OLDSKULL GONNESLINGERS

KENT DAVID KELLY

OLD-SCHOOL ESSENTIALS



THE MYTHIC WORLD OF OLDSKULL

<u>Book III:</u> Oldskull Gonneslingers

A Basic / Expert / Advanced

Classic Rules Supplement For Fantasy Role-Playing Games

V1.0

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With Inspiration From

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86

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<u>Chapter I:</u> A Fistful of Silver

[I-1]

Description

Have you ever wondered what it would be like to have your players dabbling in low anachronous-tech science fantasy, with anti-heroic gunslinger characters in the vein of Roland of Gilead, Solomon Kane, Lord John Roxton, Jack Sparrow, or even Don Kaye's Merlin-D? What do you think would have happened if Gary Gygax, in creating his fantastical medieval history RPG, had never arbitrarily erased gunpowder from the heroic fantasy lexicon? And in what possible world, pray tell, do the legendary Cloud City of Laputa, the ever-fabled City of Brass, Jack the Giant Killer, imp-loaded hand cannons, Doctor Mirabilis, the King in Yellow, and Great Cthulhu coexist with one another?

If you've never thought of these questions, let alone their potential answers, that is because you are sane. Fortunately, in the realms of Oldskull we long ago dispensed with sanity as a petty and needless obstacle, barring the way to endlessly strange and fun ideas.

Herein you will find the Fusilier, an optional Player Character (or NPC) fighter sub-class, inspired in part by Arneson, Gygax and Perren, Howard, King, Poe, Browning, Hodgson, and Jonathan Swift. Secrets revealed in this tome include the following: Oldskull lore, binding old school fantasy firearms and asynchronous tech lore cohesively together; a Gygaxian history of guns in 1970s play; rules for introducing the wondrous Cloud City and its like; alchemical pulver (arcane gunpowder from out of another reality); medieval handgonnes; misfires; trick shots; kill shots; brimstone Glamours; and more. If you've ever looked for a way to introduce guns to the classic fantasy RPG in a limited fashion without ruining the lore of your campaign, you will find this supplement to your liking. Particularly if you've been drinking.

This book has been written to interface directly with the Old School Essentials game, as derived from compatible systems under the rules originally published by Gygax (1974-1985), Holmes (1978), Moldvay (1981), Mentzer (1983-1986), and many others. Even if it's just a one-shot, why not give your players a game experience they will never forget?

A rather bizarre and thoroughly volatile supplement from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy.* (146 pages, 39,900 words.)





Introduction

So how does one arrive at the concept of a fantastical dragon-slaying gunslinger? The original campaign idea was actually quite abstract. Considering classic modules such as S3 *Expedition*, DA3 *Gods*, and Arneson's *Frog Temple*, I was looking for a way to bridge a classical fantasy world up to concepts of high technology through a series of gradual inventive tiers. The natural path toward eventual lasers, ultra-tech materials, and flying mecha would involve careful steps along a measured technological progression, with breakthroughs including medieval firearms, metal constructs, and dimensional travelers hailing from more sophisticated cultures of the beyond. This, in turn, led me to consideration of the examples of anachronistic technological acceleration which could be found within world myth, weird fiction, and folklore.

The two major examples that inspired me were the City of Brass, as featured in the tales of the *Arabian Nights*; and *Gulliver's Travels*, by Jonathan Swift, which introduces the flying city of Laputa. Putting these disparate yet similar concepts together, it stands to reason that both incidents of aberrant strangeness could possess the same cultural origin source ... namely, a dimension-hopping civilization blessed with considerably more advanced technologies.

These ideas were merged with William Hope Hodgson's *The Night Land*, because – spoilers – Castle Oldskull proper is the creation of a futuristic civilization. In my campaign, Hodgson's *Night Land* represents the far Vancian future of our own real-world Earth, as afflicted by Great Cthulhu, Nyarlathotep, and psychopathic madmen who forge vile pacts with corrupted powers in the name of technological advancement, artificial immortality, and personal deification. The few survivors of this apocalyptic wasteland escaped to the netherworld of a more primitive parallel Earth, the World of Oldskull, to begin their lives anew. From this messy hodgepodge of interrelated tales and mythologies arose the idea of the Fusilier, a gunslinging character class born of another otherworldly civilization.

From a metagame perspective, the Fusilier is one of my most detailed and ambitious designs for the classic FRPG. It is an expert-level elite class for challenge-seeking veteran players. If the Game Master decides the class should be available for NPCs only (or at least at first via experimentation), the deep lore within this volume will offer ideas on how to introduce the core concepts alongside the appearance of Laputa City high in the skies over your campaign realm. For this strategic approach, the Fusilier has been carefully and deliberately designed to give the GM a method that allows for the introduction of guns and gunpowder in a restricted fashion, without the "tech" becoming too widespread via the PCs' and others' greedy clutches. Your campaign will not enter the gunpowder age as a result of these rules; Laputa (through its lost colony, Corvinia) is the solitary source of Fusiliers, handgonnes, and arcane powder, unless you decide otherwise.

For more daring GMs, the Fusilier class can also be introduced into play as an option for Player Characters. Intrepid players will find that the class rewards a flamboyant and gambling mindset for those who enjoy making waves, standing out in a crowd, eliciting strange looks, rolling lots of dice, making grand successes and failures, all while living life (or dying death?) upon the razor's edge.

Those players who are looking for a decisively overpowered machine gunner class will be sad to learn that medieval Laputan handgonnes are actually quite underpowered in lengthy low-level melees, because their reload times, jams, and misfires render guns as excellent "openers", yet poor "finishers". The dragoon-inspired Fusilier is more of a ranger-like sky pirate class, with a unique ranged weapon, a special outsider background, a swashbuckling need to fall back upon melee skills and tactical





improvisation, and many late-game options offering curious magics, future campaign development, and eccentric yet loyal followers.

With all of that said, let us delve now into the lore of the fantastical gunslingers, and see what wonders await.

Be still. Watch the dawn horizon. Laputa rises!





Blood & Brimstone: The Uneasy Tension Between Firearms and Fantasy

The tricky love-and-hate relationship between classic fantasy and medieval firearms is convoluted at its core. However, most of the philosophical differences – once untangled – are actually found to be inherent in two interrelated opinions from one man who enjoyed both the historical and fantastical worlds of gaming: E. Gary Gygax.

Gary, inspired by the preliminary designs of Jeff Perren, wrote a famous medieval wargame that was released by Guidon Games (GG) in 1971 before Tactical Studies Rules (TSR) even existed as a company. The GG game's inherent Fantasy Supplement led to the play testing of the original fantasy role-playing game in both Lake Geneva (with Gary's group) and the Twin Cities (with Dave Arneson's group) throughout late 1972 and 1973.

Ironically, if you read the 1971 rules you will see that firearms existed in the historical section of the same volume that featured the original fantasy side rules. And since the Fantasy Supplement was an appendix which required use of the core GG rules, at that time you literally couldn't war-play with magical heroes and dragons unless you tacked them onto the system that already inherently featured 1300-1400s gunpowder in the mix.

(And as a further chocolate-in-my-peanut butter gunpowder aside, there was one incident that took place during Dave Arneson's 1972 Gygax-inspired fantasy wargame campaign, in which a marauding giant was killed by cannon fire during the Battle of Loch Gloomen. This was much to the ironic chagrin of a magical fire-breathing dragon ally, who avenged the fallen giant by incinerating the offending knight-cannoneer, along with much of the surrounding landscape. Gunpowder was alive and well in the medieval fantasy game quite a bit before Gary finalized the original three-book set for publication in 1974.)

As the Gygax & Perren & Arneson medieval wargame metamorphosed and increasingly became a fantasy role-playing game (FRPG) throughout play testing, firearms faded away while magic and monstrous powers surged to the forefront. The one play tester who was most interested in simultaneously enjoying the roles of both wizards and Wild West gunslingers was Gary's good friend and fellow TSR founder, Don Kaye. Don's fantasy character in Gary's "Grey"-world RPG play tests was named Merlin with a D attached, an eccentric spell slinger who we can refer to hereafter – in order to avoid potential copyright and character trademark infringement issues – as "Merlin-D" for the sake of colloquial shorthand.

The original fantasy game was published by TSR in January of 1974. Tragically, Don died of a heart attack in 1975 just as TSR was beginning to find its footing with gaming fandom. Gary and company associate Brian Blume then helped to complete a new and partial Wild West gunslinging game that Don had been designing material for.

Without Don, Gary was left to expand the ever-growing FRPG thematically into the realms of science fantasy, weird fiction, and several other popular sub-genres of speculative storytelling. A scenario involving a starship that had crashed in the mountains of a fantasy world – filled to the brim with mold-men, mutant beasts, erratic androids, and dangerous laser weapons just lying around and waiting to be discovered by medieval adventurers – was written by Gary along with Rob Kuntz in 1976 (to be later formally published as a black-covered dungeon module, "Barrier", in 1980). This adventure cemented the idea of technological ranged weapons being featured – on a limited-charge and unreproducible basis – within the tenets of the core FRPG.





During this timeframe Gary's friend James Ward designed a sci-fi RPG (1976) and a related postapocalyptic RPG (1977) – both published by TSR – that further established rules for role-playing anachronous adventurers with their dangerous hi-tech weaponry. And then in 1979, designer Allen Hammack published some more rules in a draconian magazine (issue #28) that gave Gary the idea of merging the 1975 Wild West game with the FRPG in a more cohesive manner. These "alternate realities" of sci fi and gunslingers became dimensional sideshows to the popular core of fantasy roleplaying, being optionally featured as otherworldly parallel existences that touched upon the primary medieval world, meaning the one filled with dragons and castles and the like.

When Gary's hardcover Game Master's Guide was published by TSR in 1979, Ward's "Gamma" rules and Hammack's "Sixgun" rules were both featured as examples of genre-bending play styles that a GM could experiment with to further entertain jaded veteran fantasy players with new ideas. Those rules established that these special anachronous systems should be served as temporary and exotic side dishes to the core fantasy campaign, but nevertheless they officially established the acceptable possibility of firearms as intertwined with Gygaxian heroic fantasy.





Things became more confusing a bit later on in 1982, when designer Ed Greenwood introduced detailed medieval firearms rules in the draconian magazine (issue #60), alongside other more traditional fantasy game material. This event elicited a rather frosty response from Gary (issue #66), who strangely insisted that firearms could not exist in the fantasy game world. The subtext to his objection, however – as we can see – was that technological missile weaponry was only supposed to be introduced in special, clearly explained, and limited otherworldly fashions. Gary did not want gunpowder to function "normally" in the fantasy world and then being available to all. But Greenwood followed this first soldierly foray with an even bolder second volley of even more iconoclastic design, as published in early 1983 (issue #70). This rather amusing state of affairs may have prompted Gary to more formally object to how other game designers might conceive the existence of firearms in the core world of his heroic FRPG.

For unexplained yet guessable reasons, in issue #71 we find Gary officially unveiling Don Kaye's character of Merlin-D — now as a worlds-wandering Wild West gunslinging quasi-deity — as a counterpoint to Greenwood's fairly well-researched medieval history offerings. Gary's official portrayal of Merlin-D and his loaded sixguns invites some serious study, because via these ins and outs we can discern Gary's limited intent in allowing gunslinging characters into the wider game. With the fuller hindsight we now possess, unfortunately we come to realize that Gary's admonition against firearms in the game was arguably a well-meaning yet stubborn case of "Do as I say, not as I do."

In retrospect – yes, I was playing back then and I remember the arguments – this position seems unfair and logically untenable. Gary was allowing some Player Characters to use gunpowder in his game while telling others that they could never "officially" do such a thing on their own! (But do please buy the laser gun module, enjoy.) The arguments against the measured introduction of guns into the game word simply cannot stand upon any reasonable basis. They should exist and be made available to a fair degree, as determined by the Game Master.

As such, I have written this book so that I can offer gun-equipped characters to the old school game for everyone, designed to emerge in a carefully reasoned and rational fashion.

To do this properly and fairly without disruption we need to understand the Gygaxian "code" of allowing firearms inclusion in a more nuanced way. And so in studying the quasi-deity Merlin-D and his equipment, we learn the following very reasonable subtleties in Gary's conflicted argument and approach:

- Merlin-D carries guns, and these weapons are described as "technological" (as opposed to magical).
- Despite the fact that gunpowder does not work in the FRPG world, Merlin-D has a "special aura" that magically enables his guns to function.
- > This means that if anyone else were to possess Merlin-D's weapons, they would **not function** for a new wielder.
- Because Merlin-D deliberately mixes technology and magic, he sometimes produces bursts of more powerful ability, and also suffers accidental mishaps caused by the paradoxical dabbling.
- > Interestingly, he is able to walk between worlds and dimensions psionically (psychically), obliquely explaining to us that he must have won his guns in **another world** where such technology persistently exists.





Considering these facts, in creating the Fusilier class I have arrived at the following approach to introducing guns to the old school FRPG:

- From Gary's point of view, firearms are fine in an *historical* game world, but not as widespread options in a *magical* world. The existence of firearms in fantasy requires a careful and coherent explanation, with usage restricted.
- > Firearms are created in another world, outside of the core campaign lands. Therefore, it logically follows that any clan of characters who would be able to wield these restricted weapons would be from that other world as well.
- > This also means that firearms are very rare in the core world, and require outworlder understanding in order to allow them to function properly.
- Due to fundamental differences in the laws of physics the selfsame laws that allow magic to function in the core world – firearms do not function properly there. More specifically, all gunpowder created by natives in the fantasy world remains inert, even if it is alchemically enhanced.
- Firearms cannot be allowed to propagate throughout the entire game, because they change the mythic nature of heroic fantasy if everyone possesses them. Therefore, there must be a link between the outworlder gun wielder and the gun itself, and without this link the weapon will not function.
- Gary's solution to the conundrum was to allow guns in limited fashion in his private home campaign, while forbidding their long-term use in the public (official) game. In the name of fun, my alternate solution to this dilemma is to make the use of guns an all or nothing affair of specialization. Only a certain caste of characters can wield them. Further, specializing in gun use restricts the character from belonging to any traditional fantasy class. If GMs and players want guns to exist in the game world, they can do so. But the player must then play a special outworlder class that is devoted to the practice of gunslinging. Thus, the existence this special otherwordly class, the Fusilier.



To recap:

In designing a new character class that allows the use of guns, it is clear that firearms need to be special, exclusive, from another world, and functionally tied by aura to their user. And, to fit into the author's World of Oldskull campaign, the firearms need to be in sync with medieval history, as well as traditional folklore and pulp fiction that resides within the public domain.

So now we have a mission on our hands, to make this class work within a rather labyrinthine set of lore confines and rules restrictions. How do we balance all of these considerations, while creating a class that still fits into the game while remaining fun to play? It takes some doing, but can be done. Read on ...







<u>Chapter II:</u> Lore of the Gonneslingers

[II-1]

Curious Embers: A History of Oldskull Pulver

As we begin our work in decisively establishing the Fusilier within the old school fantasy milieu, we need to consider the historical reality of hand-held gunpowder weapons as they were utilized in warfare throughout the 14th Century. For thematic reasons this treatise considers primarily the European chronology, while simultaneously understanding that rudimentary hand cannons and fire lances were introduced into battle in China as early as the 1200s, if not before.

Simultaneously, to blend Fusiliers into the larger heroic tapestry that is the World of Oldskull, we need to do so while acknowledging the folklore, mythic storytelling, and pulp adventure fiction sources that are all celebrated within the OGL and the fantastical public domain.

Frequent readers of my supplements probably know that the World of Oldskull's in-game history blends classical and medieval reality with chronologies from the Cthulhu Mythos (of Lovecraft), the Pegana Mythos (of Dunsany), and the Hyborian Mythos (of Howard), thereby creating a resonant Gygaxian-inspired campaign that is (mostly!) freed from the shackles of mega-corporate trademark and copyright.

Therefore, the gunpowder history notes you will find within this chapter celebrate actual lore-based and/or historic events, which have been reimagined, Latinized, and then spun through with a dark fantasy twist so that they all blend with the larger existing whole.





Feel free to research what these random names, actual dates, and strange events might imply in realworld history, fictional lore, or perhaps in the distant resonant realms of copyright, and know too that these dates are fully synergized "in game" with the existing Castle Oldskull chronology that is already hinted at in works such as the *Oldskull Tyrrhenia Map Pack*, *Oldskull Plague Doctors*, and *Captains of the Scarlet Tabard*. Happy reading in the spirit of discovery. May you find many intriguing secrets to synergize and drop into your own campaign.

The Indexing of the Timeline: Oldskull years are presented in the form Anno Calvariae (Year of the Skull, AC), which is commonly equivalent to dates Anno Domini (AD) or Common Era (CE) in the timeline of our mirrored Earth.

[II-2]

Sagely Events of Peculiar Note in Regards to the Laputan Conundrum



[I] Unknown Date (away through the void in a far more advanced world, c. -1600 of the Before Time (BT), or 1600 BC, in the World of Oldskull timeline): Gifted magi and oracles from another reality (the Outworlders born of the *Brown Stone*, from the frigid realm of the Ebony Moors) create the





wondrous technological and amaranthine marvel that will one day be known as Laputa, Pearl of the Cloud Dragons, the Leaper Between the Gates, the Incomparable and Soaring City. Forbidden powers used in the construction of this massive artifact will in forthcoming centuries lead the Laputans into tumultuous ages of corrupting decadence, bloodline dementia, and obsessive folly.

[II] c. -1400 BT, or 1400 BC: Following a failed rebellion against the mad thirteenth Emperor of Laputa, the Draconian Exarch Ura-Nezzar is cast down into the World of Oldskull along with 1,001 of his ever-loyal disciples. Laputa then vanishes and will not return to this world for over 2,000 years. Over the next six decades, the archmage Ura-Nezzar will create a failed mountain colony – somewhere deep within the desert wastes of Cyrenaica to the west of Aegyptus – that will feature brimstone technologies and cinder automatons, inspired by the cultic heresies of Laputa.





[III] c. -1050 BT, or 1050 BC: After a brief and wondrous golden age the Cyrenaican colony born from Ura-Nezzar, named Ur-Draconia, fails due to arcana-techno experiments during the reign of Ura-Nezzar VI. While lastingly protected by compelled Ifrits, and veiled from intrusion by faltering illusions, in later centuries the ruin of this eerie place will be discovered ... yet not fully explored. Centuries of tall tales will come to give the lost colony of Ur-Draconia a new name, the "City of Brass".

[IV] c. 690 AC: In the age of the Caliph Abd al-Malik, an expedition under the Emir Musa bin Nusayr is sent in pursuit of legendry and secret lore deep in the forgotten reaches of the Cyrenaican desert. The explorers – aided by a liberated Ifrit of the Eld – discover wondrous remnants and treasures in several unlocked quarters of the City of Brass, with finds including brimstone sigils, fragments of ancient brazen automata, and strange pyrolized powders which (when reclaimed for study) are treated by Damascan alchemists as being more precious than orichalcum, mithral, or meteoric iron.

[V] 703 AC: The remaining fire powders from the City of Brass – harboring the wicked spirits of cinder imps along with an undetected curse, due to the violated tombs their vials were unearthed within – are sold to Laputan procurement agents for a very dear price. Forbidden demoniac and dimension-twisting secrets, wrought long ago by Ura-Nezzar VI, are tampered with by mages and alchemists once again. These experiments will lead in later centuries to the development of fire lances, and eventually hand gonnes. However, the pyre curse will eventually cause the greatest future Priestess of Laputa on High, the Grey Oracle, to suffer a fatal prophetic vision of the coming End of Days.

[VI] 973 AC: The Grey Oracle is born, under the noble house of Gilead and the sign of the Raven.





[VII] 999 AC: The never-false Grey Oracle of the Corvins chants a dire prophecy, presaging that the future-born "Fusiliers" will fail to avert the end of humanity in the coming "Age of Cthulhu". An exodus of panic begins. Some clans remain within the elder city, while others are destined to flee to other worlds. The floating age-old citadel of Laputa, fraught with crumbling structures about its brim, is splintered into the Adamantine Core and its nine soaring sisters, known as the Laputa Shards. This date marks the beginnings of the cloud palace which will someday be known as Corvinia. These nine Shards are scattered between five other Worlds, so that at least one remnant of the Outworlders might survive the prophesied doom of the End of Days.

[VIII] c. 1100-1150 AC: A great rogue cloud giant of the Blunderbore clan, having stolen a monstrous rukh, soars over the western ocean (c. 1100) where he then discovers a lost Laputa Shard ruin, perched atop an artificially-generated cloud. The mad and degenerate survivors that he finds there are all enslaved. The giant later masters the art of somewhat controlling the Shard's travel, aiming it eastward, where he engages in a long campaign of marauding raids against the Britannian people. Some decades later he is finally slain by the swashbuckling hero Joachim Cloud-Walker ("Jack the Giant Killer"). The Shard drifts erratically away and is last seen (c. 1150) crumbling and fading over the westernmost reaches of Hibernia.

[IX] 1265 AC: After catastrophic wars and many failed attempts at colonization on other worlds, the ailing Shard of Corvinia emerges in the technology-deprived dimension of arcane Chaos that is home to the World of Oldskull.

[X] 1266 AC: An unknown ravening exile flees from Corvinia down to the gilded city of Byzantium in the medieval World of Oldskull. He is slain some few nights later, and his powders and weapons are stolen by a Caledonian assassin before pursuing Corvinian Fusilier agents can apprehend him. These precious and forbidden treasures of the brimstone technology will make their way far northwestward, to an enigmatic highest bidder in the land of Britannia.

[XI] 1267 AC: While mocked as a pipeweed-addled storyteller of Oriental fancies, the learned Britannian sage Magister Mirabilis attests to the existence of *dragon pulver*, or "gonne-powder", in his alchemical work the *Opus Majus*. There, we read: "We can, with saltpeter and other substances, compose artificially a fire that can be launched over long distances … By only using a very small quantity of this material much light can be created accompanied by a horrible fracas … In order to produce this artificial lightning and thunder it is necessary to take saltpeter, sulfur, and *Luru Vopo Vir Can Utriet.*"

At the time, no one quite believes the literate ravings of this addle-brained eccentric.

Or do they?

[XII] 1292 AC: Some months after raving throughout the noble houses and sputtering about the revelation of some dramatic new sulfuric discovery, the Magister Mirabilis dies under mysterious circumstances.





[XIII] c. 1298 AC: Having experimented harrowingly for several years, the chaotic alchemist known as Marcus Graecus writes toward the end of his life a grimoire, to be titled as the *Liber Ignium ad Comburendos Hostes*, or the *Book of Fires for the Burning of Enemies*. His work is the first to fervently mention the "Gonneslingers", Outworlder fire magi hailing "from lost bloodlines wrought in the Fabled City of Brass" who are said to walk down from the sky, smiting their foes with molten metals and brimstone powders that are hurled out of brazen clubs and pole arms.

The few scribe-copied examples of his book go mostly, but not entirely, unknown into the shelves of unnamed collectors throughout the northlands.



[XIV] 1301-1310 AC: The Grey Purges. Somewhere hidden away up in the clouds above Teutonia or Lechia, worsening political clan and familial disputes within the cloud palace of Corvinia cause unknown numbers of minor-bloodline Gonneslingers to abandon the palace in search of adventure, surer survival odds, and filthy lucre down in the World of Oldskull.

In short, gonne-toting mercenaries walk down from the sky and enter the medieval lands, offering their services to violence-minded nobles far and wide.

[XV] 1313 AC: In the far Gaulish land of Belgica, bloodied and surviving bandits attest to being attacked by a leather-clad "fire walker" who hurled draconian sparks at them with the aid of an unholy "pyre-canna", or fire-reed. They are believed by few and the local lord sees them to the gallows for reaverdom and thievery.

[XVI] 1324 AC: A fire-spitting brigand chieftain known only as the "Heretical Fusiliator" (or "Blasphemous Flinter") is slain during a violent tavern incident in the realm of Teutonia. Remains of his curious, explosion-ravaged pyre-canna are recovered and marveled at by dwarven ironsmiths, but the contraption's shards are stolen from a stone-hold arsenal in the middle of the night and are never seen again.

[XVII] 1326 AC: Nine leather-armored male and female pyre-canna wielders, calling themselves "*The Kol-Tet of the Crimson Drake*", descend from an observed cloud palace and adventure as monster slayers for several months in the lands of Aquitania, Helvetia, and the city state borderlands of Florentia in Tyrrhenia. This is the irrefutable first proof that the Gonneslingers truly exist.

Their weapons are forged from orichalcum-laden bronze, and their munitions are combustionpropelled rocks, pebbles, and iron arrows. After this incident there is frenetic activity in Oldskull alchemical circles to replicate the "draconian pulver" which powers their missiles, but all such





attempts to duplicate the pyrotechnic effects – outside of similar spells, utilizing no technological firearms whatsoever – end in failure.



