



THE BLOODBORNE ARMORY

FOR THE YARNHAM HUNTER YOUR DM WON'T LET YOU BE.



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NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Trick Weapons				
Beast Claw	20 gp	1d4 slashing	2 lbs.	Finesse, light, special, trick
Beast Hunter Saif	20 gp	1d6 slashing	5 lbs.	Finesse, trick
Beast Cutter	25 gp	1d8 bludgeoning	8 lbs.	Heavy, serrated, trick
Blade of Mercy	33 gp	1d8 slashing	3 lbs.	Finesse, trick
Bloodletter	30 gp	1d6 bludgeoning	9 lbs.	Special, trick
Boom Hammer	50 gp	1d8 bludgeoning	10 lbs.	Trick, versatile (1d10)
Burial Blade	90 gp	1d8 slashing	4 lbs.	Finesse, trick, versatile (1d10)
Chikage	80 gp	1d8 slashing	6 lbs.	Finesse, special, trick, versatile (1d10)
Church Pick	25 gp	1d6 piercing	10 lbs.	Heavy, trick
Hunter Axe	30 gp	1d8 slashing	6 lbs.	Trick, versatile (1d10)
Kirkhammer	30 gp	1d8 slashing	7 lbs.	Special, trick, versatile (2d6)
Logarius' Wheel	60 gp	1d8 bludgeoning	8 lbs.	Heavy, special, trick
Ludwig's Holy Blade	45 gp	1d8 slashing	8 lbs.	Special, trick, versatile (1d10)
Rakuyo	80 gp	1d8 slashing	4 lbs.	Finesse, trick, versatile (1d10)
Sawcleaver	30 gp	1d6 slashing	4 lbs.	Serrated, trick
Sawspear	30 gp	1d6 slashing	4 lbs.	Serrated, trick
Stake Driver	50 gp	1d6 piercing	5 lbs.	Trick
Threaded Cane	15 gp	1d6 bludgeoning	4 lbs.	Finesse, trick
Tonitrus	55 gp	1d6 bludgeoning	5 lbs.	Trick
Whirligig Saw	65 gp	1d6 bludgeoning	8 lbs.	Heavy, trick, versatile (1d8)
Trick Firearm Weapons				
Reiterpallasch	400 gp	1d8 piercing	4 lbs.	Finesse, trick
Riflespear	430 gp	1d6 piercing	7 lbs.	Finesse, reach, trick, versatile (1d8)
Simon's Bow Blade	420 gp	1d8 slashing	5 lbs.	Finesse, trick, versatile (1d10)
Choir Weapons				
Amygdalan Arm	-	1d10 bludgeoning	2 lbs.	Light, trick
Kos Parasite	-	1d6 slashing	1/2 lb.	Finesse, light, long-reach, trick
Firearms				
Cannon	500 gp	2d12 piercing	25 lbs.	Ammunition (range 50/100), heavy, loading
Church Cannon	500 gp	2d10 piercing	25 lbs.	Ammunition (range 30/80), heavy, loading
Evelynn	550 gp	1d12 piercing	3 lbs.	Ammunition (range 200/600), light, reload (4 shots)
Flamesprayer	350 gp	1d8 fire	10 lbs.	Ammunition (range 15/30), arcane, reload (10 shots), scatter
Gatling Gun	600 gp	4d4 piercing	20 lbs.	Ammunition (range 40/100), heavy, reload (4 shots)
Hunter's Blunderbuss	200 gp	1d8 piercing	9 lbs.	Ammunition (range 15/30), reload (2 shots), scatter
Hunter's Pistol	150 gp	1d10 piercing	3 lbs.	Ammunition (range 100/400), light, reload (4 shots)
Ludwig's Rifle	500 gp	1d8 piercing	10 lbs.	Ammunition (range 30/60), reload (3 shots), scatter
Piercing Rifle	400 gp	1d12 piercing	8 lbs.	Ammunition (range 300/900), piercing, reload (6 shots)
Repeating Pistol	450 gp	2d10 piercing	3 lbs.	Ammunition (range 100/400), reload (2 shots)
Rosmarinus	350 gp	1d8 force	10 lbs.	Ammunition (range 15/30), arcane, reload (10 shots), scatter

