

# THE ARGENT RELIQUARY

A COLLECTION OF WONDROUS THINGS ARRAYED FOR ALL TO SEE

# ALL THAT GLITTERS I

**A GATHERING OF THE MYSTICAL AND MUNDANE FROM ALL CORNERS OF THE MULTIVERSE**

## ROLLING A RANDOM TYPE

If an item ever calls for you to roll a random damage type for offense or defense, refer to this listing.

### DAMAGE TYPES TABLE

D10	Type Granted
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

## ARC THE LAD

Charms are a new form of item that allows you to augment your melee or ranged weapons with some extremely useful properties. A weapon may have any combination of 7 Charms equipped at a given time. There are some provisions that Charms follow:

- The Burst and Thorned Ivy Area of Effect abilities are mutually exclusive, if wielding a weapon with both equipped only one affects your attacks at a given time. Additional Burst or Thorned Ivy Charms improve the line or cone by 5 feet in dimensions.
- Multiple Damage Enhancement Charms improve overall damage by one die (3 Black Rose Charms would cause 6d4 Poison, not 12d4)
- Three Damage Enhancement Charms increase the damage improvement for Cantrips by an additional die.
- The effects granted by Charms are not disabled in Antimagic Zones or like effects. Charms also make weapons act as magical for the purpose of overcoming resistances and immunities.
- Monks may affix Charms to their attire to augment their Unarmed Strikes or weapon attacks that are benefit from the Martial Arts Class Feature.
- Only One Heavy Charm may be equipped per weapon.

## ANGELIC EARRINGS

Wondrous Item, Rare

A pair of earrings made with angel hair and bits of angel wing. These small bits of the divine being retain their properties.

Wearing the earrings prevents Fatigue of all kinds, Paralysis, Petrification, Poison and being Restrained.

Twice per day the wearer can call upon the essence of the divine trapped within to heal themselves or an ally. This healing grants the target for 3d6+15 hitpoints, points above their maximum become temporary hit points.

## BLACK ROSE CHARM

Damage Enhancement Charm, Uncommon

A charm in the shape of a beautiful black rose, when affixed to your weapon the venom within such a gorgeous plant is released to harm your foes.

Affixing a Black Rose Charm to your weapon allows you to deal additional 4d4 Poison damage to a target. The target must almost make a DC 16 Constitution Saving Throw or suffer from the Poisoned condition for two rounds.

A spellcaster actively using a weapon with this charm improves Poison damage of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Black Rose Charms also grant resistance to Poison.

Spells that have the deal or protect against Poison may still be cast by a spellcaster wielding a Black Rose Charm even in scenarios where spells would be turned off such as being in an Antimagic Field.

## BURST CHARM

Range Enhancement Charm, Rare (10'x30' Line)

A simple chain affixes this charm to your weapon, its shape is a small circle with a series of curved lines engraved on it to represent bursts of energy or waves. The waves are pale blue like the sea.

Burst charms work by creating a burst of energy to strike multiple foes in quick succession. This affects both melee and ranged weapons, ranged weapons such as bows pass the effect onto their ammunition. Targets are still attacked one at a time.

A spellcaster actively using a weapon with a Burst Charm has their touch spells improved by the accompanying Charm's Line Range. Burst Charms also add their weapon's reach to their Line's range.

All forms of Burst Charm grant resistance to Force damage and allow a spellcaster to cast spells that deal or prevent Force damage when under the influence of an Antimagic Field or like effect.

## CRYSTAL CHARM

Damage Enhancement Charm, Uncommon

Crystal charms have been crafted and trap a small amount of the Divine within them. They appear to be marquise cut stone the color of the sun.

Affixing a Crystal Charm to your weapon allows you to deal 4d4 Radiant damage to a target depending on the rarity of the charm affixed. The target must almost make a DC 16 Constitution Saving Throw or suffer from the Blinded condition for two rounds.

A spellcaster actively using a weapon with this charm improves Radiant damage and Healing of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Radiant or heal targets may still be cast by a spellcaster wielding a Crystal Charm when under the influence of an Antimagic Field or like effect.

Crystal Charms grant Resistance to Necrotic Damage.

## EARTH CHARM

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Damage Enhancement Charm, Uncommon

Affixing an Earth Charm to your weapon allows you to deal 4d4 Acid damage. If the attack deals at least 8 points in Acid reduce non-magic armor's AC by 1, magic armor receives a saving throw.

A spellcaster actively using a weapon with this charm improves Acid damage of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Acid (Chromatic Orb and Absorb Elements would work but only for Acid) may still be cast by a spellcaster wielding an Earth Charm when under the influence of an Antimagic Field or like effect.

Earth Charms grant resistances to Acid.

## FALCON TALISMAN

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Wondrous Item, Very Rare (Requires Attunement)

A Falcon talisman is a necklace crafted in the shape of the bird of prey, made from the finest jade and has been painstakingly enchanted and enhanced many times to do something no other magic item does.

This item allows spellcasters and other magic items on someone's person to continue to function in areas that normally turn off magic or spell-like effects such as an Antimagic Field or the dreaded sight of a Beholder.

## HEAT CHARM

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Damage Enhancement Charm, Uncommon

Affixing a Heat Charm to your weapon allows you to deal 4d4 Fire damage to a target in addition to normal weapon damage. The target must also make a DC 16 Dexterity Saving Throw or be caught on fire, dealing an additional 2d4 damage a round for three rounds.

A spellcaster actively using a weapon with this charm improves Fire damage of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Fire (Chromatic Orb and Absorb Elements would work but only for Fire) may still be cast by a spellcaster wielding a Heat Charm when under the influence of an Antimagic Field or like effect.

The uncommon version grants the wielder resistance to Cold and the rare version grants resistance to Cold and Fire damage.

## HEAVY CHARM

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Damage Enhancement Charm, Common (2d), Uncommon (4d), Rare (6d)

Heavy Charms unlike their elemental or divine counterparts just improves the raw damage a weapon deals. The number of dice thrown added depends on the charm's rarity but the dice will always match the current die category the weapon deals.

Heavy Charms also affect any weapons created through Spellcasting such as the Flame Blade, whether or not the Heavy Charm weapon is currently in use.

## ICE CHARM

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Damage Enhancement Charm, Uncommon

These charms come in the shape of your stereotypical snowflake, the larger the snowflake the rarer the charm quality.

Affixing an Ice Charm to your weapon allows you to deal 4d4 Cold damage to a target in addition to normal weapon damage. The target must also make a DC 16 Constitution Saving Throw or be Restrained for one round.

A spellcaster actively using a weapon with this charm improves Cold damage of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Cold (Chromatic Orb and Absorb Elements would work but only for Cold) may still be cast by a spellcaster wielding an Ice Charm when under the influence of an Antimagic Field or like effect.

The uncommon version grants the wielder resistance to Fire and the rare version grants resistance to Fire and Cold damage.

## ONYX CHARM

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Damage Enhancement Charm, Uncommon

The Onyx charms show their dark nature by having their shapes match their necrotic fury: common ones are in the shape of a blood drop and carry the crimson color, uncommon ones are in the shape of a demon's wing and the rare ones are a small crystal skull with a sinister smile.

Affixing an Onyx Charm to your weapon allows you to deal 2d6 Necrotic damage to a target in addition to normal weapon damage. The target must also make a DC 16 Wisdom Saving Throw or become Frightened for three rounds.

A spellcaster actively using a weapon with this charm improves Necrotic damage and Healing of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Necrotic or heal targets may still be cast by a spellcaster wielding an Onyx Charm when under the influence of an Antimagic Field or like effect.

The uncommon version grants the wielder resistance to Radiant and the rare version grants resistance to Radiant and Necrotic damage.

## SILKEN BOW OR CROSSBOW STRING

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Wondrous Item, Rare

Although its been referred to as Silk only the feel of it can really be marked as being silky. Its actually a made of a myriad of fibers that grant it a very unique quality when spun into bowstrings.

By switching out your standard bowstring or crossbow string with this lighter weight string it gives a rather odd effect. It improves the weapon's range by 50/150 and improves the wielder's chance to perform a critical with the projectiles fired by 2.

## SPIRITUAL DIADEM

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Wondrous Item (headgear) Very Rare

A diadem that's been adorned with several precious gems of varying shades of blue. These are no ordinary gems as each one holds the essence of the elements as well as the heavens. They guard the bearer from these elements.

The diadem grants resistance to all forms of damage except Necrotic damage. Also if the bearer is called to make a Saving Throw to reduce damage a success will reduce damage to zero and a failure reduces it to half.

## STORM CHARM

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Damage Enhancement Charm, Uncommon

This charm takes one of three shapes depending on the rarity: common ones take the shape of a lightning bolt, uncommon ones are a hexagon shape with a cyclone engraved in it, rare ones are a diamond shape with a storm cloud engraved in it.

Affixing a Storm Charm to your weapon allows you to deal 2d4 Lightning and 2d4 Thunder damage to a target depending on the rarity of the charm affixed. The target must also make a DC 19 Strength Saving Throw or become shoved 10' from the wielder.

A spellcaster actively using a weapon with this charm improves Lightning or Thunder damage of spells they cast by 1d, improving to 2d at 5th level, 3d at 11th level and 4d at 17th level. Cantrips only get a boost of 1d.

Spells that have the deal or protect against Lightning or Thunder (Chromatic Orb and Absorb Elements would work but only for Lightning and Thunder) may still be cast by a spellcaster wielding a Storm Charm when under the influence of an Antimagic Field or like effect.

The uncommon version grants the wielder resistance to either Lightning and Thunder damage, the rare version grants resistance to both.

## THORNED IVY CHARM

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Wondrous Item, Uncommon (30' Cone), Rare (35' Cone), Very Rare (40' Cone)

This charm is that of a brambles and rose thorns, but once affixed to a weapon those thorned grow around the weapon's handle. They don't harm the wielder but show their nature when the blade is swung or the arrow is fired.

The thorned vines spring to life striking out at foes in a wide arc when the blade is swung or when the arrow is close to hitting its mark. These vines have the potential to hit all targets in a small cone, the cone becomes larger with the rarity of the charm.

Reach Weapons add their range to the cone, so a standard reach weapon would produce a 40' cone instead of a 30' one with an Uncommon Charm.

Clerics of Nature, Druids and Rangers that wield a weapon with a Thorned Ivy Charm still cast normally when under the influence of an Antimagic Field or like effect.

## THORN OF REVENGE

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Wondrous Item, Rare (Requires Attunement)

This small sigil appears to be a rose thorn with a small bit of blood on it's sharp tip.

Once attuned the wielder's senses sharpen to the world around them, granting a bonus to Initiative of +2.

Its secondary attribute doesn't become apparent until the fray begins though. The wielder may counterattack someone that attacks them with melee, spell or range with 80'. This counterattack may be made with a weapon or a single target combat spell. This may be done up to the wielder's proficiency bonus in times per day and does not count against their reaction usage, a long rest restores these uses.

## CASTLEVANIA

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The weapons and armor presented gain their abilities from sources other than natural magic, such as the Chaos Claws acquiring it directly from the plane of Chaos. As such Antimagic Zones and like effects do not affect these weapons and armor.

## BROTHERHOOD'S BATTLE ATTIRE

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Legendary Gear (Requires Attunement by a Good or Neutral Aligned Character)

This once proud suit of gear was worn by the now defunct Brotherhood of Light. It consists of a red surcoat with gold accents, a light masterfully crafted plate shirt, black leather trousers and armored leather boots. This gear has been so expertly crafted that it is almost a second skin to the wearer, granting a flat bonus to armor similar to a Cloak or Ring of Protection as such Mage Armor and Unarmored Defense Users can still benefit from this item. It is festooned with various goodies ranging from the fairy sisters in large bottles to the daggers across the chest to the holy water meant to strike fear into all non-humans.

The suit grants the wearer a +6 to their Base Armor Class, this is due to craftsmanship and not magic. It also still has traces of holy energy within, granting resistance to Necrotic, Radiant and Psychic damage.

Five small vials on the belt are filled with Enhanced Holy Water which automatically refill themselves after combat. These vials may be used in one of two ways, in either they have a thrown range of 60' and their effects can target allies or enemies within a 15' Radius:

- When used against enemies they act as a mighty holy grenade dealing 4d8 Radiant damage. This increases to 6d8 against non-humans and deals cold instead against Celestials. A DC 18 Dexterity Saving Throw will reduce it to 1/2 damage, this check is increased to 20 against the aforementioned groups.
- When used on allies or yourself, it grants a Shield of Divine Essence. This shield will absorb up to 20 points of damage and grants an AC bonus of +2 as long as its intact.

Two larger bottles hang from the belt and have Fairies living within. The one dressed in pale blues to match her wings is Nixie and her sister Valeria is dressed all in greens to match hers. They may be called upon twice during a combat and up to four times a day outside of combat situations. A long rest restores their out of combat uses. Their abilities may be used as their holder's reaction.

- Nixie is a skilled healer and can patch even the most dire of wounds to keep her champion alive. When called upon she will heal her bearer for 3d10+8 and heal poisons or diseases.

- Valeria is a marvel with all other kinds of magic and can cast a spells up to 4th level from the Sorcerer's list. She may concentrate on spells for up to 1 hour from her bottle. When summoned in combat, she remains active for 5 minutes to cast Cantrips as a 7th level Sorcerer.

Two Blessed Silver Blades adorn the chestplate in a bandolier. They deal 2d10 Piercing, have a range of 150', crit on an 18-20 before bonuses, return to the wielder when thrown and have the finesse and momentum properties. Non-humans struck by these must make a DC 20 Con Save or take 8d10 Radiant (8d10 Cold vs. Celestials), half as much on success. This can affect a single target up to twice in a given combat, 'returning' villains can be hit in subsequent combats.

## CHAOS CLAWS

Clawed Gauntlets, Very Rare (Requires Attunement)

These expertly crafted gauntlets are engraved with swirling patterns across what looks more like smooth muscle and opalescent leathers and end in what seem to be demonic claws. When worn these swirls begin to shift and flow and pulse through the different colors of the rainbow. These gauntlets are not enchanted by magic, the blacksmith managed to meld the power of the Chaos Plane into every fibre of these masterpieces.

The claws deal 1d10 Slashing or Piercing damage, have the momentum and paired properties, and count as magical for the purposes of overcoming resistances and immunities. Monks wearing these add their Martial Arts die to their attacks instead of replacing the claw's base die. Their bonus to attack, damage and AC is subject to change at a long rest, the wearer rolls a d3 at a long rest to determine it each time.

They also can perform a number of special attacks by tapping into the Chaos energy within. They come with a set 25 charge capacity and have 12 available when attuned. Charges are gained by: 1d10 is restored at dawn and a charge is restored on a critical success.

Below abilities that deal damage have a random damage type. The wearer may use a bonus action to roll a second die and take the more favorable type.

- **Chaos Bolt** (1 Charge) By altering the flow of Chaos, the wielder may throw a bolt of energy at their foes. This has a base damage amount of 4d8, a range of 200' and a critical strike range of 19-20. Damage may be improved by 1d8 per charge.
- **Chaos Slash** (2 Charges) The claws gain further strength from the Chaos Energy within. For three rounds the claws deal 4d10, have a critical strike range of 18-20 and have their reach improved to 10 feet. Damage may be improved by 1d10 per two charges.
- **Chaos Wave** (3 Charges) The wielder blasts a wave of pure Chaos energy in a line striking many opponents. The line is 10' by 30' and deals a base of 4d8, targets are struck individually and it has a crit range of 19-20. Damage may be improved by 1d8 per charge.
- **Chaos Smash** (4 Charges) This strike allows the wielder to smash his fists to the ground and let a burst of Chaos Energy free to strike his foes. The blast deals 4d10 and hits targets in a 20' radius using one corner of the wielder's square as the center point. The wielder's square is unaffected and targets are hit individually. Damage is improved by 1d10 per 2 charges.

## COMBAT CROSS + THE VAMPIRE KILLER

### COMBAT CROSS

Special Weapon, Rare (Requires Attunement by a Good or Neutral Aligned Living Creature)

The Combat Cross was once the iconic weapon of the Brotherhood of Light, an interesting mix of flail and whip. It's most famous wielders are the members of the Belmont Clan. This particular Combat Cross has been enhanced many times to grant combat efficiency and utility. The Combat Cross's hilt is made with the intent to strike with two hands for increased force and as its name would allude is shaped like a Christian Cross made of iron. It has an innate +1 to hit.

### SPIKED CHAIN

The spiked chain of the Combat Cross grants increased range in combat as well as higher damage. It has a base damage of 1d10 (Versatile 2d6) and an improved reach of 25', with the finesse and momentum properties. It also allows you to make long ranged Disarm attempts and drag the weapon to your square. The chain has been painstakingly crafted with alternating rings of thorned wrought and cold iron, and blessed with holy waters. It counts as magical for overcoming resistances and immunities. Against non-humans, the Spiked Chain has a Critical Strike range of 18-20 and deals 3x damage on a Critical.

This version of the chain can also be used to cut through various inanimate objects or constructs, a simple tap of the diamond on the hilt straightens the chain to act as a sword or saw with a reach of 10' and deals triple damage against inanimate and constructs while retaining its other bonuses.

### HOOKED TIP

The Hooked Tip allows the wielder to use the Combat Cross to climb to greater heights, affixing its tip into a material to let you rappel up or down various things such as walls, pillars or other features. The effective reach of the cross for climbing is 100'. Once you reach the maximum height, you can tap the button to swiftly fling the Combat Cross's chain again to continue upward.

The Hooked Tip also allows you to attempt forced entry on doors, grates, chests, portcullises and many other things. The DC varies of course but this allows you to stay up to 40' away so as to make it less likely that you'll be at ground zero of a trap.

### STAKE

The Combat Cross's main function has always been dealing with the Undead, Shapechangers and Fiends of the outer Realms. As such its final attachment is a Wooden Stake laced with Silver Shavings. The Stake retracts from the end of the handle and deals the same damage as the Combat Cross as a whole but has a range of 5'.

The Stake's damage is improved to 2d10 (Versatile 4d6) against Undead, Shapechangers and Fiends. It also has a Critical Strike Range of 17-20 and deals 3x Critical Damage against these creatures. A creature that fits in one of these categories struck with a critical from the Stake must make a DC 20 Constitution Save or be Incapacitated for 1 Round.

Attuning grants you proficiency with the Combat Cross and the ability to speak, read and write Celestial and Infernal.

