fact his prisoners, will grab improvised weapons and move to attack him from behind. Their stats, as well as those for the other prisoners, are set forth in Appendix C.

The halfling female (thief, level 2) will grab a fire poker and move to backstab him, while the half-orc female (fighter, level 1) will grab a flaming brand out of the fire pit and move to attack from behind as well. Each weapon does 1d4+4 points fire damage.

As **Drugan** is distracted by the party the females surprise him on a roll of 1-3 on a d6. After joining the melee they fight to the death, as they have literally nothing to lose.

Once all the foes in this room have been defeated, the half-orc and halfling females, assuming they are still alive, collapse in exhaustion. Once revived, they tell a harrowing tale of their capture by the sadistic and cruel **Drugan**. They are grateful to the party for assisting in freeing them. They are will ask to have their equipment (in Area 3, above) returned to them and to be escorted back to civilization by the party.

If the party has not completely cleared the caverns yet, the women may agree to join the party, at the GM's discretion. Otherwise, they will wait in this room for the party's return, for a reasonable amount of time, before assuming the worse and fleeing on their own.



If the room is searched, the party finds a locked chest, opened with one of the two keys found in **Drugan's** pouch containing the following treasure: 1,000sp, 350gp, 55pp, a 500gp gem, and a case with two potions of *healing*. On a bookcase on the south wall the party will discover **Drugan's** artillery supplies, including extra match cords, gunpowder, and bullets. In a locked wooden gun cabinet, opened with the other key discovered on **Drugan**, the party finds 4 grenades (D 2d6 in a 10' radius) and an *arquebus of burning flame*.

GM note: See the section titled **Magical Firearms**, above, for a detailed description of this weapon's powers.

Lastly, on a low table next to Drugan's bed are two books. One is a repellent ancient treatise on philosophy by a repugnant dictator, barely remembered in scholarly circles, except as a stain on humanoid history. It has no value. The other is **Drugan's** journal, a disturbing read, containing his vainglorious boasting, foul rants about his perceived racial superiority, his delusional plans, and his mad scrawled promises of revenge upon his enemies, including the masters of the academy.

If the party spends some time reading the journal, they learn **Drugan's** miserable tale. He was once a trainee at the same harquebusier academy as the player(s), but was expelled after repeated complaints about his violent streak and chaotic, disturbing behavior. He begged and pleaded to stay, but he was expelled. He threw a violent fit and proclaimed the masters and their students to be weak members of inferior stock. He vowed to someday crush them under his boot.

Drugan wandered aimlessly after his expulsion, seeking employ as a common sellsword. He gained some further, cut-rate training in firearms from a mercenary captain whose company he signed on with. After completing this training the ungrateful and insane half-orc slew the man, and ran off with his weapons, to exact his revenge. He took over the kobold band only recently, and hijacked the firearms shipment to force a confrontation with the masters at the academy.

The masters will reward the players 50gp for returning this journal as it provides some completion to this sad saga, and it may serve as a cautionary tale for later students.

6. STOREROOM: This huge natural cavern has been repurposed as a storeroom. Contained herein are the spoils of the monster's recent raids, including the **firearms** which are the primary objective of the party's quest.

There are 6 male **kobold** guards (hp 3, 4, 2, 2, 4, 3), each wielding a dagger (D 1d4) and sling (D 1d4), roaming the north part of the cavern. They will attack the party on sight. Each of these **kobolds** has 23sp. The crates of stolen weapons are in an alcove in the southwest corner of this cavern. In addition to the academy's stolen weapons, there are also boxes of firearms supplies, so the party may restock on bullets, gunpowder and match cords.

Unfortunately for the players, there is also a **shrieker** (AC 7; MV 1"; HD 3, hp 18; #AT 0; D none; SA none; SD noise; Sz M) stationed next to the weapons crates. Its shriek alerts a **wild boar** (AC 7; MV 15"; HD 3+3, hp 17; #AT 1; D 3d4; Sz M) that is sleeping in the alcove, which will immediately move to attack any interlopers. The **wild boar** has a grimy collar, covered in dirt and gore, which is actually a jeweled collar worth 500gp.

The crates of weapons are extremely heavy and cannot be easily moved by the party. The effort required to move them will take some time and draw the attention of the inhabitants of the caves complex. The GM should instruct the party they will have to come back for the weapons *after* all the enemy have been dealt with.

There are also two wooden coffers next to the weapons crates, which contain the tribe's treasure, as follows: 3,000cp; 2,000sp; 4 gems: (2)10gp, 100gp, 500gp; and potions of speed and *healing*, lying forgotten in a pouch, mixed in with the coins and gems.

