

# ARCANE FIREARMS

*AN ARMORY OF WEIRD AND WILD FIREARMS  
FROM REXFALD*



BY GNEISS GAMES



# CHAKRAVARTI

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*Palm Pistol, Uncommon (Requires Attunement by a Monk)*



This magic ranged weapon is a silver plunger-fired palm pistol attached to the wielder's wrist. Focal mantras are engraved onto its turret-like cylinder, which sports seven barrels. Attacks made with this weapon do not suffer disadvantage from having hostile creatures stand within 5 feet of you. This weapon has seven charges, and does not require ammunition.

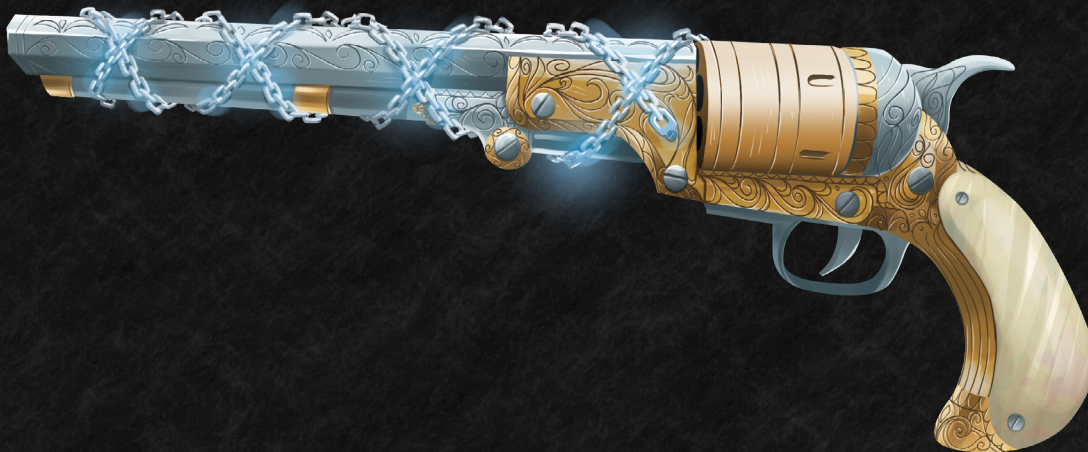
***Focused Blast.*** Once per turn, when you hit a creature with this weapon you can expend one charge to deal extra Piercing damage to the target equal to one roll of your Martial Arts die. As a Magic Action while attuned to this item, you can expend Focus Points to replenish expended charges. The Chakravarti regains charges equal to the number of Focus points you expend as a part of this action, up to the maximum number of charges it can hold.



## CRUX

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### *Revolver, Rare (Requires Attunement by a Cleric)*



This holy revolver is plated in gold and adorned with religious sigils along its frame, twin moonlit chains wrapping around its barrel. You have a +1 bonus to attack and damage rolls made with this magic weapon. This weapon can hold up to 3 Charges, regaining 1 Charge each dawn.

**Chain Down.** As a part of the Attack action, you can expend a Charge to launch a hallowed chain of radiant energy tethered to the bullet. This chain lodges itself in the target before binding them down to the any solid surfaces within 10 feet. Creatures under this effect are Restrained until either they or a creature within 5 feet of them succeeds on a DC 18 Strength check to break the chain. You can mentally choose to release a creature from the chains whenever you desire (no action required).



## MARIACHI'S ARSENAL

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*Carbine, Uncommon (Requires Attunement by a Bard)*



This magical ranged weapon is a silver rifle concealed within the body of a guitar. A skilled bard can deftly operate this weapon while performing. This weapon has the Concealed property in addition to any other normal properties it possesses.

***Percussive Performance.*** As a Bonus Action, you expend one Charge of your Bardic Inspiration to cause a blast of recoiling arcane energy to emanate around yourself. Any creatures standing within 5 feet are pushed back a number of feet equal to a roll of your Bardic Inspiration die plus 5 feet.



## PEPPER GRINDER

*Volley Gun, Very Rare (Requires Attunement by a Warlock with the Archfey Patron)*



This magical ranged weapon is an oversized pepper grinder with the appearance of a roast boar. A handle mounted to the side causes a barrage of burning gunpowder to be expelled from the nostrils when cranked.

