

TREASURE TROVE SERIES
SPIROSBLANK ARSENAL



SPIROSBLANK
Campaign Setting



TREASURE TROVE #1

SpirosBlaak Arsenal



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Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

This product utilizes updated material from the v.3.5 revision.



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Chapter 1: Introduction

Treasure Trove #1: SpirosBlaak Arsenal is the first in a long line of books we believe will be a valuable series for both players and Game Masters alike.

This supplement includes and expands on material first presented in Green Ronin Publishing and Bizzaro Games' *SpirosBlaak* setting (by Steven Trustrum with Christina Stiles). Misfit Studios' *Treasure Trove #1: SpirosBlaak Arsenal* introduces more black powder weapons, feats, and rules for your *SpirosBlaak* campaign. If you are not using *SpirosBlaak* (shame on you!), have no fear, the material herein can apply to and enhance any campaign world.

So, get that itchy trigger finger under control and keep your black powder dry, but most of all, enjoy *Treasure Trove #1: SpirosBlaak Arsenal*!

CHANGES FROM SPIROSBLAAK

Some black powder weapon information has changed from the original *SpirosBlaak* setting book, whether due to errata or to account for the material added here. If you plan on using this work's material with *SpirosBlaak*, consider the information provided here to be correct whenever the two sourcebooks come into conflict.

WORDS OF APPRECIATION FROM THE AUTHOR

I write this upon the completion of my second delving into the world of *SpirosBlaak*. This book was by far an easier write than the main setting book, chiefly because *Arsenal* is largely returning to material already touched upon, but also because the journey from beginning to end was not nearly as long or arduous as that of the book it follows.

SpirosBlaak was, likely for all involved, one headache after another. For **Bizarro Games**, it represented a first step onto the playing field as a publisher and issues such as changing publishing partners, the collapse of Osseum, and a seemingly endless stream of other concerns did not make the foray an easy one. As *SpirosBlaak's* author, I was right there with Christina as one frustrating thing after another unraveled before everything finally managed to come together with *SpirosBlaak's* release (finally!) in July of 2005, roughly two years since it was first announced by the initial publishing partner as "coming soon."

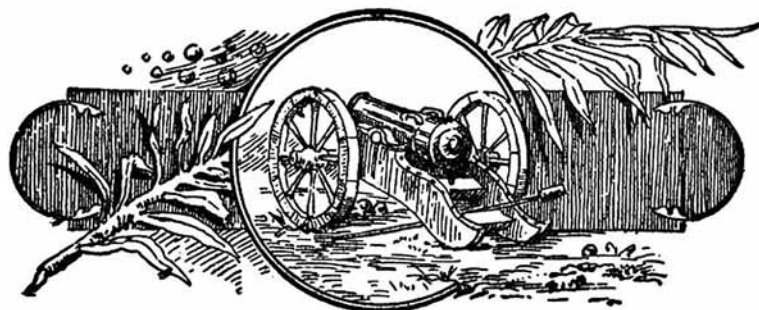
Since then, there have been a lot of changes. Through **Misfit Studios**, I have taken my own first steps into the larger world of small press publishing and **Bizarro Games** has since been folded into that company, taking Christina on as writer, editor and all-around "The house is burning down and I need someone to help me throw water on it!" person. With Christina, and all the skills and experience she brings to the job, came *SpirosBlaak*.

That said, I cannot praise Christina and Spike Y Jones enough for the time and energy both have invested in *SpirosBlaak* so far. What began as Christina and I trying to hammer out a shared vision has long since turned into a chaotic whirlwind that swept up Spike as well. Both were invaluable as sounding boards for ideas during *SpirosBlaak's* initial writing and later for finding all the issues that arose in the material. Spike and Christina did more than just edit and add supplemental material to these two works: with their efforts they helped define them and shape *SpirosBlaak's* future.

For those reasons, and many more, I dedicate this work to Christina Stiles and Spike Y Jones.