7. PRISON: This cavern has been turned into a makeshift prison by the humanoids, with 6 **kobolds** guarding the prisoners here.

The enemy forces consists of 5 **kobolds** (hp 2, 4, 3, 3, 4), each wielding a dagger (D 1d4) and sling (D 1d4), and a **kobold jailer** (AC 4, small shield and *ring of protection* +1; MV 6"; HD 1-1, hp 7; #AT 1; D 1d6 or by weapon type; SA none; SD none; Sz S), wielding a *magebane short sword* +1/+2 vs. *mages or magic-using creatures* (D 1d6+1 or +2) and a sling (D 1d4).

Each of these **kobolds** has 23sp. The **kobold jailer** has a pouch with 65sp and a small brass key, and he wears a dirty bronze armband which, if cleaned, is worth 100gp.

The **kobold jailer** is larger than the others and was the chief of the tribe until **Drugan** took over, a fact he is still very angry about. He is taking this frustration out on a group of prisoners when the party enters the room.

The prisoners include the following persons: (1) human male wagon driver, (2) human female wagon guard (fighter, level 1), (3) a gnomish couple who were travelling with the wagon for protection, and (4) an elven female (thief, level 2) recently captured by the kobolds.

If the party has not completely cleared the caverns yet, the prisoners agree to wait here for the party's return, for a reasonable amount of time, before assuming the worst

and fleeing on their own. They will attempt to make their way back to the academy to report on what transpired.

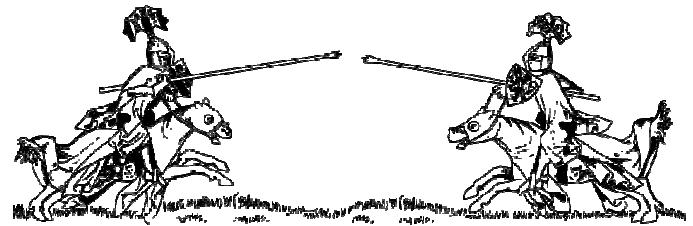
GM note: If the party needs the help, the GM may have the two adventurers in this prisoner group join the party. Their gear is in the Armory (Area 3, above), and they will ask for its return. Their stats are set forth in Appendix C. Once these prisoners have their gear back, make sure to adjust their statistics.

The northern alcove of the chamber contains the **kobold jailer's** personal chamber. There is a smelly mattress stuffed with hay, some gnawed bones lying around a fire pit, a small, wobbly wooden chair (his "throne"), and a shelf with a small locked box on it. The key was found on the **kobold jailer**. Inside are his treasures: 35gp, 1pp, a 10gp gem, a potion of *healing*, and an old dented silver charger with a hole cut in the center (the **kobold jailer's** crown as former tribal chief) worth 5sp.

CONCLUDING THE ADVENTURE:

Once the party has defeated **Drugan** and his **kobold** minions, returned the stolen firearms, and escorted any rescued prisoners to the academy, the quest will be completed!

The party will each receive 500xp and the harquebusier player(s) will have won his or her own set of professional guns from **Drugan**, by means of trial by combat. The harquebusier will be a graduate of no small repute from one of the most prestigious shootist's academies in the entire realm, and further adventures await!