[XVIII] 1327 AC: During a deadly dungeoneering expedition, the Kol-Tet of the Crimson Drake splits over blood-fueled arguments concerning the splitting of a demon's treasure trove. The chaotic members of the group form a splinter faction and head into wilder-lands far to the northwest; the lawful members base themselves in the Free City State of Grimrook, in tentative allegiance to the Idolatrous Overlord, Khom Orthrul.

The mysterious cloud palace Corvinia – beheld, recognized, and obliquely declared "a holdfast of potential allegiants" by Overlord Orthrul – is later seen hovering within twenty leagues of the City State's southeastern borderlands; presumably, the lawful pyre-canna wielders are resupplied by Grimrook at this time.





[XIX] 1328 AC: The self-christened *Band of Wild-Wanderings*, including former members from the Kol-Tet of the Crimson Drake, engages in several deadly misadventures throughout the lands of Eire and Caledonia. Blood feuds begin there with local lords, as well as a troll-hag of considerable power.







[XX] 1330 AC: The last Fusilier survivor of the Wild-Wanderers, known only as the *Hangman of the Harrows*, is slain after attempting to redeem himself by blasting an ancient black dragon, and too, in trying to collect the considerable bounty on its head. The dragon survives its grievous pulver-blast injuries.



[XXI] 1331 AC: A new and dangerous band of reckless Fusiliers, calling themselves the *Angels of Apollyon*, flee from Corvinia and seek sanctuary in several of the kingdoms of Oldskull. They soon find employ as mercenaries in the Dwarf-Hold Lordships of Teutonia.

[XII] 1332 AC: After a heated dispute over pay and control of munitions, the Angels of Apollyon abandon their dwarven employ and are quickly taken in by the House of Valois, the royal demesne in Aquitania.





[XXIII] 1338 AC: Following years of glorious adventures and spectacular defeats, the last Angels of Apollyon perish in a grim defeat, battling bog trolls near the ruins of the Palace of the Sun King.

[XXIV] 1348 AC: The Curse of the Night Land and the Woe of Years.

The first Chaos Plague begins, as manifested by an avatar of the King in Yellow, touching the lands of Tyrrhenia from out of the Utter East. The Fusiliers will ally frequently with the emergent Plague Doctors in battles against the undead legions of the Triumphator, known too as the Lich Queen.

This is the perilous time when the gonne-slinging Fusiliers are regarded as fearless anti-heroes as well as desperadoes.

[XXV] 1348-1349 AC: The *Danse Macabre*, as hordes of plague victims are raised in undeath, and the reign of the Lich Queen holds its terrible sway. By early 1349, nearly half of the Tyrrhenian population has perished as a result of the ongoing wars and Chaos Plague. Several Fusilier lords and ladies fall in sieges, having distinguished themselves with legendary sacrifice.





[XXVI] 1349 AC: The Masque of the Yellow Death. Prince Pietro ("Prospero") and all of the nobles sheltering with him perish within Castle Oldskull (the Ushirian Manor) under the claws of the King in Yellow.





[XXVII] 1354 AC: The entombment of the Lich Queen, and the end of the terror of the Yellow Death. Several Fusilier Kol-Tets swear allegiance to the city states of Tyrrhenia, in defense of the ravaged lands they have grown to love.

[XXVIII] 1371 AC: A new all-female Kol-Tet descends from Corvinia, known as the *Maidens of Wrathful Purification*. These Fusiliers, knife-throwers, and blade mistresses refuse any and all employment, adventuring as free agents while basing themselves in their "Dolorous Holde" somewhere beneath the mountainous realm of Helvetia.



[XXIX] 1379 AC: Outside of small skirmishes the first considerable Fusilier vs. Fusilier battle takes place between the *Maidens* and an evil humanoid-supplemented group known as the *Perilous Vaunts* of *Solomon and Cain*. The heavily outnumbered Maidens are narrowly victorious due to their extensive use of hand bombards at blind subterranean corners.

The Dolorous Holde, its forge, its arsenal, and all its treasures are buried by subsequent cave-ins and collapses.





[XXX] 1387 AC: The Battle of the Wastes of Cacus. The forces of Overlord Khom Orthrul, including Captain Artorius on the left flank and the Fusiliers of Vopisca the Younger on the right, defend Grimrook by engaging in an epic battle against the she-drake Vermithraxa the Contemptuous and the Balorian fiend Gorthromai.

Following this Pyrrhic victory, the respected Fusiliers are falsely accused by many of allegiance with the salamander legions of Cacus, due to the fiery and "impious" magics that they wield. The Fusiliers are cleared of wrongdoing by the Overlord ... but bitter whispered suspicions pervade the Grimrook alleys.

[XXXI] 1388 AC: Despite the protestations of the Overlord, tavern brawls and demonstrations against the Fusiliers lead to the diminishment of mercenary and allegiant Gonneslinger forces in and around Grimrook. The Great Wanderings begin.



[XXXII] 1389 AC: Several hundred men and women leave the service of Artorius o' Braune, estranged Captain of the Overlord. Their considerable mercenary force ventures forth from Grimrook, including several veteran Fusiliers of ill repute. They set off to fight a triad of Evil Eyes known as the *Ensnaring Ones*. It is said that the Eyes protected a temple ruin of Azathoth for centuries, lurking in unholy caverns deep under the Apennine Mountains. None return.





A vision of the ghost of the Grey Oracle is seen by many on a moonless night, gliding upon the walls over the western gate in windy silence.

[XXXIII] 1389 AC: Two grizzled surviving *Vaunts of Solomon and Cain* – long thought dead – are seen and heard in a Volhynian tavern. The pair are overheard grumbling that they are fated to journey far to the east, seeking out sage advice from Baba Yaga herself in order to solve some mystery involving Castle Oldskull and an avatar of Nyarlathotep.

Whatever end they came to, the trail goes cold (forever?) from there.



[XXXIV] 1393 AC: The Fusiliers resurgent, along with their adventuresome companions. This is the age of the *Strugglers* (desperate gonne-slinging mercenaries) and the *Travelers* (flamboyantly-hatted freelances). New heroes arise, a generation bold in heart and fully ready to remember the faces of their fathers.





This is the recommended year for the beginnings of a Fusilier-featuring Castle Oldskull campaign, to be controlled and designed by the Game Master.



[XXXV] 1706 AC: Far in the future above an Earth beyond the World of Oldskull, the horizonwandering ninth-generation Traveler, Lord Gulliver, will be accepted into the great floating citadel of Laputa.

Tragically, in seeking answers to the End of Days therein he will find only madmen and fools ... the palsied remnants of a great lost civilization from afar. He discovers no solutions to the coming Age of Cthulhu and humanity's demise.

Thus – outside of any other heroics performed by others in earlier centuries – shall end the Age of the Fusiliers, not with a bang, but a whimper.





TABLE 1:

Summary of Significant Laputan and Corvinian Events

Year	Event
c1600 BT	Creation of Laputa
c1400 BT	Fall of the Dragonian Exarch, Ura-Nezzar I
c1395 BT	Preliminary establishment of Ur-Draconia in Cyrenaica
c1350 BT	Reign of Ura-Nezzar II
c1340 BT	Full establishment of Ur-Draconia
c1210 BT	Apogee of Ura-Nezza IV
c1200 BT	Golden Age of Ur-Draconia
c1075 BT	Reign of Ura-Nezzar VI
c1050 BT	Extinction of citizens of Ur-Draconia
c. 690 AC	Discovery of Ur-Draconia as the "City of Brass"
c. 690-695 AC	Experimentation with Ur-Draconian powders and materials
703 AC	Laputan agents procure remaining Ur-Draconian powders
973 AC	Birth of the Grey Oracle
999 AC	Apocalyptic prophecy of the Grey Oracle
999 AC	Splintering and scattering of the Laputa Shards
1000 AC	Flight of the Shard of Corvinia
c. 1050-1250 AC	Failed colonization attempts by the Corvinians
c. 1100 AC	Discovery of a Laputa Shard by the Blunderbore giant
c. 1130-1150 AC	Reign of terror of the Blunderbore giant
c. 1150 AC	The slaying of the giant by Joachim Cloud-Walker
1265 AC	Corvinia comes to the dimension of the World of Oldskull
1266 AC	Appearance of the mad Corvinian exile in Byzantium
1267 AC	Gonne-powder treatise of the Magister Mirabilis
c. 1267-1290 AC	Propagation of the Mirabilis theories in alchemical circles
1292 AC	Suspicious death of the Magister Mirabilis
c. 1298 AC	Gonneslinger tales of Marcus Graecus
1299-1312 AC	Scattering of the copied tome of Graecus in the northlands
1313 AC	Attack of the mysterious "fire walker" in Belgica
1324 AC	Dramatic slaying of the Heretical Fusiliator
1326 AC	Rise of the Kol-Tet of the Crimson Drake
1327 AC	Splintering of the Crimson Drake, alliance with Grimrook
1328 AC	Misadventures of the Band of Wild-Wanderings
1330 AC	Dragon-death of the Hangman of the Harrows
1331 AC	Rise of the Angels of Apollyon
1332 AC	Exodus of the Angels of Apollyon to Aquitania
1333-1337 AC	Venturesome tales of the Angels and their glories
1338 AC	Last stand of the Angels at the Palace of the Sun King
1348 AC	The Woe of Years and emergence of the Chaos Plague
1348-1349 AC	Reign of the Lich Queen and the Danse Macabre
1349 AC	The Masque of the Yellow Death of Prince Pietro
1354 AC	Entombment of the Lich Queen
1371 AC	Rise of the Maidens of Wrathful Purification







1372-1378 AC	Wild years of the Maidens and the Dolorous Holde
1379 AC	Rise of the Perilous Vaunts of Solomon and Cain
1387 AC	The Battle of the Wastes of Cacus
1389 AC	The deathly misadventure against the Ensnaring Ones
1389 AC	Curious tales from Volhynia of Fusiliers and Baba Yaga
1393 AC	Resurgence of the Struggler and Traveler Fusilier bands
1706 AC	The future failure of Lord Gulliver in Laputa







Lore and Limitations of the Gonneslingers

As can be surmised from these few enigmatic glimpses of the historic chronicle of Oldskull, the Gonneslinger Fusiliers are an elite warrior cabal that originated on another world – some say it was an alternate Earth – in an entirely different timeline.

As we have seen their ancient legacy of asynchronous technology brought to a magical world includes the sky city of Laputa (as featured in the 1700s tales of Jonathan Swift), the automaton-guarded City of Brass (of the *Arabian Nights*), *Childe Roland to the Dark Tower Came* by Robert Browning (1852, 1855), and fleeting glimpses inspired by the works of Stephen King. These sagas all fit edgewise into the larger World of Oldskull chronology which is heavily influenced by Roman mythology, Dunsany (*The Gods of Pegana*), Lovecraft (*Unknown Kadath*), Howard (*Conan* and *Solomon Kane*), Bacon (the Lord Mirabilis), Hodgson (*The Night Land* and *The House on the Borderland*), Chambers (*The King in Yellow*), Poe (*The Masque of the Red Death*) and many other tales besides. The most consistent thread weaving through all of these inspirations manifests itself in the appearance of aberrant other-world mysteries erupting into the classic kingdom of fable, faerie, and heroic fantasy.

Also, keep in mind that although 21st-century fans tend to cordon off Tokienesque fantasy (with guns strictly forbidden) far away from post-modern sci fi (with guns unquestioned everywhere), the historical fact remains that gunpowder was ubiquitous in medieval European warfare and siege-craft. The absence of guns in gaming is stranger than presence.





We've all played FRPGs for long enough that guns seems strangely against our type and theme, even though they fit perfectly within the historical tapestry. I realize there is a plethora of "Guns don't exist in high fantasy ... why? Uh, because I said so" resistance out there, but having already addressed this in exhaustive detail I leave such unresearched admonitions at their appropriate wayside; anyone who at this point still dislikes the idea of guns in dungeoneering has assuredly picked up the wrong book!

The Outworlder society – the anachronistic cloud palace culture which the Fusiliers are a part of – arose in a world where the laws of physics are normal and non-Gygaxian, from our point of view. This means that in their lost and atrophied origin universe, the gunpowder reaction scientifically works. Further, the metagame reason why the Outworlders exist as "alien humans" in the World of Oldskull is because they justify the restrained existence of guns and gunpowder, while keeping those technologies out of the hands of fantasy heroes. That necessity of controlled access to gun use (as discussed in the Introduction) brings us to the fact that gunpowder works for Fusiliers due to their *aura*, not solely their technologies. They possess secret alchemical recipes that allow a gunpowder-like substance – *pulver* – to function in the World of Oldskull, rendered viable through their otherworldly auras alone.





In the sky palace of Corvinia, a Laputa Shard which is the only reachable stronghold of Outworlder society, the peoples are led by an order known as the Dragoon Cabal. This is a ritualistic secret society that includes high-level Fusiliers and alchemist archmagi. The Cabal is led by Uther of the Black Wing, a one-eyed elder who rules over both of these lordly groups with tact and a cryptic air of riddling détente. Uther's xenophobic, stubborn, and traditional nature – along with the fact that he alone knows all of the Corvinian secrets of gonne and pulver manufacture – ensure that we as Game Masters can lord over the players when necessary to keep the concept of firearms under control without undue munchkinism or rules lawyering diatribes from the players. The pulver is Corvinian and Laputan secret, and always will be.

(If you as GM cannot control the whims of your players when potentially powerful new concepts like guns are introduced, this supplement should probably not be implemented in your game until that situation changes. I provide examples of "control through lore" throughout this volume for your further consideration. Do not let the players bully you into turning the campaign into an eternal gun fest!)







Uther's foremost advisor, and the beloved matriarch of the people, is known as Morriga, the Priestess on High. She traces her bloodline and psychic gifts all the way back through the Grey Oracle and to the Cloud Sybils before her. While Uther controls the decision-making process of Corvinia and keeps the Cabal together through his sole knowledge of all Nineteen Secrets of the Pulver, it is the Priestess on High who controls access to the sky palace of Corvinia itself. She alone – through her prophecies and declarations – dictates which adventuring Fusiliers can return to the palace in person, and which are not yet worthy (and such low-level Gonneslingers must be resupplied remotely with sorely-needed munitions and other supplies). She also determines whether powerful outsiders (high-level non-Fusilier PCs) can meet with delegations from Corvinia for various strategic purposes.

As befit the mysterious decisions of the powers that be, the cloud palace of Corvinia can be found in various places at various times, and sometimes it cannot be found at all. It tends to roam over the shorelines of the Inner Sea, and is occasionally found over Grimrook or the other Tyrrhenian city states due to the ongoing dangers posed by the 333 Realms of Entropy, and the ties that bind many adventuring Gonneslingers to the people of region.

In the game, this compounded political situation allows the GM to [1] suddenly make the cloud palace of Corvinia be far away or near, as needed; [2] control access to needed guns and munitions through NPC contact only; [3] allow mid-level Fusilier PCs to occasionally visit the palace to speak with friends and family, or to procure stronger weapons; and, [4] to explain why other PCs – who are born in the World of Oldskull, not Corvinia – must wait before they explore the power-filled palace while undertaking world-spanning quests during the higher experience levels.

In deciding who is worthy of making contact with Corvinia and when, Morriga and her prophecies allow the GM to use his or her full intuition to consider requests for various things not just through the lens of Player Character intent, but *player* intent as well. In other words, you can give access to the items and powers and secrets found in this book via a limited progression, allowing gradual introduction and acceptance of the various concepts.

(This mechanism is also necessarily in place in order to prevent greedy-minded players from attempting to take the secrets of gun manufacture and pulver for themselves.)

Through the traditions of the Corvinians, the Cabal, Uther and the high priestess, you can decide when access to the city and its treasures occurs, and at what level. Dominance of the sky palace by the Player Characters will never be a thing. If the city soars anywhere or journeys to another world, it shall be at the whim of Morriga and under the command of Uther, *not* the Player Characters.

Of course, any fools who dare to assault Uther, Morriga, or the lords of the Dragoon Cabal will probably die as a result of their folly, which is as it should be. The Fusilier class was created to allow limited firearms and gunplay in the game, without allowing gunpowder technology to completely derail the more traditional tenets of heroic fantasy. If the players try to turn their hubristic PCs into murderers of the Corvinians, these misled "heroes" should probably exterminated after several stern warnings.

In game terms, you should assume that all lords and ladies of the Dragoon Cabal are level 15+ Fusiliers, or level 18+ magic-users, as appropriate. Morriga herself is a level 19 cleric, and Uther is a level 24 fighter. You should be able to extrapolate workable statistics for these NPCs – why you would need exact combat stats, I'm not exactly sure, but you can always work them up – by following the experience level 14 progression sequence in the rules to its logical conclusions.




<u>Chapter III:</u> The Fusilier Class

[III-1]

Mechanics of the Fusilier Class

The Fusilier is a gambling and dice-rolling class. Players who enjoy calculated odds, bursts of good and bad luck, and strategic gambits should the appreciate and enjoy the class mechanics.



At experience level 1, Fusiliers are practically (and sometimes literally) dying to prove themselves ... especially if they come from one of the struggling ancestral bloodlines, like the Player Characters do. There are far more Corvinians than there are positions of influence in the palatial hierarchy, which means that seventh sons, orphans, disowned daughters, and exiles of every stripe journey down to the World of Oldskull to seek their fame and fortunes on the ground. Naturally, many of these wanderers link up with Grimrookers, "murder hobos", and other traditional dungeoneers because the companionship, mutual interests, and native knowledge exhibited by other native classes tend to up the Fusiliers' chances of survival quite considerably.

For those who enjoy introductory role-playing experiences with the other players, note too that Fusiliers tend to be utterly fascinated by demi-humans and humanoid creatures which exist beyond Otherworlder ken. Fusiliers in the World of Oldskull can be played early on as "fish out of water" neophytes who shrug at clockwork and golem-crafting, yet they are bewitched by low-level spells, potions, and weird little monsters of every description. To them, the World of Oldskull is the dark world of their nightmares and fairytales made real.





Fusilier Races

Only humans can be Gonneslingers. The demi-human races do not hail from Corvinia. At a stretch, after a generation has passed, dwarves and gnomes might develop their own gonne-like weapons using alchemical powers and their own mechanical masteries. But that would change the game world significantly, and so I only recommend such a future development in established campaigns where the Fusiliers have been played for several years and the Game Master has decided that the world is ready to "move on", closer to some Gamma-radiated or Metamorphic new horizon.







Ability Score Requirements

The prime requisites for Fusiliers are Dexterity (for speed and accuracy) and Wisdom (for patience and willpower). All of the other abilities are quite important, of course. Fusiliers with decent Strength will favor melee weapons, those with Constitution can remain in battle longer, Intelligence brings clever tactics, and Charisma is always useful for fast-talking and a ready sense of Outworlder charm. Strength also allows a Fusilier to use some firearms in a one-handed stance, where any weaker Gonners would require the use of two hands.

A Fusilier character must possess the following minimum ability scores to qualify for the class: STR 6+, DEX 12+, CON 6+, INT 9+, WIS 12+, CHA 6+.

Fusiliers need STR to wield firearms one-handed; DEX for aiming; CON for survival; INT for tactical decision making; WIS for contact with the sacred spirits; and CHA for fast-talking their way out of (or into) serious trouble. Those with low ability scores will struggle, but superior player skill can frequently win the day.

[III-4]

Experience Point Modifiers

If either Dexterity or Wisdom is greater than 14, the character adds +5% to all experience points (XP) awarded by the Game Master. Fusiliers with both Dexterity *and* Wisdom scores of 14 or higher gain a permanent +10% bonus to earned experience. Fusiliers of lower natural aptitude (DEX < 14, WIS < 14) gain no such bonuses.





[III-5]

Experience Hierarchy and Power Progression

Due to the unique powers, supplies, and numbers of followers available to a Fusilier, for game balance purposes they progress through the experience levels rather slowly.

For each experience level, you will see that Fusiliers have two combat accuracy (THAC0) scores. The normal score is for the use of melee weapons and normal ranged weapons (such as bows and crossbows); while the bonus score is used only when gonnes are being fired.

Despite the importance of firearms, the Fusilier player should remember that the character is basically a fighter. Even when powder goes wet, or a reload is too long to consider, there is nothing preventing a Fusilier from taking up sword and board and leaping into melee!

Here is the full Fusilier progression summary for reference. Note that due to the long XP haul, unsupported PC Fusiliers tend to die before attaining experience level 2 if they are not equipped with non-firearm weaponry, or are poorly supported, or poorly played!

- Experience Level 1 (Spark Prentice): XP 0 to 2,499. Hit Dice 1D8. THACO 19 [0], bonus firearm THACO 18 [+1]. Saving throws D 12, W 13, P 13, B 13, S 13.
- **Experience Level 2 (Colubrinus):** XP 2,500 to 4,999. Hit Dice 2D8.
- **Experience Level 3 (Flintgonner):** XP 5,000 to 9,999. Hit Dice 3D8.
- Experience Level 4 (Gonneslinger): XP 10,000 to 22,499. Hit Dice 4D8. THACO 17 [+2], bonus firearm THACO 16 [+3]. Saving throws D 10, W 11, P 11, B 13, S 12.
- **Experience Level 5 (Bombardier):** XP 22,500 to 44,999. Hit Dice 5D8.
- **Experience Level 6 (Sniper):** XP 45,000 to 99,999. Hit Dice 6D8.
- Experience Level 7 (Argent Fusilier): XP 100,000 to 249,999. Hit Dice 7D8. THACO 14 [+5], bonus firearm THACO 13 [+6]. Saving throws D 8, W 9, P 9, B 10, S 10.
- **Experience Level 8 (Amaranthine Fusilier):** XP 250,000 to 399,999. Hit Dice 8d8.
- **Experience Level 9 (Warlord Fusilier / Baronet):** XP 400,000 to 649,999. Hit Dice 9D8.
- Experience Level 10 (Fusilier Illustrious / Baron or Baroness): XP 650,000 to 999,999. Hit Dice 9D8+2. THAC0 12 [+7], bonus firearm THAC0 11 [+8]. Saving throws D 6, W 7, P 8, B 8, S 8.
- **Experience Level 11 (Fusilier Illustrious / Archbaron or Archbaroness):** XP 1,000,000 to 1,249,999. Hit Dice 9D8+4.
- **Experience Level 12 (Fusilier Illustrious / Viscount or Viscountess):** XP 1,250,000 to 1,499,999. Hit Dice 9D8+6.
- Experience Level 13 (Fusilier Illustrious / Count or Countess): XP 1,500,000 to 1,749,999. Hit Dice 9D8+8. THACO 10 [+9], bonus firearm THACO 9 [+10]. Saving throws D 4, W 5, P 6, B 6, S 6.
- **Experience Level 14 (Fusilier Illustrious / Marquis or Marchioness):** XP 1,750,000 to 1,999,999. Hit Dice 9D8+10.
- (If the GM wishes to engage in high-level play with the players, experience progression can
 proceed beyond level 14 at the same increments as listed here.)







Honorific Hierarchy

Uniquely and quite unlike other classes, Fusiliers gain normal titles when they attain a new experience level, but they also gain "interim titles" or matriarchal Honorifics – meaning, a formal acknowledgement from the powers and clans of Corvinia – whenever they reach the midpoint in Experience Points (XP) between two experience levels. These Honorifics do not grant inherent power, but rather grant them access to additional Corvinian weapons, powders, and equipment.

The Honorific tiers for reference are as follows:

- > Experience Level 1.5 (Pulver Squire): XP 1,250.
- **Experience Level 2.5 (Handgonner):** XP 3,750.
- **Experience Level 3.5 (Culveriner):** XP 7,500.
- **Experience Level 4.5 (Pyrolizer):** XP 16,250.
- **Experience Level 5.5 (Sharpshooter):** XP 33,750.
- **Experience Level 6.5 (Proven Fusilier):** XP 72,500.
- **Experience Level 7.5 (Aurean Fusilier):** XP 175,000.
- **Experience Level 8.5 (Lord / Lady Fusilier):** XP 325,000.
- **Experience Level 9.5 (Overlord Fusilier / Vaunted Baronet):** XP 525,000.
- **Experience Level 10.5 (Fusilier Hierarch / Vaunted Baron or Baroness):** XP 825,000.
- **Experience Level 11.5 (Fusilier Illustrious / Cabalist Archbaron or Archbaroness):** XP 1,125,000.
- **Experience Level 12.5 (Fusilier Illustrious / Cabalist Viscount or Viscountess):** XP 1,375,000.
- **Experience Level 13.5 (Fusilier Illustrious / Cabalist Count or Countess):** XP 1,625,000.

When normal titles are conferred, a Fusilier gains the usual advantages of level progression (additional hit points, perhaps a bump to combat prowess and/or saving throws, and access to special abilities). And when an Honorific is gained, the Fusilier earns access to a new type of equipment from the Corvinian arsenals and armories. This game mechanism controls access to more powerful weapons, armor, powders, and so forth as the Fusilier becomes more worthy and powerful.