## THE VAMPIRE KILLER

Special Weapon, Very Rare (Requires Attunement by a Good or Neutral Aligned Living Creature)

Although the weapon you find is only a replica of the true Vampire Killer, its power is nothing to be slighted. It carries all of the enhancements of its little brother the Combat Cross and some of its own as well.

The Vampire Killer deals 2d6 (Versatile 2d8) and has an improved reach of 30', its Critical Strike Range against non-humans is still 18-20 but deals 4x damage on a Crit. The saw-sword form deals quadruple base damage against inanimate objects and constructs with no improvement in reach. Its innate bonus to hit is +2.

The Hooked Tip's climbing reach is improved to 150' and the range at which it can attempt a forced entry is improved to 50'.

The Stake Damage is improved to 2d8 (Versatile 2d10) against Undead, Shapechangers and Fiends with a Critical Strike Range of 17-20 and dealing 4x damage on a Crit.

The Vampire Killer allows its wielder to tap into the powers of Light and Shadow Magic to augment their arsenal further. Invoking Magic requires a Bonus action, lasts for 3 rounds and can be called upon twice per combat. Targets are struck individually when hit by Light or Shadow Magic special attacks and the attacks share the Vampire Killer's base Critical Strike improvements but they're against all targets not just non-humans.

### LIGHT MAGIC

Invoking the power of Light grants a blue glow to the chain as it sweeps through the air. It deals an additional die of damage and all damage is converted to Cold, Electric or Radiant Damage. All of the damage dealt heals the wielder at a 1:1 Ratio.

You may make a full round attack to strike all targets in a line equal to the Vampire Killer's Reach with the Light Magic Infused Chain.

### SHADOW MAGIC

Invoking the power of Shadow grants a crimson glow to the chain. It deals an additional die of damage and all damage is converted to Fire, Necrotic or Thunder Damage. You now have an Extra Attack with the Vampire Killer.

You may make a full round attack to slam the Vampire Killer into the ground causing an 20' Radius Explosion that deals 6d6 Fire, Necrotic or Thunder damage. You, as the wielder, are unaffected by the explosion.

Attuning grants you proficiency with the Vampire Killer and the ability to speak, read and write Celestial and Infernal.

## CRISSAEGRIM

Sword, Very Rare (Requires Attunement)

The Crissaegrim in your hands is a replica of its true form, crafted by the Toy Maker of Castle Dracula. Although its not as phenomenal as the 'real deal' it still carries great abilities.

The Crissaegrim is a weapon crafted from the parts of three other weapons: The hilt is the hollowed out shell of the Vampire Killer whip, the chain removed to allow the blade to seat properly. The lower part of the blade is that of the frost infused Glaciem rapier, known for freezing its foes and healing its carrier. The upper part is that of the flame infused Igneas, known for burning its foes to the core and its flames are able to bounce from one target to the next. These parts were easily found as time flows strangely through Castle Dracula, allowing you to flow back and forth.

The basic form of a Crissaegrim is a +3 Katana (WVWE pg 1) that also deals 2d8 Radiant damage as it channels the divine enchantments still scrawled on its hilt. It has a 19-20 Critical Strike Range and deals 3x on a Critical. The radiant damage improves to 3d8 if the wielder is 11th level or higher and 4d8 if the wielder is 17th level or higher.

The Light Magic still resonating within can be activated as an attack and bonus action combination, allowing you to strike all targets in a 40' line with the weapon's full damage. This affects all melee attacks made with the Crissaegrim in a round or if you have an action to cast a spell you can use it to strike with this ability again. At the start of your turns after using this roll a d6, on a 5 or 6 this ability has recharged.

Alternatively you can use your bonus action to invoke the power of Glaciem or Igneas. This change lasts for the entire combat or until another bonus action is used to change the form.

### GLACIEM

Invoking the Glaciem rapier grants it 2d10 Cold damage instead of the Radiant damage and the bonus to hit and damage is reduced to +2 but Glaciem retains the full compliment of Critical Strike enhancements.

The basic reach is improved to 15' and any damage caused heals the wielder. Using an attack and bonus action combination while Glaciem is active allows you to blast a frigid gust in a 10'x30' line that deals 5d10 Cold, improving to 6d10 if the wielder is 11th level or higher and 7d10 if the wielder is 17th level or higher.

This affects all melee attacks made with the Glaciem form in a round or if you have an action to cast a spell you can use it to strike with this ability again. At the start of your turns after using this roll a d6, on a 5 or 6 this ability has recharged.

### IGNEAS

Invoking the Igneas grants it 2d10 Fire damage instead of the Radiant damage and the bonus to hit and damage is reduced to +2 but Igneas retains the full compliment of Critical Strike enhancements.

Any time Igneas hits a target, there's a 30% chance that the attack will bounce to another hostile target within 30'. This may bounce up to three times.

Using an attack and bonus action combination with Igneas is active allows you to blast your foes with a wave of flame in the form of a 35' Cone dealing 5d10 Fire, improving to 6d10 if the wielder is 11th level or higher and 7d10 if the wielder is 17th level or higher.

This affects all melee attacks made with the Igneas form in a round or if you have an action to cast a spell you can use it to strike with this ability again. At the start of your turns after using this roll a d6, on a 5 or 6 this ability has recharged.

## WINGS AND BOOTS OF THE SERAPHIM

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Shoulderguards and Boots, Very Rare

This pair of boots and shoulderguards are carved with various angelic motifs to denote their origin. They must be worn as a pair to have their effects work.

Someone wearing this set is granted a movement increase of 10', a +1 to Initiative and the ability to fly at their new movement speed.

These magic items also carry with them a series of spells that may be cast a limited number of times per day, their level and amount of times castable depends on the spell. Spells that normally require concentration are cast and run their entire duration without the need for concentration.

*Blink (3rd Level, Once), Expeditious Retreat (1st level, Twice), Freedom of Movement (4th level, Twice), Haste (3rd Level, Three Times), Longstrider (4th Level, Twice), Mass Healing Word (5th Level, Twice), Water Breathing (3rd level, Twice)*

## MAXIMO

The three weapons below and their components all come with the Unbreakable feature from the Dungeon Master's Guide.

## DEATH COINS

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Wondrous Item, Very Rare

This delicately crafted silver and electrum coin has been dyed blood red. Either side of this odd token is emblazoned with the likeness of the Reaper. This coin allows the carrier to pay Death or the world's equivilant to resurrect him to the land of the living.

When the person carrying this coin dies, the Reaper comes to take the coin back and casts the *True Resurrection* spell upon the coin's carrier. Death also brings the person back to their age at the time of death or whatever constitutes as the race's prime age if he or she died of 'natural' causes.

This coin may also be used to call upon the Reaper to cast the *True Resurrection* spell on one other person should the person be gracious enough to do this. This calling however will only remove a maximum of 25 years off a person's life if they died of 'natural' causes.

Either way, the coin is taken by the Reaper to be returned into circulation once more.

## HAMMER OF HEROES

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Mystical Hammer, Rare

A true testament to the craftsmen and women of old is in your hands if you find one of these ancient hammers. These beauties are as versatile as they are dangerous.

A Hammer of Heroes deals 2d6 Bludgeoning or Piercing and has the Versatile (2d8), Reach and Momentum Properties. The masterful craftsmanship of the hammer grants a +2 to hit and damage that is completely non-magical. Being proficient with a Light Hammer grants proficiency with this weapon.

The head of the hammer has four slots for Enhancement gems (detailed below).

When found the hammer will have two Enhancement gems pre-installed (one rare, one uncommon) and 50% chance of a third (25% chance of it being rare).

## SHIELD OF CONQUEST

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Round Shield, Rare

The simple appearance of this shield hides it's true nature until its new owner takes the time to learn its abilities by spending an hour with the shield during a long rest. After a careful inspection the maker's marks near the shield's grip will tell the tale of the craftsman.

Shields of Conquests are sought after for many reasons: they're naturally returning, making them as much a tool of destruction as a defense mechanism; the material that they're crafted from grants superior defense over a standard shield; the backside hides a series of slots for enhancement gems to be placed.

A Shield of Conquest has four slots for enhancement gems and is guaranteed to have two enhancement gems (one rare, one uncommon) pre-installed upon finding and a 25% chance of a third (25% chance of it being rare).

A Shield of Conquest grants a +4(+5 vs Ranged) to Armor Class and can be wielded by anyone without impeding special armor class improvements such as Mage Armor or Unarmored Defense options. It may be thrown with great efficiency as well, having a range of 80' and deals 2d6 Bludgeoning on a successful hit.

## SILVER ARMOR OF THE WARRIOR

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Medium Armor, Rare

These armor sets have been passed down through the ages and any adventurer that is lucky enough to find one may have found the last suit of armor they'll ever need.

This armor grants an AC of 17 plus the better of Dexterity or Constitution modifier. The entire suit weighs 14 lbs.

The suit has three recessed spaces for Enhancement gems and when found starts with one pre-installed (50% chance of it being rare) and 50% chance of a second.

## SWORD OF THE CENTURION

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Magnificent Brand, Rare

Each of these proud swords has seen many battles and are certain to see many more. Lightweight and simple, a Sword of the Centurion is the pinnacle of bladed weapons in every regard.

A Sword of the Centurion deals 2d6 Slashing or Piercing and has the Versatile (2d8), Momentum and Reach properties. Due to the majestic craftsmanship of these weapons, they have a non-magical +2 to hit and damage.

Similar to a Hammer of Heroes, a Sword of the Centurion has spots for Enhancement gems. The sword has four between the blade and hilt.

When found a Sword of the Centurion will have two Enhancement gems pre-installed (one rare, one uncommon) and 50% chance of a third (25% chance of it being rare).

## ENHANCEMENT GEMS

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Enhancement gems grant the item they're affixed to various valuable bonuses. Hammer of Heroes, Shield of Conquest and Sword of the Centurion are the only weapons to start with slots for these wonderful items.



Enhancement gems once installed make the weapon they're affixed to act as magical for overcoming resistances and immunities. Enhancement gems are however alchemical in nature and are unaffected by Antimagic Zones and similar effects.

Multiple Enhancement gems of the same type do stack:

- Damage gems improve the die category thrown and damage dice thrown by one per gem.
- Area of Effect or Reach improvement gems improve their range by 5'.

Switching out an Enhancement gem in combat requires an Action.

## ARMAGEDDON

Uncommon

These amethyst gems have been infused with the essence of Undeath, granting a weapon affixed with this a measure of that same power. A shield or armor affixed with it will grant defense against heavenly powers.

A weapon affixed with an Armageddon gem deals an additional 2d8 Necrotic Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with an Armageddon gem grants the wielder resistance to Radiant damage. If the shield is used as a weapon it deals an additional 2d6 Necrotic damage, improving by 1d6 at 5th, 11th and 17th levels.

Armor affixed with an Armageddon gem grants resistance to Radiant damage and if someone grapples the wearer they take 2d6 Necrotic damage each round they're grappling. This improves by 1d6 at 5th, 11th, and 17th levels.

If you're wearing shield and armor affixed with Armageddon gems, you become immune to Radiant damage and resistant to Necrotic.

## CORROSIVE

Uncommon

Corrosive Enhancement Gems are emerald in color and tap into the elemental powers of earth to deal their damage. Armor or shields affixed with them will prevent a good bit of acid damage.

A weapon affixed with a Corrosive gem deals an additional 2d8 Acid Damage. This improves to 3d8 at 5th level, 4d8 at 11th level and 5d8 at 17th level.

A shield affixed with a Corrosive gem grants the wielder resistance to Acid damage. If the shield is used as a weapon it deals an additional 2d4 Acid damage, improving by 2d4 at 5th, 11th and 17th levels.

Armor affixed with a Corrosive gem grants resistance to Acid damage and if someone grapples the wearer they take 2d6 Acid damage each round they're grappling. This improves by 1d6 at 5th, 11th, and 17th levels.

If you're wearing shield and armor affixed with Corrosive gems, you become immune to Acid damage.

## ENHANCED REACH

Uncommon

Enhanced Reach gems are midnight blue and can be used to improve the reach of a weapon or how well a shield defends the wielder.

Weapons affixed with an Enhanced Reach gem gain 5' of Reach, so a weapon that already has Reach would be able to strike out to 15'.

A Shield that is affixed with an Enhanced Reach gem is able to be temporarily enlarged as a bonus action or reaction. If used as a bonus action, the shield grants an additional +2 AC until the start of the user's next turn. If used as a reaction, it adds +1 to AC and if the wielder is called to make a Saving Throw for half damage and succeeds the wielder takes zero damage instead or half on a failure. The reaction benefit also lasts until the start of the wielder's next turn.

## FLAME TONGUE

Uncommon

These simple black gems appear to have a flame flickering inside of them. Flame Tongue gems grant the weapon, armor or shield the ability to tap into the elemental plane of fire.

A weapon affixed with a Flame Tongue gem deals an additional 2d8 Fire Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with a Flame Tongue gem grants the wielder resistance to Cold damage. If the shield is used as a weapon it deals an additional 2d6 Necrotic damage, improving by 2d6 at 5th, 11th and 17th levels.

Armor affixed with a Flame Tongue gem grants resistance to Cold damage and if someone grapples the wearer they take 2d6 Fire damage each round they're grappling. This improves by 1d6 at 5th, 11th, and 17th levels.

If you're wearing shield and armor affixed with Flame Tongue gems, you become immune to Cold damage and resistant to Fire.

## FROST BRAND

Uncommon

What you have in your hand is a sapphire gem with what appears to be a snowflake at its core. Frost Brand gems tap into the elemental planes of Ice and Snow.

A weapon affixed with a Frost Brand gem deals an additional 2d8 Cold Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with a Frost Brand gem grants the wielder resistance to Fire damage. If the shield is used as a weapon it deals an additional 2d6 Cold damage, improving by 1d6 at 5th, 11th and 17th levels.

Armor affixed with a Frost Brand gem grants resistance to Fire damage and if someone grapples the wearer they take 2d6 Cold damage each round they're grappling. This improves by 2d6 at 5th, 11th, and 17th levels.

If you're wearing shield and armor affixed with Frost Brand gems, you become immune to Fire damage and resistant to Cold.

## FULMINATION

Uncommon

A simple grey gem at a glance but when you look deeper you see that its a small storm brewing within, cracking lightning bolts every couple of seconds. Fulmination gems give you a measure of the storm's power.

A weapon affixed with a Fulmination gem deals an additional 2d8 Lightning Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with a Fulmination gem grants the wielder resistance to Lightning and Force damage. If the shield is used as a weapon it deals an additional 2d6 Lightning damage, improving by 1d6 at 5th, 11th and 17th levels.

Armor affixed with a Fulmination gem grants resistance to Lightning and Force damage and if someone grapples the wearer they take 2d6 Lightning damage each round they're grappling. This improves by 1d6 at 5th, 11th, and 17th levels.

If you're using a shield and wearing armor affixed with Fulmination gems, you become immune to Lightning damage and resistant to Force and Thunder damage.

## MAGIC BOLT

Rare

This clear gem grants the wielder the ability to project blows at a distance with precision similar to casting a spell.

When making an attack you can choose to charge your weapon with mystical energy and allows you to strike a target up to 120' away. Roll to hit as normal and add the better of your Intelligence or Wisdom Modifiers to the Damage roll in addition to your Strength Modifier.

All damage is transferred through this blow including from spells that modify your melee damage or the Smite ability.

If the target isn't actively watching you make the energy transfer into your weapon, this attack is made with advantage.

## MERCURIAL SILVER

Uncommon

Mercurial Silver floats within a translucent stone, its mere presence alters a weapon, shield or armor's abilities drastically. It shifts swiftly when a weapon is swung causing the strikes to be more effective. Shields and armor affixed seem to become far more fluid and have extremely interesting effects because of it.

Weapons affixed with a Mighty Blow gem increase their number of thrown dice by 1d, this increases to 2d at 5th level, 3d at 11th level and 4d at 17th level.

Shields affixed with a Mighty Blow Charm allow the wielder to make a reaction to reduce incoming damage by 1d8 plus the better of Strength or Constitution modifier. This amount is improved by 1d8 at 5th, 11th and 17th levels.

Armor affixed with this allows the wielder to use a second bonus action on their turn to Dash, Dodge or Disengage. Also if called upon to make a saving throw for half damage, a success reduces the damage or effect to zero and a failure reduces it to half.

## MULTISTRIKE

Uncommon (Damage Causing Equipment Only)

This enhancement gem comes in the form of a simple pearl but has one of the most magnificent effects of them all. The weapon seems to be eager in its strikes, hitting targets faster than the wielder would normally be able to.

By expending a bonus action, you get an additional attack with a bonus to damage of +3. At 5th level, 11th and 17th levels the number of attacks increases by one at each interval for a total of four bonus attacks at 17th.

## PURITY

Uncommon

This beautiful gem shines with the radiant light of the sun even in the darkest of places. It allows the wielder to tap into the celestial plane to rain down righteous fury upon his foes.

A weapon affixed with a Purity gem deals an additional 2d8 Radiant Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with a Purity gem grants the wielder resistance to Necrotic damage. If the shield is used as a weapon it deals an additional 2d6 Radiant damage, improving by 1d6 at 5th, 11th and 17th levels.

Armor affixed with a Purity gem grants resistance to Necrotic damage and if someone grapples the wearer they take 2d6 Radiant damage each round they're grappling. This improves by 2d6 at 5th, 11th, and 17th levels.

If you're wearing shield and armor affixed with Purity gems, you become immune to Necrotic damage and resistant to Radiant.

## QUAKE STRIKE

Uncommon

A simple catseye gem for a simple purpose. Someone wielding a weapon with this is able to blast a line of enemies with a single blow and someone using a shield with this is able to guard the allies at their back.

When making an attack with a weapon affixed with Quake Strike, the wielder may give up their bonus action or +2 of their hit and damage to make a 40' cone attack, if used on a ranged weapon the cone triggers on impact. Roll to hit targets individually.

This also has a recharge, at the start of your turn roll a d8 and on 5-8 its recharged to be used again.

When using a shield affixed with Quake Strike the wielder grants one-half cover for allies in a 20' Cone in one direction. Whenever the wielder or Allies within the defined cone have to make a saving throw, a success reduces the damage dealt to 1/4 instead of 1/2.

## RICOCHET STRIKE

Uncommon (Ranged Weapons)

A star shaped stone that seems to sing a strange tune that no one can quite make out the words, something about someone throwing his mighty shield.