NEW WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Projectiles</i>				
Molotov Cocktail	2 gp	2d6 fire	1 lb.	Special, thrown (range 5/60)
Numbing Mist	4 gp	-	1 lb.	Special, thrown (range 5/60)
Oil Urn	3 sp	-	1 lb.	Special, thrown (range 5/60)
Pebble (10)	-	1 bludgeoning	1/2 lb.	Special, thrown (range 5/60)
Pungent Blood Cocktail	10 sp	-	1 lb.	Special, thrown (range 5/60)
Throwing Knife	1 gp	1d4 piercing	1/2 lb.	Thrown (range 40/100)
<i>Miscellaneous Weapons</i>				
Claymore	50 gp	1d10 slashing	9 lbs.	Heavy, versatile (2d6), unwieldy
Fist of Gratia	40 sp	2d4 bludgeoning	6 lbs.	Silvered, special



WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the weapons table.

Arcane. Weapons with this property use your spellcasting modifier for attack and damage. Or Intelligence if you don't have a spellcasting stat.

Piercing. Attacks with this weapon penetrate through targets in a straight line. You must make an attack roll against every creature in the line and the damage die decreases by one for every target hit.

Reload. A limited number of shots can be made with a weapon that has the reload property. If you are not proficient with the firearm, you must then use your action to reload it. If you are proficient, you can choose to use your bonus action to reload instead.

Scatter. When this weapon fires, it attacks every creature in a cone to its long range. The attacks are simultaneous. A creature adjacent to you takes an extra damage die on a hit.

Serrated. Whenever this weapon scores a critical hit with slashing damage, the opponent is *Bleeding*.

Trick. This weapon can be transformed as an action. A weapon with the Trick property has unusual rules governing its transformation, explained in the weapon's description (see "Trick Weapons" later in this section).

Long-Reach. This weapon adds 10 feet to your reach when you attack with it.

Unwieldy. You do not have proficiency with this weapon until you spend 7 days of moderate use learning to wield such a weapon.

TRICK WEAPONS

Weapons with special rules are described here.

Amygdalan Arm. The arm of a baby Amygdala transforms from a large club to a scythe-like sinewy weapon with deceptively long reach. It gains the *Reach* property and deals slashing damage.

Beast Claw. This weapon, in its transformed state, turns your other arm into a wolfish claw, rendering it unusable except to attack. This claw also deals 1d4 slashing damage.

Beast Hunter Saif. The scythe-like blade extends outward, adding the *Reach* property to the weapon.

Beast Cutter. This stone club segments and becomes an extraordinarily long whip. It loses the *Heavy* property and gains the *Finesse* and *Long-Reach* properties and only deals slashing damage. You have Disadvantage when attacking anything closer than 15 feet away.

Blade of Mercy. This sword splits into two smaller swords. They each have the *Light* property and deal 1d4 damage each.

Bloodletter. This mace gains the *Two-Handed* property and deals 1d12 piercing and 1d6 necrotic damage.

Boom Hammer. This hammer is equipped with a miniature furnace. Taking a bonus action before your attack to "light" it, your next attack deals an additional 1d6 fire damage before resetting to the normal state.

Burial Blade. This curved sword is attached to a folded haft to create a scythe. It gains the *Reach* and *Two-Handed* properties and deals 1d12 slashing damage.

Chikage. This katana becomes covered by blood and becomes more sabre-like. It loses the *Finesse* and *Versatile* properties and gains the *Two-Handed* property, dealing an additional 1d8 necrotic damage.

Church Pick. This miniature-lance weapon extends to a full-sized War Pick. It gains the *Two-Handed* property and deals 1d10 piercing.

Hunter Axe. This axe's haft extends. It deals 1d10 slashing damage and gains the *Reach* and *Two-Handed* properties.

Kirkhammer. This longsword is sheathed into the handle of an enormous warhammer head. It loses the *Versatile* property and gains the *Heavy* and *Two-Handed* properties, dealing 1d10 bludgeoning damage.

Kos Parasite. This weapon transforms your opposite hand into a similar white tentacle, rendering it unusable except to attack. The second tentacle also deals 1d6 slashing damage.

Logarius' Wheel. This weapon is literally a wagon wheel. Transforming this weapon splits the wheel into two connected wheels, that you can "rev" up to 4 times to increase the power. For every rev, 1d4 force damage will be added to your next attack before the rev count resets.

