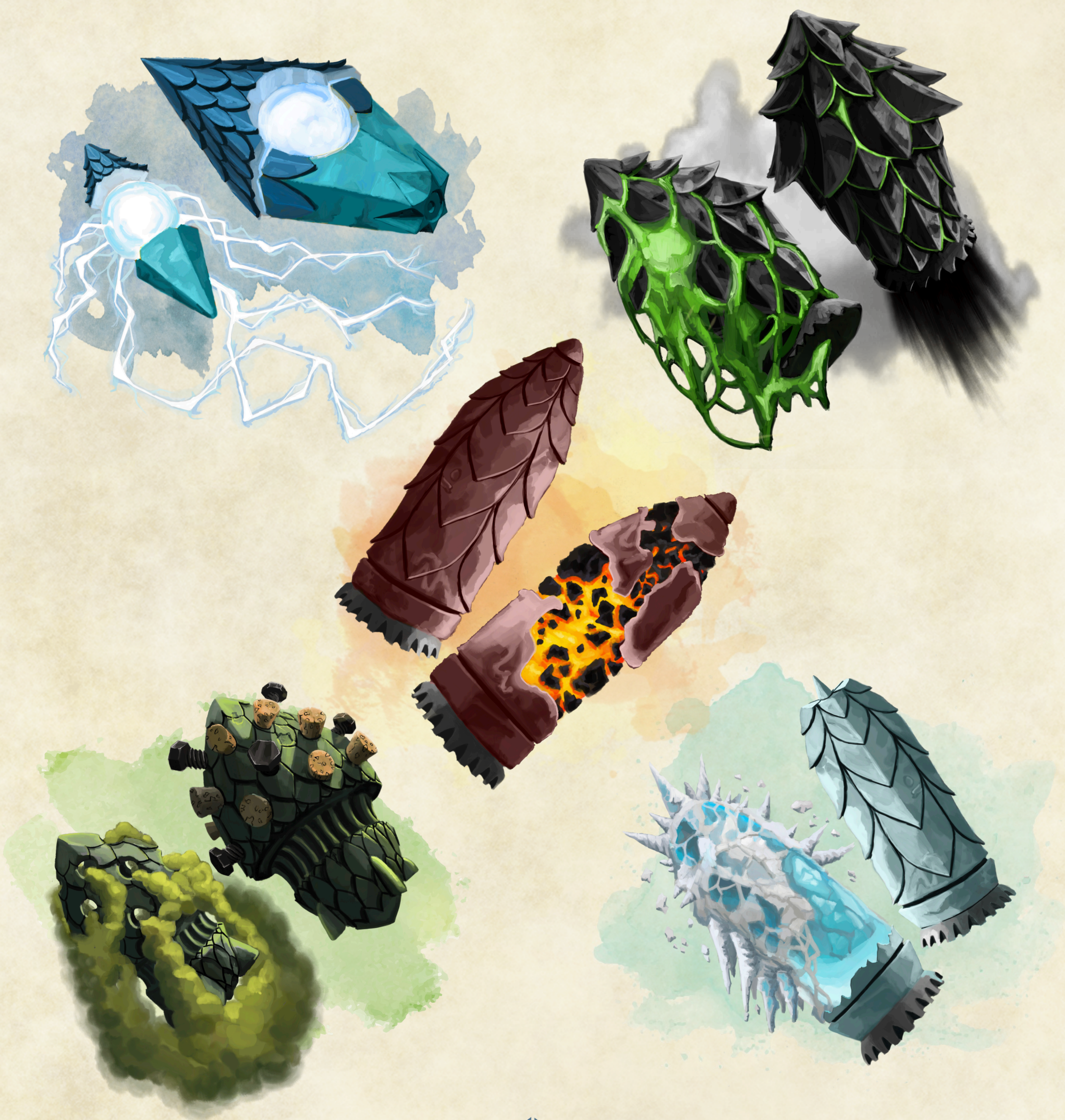


CHROMATIC SLUGS

A WAR-ENDING COLLABORATION FROM
THE D&D COALITION



CHROMATIC SLUGS

BACKGROUND

These unique bullets may be carefully handcrafted from the scales harvested from a dragon. The rarity and power of the bullet is dependent upon the age of the dragon that the scales were harvested from.

Outlawed. The creation and possession of Chromatic Slugs is both dangerous and illegal. The process to create these projectiles from even dragon wyrmlings can result in catastrophe; the shell can prematurely explode in the process, causing death and destruction to all surrounding people, objects, homesteads, and dwellings. This is why Chromatic Slugs are incredibly rare to find and even more difficult to create.

Threat Zone. With black powder technology still being new and volatile, these projectiles are incredibly dangerous to use. Brilliant artificers and weapon smiths have discovered how to overcome one hurdle, and that is the blast back from the immense heat that the bullet produces when fired. However, if the person firing this projectile rolls a 1, the bullet immediately explodes within the guns barrel, effecting everyone in its wake.