When using a ranged weapon with Ricochet strike this projectile no matter what it is may strike another target within 40', or the weapon's normal range whichever is better, of the original target and it can continue to ricochet until it either has no more targets in range to bounce to or until you fail to hit.

## RING OF PAIN

Rare

This black gem has a series of star burst patterns with skulls at their center swirling about inside.

The Ring of Pain gem causes spectral blades to strike up through the ground at the wielders enemies either in an offensive or defensive manner. These blades pop up in a 20' Radius around the wielder to harm or just hinder foes.

When a weapon has a Ring of Pain gem, the blades deal the weapon's base damage plus 1d. This damage gains another die at 5th, 11th and 17th level plus the radius of the blades is improved by 5' (25' total) at 11th level. This requires an attack and bonus action to perform.

This also has a recharge, at the start of your turn roll a d8 and on 5-8 its recharged to be used again.

When using a shield or armor the wielder bows to one knee when summoning the spectral blades, creating a field of low dagger like spikes to slow his foes and a circular wall of larger blades to guard himself from incoming damage.

Using it in this manner is a bonus action, and the blades last until the start of his next turn. Foes that step on the short blades are Slowed and take 2d4 Piercing damage upon entering the radius as well as if they start their turn in the radius. The Blades surrounding the wielder grant him: three-quarters cover; resistance to bludgeoning, piercing and slashing damage; as a reaction he can summon all of the blades to one spot and nullify one attack or spell against him completely.

### **SHOCKWAVE STRIKE**

Rare (Weapons Only)

Just as the Quake strike creates a blast and the Ring of Pain creates an explosion, the Shockwave Strike lets out a straight shot to strike all comers.

A weapon with this Enhancement gem has the ability to strike in a 10' by 40' line and deal an additional die of damage. Reach weapons add their range to the line and ranged weapons have the effect occur on projectile impact. The wielder must use an action and bonus action to activate this ability.

This also has a recharge, at the start of your turn roll a d8 and on 5-8 its recharged to be used again.

### **THUNDERSTRUCK**

Uncommon

A gem that appears to be a shard of the heavens cast in a tangible form.

A weapon affixed with a Thunderstruck gem deals an additional 2d8 Thunder Damage. This improves by 1d8 at 5th, 11th and 17th levels.

A shield affixed with a Thunderstruck gem grants the wielder resistance to Thunder and Psychic damage. If the shield is used as a weapon it deals an additional 2d6 Thunder damage, improving by 1d6 at 5th, 11th and 17th levels.

Armor affixed with a Thunderstruck gem grants resistance to Thunder and Psychic damage and if someone grapples the wearer they take 2d6 Thunder damage each round they're grappling. This improves by 2d6 at 5th 11th, and 17th levels.

If you're wearing shield and armor affixed with Thunderstruck gems, you become immune to Thunder damage and resistant to Psychic and Lightning.

## **LEGAL INFORMATION**

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# ASH AND CHAR

## LEGENDARY PISTOLS (SPECIAL ATTUNMENT)

*A warrior takes sword in hand  
Clasping a gem to his heart...  
Engraving vanishing memories into the sword,  
He places finely honed skills into the stone.  
Spoken from the sword,  
Handed down from the stone,  
Now the story can be told...*

Excerpt from The Zodiac Brave Story

The above excerpt helps best describe the weapons you've stumbled upon. These engraved pistols are adorned with a bevy of gemstones worth a small ransom on their own. Each stone is of course magical, carrying a small bit of the soul of the previous owners, Ash and Char. The metal of the pistols vary and the gems were meticulously chosen to best describe the owner's personality.

Before wielding these wonderful weapons you should know a bit about your new partners and their history together. The duo of Ash and Char were a match made in heaven or hell, depending on who you spoke to.

Ash, or Sir Ashleigh Cinder, was once a great swordsman and gunfighter that managed to live long enough to be known not just in his home but other dimensions across the multiverse. He came from a small village as many others before him, but he knew how to tinker in addition to his swordplay. When he wasn't adventuring, he was mastering his craft as a gunsmith. The pistols that now hold his spirit and that of the lovely Char were crafted by him. He could be a bit abrasive but once he was your friend, you could get the shirt off his back if its what you needed.

To his friends he was simply Ash but to those that stood in his path he was Ash of the Black Wind. It was said that all that would be left should you oppose the pair would be black ash upon the wind. He learned a few spells along his travels with the Lady Ember but was never adept as she proved to be. He, however, was wise where she was insanely bright.

Char, or the Lady Charlotte Ember, was the brains and beauty to the rugged charm of Ash. The fifth daughter in a long line of nobles but her fate was that of the sorceress. She was sent away after her gifts manifested and found herself on the adventuring road whether she liked it or not. She is a Lady in her own right, earning the title through wit and ability rather than nepotism. A master of the Arcane and Divine disciplines with a bit of Roguish skill to boot. She met Ash when attempting to pick his pocket, she nicked his wallet and his heart in one movement. He didn't know about the wallet until years later, he though she was going for a grope. The gems glittering across the pistols were enchanted and infused by her, making these works of art a project of both minds.

She had never liked being called Char before meeting Ash, she would correct people politely and then by force if they persisted. He jokingly told her she put the Char in Charlotte when she burned a meal one too many times. Instead of clocking him, she laughed and realized it was a good name for her. He had been known as a ladies man before her but not after.

Their skills and spirit aren't the only thing invested in those gems, however, as each owner before you has put a bit of their essence and knowledge in a gem to add to the collection.

Using these pistols unattuned still grants you a pair of +2 Pistols that deal 3d8 Bludgeoning or Piercing, have a range of 75/300, a reload of 10 and the Light property. They weigh 4 lbs each. They come with four clips of ammunition each.

The requirement to attune is that you must give up a small bit of yourself, roll 1d6 and lose that many hit points permanently plus 1 point of an attribute of your choosing. This sacrifice allows you to not only pass on some of your knowledge should you have to part with these pistols but also to the knowledge of Ash, Char and the previous owners as well.

Upon Attunement you activate Ash and Char's abilities along with 1d8+2 gems from their pool, roll on the chart that begins on page 3 to find out what each gem does and re-roll any duplicate abilities. If there are an odd number of gems lit, Char will have the extra. In addition, choose either Strength and Wisdom or Dexterity and Intelligence or Strength and Intelligence or Dexterity and Wisdom; the chosen attributes may be raised up to 24.

## ASH

The pistol that Ash inhabits is made of a plain black steel inlaid with small sapphires and emeralds, his grip is wrapped in a perfectly preserved strip of black dragon skin with small scales near the trigger guard on both sides. The engraving across its body is that of a dragon breathing flames towards the barrel.

Ash is a Chaotic Good Spirit with the following statistics: CHA 17, INT 15, WIS 20; Hearing and can see in normal and magical darkness out to 120'; Speaks telepathically with his wielder but can speak if he chooses to and knows Common, Elvish, Sylvan and Undercommon. His pistol damage is improved to 4d10. He also grants you the following bonuses:

**Weapon Master** - Ash passes on the finer points of weapon usage. As long as you are attuned to the pair your weapon attacks have a critical strike range of 18-20 and deal triple damage instead of double. These stack with other critical strike improvements.

**Gift of Vision** Ash's heightened sense of seeing in normal and magical darkness is passed to his wielder, allowing them to see in normal and magical darkness out to 90'. If they have this ability from another source or better, such as Truesight, improve the best vision by 30'.

**Fleet of Foot** Ash was exceptionally swift even in his later years, this passes onto his wielder in the form of a boost to initiative and basic speed. He grants a +2 to Initiative and +10 feet to all forms of movement.

**Gunsmith** Ash doesn't have the hands to keep himself and Char in working order anymore so he has to pass that knowledge on to any owner that finds them. You gain the ability to keep these firearms and any others in working order as well as the ability to craft ammunition from the proper ingredients. A clip of ammunition, or 10 rounds, costs 25 gold to reproduce.

**Variable Parts** While Char's form has very few moving parts, Ash has made some modifications on his form over the years. At a long rest you may choose to add two of his modifications from the case the pair came with to use until the next long rest. Modifications can be found after the gem property chart. Parts that replace the barrel require one action to switch between in combat.

**Alternate Form: Improved Captain's Sword** Even though Ash was quite fond of the firearm, his first weapon love was the sword. As a Bonus Action, he may be turned into a +2 Captain's Sword with the following improvements: deals 3d10 one-handed or 3d12 two-handed Slashing or Piercing; Reach of 10 when Slashing or a Reach 15 when Piercing; the Momentum and Finesse properties.

## CHAR

The pistol that houses Char's essence appears pearlescent as its color shifts depending on the angle at which it's viewed. Its grip is made of chemically treated bloodwood. The gems that adorn her are perfectly cut marquise diamonds and her inscription reads: "Heaven Have Mercy For I Have None".

Char is a Neutral Good Spirit with the following Statistics: CHA 18, INT 20, WIS 16; Hearing out to 180' and Truesight out to 60'; Speaks telepathically with her wielder but will speak her mind if she thinks someone is doing something stupid; She can interpret Common, Deep Speech, Druidic and Primordial; She may also speak to her wielder in dreams if necessary; Her pistol range is improved to 400' with no drop off and her damage is improved to 3d10. She also grants you the following bonuses:

**Spell Inscribed Ammunition** Char incorporated her pistol into her casting. She teaches this ability to her wielder. You may cast a spell on a bullet to fire it at a target: improve its range to 400 or by 50 feet if it's already better than 400; damage and healing spells have their damage or healing improved by 2d and improve the spell's chance to hit or its DC by 3.

**Caster Guarding** Char found ways to subvert the natural defenses in the world, she knew how to use her spells even when there was no mana to be felt. She grants her wielder the ability to make a Constitution or Wisdom saving throw against any effects that would negate the use of their spells or magical items such as an Antimagic Field. The DC for this is 16 plus the one half the caster or creature's hit dice causing the effect, rounding down (example: to shrug off a regular Beholder's Antimagic Cone, the save would be DC 25).

**Mage Friend** Char's magical abilities have not dulled since inhabiting her new form. She acts as a spell focus for any kind of caster and can produce items required to cast up to a value of 10,000 gold, this value is refilled at the end of two week period. She may also hold concentration for one spell her wielder casts.

**Intelligence Briefing** Through all of Char's studies she's acquired a rather wide base of knowledge to pass to her wielder. She grants proficiency or expertise to the following skills: Arcana, History, Medicine, Nature, Religion. She also grants advantage to one skill her wielder is already proficient in, the skill gaining this bonus may be changed at a long rest.

**Underwater Expertise** Char and Ash spent a short time being privateers, she dove for treasure while he guarded topside. As such she learned a few tricks to keep herself dry as a bone after and hold her breath a long time. Char may be fired underwater as if she were in plain air but her range is reduced to 200', she also grants a +4 to Constitution when calculating how long her wielder can breathe. She keeps Ash and his ammunition dry as well but he cannot be fired underwater.

**Jealous Partnership** Ash and Char have been together a very long time and she hates when others try to get in the way of that bond. This extends to her new wielder and their ability to attune to other ranged weapons. As long as you are attuned to Ash and Char, you cannot attune to other ranged weapons.

## GEM PROPERTIES

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### Rolled Ability Granted

1-5 Ash and Char gain the Compass, Delver and Illusion properties from pg 143 of the DMG.

6-10 A small chamber is found in Char's handle, it has one Potion of Superior Healing and one Potion of Speed within, these doses regenerate after a long rest. The healing potion may be activated as a reaction upon hitting 0 HP or used as normal.

11- 15 Two small chambers containing Potions of Resistance are found in Ash's Handle. The Resistance granted is chosen on ingestion and these chambers regenerate after a long rest.

16- 20 Char's magical talents extended to folding other magic items into her form. She acts as a Brooch of Shielding in addition to her other abilities.

21- 25 Ash deals an additional die of damage against Celestials, Fiends and Undead

26- 30 Char deals an additional die of damage against Elementals, Monstrosities and Oozes.

31- 35 The gem that lights up has an infinity symbol within. The pair now no longer require reloading as they have infinite ammunition.

36- 40 One of the pairs' previous owners was a rather devout Paladin, you may use Divine Sense twice Smite as if you expended a 4th level spell up to 3 times, these uses are recharged at a long rest. Smite in this manner may affect a ranged weapon as long as its either Ash or Char.

41- 45 Char's Underwater Expertise is improved to allow you to breathe in any environment indefinitely. You can also survive the vacuum of space or a depth of 10,000m in water for hours equal to your Constitution modifier without assistance and survive in temperature down to 40 degrees Kelvin or up to 500 degrees Kelvin.

46- 50 Ash's Battlefield skills improve your survival chances by a superior margin, as a reaction before you know if a hit is a success or failure you may improve your AC by 1d6. This effect lasts for 1d4 rounds after the triggering attack and can be used up to three times. A long rest restores these uses.

## GEM PROPERTIES PART 2

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### Rolled Ability Granted

51- 55 Ash grants you access to three Cantrips derived from the Bard, Cleric or Prodigy spell lists. They're cast as if you were 11th level.

56- 60 Char acquires a reservoir of charges for you to cast spells you know. This pool starts with 1d12 charges in it and can hold a maximum of 16, one charge equals one spell slot level. You can regain 1d6 charges after a long rest.

61- 65 One of the previous owners was a rather wishy washy Cleric, you acquire the proficiencies and the 1st, 2nd, 6th and 8th level powers of one Divine Domain including Channel Divinity. You may Channel Divinity twice a day, a long rest restores the uses of any of these abilities.

66- 70 This gem allows you to summon animals as if you had a special bag of tricks, roll 1d10 when pulling the trigger to fire an animal into the square next to you. The animal summoned is friendly to you and your companions and you can use a bonus action to direct its actions or a free action to give general orders. Once you've summoned three animals in this manner you can't summon any further until dawn.

71- 75 The pair can fuse into one wonderful rifle for a short period of time. Their combined form has a damage of 6d10 Bludgeoning or Piercing with a range of 600'. This form lasts for 3 rounds and may be called upon 3 times a day. A long rest restores these uses.

76- 80 Ash's ability to heighten your athletic performance or your senses increases, granting you the Alert or Dungeon Delver Feat and the Mobile Feat.

81- 85 Char further improves your abilities to control your magic and repel the magic of others, granting you the Spell Sniper and Mage Slayer Feats.

86- 90 The duo have become more in sync than they were in life, they may be fired as a pair for one Attack action. They do not need to fire at the same target.

91- 93 Through Ash and Char's influence you've become able to shrug off dragon attacks rather skillfully. They grant all bonuses that a suit of Dragon Scale Mail would except the AC bonus. They grant resistance to Acid and Fire damage.

93- 95 After you critically strike with Char, you reduce the casting time of spells with a cast time less than an hour to a bonus action for 1d8 rounds.

96- 97 Spells fired with Char's Spell Inscribed Ammunition trait have a critical strike range of 19-20, damage improved by a further 1d and have their DC improved by +4 instead of +2.

98 Ash and Char's personal critical strike ranges are improved to 17 to 20 for weapon attacks and deal quadruple damage.

99 Char's magic is unbound from its simple gem form, granting her a stronger grasp on her old self. She has one personal spell slot for spells first to eight, her spells are derived from the Bard, Prodigy, Sorcerer or Wizard Spell lists.

## GEM PROPERTIES PART 3

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### Rolled Ability Granted

100 The Pair produce a beautifully crafted leather duster jacket for their wielder to wear. It grants a +5 to Armor Class, makes you resistant to Psychic damage and allows you to cast Fly and Feather Fall up to twice a day. A long rest restores these uses. This doesn't stack with Bracers, Cloaks or Rings of Protection.

## ANIMALS THAT CAN BE SUMMONED FROM ROLL 66-70

d10 Animal	d10 Animal
1 Badger	6 Panther or Shark
2 Boar	7 Giant Badger
3 Mastiff	8 Black Bear
4 Jackal or Giant Sea Horse	9 Winter Wolf or Pegasus
5 Ape or Dolphin	10 Lion or Tiger

## VARIABLE PARTS MENU

(These damage values are improved by anything that improves Ash's damage value such as if the bonus to damage against Celestials, Fiends and Undead is rolled up.)

### CARNAGE BLAST

This wonderful enhancement has a chance to turn any of your bullets into a super shot similar to a grenade. When firing Ash while equipped with this roll a d6 before rolling to hit, on a 5 or 6 the round has been supercharged dealing normal damage plus one die and hits the target plus all possible targets in a 20' radius. Roll to hit each target.

### CHEMICAL SPRAYER

By affixing a small bottle and a nozzle to the underside of your weapon you're able to hose down your enemies with noxious, caustic, freezing or sometimes even flaming goodness.

The sprayer may be affixed with a bottle that does 4d10 plus his Int and your Dex mod in Acid, Cold, Fire or Poison damage in a 50' Cone or a 10' by 50' Jet. Roll to hit each target individually.

Changing between the Cone or Jet is a bonus action, changing damage types requires either an action or an attack if you have more than one. This may be fired up to 4 times before needing a short rest to restore the tank's available stock of chemicals.

### CONCUSSIVE SHOT

Packing a small bit of extra powder into each charge allows it to send your opponent reeling in pain for a few moments, granting a bit of a reprieve from their onslaught. On a successful hit the target and any of his allies within a 10' radius around him must make a Strength save (DC 8 plus your Intelligence+Dexterity modifiers plus Proficiency bonus) or be pushed 10 feet from the blast's center and be knocked prone.

Striking an already prone target with Concussive Shot stuns them for 1 round.

## ELEMENTAL ACTUATOR

This nifty bit of equipment allows you to infuse an elemental spell into your weapon allowing it to take on the spell's elemental property for three rounds. The first spell slot expended grants a 2d8 bonus and spell slots after that improve the damage by 1d8. Attacks done during these rounds take on the damage type of the spell expended so expending a Fireball would make the ammunition deal fire damage.

These may also strike multiple targets : if the spell normally deals damage in a line it strikes up to 10' in one direction from the target; if it strikes in a radius it may strike in a 10' radius; if it strikes in a cone it may strike in a 15' cone in one direction from the target.

## GRAPNEL LAUNCHER

This version of the grapnel launcher kit includes the grapnel launcher, pistol winch and pulley kit. The box that carries these is akin to an extradimensional space as it only weighs 5 pounds as long as the person attuned to Ash is carrying it.