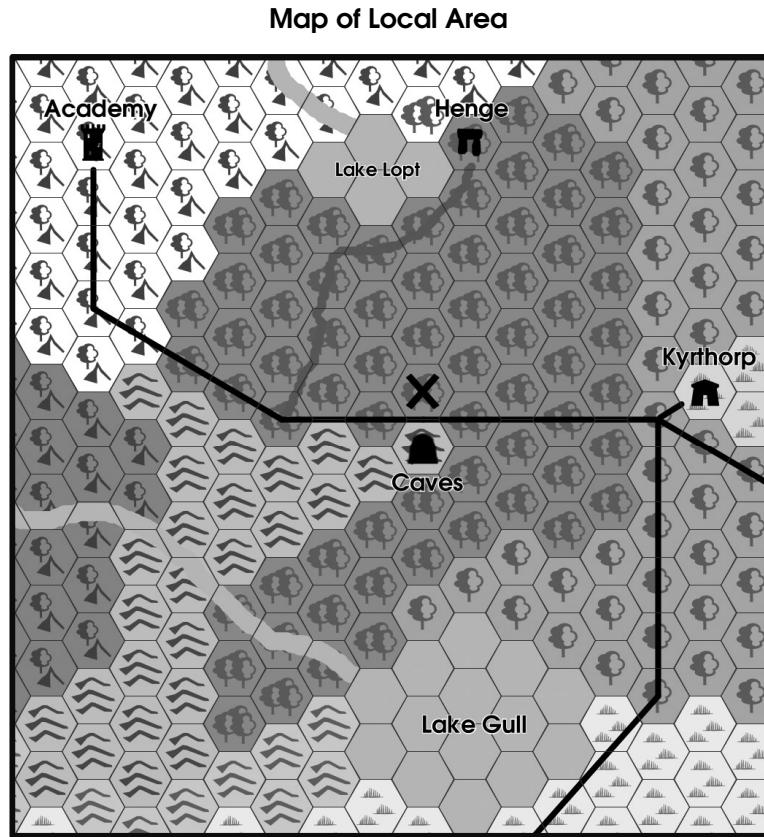


This concludes the adventure. We hope you and your players have enjoyed it! We look forward to providing you further adventures in the days to come, and thank you on behalf of *Starry Knight Press* and *Unseen Servant Press*.

*Louis "sirlou" Kahn
Greg Covey
January 2017*

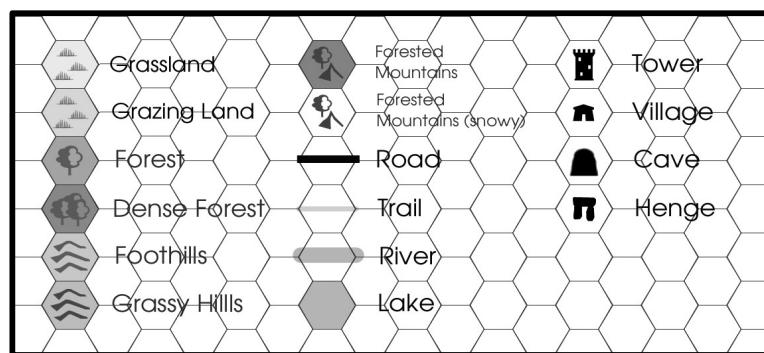
APPENDIX A: Map of the Academy and Environs

This map depicts the lands surrounding the Academy and its environs, indicating geography, local settlements, the area of the caravan ambush (marked with an "X"), and the location of the humanoid's lair in the "Caves".



Scale: = 1 league / 3 miles

Map Legend



V. LEGAL

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APPENDIX B: Random Monster Encounter Table

The GM should make random encounter checks during the party's travels in the wilderness, with a 1 in 6 chance of an encounter occurring. If an encounter is indicated, refer to the chart below. The GM, of course, has discretion to adjust the number and strength of opponents the party faces to match the needs of his or her campaign.

Dice Roll (d6)	Random Encounter
1	4 Skeletons (AC 7; MV 12"; HD 1, hp 6, 4, 7, 5; #AT 1; D 1d6; SA none; SD immune to cold, sleep, charm, hold and mental attacks, damage reduction). One wears a silver bracelet set with pearls (100gp).
2	1 Large spider (AC 4; MV 3"/ Web 12"; HD 4+4, hp 24; #AT 1; D 1d8; SA poison, webs). Its bite is poisonous and victims must save vs. poison or die. It takes 2 rounds to break free from its webs (+1 round per point of STR below 17). In its lair, a small underground cave, is a corpse with a 250gp ring.
3	5 Bandits (AC 8; MV 12"; HD 1d6 hp, hp 5, 4, 3, 6, 4; #AT 1; D by weapon type) wearing leather armor, and wielding short swords (D 1d6) and short bows (D 1d6). They carry 23sp and 5gp each, and the leader (6hp) has a <i>short sword +1</i> .
4	6 Kobolds (AC 7; MV 6"; HD 1d4 hp, hp 3, 3, 4, 2, 4, 2; #AT 1; D 1d4 or by weapon type; SA none; SD none; Sz S) wielding a club (D 1d4) and sling (D 1d4) each. They detest direct sunlight and fight at -1 if they are exposed to it. They carry 28cp and 12sp each.
5	2 Huge weasels (AC 7; MV 15"; HD 1+1, hp 9, 6; #AT 1; D 1d8; SA blood drain; SD none; Sz S). Their bite drains blood after the first successful attack, at the rate of 1d8 hp per round. Their pelts are worth 200gp each. In their warren is a forgotten adventurer's pack with 50gp and 12 arrows +1.
6	3 Hobgoblins (AC 5; MV 9"; HD 1+1, hp 8, 5, 7; #AT 1; D 1-8 or by weapon type) wearing chainmail and wielding long swords (D 1d8) and 2 spears (D 1-6). They carry 24cp and 6gp each.