USING THE SLUGS

Every home campaign can have its own rules. It is up to the DM to decide whether or not you have the access to firearms in your campaign. If you do allow firearms, these slugs could be used as plot hook or side quest.

SIDE QUESTS

Gold Reward. While in a larger city or urban area, the party has heard rumor of an underground and lucrative purveyor of magic items. You hear they're willing to pay handsomely for dragon scales.



Special Thank You

The art in this supplement was created by Pavel Kunc @rudokstavern on [Instagram](#)

Turning of the Tide. Off in the east, the ongoing war between opposing factions takes a sudden turn. While the battle seemed all but won, the losing side imposes magic that has never been seen nor heard of before. Survivors say that one individual was able to “harness the wrath of a dragon through the use of a fire cannon.” It is up to you to make sure the war is not lost and to learn more about this fire cannon.

Inherited Vengeance. After a long and successful adventure, your party settles down back to the fortress for a temporary break from life on the road. You come home to the grim news that a close ally of yours was recently assassinated by a known rival. You discover that they had left behind various dragon scales along with preliminary designs to create the Chromatic Slugs. It is up to you to find out how to complete the schematics and find who can craft such an item.

CHROMATIC SLUGS

CHROMATIC RED SLUG



ITEM DETAILS

Upon first glance, you wouldn't think much of the Chromatic Red Slug, however, this was done by design. The legend preceding red dragons is appropriately harnessed in the red slug.

Volcanic Bane. Hot volcanic gases form a cloud in a 20-foot cone originating from the barrel of the firearm after the projectile is fired. This cone spreads around corners, and the effected area is considered heavily obscured until initiative count 20 on the next round. Each creature that starts its turn in the cloud takes 3d6 fire damage and must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

ITEM DETAILS CONTINUED.

Wyrmiling Dragon Scales (Rare). Upon firing this projectile, the bullet travels 5 feet in a direction of your choice and then explodes into a 15-foot cone of hot metal and flame. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7d6 fire damage on a failed save, or half as much damage on a successful one.

Young Dragon Scales (Very Rare). Upon firing this projectile, the bullet travels 10 feet in a direction of your choice and then explodes into a 30-foot cone of hot metal and flame. Each creature in that area must make a DC 17 Dexterity saving throw, taking 16d6 fire damage on a failed save, or half as much damage on a successful one.

Adult Dragon Scales (Legendary). Upon firing this projectile, the bullet travels 20 feet in a direction of your choice and then explodes into a 60-foot cone of hot metal and flame. Each creature in that area must make a DC 21 Dexterity saving throw, taking 18d6 fire damage on a failed save, or half as much damage on a successful one.

Ancient Dragon Scales (Artifact). No one has ever had the nerve nor audacity to attempt to create a Chromatic Red Slug from an ancient red dragon, therefore none currently exist. Upon firing this projectile, the bullet travels 40 feet in a direction of your choice and then explodes into a 90-foot cone of hot metal and flame. Each creature in that area must make a DC 24 Dexterity saving throw, taking 26d6 fire damage on a failed save, or half as much damage on a successful one.

CHROMATIC SLUGS

CHROMATIC BLUE SLUG



ITEM DETAILS

A violent crackling hum can be heard from this projectile at all times. The only way to harness the electrical energy from the blue chromatic scales is to add a conduit to help control the unpredictability of lighting energy. This conduit may come in the form of a rare pearl harvested within the depths of the ocean.

Cacophonous Propulsion. When this projectile is fired, a wave of thunderous force sweeps out from the barrel of the firearm. Each creature in a 15-foot cone originating from you must make a Constitution saving throw (DC equal to that of the projectile). Upon failure, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. Upon success, the creature takes half as much damage and isn't pushed. Unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the projectile's effect, and the spell emits a thunderous boom audible out to 300 feet.

ITEM DETAILS CONTINUED.

Wyrmling Dragon Scales (Rare). Upon firing this projectile, the bullet travels 5 feet in a direction you can choose and then bursts into a 30-foot long arc of lightning that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Young Dragon Scales (Very Rare). Upon firing this projectile, the bullet travels 10 feet in a direction you can choose and then bursts into a 60-foot long arc of lighting that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Adult Dragon Scales (Legendary). Upon firing this projectile, the bullet travels 20 feet in a direction you can choose and then bursts into a 90-foot long arc of lightning that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Ancient Dragon Scales (Artifact). It is rumored that there has been an Ancient Blue Chromatic Slug created before; in fact, this item is what tipped the scales in the War of Silver Marches in the favor of humanity. Upon firing this projectile, the bullet travels 40 feet in a direction you can choose and then bursts into a 120-foot long arc of lightning that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

CHROMATIC SLUGS

CHROMATIC GREEN SLUG



ITEM DETAILS

Each of the chromatic slugs has its own lethal dangers, but the poisonous gas from green dragons makes it quite difficult for these slugs to be crafted. The creation of the Chromatic Green Slug Requires 2 key ingredients; scales from a green dragon and cork bark from trees that have endured the gaseous breath attack from a green dragon.