This allows you to shoot a grapnel and a line of rope or cord up to 500 feet and have it hook to something; you may then either use the winch that comes along with it to bring just yourself up or connect it to a series of pulleys to lift larger objects. The standard winch will lift up to 500 lbs, the pulley kit can handle up to 1400 lbs.

## LASER (REPLACES BARREL)

This strange bit of tech and magic converts the firing barrel into a series of crystals that focus a beam to blast a target with radiant energy.

Ash's damage is converted to Radiant from Bludgeoning or Piercing and his range is reduced to 200 feet with no drop off distance. You also add your intelligence mod to damage and rolling to hit with this equipped.

Reloading is unchanged as you must instead wait for the weapon's crystals to recharge for one round after 10 shots.

## PLASMA (REPLACES BARREL)

Another rather odd barrel modification, opting for channeling the dark energies of space rather than crystal technology.

Ash's damage is converted to Necrotic and his range is reduced to 200 feet with no drop off distance. You also add your intelligence mod to damage and rolling to hit with this equipped.

Reloading is unchanged as you must instead wait for the weapon's dark matter stabilizer to refill to one round after 10 shots.

## PNEUMATIC DART LAUNCHER (REPLACES BARREL)

This barrel modification replaces the standard gunpowder and bullet method with high powered gas and steel darts.

It allows you to eliminate the sound of your shot and the accompanying flash of standard gunpowder.

By holding down the trigger you can also allow the gas to build further and cause better damage at longer ranges. Charging it requires a bonus action.

A dart fired deals 3d8 Piercing damage and has a range of 200 feet with no drop off distance.

Charging the firing mechanism as a bonus action causes the dart to deal 5d8 Piercing with a range of 250 feet, and charging for a full round improves the damage to 8d8 Piercing with a range of 300 feet.

There is also a small vial with an injector on the side of the dart launcher. This injector coats your next dart with a healing concoction. By using a bonus action you may instead heal your target instead of puncturing them, healing for  $6d4$  plus your spell caster modifier. If you're not a spell caster, it heals for  $6d4+2$  (Ash's intelligence modifier). This vial has enough of this concoction to heal up to 10 targets, a short rest restores 5 uses and a long rest restores all 10.

### **UNDERBARREL CROSSBOW**

Sometimes silence is necessary and this particular attachment buys into that wholeheartedly by adding small functioning crossbow somewhere on your weapon. This crossbow has a range of 125 ft and deals  $3d8$  Piercing. It has a reload of 4 as it has a short clip instead of the standard one shot. This increases the weapon's weight by 1 lb.



# THE NEPHILIM

PROGENY OF LILITH  
STAIN ON CELESTIAL HONOR  
DIRTY LITTLE SECRET OF THE FIENDS  
KEEPERS OF THE BALANCE  
NOMADS OF THE MULTIVERSE

# NEPHILIM

**N**

*ephilim-cursed union of Angel and Demon. The Nephilim put countless realms to the sword, and burned them to ash.*

-Attributed to the Crowfather shortly before his demise, Darksiders II.

## THE CHILDREN OF ASHES

At first there was only ash and dust on a battlefield, the cracked bones and charred flesh of angel and demon left after the first great clash of the Celestial Kingdom and the Infernal Court. A very crafty demon by the name of Lilith thought this would be the perfect place to craft a new race of her own. By weaving these ashes together she molded her Firstborn of the new race she would call the Nephilim.

Neither whole Celestial or Fiend, they carried the best and worst traits of both. They also carried with them a lust for battle that remains even in the lesser generations. This lust brought them to the brink of destruction several times but like their creator, they have shown cunning enough to keep their extinction at bay.

Nephilim can procreate with other species as well as their own. Unlike Humans and Dragons that create half everything under the sun, Nephilim progeny is almost always Nephilim. Their respective Firstborn, however, may differ from their parent due to the odd nature of Nephilim 'DNA'.

## HARBINGERS OF THE APOCALYPSE, OR THE FIRSTBORN

The most notable Nephilim have been known by the monikers more than their true names: War, Death, Strife, and Fury. Although Fury still sometimes gets called her original title of Pestilence, but only if her brothers are seeking a fight and Strife is only called Famine when he's being stingy with the loot. They are the Harbingers, called upon when the War of Heavens and Hells touches down upon the lands of mortals where it doesn't belong. Their allegiance is to the Balance of Creation and it matters not who disrupts it: be it Heaven, Hell or other Nephilim.

The Firstborn, however, do not include only the Harbingers. They number five strong and the fifth would be very upset if he were not included. Headstrong and proud, their brother Absalom kneels before no banner and holds allegiance to no one. He was the first to be molded and they broke it shortly after to make sure another wasn't exactly like him.

## PICKING ONE OUT IN A LINE UP

Figuring out which kind of Nephilim you're handling isn't really that difficult if it's one of the primary four. All Nephilim are slightly taller and better built than your average humanoid, standing at a little under 6 feet on the short end and ranging up to a bit under 7 feet tall in the mid range. Their weight tends to tie in with whatever Firstborn they've been marked by.

Nephilim marked by Death tend to be fair of flesh and hair colors that tend to fit somewhere on the grayscale. They lean far more towards pragmatic attitudes as a people. As of this there's only been five recorded 'Death' Nephilim with darker flesh tones. They tend to be on the leaner side but still muscular.

Those marked by War tend towards the bronzed flesh with rich bright manes of hair and a lust for wine, women and warmongering no matter their profession. They also are markedly hardier than their brethren, usually being a bit stockier in build.

The ones marked by Strife tend to be more of an even tone when it comes to flesh colors, with a smattering from the high and low tones. It's their hair that sets them apart as they tend to have that same weird affliction towards have extremely odd hair colors like fuchsia or natural azure. Their attitudes are just as varied as the crazy colors of their hair as no two Nephilim of Strife tends to be exactly the same.

Those marked by Fury almost all have hair in the red or brown spectrum with a small percentage having purest black or midnight blue. As for the flesh tones they tend to range in the light brown permanent tan to the deepest ebony. Physically they tend towards a lithe build being a little underweight around the midsection but filled out more in the arms and legs.

The few marked by Absalom are a motley band that is all across the board when it comes to skin, hair and body weight. No matter their weight it always seems perfectly proportioned for their height.

## ON THE FOREFRONT OF BATTLE

Nephilim tend towards being on the front lines of any battle they're trying to be a part of, either as the foot troops charging headlong into the thick of it or the medics in the nearest tents keeping their allies alive.

## NEPHILIM TRAITS

Nephilim carry some of the same traits across the board and then they have a subrace derived from one of the Firstborn.

**Ability Score Improvement** All of the Nephilim have two things in common: They're natural leaders of other races and they have words of wisdom to share even if you don't want to hear them. You have a +1 to Charisma and Wisdom.

**Age** A Nephilim that takes up a non-violent profession or is an extremely skilled assassin like Death himself can live for millennia. Most are not so lucky however and as such their true age limit has yet to be figured out.

**Alignment** Nephilim tend towards Chaotic Neutral due to their aggressive nature and their innate yearning to keep the Balance of Nature intact. Not all Nephilim fit the norm, however.

**Size** Nephilim of all kinds are taller than your average human ranging between 5'10" and 8' tall. Their body type tends to tie in with their Firstborn ancestor. This places them in the Medium category.

**Speed** Nephilim are extremely fleet of foot, you have a base movement speed of 40 feet.

**Languages** Nephilim are natural linguists due to their strange parentage. You start play knowing how to read, write and speak Common and three other languages.

**Soul Infusion** Nephilim have found that by tapping into the Celestial side of their nature they can infuse their equipment with portions of their soul. They may infuse a combination of up to three pieces of gear (weapons or equipment). The price for this power is they can't attune to as many magic items as others, reducing their attunements allowed to two. Soul Infusion requires one hour during a long rest.

Weapons gain the following properties:

\* Count as magical for the purpose of overcoming resistances.

\* By expending little bits of yourself or the magic from other objects, you can increase your weapon's damage for a short period of time. Anything used in this manner only restores their uses after a long rest or their original restore time, whichever is longer. See the chart below for how much damage is gained and how many attacks it lasts for.

\* May be infused with a damage type to make their strikes more versatile. At 1st level a non-caster chooses one type, gaining a 2nd at 6th level and third at 12th level. A non-caster may not choose the Force damage type. A caster instead may infuse with any damage type he has a spell for. Triggering the initial damage shift requires an action, switching between them or deactivating requires a bonus action.

Equipment gains the following properties

\* Grants a bonus to AC and Saving Throws of +1, this improves to +2 at 6th level and +3 at 12th level. These bonuses do not stack with Rings, Cloaks or Bracers of Protection or other Soul Infused Equipment items.

\* Grants resistance to 1d3 damage types, this die is improved to 1d3+1 at 6th level and 1d4+1 at 14th level. The types are randomly decided by rolling on the chart below. The number of resistances and types may be re-rolled at a long rest.

**Shadow Wings** On the flipside of the coin, their Fiendish nature allows them to sprout a pair of gray and black spectral wings.

- The wings are not magical in nature and grants a flight speed equal to your movement speed. Flight Speed is reduced by 20' if any of the below conditions are met:
  - A.) being encumbered, this replaces the standard 10-foot reduction for encumbrance.
  - B.) wearing armor you're not proficient with
  - C.) wearing heavy armor

**Eyes that Pierce the Veil** It's common for Celestials and Fiends to be able to see perfectly through the illusions of others. This trait has carried through to the Nephilim but not perfectly. In addition to normal vision, you have Truesight out to 90'.

The Devil's Sight evocation, casting the Darkvision or having another source of seeing in normal or magical darkness improves this range by 25' per item.

Casting the True Seeing spell improves this to a flat 200' for the spell's duration.

**Weapons Expert** Nephilim are naturally adept in the use of multiple forms of combat, you have proficiency with Firearms, Greatswords and their new weapons detailed below.

**Natural Aptitude** You gain one feat. However, if the feat grants an ability score increase, it is rescinded when acquiring it in this manner.

**Marked from Creation** Nephilim are considered a stain on the honor of Celestials and a dirty little secret amongst the Fiends. Aasimar, Celestials, Fiends, and Teiflings acquire the following bonuses against Nephilim:

- +2 to attack rolls
- +1 to damage rolls.
- +2 to AC vs. Soul Infused Weapons
- Spells and Special abilities that require a saving throw have their DC improved by two.
- May re-roll ones on damage dice.

## SUB-RACES

### ABSALOM

**Genetic Lottery** Absalom's descendants carry the ability to craft their own destiny as their predecessor had. You have three +1s to place in any attributes you see fit even if you place them all in one attribute.

**Fists of Stone** You are proficient with your unarmed strikes, which deal 1d6 Bludgeoning damage on a hit and improves to 2d6 at 5th level, 3d6 at 11th level and 4d6 at 17th level. If you have the Martial Arts class feature, add its damage to Fists of Stone and add Fists of Stone's damage to your Monk Weapons' damage dice.

**Jack of All Trades** The descendants of Absalom learned many new things in their pursuit to hide in plain sight. You are proficient in two skills of your choosing.

**Savage Blows** Absalom's Savagery was legendary even amongst a race known for their warmongery nature. When you score a critical hit with a weapon attack, you can roll one of the weapon's damage dice an additional time and add it to the damage caused.

### DEATH

**Ability Score Increase** The Nephilim of Death show wisdom in the words and agility in their actions. You have a +2 to Wisdom and +1 to Dexterity.

**Perceptive and Knowledgeable** You are proficient with the Perception skill and one Knowledge skill.

**Defying the Hereafter** Nephilim of Death are known for making the passage between the Land of the Living and the Hereafter on multiple occasions during their lifetime. You have advantage on Death Saving Throws and are resistant to Necrotic damage.

### FURY

**Ability Score Increase** The Furybound are natural acrobats and endure even the most grievous of wounds. You gain +1 to Dexterity and +2 to Constitution.

**Relentless Endurance** Those of Fury's line will fight to the last ounce of blood leaves their veins. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Aggressive by Nature** The Furybound are truly a sight to behold on the field of battle, swiftly bounding towards their opponents to slice them in bits. As a bonus action, you may move up to your speed towards an enemy. If you manage to make contact with this bonus action, your attacks for the turn are made at advantage and deal an additional die of damage.

## STRIFE

**Ability Score Increase** Those crafted in Strife's Image are dexterous and charismatic. You have +2 to Dexterity and +1 to Charisma.

**Trance** Those of Strife are at one with themselves to the point where they no longer need to sleep as others do. Instead, you meditate deeply, remaining semi-conscious, for 4 hours a day. While meditating, you can dream in a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Natural Artisan** Strife was the gunsmith and armor crafter amongst the horsemen, learning from the great Makers. His descendants show the same promise for artisan work. You gain proficiency with two toolkits.

**Master Marksman** The original Strife is the reason why his race learned to use various forms of ranged combat instead of being strictly melee concentrated. The Strife-bringers can use ranged weapons with no disadvantage range and have a natural critical strike range of 19-20 with firearms, the crossblade, and the abyssal chain.

## WAR

**Ability Score Increase** As the name would let on, the Nephilim of War are the front rank in any conflict. They're strong and sturdy before anything else. You have +2 to Strength and +1 to Constitution.

**Natural Interrogation Expert** The ones made in War's image are the interrogation experts of the Horsemen. You gain proficiency in Intimidate and speak, read and write one additional language.

**Versatile Armor Training** Those crafted in the visage of War have an innate knowledge of armor and how best to defend themselves no matter their profession. They gain Light armor proficiency if their class has none, Medium if it starts with Light and Heavy if it starts with Medium. When using a class feature or spell that grants a change to Base AC, the AC granted is improved by 2 points.

## NEW SUBRACE - HYBRID

As stated previously almost all pairing of Nephilim and another race create a pure Nephilim. In the rare instances that this isn't true, the offspring is a hybrid of the pairing and acquires some of a Nephilim's power while still retaining its other parent's primary traits. This replaces their standard subrace and may be a subrace for races that don't traditionally have one such as Humans or Firbolgs.

### HYBRID BASE TRAITS:

You learn one additional language

You get the choice of A.) Soul Infusion for one weapon or piece of equipment without losing an attunement slot; or B.) Shadow Wings matching their base movement speed.

A hybrid from a race with normal vision gains the ability to see in normal and magical darkness out to 60'. If their race originally had Darkvision, it's replaced with the ability to see in normal and magical darkness out to 120'. If their race started with Superior Darkvision gain the ability to see in normal and magical darkness out to 150'.

The Devil's Sight evocation, casting the Darkvision or having another source of seeing in normal or magical darkness improves this range by 25' per item.

A hybrid of a race that suffers from Sunlight Sensitivity no longer suffers from this affliction.

You gain proficiency with Firearms, the Abyssal Chain, Crossblade, Hand Scythe, Scythe and Tremor Gauntlet. If one of your traditional sub-races has weapon proficiencies (such as Elf Weapon Training) you also acquire two weapons from that proficiency list.

## HYBRID SECONDARY TRAITS

Hybrids of Absalom gain a +1 to two ability scores and either Jack of All Trades or Savage Blows.

Hybrids of Death gain a +2 to Dexterity or Wisdom and either A.) Perceptive and Knowledgeable or B.) Defying the Hereafter.

Hybrids of Fury gain +2 to Dexterity or Constitution and Aggressive by Nature.

Hybrids of Strife gain a +2 to Dexterity or Charisma and either Natural Artisans or Master Marksman.

Hybrids of War gain a +2 to Strength or Constitution and Versatile Armor Training.

## NEW WEAPONS

The Nephilim carry with them a series of weapons that are common place in many universes but not in others. In the hands of a Nephilim, Aasimar or Teifling these weapons are categorized as Simple. They're categorized as Martial for others.

The Abyssal Chain is a merging of a spear and a whip, allowing the wielder to stab or slash his targets from a great distance but also grapple them to pull them closer. This is also a utility item as it can be used as a grappling hook.

- On a successful hit, the wielder may force a strength saving throw to pull the target 5' toward him. The DC is 8 plus the Wielder's Strength or Dexterity Modifier plus Proficiency.

The Crossblade is a variant on the standard Chakram, carrying pointed blades that allow you to wield it not only in ranged but also melee combat. It's also one of the few weapons that returns to the wielder without any sort of magical mechanism.

The Hand Scythe is akin to a Sickle but has a longer handle and a straight blade instead of the traditional curve. It can be used as a thrown weapon and deals triple damage on a critical strike.

The Scythe is the traditional weapon of Death's Visage as the Reaper. It deals triple damage on a critical strike.

The Tremor Gauntlet is a large steel gauntlet that allows the wielder to cause tremors and quakes with great effect.

- The wielder may cause a tremor by using their move and a standard action to deal triple base damage to all enemies within 15 feet, roll to hit each target as normal. After triggering this special attack, roll 1d6: on a 6 the attack is recharged, on 1-5 it can't be used until the following combat.

## NEW WEAPON STATISTICS

Weapon	Damage	Weight	Cost	Features
Abyssal Chain	1d8 Piercing /Slashing	3 lbs	15gp	Finesse, Reach 15
Crossblade	1d10 Slashing	1.5 lbs	15gp	Light, Thrown (50/150) Returning
Hand Scythe	1d8 Slashing	3lbs	8gp	Light, Thrown (30/90)
Scythe	2d6 Slashing	6lbs	30gp	Heavy, Reach, Two-handed
Tremor Gauntlet	1d12 Bludgeoning	4lbs	50gp	Heavy, Special

## NEW FEATS

### BRINGER OF WAR

Prerequisite: Nephilim or Hybrid of War, 5th level

War mastered the Art of Battle to the point where no matter what foe he came up against he could stand on equal footing. Strength is your Spellcasting Ability for Spells gained from this feat.

You have learned the subtle art of war and increase your effectiveness in many ways:

- Gain a +1 to Strength or Constitution.
- Weapons you wield deal one damage die category higher.
- You and Allies within 30' have Advantage on Strength Saving Throws.
- You've learned to cast a small number of combat spells, regardless of your class:
  - Cantrip: True Strike
  - 1st level: Shield, Searing Smite and Wrathful Smite. These may be cast twice each and a long rest restores these uses.
  - 2nd Level: Branding Smite and Enhance Ability. These may be cast twice and a long rest restores these uses.
  - 3rd level: Blinding Smite. This may be cast twice and a long rest restores its use.

