

WAY OF THE GUN

MONASTIC TRADITION



by Oskar Orn Eggertsson
for Dungeons & Dragons, fifth edition



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Way of the Gun

Surrounded by her opponents, Elora raises her hands and closes her eyes. In her focused mind, she listens for their steps on the dry grass, the drawing of their breath, and the beating of their hearts. Elora draws back the percussion hammers of her two martial revolvers, takes a deep breath, and like a single strike of lightning, her adversaries lie prone on the ground. All dozen of them. She exhales and with effortless motion, Elora reloads her weapons. This isn't over yet.

Gunmastery

The monastery tradition that follows the way of the gun is not as recent as many would have you believe, although their practices have changed dramatically in recent years. The tradition was originally dedicated to the thunderous strikes of lightning, loud and destructive but also somehow calming. To those monks who follow the way of the gun, a firearm is an immaculate representation of thunder and lightning.

Monasteries

Those who follow the way of the gun attend monasteries that keep close to urban towns and cities but stay out of the city

limits. Their practices are loud and they do understand how disturbing it may be for others. These monks learn techniques that combine meditation with ballistics, both creating bullets and propelling them forward with deadly precision.

Features

When you choose this monastic tradition at 3rd level, you get access to the following features as per your level in the monk class.

Monk Levels	Way of the Gun features
3rd	Immaculate Ballistics Meditation, Martial Revolvers
6th	Flawless Ricochet Offensive
11th	Heavenly Spear Bullet
17th	Metal Blossom Fury

Immaculate Ballistics Meditation

When you choose to join the way of the gun at 3rd level, you become proficient with firearms, alchemist's supplies, and tinker's tools. In addition, any firearm that does not require two hands is treated as a monk weapon by you.

You can also use the alchemist's supplies and tinker's tools to create black powder and ammunition for firearms. Crafting ammunition requires 5sp worth of

material and 1 hour of work per dozen bullets.

Martial Revolvers

You also create two martial revolvers when you join this monastic tradition at 3rd level. These martial revolvers have a damage die equal to your martial arts die, deal piercing damage, and have a normal range of 30 feet and a long range of 120 feet. If either or both martial revolvers are lost or destroyed, you craft replacements once you've finished taking a long rest.

When you are armed with your martial revolvers in both hands, you can apply your ability modifier to the damage roll of the weapon in your offhand, and you may attack with your second martial revolver as a bonus action if it follows an attack action.

Each martial revolver can hold 6 bullets in a chamber. Once the martial revolvers have run out of bullets, you can reload both of them as a bonus action.

Flawless Ricochet Offensive

Even walls no longer provide protection from your firearms once you've reached the 6th level. When you make a ranged weapon attack, you may ignore half and three-quarters cover. Once per turn, you may attempt

to have your ranged weapon attack ricochet off a hard surface to possibly hit a target that is behind full cover. Choose a hard surface that you can see within 30 feet from you, such as stone or metal, and spend a ki point. Your ranged weapon attack now originates from that surface. If you can't see the target of your attack, you still make the attack roll with a disadvantage.

You no longer make an attack roll with a ranged weapon at a disadvantage if the target is within 5 feet from you.

Heavenly Spear Bullet

When you reach 11th level, your ki-infused bullets can pierce through targets to travel to the next. When you hit a large creature or smaller with a ranged weapon attack with a firearm, you can spend a ki point to have the bullet continue in a straight line away from you to hit another target that is within 30 feet from you. Compare the original attack roll of that attack to the new target's AC, but make a new damage roll. Only the first target takes critical damage if you roll a critical hit.

You may spend another ki point to make the bullet continue to the next target, and again and again until there are no more targets within 30 feet from you.



Metal Blossom Fury

Upon reaching the 17th level of this class, you can create a spray of bullets into every direction that can strike every enemy that you can see. Spend a ki point as your action while holding one or more firearms and all enemy creatures that you can see within 30 feet from you must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Wisdom modifier. They take piercing damage equal to twice your martial arts dice plus your Wisdom modifier on a failed saving throw, or half as much on a successful one.

When you use this feature, you can spend additional ki points to add two more dice to the damage roll. Once you've used this feature, you can't use it again until you finish a short or long rest. Once used, you must reload your firearms.