Writhing Entanglement. Grasping roots and vines erupt in a 20-foot cone starting at the point from where the slug is activated (varies by degree of projectile). That area becomes difficult terrain, and each creature there must succeed a Strength saving throw (DC equal to that of the projectile) or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away after 2 rounds.

ITEM DETAILS CONTINUED.

Wyrmling Dragon Scales (Rare). Upon firing this projectile, the bullet travels 5 feet in a direction you choose and then discharges a poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Young Dragon Scales (Very Rare). Upon firing this projectile, the bullet travels 10 feet in a direction you choose and then discharges a poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Adult Dragon Scales (Legendary). Upon firing this projectile, the bullet travels 20 feet in a direction you choose and then discharges a poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Ancient Dragon Scales (Artifact). Green slugs from ancient dragons are highly ill-advised due to the fact the the wind may carry the poisonous gas for miles - having little to no control over the slugs wake of destruction. Upon firing this projectile, the bullet travels 40 feet in a direction you choose and then discharges a poisonous gas in a 90--foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

CHROMATIC SLUGS

CHROMATIC WHITE SLUG



ITEM DETAILS

These unique bullets were carefully handcrafted from the scales harvested from a white dragon. Handling these frost covered projectiles requires individuals to wear protective gloves or possess resistance to cold due to them being so incredibly cold to the touch. The rarity and power of the bullet is dependent upon the age of the dragon that the scales were harvested from.

Ice Shroud. Freezing fog fills a 15-foot cone originating from the barrel of the firearm after the projectile is fired. The fog spreads around corners and last for 1 hour; a wind of at least 20 miles per hour disperses the fog. The area is considered heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage.

ITEM DETAILS CONTINUED.

Wyrmling Dragon Scales (Rare). Upon firing this projectile, the bullet travels 5 feet in a direction you can choose and then erupts into a 15-foot cone of icy shrapnel and hail. Each creature in that area must make a DC 12 Constitution saving throw, taking 5d8 cold damage on a failed save, or half as much damage on a successful one.

Young Dragon Scales (Very Rare). Upon firing this projectile, the bullet travels 10 feet in a direction you can choose and then erupts into a 30-foot cone of icy shrapnel and hail. Each creature in that area must make a DC 15 Constitution saving throw, taking 10d8 cold damage on a failed save, or half as much damage on a successful one.

Adult Dragon Scales (Legendary). Upon firing this projectile, the bullet travels 20 feet in a direction you can choose and then explodes into a 60-foot cone of icy shrapnel and hail. Each creature in that area must make a DC 19 Constitution saving throw, taking 12d8 cold damage on a failed save, or half as much damage on a successful one.

Ancient Dragon Scales (Artifact). No one has ever had the nerve nor audacity to attempt to create a Chromatic White Slug from an ancient white dragon, therefore none currently exist. Upon firing this projectile, the bullet travels 40 feet in a direction you can choose and then explodes into a 90-foot cone of icy shrapnel and hail. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

CHROMATIC SLUGS

CHROMATIC BLACK SLUG



ITEM DETAILS

Due to the acidic nature of black dragons, it is nearly impossible to work with their scales, let alone harvest them. Due to this, Chromatic Black Slugs are especially rare. When one acquires scales from a black dragon, they have a limited amount of time to craft the bullet before the scale loses its magic. These unique bullets must be carefully created from the acidic scales harvested from a black dragon. In order to capture the magical essence, these scales must come from innermost layer around the esophagus region.

Wake of Darkness. When this projectile is fired, the blowback creates a 15-foot radius sphere of magical darkness around the firearm from which it was fired.

ITEM DETAILS CONTINUED.

Wyrmling Dragon Scales (Rare). Upon firing this projectile, the bullet travels 5 feet in a direction you can choose and then erupts into a 5-foot wide, 15-foot long line of acid, melting everything in its wake. Each creature in that area must make a DC 11 Constitution saving throw, taking 5d8 acid damage on a failed save, or half as much damage on a successful one.

Young Dragon Scales (Very Rare). Upon firing this projectile, the bullet travels 10 feet in a direction you can choose and then erupts into a 5-foot wide, 30-foot long line of acid, melting everything in its wake. Each creature in that area must make a DC 14 Constitution saving throw, taking 11d8 acid damage on a failed save, or half as much damage on a successful one.

Adult Dragon Scales (Legendary). Upon firing this projectile, the bullet travels 20 feet in a direction you can choose and then erupts into a 5-foot wide, 60-foot long line of acid, melting everything in its wake. Each creature in that area must make a DC 18 Constitution saving throw, taking 12d8 acid damage on a failed save, or half as much damage on a successful one.

Ancient Dragon Scales (Artifact). No one has ever had the nerve nor audacity to attempt to create a Chromatic Black Slug from an ancient black dragon, therefore none currently exist. Upon firing this projectile, the bullet travels 40 feet in a direction you can choose and then erupts into a 10-foot wide, 90-foot long line of acid, melting everything in its wake. Each creature in that area must make a DC 22 Constitution saving throw, taking 15d8 acid damage on a failed save, or half as much damage on a successful one.