### DEATH INCARNATE

Prerequisite: Nephilim or Hybrid of Death, 5th level

The Nephilim of Death are the guardians of life and death, taking lives when necessary and sometimes restoring life when someone has been taken before their time. Wisdom is your Spellcasting Ability for Spells gained from this feat and your ability to hit foes with your HD.

- Gain a +1 to Dexterity or Wisdom
- You may expend hit dice to heal an ally or harm an enemy. This does require a to hit roll and damage dealt in this manner is typed as Psychic.
- Allies within 30 ft have Advantage on Death Saving Throws.
- You've learned to cast a small number of spells, regardless of your class:
  - Cantrip: Spare the Dying
  - 1st level: Cure Wounds and Inflict Wounds. These may be cast twice, a short rest restores these uses and they're cast at 2nd level.
  - 2nd Level: Gentle Repose and Pass Without Trace. These may be cast twice. A short rest restores uses.
  - 3rd level: Revivify and Vampiric Touch. These may be cast once and a short rest restores these uses.

## GUNSLINGER

Prerequisite: Nephilim or Hybrid of Strife, 5th level

Those that sew the seeds of Strife always carry various ranged weapons in case they truly have to shoot first and ask questions later. Dexterity is your Spellcasting Ability for Spells gained from this feat.

- Gain a +1 to Dexterity or Charisma
- Range weapons you wield have their range doubled.
- Increase your critical strike range with Firearms to 18-20 or 19-20 if you're a Hybrid that didn't take Master Marksman.
- You've learned to cast a small number of spells, regardless of your class:
  - Cantrip: True Strike
  - 1st level: Hunter's Mark and Magic Missile. These may be cast twice each, a short rest restores these uses and they're cast at 2nd level.
  - 2nd Level: Melf's Acid Arrow and Misty Step. These may be cast twice and a short rest restores these uses.
  - 3rd level: Lightning Arrow. These may be cast twice and a short rest restores these uses.

## HEIRLOOM WEAPON

Prerequisite: Racial Weapon Proficiency

Either through a relative, happenstance or just dumb luck you've managed to acquire a weapon that your race has a special attachment to.

Gain one weapon that you're proficient with from your race (such as a Revolver for Nephilim). This weapon deals one damage die category higher than its standard counterpart and counts as Unbreakable (DMG 143). In the hands of someone other its owner, it deals regular damage.

If it requires ammunition, you may craft its ammunition at half cost.

The weapon also gain one of the below properties:

- Improved Reach (5 feet) or Improved Range (10/40)
- +2 to Hit or Damage
- Advantage against one race/species of enemy

## HIDDEN AMONG THE SHEEP

Prerequisite: Nephilim or Hybrid of Absalom, 5th level

The descendants of Absalom have learned its best to hide amongst the herd rather than make a ruckus. Your highest ability score bonus is your Spellcasting Ability for Spells gained from this feat.

- Gain a +1 to one attribute.
- You gain proficiency with the Disguise kit.
- You may sneak attack as if you were a 3rd level Rogue, causing 2d6 damage. This stacks with Sneak Attack damage from other sources and your Fists of Stone Racial ability counts as Finesse for the purpose of Sneak Attack.
- You've learned to cast a small number of spells, regardless of your class:
  - Cantrip: Minor Illusion
  - 1st level: Charm Person and Disguise Self. These may be cast twice each, a short rest restores these uses and they're cast at 2nd level.
  - 2nd Level: Calm Emotions, Detect Thoughts and Pass without Trace. These may be cast twice and a short rest restores these uses.
  - 3rd level: Nondetection. This may be cast twice and a short rest restores these uses.

## MIXED HERITAGE

Prerequisite: Nephilim

In very rare instances a Nephilim will show traits from two Firstborn, granting them a small measure of power from a different source.

Choose one trait from another Nephilim Sub-race other than Ability Score Increase or Genetic Lottery and gain its bonuses. You also count as that kind of Nephilim for the purpose of Sub-Race Specific Feats.

## ON A PALE HORSE

Prerequisite: Nephilim or Hybrid subrace

The Firstborn with the exception of Absalom have long been known as the Horsemen of the Apocalypse and the Guardians of Balance, each having their own special steed they ride into battle.

This feat allows you to summon a Spectral Warhorse with improved Statistics. It requires a bonus action to summon or unsummon your steed. If he is ever struck down, you cannot summon him for one full day as he heals.

### SPECTRAL WARHORSE

Large Spirit Beast, Unaligned

**Armor Class** 20 (Splint Barding + Dexterity)

**Hit Points** 19 or 2d10 +6, improving HD by 1 per Rider level beyond the 1st.

**Speed** 60 Ft., fly 80 Ft (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+3)	16 (+3)	10 (0)	14 (+2)	10 (0)

**Damage Resistances** acid, cold, fire, lightning, thunder;bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone

**Senses** passive Perception 15

**Languages** Common and one other

**Challenge** 1+

**Incorporeal Movement** The Spectral Warhorse and his Rider can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Statistical Improvements** Gains a +2 to one attribute or +1 to two attributes for every four levels its Rider has.

**Ethereal Sight** The Spectral Warhorse can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. This also allows him to see in normal and magical darkness with no range limitation.

**Telepathic Link** The Spectral Warhorse can communicate ideas with his rider telepathically.

### ACTIONS

**Hooves** Melee Weapon Attack: +6 plus 1 per HD, reach 5 ft, up to two targets. Hit: 2d6+6 bludgeoning damage.

**Withering Bite** Melee Weapon Attack: +6 plus 1 per HD, reach 5 ft, one target. Hit: 2d6+6 necrotic damage

## RIGHTEOUS SIDE OF HELL

Prerequisite: Nephilim or Hybrid subrace

Your Nephilim blood runs closer to the Fiendish side of things. You are granted the following bonuses:

You gain +1 to Intelligence or Charisma.

You gain resistance to fire. If you are already resistant to fire from another source, such as being a Tiefling Hybrid, roll on the Soul Infused Resistance table to determine your new resistance granted from this.

You may also expend your bonus action to deal an additional 2d6 fire damage on a weapon attack, this damage improves to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level. You may do this a number of times equal to your proficiency bonus, a short rest restores these uses.

## SEEING BEYOND THE VEIL

Prerequisite: Nephilim or Hybrid subrace

Your eyes pierce the veil even further than that of your brethren. Through your adventures in the deeper parts of the world's other half, you've gained greater insight. You gain a +1 to Wisdom or Intelligence.

Pure Nephilim improve their Truesight to 150'. Hybrids replace their previous vision improvement to Truesight with a range of 75'.

The Devil's Sight evocation, casting the Darkvision or having another source of seeing in normal or magical darkness improves this range by 25' per item.

Casting the True Seeing spell improves this to a flat 200' for the spell's duration.

If you're a hybrid and your original race started with Darkvision improve this distance to 100', a race with Superior Darkvision would get this distance improved to 125'.

## UNBRIDLED FURY

Prerequisite: Nephilim or Hybrid of Fury, 5th level

The Furybound have learned many ways to tap into their inner reservoir of rage to fuel their lust for a battle to the extreme. Constitution is your Spellcasting Ability for Spells gained from this feat.

- Gain a +1 to Constitution or Dexterity.
- You can shrug off blows as a reaction, rolling 1d8 and adding your constitution to reduce the damage.
- You learn the ability to Reckless Attack and Rage as per a 3rd level Barbarian, this stacks with other Rage granting class abilities.
- You've learned to cast a small number of spells, regardless of your class:
  - Cantrip: Magic Stone
  - 1st level: Longstrider and Thunderous Smite. These may be cast twice each, a short rest restores these uses and they're cast at 2nd level.
  - 2nd Level: Branding Smite and Shatter. These may be cast twice and a short rest restores these uses and they're cast at 3rd level.
  - 3rd level: Vampiric Touch. This may be cast twice and a short rest restores these uses.

## WRONG SIDE OF HEAVEN

Prerequisite: Nephilim or Hybrid subrace

Your Nephilim blood shines with the radiance of Celestials to the point of granting you some of their power. You are granted the following bonuses:

You gain +1 to either Wisdom or Charisma.

You gain resistance to radiant and necrotic damage. If you are already resistant to radiant or necrotic damage from another source, such as being an Aasimar Hybrid then roll on the Soul Infused Resistance table to determine your new resistance granted from this. If you're naturally resistant to both, you still only get one roll.

You may expend your bonus action to deal an additional 2d6 radiant damage on a weapon attack, this damage improves to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level. You may do this a number of times equal to your proficiency bonus, a short rest restores these uses.

## SOUL INFUSION CHARTS

### SOUL INFUSION RESOURCE EXPENDITURE

Resource Expended	Damage Bonus (Initial/each after)	# of Bonus Attacks
Hit Die	3d+(Best Mod) / 1d	One + 1/2 Best Mod (round up)
Spell Slot	2d+SCA/1d	One + 1/2 SCA (round up)
Item Charge	1d+3/1d	Two per Charge expended
Sorcery Point	1d+Cha Mod/1d	Two per Point expended
Ki Point	1d+Wis Mod/1d	Two per Point expended
Character Ability Uses (Ex: Arcane Recovery)	2d+(Best Mod)/1d	Three per Use Expended

### NOTES ABOUT DAMAGE AND DURATION

The damage increase for hit dice is 3d+(Best Mod) for the first spent and 1d for each after. The Best Mod for both damage and duration refers to the character's best Attribute Modifier.

The damage for spell slots begins at 2d+SCA for a 1st level spell and increases by 1d per spell level slot beyond 1st. The damage and duration are modified by the given caster's Spell Casting Ability. Ex. A Wizard would use his Intelligence Modifier to determine bonus damage and duration.

Item Charges, Sorcery Points, and Ki Points are all similar in that they gain a flat number of attacks per point/charge and the only influence is the relevant character's modifier on damage. Instead of gaining the wielder's attribute, the Item Charges have a flat +3 to their initial damage.

Ability Uses such as Racial Powers that are restored after a rest may be used as well. They grant a decent bang for your buck, granting 2d+(Best Mod) for the first ability use expended and 1d for each beyond that. They grant 3 attacks per expended usage.

## SOUL INFUSED RESISTANCE

# Rolled	Resistance Gained
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

## LEGAL INFORMATION

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# OATH OF THE ANOINTED SLAYER



*Nous chassons ceux qui nous chassent.*  
*We hunt those who hunt us.*

There have been many times when the world has stood on the precipice of darkness and only the Gods' chosen have been able to drag it back into the light. Paladins of the Oath of the Anointed Slayer are tasked with the tracking, detainment, interrogation, possible negotiation with and if deemed necessary destruction of various species that are deemed a danger to the gentler races of the world.

This task is however too great for a single force of Paladins to handle on their own and as such the different species have been divided by the Slayer Orders to allow the Paladins to be perfectly trained to deal with their given set of foes.

## TENETS OF THE ANOINTED SLAYER

The various Slayer Orders may choose to prioritize these tenets differently but all are important to them.

**Your Eyes May Fool You:** Never take your quarry at face value, not all creatures chose the path they are currently on and may be looking for a clean death, atonement or a cure. It is your duty to heal and redeem the ones who truly seek it.

**Slay the Bad Ones:** Creatures that are irredeemable and show no signs of remorse must be dealt with swiftly and accordingly.

**Avoid Collateral Damage:** Do your job diligently but with swiftness, the lives of many are in your hands and your decisions may be the difference between life and death for someone innocent. Bystander casualties can be expected but try to avoid them at any cost.

**Keep A Level Head:** Else you may lose it, always remain as calm as possible in a crisis as your life isn't the only one to depend on your success.

## SLAYER ORDERS

Upon reaching third level an Anointed Slayer must select a Militant Order. This choice determines what quarry the Slayer will be more proficient at dealing with in the future. This decision will also change what Oath Spells the Slayer receives at a given level. For simplicity, this list will be divided into the name of the Order, their primary opponents (quarry) and their Oath Spells.

**All Paladins of the Anointed Slayer are granted the spells Comprehend Languages and Chromatic Orb at 1st level, and Leomund's Tiny Hut and Tongues at 5th Level.**

### THE RUNED BLADE - CELESTIALS, FEY AND FIENDS

Paladin Level    Spells

3rd	Hellish Rebuke, Ice Knife
5th	Blinding Smite, Vampiric Touch
9th	Elemental Bane, Destructive Wave
13th	Investiture of Flame, Harm
17th	Divine Word, Hallow

### THE ARGENT CRESCENT - LYCANTHROPES, MONSTROCITIES AND UNDEAD

Paladin Level    Spells

3rd	Moonbeam, Spiritual Weapon
5th	Magic Weapon, Revivify, Speak with Dead
9th	Antilife Shell, Aura of Life
13th	Guards and Wards, Sunbeam
17th	Destructive Wave, True Seeing

### THE COLD IRON ARROW – BEASTS, FEY AND MONSTROSITIES

Paladin Level    Spells

3rd	Locate Animals or Plants, Speak with Animals
5th	Conjure Animals, Blinding Smite, Pass Without Trace
9th	Fear, Hold Monster, Dominate Beast
13th	Magic Circle, Conjure Woodland Beings, True Seeing
17th	Circle of Power, Investiture of Ice

### THE TOPAZ MASTIFF – ABERRATIONS, OOZES AND CONSTRUCTS

Paladin Level    Spells

3rd	Pass Without Trace, Protection from Poison, See Invisibility
5th	Dispell Magic, Shatter
9th	Antilife Shell, Haste
13th	Otiluke's Freezing Sphere, Sunbeam
17th	Prismatic Spray, Primordial Ward

### THE CRYSTALLINE GUARDIAN – DRAGONS, GIANTS AND ELEMENTALS

Paladin Level    Spells

3rd	Elemental Weapon, Absorb Elements
5th	Nondetection, Hold Monster
9th	Mind's Eye Arrow†, Elemental Bane, Fire Shield
13th	Investiture of Flame, Investiture of Ice
17th	Primordial Ward, Prismatic Spray



## THE INQUISITION – HUMANOIDS OF ALL VARIETIES

Paladin Level	Spells
3rd	Charm Person, Hold Person, Ice Knife
5th	Detect Thoughts, Zone of Truth
9th	Beacon of Hope, Circle of Power, Dominate Person
13th	Heroes' Feast, Word of Recall
17th	Destructive Wave, Guards and Wards

## NEW FEATURES

Anointed Slayers deal in the interrogation, tracking, containment and possible elimination of certain creatures. As such, many of the 'normal' Paladin abilities don't function as well as they should because they're far more attuned to the Divine in ways that improve the aforementioned pursuits.

### REDUCED ABILITIES

An anointed slayer's Lay on Hands ability must pay double from his pool to heal someone's wounds other than his own. The cost for healing poison or a disease is not increased.

The Cleansing Touch feature granted at 14th level requires two uses of its uses to affect another creature beyond the Paladin.

Aura of Protection only grants creatures beyond the paladin 1/2 his Charisma modifier to their saves instead of his full modifier.

Anointed slayers do not gain a Channel Divinity feature, they give this up to study further into the ways of spell casting. They postpone acquiring an Extra Attack to gain an improved version of Divine Smite against his quarry.

### NEW WEAPON KNOWLEDGE

Anointed slayers are able to make use of almost anything that aids them in the battle against their foes. They are proficient with firearms and improvised weapons such as the wooden stake.

### DIVINE TRACKER

Anointed slayers are cut from a vastly superior cloth than their standard paladin counterpart when it comes to tracking their prey. As such they gain the following

- Upon becoming an anointed slayer, the paladin gains proficiency in either the Perception or Investigation skill. If he has both, choose another skill or toolkit. He is also counted as having Expertise with Perception and Investigation when attempting to track or find clues about his given quarry.
- At 5th level the paladin's eyesight becomes more keen as he needs to see not only what goes bump in the night but also what hunts men during the day. You're able to see up to 500' and still make out minute details and you don't suffer disadvantage on Perception checks due to rain or fog. You also have the ability to see through normal and magical darkness out to 150', at 10th level this range improves to 300'.

If you have Truesight or this from another feature, improve its distance by 50' and by a further 25' at 10th level.

- At 14th level this is improved to also grant him a glimpse into what's beyond the veil, granting Truesight out to 75' or improving Truesight by another 25'.

### SCHOLARY KNOWLEDGE

Upon becoming an Anointed Slayer, the paladin learns some of the deepest and best kept secrets about the things that go bump in the night. Acquire one of the following skills: Arcana, Nature, Religion. If his is already proficient with all three of these he may either gain Expertise in one of them or acquire a different skill or tool kit to learn.

### ENHANCED DIVINE SENSE

An Anointed Slayer doesn't just get a hum in his ears when he feels the beasts around him, when he concentrates he's able to pierce through barriers and have them set ablaze for his eyes to see.

At 3rd level a Slayer's Divine Sense gains the following improvements:

- The quarry of his militant order is added to the list of enemies that trigger Divine Sense.
- An Anointed Slayer's Divine Sense visually highlights targets in an 80' cone. The color they appear to him may be any color under the sun the slayer wishes, but must change by quarry type. For instance, Undead may be varied shades of grey and Celestials may be shades of blue. The paladin can see a creature's size in this manner, and a more powerful creature will have a more vibrant aura. It thwarts Invisibility and pierces certain barriers. Divine Sense cannot penetrate to highlight targets beyond the following: 6' of wood, 3' of stone, 6" of any metal other than lead, 2" of lead.
- His Divine Sense remains active to continue highlighting creatures for a number of rounds equal to his Proficiency bonus and Charisma Modifier.

At 5th level, it only requires a Bonus Action to activate Divine Sense.

At 8th level, the range at which Divine Sense can highlight targets is improved to a 120' cone.

At 15th level, Divine Sense's number of uses may be restored at any rest not just a long rest.

### ENHANCED SPELL CASTING

Anointed Slayers have found a different way to the divine, this allows them to cast spells that other paladins couldn't even dream of attempting.

- Anointed slayers cast up to 7th level spells and have had their spell list altered to reflect this change
- Spell progression has been improved to match a Cleric of equal level however 8th and 9th level spell slots may only be used in conjunction with Divine Smite as anointed slayers do not learn beyond 7th level spells.
- They gain a handful of Cantrips from their newly revamped spell list, acquiring three at 3rd level and gain another one at 7th and another after that at 14th for a total of five.
- The number of spells an Anointed Paladin can have active is improved to double Charisma modifier plus 1/2 level.
- They count as a full caster when multiclassing.