Ludwig's Holy Blade. This longsword is sheathed into the handle of a greatsword blade. It loses the *Versatile* property and gains the *Heavy* and *Two-Handed* properties. Dealing 2d6 slashing damage.

Rakuyo. This sword splits into two smaller swords. They each have the *Light* property and deal 1d6 damage each.

Reiterpallasch. This rapier-like weapon transforms into a gun with the rapier blade as a bayonet. It has the *Ammunition* (*range 50/110*), *reload* (*6 shots*), and deals *1d10* piercing damage.

Riflespear. This spear transforms into a rifle with the folded spear-tip as a bayonet like a modified halberd. It gains the *Ammunition* (*range 50/75*), *reload* (*5 shots*), and *scatter*. It deals *1d8* piercing damage.

Sawcleaver. This weapon has a serrated saw-blade on one side and a cleaving blade on the other. The blade extends and the weapon gains the *Reach* property.

Sawspear. This has a jagged edge on one side and a cleaving blade on the other. The blade extends and the weapon gains the *Reach* property and deals piercing damage.

Simon's Bow Blade. This flamberge-like sword transforms into a bow, gaining the *Ammunition* (*200/800*) and *two-handed* properties. It deals 1d8 piercing.

Stake Driver. This weapon is a gauntlet with a piston connected to a spearhead and doesn't transform. You can prime the stake and your next attack will deal an additional damage die (2d6) before resetting to normal.

Threaded Cane. This cane transforms into a segmented, bladed whip. It gains the *Reach* property and deals 1d4 slashing damage.

Tonitrus. This mace does not have a transformed state. You may activate the 'charged' state, giving the weapon an additional 1d6 lightning damage for 1 minute.

Whirligig Saw. This staff-like mace can be locked into a set of serrated saw blades. It loses the *Versatile* property and gains the *Two-Handed* and *Serrated* properties, dealing 1d10 slashing damage.



SPECIAL WEAPONS

Weapons with special rules are described here.

Beast Claw. This weapon forces lycanthropic traits onto the wielder. In its transformed state, they gain 5 feet of movement speed and the *Pounce* monstrous trait. They are also under the effect of the *Beasthood* condition.

Bloodletter. To transform this weapon, you must sacrifice 20% of your maximum hit points in Necrotic damage that cannot be reduced in any way. This reduced maximum hit points until your next long rest.

Chikage. Chikage siphones your health in its transformed state. At the end of each of your turns, you take 1d8 necrotic damage.

Fist of Gratia. This weapon is a heavy hunk of metal with finger holes. Critical hits with this weapon automatically stun targets until the end of their next turn.

Kirkhammer. The large hammerhead of this weapon is the sheathe. The longsword component is unique to the Kirkhammer and losing either renders it effectively useless as a Trick Weapon.

Kos Parasite. This weapon is completely invisible and unusable to anyone without the Milkweed rune equipped.

Logarius' Wheel. Every 'Rev' you give the Wheel while in its transformed state increases the draw of life force it takes at the end of each of your turns.

Revs	Life Drain
1	6 Hit Points
2	12 Hit points
3	18 Hit Points
4	24 Hit Points

Ludwig's Holy Blade. The greatsword blade of this weapon is the sheathe. The longsword component is unique to the Holy Blade and losing either renders it effectively useless as a Trick Weapon.

Molotov Cocktail. Everything 5 feet from the target must make a DC 12 Dexterity Save. On a failed save they take 1d6 fire damage and are ignited, taking 1d4 fire damage each round until extinguished. On a successful save, they take half damage and are not ignited.

Numbing Mist. Every creature within 10 feet of the target is unable to restore hit points for 1 minute.

Oil Urn. Targets hit by an Oil Urn are now ignitable by any fire damage they take for the next hour.

Pebble. This gains the target's attention, giving them disadvantage to any rolls that don't pertain to the thrower.

Pungent Blood Cocktail. This attracts all nearby carnivorous Monsters and Beasts to the target.

QUICKSILVER BULLETS

Also called QS bullets, these are special ammunition made specifically for hunting beasts. Silver merged with blood and held inside the Hunter's bloodstream allows for instantaneous reloading. Due to their rarity and creation, Quicksilver bullets can only be carried 20 at a time, and the cost varies depending on the buyer's strength.

Quicksilver bullets count as Silvered for purposes of Resistance and Immunity.