**Choking Cloud.** As a Magic Action on your turn, you can expend a Pact Magic spell slot to empower the weapon, expelling forth a continual cloud of irritating powder in a 20 foot Cone in front of you for the next minute. When you first use this Magic Action and as a Magic Action on every subsequent turn for the next minute, you can make a single weapon attack against each creature of your choice within the Cone's area. The area within the Cone is filled with choking gunpowder dust for the duration. Any creature that starts its turn within the Cone's area must make a Constitution saving throw against your Warlock Spell Save DC or inhale this magical powder, taking 1d10 Poison damage and becoming unable to speak or cast spells with a Verbal component until the end of their next turn. A creature that succeeds on this saving throw becomes immune to this effect for the next minute.



## ROCKSALT

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*Coach Gun, Uncommon (Requires Attunement by a Cleric or Paladin)*



This magic ranged weapon is a coach gun caked with crystalline salt growths.

***Consecrating Blast.*** In place of making an attack roll with this weapon, you can instead fire a cloud of sacred salt in a 15 foot Cone. Each Celestial, Fey, Fiend or Undead within the are of the Cone must succeed on a DC 13 Charisma saving throw or gain a 1d4 penalty to attack rolls and ability checks and be unable to teleport or travel between planes for the next 10 minutes.



# FIREARMS IN REXFALD

## SIMPLE RANGED WEAPONS

Firearm	Damage	Properties	Weapon Mastery	Weight	Cost
Revolver	1d6 Piercing	<b>Ammunition</b> (Range 30/90), <b>Light, Reload</b> (6)	<b>Nick</b>	2 lb.	25 GP
Coach Gun	1d8 Piercing	<b>Ammunition</b> (Range 30/90), <b>Reload</b> (2), <b>Two-Handed</b>	<b>Spread</b>	5 lb.	30 GP
Palm Pistol	1d4 Piercing	<b>Ammunition</b> (Range 15/30), <b>Special (Concealed), Reload</b> (2)	<b>Sap</b>	1 lb.	15 GP

## MARTIAL RANGED WEAPONS

Firearm	Damage	Properties	Weapon Mastery	Weight	Cost
Carbine	1d8 Piercing	<b>Ammunition</b> (Range 30/120), <b>Versatile</b> (1d10), <b>Reload</b> (8)	<b>Vex</b>	7 lb.	50 GP
Volley Gun	1d10 Piercing	<b>Ammunition</b> (Range 60/100), <b>Two-Handed, Heavy, Special (Burst Fire)</b>	<b>Volley</b>	25 lb.	1000 GP

Life in Rexfald is inexorably tied to firearms; from the connections they have on cultural and religious practice to their utilitarian use for defense and survival. Most creatures carry some type of firearm and both sides of the law have at one point or another seen the wrong side of a gun. Robust trade networks ensure ample supply of arms and munitions to every corner of the frontier. From the humble homesteader on the wild frontier, to the industrialists huddled in gaslit cities, not a single soul doesn't breathe gunsmoke.

**Draconic Origin.** The first firearms were gifts from the dragons to the first humanoid settlers in Rexfald. Born from a union of divine steel and draconic breath, these firearms made in the image of dragons were the turning point on the frontier. After their creation, the first settlements began to spring up, their walls and homes guarded by skilled hands wielding these primordial arms.

## WEAPON MASTERIES

**Spread (MWGtR):** If you hit a creature with a ranged attack roll using this weapon, you can make a ranged attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

**Volley (MWGtR):** If the creature hit by this attack moves without teleporting before the start of your next turn, it takes damage equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

## WEAPON PROPERTIES

**Concealed (MWGtR):** While this weapon is equipped it cannot be detected by a Search action.

**Burst Fire:** As an action, you can expend 10 pieces of a Burst Fire weapon's ammunition to spray shots in a 10-foot Cube within the weapon's normal range. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take damage. Roll the weapon's damage once, and apply it to each creature that failed the save.

**Reload:** You can make a limited number of shots with a Reload weapon. You must then reload the weapon as an action or a Bonus Action.

### ADAPTING REXFALD FIREARMS TO OTHER FANTASY SETTINGS

Firearms are a crucial part of Rexfald and were developed alongside other weapons, such as swords and bows. In Rexfald firearms have damage dice representative of their place within the balance with these other weapons. These weapons have been portrayed with these changes. If you wish to use these Arcane Firearms in settings other than Rexfald apply the basic rules for firearms; increase the number of damage dice they possess by one while maintaining their other properties and values.





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