## ENHANCED DIVINE SMITE

This replaces gaining an Extra Attack at 5th level. An Anointed Slayer doesn't gain an Extra Attack until 13th level.

At 5th level an anointed slayer has managed to attain a special mastery over his smiting capabilities when it comes to harming not only his quarry of choice but many other beasts that may choose to stand between him and his prey.

- A first level spell expended for Divine Smite against a slayer's quarry deals 3d8 Radiant Damage instead of 2d8.
- The bonus damage dealt specifically to Fiends and Undead is improved to 2d8 from 1d8.
- An Anointed Slayer's weapons count as magical for Divine Smite and a number of rounds after equal to his Charisma Modifier plus 1/2 Proficiency Bonus.
- When striking a target they must make a Charisma based save equal to the Paladin's Spell Save DC or suffer the same effects as being afflicted by the Faerie Fire spell for 1 minute.
- An Anointed Slayer is not limited to using their Divine Smite on just melee attacks, he may use it to enhance ranged attacks as well.

At 11th level when he acquires Improved Divine Smite:

- It allows him to deal 2d8 radiant without expending a spell slot instead of 1d8 radiant.
- Any attack that hits momentarily reveals the true form of a creature hidden by an illusion, shapeshifting, or other effect.
- His attacks always count as magical.
- His Divine Smite when expending a spell slot ignores resistance or immunity to radiant damage.

## AURA OF PHYSICAL AND MENTAL FORTITUDE

At 7th level the knowledge of their given quarry grants the Anointed Slayer the ability to increase his physical and mental faculties, this extends to his allies as well.

The paladin and friendly allies within 30' gain a bonus to AC of +2 and gain advantage against spells or special abilities used by the Anointed Slayer's quarry. At 18th level, this is improved to a bonus to AC of +3 and a range of 50'.

## IMPROVED SLAYER TRAINING

At 15th level an Anointed Slayer has the option to either expand his base of creatures can track or choose to stay within his scope of training. Choose one of the below packages:

**Dual Order Training** The true Adventuring Paladin won't just fight through one type of foe in all his journeys and may need a leg up on a new kind of foe by the time this comes around. Choosing this option allows the Slayer to widen his base of knowledge and improve his skills in dealing with more types of opponents by gaining a few bonuses from another militant order. Choose one order and learn a few things on how to deal with their quarry:

- Divine Sense now picks up that militant order's quarry as well.
- Divine Smite now gains its extra die from 1st level spells against that kind of quarry.
- Gain one of the skills that he didn't acquire at 3rd level or a new skill if he already has all three.

- He now also have Expertise when making Perception or Investigation checks to track or find information on his new quarry.
- Aura of Physical and Mental Fortitude grants advantage against spells and special abilities from this new type of quarry.
- In addition you gain the 3rd, 5th and 9th level spells from the new Order's granted spells.

**Purist Training** Some Slayers however do opt to continue to strive towards perfecting the art of dealing with one set of foes rather than spreading themselves thin. This is where the training of the Purist come in handy:

- Divine Smite and Improve Divine Smite now deal d10s instead of d8s.
- Aura of Physical and Mental Fortitude has its range improved to 50' with a bonus to AC of +3, improving to a range of 100' with an AC of +5 at 18th level.
- He gains one additional spell slot for spell levels one through five and gains five new spells that he can always cast. These spells must be derived from either the Cleric, Sorcerer or Warlock spell lists.
- The Slayer learns to be proficient with two new skills or two tool kits or one of each. He may also instead opt to give up the new proficiencies to gain Expertise in one skill.

## MASTER SLAYER

At 20th level, the Paladin has achieved the pinnacle of his training as a Slayer. When activating his Master Slayer technique the Paladin sprouts a pair of prismatic wings from and exudes an aura of pure celestial radiance. Using your action will activate this ability and it lasts for thirty minutes and it has the following effects:

- At the start of each of the paladin's turns, he regains five hit points.
- The Slayer gains resistance to damage dealing attacks, spells and special abilities of his given quarry.
- All attacks made deal an additional 2d8 radiant damage and count as magical and silvered.
- When Divine Smite is used or a spell is cast while this is active, it counts as being one level higher than the spell slot actually expended.
- The prismatic wings draping over the Slayer's shoulders grant a flight speed equal to double the Slayer's current ground move.

This ability may be used twice per day, a long rest restores these uses.

## CANTRIPS (0 LEVEL)

Arrow of Faith (New)  
Blade Ward  
Chill Touch  
Control Flames  
Firebolt  
Friends  
Guidance  
Green-Flame Blade  
Magic Stone  
Prestidigitation  
Produce Flame  
Ray of Frost  
Resistance  
Shape Water  
Shocking Grasp  
Spare the Dying  
Thaumaturgy  
Thunderclap

## 1ST LEVEL

Absorb Elements  
Bless  
Burning Hands  
Chromatic Orb  
Command  
Compelled Duel  
Comprehend Languages  
Create or Destroy Water  
Cure Wounds  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease  
Divine Favor  
Expeditious Retreat  
Faerie Fire  
Feather Fall  
Guiding Bolt  
Healing Word  
Hellish Rebuke  
Heroism  
Ice Knife  
Identify  
Inflict Wounds

Longstrider  
Protection from Evil and Good  
Purify Food and Water  
Searing Smite  
See Invisibility  
Shield of Faith  
Thunderous Smite  
Thunderwave

## 2ND LEVEL

Aid  
Arced Lightning (New)  
Branding Smite  
Calm Emotions  
Celestial Longbow or Infernal Crossbow (New)  
Continual Flame  
Darkness  
Darkvision  
Detect Thoughts  
Find Steed  
Find Traps  
Flame Blade  
Flaming Sphere  
Gentle Repose  
Heaven's Arrow (New)  
Hold Person  
Invisibility  
Lesser Restoration  
Magic Weapon  
Melf's Acid Arrow  
Moonbeam  
Oriental Forest Arsenal (New)  
Pass Without Trace  
Prayer of Healing  
Protection from Poison  
Scorching Ray  
Spiritual Weapon  
Warding Bond  
Zone of Truth

## 3RD LEVEL

Aura of Vitality  
Beacon of Hope  
Blinding Smite  
Conjure Animals  
Create Food and Water  
Crusader's Mantle  
Daylight  
Dispel Magic  
Elemental Weapon  
Glyph of Warding  
Haste

Lightning Arrow  
Magic Circle  
Mass Healing Word  
Nondetection  
Phantom Steed  
Protection from Energy  
Remove Curse  
Revivify  
Speak with Dead  
Spirit Guardians  
Tongues  
Vampiric Touch  
Water Breathing

## 4TH LEVEL

Aura of Life  
Aura of Purity  
Balefire Infusion or Celestial Radiance (New)  
Banishment  
Conjure Minor Elementals  
Conjure Woodland Beings  
Death Ward  
Elemental Bane  
Fire Shield  
Freedom of Movement  
Locate Creature  
Mind's Eye Arrow (New)  
Otiluke's Freezing Sphere  
Rime (New)  
Staggering Smite  
Storm Sphere  
Vitriolic Sphere

Watery Sphere

## 5TH LEVEL

Antilife Shell  
Balefire Bolt (New)  
Banishing Smite  
Celestial Stars (New)  
Circle of Power  
Commune  
Cone of Cold  
Conjure Elemental  
Destructive Wave  
Dispel Evil and Good  
Geas  
Greater Restoration  
Hallow  
Hold Monster  
Raise Dead  
Reincarnate

## 6TH LEVEL

Blade Barrier  
Conjure Fey  
Find the Path  
Flesh to Stone  
Forbiddance  
Guards and Wards  
Harm  
Heal  
Heroes' Feast  
Investiture of Flame  
Investiture of Ice  
Otiluke's Freezing Sphere  
Primordial Ward  
Resurrection  
Sunbeam  
True Seeing  
Wind Walk

## 7TH LEVEL

Conjure Celestial  
Divine Word  
Prismatic Spray  
Regenerate  
True Resurrection

## NEW SPELLS

### ARCED LIGHTNING

2nd Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (two metal rods)

**Duration:** Instantaneous

Pick two targets within the spell's range that are within 25 feet of one another, these two plus any targets between them must make a Dexterity saving throw, failing causes 8d4 plus your spellcasting ability modifier in Lightning damage and 4d4 plus your spellcasting ability modifier in Thunder damage as well as causes the target to lose their reaction until the end of their next turn. A successful save negates the Thunder damage and the loss of their reaction.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, increase the damage by 2d4 Lightning and 1d4 Thunder for each spell slot level above 3rd.

### ARROW OF FAITH

Evocation Cantrip

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V, S

**Duration:** Instantaneous

The user raises his hands as if he's holding a bow and fires the arrow at his target, its effect is different depending on friend or foe and the caster rolls to hit in either regard.

If this cantrip is cast as an attack, it deals 1d8 Necrotic or Radiant damage (chosen when the cantrip is cast). If cast as a healing spell it heals 1d4 plus your spellcasting modifier. The healing portion, however, may only affect a target up to three times a day, these times are replenished at the end of a long rest or at dawn.

**At Higher Levels:** The spell's damage is increased by 1d8 and the spell's healing is increased by 1d4 at 5th level (2d8, 2d4), 9th level (3d8, 3d4), 13th (4d8, 4d4) and 17th (5d8, 5d4).

### BALEFIRE BOLT

5th level Evocation

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** S, M (a bit of brimstone and some peppermint)

**Duration:** Special, creates four bolts to throw

You generate four bolts of malevolent green flames and fling them at your enemies. You can hurl them at one target or hold to fire at several targets. Make a ranged spell attack for each bolt and on a hit, a target takes 4d8 Necrotic damage and 4d8 Fire damage. In addition, they must make a Wisdom Saving Throw or be Incapacitated for one round. A successful save reduces the damage components by one die and negates incapacitation.

Held bolts count as a spell focus.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, create one additional bolt for each spell slot level above 5th.

### CELESTIAL STARS

5th Level Evocation

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** M, S (a small fragment of star metal, reusable)

**Duration:** Special, creates three stars to fling

Three stars twist down your arm and rest upon your fingertips, ready to be thrown at your foes. These may be thrown at one target or held to fling at multiple foes. Make a ranged spell attack when you throw a star and on a successful hit, it deals 5d6 Radiant and 5d6 Fire damage. The target must then make a Wisdom Saving Throw or be Blinded for one Round. A successful save reduces the damage components by one die and negates blindness.

Held stars count as a spell focus.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, create one additional star for each spell slot level above 5th.

### BALEFIRE INFUSION OR CELESTIAL RADIANCE

4th level Evocation

**Casting Time:** 30 Minutes during a Long Rest

**Range:** Variable

**Components:** S, M (a bit of brimstone and some peppermint or a small bit of feather and star metal)

**Duration:** Six charges for Special Attacks, the weapon and cloak last until the charges are used or until your next long rest.

You tap into the raw essence of the glorious Heavens to conjure a shimmering golden cloak or a cloak of deepest scarlet along with a radiant or crimson Captain's Sword. The blade formed has a series of gems referring to the number of charges the spell still has, the gems dimming when a charge is used.

#### CAPTAIN'S SWORD

A Captain's Sword is a bastard sword by a better name, dealing superior damage than its brother the longsword and has a bit more reach to boot.

These blades deal 1d10 one-handed or 2d6 two-handed, weigh in at 5 lbs and have the Reach Property. They do Slashing or Piercing damage.

- Balefire Infusion grants you the following bonuses:
  - A flight speed equal to your double your movement speed, when in flight your cloak turns into a pair of blackened bat wings.
  - Resistance to Fire and Radiant damage
  - A +2 Captain's Sword that deals an additional 2d10 in one hand or 4d6 in two hands. All damage dealt is either Fire or Necrotic damage and heals you for 1/2 of your rolled damage.
- Celestial Radiance grants you the following bonuses:
  - A flight speed equal to your double your movement speed, when in flight your cloak turns into a pair of glorious white angel wings.
  - Resistance to Fire and Necrotic damage
  - A +2 Captain's Sword that deals an additional 2d10 in one hand or 4d6 in two hands. All damage dealt is either Fire or Radiant damage and heals you for 1/2 of your rolled damage.

The gems that adorn your Celestial blade will be Sapphires that appear pearlescent in the sun's ray, the ones in the Infernal blade will be Jets that even the sun's rays cannot make light if:

**Blade** - Make a spell attack against a creature within 15 feet of you.

On a hit, with Balefire Infusion the creature struck takes 4d6 Fire and 4d6 Necrotic damage plus double your spellcasting ability modifier.

On a hit with Celestial Radiance the creature struck takes 4d6 Fire and 4d6 Radiant damage plus double your spellcasting ability modifier. the creature takes 4d6 plus your spellcasting ability.

**Lance** - Make a ranged spell attack against a target you can see within 150 feet of you as you throw a lance or either Balefire or Celestial energy at the target.

A lance of Balefire deals 3d8 Fire and 3d8 Necrotic damage plus double your spellcasting ability modifier.

A lance of Celestial energy deals 3d8 Fire and 3d8 Radiant damage plus double your spellcasting ability modifier.

**Breath** - With a loud roar you blast your foes with either a noxious balefire or grossly incandescent flames. The breath's range is either a 50' cone or a 15' by 40' Line. Due to the unique nature of the blast, each target is hit individually instead of rolling a save to reduce damage.

The noxious balefire deals 6d4 Fire and 6d4 Necrotic damage whereas the incandescent flames deal 6d4 Fire and 6d4 Radiant damage.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the Captain's Sword deals an additional die of damage per 2 spell slot levels above 4th.

The Special Attacks have their damage components increased by one die and you gain an additional charge to use them by per spell slot level beyond 4th.

## CELESTIAL LONGBOW OR INFERNAL CROSSBOW

*2nd level Conjuraton*

**Casting Time:** 30 minutes during a long rest.

**Range:** Self

**Components:** S, M (a bit of brimstone or a feather)

**Duration:** The spell generates 40 regular arrows or bolts and 10 special arrows or bolts. Once the ammunition is expended the bow or crossbow disappears.

Similar to the Balefire Infusion and Celestial Radiance spell, this spell crafts a wondrous longbow strung with a lock of hair from a Solar or an infernal crossbow strung with the braided hair of a Succubus.

The Celestial Longbow is a +2 Longbow that deals 2d8 Fire or Radiant Damage plus your Dexterity Modifier or Spellcasting ability. Its has an improved range of 300'/900'. Firing one of the light arrows deals 4d8 Radiant and 2d8 Fire damage plus your Dexterity modifier and your Spellcasting ability to either damage type.

The Infernal Crossbow is a +2 Hand Crossbow that deals 2d8 Fire or Necrotic Damage plus your Dexterity Modifier or Spellcasting ability. It has an improved range of 90'/360'. Firing one of the crimson bolts deals 3d8 Fire and 3d8 Necrotic damage plus your Dexterity modifier and your Spellcasting ability to either damage type.

**At Higher Levels** When you cast this spell using a spell slot of 3rd level or higher, bow or crossbow's base damage is improved by one die. The special ammunition's damage is also improved by one die for both components.

## HEAVEN'S ARROW

*2nd level Evocation*

**Casting Time:** 1 action

**Range:** 40 foot line

**Components:** V, S

**Duration:** Instantaneous

A single arrow appears when the caster prays for a few seconds and then fires off at a high rate of speed hitting all of his foes in a given direction.

The caster makes one ranged attack against all targets within the 10' by 40' foot line, causing 8d4 radiant damage to any target successfully struck by it.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, increase the damage by 2d4 the line's range by 5 feet for each spell slot level above 2nd.

## MIND'S EYE BLAST

*4th level Evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instant, applies to your attack

By tapping into your Mind's Eye you can project it upon the next attack (Magical or Physical) you make, it now does it's regular damage plus 4d6 plus your Wisdom modifier in psychic damage.

The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls, ability checks, and can't make attacks of opportunity until the end of its next turn.

**At Higher Levels** When you cast this spell using a spell slot of 5th level or higher, increase the damage by 1d6 for each spell slot level above 4th.

## ORIENTAL FOREST ARSENAL

*2nd level transmutation*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** S, M (two small blades of grass, a branch of a Bonsai tree, or a hand-sized portion of bamboo, depending on the effect you choose)

**Duration:** 8 hours

You can turn a few simple items into deadly weapons. When you cast this spell choose an effect from the list below. You can only have one version of this spell active at one time. You may also add the weapon's base damage to any attack spell cast while these items are active. It matches the attack spell's damage type and die category thrown, only add the Katana's damage, not both the Katana and Wakizashi damage. You are considered proficient with any weapons or the shield generated by the spell for the duration and any of the forms act as a spell focus.

**Grasscutter** You turn a large blade of grass into a Nodachi. You may use your spellcasting ability modifier and your strength modifier when wielding the Nodachi and it has the following bonuses: does an additional 4d4 in Radiant or Necrotic damage and has a critical range of 19 to 20, this increase stacks with other forms of critical range improvements.

**Blades of the Forest** You turn two small blades of grass into mystically enhanced Katana and Wakizashi, they count as +1 weapons and have better base damage. The Katana deals an additional 2d8 Cold on a hit, and the Wakizashi deals an additional 2d6 Fire. In addition, they grant a bonus to AC of +2.

**Bonsai Buckler** You turn a branch of Bonsai tree into a +2 shield that also functions works as +1 Morningstar or Warhammer (chosen on casting). It also grants a resistance to one elemental damage type and deals 2d8 extra damage in that same damage type. Due to its special dual weapon and shield nature, this shield does not impede Unarmored Defense or other things that improve base AC.

**Pole of the Monkey King** You convert a portion of bamboo into a very flexible quarterstaff. It functions as +1 quarterstaff with improved attributes. It also deals 3d6 Electrical or Thunder damage on a hit. You may use your spellcasting ability modifier instead of Strength for attack and damage rolls with this staff.

**At Higher Levels** – When using this spell in a 4th level or higher slot improve the base damage by one die and the innate bonus by +1(+2), improved to two dice and the innate bonus by +2 (+3) at 6th level, In addition, the individual portions of the spell improve as such:

- The paired blades improve their AC bonus to +3 at 4th and +4 at 6th level, and their elemental damage is improved by 1d8/1d6 per level above 2nd.
- The Nodachi's elemental damage is increased by 2d4 per level above 2nd, and its critical strike range is improved to 19-20 when cast at 4th level and 18-20 at 6th level.