Level	Cost
1-5	1 gp each
6-10	2 gp each
11-15	3 gp each
16-20	4 gp each

Some enemies might be carrying Quicksilver Bullets on their person. Usually riflemen or persons who carry firearms, so it's possible to loot Quicksilver Bullets from corpses.



HOLY MOONLIGHT SWORD

Trick Weapon (claymore), legendary (requires attunement)

An arcane sword discovered long ago by Ludwig before his downfall into Beasthood.

When blue moonlight dances around the sword, and it channels the abyssal cosmos, its great blade will hurl a shadowy lightwave. The Holy Moonlight Sword is synonymous with Ludwig, the Holy Blade, but few have ever set eyes on the great blade, and whatever guidance it has to offer, it seems to be of a very private, elusive sort.

This weapon takes the form of a one-handed claymore. In its untransformed state, it deals 1d10 slashing damage and has the *Heavy*, *Trick*, and *Versatile (2d6)* properties. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Trick. This ancient claymore becomes wreathed in moonlit, pale arcane energy. It gains the *Two-Handed* property, dealing 2d6 slashing and an additional 2d12 radiant damage.

The True Mentor. While you are attuned to the Holy Moonlight Sword, you gain the flaw: *I hear the sword whispering its secrets to me, and I must know them.* You have disadvantage attacking with any other weapon. You even occasionally hear the Holy Moonlight Sword whispering to you forbidden knowledge not meant for mortals, slowly driving you mad.

Moonlight Slash. When you attack with the Holy Moonlight Sword in its transformed state, you can choose to send out a wave of Moonlight energy with the slash. A crescent of arcane energy flies from the blade in a 30 ft long, 5 ft wide line in the direction you attacked. Any creature in the line must succeed a Dexterity Save equal to 8 + your Intelligence modifier + your Proficiency modifier, taking 4d12 radiant damage on failure and half as much on a success. The creature hit by the initial attack automatically fails its saving throw. You can perform this action a number of times equal to your Intelligence modifier + 2. Using this action automatically consumes one Quicksilver Bullet.

Moonlight Burst. As an action, you can drive the Holy Moonlight Sword into the ground, causing a burst of arcane energy to shockwave upwards. Any creature in a 10 ft radius and 20 ft cylinder centered on you must succeed a Dexterity Saving throw equal to your Intelligence DC or take 1d12 radiant and 1d12 force damage on a failure and half as much on a success. You can perform this action a number of times equal to half your Intelligence modifier, rounded down.

Moonlight Combo. As an action, you can raise the sword upward and release a burst of moonlight energy. Any creature within 10 feet of you must succeed a Dexterity saving throw and an Athletics (Strength) or Acrobatics (Dexterity) check. Failing the Dexterity save, they take 1d12 radiant damage, half as much on a success. Failing the Athletics or Acrobatics check, the creature is knocked prone. If a creature adjacent to you is knocked prone, you can spend your Reaction to make an attack against them, dealing an extra 1d12 damage on hit. You can perform this ability twice per long rest.

THE ACCURSED RAKUYO

Trick Weapon (Rakuyo), legendary (requires attunement)

Hunter weapon wielded by Lady Maria of the Astral Clocktower.

A trick sword originated in the same country as the Cainhurst Chikage, only this sword feeds not off blood, but instead demands great dexterity. Lady Maria was fond of this aspect of the Rakuyo, as she frowned upon blood blades, despite being a distant relative of the queen. One day, she abandoned her beloved Rakuyo, casting it into a dark well, when she could stomach it no longer.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Trick. This double-ended sword splits into two smaller swords. They each have the *Light* property and deal 1d6 slashing damage each.

First Blood. Once you lose 40% of your total Hit Points, as an action, you can expend two hit die and impale yourself upon the two blades of Rakuyo in an explosion of blood, coating the blades in tainted blood. Your attacks gain the *Reach* property and you deal 1d10 slashing and an additional 1d10 necrotic damage.

Bloody Comet. Pick one square within 60 feet of your position. You may rise straight into the air and crash-land there with an explosion of blood. Every creature within 10 feet of your landing space takes 2d10 necrotic damage. This consumes your movement action and can only be done a number equal to your Proficiency modifier while First Blood is active.