APPENDIX C: Prisoner Statistics

The following list provides information on the adventurers the party may discover and rescue in the dungeon, with their vital statistics. When initially encountered, these adventurers will have no armor (AC 10, minus DEX bonus) and no weapons. The armor and weapon statistics listed are based on these adventurers recovering their gear from the kobold armory, along with their standard packs. These statistics should be adjusted accordingly if the gear is not recovered or they are otherwise provisioned by the party.

The GM may use these characters as NPCs, should the players need help meeting the challenges of the module. The GM may increase or decrease the character level to match the needs of the party and their campaign.

1. **THEIF** (Female, Halfling, Level 2, AL NG) S 11 D 16 CN 13 I 12 W 11 CH 14; AC 5; HP 10
Equipment: studded leather; short sword; sling; 24 sling bullets; thieves' tools; standard pack*
2. **FIGHTER** (Female, Half-orc, Level 1, AL NG) S 15 D 11 CN 16 I 10 W 11 CH 10; AC 5; HP 12
Equipment: chain mail; two-handed sword; crossbow, light; 24 bolts; quiver; standard pack*
3. **FIGHTER** (Female, Human, Level 1, AL CG) S 16 D 10 CN 15 I 10 W 13 CH 13; AC 5; HP 11
Equipment: scale mail; shield, large; sword, long; bow, long; 24 arrows; quiver; standard pack*
4. **THEIF** (Female, Elf, Level 2, AL NG) S 12 D 16 CN 13 I 13 W 12 CH 14; AC 6; HP 10
Equipment: leather armor; sword, short; 3 daggers on a bandolier; thieves' tools; standard pack*

Standard pack: Set of clothes; boots, heavy; backpack; flint and steel; 4 torches; bedroll; water skin.

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I. HARQUEBUSIER CHARTS

These charts and tables from the supplement, and a level advancement chart, are included here for quick reference.

The Harquebusier Character

Minimum Scores:	Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 6
Hit Die Type:	d10 (max 9 hit dice)
Alignment:	Any
Experience bonus:	Strength and Dexterity 16+
Armour/Shield Permitted:	Any; may not use a shield if using two-handed firearm
Weapons Permitted:	Any
Weapon Proficiencies:	All firearms, and 3, +1 every 2 levels
Penalty to hit for non-proficiency:	-2
Weapon Specialization:	Firearms; +1 to hit/damage every 2 levels; rate of fire increase

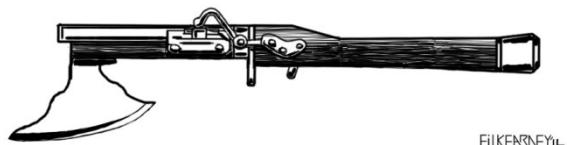
Harquebusier Level Advancement

Level	Base XP Required	Hit Dice (d10)	Notes
1	0	1	Bonus attack: 3/2 firearms
2	1,900	2	Grenadier skills
3	4,250	3	
4	7,750	4	
5	16,000	5	
6	35,000	6	
7	75,000	7	Bonus attacks: 3/2 melee & 2/1 firearms
8	125,000	8	
9	250,000	9	Title: Lord or Lady
10	500,000	9+3*	
11	750,000	9+6	
12	1,000,000	9+9	
13	1,250,000	9+12	Bonus attacks: 2/1 melee & 5/2 firearms

* Constitution-based hp adjustments no longer apply.

** Maximum firearms specialization “to hit” bonus.

Each additional level requires 250,000 experience points and gains 3hp.



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Harquebusier Firearms

Weapon	Damage vs. S/M	Damage vs. L	Rate of fire (in shots per round)	Range (-2 to hit per increment)	Encumbrance	Cost	Caliber in inches
Handgonne	1d8+2	1d6+2	1	70ft	4	150gp	3/4
Arquebus	1d12	1d10	1/2	120ft	15	250gp	3/4
Culverin, bullet	2d6	1d8+2	1/2	70ft	14	325gp	1 1/2
Culverin, shot	3d6	2d8	1/2	30ft	14	325gp	-
Ribauldequin	3d8	5d8	1/4	100ft	40	2000gp	3/4
Field culverin	3d10	3d8	1/4	250ft	40	1250gp	3