The shield gains 2nd resistance at 4th level and a 3rd at 6th level. The damage component is improved by 1d8 bludgeoning and 1d8 elemental at 4th and 6th levels but it still only deals one type of elemental damage. Choose one of the elements its granting resistance to as your damage type when striking.

The staff gains the Improved Reach ability at 4th level (improving its reach to 20 feet) as well as improving its damage to 4d6 bludgeoning. Its Lightning and Thunder damages are increased by 1d6 per slot above second level. Its Critical range is improved 19-20 at 4th level and 18-20 at 6th level.

#### **Weapons have the following Stats:**

BotF Katana - (2d8 Slashing, Finesse Reach)  
BotF Wakizashi - (2d6 Piercing, Finesse Light)  
Grasscutter - (2d10 Slashing or Piercing, Reach, Versatile)  
Bonsai Buckler - (2d8 Bludgeoning or Piercing)  
Pole of the Monkey King - (3d6 Bludgeoning, Reach, Versatile)

## **RIME**

*5th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M(a snowflake in a vial)

**Duration:** Special, Coats a Melee weapon for its next five attacks or 10 pieces of ammunition.

The caster coats their melee weapon or a handful of ammunition in a small vial of snowflakes that swiftly coalesce over the weapon's surface to one of two effects: a layer of beautiful purely crystal clear ice or the weapon becomes coated in glorious blue flames.

The weapon or ammunition coated by this spell deals 4d8 cold or 4d8 fire due to the sheer intensity of the cold. Melee weapons coated by this spell also gain the Reach property or an additional 5' of range if they already have it.

**At Higher Levels** When you cast this spell using a spell slot of 5th level or higher, increase the damage by 1d8 and grants five more melee strikes or coats 5 more pieces of ammunition for each spell slot level above 5th.

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# WONDERFUL WEAPONS AND EXOTIC EQUIPMENT

A COLLECTION OF WEAPONS AND EQUIPMENT OPTIONS FOR THOSE THAT WANT A LITTLE BIT MORE.

# NEW EQUIPMENT OPTIONS

## NEW WEAPON PROPERTIES AND TYPE

**Momentum** Through the use of Momentum your weapon strikes harder than normal and is harder for the enemy to stop. Your attribute bonus with the given weapon is improved to 1.5x (rounding up) its regular value for damage.

For example a Strength of 16 has a +3 bonus, with a Momentum weapon this would become a +5.

**Paired** Paired weapons are made to work with one another and the off-hand of the pair still gains the wielder's attribute bonus for damage. When used with a weapon other than its designated pair it does not gain the bonus.

**Trick Weapon** Trick Weapons are a specialized set of weapons that either have multiple forms or extremely useful attacks.

If the Trick Weapon has filled out Damage and Properties B sections in the table, it has either a second form or a secondary attack. Changing forms or flipping it's alternate attack mode on requires a bonus action.

## NORMAL WEAPONS

### CAPTAIN'S SWORD (MARTIAL)

A Captain's Sword is a bastard sword by a better name, dealing superior damage than its brother the longsword and has a bit more reach to boot.

These blades deal 1d10 one-handed or 2d6 two-handed, weigh in at 5 lbs and have the Reach Property. They do Slashing or Piercing damage.

### CLAYMORE (MARTIAL)

The Claymore claim to fame is that its more likely to break its foe through its sheer weight rather than cutting through them. It still tends to be sharp but it takes a combination of strength and skill to wield it properly.

A Claymore deals 2d8 Slashing or Bludgeoning, requires two hands and has the Heavy and Reach properties. However, if the wielder doesn't have at least a Strength of 14 then he makes attacks of opportunity at Disadvantage.

### FALCATA (MARTIAL)

A Falcata is a specialized sword that is pitched towards the point and the blade is convex near the hilt and concave near the tip. This allows you to strike with the moment of an axe while still being able to stab.

The Falcata deals 1d6 Slashing or Piercing and has the Finesse, Light and Momentum properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

### GLADIUS (MARTIAL)

The Gladius is a short blade primarily used for stabbing or slashing in extremely close quarters or through the slits of a shield wall. They're usually found in the hands of foot troops and are super easy to use.

A Gladius deals 1d6 Slashing or Piercing and has the Light and Momentum properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

### HIDDEN BLADE (MARTIAL)

The Hidden Blade or the Sleeve Sword is a wrist mounted blade that can be swiftly flicked out to strike, stabbing the foe in close quarters with little chance for them to react.

Hidden Blades deal 1d6 Piercing damage and have the Light and Finesse properties. Attacks done against a foe unaware of the blade's presence are done at Advantage and deal an extra die of damage, and triple damage on a critical.

Sneak Attacks done with a Hidden Blade deal two additional dice of damage and triple damage on a critical.

Rogues start as proficient with these.

### KAMA (SIMPLE)

A Kama is the oriental version of the Sickle, having a straight blade instead of a curve. Various martial arts schools adapted this to their fighting styles due to its inexpensive and mass produced nature.

A Kama is a Monk weapon that deal 1d8 Slashing damage, bearing the Light and Finesse properties. They may be thrown 30/90 and deal triple damage on a critical strike instead of double.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

### KATANA (MARTIAL)

The Katana is another weapon from the Jade Empire, its a slightly curved thin blade that shares the similar space as the Captain's Sword. The defining difference is that it can be used by someone with skill far better than someone using brute force.

Katanas count as Monk weapons, dealing 1d10 one-handed or 2d6 two-handed. Katanas weigh 4 lbs and have the Reach and Finesse properties. They deal Slashing or Piercing damage.

Monks start as proficient with these but only get their Martial Arts die change when wielding it in one hand.

### MURAKUMO (MARTIAL)

This beautiful crafted curved greatsword is a mix of East and West, a skilled warrior will make amazing use of its weight and smooth slicing action.

A Murakumo deals 2d6 Bludgeoning or Slashing damage, requires two hands and has the Finesse, Momentum and Reach properties.



Monks start as proficient with these but they don't count as Monk weapons due to strictly two-handed nature.

## **NODACHI (MARTIAL)**

The Nodachi is the longer "stronger" brother of the Katana, allowing far more damage and slightly more range but it will always need two hands.

A Nodachi deals 2d8 Slashing or Piercing, requires two-hands, and has the Finesse and Improved Reach (15) properties. A wielder with a Dexterity less than 14 makes his attacks of opportunity at Disadvantage.

Monks start as proficient with these but they don't count as Monk weapons due to strictly two-handed nature.

## **NUNCHAKU (SIMPLE)**

Nunchaku have long been a weapon of the Martial Arts, granting swift strikes to great effect. Monks and other natural brawlers use these to supplement their blunt damage.

Nunchaku are Monk weapons that deal 1d8 Bludgeoning damage and come with the Light, Finesse and Momentum properties.

If someone attempts to Disarm you, you have Advantage on your roll to defend against it. When using your Flurry of Blows and wielding a Nunchaku, you may use the Nunchaku or your Unarmed Strike whichever is better.

## **SABER (MARTIAL)**

The saber is a medium length curved blade with a large handguard. This can be used both offensively and defensively.

Sabers deal 1d8 Slashing, their handguard deals 1d6 Bludgeoning and they come with the Light and Finesse properties.

Attempts to disarm the wielder are done at Disadvantage.

Rogues start as proficient with these.

## **SCYTHE (SIMPLE)**

The sign of the Reaper is a well known weapon through all the land. Normally its used as a farming implement rather than a weapon but many death cults have found ways to properly weight and sharpen the weapon for battle.

A properly weaponized Scythe deals 2d6 Slashing or Piercing is two-handed and has Improved Reach (15). They also deal triple damage on a critical strike instead of double.

## **SHIDŌ (MARTIAL)**

A pair of short blades that have a small prong the protrudes just above the guard. These are designed to slash or stab with extreme prejudice.

The prongs are to assist in disarming a foe but are sharp enough that they cause stabbing to deal more damage as well. The blades deal 1d6 Slashing or 1d8 Piercing and the wielder has Advantage on Disarm attempts. They have the Finesse, Light, Momentum and Paired properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

## **SPIKED CHAIN (MARTIAL)**

The Spiked Chain is a dangerous twist on the generic whip, adding barbs around a thin steel wire to allow you to pierce your foes in addition to slashing them to ribbons. The barbs are perfect spaced to make it easier for you to disarm your foes and bring their weapon to your hands as part of this action.

The Spiked Chain is a Monk weapon dealing 1d8 Slashing or Piercing with Improved Reach (15).

You may Shove or Disarm opponents with this and do either at Advantage. Successful Disarms bring the opponent's weapon to your hand if you have a free one or your square if you do not.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

## **SPIKED GAUNTLET (SIMPLE)**

A simple gauntlet with spikes strategically placed that can be popped out for use to puncture your foes instead of merely bludgeoning them.

Spiked Gauntlets deal 1d6 Bludgeoning or Piercing or 1d8 if you have the Tavern Brawler feat. It requires a bonus action to pop the spikes out and another to put them away and Disarming doesn't work on Spiked Gauntlets unless you actually remove the person's hand.

Monks wearing Spike Gauntlets deal 1d8 plus their Martial Arts damage die, this includes when making Flurry of Blows attacks.

Witchers wearing Spiked Gauntlets add one die to their improved hand to hand damage.

## **TRICK WEAPONS**

Tricks weapons are Martial weapons, some classes that don't have access to all martial weapons out the gate have learned to use a few of these:

Bards: Beast Cutter, Bowblade, Crow Quills, Reiterpallasch, Threaded Cane and Wrist Crossbow.

Clerics: Blade of Mercy, Boom Hammer, Churck Pick, Holy Blade, Kirkhammer, Hunter's Axe, Tonitrus and Valorheart.

Monks: Aun, Beast Claw, Blade of Mercy, Chikage, Kabutsuchi, Rakuyo, and Threaded Cane.

Rogues: Beast Claw, Beast Cutter, Blade of Mercy, Bowblade, Crow Quills, Grand Turk, Reiterpallasch, Threaded Cane and Wrist Crossbow.

Sorcerer, Wizard and Warlock: Beast Cutter, Blade of Mercy, Rifle Spear, Threaded Cane, Tonitrus.

## **AUN**

Aun begins life as two light spears that can be used in unison quite well. One of these spears has a screw on the end and the other has a hollow space in its haft to allow the wielder to hook them together into a stronger weapon.

The spears deal 1d6 Piercing damage one-handed or 1d8 two-handed. These spears have the Light, Momentum and Paired properties and may be thrown with a range of 20/60.

As a bonus action the spears are attached together into a spike ended glaive, the head deals 1d10 Slashing and the end deals 2d4 Piercing. It now has the Momentum, Reach and Two-Handed properties.

The wielder can strike with both the head and the end as one Attack action. Aun counts as Monk weapon for the purpose of the Martial Arts feature.

## BEAST CLAW

A fist weapon crafted by sharpening the bones of a vile beast and affixing them to a bracer. The creature's essence still flows through the bones and the wielder can tap into it for short bursts.

The Beast Claw deals 1d8 Piercing damage normally, the alternate form activates Frenzy of the Beast. Frenzy lasts for rounds equal to the wielder's Constitution modifier. At the end of Frenzy, he must make a DC 20 Constitution save or be stunned for 2 rounds.

During Frenzy, the Beast Claw fuses with its wielder's hand, causing him to take on some of the Beast's features. Claws grow from the wielders hand that deal 1d10 Slashing and his head grows to that of a Shadow Wolf granting a bite dealing 1d8 Piercing. The wielder is able to attack with both hands or slash with a hand and bite for one Attack action.

The base Beast Claw and the attacks during Frenzy have the Momentum property. The claws during Frenzy have Reach and the Beast Claw regular or in Frenzy counts as a Monk weapon for the Martial Arts feature.

## BEAST CUTTER

This hefty blade is mounted on a long haft, its jagged teeth meant to bite and rend the flesh of the horrid beasts with ease. Its second form is rather wicked as well, a whip that can strike the beast with a bludgeoning or slashing strike.

The standard form deals 2d6 Piercing or Slashing with the Heavy and Reach properties. It also requires two-hands.

By squeezing the lever on the haft, the chain within releases and the Cutter's Teeth retract. It may now be swung as whip with both sharp and blunt portions. This form deals 1d10 Bludgeoning or Slashing damage. It has Improved Reach (15), Heavy, Momentum and Versatile (2d6) in this form. It also allows you to Disarm a target and pull their weapon into your square at your feet.

## BEASTHUNTER'S SAIF

This weapon used by the hunters of old appears to be a single bladed weapon but on closer inspection there is a second thinner blade nestled inside the curve of the primary blade.

Its normal form has the curved blade resting along its handle that deals 2d8 Slashing with Reach and Momentum.

The wielder can swiftly flip the blade into its second position, granting Improved Reach (15) and Momentum for reduced base damage. It deals 1d10 Slashing or Piercing one-handed or 2d6 two-handed.

A bonus action allows the wielder to make a second attack by striking the target with the weapon's second blade that deals the same reduced damage of the second form.

## BLADE OF MERCY

This twisted blade is crafted from metals that are known to channel Arcane energies. Its shape however is unique because with a flick of the wrist the blade splits into two smaller swords for you to fight with.

A Blade in its standard form deals 1d10 one-handed or 2d6 two-handed and come with the Finesse, Light and Reach properties. All Blades of Mercy are made of a special material called Siderite, see its properties below.

The Blade of Mercy alternate form is that of a pair of blades dealing 1d8 Slashing or Piercing and have the Finesse, Light, Momentum and Paired properties.

When wielding the Blade's Single Sword form or the dual blades, you can use a Bonus Action to Dash or Disengage.

A Blade of Mercy in either form counts as Monk weapon for the Martial Arts feature.

## SIDERITE

The metal that grants a Blade of Mercy its magical properties is known as Siderite. Weapons crafted with it cost triple standard price but count as magical for overcoming resistances and immunities without being truly magical.

Weapons crafted with this material always have a chant inscribed on them, allowing you to deal Force or Psychic damage instead of their standard damage for rounds equal to your Intelligence modifier. When it ends you're required to make a DC 20 Intelligence Save or be stunned for 1 round.

## BOOM HAMMER

This massive iron hammer has a small furnace built into its head. It has a series of holes drilled into it to allow the furnace to fume when the wielder calls on it's flames.

The Boom Hammer is a variant on the standard Maul. It weighs 12 pounds, deals 2d8 Bludgeoning damage and has the Reach, Heavy, Momentum and Two-Handed properties.

As a Bonus action, the wielder can light the furnace and use its flames to burn their foe to the core. The next attack made with the Boom Hammer deals 4d8 Bludgeoning and 3d8 Fire damage in a 10' by 30' Line. Roll to hit targets individually.

Roll a d6 after striking and on a 5 or 6, the power is restored to be used again. On anything else, the Boom Hammer's power is expended for this combat.

## BOWBLADE

The long flexible blade splits in half when this weapon is transformed, granting the wielder a bladed bow that lets him fire at foes but also still defend himself in close quarters.

The bowblade's sword form is that of a Murakumo with no additional modifiers.

The bowblade's secondary form is a composite bow with a range of 100/400 dealing 4d4 Piercing along with having the Momentum property. If used in melee combat, the blades deal 4d4 Slashing or Piercing and have the Finesse, Light, Momentum and Paired properties.

A bonus action will allow you to attack with the other side of the bowblade.

## CHEMICAL SPRAYER

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Whether its fire, freezing, acid, shocking or poison required, the Chemical Sprayer has all of the hunter's needs covered. The Chemical Sprayer is a lead bellied device with a sprayer spigot and a small igniter to set the certain chemicals on fire.

The Sprayer deals a base of 2d10+1d10/vial (capped at 8d10) when sprayed in a 40' Cone (DC 19 Dex for Half). It may also be sprayed in a 10' by 40' Line dealing 3d8+1d8/vial use (capping at 6d8) but targets are struck individually and not with a save. The Sprayer itself costs 75 GP and a vial of chemicals costs 10 GP. Vials come in the following types: Acid, Cold, Fire, Lightning and Poison. The vial provides 12 uses and the lead bellied device can hold up to 3 vials.

## CHIKAGE

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The Chikage is a katana that like so many of these other weapons has a second form hidden within. It however requires sacrifice to activate rather than just some knowledge of how it works.

The Chikage's primary form is that of a Katana dealing 1d10 one-handed or 2d6 two-handed. It also retains its Reach and Finesse properties and can deal Slashing or Piercing damage. However it now weighs 5 pounds.

By expending a bonus action and 5 HP the wielder can activate its secondary form. The reach is improved to 15 feet and the weapon deals 2d6 one-handed or 2d8 two-handed. It also gains a damage buff of 2d6 but the type is random, roll a d6: 1 or 2 is Necrotic Damage, 3 or 4 is Radiant Damage, 5 is Psychic Damage, 6 is Force Damage.

The secondary form lasts for rounds equal to the wielder's Dexterity modifier. At the end of this the wielder must make a DC 20 Constitution save or be stunned for 1 round per two points of failure.

## CHURCH PICK

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The Church Pick begins its life as a weighted sword that's fitted blade is fitted on a hinge and a longer hilt. All of this plays into the second form. In a few seconds this hefty sword becomes a long handled pick to stab your foes at a distance the average sword can't reach.

The Church Pick's primary form is a long handled Captain's Sword, allowing you to deal 1d10 one-handed or 2d6 two-handed.

By expending a bonus action, the hilt extends and the blade flips downward to grant you Warpick the deals 2d8 Piercing with the Momentum, Improved Reach (15) and Two-Handed properties.

## GRAND TURK

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The Grand Turk is the strangest weapon on this list, having three weapon sets to contend with. It begins life as a guardless Brand with an exotic hilt. The hilt is segmented and weighs quite a bit. However with a simple twist and tug on the segmented section, you've got a matched Gladius and Shortsword. If you choose to jerk the segment without a twist the weighted end comes free with a handle, granting you a matched Gladius and Warhammer

The Brand deals 1d8 Slashing or Piercing and comes with the Versatile and Momentum properties. The Gladius, Shortsword and Warhammer retain their normal damage types and have the Light, Momentum and Paired properties.

The weapon in the off-hand grants a +2 to AC on turns it is not used to attack.

The entire Grand Turk counts as a Monk weapon for the Martial Arts feature.

## HOLY BLADE

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The Holy Blades of the Hunter's orders are Siderite Captain's Swords with oversized weaponized sheaths.