The issuance of rarer and more powerful gonnes to Fusiliers is a ritualistic and highly controlled endeavor. Precious supplies cannot be wasted upon the weak, the unlucky, or the stupid!





TABLE 2:

Fusilier Progression Table

Experience Points	Fusilier Level	Title or Honorific	Hit Dice	Average Hit Points
0	1	Spark Prentice	1D8	(6)
1,250	1.5	(H) Pulver Squire	1D8	(6)
2,500	2	Colubrinus	2D8	10.5
3,750	2.5	(H) Handgonner	2D8	10.5
5,000	3	Flintgonner	3D8	15
7,500	3.5	(H) Culveriner	3D8	15
10,000	4	Gonneslinger	4D8	19.5
16,250	4.5	(H) Pyrolizer	4D8	19.5
22,500	5	Bombardier	5D8	24
33,750	5.5	(H) Sharpshooter	5D8	24
45,000	6	Sniper	6D8	28.5
72,500	6.5	(H) Prover Fusilier	6D8	28.5
100,000	7	Argent Fusilier	7D8	33
175,000	7.5	(H) Aurean Fusilier	7D8	33
250,000	8	Amaranthine Fusilier	8D8	37.5
325,000	8.5	(H) Lord Fusilier	8D8	37.5
400,000	9	Warlord Fusilier (Baronet)	9D8	42
525,000	9.5	(H) Overlord Fusilier (Vaunted Baronet)	9D8	42
650,000	10	Fusilier Illustrious (Baron)	9D8+2	44
825,000	10.5	(H) Fusilier Hierarch (Vaunted Baron)	9D8+2	44
1,000,000	11	Fusilier Illustrious (Archbaron)	9D8+4	46
1,125,000	11.5	(H) Fusilier Illustrious (Cabalist Archbaron)	9D8+4	46
1,250,000	12	Fusilier Illustrious (Viscount)	9D8+6	48
1,375,000	12.5	(H) Fusilier Illustrious (Cabalist Viscount)	9D8+6	48
1,500,000	13	Fusilier Illustrious (Count)	9D8+8	50
1,625,000	13.5	(H) Fusilier Illustrious (Cabalist Count)	9D8+8	50
1,750,000	14	Fusilier Illustrious (Marquis)	9D8+10	52



TABLE 3:

Optional Rule: Gradual THACO and Saving Throw Increments by Experience Level

Fusilier Level	Melee THACO	Gonne THACO	Saving Throw D	Saving Throw W	Saving Throw B	Saving Throw P	Saving Throw S
1	19 [0]	18 [+1]	12+	13+	13+	13+	13+
2	18 [+1]	17 [+2]	12+	12+	12+	13+	13+
3	18 [+1]	17 [+2]	11+	12+	12+	13+	13+
4	17 [+2]	16 [+3]	10+	11+	11+	13+	12+
5	16 [+3]	15 [+4]	10+	11+	11+	12+	12+
6	15 [+4]	14 [+5]	9+	10+	10+	11+	11+
7	14 [+5]	13 [+6]	8+	9+	9+	10+	10+
8	13 [+6]	12 [+7]	8+	9+	9+	10+	10+
9	12 [+7]	12 [+7]	7+	8+	8+	9+	9+
10	12 [+7]	11 [+8]	6+	7+	8+	8+	8+
11	11 [+8]	10 [+9]	6+	7+	7+	8+	8+
12	11 [+8]	10 [+9]	5+	6+	7+	7+	7+
13	10 [+9]	9 [+10]	4+	5+	6+	6+	6+
14	10 [+9]	8 [+11]	4+	5+	6+	6+	6+

While it is not featured in the B/X game, the author recommends using the more gradual Lakofkan figures above, which reward players at every experience level, instead of forcing them to wait for large jumps between tiers of levels (1-3, 4-6, 7-9, etc.). The decision in this matter, however, lies with the Game Master.





For those who prefer to fairly reward characters with gradually-increasing THACO and saving throw ratings rather than abrupt jumps in advantage, the above-noted values can be used without causing an unfair advantage in play.



Culturally and for role-playing purposes, the Fusilier caste progression flow can be described as follows:





- Experience Level 1: Spark Prentice. These Fusiliers have just finished their rudimentary training in the use of firearms after several years of tutelage, and are now unleashed upon the World of Oldskull. They tend to be poorly equipped and desperate for power, aid, and gold.
- Honorific Level 1.5: Pulver Squire. Fusiliers at this stage are acknowledged as not having blown themselves up ... yet. They are fit to serve as retainers to higher-level Fusiliers, or maybe to even make something of themselves.
- **Experience Level 2: Colubrinus ("of the nature of the serpent").** At this level, Fusiliers have triumphed in several battles and other Corvinians are beginning to take them seriously. They have the potential to become great. The potential is precisely that, and nothing more.
- Honorific Level 2.5: Handgonner. Access to somewhat improved firearms is finally earned. At last! A powder satchel is made available to such prentices as well.
- Experience Level 3: Flintgonner. Those who rise to this tier learn to make their own pulver and shot, although most strictly-controlled Otherworldly materials – which are only crafted in Corvinia, not down below – are still required for such manufacture.
- Honorific Level 3.5: Culveriner. These Fusiliers have proven potential, and Corvinian lords and ladies are likely to know the names of such unlikely heroes. (Acknowledgement is nevertheless glancing, however, because few Fusiliers attain the higher experience levels.)
- Experience Level 4: Gonneslinger. At this tier of precedence, Fusiliers are allowed to begin selecting and training their own squires. The responsibility is sadly wasted on some, but there are few such mentoring candidates available in the best of times.
- Honorific Level 4.5: Pyrolizer. These Fusiliers are regarded as minor captains of two-person fire teams, a reality which opens up new tactical (and reloading!) possibilities. Pyrolizers earn a familiar nod of respect from the Corvinian lords, if nothing else.
- Experience Level 5: Bombardier. Gonneslingers at this level become more proficient in reloading and trick shots, which means that they are (somewhat) worthy of more considerable material attention.
- Honorific Level 5.5: Sharpshooter. This is the level at which other Fusiliers, even if dislike is exhibited, are given pause and made to grant polite respect to a potential future peer.
- **Experience Level 6: Sniper.** At this level, Fusiliers are quite deadly shots, and are treated as such. Even drunkards and foolish braggarts are unlikely to start a fight with such a person.
- Honorific Level 6.5: Proven Fusilier. Beginning here, Fusiliers will find themselves capable of making requests for information toward minor Corvinian nobles. Such questions and desires will not always be granted, but they will be entertained.
- Experience Level 7: Argent Fusilier. Fusiliers at this level have proven themselves as masters of combat, and are thus initiated into the Cabalistic secrets of the brimstone Glamours (pulver-and imp-influenced fire magic). This is the Silver Order, the lowest of the arcane tiers of secrecy.
- Honorific Level 7.5: Aurean Fusilier. With this Honorific, a Fusilier gains a day's worth of direct tutelage from a Corvinian noble. Discussion of tactics centers upon the now-established combination of gonne combat and spell casting.







- Experience Level 8: Amaranthine Fusilier. This is the highest level of attainment for nonnoble Fusilier NPCs. (PC Fusiliers belong to fallen yet once-noble bloodlines, and an individual character would be able to restore a bloodline hierarchy through ongoing play and loyalty to Corvinia.)
- Honorific Level 8.5: Lord / Lady Fusilier. This Honorific is below the lordship level of the Dragoon Cabal, but it does indicate that the Fusilier is highest or at least one of the very few highest power players within his or her Corvinian clan. Similarly, in the World of Oldskull this level is roughly equivalent to a Baronet or minor Baron.
- **Experience Level 9: Warlord Fusilier.** There are fewer than a dozen "rogue" warlord NPCs; nearly all Fusiliers at this level are the heads of their familial Corvinian clans.
- Honorific Level 9.5: Overlord Fusilier. With this Honorific, the character is established as a proven noble of true blood, even if a lost and reclaimed title must be researched for them.
- Experience Level 10: Fusilier Exarch. This title indicates that the next time a noble seat opens within the Corvinian palatial delegation, the Exarch will be sworn in as a lesser peer. (NPCs at this time will enter Corvinian politics and only rarely be seen in the World of Oldskull; PCs would need to voluntarily become NPCs to do the same. As such, the first PC to attain this level would become the only known "Outlander Noble" of the world below.
- Honorific Level 10.5: Fusilier Hierarch. This Honorific cannot ever be granted to non-nobles. It involves an audience with Uther, a ritual prophetic séance with the High Priestess, and several other lesser ceremonies involving nobility and the priesthood.
- Experience Level 11+ (Name Level): Fusilier Illustrious. The character will be well-known and respected, if not necessarily liked, by Uther and Morriga and all of the lords and ladies of the Dragoon Cabal. Above this level, any Honorifics are granted by the peer lords and ladies themselves, not just the Corvinian priesthoods and the blood clans.

(Note that the core OSE rules end at experience level 14, but in the Oldskull campaign there is no theoretical limit to Fusilier level progression. The GM must decide how powerful he will allow well-played PCs to eventually become.)

[III-7]

Fusilier Alignment Requirements

Fusiliers have no alignment requirements whatsoever. The Corvinian population is majority neutral, with chaotic dissidents and a lawful ruler. However, selfish and greedy (chaotic) individuals tend to self-outcast in the name of fortune, and deprived lawful ones may seek to right perceived wrongs in various duels and "problem solving" throughout the World of Oldskull.

From a Non-Player Character perspective, Fusiliers tend to be neutral 50% of the time, lawful 35% of the time, or chaotic 15% of the time. They form fate-seeking groups, or Kol-Tets, with like-minded allies. Due to the unique and confined nature of the sky palace, Corvinian culture is strongly anti-violence, with rebels being imprisoned and blood debts handled by (occasionally fatal) duels to first blood. But this is merely a cultural limitation; outside of Corvinia proper, pent-up frustrations and





grudges commonly explode. Rivalries between clans, bloodlines, or splinter factions tend to play out violently in the World of Oldskull whenever Fusiliers get the chance to act upon their silently held convictions.

[III-8]

Deities, Demigoddesses, and Demigods of the Fusiliers

Nearly two generations have passed since Fusiliers first fought in the Chaos Plague, and some secondand even third-generation Gonneslingers do exist in the World of Oldskull. They tend to be quite rare, however; few Fusiliers tend to "put down roots" unless they gain minor noble status (experience levels 9+), and fewer still ever find themselves forsaking worship of the traditional Laputan animal spirits. As such most Fusiliers adhere to an enduring Laputan belief system.



Because Fusiliers do not gain their individual powers divinely or through worship, the choice of a patron deity is largely a matter of familial tradition, although somewhat at odds with personal preference. A few Fusiliers worship Oldskull deities of the Celtic, Etrurian, Norse, Peganan,





Tyrrhenian, or even the Cthulhu Mythos. But at least 90% of Fusilier NPCs worship one of the sprits privately in accordance with their alignment and familial beliefs.

The known Laputan animal spirits are as follows:

The Four Bloodletters, the Spirits of Chaos: Eldomian, the Lion, Rampant and Prophesied; Garmir, the Wolf in the Night; Piirup, the Leering Toad; Shurdak, the Bear of War

The Four Valors, the Spirits of Law: Ameris, the Eagle o'er the Graves; Ganna, the Eternal Turtle; Hu-Shiri, the Howlet of the Slug-Horn; Sacra, the Albatross of the Shipman

The Six Silences, the Spirits of Neutrality: Bryn, the Stag, Old Father Time; Colubrin, the Serpent of Fire; Gileath, the Badger o' the Alders; Gon and Gol, the Two Bull-Brothers; Snow, the Dead Man's Horse







TABLE 4:

The Animal Spirits (Bloodletters, Valors, and Silences) of Laputa

Animal Spirit	Sacred Beast	Alignment	Domains of Influence	Power
Ameris	Eagle	Lawful	Ancestors, Legacies	Greater Goddess
Bryn	Stag	Neutral	Time, Traditions	Lesser God
Colubrin	Serpent	Neutral	Fire, Retribution	Greater God
Eldomian	Lion	Chaotic	Bloodlust, Power	Lesser God
Ganna	Turtle	Lawful	Life, Protection	Greater God
Garmir	Wolf	Chaotic	Stealth, Hunting	Lesser God
Gileath	Badger	Neutral	Courage, Forests	Lesser Goddess
Gol	Bull	Neutral	Endurance, Healing	Demigod
Gon	Bull	Neutral	Strength, Duels	Demigod
Hu-Shirit	Howlet	Lawful	Fate, Quests	Demigoddess
Pirrup	Toad	Chaotic	Poison, Survival	Lesser Goddess
Sacra	Albatross	Lawful	Mariners, Repentance	Lesser Goddess
Shurdak	Bear	Chaotic	Fear, Destruction	Greater God
Snow	Horse	Neutral	Death, Planar Travel	Greater Goddess



[III-9]

Hit Dice and Hit Points

In a manner similar to fighters, Fusiliers gain 1D8 hit points per experience level through level 9, and then +2 additional hit points per level thereafter. They gain Constitution modifiers normally. Game Masters are strongly encouraged to allow Player Character Fusiliers to enter play at level 1 with a minimum of 6 hit points, regardless of Constitution, due to concerns for survivability.

After experience level 1, the fate of a Fusilier is embraced by his deity or spirit with an Otherworldly lifeblood infusion that is known as the Grace of Eld. This means that at levels 2+ the Fusilier's hit points are rerolled, and the higher total is always accepted as the new hit point score.

For example, let us say that Lira the Spark Prentice begins play with 6 hit points. When she attains experience level 2 (Colubrinus), she rolls 1D8 to adjust her hit point total. Let us say that she rolls a 3, bringing her total hit points to (6 + 3 =) 9.

However, beginning at level 2 she is also embraced by the Grace of Eld. Therefore after her 9 hit points are recorded, the player rolls 2D8 (for the two experience levels attained so far) and notes the new





number. If the 2D8 roll is between 2 and 9, she retains her 9 hit points, because that is the higher of the two scores. But if she rolls between a 10 and a 16, the new total is accepted because it is higher.

As a second example, Giles the Ninth of His Name is level 7 and has a Constitution of 14 (+1 hit point per die). His current hit points are 42. When he attains level 8, he gains another 1D8+1 hit points; let us say that he rolls a 4, meaning that he has 5 new hit points, bringing his total to (42 + 5 =) 47.

After noting this hit point score, he rolls for the Grace of Eld. In his case, due to his experience and Constitution his roll is 8D8+8. If he rolls between 16 and 47, his hit points will remain at 47. But if he rolls between 48 and 72, the 47 is ignored and the new high roll becomes his hit point total.

Mathematically speaking, a player might get lucky with a high Grace of Eld roll during the early experience levels (2 to 5 especially), thereby gaining a much-needed survivability bonus. But if this makes the hit point total high, the chances of further Grace of Eld rolls exceeding "normal" hit points become statistically remote, at best, due to the early high roll and the hit point total already being significantly above average. Similarly, over time a Fusilier who is cursed with below-average hit points will almost certainly attain at least average hit points as more levels are gained due to the nature of the rolls.

This "gambling with fate" mechanic fits the Fusilier's theme, and significant hit point gains for the near-broken and downtrodden – beheld in the form of "high grace" – tend to be regarding sagely by observing allies who murmur in reverence, "The spirits have spoken."

Fusilier Level	Hit Dice	Total HP Rerolls	Maximum HP (CON 13)	Maximum HP (CON 16)	Maximum HP (CON 18)
1	1D8	None	9	10	11
2	2D8	1	18	20	22
3	3D8	2	27	30	33
4	4D8	3	36	40	44
5	5D8	4	45	50	55
6	6D8	5	54	60	66
7	7D8	б	63	70	77
8	8D8	7	72	80	88
9	9D8	8	81	90	99
10	9D8+2	9	83	92	101
11	9D8+4	10	85	94	103
12	9D8+6	11	87	96	105
13	9D8+8	12	89	98	107
14	9D8+10	13	91	100	109

TABLE 5:

Considerations of Potential Fusilier Hit Point Totals Over Time







Limiting the Power of the Fusilier Class

Despite their advantages, low-level Fusiliers are actually quite weak. They have the endurance and melee prowess of fighters and dwarves, but their minor firearms are largely ineffective and they progress so slowly that they are in danger of being left behind before they begin to attain true power at levels 5 and up. In following this "protect them early on, so they protect us later" power scaling for the Fusilier class, I am in part following the Gygaxian example of magic-users.

Despite this relatively tame power scaling, some GMs might feel that the Fusilier is psychologically disruptive because even restricted firearms can change the nature of the low-level game. If you wish to control the potential for Fusiliers to alter an existing campaign too significantly, I recommend enforcing a limit so that a PC party cannot have more than 2 PC Fusiliers (and their followers) in the game at once. In that way, the class will still exist as a rarity to be enjoyed and experimented with, but there will be plenty of room in the party for traditional roles as well.

Limiting a Fusilier's hit points as a matter of game balance, however, is not recommended due to the aforementioned relative weakness of the class at experience levels 2, 3, and 4.

[III-11]

Fusilier Spell Casting Ability

As will be described later, mid- and high-level Fusiliers have access to the minor magics in a way that is similar to the ranger and paladin classes. These low-level spells are mostly thematic and atmospheric, rather than world-shaking ... but they can be extremely useful.



[III-12]

Starting Gold (or Silver) and the Perception of Value

Player Character Fusiliers begin the game with a standard amount of Oldskull gold (3D6 x 10 gp), but they also gain a familial heirloom in the form of a minor firearm in addition to this amount.

As sky-born Outworlders, the superstitious Fusiliers regard heavy gold as a somewhat unlucky metal, and silver as lucky. Silver pieces are colloquially referred to as "stars" in Corvinia. When circumstances allow, they will sometimes favor carrying heavy stacks of silver instead of more precious "gillies" (gold pieces) or "plats" (platinum pieces).

Fusiliers also tend to turn their hard-won treasures into heaping piles of silver coins at the moneychangers' offices, which can lead to some interesting role-playing opportunities.





<u>Chapter IV:</u> Fusilier Equipment



[IV-1]

Armor of the Gonneslingers

As you can see in the illustration above, Fusiliers are quite comfortable wearing chain mail or even plate mail into battle. In circumstances where they need to move quickly or travel light, however, leather and padded armors are preferred. Such armors are worn comfortably in daily life in Corvinia, and this habit tends to follow surface-bound Fusiliers until grim odds dictate otherwise.

The traditional "cloud-strange mantle" armor of a Fusilier includes a long leather duster-coat, and a leather slouch hat to shade the eyes so that the head must be cocked to take aim from under the





brim. Below, one is illustrated masquerading in cloud-strange as a beggar, no doubt while packing concealed weaponry of the brimstone persuasion.



Cloud-strange duster armor is treated as leather armor (AC 7), but it is less encumbering, and it also reduces falling damage by -1 point per 10' fallen (only when worn by a Fusilier). Magical cloud-strange armor might exist, or it might not.

More daring – that is to say, well-protected by ranks of brethren – Fusiliers tend to wear the lighter leather armor while standing behind their companions, bearing a gonne in each hand. More frontline Fusiliers will typically wear metal armor while armed with a single gonne and a hoplite-like notched shield, which is known as a gonne-mask. Instead of being used to balance a spear or pole





arm, the notches in the gonne-mask shield are used to balance the gonne while aiming from behind relative cover.

In Corvinia, a gonne-mask is regarded as a normal common shield, and it bears no additional price. In the surface World of Oldskull however, such shields are quite unusual and the cost is usually increased by 50% of normal due to scarcity.



[IV-2]

Other Gonneslinger Equipment

Fusiliers will frequently purchase normal dungeoneering equipment, especially ropes, backpacks, oil flasks (including one to keep firearms well-oiled), rags, pouches, travel rations, a tinderbox (or two or three), and silver holy symbols.

In addition to such things, they require a few other unusual types of supplies as tools of the trade. Gonnes, shot, and pulver will be dealt with in the next chapter; related pieces of supporting equipment will be described here.

Accelerants (Cinder Wires and Quick Matches)

Accelerant I: Cinder Wire: Cost 15 gold pieces (only available through Corvinia), encumbrance 1 coin.

In the game world, Gonneslingers use mundane wires along with a source of fire (a torch, lantern, or tinderbox) to light fuses and to fire their gonnes. Later on, they also possess the minor magic ability to heat objects with their *Warm Hands, Cold Heart* cantrip. The Corvinian cabal also creates heat-





reactive filaments from orichalcum that are known as *cinder wires* which can be helpful in maintaining a decent rate of fire. (A firearm can be used without a cinder wire; it is just slower to reload.)

Activating a cinder wire requires 1 round's time, via either a cantrip or a source of fire (which can be a lantern, a torch, or even a tinderbox). The cinder wire will burn and deplete itself over 20 rounds' time once activated. In practice, this means that the wire will last for an entire battle, but if it is primed too early it will be wasted. The Fusilier will want to activate the wire immediately before combat if possible, or during the first round if not. Later activation is possible, but might be too slow and risky to attempt.

A heated cinder wire will not make the Fusilier's first shot any faster, but it will reduce reloading times by 1 round, to a minimum of 1 round. Therefore, if a Fusilier's reloading time is 3 rounds, a ready cinder-wire will reduce the time to 2 rounds; but if the reloading time is already only 1 round or somehow less, the cinder wire will not make the process any faster.

The wire is typically kept balanced carefully between two fingers, while allowing for a gonne or other object to be grasped in the same hand. This "knuckle-fist" gesture is an iconic symbol of the Fusilier, and Corvinians practice the gesture practically from birth. Fusiliers do not get burned by cinder wires; it simply never happens. (You can poke someone with a hot wire for 1 point of damage, potentially spoiling their spell casting or concentration in a pinch, though!)

A cinder wire is consumed after the first use, after having burned for 20 rounds.

When beginning play, a level 1 Fusilier will have access to 5 purchasable cinder wires (75 gp total) at most. Every time Corvinia is visited, or a contingent of NPC Corvinians is met with, the Fusilier will have the option of purchasing up to 12 additional cinder wires at that time. Use them sparingly and wisely!

Accelerants II: Quick Match: Cost 25 gold pieces (only available through Corvinia), encumbrance 1 coin.

A Corvinian quick match is a slightly magical alchemical talisman that can be activated by (only) an individual Fusilier's chosen command word. The quick match is consumed when used.

The game effect is to speed a slow firearm's reload rate. The player chooses during a round of battle to either reload and fire normally, or to reload and use a quick match. This reduces the rate of fire of that firearm by 2 rounds, to a minimum of zero rounds. (A firearm can be used without a quick match; it is just slower to reload.)

The differences between a cinder wire and a quick match are as follows:

- > A quick match provides more acceleration than a cinder wire.
- > A cinder wire does not require a command word. A quick match does.
- > A cinder wire requires 1 round to activate. A quick match can be activated instantly.
- > A cinder wire lasts for 20 rounds. A quick match only lasts for a single shot.
- > A cinder wire is fairly rare and valuable. A quick match is even more so.
- If both cinder wires and quick matches are used, they could potentially reduce a 3-round reloading time down to a zero-round reloading time.





The quick match only works for one shot, and as noted it is consumed in the process. Quick matches are best used for desperate times when a Fusilier absolutely must get another shot off relatively quickly. Over-reliance on them can become expensive, but used wisely they can save a Gonner's life.

When beginning play, a level 1 Fusilier will have access to 1 purchasable quick match at most. Every time Corvinia is visited, or a contingent of NPC Corvinians is met with, the Fusilier will have the option of purchasing up to 6 additional quick matches at that time, but no more.

Accelerants and Reload Considerations

A *reload round* is a round in which no other action can be taken, besides talking and moving. (Yes, Fusiliers can move quickly while reloading.) When a weapon's reload rate is reduced to zero rounds, it means that shots can be fired every round. But it does not mean that multiple shots can be fired per round; the maximum rate of fire for a gonne is always 1/round.

Generally speaking, most low-level Fusiliers can reload in 3 rounds without accelerants; mid-level Fusiliers can reload in 2 rounds; and high-level Fusiliers can reload in 1 or 0 rounds. This is just a general guideline; for actual fire rates, you will need to consider the firer's experience level, the weapon type, accelerants if any, and negative modifiers as detailed throughout this volume.

<u>Comparative Use of Accelerants to Reduce Reload Times</u>				
Fusilier's Current Weapon Reloading Time	Reloading Time with a Cinder Wire	Reloading Time with a Quick Match	Reloading Time with a Cinder Wire and Quick Match	
6 Rounds	5 Rounds	4 Rounds	3 Rounds	
5 Rounds	4 Rounds	3 Rounds	2 Rounds	
4 Rounds	3 Rounds	2 Rounds	1 Round	
3 Rounds	2 Rounds	1 Round	0 Rounds*	
2 Rounds	1 Round	0 Rounds*	0 Rounds*	
1 Round	0 Rounds*	0 Rounds*	0 Rounds*	

TABLE 6:

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* A zero-round reload time means that the gonne can fire once per round, with the near-instant reload magic of the Gonneslinger taking place between rounds.