Expunge the Blood. As an Action, you may expunge the corrupted blood in a visceral explosion. Every creature within a 20 foot sphere centered on yourself must make a Dexterity saving throw with a DC equal to 8 + your Proficiency modifier + your Charisma modifier, taking 2d10 necrotic damage on a failed save and half as much on a success.

Burning Blood. Once you lose 75% of your total Hit Points, as an action you can give more to the accursed blades, levitating above the ground momentarily as Rakuyo siphons blood from the surrounding area. The blades of Rakuyo are coated in boiling blood and radiating heat. Your attacks gain the *Long-Reach* property and deal an additional 1d10 fire damage. All abilities usable in First Blood are available in this mode, with 5 feet longer reach and additional fire damage.



SHIELDS

In Bloodborne, Shields hold a special place in every player's heart, as either the most useful or useless thing to ever happen in the game. This section catalogs the two shields of the game, both special in their own ways.

LOCH SHIELD

Shield, Very rare

This shield is made from artisan glass and enchanted, granting little to physical defense however it is unparalleled when it comes to magic defense. This shield grants a -2 bonus to AC and has the following properties.

Total Magic Defense. You count as having 3/4ths cover against magical effects, and can spend an action to grant yourself total cover against any magical effects.

Antimagic Shield. When you are forced to make saving throws against magical effects, upon success you take no damage and upon failure, you take only half.

WOODEN SHIELD

Shield, common

This shield is made of wood, created by commonfolk of Yharnam. Despite granting sub-par defense against beasts, they continued to use it for the effects it seemed to grant, despite its seemingly-worthless effects/ This shield grants a -1 bonus to AC and has the following properties.

Immovable Object. While equipped with this shield, you can spend a reaction to a creature's attack and grant yourself Advantage against any forced movement effect.

Infallible. While equipped with this shield, you are immune to the Prone condition.



CONSUMABLES



unters in Yharnam are little to nothing without consumables. Items that are crucial to the nightly hunting of beasts and their pestilence.

ANTIDOTE

Cost: 3 gp each

These were once used as a short-term relief to the Ashen Blood sickness that eventually helped spread the beastly plague.

These white tablets, when consumed, remove the Poisoned condition.

BEAST BLOOD PELLET

Cost: 5 gp each

These small, solidified droplets of blood are contaminated by the beastly plague. Consuming them brings one closer to the beast within.

Consuming a pellet inflicts you with the *Beasthood* condition for the next 10 minutes.

BLOOD DREG

Cost: N/A

Often found in the blood of others by specially equipped Hunters, the Dregs can be consumed to gain a sight into other realms, if only for a moment.

Once consumed, grants Truesight up to 15 feet and proficiency in Insight for 1 minute.

BLOOD OF ADELLA

Cost: 60 gp each

The blood of a blessed clergywoman, it's a sign of the power of the Healing Church and its practitioners.

Consuming the vial acts as a compound health and regeneration potion. Granting 3d8 Hit Points and 1d8 more every round for the next 30 seconds.

BLOOD OF ARIANNA

Cost: 30 gp each

The blood of a certain woman of the night, she often offers it to her rescuers. Its effects are a testament to her profession.

Drinking the blood grants 2d8 Hit Points and immunity to Exhaustion for 24 hours.

BLUE ELIXIR

Cost: 30 gp each

A dubious elixir made by the Healing Church, dulling the mind momentarily. Only those with sufficient mental fortitude can truly utilize this medicine.

Drinking the elixir grants the user invisibility for 30 seconds.

BOLT PAPER

Cost: 21 gp each

A fantastical alchemical creation that wreathes weapons in Lightning when rubbed along their surface.

Rubbing this coarse paper along your weapon requires a bonus action, adding 1d8 Lightning damage to your attacks with that weapon for one minute.

This item can't be used with weapons with pre-existing elemental effects.

BONE MARROW ASH

Cost: 36 gp each

An invaluable creation for Hunters with feeble blood. A special ash collected by a special sect located beyond the planes.

Loading a firearm with Ash increases the damage die of the next shot fired by one step.

This enhancement wears off if the shot isn't fired within one minute of loading. It also becomes ineffective if the firearm leaves your hand.

FIRE PAPER

Cost: 30 gp each

Another fantastical creation that is also applied to weapons, sparking flames to their surface upon usage.

Rubbing this coarse paper along your weapon requires a bonus action, adding 1d8 Fire damage to your attacks with that weapon for one minute.