By using a bonus action you can flip the Captain's Sword into the side of the sheath, locking it into place and extending the hilt to grant you a Claymore with some new properties.

A Holy Blade Claymore gains the Momentum property and loses out on its strength requirement for attacks of opportunity. Both forms have lingering essence of the Clerics that blessed these blades, dealing some Radiant damage.

## HUNTER'S AXE

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The Hunter's Axe works almost strictly on the principle of Momentum granting further power to the blow. It's not sharper than your average axe but the head is weighted so it slams down harder on the foe with each swing. Its haft is also slightly heavier but that plays into its second form.

The Hunter's Axe is first and foremost a better Battleaxe that gains the Momentum property and improved damage (1d10 Versatile 2d6) at the cost of an increased weight of nine pounds.

The secondary form is activated with the press a button on the axe's haft and a slide of the hands. This new form makes your once modest Battleaxe a truly frightening weapon, dealing 2d8 Slashing with the Heavy, Momentum, Reach and Two-Handed properties.

As a bonus action, you can flip the blade and make a second attack with the spiked backside for 3d4 Piercing.

The Battleaxe form of the Hunter's Axe counts as Monk weapon for the Martial Arts feature.

## KABUTSUCHI

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The Kabutsuchi or Head Hammer is a Nepalese inspired Axe made out of stone. It can be used by a lesser warrior but it takes real strength and dexterity to use it to maximum efficiency.

If the wielder is at or below Strength and Dex of 15 then the weapon deals 1d10 one-handed and has the Heavy, Momentum and Versatile properties.

If the wielder is at or above Strength and Dex of 16 the one handed damage is improved to 2d6 and the weapon has the Finesse, Momentum and Versatile.

The Kabutsuchi has also been known to come in the form of a stone sword with the same properties. A Monk with a Strength and Dex at or above 16 counts the Kabutsuchi as a Monk weapon for the Martial Arts feature.

## KIRKHAMMER

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The Kirkhammer grants the strength of a longsword with the brute force of the maul. Its primary form is that of a long-handled silver longsword, material that sinks into the flesh of beasts with little resistance.

By using a bonus action the wielder can flip the blade into position in the maul's haft and with a snap it locks into place, granting you a maul with an extended haft to allow for more force to be placed into each strike. The maul's head is made of pure stone instead of your bog standard metal or wood, increasing its weight by quite a few pounds.

The first form is a Siderite Longsword that deals Slashing or Piercing damage and has acquired the Momentum property. Its second form is that of a Giant Stone Maul that deals 2d8 Bludgeoning and has the Heavy, Reach, Momentum and Two-Handed properties.

## RAKUYO

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The Rakuyo meshes three wondrous weapons into a fine tuned killing machine. The primary weapon is a katana that's been given a handguard to reduce the chance of being disarmed, a heavy grip and lowblade affixed to this handle to allow for swift parries from either end. The lowblade may be snapped away to grant an off-hand weapon.

The katana deals 1d10 one-handed or 2d6 two-handed (Slashing or Piercing) with the Light, Finesse and Reach properties. The affixed lowblade grants a +1 to AC or can be used to bludgeon a foe for 1d6. The katana and low blade both have the Paired property.

By using a bonus action, the lowblade may be snapped away. It loses its bonus to AC but grants the wielder an offhand weapon that deals 1d8 Piercing or Bludgeoning with the Finesse, Light and Momentum properties.

All parts of the Rakuyo count as Monk weapons for the Martial Arts feature.

## REITERPALLASCH

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Some hunters retained their love of the Rapier but knew they couldn't take down foes with it alone so the Reiterpallasch came to be.

The Reiterpallasch is an extra sharp rapier with a bit of kick added, having a pistol affixed at the weapon's handle instead of your standard hilt. This Rapier deals 1d10 Piercing instead of the standard 1d8.

The pistol comes with a range of 40/120, reload of 3 and deals 2d8 Bludgeoning damage. It deals Bludgeoning as its firing high durability wooden stakes instead of standard rounds. Shots fired are counted as Silver and Magical for overcoming resistances and immunities.

When firing while stabbing the Rapier, the wielder can use their bonus action to fire the pistol at the same time, dealing 3d10 Piercing with Momentum and having the strike count as Silver and Magical.

Reloading the Pistol is a bonus action.

## RIFLE SPEAR

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The Rifle Spear takes the gun melee weapon hybrids to a whole new level by just granting you full use of both weapons. The trick portion comes into effect by allowing the wielder to use gunpowder to drive the spear harder to deal more damage.

The long spear retains gains a few new properties for its weight gain. The spear deals 4d4 Slashing or Piercing with Reach and Momentum. It also has a Rifle built through the haft of the spear and it deals 2d10 Bludgeoning with a range of 50/150 and a reload of 3. It deals Bludgeoning as its firing high durability wooden stakes instead of standard rounds. Shots fired are counted as Silver and Magical for overcoming resistances and immunities.

The strength of the spear in the ability to fire when striking to deal vastly superior damage. Expending a bonus action when stabbing or slashing allows the wielder to fire a round and cause 7d4 Slashing or Piercing and the wielder's attribute bonus is increased to double instead of Momentum's 1.5x.

Reloading the Rifle is a bonus action.

## THREADED CANE

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Threaded Canes are almost the complete inverse of the Beast Cutter. A blunt cane for striking beasts with a spear tip as its primary for and a sharp extra long whip as its secondary.

The Threaded Cane's primary form deals 3d4 one-handed or 5d4 two-handed and can deal Bludgeoning or Piercing damage. It has the Finesse and Momentum properties.

Tapping the cane's tip on the ground releases the chain within to allow the whip to form. The cane's metal outer body twists to create fragments to strike beasts with, lacerating their strong frames and tough hides with ease.

The secondary form is a whip with Improved Reach (15), Momentum, Finesse. Its damage becomes 4d4 Slashing or Piercing. It also allows you to Disarm a target and pull their weapon into your square at your feet.

The Threaded Cane counts as a Monk weapon for the Martial Arts feature.

## TONITRUS

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This simple iron morningstar is a rather unique contraption. By striking it on the ground, the wielder can generate sparks and hit a beast with power of the heavens. There's also a switch on the weapon's handle that can retract or cause the spikes to protrude allowing for a full range of pain inflicting mechanisms.

The Tonitrus deals 2d8 Piercing or Bludgeoning and has the Momentum and Versatile properties. As a bonus action, the wielder can scratch it across the ground to generate an electrical charge to strike their next foe with 3d8 Bludgeoning or Piercing damage plus 3d6 Lightning and 3d4 Thunder damage.

This shock charge also generates a Chain Lightning effect, striking up to three targets within 50 feet of the original target. Roll to hit these targets individually, targets struck take 3d8 Bludgeoning damage plus 3d4 Lightning and 3d4 Thunder damage.

Roll a d6 after striking and on a 5 or 6, the mechanism is fine and can be used again this combat. On anything else, the Tonitrus has had a slight malfunction and its special ability can't be used again until the next combat.

## WHIRLIGIG SAW

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The Whirligig Saw comes from the same hunter camp that brought you the Boom Hammer and the Rifle Spear. It's primary form is that of a long-handed mace with a hefty head on it. Its secondary form is when that mace is slammed into a slotted object and with a twist the mechanical saws on either side whirl to life to shred into the flesh of the hunter's opposition.

The heavy mace is made of Siderite and deals 2d8 Bludgeoning and 1d6 Force one-handed. It has the Heavy, Momentum, Reach and Versatile properties. The Whirling blades deal 4d8 Slashing and 2d6 Fire one-handed. The fire is from the superheated sparks that the blades cause when they spin. This form has the Heavy, Momentum, Reach and Versatile properties.

The Whirligig Saw however can only stay on for a few moments at a time, being able to remain on for 3 rounds at a time before needing re-revving. On the fourth round, roll a d6 and on a 5 or 6, the Saw is revved with no issue. On anything else the Whirligig has lost its oomph and can only be used in its mace form.

## WRIST CROSSBOW

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This is a twist on your average hand crossbow. Instead of having to hold it, this piece of tech is affixed to a bracer for hands free use. A small strap wraps over your thumb and a good tug will let loose a bolt at your opponent. It fires two bolts in quick succession and carries a magazine that allows for this, holding four sets of dual firing bolts.

Flipping the crossbow's arms into position to fire requires a bonus action, otherwise the arms are rest in a forward position and act as a pair of Falcata that strike in unison.

The crossbow deals 2d6 Piercing, has a range of 50/150, a reload of 4 and the Momentum property. The dual falcata deal 2d6 Piercing or Slashing and have the Finesse and Momentum properties. They lose out on the Light property being affixed to your arm.

## NEW ARMOR

### BUCKLERS AND TOWER SHIELDS

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The Buckler has long since been a defensive choice of duelists and brutes alike, granting you a small bit of defense without giving up your offensive capabilities. The Tower shield however is more likely to be in the hands of a Stoic Knight.

- A Buckler can be used to attack or defend, granting +1 to AC or allowing the wielder to strike for 1d6 Bludgeoning damage. The buckler itself is strapped to the user's wrist and does not impede their hand usage. *A buckler is not a shield and requires no proficiency to use*

- Tower Shields grant a +3 to AC but the wielder may use a reaction to slide behind the shield, improving the bonus to +5 until the start of their next turn.
  - When making a Saving Throw against an area of effect (Line, Cone, Cube, Radius etc) and using a tower shield, a successful save reduces damage to 0. You may Shield Bash with a Tower Shield to deal 1d10 Bludgeoning Damage. Donning or removing a Tower Shield requires an action, and using a Tower Shield forces Disadvantage on Stealth Checks.

### ROBES AND THE STUDED LEATHER KILT

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These two types of equipment can be worn with no proficiency and do not count as regular armor. They are worn over other pieces of armor, between armor and a cloak or as a stand alone item and grant a +2 for a Robe or +3 for a Studded Leather Kilt to a person's AC.

These accoutrements do not interfere with abilities such as Unarmored Defense or Mage Armor, granting their bonus to these as well.

### THIEVES MAIL

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Thieves Mail provides armor without losing out on Stealth or Dexterity. Standard Thieves Mail provides an AC of 14 plus Dex Mod, Master Thieves Mail provides an AC of 16 plus Dex Mod.

## SIMPLE WEAPONS

Name	Cost	Damage	Weight	Properties
Kama	8 gp	1d8 Slashing	2.5 lbs	Light, Finesse, Thrown 30/90, 3x Crit
Nunchaku	8 gp	1d8 Bludgeoning	2 lbs	Light, Finesse, Momentum, Special Disarm and Monk Bonus
Scythe	20 gp	2d6 Slashing/Piercing	6 lbs	Two-Handed, Reach (15), 3x Crit
Spiked Gauntlet	3 gp	1d6 Bludgeoning or Piercing	1 lb	Special Damage: Tavern Brawler 1d8 or Monks 1d8+1dMA

## MARTIAL WEAPONS

Name	Cost	Damage	Weight	Properties
Captain's Sword	45 gp	1d10 Slashing or Piercing	5 lbs	Reach, Versatile (2d6)
Claymore	65 gp	2d8 Slashing or Bludgeoning	12 lbs	Heavy, Reach, Special, Two-Handed
Falcata	15 gp	1d6 Slashing or Piercing	3lbs	Finesse, Light, Momentum
Gladius	15 gp	1d6 Slashing or Piercing	2.5lbs	Light, Momentum
Hidden Blade	20 gp	1d6 Piercing	1/2 lb	3x Crit, Sneak Strike, Sneak Attack bonus
Katana	45 gp	1d10 Slashing or Piercing	4 lbs	Finesse, Reach, Versatile (2d6)
Murakumo	50 gp	2d6 Bludgeoning or Slashing	7.5 lbs	Finesse, Momentum, Reach, Two-Handed
Nodachi	65 gp	2d8 Slashing or Piercing	8 lbs	Finesse, Reach (15), Special, Two-Handed
Saber	18 gp	1d8 Slashing	3 lbs	Handguard (1d6 Bludgeoning), Light, Finesse, Disarm bonus
Shidō	15 gp	1d6 Slashing or 1d8 Piercing	4lbs	Finesse, Light, Momentum, Paired, Disarm Bonus
Spiked Chain	15 gp	1d8 Slashing or Piercing	3 lbs	Reach (15) Improved Shove and Disarm, Weapon Grabber

## TRICK WEAPONS

Name	Cost	Damage A	Properties A	Weight	Damage B	Properties B
Aun	20gp	1d6 Piercing	Versatile (1d8) Light, Momentum, Paired	6 lbs	1d10 Slashing or 2d4 Piercing	Momentum, Reach, Two-Handed, Bonus Attack
Beast Claw	25gp	1d8 Piercing	Momentum, Frenzy of the Beast	4 lbs	1d10 Slashing or 1d8 Piercing	Momentum, Multistrike, Duration
Beast Cutter	20gp	2d6 Piercing or Slashing	Heavy, Reach, Two- Handed	5 lbs	1d10 Bludgeoning or Slashing	Reach (15), Heavy, Momentum, Versatile (2d6) Weapon Grabber
Beasthunter's Saif	25gp	2d6 Slashing	Reach, Momentum	4 lbs	1d10 Slashing or Piercing	Momentum, Versatile (2d6), Reach (15), Bonus Strike
Blade of Mercy	50gp	1d10 Slashing or Piercing	Versatile (2d6), Finesse, Light, Reach	6.5 lbs	1d8 Slashing or Piercing	Finesse, Light, Momentum, Bonus Action Use, Paired
Boom Hammer	90gp	2d8 Bludgeoning	Heavy, Momentum, Reach, Two-Handed	12 lbs	4d8 Bludgeoning + 3d8 Fire	Heavy, Momentum, Reach, Two- Handed, Fire Line(10' by 30' Line) Recharge 5 or 6
Bowblade	30gp	2d6 Bludgeoning or Slashing	Finesse, Momentum, Reach, Two-Handed	7 lbs	4d4 P (Bow), 4d4 P or S (Blades)	Bow Range 100/400/ Blades - Finesse, Light, Momentum, Paired
Chemical Sprayer	75gp	2d10+1d10 (8d10 cap)/Vial 40' Cone	Deals A,C,F or L damage (DC 19 Dex)	10 lbs	3d8+1d8/vial(6d8 cap) 10' by 40' Line	Deals A,C,F or L damage, roll to hit targets individually.
Chikage	80gp	1d10 Piercing or Slashing	Finesse, Reach, Versatile (2d6)	5lbs	2d6 Piercing or Slashing	Finesse, Reach, Versatile (2d8) 2d6 bonus damage RT, Sacrifice, Duration
Church Pick	30gp	1d10 Slashing or Piercing	Reach, Versatile (2d6)	5 lbs	2d8 Piercing	Momentum, Reach (15), Two- Handed

## TRICK WEAPONS CONTINUED

Name	Cost	Damage A	Properties A	Weight	Damage B	Properties B
Grand Turk	25gp	1d8 Slashing or Piercing	Versatile (1d10), Momentum	6 lbs	Gladius+Shortsword or Gladius+Warhammer	Light, Momentum, Paired, Defensive +2 AC
Holy Blade	90gp	1d10 Slashing or Piercing	Reach, Versatile (2d6), Cleric Blessing 2d4 Radiant	3lbs/7.5 lbs	2d8 Slashing or Bludgeoning	Heavy, Momentum, Reach Two-Handed, Cleric Blessing 3d4 Radiant
Hunter's Axe	30gp	1d10 Slashing	Momentum, Versatile (2d6)	9 lbs	2d8 Slashing	Heavy, Momentum, Reach, Two-Handed, Bonus Attack (3d4 Piercing)
Kabutsuchi	40gp	1d10 Slashing or Bludgeoning	Heavy, Momentum, Versatile (2d6)	7 lbs	2d6 Slashing or Bludgeoning	Finesse, Momentum, Versatile (2d8)
Kirkhammer	90gp	1d8 Slashing or Piercing	Silver, Momentum, Versatile (1d10)	14 lbs	2d8 Bludgeoning	Heavy, Reach, Momentum, Two-Handed
Rakuyo	50gp	1d10 Slashing or Piercing	Finesse, Reach, Versatile (2d6), Defensive +1 AC, Paired	7 lbs	1d8 Piercing or Bludgeoning	Finesse, Light, Momentum, Paired
Reiterpallasch	100gp	1d10 Piercing	Finesse, Shooting Strike (3d10 Piercing and Momentum)	3 lbs	2d8 Bludgeoning	Range 40/120, Reload 3, Silver/Magical
Rifle Spear	150gp	4d4 Slashing or Piercing	Reach, Momentum, Shooting Strike (7d4, Improved Momentum)	5lbs	2d10 Bludgeoning	Range 50/150, Reload 3, Silver/Magical
Threaded Cane	20gp	3d4 Bludgeoning or Piercing	Finesse, Momentum, Versatile (5d4)	4 lbs	4d4 Slashing or Piercing	Finesse, Momentum, Reach (15), Weapon Grabber
Tonitrus	30gp	2d8 Piercing or Bludgeoning	Momentum, Versatile (2d10)	6 lbs	3d8 (3d10) B or P plus 3d6 Lightning and Thunder	Recharge 5 or 6, Chain Lightning Shocker
Whirligig Saw	75gp	2d8 Bludgeoning, 1d6 Force	Heavy, Momentum, Reach, Versatile (2d10,2d6)	7.5 lbs	4d8 Slashing and 2d6 Fire	Heavy, Momentum, Reach, Versatile (4d10,2d8), Recharge 5 or 6
Wrist Crossbow	25gp	2d6 Piercing	Range 50/150, Reload 4, Momentum	3 lbs	2d6 Piercing or Slashing	Finesse, Momentum

## NEW EQUIPMENT

Name	Cost	AC and Damage	Properties	Weight
Buckler	5 gp	+1 AC, 1d6 Bludgeoning	Free Hand	2 lbs
Tower Shield	50 gp	+3 AC, 1d10 Bludgeoning	Evasive Maneuvers, Stealth Disadvantage	15 lbs
Robes	5 sp	+2 to any Armor Class	Non-Armor	3 lbs
Studded Leather Kilt	1 gp	+3 to any Armor Class	Non-Armor	4 lbs
Standard Thieves Mail	50 gp	AC of 14 plus Dex Mod	Light Armor	20 lbs
Master Thieves Mail	100 gp	AC of 16 plus Dex Mod	Light Armor	15 lbs

## **LEGAL INFORMATION**

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