Bandolier: Cost 2 gold pieces, encumbrance 10 coins. A bandolier is simply a compartmented leather sash-belt that is worn over the shoulder to carry needed equipment, including pouch-measures of pulver, shot balls, slow matches, tinder, flints, and so forth. When adventuring, Fusiliers favor double bandoliers worn in an X pattern. Corvinian bandoliers are highly adjustable, and can be worn over armor of any kind, although an overcoat or cloak might well present a problem. (Leather duster cloud-strange armor opens effortlessly in the front, so that the bandoliers can be accessed without obstruction while keeping the Fusilier's back protected.)

If a Fusilier does not have at least one bandolier, the GM might well make the character suffer a -1 penalty to all initiative rolls due to all of the required fussing with equipment and munitions stashed in various sacks and sundry places.





Boots, with Sheaths: Sheath boots are fairly common and inexpensive, because many adventurers like to carry one or two daggers in such fashion. Fusiliers, however, prefer to stuff a dagger in one, and a collapsible ramrod in the other.



Holster: Cost 1 to 3 gold pieces (depending on weapon size and amount of casing coverage), encumbrance 5 to 10 coins. Unlike modern holsters, a gonne holster is typically just a belt and a linked set of straps to keep a firearm out of the way until it is needed. They are commonly worn on the hips or between the shoulder blades. There are many different types, accounting for the sizes of weapons, the sizes of Fusiliers, and the body locations where a firearm might be holstered.

The GM might decide that a Fusilier requires one holster per firearm carried; otherwise, when changing to a stashed firearm the character would suffer a -1 initiative penalty. (If you're thinking of "the quick and the dead" while considering this and the bandolier description above, you're not too far off the mark.)

At maximum a Fusilier might be able to carry two gonnes in hand, with two more small ones holstered at the hips, and a larger one across the back. This might seem like humorous overkill, until one considers that reloading early firearms during combat is a process that basically takes forever. The term "a brace (pair) of pistols" simply alludes to the fact that it's pointless to carry just one loaded pistol if you can afford to carry two, and the more the merrier to be sure.

Linstock, Dragoon: Cost 8 gold pieces, encumbrance 50 coins. A dragoon linstock is a special type of spear designed for a Gonneslinger. It has a sharpened butt end (for sticking into the ground, or even between dungeon flagstones), and a very sharp opposite business end. This means that it can be used as a spear (1D6 damage, etc.) with all of the normal rules that apply to spears.





Additionally, it has a crook in the spear tip, that allows a Gonneslinger to rest his firearm and aim properly with one hand despite the weight of the gonne (see illustration below).



The game effect is to give the Gonner a +1 to hit bonus to somewhat set off the accuracy penalties of firing. This +1 bonus is only given in rounds where the Gonner fires, but *does not move at all*. If the Gonner is forced into melee while balancing a firearm with a linstock, he or she is allowed to spoil the shot (it fires late, but hits nothing) and to instead make an automatic bonus melee attack with the linstock against the charging / attacking foe at +1 to hit. Only Gonneslingers can perform this rapid switch-and-spearing move effectively.

(For more information, refer to the Hands Required sub-section in the firearms descriptions.)

Linstock, Cavalier's: Cost 3 gold pieces, encumbrance 10 coins. A cavalier's linstock (illustration below) is a smaller, specialized piece that allows a Gonneslinger to use a small firearm while mounted. It attaches to a saddle and aims over a steed's head, or swivels to the side. Normally, non-linstocked gonnes cannot be used while mounted at all due to wild inaccuracy. Shots will be made at -1 to hit (if the mount is not moving) or -2 (if it is) in addition to other range penalties if a cavalier's linstock is not used. Reloading will be difficult (+1 round's time) if the mount is moving. With a cavalier's linstock, however, the Fusilier only suffers the standard Short / Medium / Long range modifiers for a gonne attack, as explained a bit later on in the weaponry section.





This item is typically used by experienced Fusiliers with good to hit rolls and daring warhorses, for example to fight dragons or to disperse and panic humanoids.



A cavalier's linstock is only a tool; it is too light to be used as a weapon. Low-level Fusiliers tend not to need this item until they are engaged in mounted combat with relative frequency (e.g., during wilderness adventures).

(For more information, refer to the Hands Required sub-section in the firearms descriptions.)

Pulver or Shot Bag: Cost 2 gold pieces each, encumbrance zero (container). Fusiliers use specialized small sacks with many interior pockets and clipped isolated slots. There are two different and related types. A pulver bag is used to hold pre-measured batches of powder, and a shot bag is used to hold isolated charges of ammunition. A Fusilier should be equipped with at least one of each type.





If a Fusilier does not have a pulver bag, all reload times will require an additional round. The same penalty applies for the lack of a shot bag, so that a Fusilier without either option will be forced into a miserable (and likely fatal) +2 round reloading delay after every shot.

Given 4 hours' time, determination and some leather scraps, a Fusilier can turn a normal small sack into an ugly and improvised pulver or shot bag.



Ramrod: Cost 2 gold pieces, encumbrance 5 coins. A ramrod is a small metal rod that is used to effectively pack powder and shot into a gonne for firing. There are many details and particulars to the procedure, which we are happy to gloss over here.

Simply, if a Fusilier does not have and use a ramrod, he or she will be loading shots quickly with poor efficiency and less safety. The result will be that a misfire will occur 10% of the time when firing (on a D20 roll of 1 or 2), instead of just 5% of the time. This penalty could be reduced to the standard 5% instead of 10% if the Fusilier takes another round to load the weapon slowly and carefully, but doing so begs the question ... shouldn't you just be using a ramrod?

Refer to the firearm combat rules in this supplement for further misfire details.

Wires: All Fusiliers carry wires, which can be heated and inserted into a gonne's touchhole to fire a shot. In fact, they carry so many and stash them in so many places (hat, behind the ear, in a sleeve, a boot, etc.) that they will never effectively run out unless they are strip searched and thrown in chains.

Wires do not cost anything; Fusiliers braid them from junk or scavenge them constantly as a matter of habit.





TABLE 7:

Summary of Fusilier-Specific Equipment

Item	Classification	Cost	Encumbrance
Armor, Leather, Cloud-Strange	Armor	30 gp	100 cn
Bag, Pulver	Container	2 gp	0 cn (container)
Bag, Shot	Container	2 gp	0 cn (container)
Bandolier	Accessory	2 gp	10 cn
Boots, with Sheaths	Clothing	4 gp	0 cn (clothing)
Cinder Wire	Accelerant	15 gp	1 cn
Hat, Leather, Slouch	Clothing	1 gp	0 cn (clothing)
Holster, Light or Small	Accessory	1 gp	5 cn
Holster, Medium	Accessory	2 gp	7 cn
Holster, Heavy or Large	Accessory	3 gp	10 cn
Linstock, Cavalier's	Accessory	3 gp	10 cn
Linstock, Dragoon's	Weapon	8 gp	50 cn
Quick Match	Accelerant	25 gp	1 cn
Ramrod	Accessory	2 gp	5 cn
Shield, Gonne-Mask	Shield	10 or 15 gp	100 cn
Wires	Accessory	(None)	(None)







<u>Chapter V:</u> Fusilier Firearms





Weapons of the Gonneslingers

The Fusiliers in the 1300s World of Oldskull exist in the age before more efficient real-world gunpowder weapons – such as the arquebus, lock pistol, grenade, bomb, and musket – are invented. Fancy features like efficient triggers, sights, and cartridges have not yet been thought of either. However, Corvinian gonnes are somewhat magical and fairly advanced, having been developed over





several centuries. This means that they are inaccurate but relatively fast to reload from an historical musket and flintlock standpoint.

As such, Gonneslingers tend to carry either [1] one heavy firearm with a shield, [2] one heavy firearm with a dragoon's linstock, or [3] two lighter weapons at once (a brace) for two-shot capacity, and perhaps also even [a] one backup weapon of any size kept on the back, and/or [b] two smaller ones on the hips. With money and holsters many configurations are possible, and the player will need to experiment to determine what works best. I will say that I list these options in detail to give the Game Master an idea of the physical limitations, so that those players who want to stack their Neo-esque characters with 30 guns are kept within the realm of reason. A character can choose loadout [1], [2] or [3] from the above, while optional [a] and/or [b] can be added to any configuration for extra spice.

Some well-off Fusiliers even opt to carry a bow or crossbow in addition to the arsenal of firearms. Heavy rain, for example, can be a bitch when it comes to gonne handling. Throwing weapons – especially knives and daggers – are favored too.

If you need more weapons than that, you might want to consider hiring an armored servant, or a patient man-at-arms!





The Nature of Gonnes

The firearms of the Corvinian Fusiliers are not mass-produced. They are works of art, made by master smiths within each Fusilier's clan bloodline. Each weapon features elaborate engraving, initials, gilding, and ornamentation. Some finer weapons also have notch-work (or even inlaid ivory) to memorialize significant kills, or holy words of power engraved down the length of the barrel.

Individual gonnes have unique properties of weight, balance, and holstering portability that render each weapon unique. Most Fusiliers even suspect that their weapons are in part alive, acting as soul reliquaries to keep the Gonner's ancestors in battle, protecting the latest bearer of the sacred weapon. Even a "normal" Corvinian firearm is generally an older burnished piece, passed down traditionally from father to son or from mother to daughter.

The main types of Corvinian weapons, roughly listed from weakest to strongest, are as follows:

- > [I] The Ironpot (aka Firepot)
- > [II] The Pyre-Canna (aka Baton a Feu, or Firestick)
- > [III] The Handgonne
- > [IV] The Gonne
- > [V] The Hand Culverin (aka Colubrinus, or Hand Cannon)
- > [VI] The Hand Bombard (aka Schioppa)

[V-3]

Range and Accuracy

The big problem with Corvinian firearms is accuracy. Medieval firearms had completely random accuracy effects in many instances (especially due to broad barrels and the lack of rifling). Oldskull Fusilier firearms are considerably better than historical examples however, but can still difficult or even dangerous to use at longer distances.

You will note that there are Short, Medium, and Long ranges listed for each weapon type. However, the ability to shoot at Medium and Long ranges is a matter of skill and experience.

Range categories for Fusiliers using firearms are as follows:

- Fusilier Level 1: Shots can only be used effectively at Short range, and those will be at -2 to hit. (Bonuses from dexterity, aimed shots, linstocks, etc. can offset this penalty of course.) Shots fired from Medium or Long range will never hit an intended target; if an impossible shot is attempted, the GM might decide that something unfortunate happens (hitting a wall and ricocheting, spoiling an allied spell caster's concentration, alerting wandering monsters, etc.)
- Fusilier Level 2: Shots at Short range will be at -1 to hit. Shots at Medium range can be attempted, but they will be at -4 to hit. Shots at Long range will never hit (as above).
- Fusilier Level 3: Shots at Short range will have no accuracy penalty. Shots at Medium range will be at -3 to hit. Shots at Long range will be at -5 to hit.
- Fusilier Level 4: Shots at Short range will have no accuracy penalty. Shots at Medium range will be at -3 to hit. Shots at Long range will be at -4 to hit.





- Fusilier Level 5: Shots at Short range will have no accuracy penalty. Shots at Medium range \geq will be at -2 to hit. Shots at Long range will be at -4 to hit.
- **Fusilier Level 6:** Shots at Short range will have no accuracy penalty. Shots at Medium range \succ will be at -2 to hit. Shots at Long range will be at -3 to hit.
- **Fusilier Level 7:** Shots at Short range will have no accuracy penalty. Shots at Medium range will be at -1 to hit. Shots at Long range will be at -3 to hit.
- **Fusilier Level 8+** (maximum possible accuracy): Shots at Short range will have no accuracy penalty. Shots at Medium range will be at -1 to hit. Shots at Long range will be at -2 to hit.

Fusilier Accuracy with Gonnes, by Experience Level					
Fusilier Experience Level	Accuracy at Short Range	Accuracy at Medium Range	Accuracy at Long Range		
1 or 1.5	-1	Automatic Miss	Automatic Miss		
2 or 2.5	-1	-4	Automatic Miss		
3 or 3.5	No Penalty	-3	-5		
4 or 4.5	No Penalty	-3	-4		
5 or 5.5	No Penalty	-2	-4		
6 or 6.5	No Penalty	-2	-3		
7 or 7.5	No Penalty	-1	-3		
8+	No Penalty	-1	-2		





TABLE 8:



This table reflects accuracy modifiers based on character experience, in addition to the normal rules involving the accuracy of ranged attacks.

Keep in mind that under the normal game rules, attacks made at Short range are at +1 to hit; attacks made at Medium range have no modifier to hit; and attacks made at Long range are at -1 to hit.

Therefore, when combining modifiers for fusilier experience level and range, the following combined modifiers apply:

TABLE 9:

Combined Modifiers for Fusilier Accuracy and Attack Range

Fusilier Experience Level	Combined Modifier for Short Range (+1)	Combined Modifier for Medium Range (0)	Combined Modifier for Long Range (-1)
1 or 1.5	No Modifier	Automatic Miss	Automatic Miss
2 or 2.5	No Modifier	-4	Automatic Miss
3 or 3.5	+1	-3	-6
4 or 4.5	+1	-3	-5
5 or 5.5	+1	-2	-5
6 or 6.5	+1	-2	-4
7 or 7.5	+1	-1	-4
8+	+1	-1	-3

If a non-Fusilier were to somehow take and fire a shot with a firearm, the penalties for the wielder would be Short range shots at -3 to hit, Medium range -5 to hit (or impossible at levels 1-3), and Long range -7 to hit (or impossible at levels 1-6). However it is difficult to imagine such a circumstance occurring outside of a wish spell, dimensional travel to a technological world, or other highly exceptional circumstances, because a gonne can only be fired in the World of Oldskull due to proper alchemical pulver and the innate Corvinian-born aura of an Otherworlder Fusilier.

[V-4]

Hands Required for Gonne Firing

Many gonnes are heavy, unwieldy beasts with few of the proper weighting and counterbalancing advances that will be known to ante-medieval firearms in later centuries.

Gonnes can be carried by anyone (considering encumbrance of course), but the heavier types typically require two hands for actual use. Strong (high STR) Fusiliers can fire heavier weapons accurately with one hand, as listed below in the individual weapon descriptions. Less-strong Fusiliers (those with STR below a weapon's given STR requirement) must use two hands to have a chance at firing an accurate shot.

An exception is made for the dragoon's linstock. This spear-tool allows any Fusilier of any strength to fire just about any perched gonne effectively one-handed, because the gonne is balanced atop the linstock and the Fusilier's other hand is used to hold up the spear shaft. Unfortunately, ironpots and





firepots – the most primitive Corvinian firearms – cannot be used effectively with a dragoon's linstock due to the poor vase-like design of these weapons.

[V-5]

Gonne Reloading Speed

A Fusilier's general reloading ability (outside of consideration of quick matches and cinder wires) is partly based on passive magical aid, and the viable rate increases with experience level.

Low-level Fusiliers must rely on pre-loaded gonnes, normal reflexes, grit, patience, and grace under fire. High-level Fusiliers possess innate ancestral magical abilities that allow them to load faster, with observable occurrences such as blurred hands, arcane pulver-packing wisps, and eldritch unseen servants who assist with munitions pouring, aim, and shot selections.

[V-6]

The Corvinian Gun Lethality Tiers and Classifications

The six gonne tiers and subtypes are described in detail hereafter.



[Lethality Tier I]

Ironpot or Firepot

(French Pot de Fer ("pot of iron""), pl. Pots de Fer; Latin Vas ("vase"), pl. Vasi)

The ironpots (made of iron) and firepots (made of bronze) are the oldest and most unreliable firearms available to Fusiliers. The remain as traditional weapons for low-level Fusiliers, because they are easy to manufacture and they do not require intricate smithing mastery for refinement. Casting pots is typically prentice work, as the master Gonnesmith has more important matters to attend to.

These are vase-shaped iron cylinders, which are very heavy, and made to shoot very heavy iron bolts (about 16-24" long), much like a gunpowder-powered crossbow. The bolt is called a garrot.





Garrots have metal vanes, because feathers would be destroyed during the violent launch of the projectile. The middle of the garrot is wrapped with leather, which is designed to keep the bolt-rod firm in the barrel while allowing for some rudimentary attempts at aiming. The leather wrapping fills in the tube's width at the midpoint, so that there can be force of propulsion with much of the blast not escaping around it.

These weapons cannot be used with a dragoon's linstock, or a cavalier's linstock, due to weight.

The weapon is activated through a touchhole, through which a hot wire or lit fuse is pushed. But you'd better hope the shot hits, because you won't be reloading any time soon!

Subtypes:

- > The crude and far less reliable old **bronze firepot** [I-A] only costs 25 gp, but suffers an additional -1 accuracy penalty with every shot.
- > The basic median **ironpot** [I-B] costs 50 gp.
- The slightly more advanced brazen steel firepot [I-C] costs 75 gp, but also gives an effective +1 accuracy bonus at Long range. (For example, a level 6 Fusilier normally has a -3 penalty on shots at Long range; this weapon will reduce that penalty to -2). Note that this does not mean that the weapon is more effective at Long range than Short! It simply means that Long shots become more possible, instead of nearly always missing. Refer to the Fusilier accuracy table, prior, for notes on shot accuracy by range and experience level.
- (Finer-quality firepots do not exist, because fine Corvinian materials are not wasted on inferior gonne models.)

TABLE 10:

Ironpots and Firepots

Ironpot / Firepot (Class I Corvinian Firearm)				
Base Damage:	1D6+1 (average 4.5)			
Effective Ranges:	Short 10'-29', Medium 30'-99', Long 100'-180'			
Hands Required:	2 (if STR 6 to 15) or 1 (if STR 16 to 18)			
Reloading Speed:	Fusilier levels 1-4, 3 rounds; levels 5-8, 2 rounds; levels 9-12, 1 round; levels 13+, 0 rounds (1 shot every round)			
Cost:	 [I-A] Old Bronze Firepot, 25 gp [I-B] Ironpot, 50 gp [I-C] Brazen Steel Firepot, 75 gp 			
Encumbrance:	150 coin equivalents			





[Lethality Tier II]

Pyre-Canna

(Baton a Feu, Firestick)

This is a much more refined and lightweight weapon, which can be carried quite easily and balanced on the shoulder for firing. The barrel is wrapped with steel bands that prevent fracturing during fire ... most of the time. A pyre-canna can be used with a dragoon's linstock, but not with a cavalier's linstock unless the wielder can fire the weapon one-handed.

Pyre-cannas, along with all other higher-classed firearms, do not fire heavy garrots. They fire shot, with many types being available as described in the munitions chapter.

Subtypes:

- The least effective old **bronze pyre-canna** [II-A] is cheaper, but suffers an additional -1 accuracy penalty with every shot. It costs 40 gp.
- > The basic median **iron pyre-canna** [II-B] costs 80 gp.
- The more advanced brazen steel pyre-canna [II-C] costs 120 gp, but also gives an effective +1 accuracy bonus at Long range.
- The prized orichalcum pyre-canna [II-D] costs 1,000 gp, because it is a magical ancestral weapon. It has no bonuses to accuracy or damage, but it can hit creatures that are normally only damaged by +1 or better magic weapons, regardless of the type of ammunition that is




used. (The pyre-canna's arcane barrel enchants the shot as it is fired, via alchemical reaction.)

TABLE 11:

Pyre-Cannas

Pyre-Canna (Class II Corvinian Firearm)				
Base Damage:	1D6+1 (average 4.5)			
Effective Ranges:	Short 10'-39', Medium 30'-89', Long 90'-160'			
Hands Required:	2 (if STR 6 to 12) or 1 (if STR 13 to 18)			
Reloading Speed:	Fusilier levels 1-3, 3 rounds; levels 4-6, 2 rounds; levels 7-9, 1 round; levels 10+, 0 rounds (1 shot every round)			
Cost:	 [II-A] Old Bronze Pyre-Canna, 40 gp [II-B] Iron Pyre-Canna, 80 gp [II-C] Brazen Steel Pyre-Canna, 120 gp [II-D] Orichalcum Pyre-Canna, 1,000 gp 			
Encumbrance:	120 coin equivalents			







[Lethality Tier III]

Handgonne

This is a much lighter and refined weapon, with the weight more equally distributed (for either oneor two-handed firing) and a long barrel. A handgonne can be used with a dragoon's linstock, or with a cavalier's linstock, if the wielder so desires.

Subtypes:

- An old bronze handgonne [III-A] is a fairly primitive but perfectly serviceable weapon, which suffers an additional -1 accuracy penalty with every shot. It costs 75 gp.
- > The standard median **iron handgonne** [III-B] costs 150 gp.
- A finer brazen steel handgonne [III-C] costs 225 gp, but also gives an effective +1 accuracy bonus at Long range.
- The coveted orichalcum handgonne [III-D] costs 2,000 gp. It is a magical ancestral weapon, with an effect identical to that of the orichalcum pyre-canna (weapon II-D, as described prior).
- A mithral handgonne +1 [III-E] is a magical ancestral +1 weapon. While not available for purchase, it has a value of 4,000 gp.
- An adamantine handgonne +2 [III-F] is an enspelled +2 weapon, crafted from enchanted steel, bronze, and adamantite alloy. It has a value of 8,000 gp.
- The treasured **amaranthine handgonne +3** [III-G] is a sorcerous +3 weapon, crafted from pure adamant (for the barrel) and meteoric iron (for other components). It is valued at 16,000 gp.

TABLE 12:

<u>Handgonnes</u>

Handgonne (Class	andgonne (Class III Corvinian Firearm)			
Base Damage:	2D4 (average 5)			
Effective Ranges:	Short 10-49', Medium 50-89', Long 90-160'			
Hands Required:	2 (if STR 6 to 13) or 1 (if STR 14 to 18)			
Reloading Speed:	Fusilier levels 1-3, 3 rounds; levels 4-6, 2 rounds; levels 7-9, 1 round; levels 10+, 0 rounds (1 shot every round)			
Cost:	 [III-A] Old Bronze Handgonne, 75 gp [III-B] Iron Handgonne, 150 gp [III-C] Brazen Steel Handgonne, 225 gp [III-D] Orichalcum Handgonne, 2,000 gp [III-E] Mithral Handgonne +1, 4,000 gp [III-F] Adamantine Handgonne +2, 8,000 gp [III-G] Amaranthine Handgonne +3, 16,000 gp 			
Encumbrance:	120 coin equivalents			





[Lethality Tier IV]

Gonne

The gonne is a larger handgonne, with thin hoops under the first barrel skin, covered by a second skin, giving the weapon additional strength and burst-fracture protection. It can be reloaded more





quickly in hands of an experienced user. It can be used with a dragoon's linstock, or with a cavalier's linstock, if desired.

The weapon requires fine craftsmanship by both Gonnesmiths and artificers, which makes it quite expensive and rarely acquired. Most of these weapons are either very old (ancestral heirlooms) or very new (created via the latest Corvinian crafting techniques).

Subtypes:

- An old bronze gonne [IV-A], with an additional -1 accuracy penalty with every shot, costs 150 gp.
- > The standard **iron gonne** [IV-B] costs 300 gp.
- A brazen steel gonne [IV-C], granting an effective +1 accuracy bonus at Long range, costs 450 gp.
- > The highly respected **orichalcum gonne** [IV-D], a magical weapon as described in the orichalcum pyre-canna description, is not available for outright purchase due to scarcity. It is valued at 4,500 gp.
- > A **mithral gonne +1** [IV-E] is valued at 9,000 gp.
- > An adamantine gonne +2 [IV-F] is valued at 18,000 gp.
- A very rare **amaranthine gonne +3** [IV-G] would be valued at 36,000 gp. This weapon would typically only be bequeathed to an NPC Fusilier lord, but the GM might decide that a PC Fusilier of experience level 12+ could be granted one by fulfilling a significant and worthy quest in the name of Corvinia.

TABLE 13:

Gonnes

Gonne (Class IV Corvinian Firearm)				
Base Damage:	2D4+1 (average 6)			
Effective Ranges:	Short 10-59', Medium 60-109', Long 110-200'			
Hands Required:	2 (if STR 6 to 14) or 1 (if STR 15 to 18)			
Reloading Speed:	Fusilier levels 1-2, 3 rounds; levels 3-4, 2 rounds; levels 5-6, 1 round; levels 7+, 0 rounds (1 shot every round)			
Cost:	 [IV-A] Old Bronze Gonne, 150 gp [IV-B] Iron Gonne, 300 gp [IV-C] Brazen Steel Gonne, 450 gp [IV-D] Orichalcum Gonne, 4,500 gp [IV-E] Mithral Gonne +1, 9,000 gp [IV-F] Adamantine Gonne +2, 18,000 gp [IV-G] Amaranthine Gonne +3, 36,000 gp 			
Encumbrance:	140 coin equivalents			





[Lethality Tier V]

Hand Culverin

(Colubrinus, Hand Cannon)

The hand cannon is an older technology, being a heavier pyre-canna. It requires considerable STR (at least 10) to wield effectively; firers of STR 9 or less will knock themselves down when using it, unless they brace themselves against a wall or sturdy obstacle.