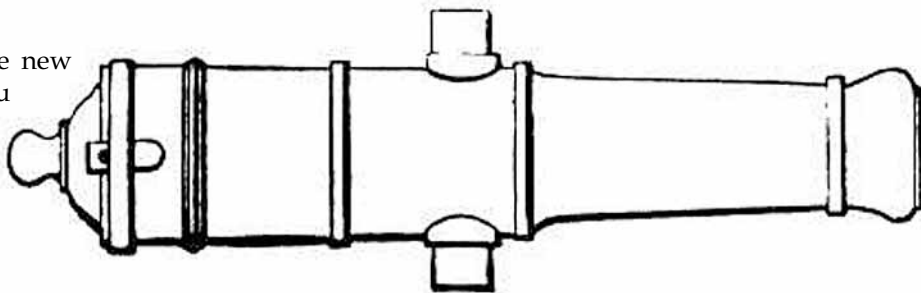
Steven Trustrum

July, 2005



Chapter 2: New Skills & Feats

This chapter provides all the new skills, skill uses, and feats you will need to use the weapons and technology included herein.



SKILLS

CRAFT (INT; TRAINED ONLY)

As more and more people come to rely on technology to perform their tasks, masters of Craft become rarer. Craft (technology) reflects this gradual shift from the old ways of doing things for modern means. Why go through the process of tanning hides when a machine can do it for you?

In the *SpirosBlaak* setting, Craft is a trained-only skill. While modern amenities will eventually transform the world of *SpirosBlaak*, technology is still unreliable and uncertain, and produces sometimes unusual results.

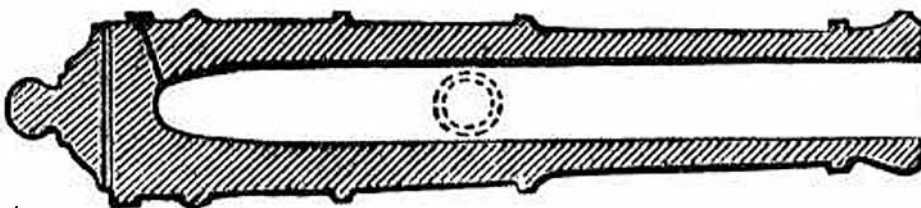
In addition to the standard subcategories of the Craft skill, *SpirosBlaak* introduces artillery-making and gunsmithing. Furthermore, *SpirosBlaak* also modifies how Craft (alchemy) works. Unless otherwise specified, Craft functions as described in the *PHB*.

CRAFT (ALCHEMY) (INT; TRAINED ONLY)

Normal Use: You can make alchemical items and identify potions.

Requirements for Technological Use: This skill remains unchanged with one exception. Unlike most alchemical items that require at least 1 level of spellcaster to make, characters can take the Craft (alchemy) skill to make black powder without the spellcaster requirement.

New Use – Making Black Powder: You can make black powder by mixing the necessary components. Making black powder is a risky undertaking, requiring a DC 15 Craft (alchemy) check for every pound that is to be made. You can take 10 but not take 20 with this roll. A failed check results in a roll on the following table.



ROLL	RESULT
01-80	Failed. The components are useless.
81-95	Minor flare up. Alchemist suffers 1d6 damage from minor burns and the powder is consumed.
96-00	Explosion. The black powder explodes, causing 1d6 damage per pound (treat anything under a pound as a pound) to a 5-foot radius.

CRAFT (ARTILLERY-MAKING) (INT)

You know how to craft black powder artillery pieces, but not how to manufacture small arms (pistols and muskets) or black powder.

Class Skill: Assassin, cleric, dwarven defender, expert, fighter, paladin, rogue, warrior.

Check: Crafting a black powder artillery piece requires a foundry for casting (or using the mandrel method if the shop is advanced enough) and refining the bore. Iron is the most common metal used and the easiest to work with; the DCs are modified when working in other materials (see **Table 4-12: Alternate Materials for Firearms and Artillery** on page 52). The proper tools and workplace for creating artillery typically costs 4,500 gp, whereas standard artisan's tools suffice for cleaning and simple repairs.

You can also make friction primers: DC 12, with a +2 synergy bonus if you also have 5 or more ranks in Craft (alchemy).

Creating a masterwork artillery piece doubles the cost. Creating masterwork ammunition, in the same amount as normal, increases the cost by a multiplier of 5.