This item can't be used on weapons with pre-existing elemental properties.

GREAT ONE'S WISDOM

Cost: N/A

The forbidden knowledge of creatures that walk beyond the material plane. While knowledge is power, it can also become a curse.

Consuming this grants Truesight up to 30 feet and proficiency in insight for one minute. If you are already proficient in Insight, you may double it.

Consuming this also subjects your mind to the influence of the Great Ones. You must roll on the Short Term Madness table (pg. DMG 259)

HAND LANTERN

Cost: 1 gp each

A simple creation. A spherical lantern with a hook allowing it to be hung on one's person with ease, though it doesn't provide much light.

The lantern lasts for an hour, casting 15 feet of bright light and 15 feet of dim light centered on the user.

LEAD ELIXIR

Cost: 10 gp each

A fairly disgusting, syrupy mixture that combines alchemy and medicine. Granting users a greater fortitude against attacks at the cost of speed.

Consuming the elixir grants resistance to melee attacks for 5 rounds of combat and halves your speed for the duration.

MADMAN'S KNOWLEDGE

Cost: N/A

The skull of a madman touched by the knowledge of the Great Ones.

Crushing the skull to consume the knowledge grants Truesight for 30 feet for 1 minute.

SEDATIVE

Cost: 56 gp each

A drug made to counter the effects of madness and calm the shattered nerves of the too-inquisitive scholars that dare touch forbidden knowledge.

Consuming this concoction requires a bonus action, removing the Frenzy and Beasthood conditions.

SHAMAN BONE BLADE

Cost: 300 gp each

A hooked blade coated in a disgusting fluid, biting deep into its victims with pain so excruciating and an unknown toxin, it blurs the lines of ally and enemy.

Attacking a creature with this blade costs an Attack action. On a hit, the blade is consumed as it burrows deep into the creature and breaks.

They must succeed a DC 12 Wisdom Saving throw. Upon failure, the creature allies itself with the attacker temporarily. This partnership lasting for 3 rounds until it returns to its senses.

SHINING COINS

Cost: 2 gp each

Polished, shining coins that reflect light with such beauty, they appear aglow with radiant energies to serve as guides in the abysmal darkness.

Placing a coin on the ground allows it to catch the light, glowing with 10 feet dim light.

VERMIN

Cost: N/A

Miniscule writing creatures resembling centipedes. Often found hiding in filth, these disgusting creatures can only be found by those of The League. Crushing them grants a rank up in The League.



HUNTER TOOLS



While Hunters of Yharnam are no spellcasters in any way, shape, or form. Not by a long-shot. There are certain tools, however, often crafted by the Healing Church or from the very beasts Hunters slay. With a staggering range of effects, these tools can be the lifeblood of Hunters or the bane of them.

All Hunter Tools require the use of Quicksilver Bullets to activate. If a Tool is used without the Quicksilver Bullet requirement, it won't work and the item is wasted.

A CALL BEYOND

Quicksilver Cost: 7

Casting Time: 1 action

Range: Self

Requirement: 20 Int, Wis, or Cha

Duration: Instantaneous

This is the secret technique from the Choir sect of the Healing Church. Summoning a small nova of eldritch power to slaughter your enemies.

Every creature in a 30 ft sphere centered on you must make a Dexterity Saving throw against the Save DC, taking 3d8 Force damage and 3d8 Psychic damage on a failure and half as much on a success.

ACCURSED BREW

Quicksilver Cost: 2

Casting Time: 1 action

Range: 40

Requirement: 15 Intelligence

Duration: Instantaneous

A deformed skull covered in scratches, holes, and strewn in curses.

Hurling this at a target makes it explode with violent hatred, dealing 2d10 Psychic damage and they must make a Wisdom Save against the Save DC, becoming frightened of you for a minute on a failure and immune to this effect for 24 hours. They can repeat this saving throw on their turn each round.

At the beginning of your next turn, if the target is in the space where they were initially hit with this attack, the lingering curses deal an additional 1d10 Psychic damage.

AUGUR OF EBRIETAS

Quicksilver Cost: 1

Casting Time: 1 action

Range: 40 feet

Requirement: 12 Wisdom

Duration: Instantaneous

Summons a large number of tentacles and slugs from your palm to attack one creature, dealing 1d4 force damage to the target.