This weapon is actually cheaper than an equivalent gonne, but it suffers a -1 accuracy penalty to all shots fired. Therefore, for example, a magical adamantine hand culverin +2 would be capable of hitting monsters that require a +2 or greater magical weapon to hit, and would inflict +2 damage, but the accuracy bonus would be only +1, not +2.

A hand culverin is slow to reload, unless the firing Fusilier possesses considerable experience. It can be used with a dragoon's linstock, but not with a cavalier's linstock. Firing this weapon while mounted would be ... unwise.

The weapon is traditional, impressive, and frustrating to use. Some Gonneslingers swear by it; others avoid like the Chaos Plague.

Subtypes:

- (Note that there are no old bronze hand culverins; the metal would instantly fracture from the blast power.)
- > A standard **iron hand culverin** [V-A] costs 250 gp.
- A brazen steel hand culverin [V-B], which negates the -1 weapon penalty at Long range, costs 375 gp.
- > A formidable **orichalcum hand culverin** [V-C], a magical weapon as described in the orichalcum pyre-canna description, is not available for purchase. It is valued at 4,000 gp.
- > The **mithral hand culverin +1** [V-D] is valued at 8,000 gp.
- > The **adamantine hand culverin +2** [V-E] is valued at 16,000 gp.
- The very few examples of the **amaranthine hand culverin +3** [V-F] that still exist are valued at 32,000 gp. Like the amaranthine gonne, this weapon would only be available to a PC Fusilier who has completed a major quest for Corvinia, and with a minimum experience level of 11.





TABLE 14:

Hand Culverins

Hand Culverin (Class V Corvinian Firearm)				
Base Damage:	1D4+1D6+2 (average 8)			
Effective Ranges:	Short 10-59', Medium 60-109', Long 110-200'			
Hands Required:	2 (if STR 6 to 16, 10+ strongly recommended) or 1 (if STR 17 or 18)			
Reloading Speed:	Fusilier levels 1-4, 3 rounds; levels 5-8, 2 rounds; levels 9-12, 1 round; levels 13+, 0 rounds (1 shot every round)			
Cost:	 [V-A] Iron Hand Culverin, 250 gp [V-B] Brazen Steel Hand Culverin, 375 gp [V-C] Orichalcum Hand Culverin, 4,000 gp [V-D] Mithral Hand Culverin +1, 8,000 gp [V-E] Adamantine Hand Culverin +2, 16,000 gp [V-F] Amaranthine Hand Culverin +3, 32,000 gp 			
Encumbrance:	150 coin equivalents			



[Lethality Tier VI]

Hand Bombard

(Schioppa)

This is the heaviest and finest of hand-carried firearms, with the strongest materials and the most efficient propulsion generation. Gonneslingers of heroic strength can wield these beasts one-handed, but no other person can do so.





The hand bombard requires STR 10 to wield effectively, just as a hand culverin does. It can be used with a dragoon's linstock, but not with a cavalier's linstock. No one can effectively fire a hand bombard while mounted without propelling or mis-balancing themselves out of the saddle. However, unlike the more primitive hand culverin, a hand bombard does *not* force a -1 accuracy penalty to all shots fired.

Subtypes:

- (Note that there are no old bronze hand bombards; the weapon is relatively new, and mere bronze alloy without steel reinforcement is not up to the required specification.)
- > A sturdy **iron hand bombard** [VI-A] costs 500 gp.
- A brazen steel hand bombard [VI-B], granting an effective +1 accuracy bonus at Long range, costs 750 gp.
- An **orichalcum hand bombard** [VI-C], a magical weapon as described in the orichalcum pyrecanna description, is not available for purchase. It is valued at 6,000 gp.
- > The rare **mithral hand bombard +1** [VI-D] is valued at 12,000 gp.
- > The very rare **adamantine hand bombard +2** [VI-E] is valued at 24,000 gp.
- The incomparable amaranthine hand bombard +3 [VI-F] is valued at 48,000 gp. It would only be available to esteemed NPC nobles, but the GM might decide that a PC Fusilier of experience level 14+ would be worthy of such an accolade if he or she fulfilled an epic quest for the glory of Corvinia.

TABLE 15:

Hand Bombards

Hand Bombard (Class VI Corvinian Firearm)				
Base Damage:	2D6+2 (average 9)			
Effective Ranges:	Short 10-59', Medium 60-109', Long 110-200'			
Hands Required:	2 (if STR 6 to 17, 10+ strongly recommended) or 1 (if STR 18)			
Reloading Speed:	Fusilier levels 1-4, 3 rounds; levels 5-8, 2 rounds; levels 9-12, 1 round; levels 13+, 0 rounds (1 shot every round)			
Cost:	 [VI-A] Iron Hand Bombard, 500 gp [VI-B] Brazen Steel Hand Bombard, 750 gp [VI-C] Orichalcum Hand Bombard, 6,000 gp [VI-D] Mithral Hand Bombard +1, 12,000 gp [VI-E] Adamantine Hand Bombard +2, 24,000 gp [VI-F] Amaranthine Hand Bombard +3, 48,000 gp 			
Encumbrance:	175 coin equivalents			





TABLE 16:

Comparative Overview of Corvinian Firearm Specifications

Firearm	Lethality Tier and	Base Damage	Maximum Effective	Optimal STR	Cost (Treasure
Discussion Old Ducus	Subtype	1001	Range	Required	Value)
Firepot, Old Bronze	I-A	1D6+1	180'	16+	25 gp
Pyre-Canna, Old Bronze	II-A	1D6+1	160'	13+	40 gp
Ironpot	I-B	1D6+1	180'	16+	50 gp
Firepot, Brazen Steel	I-C	1D6+1	180'	16+	75 gp
Handgonne, Old Bronze	III-A	2D4	160'	14+	75 gp
Pyre-Canna, Iron	II-B	1D6+1	160'	13+	80 gp
Pyre-Canna, Brazen Steel	II-C	1D6+1	160'	13+	120 gp
Handgonne, Iron	III-B	2D4	160'	14+	150 gp
Gonne, Old Bronze	IV-A	2D4+1	200'	15+	150 gp
Handgonne, Brazen Steel	III-C	2D4	160'	14+	225 gp
Hand Culverin, Iron	V-A	1D4+1D6+2	200'	17+	250 gp
Gonne, Iron	IV-B	2D4+1	200'	15+	300 gp
Hand Culverin, Brazen Steel	V-B	1D4+1D6+2	200'	17+	375 gp
Gonne, Brazen Steel	IV-C	2D4+1	200'	15+	450 gp
Hand Bombard, Iron	VI-A	2D6+2	200'	18	500 gp
Hand Bombard, Brazen Steel	VI-B	2D6+2	200'	18	750 gp
Pyre-Canna, Orichalcum	II-D	1D6+1	160'	13+	1,000 gp
Handgonne, Orichalcum	III-D	2D4	160'	14+	2,000 gp
Handgonne, Mithral +1	III-E	2D4+1	160'	14+	4,000 gp
Hand Culverin, Orichalcum	V-C	1D4+1D6+2	200'	17+	4,000 gp
Gonne, Orichalcum	IV-D	2D4+1	200'	15+	4,500 gp
Hand Bombard, Orichalcum	VI-C	2D6+2	200'	18	6,000 gp
Handgonne, Adamantine +2	III-F	2D4+2	160'	14+	8,000 gp
Hand Culverin, Mithral +1	V-D	1D4+1D6+3	200'	17+	8,000 gp
Gonne, Mithral +1	IV-E	2D4+2	200'	15+	9,000 gp
Hand Bombard, Mithral +1	VI-D	2D6+3	200'	18	12,000 gp
Handgonne, Amaranthine +3	III-G	2D4+3	160'	14+	(16,000 gp)
Hand Culverin, Adamantine +2	V-E	1D4+1D6+4	200'	17+	(16,000 gp)
Gonne, Adamantine +2	IV-F	2D4+3	200'	15+	(18,000 gp)
Hand Bombard, Adamantine +2	VI-E	2D6+4	200'	18	(24,000 gp)
Hand Culverin, Amaranthine +3	V-F	1D4+1D6+5	200'	17+	(32,000 gp)
Gonne, Amaranthine +3	IV-G	2D4+4	200'	15+	(36,000 gp)
Hand Bombard,	VI-F	2D4+4 2D6+5	200'	18	(48,000 gp)
Amaranthine +3					



[V-7]

Acquisition of Gonnes by Fusiliers

This section concerns the topic of gonnes, how Fusiliers get them, how access is initially controlled, how access is narrowed over time, and how Fusiliers progress when their primary skill is both limited and unique.

It must be remembered that technology in the World of Oldskull cannot yet allow the manufacture of gonnes. Gonnes in this realm operate only through the use of the arcane gunpowder known as *pulver* (which contains Otherworldly materials alchemically interacting with Oldskull materials), and the innate dimensional aura of the Corvinian Fusiliers (who are Otherworlders themselves).

Even a masterwork replica of a gonne, created by a dwarven or gnomish Oldskull weaponsmith, will very much look like a Corvinian gonne but cannot be effectively fired. The laws of Oldskull physics prevent both gunpowder and gonne friction mechanisms from working properly, unless Otherworld





essences are instilled in a weapon that is specifically crafted from Otherworld materials and wielded by an aura-surrounded Otherworlder.

It is also worth noting that Corvinian Fusiliers have only adventured in the World of Oldskull in any significant numbers during the last 200 or so years. This means that Corvinian gonnes are very rarely – but sometimes – found as monsters' treasure. The gonnes will probably not be discovered in troves at all unless the GM dictates that a specific weapon (typically but not always of minor caliber and power) will ever be found at all. For example, you as the Game Master might change a find of a magic sword +1 to a minor orichalcum gonne, if the party includes a Fusilier and the trove can be justified as having been created in the last century or so.







Effectively, this all means that Fusiliers are dependent upon the Corvinian weaponsmiths – up in the ever-wandering cloud city – for access to more gonnes. Fusiliers cannot make gonnes themselves; they are warriors, not arcane smiths with a lifetime's worth of materials, forge-works, and secret training. These artificers are known as Gonnesmiths, and the need for their services is constant and highly controlled.

To acquire a Corvinian gonne, a Fusilier must meet one of the following conditions:

- [1] Coming of age within an honored bloodline. Effectively, this is what happens when a level 1 Fusilier sets out in the name of adventure. Each new Fusilier begins play with one minor gonne.
- [2] Gaining a new experience level, or a .5-level Honorific title. These milestones of achievement are honored by the Corvinians with the gifting of a new gonne that the venturesome Fusilier can add to his or her existing arsenal. This is also a reliable way for higher-level Fusiliers to acquire magical handgonnes with varying degrees of power. The players of Fusiliers will find that even gonnes of lesser power are valuable, for many reasons, including [a] the need to carry more than one for rate of fire, [b] the training of Corvinian squires, and [c] losing gonnes to various misadventures.
- ▶ [3] Paying gold (or equivalent silver, gems, platinum, magic items, etc.) to a Corvinian Gonnesmith. Due to rituals, traditions, codes of law, and the need to provide the rarest and best weapons solely to those most worthy, there are always limits to the power level of a gonne that can be purchased in a such a manner. The paid-for gonne will typically be brought directly from Corvinia to the purchasing PC Fusilier on safe and secret neutral ground (such as a lower level of the Overlord's citadel within the Free City State of Grimrook), but it is also possible for the Gonnesmith to meet with a particularly honored high-level Fusilier to descend using the Laputa Shard's curious magnetic levitation effects along with a strong Corvinian delegation, in order to hand over the new weapon in person. (Whether Fusiliers can purchase overhauled or damaged gonnes from collectors, outside of contact with Corvinia, is solely up to the Game Master. At the beginning of the Fusilier campaign, I recommend *not*.)
- ▶ [4] The accomplishment of a major quest that furthers the cause and survival of the Corvinian lords and cabal, as determined by the Game Master. An example significant accomplishment might be the killing of an evil dragon that is harassing the cloud city, or protecting the city's secrets from vile and deadly forces.

[V-8]

Gifted Gonnes to the Worthy and Proven

As a Fusilier adventures and attains personal power, either the character's family or a faction within Corvinia will honor the character with the gift of a new firearm. The Fusilier's alignment and deeds are not a crucial consideration in this regard; there are chaotic, lawful, and neutral power interests that reward agents and freelances who share their beliefs ... and in the end, all Fusiliers serve and are loyal to the Corvinian cause of ultimate survival of the bloodlines and worshipped spirits.

Destroyed gonnes, either gifted or purchased, will not be replaced. One must learn to respect and protect one's own weapons to be worthy of them! (A merciful GM will allow for the discovery of a new minor gonne in a hard-won treasure trove from time to time.)





The gonnes that a Fusilier will be gifted with at various milestones of merit and valor are achieved are as follows:

TABLE 17:

<u>Rituals of the Gifted Gonnes</u>

Fusilier Experience Level	Newly-Gifted Gonne upon Attaining a New Experience Level or Honorific	
1	Before play begins, a newly venturesome Fusilier will be gifted with an old bronze firepot (worth 25 gp).	
	If the Fusilier shows considerable survivability potential (with at least one ability score rated at 16 or higher), a second old bronze firepot will be granted as well.	
1.5	When the Fusilier gains experience level 1.5, one of the minor priestesses under Morriga will be told of this worthy occurrence by her worshipped animal spirit This is how Honorifics are deserved, learned of, and eventually bestowed. The priestess will tell Morriga, and soon (within a few days to three weeks, depending on PC adventure circumstances and as determined by the GM) Corvinia will reposition itself near to the Fusilier's location. A delegation will be sent to meet with the Fusilier and to bestow the gifted gonne.	
	The GM rolls 1D6. The Fusilier will be gifted with [1] an ironpot (50 gp value), [2] a brazen steel firepot (75 gp value), [3] an old bronze handgonne (75 gp value), or [4-6] an iron pyre-canna (80 gp value).	
2	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1] an iron pyre-canna (80 gp value), [2-3] a brazen steel pyre-canna (120 gp value), or [4-6] an iron handgonne (150 gp value).	
2.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] an iron handgonne (150 gp value), or [3-4] an old bronze gonne (150 gp value), or [5-6] a brazen steel handgonne (225 gp value).	
3	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1] an iron handgonne (150 gp value), [2] an old bronze gonne (150 gp value), [3-4] a brazen steel handgonne (225 gp value), [5] an iron hand culverin (250 gp value) or [6] an iron gonne (300 gp value).	
3.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] an iron hand culverin (250 gp value), [3-4] an iron gonne (300 gp value), or [5-6] a brazen steel hand culverin (375 gp value).	
4	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] an iron gonne (300 gp value), [3-4] a brazen steel hand culverin (375 gp value), or [5-6] a brazen steel gonne (450 gp value).	
4.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1] an iron gonne (300 gp value), [2] a brazen steel hand culverin (375 gp value),	





Y Y Y	[3] a brazen steel gonne (450 gp value), or [4-6] an iron hand bombard (500 gp value).
5	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with an iron hand bombard (500 gp value).
5.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] an iron hand bombard (500 gp value), [3-5] a brazen steel hand bombard (750 gp value), or [6] an orichalcum pyre-canna (1,000 gp value).
6	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-4] a brazen steel hand bombard (750 gp value), or [5-6] an orichalcum pyre-canna (1,000 gp value).
6.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] a brazen steel hand bombard (750 gp value), or [3-6] an orichalcum pyrecanna (1,000 gp value).
7	When this level is attained, the Fusilier will be gifted with an orichalcum pyre- canna (1,000 gp value).
7.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-4] an orichalcum pyre-canna (1,000 gp value) or [5-6] an orichalcum handgonne (2,000 gp value).
8	When this level is attained, the Fusilier will be gifted with an orichalcum handgonne (2,000 gp value).
8.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-2] an orichalcum handgonne (2,000 gp value), [3-4] a mithral handgonne +1 (4,000 gp value) or [5-6] an orichalcum hand culverin (4,000 gp value).
9	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-3] a mithral handgonne +1 (4,000 gp value) or [4-6] an orichalcum hand culverin (4,000 gp value).
9.5	When this mid-level is attained, the Fusilier will be gifted with either a mithral handgonne +1 (4,000 gp value) or an orichalcum hand culverin (4,000 gp value), as chosen by the player.
10	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with an orichalcum gonne (4,500 gp value).
10.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-3] an orichalcum gonne (4,500 gp value) or [4-6] an orichalcum hand bombard (6,000 gp value).
11	When this level is attained, the Fusilier will be gifted with an orichalcum hand bombard (6,000 gp value).
11.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-3] an adamantine handgonne +2 (8,000 gp value) or [4-6] a mithral hand culverin (8,000 gp value).





12	When this level is attained, the Fusilier will be gifted with a mithral gonne $+1$ (9,000 gp value).
12.5	When this mid-level is attained, the Fusilier will be gifted with two mithral handgonnes $+1$ (4,000 gp value each), two orichalcum hand culverins (4,000 gp value each), or a mithral gonne $+1$ (9,000 gp value), as chosen by the player.
13	When this level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-5] a mithral gonne +1 (9,000 gp value) or [6] a mithral hand bombard +1 (12,000 gp value).
13.5	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-4] a mithral gonne +1 (9,000 gp value) or [5-6] a mithral hand bombard +1 (12,000 gp value).
14	When this mid-level is attained, the GM rolls 1D6. The Fusilier will be gifted with [1-3] a mithral gonne +1 (9,000 gp value) or [4-6] a mithral hand bombard +1 (12,000 gp value).







The question of whether or not Fusiliers would be gifted with additional gonnes beyond experience level 14 is left as an open question to the Game Master, but a likelier honor might well be limited admission into the secret cabal of the lords and ladies of Corvinia. The most powerful gonnes must be earned by individual heroic Fusiliers through the completion of epic quests in the name of the cloud city and its people.

A Fusilier can choose to keep any gifted gonne as an additional personal weapon, or stash it "at home" for emergency use, or even bestow it upon an allied PC Fusilier, or an NPC Fusilier retainer. The decision is up to the player of the PC Fusilier receiving the gonne, and such private choices are far beyond the ken of the Corvinian powers and their loftier concerns.





[V-9]

The Availability of Other Corvinian Materials for Purchase

When a Corvinian delegation comes down to meet with a newly-honored Fusilier, it is also a good time to make other purchases. The Fusilier can purchase ammunition, cinder wires, quick matches, or other similar materials. Outside of gifting the Fusilier can also purchase *one* additional gonne, of any requested type, but the quality and rarity of allowed purchases is strictly limited. (Remember too, that a Fusilier can only purchase up to 12 cinder wires and/or 6 quick matches at a time.)

The maximum amount of gold that a Fusilier can spend on such things, per delegation visit, is based upon experience level and is reflected below. This limitation demonstrates the scarcity of available materials, and the prioritization of access granted to higher-level Fusiliers over their lower-level brethren.

- A level 1 Fusilier, after departing Corvinia and beginning play, can spend up to 75 gp on other things (rare munitions, wires, matches, *one* additional gonne, etc.). By the nature of this limit, the availability of such things will be controlled by the maximum possible expenditure.
- A level 1.5 Fusilier can spend up to 150 gp during the honorific visit, allowing for the purchase of (at the very most) an iron handgonne or old bronze gonne.
- > The full amounts of purchase restriction by experience level can be summarized as follows:

Fusilier Experience Level	Maximum Purchase Threshold (in Addition to Gifted Gonne)	Strongest Single Gonne Type Available for Sale (in Addition to Gifted Gonne)
1	75 gold pieces	Brazen steel firepot (75 gp) or old bronze handgonne (75 gp)
1.5	150 gold pieces	Iron handgonne (150 gp) or old bronze handgonne (150 gp)
2	200 gold pieces	Iron handgonne (150 gp) or old bronze handgonne (150 gp)
2.5	250 gold pieces	Iron hand culverin (250 gp)
3	300 gold pieces	Iron gonne (300 gp)
3.5	400 gold pieces	Brazen steel hand culverin (375 gp)
4	500 gold pieces	Iron hand bombard (500 gp)
4.5	750 gold pieces	Brazen steel hand bombard (750 gp)
5	1,000 gold pieces	Orichalcum pyre-canna (1,000 gp)
5.5	1,250 gold pieces	Orichalcum pyre-canna (1,000 gp)
6	1,500 gold pieces	Orichalcum pyre-canna (1,000 gp)
6.5	1,750 gold pieces	Orichalcum pyre-canna (1,000 gp)

TABLE 18:

Purchase Thresholds for Corvinian Supplies





YY	Y Y Y Y Y	
7	2,000 gold pieces	Orichalcum handgonne (2,000 gp)
7.5	2,500 gold pieces	Orichalcum handgonne (2,000 gp)
8	3,000 gold pieces	Orichalcum handgonne (2,000 gp)
8.5	3,500 gold pieces	Orichalcum handgonne (2,000 gp)
9	4,000 gold pieces	Mithral handgonne +1 (4,000 gp, 10% chance of being available) and/or orichalcum hand culverin (4,000 gp, 10% chance of being available); therefore between zero and 2 such weapons will be available. An orichalcum handgonne and one example of every other lesser weapon will always be available for purchase as well.
9.5	4,500 gold pieces	As above, chance of availability for each type of gonne increases to 15%.
10	5,000 gold pieces	As above, chance of availability for each type of gonne increases to 20%.
10.5	5,500 gold pieces	As above, chance of availability for each type of gonne increases to 25%.
11	6,000 gold pieces	As above, chance of availability for each type of gonne increases to 30%.
11.5	6,500 gold pieces	As above, chance of availability for each type of gonne increases to 35%.
12	7,000 gold pieces	As above, chance of availability for each type of gonne increases to 40%.
12.5	7,500 gold pieces	As above, chance of availability for each type of gonne increases to 45%.
13	8,000 gold pieces	As above, chance of availability for each type of gonne increases to 50%.
13.5	8,500 gold pieces	As above, chance of availability for each type of gonne increases to 55%.
14	9,000 gold pieces	As above, chance of availability for each type of gonne increases to 60%.

For example, when the delegation meets with a newly-honored Fusilier upon the attainment of experience level 10, the Fusilier is granted the gift and then also allowed to spend up to 4,500 gold pieces, but no more, on *one* additional gonne of a preferred type, and all munitions, wires, matches, and so forth. If a mithral handgonne +1 is available for sale, the Fusilier might pay 4,000 gp for that, with 500 gp remaining for ammunition and other purchases. Alternately, he or she could purchase an orichalcum handgonne for 2,000 gp, with 2,500 gp remaining for other purchases.





Recall too that some desired mundane materiel, such as low-level ammunition, pouches, linstocks, ramrods, armor, etc. will be available in select places throughout the World of Oldskull, with no need to meet with a Corvinian delegation. Cinder wires and quick matches are very rare, however, and limited access will be provided by the GM on an as-needed basis, depending on the play quality and behavior of the player. (Try to be somewhat stingy in this regard, so that the player is always looking forward to the next-attained experience level, or mid-level.)

During these meetings of purchase, the Fusilier character can also send messages home to relatives or friends (a matter than can affect relations, quests, or campaign developments as determined by the Game Master).



[V-10]

The Trading and Selling of Surplus Gonnes

At times, a Fusilier may wish to refuse the gift of a low-grade gonne, or might even – in more desperate circumstances desire to sell a gonne to another Corvinian.

Before we discuss the point of Corvinians being the primary audience for gonne sales, let us consider:

Remember that non-Fusiliers cannot make a gonne function or fire! They can load the weapon, heat up a mundane wire, stick the wire in the touchhole and/or pull the trigger, but regardless of gonne type nothing will happen if the firer is not an aura-surrounded Corvinian Otherworlder. Purchases of gonnes by non-fusiliers are typically made with resale, research, and/or experimentation in mind. The weapon, to such a buyer, literally has less than actual value, which is why the selling Fusilier's asking price will only uncommonly be accepted.

Therefore, selling gonnes to natives of the World of Oldskull is always a possibility, but after two centuries or so word has gotten out that such artifacts cannot be wielded anyone who is not a Fusilier. This means that serious buyers and collectors are few and far between. Most serious buyers will be other Corvinians who live in the campaign world "on the ground".