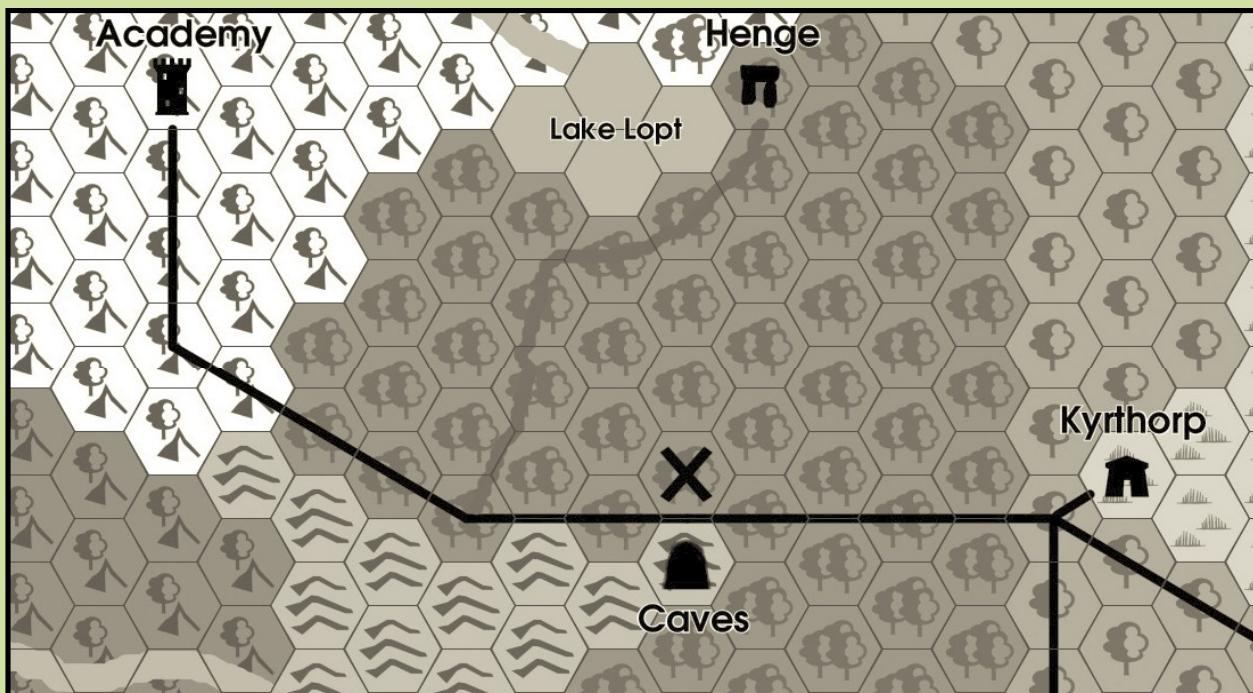
Grenadier Ability Advancement

Grenade Level	Damage	Rate of fire per round	Range (-2 to hit per increment)	Encumbrance	Cost	Maximum area of effect	Bonus effect
2	1d6	1/1	60ft	2	3gp	10' radius	--
3	2d6	1/1	60ft	2	9gp	10' radius	--
4	3d6	1/1	60ft	2	12gp	10' radius	Stunned 1d4 rounds, save for 1/2
5	4d6	3/2	70ft	3	15gp	20' radius	--
6	5d6	3/2	70ft	3	18gp	20' radius	--
7	6d6	2/2	70ft	3	21gp	20' radius	Blast can be delayed, 1d4 rounds
8	7d6	2/1	80ft	4	24gp	30' radius	--
9	8d6	2/1	80ft	4	27gp	30' radius	--
10	9d6	2/1	80ft	4	30gp	20' radius	Blast causes knockback, 10 ft
11	10d6	2/1	80ft	4	33gp	40' radius	--

If you've ever longed for the smell of sulphur and the powerful recoil of early firearms in your Old School fantasy role playing campaign, then this book is for you! Herein you will discover the battle-ready Harquebusier character class, a master of early medieval firearms and a grenadier extraordinaire – ready to unleash a fusillade of destruction upon his or her foes!

The authors have laid out an entirely new class who utilizes a well researched, thought out and detailed system of rules for the use of early firearms and grenades in a fantasy campaign. This supplement includes everything the Game Master needs to incorporate this character class and these weapons into your world, including: a fully detailed character class consistent with first edition and OSRIC™ rules, descriptions of the weapons and requisite equipment for the class, examples of valuable and magical firearms, and an entirely new introductory level adventure, "The Trials of the Shootist", to aid the GM and their players in immediately putting these rules into action in their campaign!

So adjust your gun belt, clean that barrel, and keep your powder dry: it's time for adventure!



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