For every two points above 12 when you use this tool, increase the damage die by one step. 14 (1d6), 16 (1d8), 18 (1d10), 20 (1d12)

This Hunter's Tool can be used as a firearm for purposes of the Gun-Parry feat.

BEAST ROAR

Quicksilver Cost: 2

Casting Time: 1 action or 1 reaction to being targetted by a projectile.

Range: Self

Requirement: 10 Charisma

Duration: Instantaneous

A loud, monstrous roar mimicking those of undead beasts causes a shockwave around the caster.

Every creature within a 10 foot circle of the caster must succeed a Constitution saving throw or be pushed 10 feet from the caster and knocked prone. Succeeding the saving throw pushed half the distance and not knocked prone.

This shockwave also deflects incoming missiles, causing them to miss.

BLACKSKY EYE

Quicksilver Cost: 1

Casting Time: 1 action

Range: 30 feet

Requirement: 14 Intelligence

Duration: Instantaneous

An eye that has been touched by the eldritch madness, crawling with parasites. The center left with nothing but an endless sky to look into.

This eye fires a projectile of eldritch energy that deals 1d8 Necrotic or Psychic damage, your choice.

For every 2 points above 14, you can increase the damage die by 1. 16 (2d8), 18 (3d8), 20 (4d8)

CHOIR BELL

Quicksilver Cost: 7

Casting Time: 1 action

Range: Self

Requirement: 16 Wisdom

Duration: Instantaneous

An arcane, silver bell that can be rung. Imbued with healing magics, it is rumored that the soft ringing carries its energies across planes.

Ringling this bell causes every nonhostile creature in a 20 foot radius circle of to heal 1d10 Hit Points and be cured of the Charmed, Frightened, Poisoned, Petrified, and Stunned conditions. This healing does not work if the recipients are Deafened.

For every point above 16, increase the healing die by one. 17 (2d10), 18 (3d10), 19 (4d10), 20 (5d10).

EMPTY PHANTASM SHELL

Quicksilver Cost: 3

Casting Time: 1 action
Range: Self
Requirement: 10 Intelligence
Duration: 1 minute

The hollow corpse of a Great One, or the failed experiment of the Healing Church, these shells imbue a weapon with 1d8 Force damage with every strike.

This enhancement doesn't work on weapons with pre-existing elemental properties.

EXECUTIONER'S GLOVES

Quicksilver Cost: 3

Casting Time: 1 action
Range: 30 feet
Requirement: 16 Intelligence
Duration: Instantaneous

These gloves are inhabited by the wrathful spirits slain by the Executioners, passed between father and son for decades.

Upon use, three wrathful skulls shoot out and home in on the target. The target must make a Dexterity saving throw. On a failure, they take 3d4 Force damage and half as much on a success.

For every 2 points above 16, increase the damage dice by one step. 18 (3d6), 20 (3d8)

MADARA'S WHISTLE

Quicksilver Cost: 4

Casting Time: 1 action
Range: Self (10-foot square)
Requirement: 18 Charisma
Duration: Special

A whistle of the long-dead twins that grew up in the Forbidden Woods that summons their companion, a hungry, uncontrollable snake.

Once blown, at the beginning of your turn on the next round, a large snake's head appears from beneath the ground and snaps its jaws, dealing 2d10 Piercing damage to every creature within the square, including yourself if you're inside the square.

MESSENGER'S GIFT

Quicksilver Cost: 1

Casting Time: 1 action
Range: Self
Requirement: 8 Int, Wis, or Cha
Duration: Indefinite

A gift from the Messengers, this tool allows transformation into the small creatures.

While disguised, you appear no different than any other Messenger and will be treated as such.

The transformation ends if you use any action, take damage, or use a bonus action to dispel the transformation.



OLD HUNTER BONE

Quicksilver Cost: 4

Casting Time: 1 Bonus Action
Range: Self
Requirement: 10 Int, Wis, or Cha
Duration: 18 Seconds

An old bone taken from Hunters who've mastered the art of Quickening,

Once activated, it allows the user to use Quickening, teleporting 10 feet as a free action as long as the effect lasts. You can teleport through objects and creatures as though they didn't exist.

If you are caught in an area of effect, you can use your reaction to teleport out of it, if possible.

TINY TONITRUS

Quicksilver Cost: 6

Casting Time: 1 action
Range: Self (40-foot line)
Requirement: 17 Intelligence
Duration: Instantaneous

This is a replica of the Tonitrus created by an eccentric inventor of the Healing Church.