If a Fusilier ever politely refuses the gift of an awarded gonne – a ritual that is called *The Silver Refusal, as Others Stand in Need* – he or she is instead given gold equivalent to the gonne's value. For example, refusal of an iron gonne (200 gp value) would result in the Fusilier receiving 200 gold pieces instead. However, the maximum amount of gold that can be received at one time in this manner is 2,000 gp, regardless of the actual value of the refused gonne.

When a used gonne is sold to a Corvinian – either a city-dweller, or an NPC Fusilier – the general value assigned is equal to 40%+1D20% of the weapon's full value. NPCs will always be aware of a gonne's market value (otherwise they would not be prospective buyers), but will never offer to pay full market value. Offers tend to stand firm, as Gonneslingers and gonne resellers aren't exactly known for bargaining or blather. A PC Gonneslinger can choose to take such a purchase offer or leave it, as the player desires, with the understanding that further buyers will be uncommon until the seller makes contact with Corvinia once again.





The GM should note that gold received as a result of purchases or sales does *not* provide any XP award, because it is not a hard-won treasure; it is simply a pile of money exchanging hands during a peaceful business transaction.

A careful reader will note that although Fusiliers can gain significant amounts of gold throughout a storied career, the more powerful gonnes and munitions are quite expensive, and fragile, and difficult to care for. Many PC Fusiliers will find that they are spending as much gold as they are making, just to keep themselves in arms.

Gifted weapons can be turned into gold, or stashed, or carried, it's up to the player. Fusiliers like to collect backup firearms even if they are weaker, and they frequently want to "pack more heat" with backup weapons.

Some clever players might even refuse valuable gifted gonnes because they have their eyes on a different particular gonne model; for example, an iron hand culverin might be refused so that an iron hand bombard can be purchased for an affordable net cost if a bombard is made available. In a more common circumstance, a Fusilier might accept a gifted gonne only to resell it, because the resale value exceeds the 2,000 gp limit of the Silver Refusal ritual Such strategic decisions are perfectly valid, and the Game Master should allow them as the player arbitrates and learns to play the class.

[V-11]

Munitions and Their Quality Levels

As might well be surmised, owning a gonne is not enough; the Fusilier must be armed with ammunition as well. And of course, the only source of effective ammunition – since the physics of the World of Oldskull are anathema to gunpowder manufacture and its chemical reaction – is Corvinia. Only persons with a Corvinian's Otherworldly aura are capable of crafting pulver that fires in a gonne barrel.

The good news for a Fusilier is that a fair number of Corvinians dwell in the grounded realms beneath the cloud city, and they are capable of crafting black pulver. The bad news is, black pulver is the weakest type of ammunition, and more expensive types are only available from either (a) Corvinian delegations from above, or (b) rogue Gonnesmiths who have, at the GMs decision, established themselves in the realms and are open for business.

What this means is, the GM is in strict control of the availability of special ammunition at low Fusilier experience levels. If you feel that the class is relatively underpowered at low levels (2 to 4) and requires a boost, you can make starkpulver or even skullpulver available when needed. But if you feel the PC Fusilier is doing just fine, you can force them to wait until honorific level 1.5 is attained before they can buy superior powder.

For the sake of game play, all gonnes can be fired using the same two ingredients. Each shot requires 1 measure of pulver (arcane Corvinian powder, the fuel), and 1 round of munitions (the shot). A shot bag will carry up to 20 rounds of shot, and a pulver bag will carry up to 20 measures of pulver. There is nothing really stopping a heavily-armed Fusilier from carrying multiple bags, other than encumbrance, rarity, and potential expenditure.

Each type of pulver has an encumbrance rating of 1 coin equivalent per measure.





Real-world black gunpowder is made up of approximately 75% saltpeter, 10-13% sulfur, and 12-15% charcoal. Fusilier gonne-pulver in the game world consists of 75% "saltpetrie" (saltpeter from Laputa's home world, replicated through Corvinian magic, replete with Otherworld alchemical agents), 10% "brimstein" (sulfur infused with cinder imp essence), and 15% "willowchar" (charcoal made from an Oldskull willow tree, with minor alchemical treatment).

There are several grades of pulver available, as follows. Note that pulvers beyond the black pulver tier can only rarely be found in the World of Oldskull proper; most Fusilier characters will need to purchase it from Corvinian NPCs as noted, or during contact with delegations from the cloud palace itself. The profession is expensive, but it is always best to stock up when you can!

TABLE 19:

Pulver Type	Description				
[I] Black Pulver	This is the most basic form of Corvinian gunpowder. It has no special qualities other than being the mixture that allows Fusiliers to fire gonnes in the World of Oldskull.Cost 1 gp per measure, available in bulk to all Fusiliers.				
[II] Starkpulver	A finer grain and quality of powder. The game effect is to make potentially disastrous misfires less deadly. When a gonne loaded with starkpulver misfires (as is explained in the combat rules a bit further on in this supplement), a +1 bonus is added to the misfire determination roll. This makes the most dangerous explosive misfires impossible.				
	Cost 2 gp per measure, available to Fusiliers beginning at Honorific level 1.5.				
[III] Skullpulver	A specially-blended form of powder that has been perfected over the decades to function more efficiently in the World of Oldskull, using carefully-treated willowchar. When a gonne loaded with skullpulver misfires, a +2 bonus is added to the misfire determination roll.				
	Cost 5 gp per measure, available to Fusiliers beginning at experience level 3.				
[IV] Ignis Volatilis, the Flying Fire	A more alchemically potent form of pulver, which ensures more reliable and more powerful explosive bursts without damaging a gonne's barrel. When a gonne loaded with Ignis Volatilis misfires, a +3 bonus is added to the misfire determination roll. Further, a shot fired with Ignis Volatilis inflicts +1 damage. Cost 25 gp per measure, available to Fusiliers beginning at Honorific level 4.5.				

Ammunition Considerations, Part I: Pulver

A wide variety of munitions are available for gonnes. Some forms are mundane, and others are magical. All can be purchased by Fusiliers of the appropriate experience level, even the most magically potent varieties. Cost, however, tends to be the limiting factor, along with availability.





Stone pellets can be purchased just about anywhere (particularly from masons and dwarven craftsmen); hailstones, scattershot, and iron orbs are a bit rarer. Finer types of shot must typically be purchased from Corvinian delegations.

Each type of shot has an encumbrance rating of 1 coin equivalent per round.

The available varieties are as follows:

TABLE 20:

Ammunition Considerations, Part II: Shot

Shot Type	Description
[I] Stone Pellets	This is cheap shot that is made from polished granite spheres. A gonne loaded with stone pellets inflicts -1 damage, however (but a minimum of 1 point of damage per hit).
	Gonnes loaded with stone pellets are incapable of Long range attacks; only Short and Medium range attacks can be made. (But since Fusiliers cannot even attempt accurate Long range shots until experience level 3, this munition is commonly used by frugal apprentices, or to affordably outfit a company of men.)
	Stone pellets cost only 1 sp each (available anywhere), and are available in bulk to all Fusiliers.
[II] Hailstones	Alchemically treated stone pellets. These munitions inflict base damage (more than stone pellets), but are incapable of Long range attacks.
	Hailstones cost 3 sp each (through Corvinian merchants or Oldskull alchemists), and are available in bulk to all Fusiliers but a bit of scrounging might be required to find a source.
[III] Scattershot	Scattershot is a shrapnel-like form of stone pellets, which fracture upon impact and cause impaling splinters to pierce a target's skin.
	Scattershot inflicts +1 damage if the target's Armor Class is 5 or worse. Scattershot is incapable of effective Long range attacks.
	Scattershot costs 7 sp per shot, and is available to all Fusiliers.
[IV] Ironshot Orbs	Ironshot orbs are simple metal balls, near-perfectly shaped. They inflict +1 damage to any struck target. Due to potential fragmenting however, the accuracy of the firearm will be at an additional -1 to hit.
	Ironshot orbs cost 1 ep per shot (available anywhere with a bit of rarity), and effectively have no experience level requirement because a Gonneslinger can choose to purchase shot from an Oldskull merchant.
[V] Hailshot	Hailshot consists of lead-coated, alchemically treated stone pellets. It is designed as a form of armor-piercing round.
	These munitions inflict +1 damage if the target's Armor Class is 4 or better.





	Hailshot costs 1 gp per shot (through Corvinian merchants and Gonnesmiths only), and is available in bulk to Fusiliers of experience level 2 or higher.
[VI] Leadshot Orbs	Leadshot orbs are simple metal balls, near-perfectly shaped and lightly treated by alchemy. They inflict +2 damage to any struck target.
	Due to potential fragmenting and misshaping during fire, the accuracy of the firearm will be at an additional -1 to hit.
	Leadshot orbs cost 2 gp per shot (through Corvinian merchants and Gonnesmiths only), and are available in bulk to Fusiliers of experience level 2 or higher.
[VII] Ironhail	Ironhail is a shrapnel-creating iron sphere round with alchemical treatment. These munitions inflict +2 damage if the target's Armor Class is 8 or worse, +1 damage if the target's Armor Class is between 7 and 3 inclusive, and Base damage if the target's Armor Class is 2 or better.
	Ironhail cost 2 gp per shot (through Corvinian merchants and Gonnesmiths only), and is available in bulk to Fusiliers of experience level 2 or higher.
[VIII] Leadbolt	Leadbolt consists of steel-coated, alchemically treated lead-core spheres. It is designed as a heavy armor-piercing round.
	These munitions inflict +2 damage if the target's Armor Class is 4 or better.
	Leadbolt costs 3 gp per shot (through Corvinian merchants and Gonnesmiths only), and is available in bulk to Fusiliers of experience level 3 or higher (due to lower supply).
[IX] Thunderbolt Shot	Thunderbolt shot is slightly magical, created by a Corvinian master Gonnesmith who is working with an alchemist. It can strike creatures that are normally only injured by magical weapons of +1 or better quality, but it provides no bonus to hit or to damage.
	Thunderbolt shot costs 10 gp per shot (through Corvinian master Gonnesmiths only), and is available to Fusiliers of experience level 4 or higher (due to somewhat limited supply).
[X] Mithral Shot	Mithral shot – consisting of a lead core coated with a minutely thin shell of precious mithral – is magical, conferring a +1 to hit and damage bonus.
	As is usual with ranged weapon and missile combinations, these bonuses are cumulative; for example, +1 mithral shot fired from a +2 adamantine hand culverin would confer a +3 bonus to hit and damage.
	Mithral shot costs 200 gp per shot (through Corvinian hierarchs only) and is available to Fusiliers of experience level 5 or higher (due to restricted and limited supply).
	No more than 1D4+1 mithral shot rounds will ever be available to a Fusilier for purchase during an experience level; for example, a level 5 or 5.5 Fusilier would be able to purchase 1D4+1 shot (or a part of that amount), and no more would be available until he or she attains level 6.



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[XI] Adamantine	Adamantine shot is crafted from adamantite and steel alloy. (Adamantite is far
Shot	less rare in Corvinia, due to ancient Laputan mining secrets, but is precious nonetheless.) It gives a +2 to hit and damage bonus.
	Adamantine shot costs 400 gp per shot (through Corvinian hierarchs only) and is available to Fusiliers of experience level 7 or higher (due to highly limited supply).
	No more than 1D3+1 adamantine shot rounds will ever be available to a Fusilier for purchase during an experience level.
[XII] Amaranthine Shot	Amaranthine shot is crafted from nearly-pure adamantite. It gives a +3 to hit and damage bonus. It is only used by exceedingly wealthy Fusilier nobles, or to slay dragons and other maximum-danger targets.
	Amaranthine shot costs 800 gp per shot (through Corvinian hierarchs only) and is available to Fusiliers of experience level 9 or higher (due to highly limited supply).
	No more than 1D2+1 amaranthine shot rounds will ever be available to a Fusilier for purchase during an experience level.

[V-12]

Brief Notes About Firepots and Fire Garrots

You might remember that ironpots and firepots – the weakest gonnes, at tier I, which are wielded by level 1 Fusiliers – do not actually fire normal shot. Instead, they fire special heavy iron bolts packed with leather, called garrots. In these rules, they are termed *fire garrots* to differentiate them from the totally different and separate strangle-cord weapon of assassins, which is called a *garrot* or *garrote*.

A fire garrote weighs 10 coin equivalents and costs 7 silver pieces. It inflicts 1D6+1 damage, as noted in the ironpot weapon description. They are long, heavy, and sharp enough to be used as improvised melee weapons if necessary, at -2 to hit, inflicting 1D3 damage modified by the Fusilier's strength. If used as a thrown weapon, a fire garrote performs poorly, at -2 to hit and ranges S 10'-19' / M 20'-29' / L 30'. And considering how poor level 1 Fusiliers can be, with sometimes-dismal reloading times, these desperate circumstances do occur from time to time!

Each firepot shot requires one fire garrot to serve as the missile, and one measure of pulver to serve as the firing fuel. The GM can, if merciful, decide that 50% of fired or hurled garrots – hit or miss – are relatively undamaged after use, which means that some of them can be recovered and reused after a battle.





An Even Briefer Note Concerning Mixing and Matching

As you can see, there is a fair amount of strategy involved in pulver and shot selection, depending on the target type and availability of rounds and measures.

If a PC Fusilier is carrying different types of pulver and/or shot, the player can select the desired items during the reload process at no penalty. Prentice Fusiliers are trained to make these decisions quickly without error, even before they are allowed to handle a firepot.







<u>Chapter VI:</u> The Adventurous Fusilier



[VI-1]

Locked and Loaded

Once a Fusilier character is created and fully equipped, it is time for adventure! But of course, only a deathwish-graced fool would ever dare to venture out into the World of Oldskull all alone ...

[VI-2]

Availability of Retainers and NPC Fusiliers

At early experience levels, a Fusilier can hire normal Oldskull retainers (fighters, clerics, magic-users, and so forth). Corvinian Fusilier NPC retainers of experience level 1 are not available for hire until experience level 8, at the earliest.





Beginning at level 8, the Fusilier can hire a maximum of 1 level 1 Corvinian Fusilier NPC as a retainer. The retainer will begin play with his or her own weapon (an old bronze pyre-canna), and the PC Fusilier can bestow a more powerful weapon or munitions as desired.

Note that this means that the access to NPC Fusilier retainers is very limited; a level 9 Fusilier will have no more than 2, a level 10 Fusilier will have no more than 3, and so forth. Losses cannot be replaced outside of earning the services of a new prentice as each experience level is gained.

NPC Fusilier retainers gain experience at 50% of the rate of PCs, but can increase in experience level and gain their own gifted gonnes and honorifics over time.

The question of whether or not rare low-level (1 to 3) NPC Fusiliers are available in the campaign as mercenaries for hire, by anyone, is left as an open question of game balance to the Game Master.

And of course, Fusiliers are fully capable of hiring men-at-arms, porters, laborers (reloaders), war dogs, and falcons, just as any other character can. Such funds, in the land of the quick and the dead, are always well spent. Solo Fusiliers tend to die quick and grisly deaths, and even a "lone wolf" will typically hire men-at-arms to serve as melee defenders while adventuring is dangerous areas.

[VI-3]

Fusiliers in Melee

A dragoon's linstock is a highly recommended melee weapon. Long swords and even pole arms are somewhat popular as well.

A gonne can be used as a club (1D4 damage + STR modifier) in a dire emergency, but doing so is almost sure to ruin it. A non-magical handgonne will be damaged (-1 accuracy) after 2 melee strikes, and destroyed after 4. A magical handgonne will be damaged after 6 strikes, losing a +1 of power permanently or being destroyed if orichalcum.

Like fighters, Fusiliers can use all types of weapons, be they melee, ranged, hurled, or improvised. At the GM's discretion, magical dragoon's linstocks of up to +2 empowerment might be found in some treasure troves, if some other unlucky NPC Fusilier happened to die down somewhere in the dungeons in recent decades.

[VI-4]

Combat Considerations as a Fusilier

As described earlier, Fusiliers have an improved accuracy rating (THACO) with gonnes, and a normalized rating with melee and mundane missile weapons.

Combat as a low-level Fusilier generally tends to focus on using firearms early, but not necessarily often. It should be remembered that a well-placed shot can wound an enemy spell caster (spoiling the spell), or even causing a dreadful bang while shooting a leader in the head. Sometimes, one shot can greatly influence the direction of the battle.





Combat as a low- to mid-level Fusilier typically involves holding still and getting a few shots in from behind allied ranks, and then switching to melee attacks once all gonnes have been fired, and/or the reloading process is too long and dangerous to continue attempted firing.

Inevitably, however, Fusiliers will need to switch from gonnes to melee weapons at some point. Fortunately, they are all capable of switching weapons at the beginning or end of any round as a free action, due to their prentice training and innate combat reflexes.

Before combat, a Fusilier's gonnes should all be loaded with pulver and shot. (A Fusilier who does not fully reload after every combat will probably not live very long.)

The Fusilier should always carry a gonne at the ready. If the weapon can be used one-handed, the player might opt for a dragoon linstock, torch, lantern, or shield to be held in the other hand.

If the Fusilier believes that combat will begin with 20 rounds' (2 turns') time, a cinder wire should probably be lit if one is available. A cinder wire will reduce reload times.

When combat begins, if the Fusilier is carrying a lit torch, a lit lantern, or a tinderbox (perhaps in a pouch or pocket, quickly accessible in less than 1 round), the readied gonne can be used in the first round (the fuse is lit). If these fuse-lighting items are not carried at the ready, the Fusilier cannot fire a shot unless an adjacent companion (within 10') provides a flame source, or a spell is used to bring in a controlled fire source. As a reminder, *light* and *continual light* spells do not radiate heat, and cannot be used to start fires or light gonne fuses.



[VI-5]

Firing Gonnes

When a battle begins and the Fusilier has a gonne (or two one-handed gonnes) already pre-loaded with pulver and shot, a normal ranged attack can be made in accordance with the usual game rules for initiative, range, accuracy, and so forth.

If a Fusilier has additional loaded gonnes beyond the first (on the hips, a back holster, etc.), and those weapons are loaded, the Fusilier is quick enough to holster or drop the fired weapons and to pick up one or two new ones, and attack with the new weapons in the same round as part of a single action. As an example, the first round might be spent firing a loaded brace of handgonnes, while the second





round involves holstering the handgonnes and then drawing and firing a hand cannon holstered behind the Fusilier's back. Regardless of the carried and readied arsenal, however, a Fusilier can never fire more than (a) two one-handed or (b) one two-handed gonne in a single round.

Soon of course the Fusilier will run out of loaded firearms, and then reloading in combat is the tricky part. The Fusilier might alternately choose to fall back, fight in melee, or use special equipment or a magic item. Flaming oil for example can be an excellent secondary weapon, or caltrops can be thrown in front of oncoming enemies for area denial purposes.



If a gonne fires at a ranged target and misses, it is just a miss. But if a gonne fires into a melee and misses, the GM should give a flat chance equal to (20% minus the Fusilier's experience level) that a meleeing ally will be hit. For example, if three allies are fighting in melee against four orcs, and the Fusilier aims at one of the orcs and misses, there is no chance that the miss will "go lucky" and hit one of the other three orcs. Instead, there is a chance that the shot will hit an ally at random; perhaps the GM would then roll 1D6 with a 1 or 2 indicating an automatic hit on ally #1, a 3 or 4 meaning a hit on ally #2, and a 5 or 6 meaning a hit on ally #3. Such accidental shots cause full damage to the unfortunate victim of circumstance.

An Aimed Shot special move – described in the Abilities section – will never result in hitting an ally, however. Such shots are merely clean misses if they do not successfully strike home.

[VI-6]

Cascading Shot Damage

Unlike other types of weapons, Fusilier firearms have the potential to inflict cascading shot damage. This means that the damage dealt can actually be higher, potentially, than the damage range listed for the weapon.





This rule simulates armor penetration, and deadeye aim, as well as potentially lethal shots. Critical hit location systems are against the spirit of old school Gygaxian play, but this rule allows for the GM to describe exceptional hits that pierce armor, hit a vulnerable spot, or even (if the damage results in death) causes a bloody *coup de grace*.

Each firearm has a base damage figure listed in its description. A pyre-canna, for example, has a base damage of 1D6+1 (2 to 7 points). But when a hit is made with the shot and the damage die is rolled, any die that is rolled to its maximum number introduces another die to the mix.





For example, if the base damage is 1D6+1 and a 6 is rolled, the 6 is set aside (with the 6 facing up undisturbed, for tracking purposes) and a new D6 is introduced. The new D6 is rolled. On the 1 in 36 chance that another 6 is rolled, the die is set aside and another D6 is introduced, and so forth. If the first roll was a 6 (indicating a cascade and a new die) and the second roll was a 3 (indicating the cascade stops), then the damage dealt by the shot is 6 for the first die, plus 3 for the second die, +1 (because of the +1 listed in the weapon's base damage figure) for a total of 10 points.

If there are any other damage modifiers due to shot type, a magical firearm, etc. these modifiers are not added in until after all of the potentially cascading damage dice rolls are complete.

As a second example, a gonne's base damage figure is 2D4+1. This means that two D4s are rolled. If either one is a 4, then that die is set aside with the 4 showing, and a new D4 is introduced and rolled. At best, the Fusilier's player might roll a 4 and another 4 (a 1 in 16 chance), meaning that the two 4s are set aside and two new D4s are rolled. If those D4s are a 3 and a 2, then the cascade stops, and the damage inflicted is 4 (the first die) + 4 (the second die) + 3 (the third die) + 2 (the fourth die) + 1 (the bonus listed in the gonne's base damage figure, totaling 14 points.

The odds will dictate that damage will stop within reasonable parameters. The odds of rolling a 6 on 1D6 are 1 in 6 of course; and the odds of rolling two 6s with 2D6 are 1 in 36. The odds of rolling thereafter become dim indeed, with three 6s on 3D6 being 1 in 216, four 6s on 4D6 being 1 in 1,296, and so forth.

This mechanic is meant to be fun for the Fusilier player, while introducing a lethal uncertainty which should always exist when gonnes are in play. In the case that an NPC Fusilier is rolling cascading damage, a fair-minded GM should roll such damage out in the open, so that the players can see for themselves if a wild cascade begins.

[VI-7]

Gonne Misfires

As a trade-off for the deadly potential inherent in cascading shot damage, all firearms are also subject to frequent misfires. Misfires can be the result of poor powder, damp powder, damaged shot, insufficient training, sloppy loading, and/or quick and impatient firing processes. Even experienced Fusiliers in the heat of combat can suffer misfires due to combat stress, necessarily rushed firing opportunity windows, or the irksome evil luck that bedevils complex mechanical processes throughout the World of Oldskull.

The chance of a misfire is a flat 5%. This 5% chance, as savvy readers have probably guessed, is represented by a natural roll of 1 on any D20 firearm to hit roll.

There are many types of misfires, ranging from the lethal to the irksome. Once a 1 has been rolled to hit (the pulver and the shot are both wasted, and the attack will obviously not hit the target), the GM (not the player) rolls 1D20 and adds the Fusilier's experience level. Higher numbers are better in this regard, and low numbers can be disastrous. Note that if the Fusilier is using higher-quality pulver (as listed in the descriptions for powder prior), the pulver will also add a small bonus to this misfire determination roll.





The misfire table below will reveal that the worst fatal effects can be avoided by veteran Gonneslingers who are using fine pulver. But nevertheless any misfire could indirectly result in grave misfortune, particularly if the shot's hit was desperately needed to avoid an enemy's wrath.

Note that the GM can state the exact type misfire that occurs, because any Fusilier – due to long years of training – will always know the exact effect of the misfire type immediately as it is suffered.

The types of misfires, based on the modified misfire determination number, are listed below:

TABLE 21:

Determination of Gonne Misfire Effects

Modified Roll (1D20 + Level)	Misfire Type
2 or Lower	Explosive Misfire: The power and shot explode violently before they leave the barrel. The gonne is completely destroyed, and the Fusilier suffers full cascading weapon damage from the exploding shot. A save vs. death magic, if successful, will reduce damage to half (rounded down). The gonne is a total loss, even if it is magical.
3 or 4	Partial Detonation: As for [2] Explosive Misfire above, but damage is reduced by half (rounded down) the cascading roll. A save vs. death magic, if successful, will reduce the damage to 1D2 points. The gonne is partially destroyed. The Fusilier will not be able to repair it, but repair by a Gonnesmith will be an eventual possibility.
5 to 8	Damaged Gonne: The shot fires, but misses. The gonne is now considered damaged, and will no longer fire until it is repaired. The Fusilier should be able to perform a makeshift repair outside of combat, but this will take a fair amount of time. (Refer to the Makeshift Repair special ability.)
9 or 10	Nastily Fouled Barrel: The shot is ruined prior to leaving the barrel. The shot is fired and lost, no attack takes place, and no one is injured. The gonne itself is not damaged, but will require 30 minutes of cleaning by the Fusilier before it can be reloaded and fired again. During combat, of course, this type of result can be a disaster. Note that fouled barrel misfires can be more speedily cleared by experienced Fusiliers, as explained in the Clear Jam ability section.
11 or 12	Black Puff Dragon: The shot ignites the powder too quickly, resulting in a black cloud of choking smoke engulfing the Fusilier. The Fusilier will suffer a -2 Armor Class penalty (or -2 DEX instead, if the Fusilier's DEX is 16+) for the next 1D4+1 rounds.
13 or 14	Badly Fouled Barrel: As for [9-10] Nastily Fouled Barrel above, but required cleaning time will be 20 minutes.
15 or 16	Puff Dragon: As for [11-12] Black Puff Dragon above, but the Fusilier's penalty is either -1 Armor Class (or -1 DEX instead, if the Fusilier's DEX is 13+) for the next 1D3 rounds.





17 or 18	Fouled Barrel: As for [9-10] Nastily Fouled Barrel above, but required cleaning time will be 10 minutes.
19 or 20	Cinder Flash: There are sparks, and the pulver ignites and is gone, but the shot is not fired and remains intact. The barrel must be cleared, which is effectively a reload of the same shot with new powder, and the reload time is increased by 2 rounds.
21 or 22	Lightly Fouled Barrel: As for [9-10] Nastily Fouled Barrel above, but required cleaning time will be 5 minutes.
23 or 24	Flash in the Pan: As for [19-20] Cinder Flash above, but the reload time is increased by 1 round.
25 or 26	Slightly Fouled Barrel: As for [9-10] Nastily Fouled Barrel above, but required out-of- combat cleaning time will be a mere 2 minutes. (Which might actually be more painful to know, for a Fusilier currently stuck in a deadly combat.)
27 or 28	Hangfire: The gonne does not fire yet. It will fire at the very beginning of the following round, before any initiative rolls or declarations of intent (spell casting etc.).
	A savvy Fusilier will keep the weapon aimed at the target(s) during the waiting time, knowing that the shot will propel and strike home in due time. The to hit roll will be rerolled at the beginning of the next round, to see if the misfire actually hits or not.
	If the Fusilier's player does not wish to wait for the shot, the gonne can be dropped carefully between his feet (not boot-sheathed, tossed, or holstered, by the gods!) while a different weapon is drawn. If combat ends this round, the weapon will fire anticlimactically after the battle, with the sulky Fusilier aiming it into the sky or a harmless ground ricochet as appropriate.
29 or 30	Burp Shot: The shot fires, but it only goes a few feet. If the shot is mundane, it is effectively used; but if it is magical, it is intact and can be recovered. The good news is that the barrel is fully clear, and the weapon can be reloaded normally.
31 or 32	Momentary Hangfire: The gonne does not fire, similar to Hangfire above. For a split second the Fusilier will think it's a full hangfire, but then realizes it's not, and will then quickly re-aim. The weapon will then be re-aimed at its intended target. But due to the circumstances, a new to hit roll must now be rolled on 1D20, and yes the 1 in 400 chance for a newly-occurring misfire is there if another 1 is rolled.
	The good news is, despite the original roll of 1 and the misfire, the shot might now actually hit.
33 or 34	Blowback: The shot fires, but it misses, and the recoil inflicts 1 point of damage on the Fusilier.
35 or Higher	Imp Shot: The shot fires, but it only grazes the target and inflicts no damage. However, if the target was a spell caster who was casting a spell (or otherwise concentrating), the near miss is shocking enough to force the target to flinch. This will break concentration and spoil the spell, as if the shot had actually inflicted damage.







Special Abilities of the Fusiliers

In addition to the iconic use of firearms, Fusiliers have many special abilities that make them far more than just "a fighter with gun." These abilities begin with the base tactical considerations of gonne-fire and combat, and then advance to leadership potential (with regard to NPC pulver squires) and eventually toward the manipulation of fire arcana (minor spell effects, achieved through cabalistic brimstone Glamours and cinder imps).

Aimed Shot

This is one of the most important Fusilier special abilities - the power to perform an aimed shot with a firearm. It is learned at experience level 1. It requires an operational gonne, a brave heart, and steady hands.

This ability is used at will, at any time during combat including (potentially) the first round if range is appropriate. At the beginning of the round (while initiative is being rolled and determined by the players and the GM), the player states that his or her Fusilier character will perform an aimed shot. Fusiliers who are wielding two one-handed gonnes can only perform an aimed shot with one weapon in a round, not both.

The disadvantages are that the character's shot attack will take place at the very end of the round, and any damage suffered by the Fusilier while aiming prior to shooting will spoil the aiming bonus for that round. In this case of spoiled aim the shot will occur, but it will be a normal shot without any of an aimed shot's accuracy or damage advantages.

The first advantage is that the Fusilier can designate the specific target; therefore aimed shots are frequently used against spell casters, chieftains, or other leader types. A second advantage is that the aimed shot will be given a significant to hit bonus. All of the usual penalties for range, darkness, conditions etc. still apply, but the significant accuracy bonus will probably offset them all.

The exact bonus conferred depends on the Fusilier's experience level, as follows:

- **Experience Level 1:** +1 to hit
- > **Experience Level 1.5-3.5:** +2 to hit
- **Experience Level 4-6.5:** +3 to hit
- > **Experience Level 7-9.5:** +4 to hit
- > Experience Level 10-12.5: +5 to hit
- > Experience Level 13+: +6 to hit

Keep in mind that a D20 roll of 1 always misses, always indicating a misfire. Such is the peril of depending upon Otherworldly technology within the World of Oldskull.

The final advantage is that if the aimed shot hits, an additional die of the weapon's appropriate type (D4 or D6, as noted in the description) is added to the initial damage cascade rolling pool.

Tactically speaking, aimed shots – like spells – are very risky to employ during large-scale close combat, because any intelligent being will see that the Fusilier is attempting to do something deadly





with careful preparations. (To primitives it might look like he's preparing to cast a powerful spell with his strange-looking holy symbol.) Intelligent creatures will attempt to spoil that aim. Aimed shots are therefore best utilized during small battles, from afar, from surprise, from behind allied ranks, and/or from under cover.



If a combat ever occurs where multiple Fusiliers are using aimed shots simultaneously (either allied or while on opposite sides), each Fusilier is given a priority number, equal to experience level + Wisdom. (Yes, Wisdom is used here for patience and willpower. The Gonneslingers aim with their heart, not with their hand.) At the end of the round, the highest priority aimed shot number is fired first, and the shot will travel quickly enough that a lower-priority Fusilier – if struck – will have his or her aim spoiled for that round. Considering resultant damage, he might have his continuing fleshly existence spoiled as well.




Shots of equal priority number fire off at exactly the same moment, and it is entirely possible for two dueling Gonneslingers to kill one another simultaneously.

Clear Jam

This survival ability is learned at experience level 1.

There is nothing too significant about it; this simply means that a jammed or fouled barrel misfire can be cleared by a Fusilier, given enough time. It also means that a non-Fusilier cannot clean and clear the weapon for the Fusilier.

Fortunately however an experienced Fusilier can clear a fouled barrel more quickly. After a barrel is cleared, the reloading process can begin (which takes more time). Clearing a jam during combat or other stressful situations is a dangerous tactical choice; a Fusilier should probably rely on another weapon – gonne or otherwise – if at all possible until things quiet down. But sometimes, desperation demands the necessity.

The clearing of the jam depends upon how badly barrel is affected:

- Nastily Fouled Barrel: A level 1 Fusilier will require 30 minutes to clear the barrel. The time required is reduced by 3 minutes for every experience level beyond 1, to a minimum of 1 minute.
- **Badly Fouled Barrel:** A level 1 Fusilier will require 20 minutes. The time required is reduced by 2 minutes per additional experience level, to a minimum of 4 rounds (<1 minute).
- Fouled Barrel: A level 1 Fusilier will require 10 minutes. The time required is reduced by 1 minute per additional experience level, to a minimum of 3 rounds.
- Lightly Fouled Barrel: A level 1 Fusilier will require 5 minutes. The time required is reduced by 30 seconds per additional experience level, to a minimum of 2 rounds.
- Slightly Fouled Barrel: A level 1 Fusilier will require 2 minutes. The time required is reduced by 15 seconds per additional experience level, to a minimum of 1 round.

Makeshift Repair

This non-combat ability is also gained at experience level 1.

A damaged gun should truly be repaired by a master Gonnesmith in the grand arsenal halls of Corvinia ... or at least by a Corvinian blacksmith who does business in a large city (such as Grimrook). However, that can take up to 3 days' time, and the cost (with potential transport and/or delivery costs) is fairly high: either 25% of the full cost of a non-magical gonne, or 35% of the value of a magical gonne. Note too that destroyed gonnes cannot be repaired; only damaged ones can. Destroyed gonnes are precisely that, and must be replaced.

A damaged gonne cannot be loaded or fired. In the field, when faced with the conundrum of a damaged gonne, the Fusilier will likely want to attempt to make a makeshift repair.

A makeshift repair requires 8 hours of uninterrupted work, assuming the use of improvised tools (even rocks and flint and spit and resin, down in the dungeons, can serve with a bit of luck). If thieves' tools are handy, the time needed will be only 6 hours. Access to a blacksmith's shop can reduce the time needed to 4 hours, or an arsenal (either Oldskull or Corvinian) can reduce the time to 2 hours.





There will be no cost for a makeshift repair unless the GM decides to charge for facility access through an NPC. The Fusilier's experience level, however, will not reduce the meticulous care and time needed to perform the repair.

After a gonne is repaired in this fashion, its status is changed from damaged to overhauled. An overhauled gonne can still be loaded and fired, with no accuracy penalty, with shots inflicting normal unpenalized damage. However, if an overhauled gonne ever misfires, the Fusilier must accept a -5 penalty when rolling on the misfire determination table. If the overhauled gonne is ever damaged again, another makeshift repair can be attempted, requiring the same amount of time as the first. (By the way, overhauled gonnes cannot be resold, and their distressed condition is clearly apparent to any observer.)



Eventually, the Fusilier will want to have the overhauled gonne professionally repaired, or perhaps replaced. The cost to repair either a damaged or an overhauled gonne is the same. The entire time, the Gonnesmith will be grumbling and swearing that the Fusilier "messed things up quite now, did ye not," thus necessitating a full repair from the ground up. It's a Gonnesmith thing, and it ain't ever gonna change, sai.





Aura of the Embers

This passive ability is learned at experience level 2.

A Fusilier gains a +1 bonus to all saving throws vs. fire and magical fire. This bonus increases to +2 at level 5, +3 at level 9, and +4 (the maximum) at level 13.

The protection bonus also applies to special gonne attacks, such as Mephitic Shot, that are fired at the Fusilier.

Quickdraw

This ability is learned at experience level 2.

Whenever a Fusilier has a loaded and ready gonne in hand, his or her personal initiative roll is improved by +1. Beginning at experience level 8, this bonus increase to +2.



Nerves of Steel

This passive ability is learned at experience level 3.

The Fusilier gains a +3 bonus to saving throws vs. magical fear, or a +1 bonus vs. dragon fear. In cases where a saving throw is not normally allowed, the Fusilier is allowed a saving throw at a -3 penalty.

Trick Shot

This ability is learned at experience level 4.





A trick shot is a non-damaging shot of some kind, that is aimed at a non-living target. The use of his ability is limited only by the player's imagination, but examples include shooting a rope apart, shooting a lock open (which could damage treasures inside a chest), disarming a foe that is holding a weapon (for 1 round), winning a bet by hitting a small target at maximum range, and so forth.

The GM decides the odds of success, which will be between 0% and 90%. The exact odds are given to the Fusilier's player, and the player can then decide if the attempted shot will be made. Percentile dice are rolled, and if the shot hits, the effects are determined by the GM.

A trick shot can only be attempted once per day. Further attempts are superstitiously regarded as risking a sacred animal spirit's ill omen. If a player insists, the chances of a successful trick shot after the first will always be 0%.

Rapid Reload

This ability is learned at experience level 5.

Once a day, a Fusilier can reduce the reload time for an undamaged gonne to zero rounds. Keep in mind that only one shot can be fired by a gonne per round in any case, and so the use of this ability basically means that the Fusilier can fire the same weapon two rounds in a row, regardless of the normal reload time.



Deadeye Shot

This unlucky ability is learned at experience level 6.

A deadeye shot involves the chanted invocation of a chaotic animal spirit to guide the shooter's hand. This is a dangerous gambit, and can only be successfully attempted once a week, at most.

A deadeye shot will always hit the target, as long as a hit was possible in the first place. (In other words, if a to hit roll of 20 would not have hit the target, or if the target is beyond maximum weapon range, the deadeye shot will miss.)

When the deadeye shot is made, the GM should roll 1D20. The Fusilier character suffers a negative XP gain equal to the die roll for that play session. For example, if a 13 is rolled, the Fusilier will suffer a -13% penalty to all XP earned during the session, either before or after the deadeye shot is invoked.





If the Fusilier is chaotic, the maximum penalty is -15%. If the Fusilier is lawful, a +5 modifier is added to the D20 roll.

Shock Fire

This ability is learned at experience level 7.

Whenever the Fusilier fires a weapon at opponents who have never experienced such an attack, the morale of the opponents suffers a -1 penalty for the remainder of the combat. For example, monsters with ML 8 would be reduced to ML 7. Even ML 12 monsters, if they are intelligent, will suffer a penalty that will reduce them to ML 11.

This effect occurs automatically in every combat where the Fusilier fires his or her first shot, even if it misses.

Over time, the GM will be able to state that some intelligent monsters or NPCs are no longer affected by this ability. But for at least a few months' worth of play, the effect will be occurring everywhere!





Brimstone Glamours

Beginning at experience level 7, a Fusilier gains access to the mysterious Brimstone Glamours, arcane oaths of the gonne-bearing elders that have been embraced by some few disparate planar emissaries who inhabit the World of Oldskull. These are minor fire- and smoke-themed spells that are prayed for or meditated upon during sleep, and are granted by the Fusilier's patron deity. (Fusiliers tend to privately worship the enigmatic eternal animal spirits, with many favoring gargantuan turtles or immortal bears; the particulars are left as a matter of role-playing. But there is nothing stopping a Fusilier from embracing the worship of an Oldskull deity.)

The only material component required for every Glamour is the Fusilier's gonne, held ready in hand. The level of the spell caster is considered to be equal to experience level minus 7; therefore a level 10 Fusilier is equivalent to a 3rd-level spell caster for rules purposes.

Note that Fusiliers cannot read magic, and they cannot read spells off of magical scrolls (although they can use scrolls of protection). They do not require a spell book to use their Glamours.

Glamours granted by the gods can only be cantrips, or of the 1st or 2nd spell level. The number of Glamours that can be prayed for every day is dependent upon the Fusilier's experience level, as follows:

Fusilier Experience Level	Equivalent Spell Caster Level	Level 1 Spells	Level 2 Spells
1 to 6	N/A	None	None
7	4	1	None
8	5	2	None
9	6	2	1
10	7	2	2
11	8	3	2
12	9	3	3
13	10	4	3
14+	11	4	4

TABLE 22:

Spell Caster Levels for Fusiliers Wielding Brimstone Glamours

Cantrip Glamours

For those who readers do not possess a 1985 Unearthed grimoire published originally by TSR, cantrips are minor GM-interpreted magics which cannot deal damage. They cannot have major effects, but they can be creatively used from time to time.

When a Fusilier prays for Glamours, any level 1 Glamour spell slot can instead be used to receive 4 cantrips of the player's choice. As always, multiples of a cantrip can be learned if desired.

The appropriate magics are briefly defined hereafter.





[C-1] Cinder-Flick: This is akin to an Exterminate cantrip. A small jet of illumined smoke will dart from the Fusilier's gonne, with the only effect being to kill a targeted beetle, fly, mouse, rat, or other pest. Only creatures with 1 hit point and within 30' can be affected; the target will be rather dramatically slain.

[C-2] Impfire: Similar to a Firefinger cantrip. This Glamour causes a brief jet of 2"-long silent flame to erupt from the gonne's barrel. If used as a touch (not ranged) attack, it will only inflict 1 point of damage (but would interrupt spell casting). More likely, the Glamour can be used to instantly light a torch or campfire, or even burn through a rope, but the fire will only persist for 1 round.

In a pinch, an Impfire can be used to light a gonne fuse as well.

[C-3] Smolder Smoke: Similar to a Smoke cantrip. Causes a theatrical puff of smoke, 1' in diameter, in any color the Fusilier desires. Not effective enough to choke someone, but could be used as a distraction, signal, or even to cover an act of palming, hiding, or "magically" presenting an item.

[C-4] Warm Hands, Cold Heart: Similar to a Warm cantrip. By touch, the Fusilier can temporarily increase the temperature of one inanimate object by as much as 40 degrees. The object will not cause burning damage, but could be temporarily hot. Theatrically, this Glamour could be used to melt a bit of ice, heat someone's drink, or to warm a companion's cloak.

This cantrip is sometimes used to heat wires for use in setting off gonne fuses. In game terms, a Gonneslinger can use the Warm Hands, Cold Heart cantrip to heat a wire that will remain hot for the duration of a battle without burning the character's hand.

[C-5] Whiff of Brimstone: This magic will create a disconcerting (but not poisonous) smell of brimstone, clearly emanating from the Fusilier's aura. There is no true game effect, but combined with effective role-playing the caster might for example force a morale check in intimidated and superstitious creatures.

Level 1 Glamours ("Sparks")

[L1-1] Cauterize Wounds: This is an inferior magical healing spell, but a heal nonetheless. If targeting an enemy or unwilling stranger or unwounded person, nothing will happen. If targeting the Fusilier or a willing ally, a glowing jet of sacred white or unholy green fire will erupt from the Fusilier's gonne.

Wounds will be cauterized, causing additional damage followed by healing. Non-bleeding wounds (broken bones, club impacts, bruises, spell damage, etc.) cannot be cauterized, so the GM might dictate that specific instances of damage cannot be healed in this manner. The cauterization will similarly not cure paralysis or other effects.

The cauterization will inflict 1D2 damage – and yes, a person could be knocked unconscious if very low on hit points – in the first round. In the round immediately thereafter, the person will be healed





of 1D6+2 points of damage. With unlucky rolls, this might only result in 1 point of healing (2 damage and then 3 healing), but a fortunate use could heal up to 7 points (1 damage and then 8 healing).

No ally can be cauterized more than once per day, but a Fusilier can be effectively cauterized any number of times as time and available Glamours allow.

[L1-2] Cinderbolt: This spell fires a fiery, arcane shot that never misses. The shot will erupt from the Fusilier's gonne, even if it is damaged beyond repair. It is otherwise identical to a Magic Missile spell.

[L1-3] Fire Dance with Me: Without enhancing the Fusilier's Dexterity, this Glamour grants the caster the ability to barely dodge attacks and especially missiles. A faint crimson aura will surround the caster. While no full arcane shield is evoked, the Glamour's game effects are otherwise identical to a Shield spell.

[L1-4] Radiance of Ganna: Creates a brilliant orange flare that has no heat, but is otherwise similar (in use) to a clerical Light spell. The effect is centered on the gonne and cannot be cast elsewhere; the radiance cannot be used to cast light in the air, or on other non-gonne objects, or to blind a creature.

[L1-5] Sigil of the Bear: Creates a glowing red ursine sigil over one's brow (either the caster or an ally, as designated); otherwise identical to a clerical Remove Fear spell.

Removing another person's fear in this manner will grant the casting Fusilier a one-time +1 bonus to his or her next saving throw, if the Fusilier is lawful.

Level 2 Glamours ("Embers")

[L2-1] Cinder Speech: Gives the caster an eerie, whispering undertone to his speech, which is understood by animals. Otherwise identical to a Speak with Animals spell.

[L2-2] Ember of Ganna: Creates an animated imp-like flame, which is unintelligent yet somehow "programmed" to move and dance like a small maiden of heatless fire. The spark will emote and react as a mute pixie-like creature. It will perch on the Fusilier's shoulder, or hover and follow, or inhabit an illumined object as desired. Despite these notable visual effects, this Glamour is otherwise identical to a Continual Light spell.

[L2-3] Endure Brimstone: Can only be cast on the Fusilier, not on anyone else. Causes the caster's eyes to glow a smoldering orange during the duration of the spell. Otherwise identical to a Resist Fire spell.





[L2-4] Gilead Cookfire: Evokes a perfect, small pile of pyramidal kindling that has just begun burning. 1D6 firebrands (torches) can be pulled from the fire after 1D4+4 rounds of uninterrupted burning have elapsed, unless the fire goes out first due to adverse conditions or being violently scattered. This magic will indeed create a fire in highly unusual circumstances, such as in a prison cell, snowdrift, etc. The fire will be normally (and somewhat magically) for up to 12 hours if carefully tended.

The fire also acts as a Purify Food and Water spell for any food or drink that is heated over the fire for at least 4 rounds. The temperature might be off considering the dish / water / whatever that is being prepared, but the resultant victuals will be purified, non-poisoned, and quite tasty.

[L2-5] Jericho Battlecry: Choice indignant words of fiery inspiration, conferring a magical effect. The player should come up with his character's appropriate cry based on background or past experiences (e.g., "Remember the Tower on the Borderland!") Identical to a Bless spell.



Mephitic Shot

This special ability is learned at experience level 10.

Twice per day, the Fusilier can enchant his or her gonne so that the next shot that *hits* – misses will not be so enchanted – has a random effect which requires a saving throw. If the target makes the saving throw, the effect is negated.

A mephitic shot can be combined with other firing effects, such as an aimed shot, deadeye shot, and so forth.





The GM should roll 1D6 to determine the effects of the mephitic vapor:

- [1] The victim is cinder-struck, causing all fire, magical fire, and gonne shot attacks (from any source) to inflict an additional +3 damage. This curse persists for 1 hour.
- [2] The victim is **nauseated** by brimstone vapors, suffering a -2 penalty to all ability scores for 1D4+1 rounds. Any spells cast by the victim during this time have a 1 in 6 chance of failing outright, being expended with no effect.
- [3] The victim is paralyzed for 1D3+1 rounds, beginning with the next round. If more than 8 points of damage are suffered while paralyzed, the effect persists for that round, but is then negated.
- > [4] The victim is affected as if by a slightly-delayed **slow** spell for 2 rounds, beginning with the next round.
- ▶ [5] The victim is vapor-cursed for 1 hour, suffering a -2 penalty to all to hit rolls and saving throws.
- ▶ [6] The shot is venomous. If a saving throw vs. poison fails, the victim suffers an additional 2D6 damage.

Pyremantle

This passive ability is learned at experience level 11.

The Fusilier has slight protection from gonne shots, normal fire, and magical fire. Such sources cause -1 damage per die that was rolled to inflict the damage.

As examples, a shot that inflicts 4D4+2 damage would inflict -2 damage on a level 11+ Fusilier. A fireball of 10 dice (10D6) would inflict -10 damage. The breath of a HD 11 red dragon would inflict - 11 damage. Damage suffered from flames cannot be reduced below 1 point per damage source, per round.





Cinder Spirit

This special ability is learned at experience level 12.

The Fusilier can call upon the services of a cinder imp (if chaotic), ember sprite (if neutral), or golden sprite (if lawful). These creatures have different appearances, but are equivalent to pixies (invisible, surprising, flying, etc.) in most regards.

They vary as follows:

- All Spirits: Maximum hit points (8), increasing by +4 every time the Fusilier gains an experience level. Morale 12, and obediently following all commands given by the Fusilier. A cinder spirit can light a gonne's fuse upon command, allowing the Fusilier to focus on other things. If this is done, however, the imp must perch on the Fusilier's should and cannot attack, move, or cast spells in the same round.
- Cinder Imp (Chaotic): Attacks with small burning coals, which have a 60' range (S 10'-19', M 20'-39', L 40'-60'), attacking twice per round for 1D2 damage per strike. Ideal for interrupting spell casters, lighting oil pools, or causing diversions.
- **Ember Sprite (Neutral):** Allows the Fusilier to be surprised only on a 1 on 1D6. All companions traveling with the Fusilier enjoy this benefit as well.
- > Golden Sprite (Lawful): Capable of casting a Cure Light Wounds spell twice per day.

If such a guardian is slain, the Fusilier can call for another with the next full moon. The chance of such a call being answered is equal to the Fusilier's Charisma x 5 (%). A call can be attempted once per month at the proper time. No more than one such guardian can be controlled at a time, however.





TABLE 23:

Summary of Fusilier Special Abilities

Experience Level	Newly-Earned Abilities
1	Aimed Shot (+1 to hit), Clear Jam, Makeshift Repair
1.5	Aimed Shot (+2 to hit)
2	Aura of the Embers (+1 to saving throws), Quickdraw (+1 initiative)
3	Nerves of Steel
4	Aimed Shot (+3 to hit), Trick Shot
5	Aura of the Embers (+2 to saving throws)
6	Deadeye Shot
7	Aimed Shot (+4 to hit), Brimstone Glamour (1L1), Shock Fire
8	Brimstone Glamours (2L1), Quickdraw (+2 initiative)
9	Aura of the Embers (+3 to saving throws), Brimstone Glamours (2L1, 1L2)
10	Aimed Shot (+5 to hit), Brimstone Glamours (2L1, 2L2), Mephitic Shot
11	Brimstone Glamours (3L1, 2L2), Pyremantle
12	Brimstone Glamours (3L1, 3L2), Cinder Spirit
13	Aimed Shot (+6 to hit), Aura of the Embers (+4 to saving throws), Brimstone Glamours
	(4L1, 3L2)
14	Brimstone Glamours (4L1, 4L2)







Appendices:

Tales for Gonneslinger Lore in the Ongoing Campaign







Appendix I: The Song of Roland

Endsong, an Enigma: Childe Roland to the Dark Tower Came.

(Originally Foretold by Robert Browning)

The last prophecy of the former Priestess High – the fabled and fallen Grey Oracle of Corvinia – concerns the herald-symbols of the Chaos Plague, and the coming of the End of Days. The prophecy readeth thusly. Words which emerged from torment and caused the Oracle to open her eyes for a moment are struck in **Bold**.

The meaning of this chant is endlessly discussed amongst the Fusiliers who stalk the World of Oldskull for their prey. Virtually all adventuring parties including a Fusilier will uncover some shadow of meaning from the below, somewhere deep down in the corners of the Underworld.







My first thought was, he **Lied** in every word, that hoary **Cripple**, with **Malicious** eye askance to watch the working of his lie on mine, and mouth scarce able to afford suppression of the glee that pursed and scored its edge, at one more **Victim** gained thereby.

What else should he be set for, with his **Staff**? What, save to waylay with his lies, **Ensnare** all **Travelers** who might find him posted there, and ask the road? I guessed what **Skull**-like laugh would break, what crutch 'gin write my epitaph for pastime in the **Dusty** thoroughfare, if at his counsel I should turn aside Into that **Ominous** tract which, all agree, hides the **Dark Tower**. Yet acquiescingly I did turn as he pointed: neither **Pride** nor hope rekindling at the end descried, so much as gladness that some **End** might be.

For, what with my whole **World**-wide **Wandering**, what with my search drawn out through years, my **Hope** dwindled into a **Ghost** not fit to cope with that obstreperous joy success would bring, I hardly tried now to rebuke the spring my **Heart** made, finding **Failure** in its scope.

As when a sick man very near to **Death** seems dead indeed, and feels begin and end the **Tears** and takes the farewell of each friend, and hears one bid the other go, draw breath freelier outside ("Since all is over," he saith,





"And the blow fallen no **Grieving** can amend";) while some discuss if near the other **Graves** be room enough for this, and when a day suits best for carrying the **Corpse** away, with care about the **Banners**, scarves and staves: And still the man hears all, and only craves he may not shame such tender love and stay.

Thus, I had so long suffered in this **Quest**, heard failure **Prophesied** so oft, been writ so many times among "**The Band**" – to wit, the **Knights** who to the **Dark Tower**'s search addressed their steps – that just to fail as they, seemed best, and all the doubt was now – should I be fit?

> So, quiet as **Despair**, I turned from him, That hateful **Cripple**, out of his highway into the path he pointed. All the day had been a dreary one at best, and dim was settling to its close, yet **Shot** one grim red **Leer** to see the plain catch its estray.

For mark! No sooner was I fairly found pledged to the plain, after a pace or two, than, pausing to throw backward a last view o'er the safe road, 'twas gone; **Grey** plain all round: nothing but plain to the **Horizon**'s bound. I might go on; naught else remained to do.

So, on I went. I think I never saw such starved ignoble nature; nothing throve: for flowers – as well expect a cedar grove!





But cockle, spurge, according to their **Law** might propagate their kind, with none to awe, you'd think; a burr had been a **Treasure-Trove**.

No! **Penury**, inertness and grimace, in some strange sort, were the land's portion. "See or shut your eyes," said **Nature** peevishly, "It nothing skills: I cannot help my case: 'tis the **Last Judgment**'s fire must cure this place, **Calcine** its clods and set my **Prisoners** free."

If there pushed any ragged thistle-stalk above its mates, the head was chopped; the bents were jealous else. What made those holes and rents in the dock's harsh swarth leaves, bruised as to baulk all hope of greenness? 'Tis a **Brute** must walk pashing their life out, with a brute's intents.

As for the grass, it grew as scant as hair In **Leprosy**; thin dry blades pricked the mud which underneath looked kneaded up with **Blood**. One stiff blind **Horse**, his every bone a-stare, stood stupefied, however he came there: thrust out past service from the **Devil**'s stud!

Alive? He might be dead for aught I know, with that red gaunt and colloped neck a-strain, and shut eyes underneath the rusty mane; seldom went such grotesqueness with such **Woe**; I never saw a brute I hated so; he must be **Wicked** to deserve such pain.





I shut my eyes and turned them on my **Heart**. As a man calls for wine before he fights, I asked one draught of earlier, happier sights, ere fitly I could hope to play my part. think first, fight afterwards – the **Soldier**'s art: One taste of the **Old Time** sets all to rights.

Not it! I fancied **Cuthbert**'s reddening face beneath its garniture of curly gold, dear fellow, till I almost felt him fold an arm in mine to fix me to the place that way he used. Alas, one night's **Disgrace**! Out went my heart's new **Fire** and left it cold.

Giles then, the soul of Honor – there he stands frank as ten years ago when knighted first.
What honest men should dare (he said) he durst.
Good – but the scene shifts – faugh! What Hangman hands in to his breast a Parchment? His own bands read it. Poor Traitor, spit upon and curst!

Better this present than a past like that; back therefore to my darkening path again! No sound, no sight as far as eye could strain. "Will the night send a **Howlet** or a bat?" I asked: when something on the dismal flat came to arrest my thoughts and change their train.

A sudden little **River** crossed my path as unexpected as a **Serpent** comes. No sluggish tide congenial to the **Glooms**; this, as it frothed by, might have been a bath





for the **Fiend**'s glowing hoof – to see the **Wrath** of its black eddy bespate with flakes and spumes.

So petty yet so spiteful! All along low scrubby **Alders** kneeled down over it; drenched willows flung them headlong in a fit of mute despair, a **Suicidal Throng**: the river which had done them all the wrong, whate'er that was, rolled by, deterred no whit.

Which, while I forded – good Saints, how I feared to set my foot upon a Dead Man's cheek, each step, or feel the Spear I thrust to seek for hollows, tangled in his hair or beard! – It may have been a water-rat I speared, but, ugh! It sounded like a baby's shriek.

Glad was I when I reached the other bank. Now for a better country. Vain **Presage**! Who were the **Strugglers**, what **War** did they wage, whose savage trample thus could pad the dank soil to a plash? **Toads** in a poisoned tank, or wild cats in a red-hot iron cage-the fight must so have seemed in that fell **Cirque**.

What penned them there, with all the plain to choose? No footprint leading to that horrid mews, none out of it. Mad **Brewage** set to work their brains, no doubt, like galley-slaves the Turk pits for his pastime, Christians against Jews.

And more than that - a furlong on - why, there!





What bad use was that Engine for, that wheel, or brake, not wheel – that Harrow fit to reel men's bodies out like Silk? With all the air of Tophet's tool, on earth left unaware, or brought to sharpen its rusty Teeth of Steel.

Then came a bit of stubbed ground, once a wood, next a **Marsh**, it would seem, and now mere earth desperate and done with; (so a **Fool** finds mirth, makes a thing and then mars it, till his mood changes and off he goes!) within a **Rood** – Bog, clay and rubble, sand and stark black dearth.

Now blotches rankling, colored gay and grim, now patches where some leanness of the soil's broke into moss or substances like boils; then came some palsied **Oak**, a **Cleft** in him like a distorted mouth that splits its rim gaping at death, and dies while it recoils.

And just as far as ever from the **End**! Naught in the distance but the evening, naught to point my footstep further! At the thought, A great black bird, **Apollyon**'s bosom-friend, sailed past, nor beat his wide wing **Dragon**-penned that brushed my cap – perchance the guide I sought.

For, looking up, aware I somehow grew, 'spite of the dusk, the plain had given place all round to **Mountains** – with such name to grace mere ugly heights and heaps now stolen in view. How thus they had surprised me – solve it, you!





How to get from them was no clearer case.

Yet half I seemed to recognize some **Trick** of mischief happened to me, **God** knows when – in a bad **Dream** perhaps. Here ended, then, progress this way. When, in the very nick of giving up, one time more, came a click as when a **Trap** shuts – you're inside the **Den**!

Burningly it came on me all at once, this was the place! Those two hills on the right, crouched like **Two Bulls** locked horn in horn in fight; while to the left, a tall scalped mountain ... dunce, dotard, a-dozing at the very nonce, after a life spent training for the **Sight**!

What in the midst lay but the **Tower** itself? The round squat turret, blind as the **Fool**'s heart built of **Brown Stone**, without a counterpart in the whole **World**. The **Tempest's** mocking **Elf** points to the **Shipman** thus the unseen shelf he strikes on, only when the timbers start.

Not see? because of **Night** perhaps? – Why, day came back again for that! Before it left, the **Dying Sunset** kindled through a cleft: the hills, like **Giants** at a **Hunting**, lay chin upon hand, to see the **Game** at bay – "Now stab and end the **Creature** – to the heft!"

Not hear? When noise was everywhere! It tolled increasing like a **Bell**. Names in my ears





of all the lost **Adventurers**, my peers – how such a one was strong, and such was bold, and such was fortunate, yet each of old lost, lost! One moment knelled the **Woe of Years**.

There they stood, ranged along the hillsides, met to view the last of me, a living frame for one more picture! in a sheet of flame I saw them and I knew them all. And yet dauntless the **Slug-Horn** to my lips I set, And blew.

"Childe Roland to the Dark Tower came!"







Appendix II: The Fall of Castle Oldskull, the Masque of the Yellow Death

(Adapted freely from Edgar Allan Poe, by Kent David Kelly)

Ere the Chaos Plague, the King in Yellow's foul pox had long ravaged the prosperous realm of Etruria. No pestilent horror had ever been so deadly, or so gruesome. Revelatory madness was the disease's herald, and its sigil. Victims would suffer wraith-like chills, and soon a vertigo, and then a trickling from the pores of golden grains, like crawling ashes tinged with bittersweet of cinnamon. The powdery streamlets upon the flesh, the golden mask of clotted ashes upon the face of the doomed soul, these were the bane-marks which would shut the anguished sufferer out from the sanctuary and sympathy of his kindred. And the entirety of the Golden Gift, wracking the victim with palsy, then delirium, and last a mouth agape in terror, were but movements in a *danse macabre* that ended within an hour.

But high in the half-built Joyous Citadel overlooking the arbors of Pyrgus, Prince Pietro – son of Ulric – remained spirited and unconquered in his wisdom. Even as his many-peopled domain was decimated, he beckoned toward his motile obsidian throne a myriad of lovely and deluded youths from amongst the cavaliers and *damosels* of his court, and chanting sweetly to the Fates with these he retired to the fortified seclusion of his Citadel which loomed loftily from between the elemental shrine-works. The Joyous Citadel even then was a labyrinthine and palatial edifice, the perplexing inheritance of the Prince's otherworldly bloodline. Great walls of living and healing arcane-stone encircled it. The eastward gate was set with a breathing door of living crystal. The masquers, Skull Jesters, and Psychophants, having entered, carried lesser crystal spheres filled with elemental fire and mighty mithral hammers, and with fire and blow they sealed the wounded door thrice with molten iron, lead, and silver.

The Skull Jesters resolved to leave no means of entry nor of egress to any wild instincts of desperation or hysteria from within. For the Citadel was magically and wondrously provisioned. With such safeguards, the Prince's minions might well boast invulnerability to the pestilence. The outer Principality, Pyrgus, and the farther City of the Imperator would be left to endure the horror themselves. In the meantime, it would be foolish for the courtiers to grieve their abandoned kindred, or to overthink their destinies. Great Pietro Ushir had gifted them with every sensual scape of luxury and carnality. There were fire-breathing Merryandrews, there were pleasure slaves, there were shapedancers, there were minstrels, there were courtesans, there was wine. All these and delectation lived within. Without was the Yellow Death.

It was upon the eve of the thirteenth, and unseen, full moon of this seclusion that the Prince Pietro captivated his thousand intimates with a masked ceremonial dance of the most exotic ostentation.

It was a vainglorious spectacle, that masquerade. But first, allow me to share with you the secrets of the chambers in which his many celebrations were enshrined. There were seven enclosures – a royal suite, to many a lesser King and Queen of the Beyonding Realms. However, orthodox royal suites lie arrayed in long and successive horizons, while their folding screens slide away to either side, so that any admiring view of the entirety leaves nothing unbeheld. Here in the Joyous Citadel, the artistry





was quite otherwise baroque, as might well be expected from the legacy of an otherworldly bloodline. The halls were set in-spiral, so that one's questing gaze could only embrace one vista at one time.

There would be a leftward archway in the middle of each chamber's final wall, and poised above each a false moon – crafted from fey-crystal – looked radiantly down upon one chambered spiral section with its quicksilver stream of un-light. To the beholder down below, these fey-crystal "lunes" were stained by phosphorescent mists which whirled and colored the air, each hue swirling in accordance with the furnished shades and tinctures of the chamber over which it loomed.

The first chamber was tapestried in raw and painted silks, in cobalt blue – and silver-blue were its moonbeams. The second chamber was violet in its ornaments and paintings, and here the mists were amethyst. The third was sea green throughout, and emerald-lit were the armless sculptures there. The fourth was appointed and adorned in veils of brown dryadic amber – the fifth with kingly crimson – the sixth with palest rainbows of underworldly opal. And the seventh, at spiral's end?

The seventh sanctum was lusciously enshrouded in black velvet draperies that flowed like benighted waterfalls from off the ceiling and down the arches, cascading in heavy folds upon a crystalline floor. Beneath this floor flowed burbling nether waters of black and gold. But in this sanctuary only, the radiance of the false moon failed to harmonize with the decorations. The mists and moonbeams there were yellow – a deep jaundiced hue, of almost-gold.

Now, in no one of any of the seven sanctums did there burn any torch or lanthorn, lost amid the excess of ornaments of gold that stood therein, amidst the tapestries and idols who loomed there, seeking shadows – yet finding none – beneath the silvery emanations of the false-moons. There were no other radiances of any kind within that suite of decadence. But at each corner of the in-spiral, the moonbeams reflected themselves upon slenderest shards of crystal that swallowed in the color of each space. And thus there did blossom a plenitude of artificial and glaringly-tinted untrue skies. But within the inmost yellow sanctum the effect of the moonlight upon the glass-imprisoned burbling waters was ghastly, and produced so Drowic and fey a countenance upon the fanciful masks of those few celebrants who entered, that there were none even amongst the Skull Jesters who were bold enough to set foot fully within its confines at any evening hour.

It was within this sanctum sanctorum, also, that there stood against the dead-end wall, a monstrous clockwork moondial which magically read the unseen true moon's phases from far in the sky above. When the true moon arose each night, and precisely every hour thereafter, there echoed from attuned dark elfin chimes a melodious crescendo which was halcyon and beautiful and breathing in with deepness, but of so melancholy an undertone that, at every moonrise, the musicians and the chaunters were constrained to cease, momentarily, in their play of harp-timbre and sweet-voice, to hearken unto the distanced melody; and so the dancers and masquers slowed in pairs to stillness in their circlings; and there arose a halting vexation of the entire merry entourage; and all the souls were lingering frozen there while the sanctum chimes of the underworld did echo themselves to silence.

Any distracted pleasure slave could clearly see that the giddiest of the celebrants grew pale, and the more mature and solemn ones passed their trembling palms over their masked brows as if in bewildered phantasy. But when the last of the echoes perished, a brittle laughter upswelled and





buoyed the assemblage; the harpers glanced to one another and smiled as if at their own stringplucked mistake, and made whispering oaths, each to the other, that the next sounding of the chimes should produce in them no congruent blunder; and then, after the lapse of sixty minute-measures, there sang yet another threnody from the moondial's choir of chime-ornaments, and again the same disconcert and shudderings and contemplation as before.

In spite of these hourly troublings, it was a blithesome and glittering revel. The hedonistic penchants of the Prince Pietro were peculiar. He had a masterful yet chaos-afflicted eye for scenes and dramaturgy. He disdained the traditional correctitude of mere ritual or ceremony. His ideas were audacious and incandescent, and his demonstrations of artistry and style shone with a vulgar luster. There were some few bold whisperers who believed him to be mad. His zealous disciples believed that he was not. Yet it was necessary in his most brazen moments to hear his voice and to behold his moon-mask and to touch the trailing ripplings of his silver gown to be certain he was not.

He had orchestrated, in considerable measure, the gaudy over-embellishments of the seven ancestral chambers to his taste, especially upon the occasion of this great masquerade; and it was his luring charm which had lent a deeper sophistication to the celebrants and dancers. Be sure his gauds and ornaments were grotesque. There were many currents of déjà vu and glamer beneath his painted silks and tapestry scenes, and much *ignus fatuus* and *fata Morgana* in the coilings and shapings of his mists.

There were faceless statues of ivory maidens with lovely eyes and fangs of lapis set into their bellies. There were tentacled black whorls of thick pigment upon the canvases, orbiting yellow mouths filled with painted dying stars. There loomed an excess of the lovely, much of the shameless, much of the Maenadic wild, glimmers of the abhorrent, and not a little of images venereal which might have enkindled loathing. To and fro throughout the seven sanctums there prowled, in truth, an unseen legion of deeply-forgotten dreams. And these, the dreams – slithering in majesty – spiraled the mist, toyed with the chiming echoes, rhythmically stalking one another and causing the chants and harpings to seem as the echoing of their footsteps.

Lo! An hour in passing and now, here anew sound the underworldly chimes which hang in the hall of the moondial. Again, for one moment, all stand frozen, all is soundless save the echoing of the chthonic melody. Even the dreams spun in the mist are stiff-frozen as they prowl. But the echoes of the chime-cylinders now fade to dying – heard and felt lingering for one minute only – and here and there the slightly forced laughters lilt after the echoes as they decay. Again the harping and chanting swells, and the dreams in the forbidden chambers whirl once again, and writhe more sinuously than ever, gathering in new hues from the false and eternal moonbeams.

But toward the ebony threshold of the inmost sanctum, no more of the masquers venture, for the hour is zero and the night is waning toward the witching; and there flows a more golden radiance through the glass-suppressed waters; and the blackness of the draperies dispirits those curious ones who were too near; and to any daring soul who creeps too nigh the threshold, from the ornate moondial of clockwork a musical resonation sounds, more broodingly precise than any tone which can ever reach the ears of those celebrants who indulge yet fitfully in the ballroom's farther delights.





The six other sanctums were densely crowded then, with pleasure-mongering lovers there embracing their shared taste for the dangerous or the terrible, and beneath the breastbones of these fleshlings there beat feverishly paired hearts of life's fleeting essence. And out toward the ballroom the masquerade flows whirlingly on, until in time there commences the final sounding of the moondial's tonal hours.

Most reluctantly at once the music ceased, as I have told; and the drowning-like encirclements of the dancers' limbs were hovering frozen; and there grew an apprehensive discontinuance of all merriments as before. But now, with echoes ending, more wonderings crept into the bewilderments of those who resumed the revel. And there too, as silence was stifled again for the last time by fervid chant and song, there were youthful maidens in the crowd who had found their whirling gazes flicking again and again upon the presence of a cinnamon-fragrant and gold-masked figure who had ensnared the attentions of no single soul before. And of a sudden with the effrontery of this garish presence having splashed itself up in outraged whispers all around, there surged in rhythm with the moments from the entire legion of the celebrants a murmuring growl, of prey-creature stupefaction, and of loathing.

In such a gathering of exotic masquers and jesters, surely no expected costuming could have excited such scandal. In truth the revel's libertine allowances were nearly boundless; but the aromatic mummer had out-Princed the grotesqueries of the Prince, and gone far beyond the restraints of even Pietro's questionable gentility. There are lyre-strings in the hearts of the most flagrant souls which cannot be plucked without a discord of cacophony. Even in the damned, to whom holiness and godlessness are equal folly, there lie truths from which no mockery can be made. The entire entourage, indeed, seemed now profoundly to believe that in the jaundiced robing and poise of the stranger neither cleverness nor caricature existed.

The figure was slender and crookedly stiff, and veiled from crown to slipper in the trappings of the corpse. The cunningly gilded mask which hid the face was crafted to so nearly resemble the singular expression suffered by the gape-mouthed victims of the Yellow Death that the nearest inspection would suffer hardship in distinguishing the deceit. And yet even this travesty might have been condoned, if not acclaimed, by the hysterical dancers all around. But the tatterdemalion had gone so far as to mock the signature of the Yellow Death. His mask and throat were bearded in clotted ashes of cinnamon, his fingers dripped with ichorous tears of blood-sponged clot where he had seemingly clawed out the gold mask's iris lenses.

And when the gaze of Prince Pietro sought over the out-rippling babble and fixed upon this twisted idol (which, with a jagged yet graceful twitching, as if more truly to assume its role, glide-stuttered to and fro amidst the dancers) the Lord Ushir was seen to be aghast, in the immediate moment with a seizing convulsion either of abhorrence or disgust; but in the next, his lovely face was unmasked to display an expression of purest rage.

"Who darest" – he demanded chokingly over the Psychophants who swooned nearest him – "who dares blaspheme here with this heretical travesty? Seize this blackguard and unmask him, that we may know whom we shall behead, at sunrise, with the silver sickle!"





It was in the eastern or sapphire chamber in which shook the Prince Pietro as he clamored out these words. They rang back through the seven sanctums loudly and perfectly, for the Prince was a hale and lusty man, and the music had become stifled at the shaking of his fist.

It was in the cobalt room where stood the Lord Ushir, with his entourage of nude painted slaves cowering at his feet. At first, as he shouted, there was a surging rush of the clawed dancers toward the ghastly intruder, who – in that moment – was also limp-flowing nearer, snuffling like a hunting hound, seeking out the royal speaker. But there rose invisibly an unnamed dreadful tide of adoration which the mummer had infused in every celebrant, a bestial lust for oblivion and rapture, yet none in trembling could put forth one hand to seize upon him.

And so, unimpeded, the tatterdemalion lurch-slid flickeringly within an arm's breadth of the Prince Pietro's person; and while the legion of lovers and masquers, as with one instinct, cowered away crawling to the corners of the ballroom, the mummer made his way unceasingly, but with the twitching yet graceful slipper-steps which had distinguished him from the first. He left the Prince untouched, shamble-gliding through the azure chamber to the violet – the violet to the emerald – the emerald to the brown – through this again to the kingly crimson – and even thence to the opaline, before a cold-blooded judgment had been made to apprehend him.

It was then, however, that the Prince Pietro, enflamed with fury and the humiliation of his own craven faltering, rushed with brandished sickle through all the six sanctums, while no courtier dared to follow him on account of a paralytic awe that had seized upon all. The prince lofted the silver sickle, and charged from behind, in celeritous furor, to within six inches of the back of the robed figure, when the mummer, having stood taller to reach out toward the lower cusp of the soundless moondial, turned suddenly and faced his crazed pursuer.

There was a bird-like cry, nearly airless – and the sickle clanged gleaming upon the crystal floor. Beneath its slender curvature, the imprisoned waters burbled. There crumpled in death the powdering flesh-heap of the Prince Pietro.

Then summoning the savage defiance of the hopeless, a tangled mass of the revelers rushed in and hurled themselves into the ebony sanctum, and clutching the mummer whose gaunt figure stood in half-shredded tangles of yellow silk, all at once they gasped in unutterable grief at finding the torn veils and golden mask, which they gripped with so murderous a rudeness, unworn by anything that could ever be mistaken for a mortal man.

And now, with one distant shriek, was recognized the imperious rule of the King in Yellow. He had crawled like a silent spider from the shadows. And one by one crumpled the convulsing bodies of the celebrants in the ash-sprayed halls newly adorned by their final ecstasy, and perished each robust cavalier and lovely maiden in the anguished disbelief of their ignominious End.

And the spirit of the exhaling moondial went out with the last breath of the last of the beloved.

And the radiance of the false moons expired.

And mortal blindness, and starry madness, and the revelatory glory of the Yellow Death held centuries' dominion over all.







About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Mr. E. Gary Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.





Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

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Thank you as always for helping my family with your purchases and devotion. I hope to be able to write for you in the near future once again!

~K





There are other worlds than this.





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Long live the daredevil Fusiliers and the OSR!







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OLDSKULL GONNESLINGERS



A Castle Oldskull supplement designed for use with classic old school role-playing games.

Requires Old-School Essentials Core Rules.