Slamming it into the ground creates a 40 foot long line of lightning to burst from the sky. Every creature in the line must succeed a Dexterity Saving Throw against the Save DC, taking 4d6 Lightning damage and falling prone on a failure, and half as much and don't fall prone on a success.



SAVE DC

The Save DC for the Hunter's Tools depends on the person using them. It equals 8+Proficiency+Required Ability Score Modifier.

So, for instance, using Tiny Tonitrus with an Int score of 16 at level 11, the DC would equal 8+4+3= DC 15.

NO QS BULLETS? NO PROBLEM!

Seeing as this is a highly experimental system, the Hunters Tools can simply be reallocated as Spells with Spell Slots.

Spell	Level	School	Class
A Call Beyond	6th Level	Evocation	Sorcerer, Warlock, Wizard
Accursed Brew	2nd Level	Evocation	Bard, Sorcerer, Warlock, Wizard
Augur of Ebrietas	Cantrip	Evocation	Sorcerer, Warlock
Beast Roar	1st Level	Abjuration	Bard, Wizard
Blacksky Eye	Cantrip	Evocation	Warlock, Wizard
Choir Bell	6th Level	Evocation	Cleric, Paladin
Empty Phantasm Shell	1st Level	Enchantment	Ranger, Warlock, Wizard
Executioner's Gloves	1st Level	Evocation	Warlock, Wizard
Madara's Whistle	3rd Level	Conjuration	Bard, Warlock, Wizard
Messenger's Gift	1st Level	Illusion	Warlock, Wizard
Old Hunter Bone	3rd Level	Conjuration	Sorcerer, Warlock, Wizard
Tiny Tonitrus	4th Level	Evocation	Sorcerer, Warlock, Wizard



CARYLL RUNES

Runes scribed by Caryll, hence the name. They are written in the language of the Great Ones, and memorizing them can grant wondrous abilities. Memorizing a Caryll Rune takes time and study, which can be done during a Long Rest or Downtime. Up to 4 Caryll Runes can be equipped at any time, however, only 1 of them can be an Oath Rune.

OATH RUNES

These runes have become the representation of different groups of Hunters, or some are unaffiliated with one another, simply a disjointed number of users.

BEAST'S EMBRACE

A Caryll Rune forbidden by the Healing Church after numerous failures attempting to control Beasts and the beastly nature of its users. It grants the following effects.

- You gain a beastly appearance (wolfish in nature; excess hair, glowing eyes, elongated canines, etc) which grants you Advantage on all Intimidation (Charisma) checks and Disadvantage on all Persuasion (Charisma) checks.
- While wielding a Beastly Weapon (like the Beast Claw), you gain additional properties.
 - You gain the ability to roar as an action. It deals damage equal to 1d4 + your Charisma Modifier in Thunder Damage.
 - You gain 5 additional feet in Movement Speed.
 - You are constantly under the effects of Beasthood, even in the weapon's untransformed state.

CORRUPTION

A heretical Caryll Rune used by those who've joined the Cainhurst Vilebloods, a group of hunters and knights who search for Blood Dregs for their queen. This Rune grants the following properties.

- While you are at or below 12 percent of your maximum hit points, you will gain 1d6 Hit Points each round until you reach or surpass this threshold.
- Whenever you kill a hostile, sentient humanoid creature, you can use your reaction to immediately collect 1 Blood Dreg.

Those equipped with this rune can automatically sense any creature with the Radiance rune equipped.

HUNTER

This rune was adopted as the symbol for the Crows, the unique sect of the Healing Church that was naught but rumors. They hunted blood-addled Hunters who slipped too far into their Beastly urges and abandoned humanity. Feared by other Hunters, it grants the following properties.

- You have advantage to Constitution saving throws to avoid the effects of Exhaustion.
- You can automatically sense any blood-addled Hunters nearby.



IMPURITY

This rune, scribed from the belly of a Great One, represents impurity and thusly, The League. Those of The League are obsessed with the slaughter of all Vermin and cooperation with others. This rune grants the following effects.

- While in the company of others, your Hit Point Maximum increases equal to your level.
- Successful acts of cooperation reveal a Vermin. Only those equipped with an Impurity Rune will receive a Vermin.

MILKWEED

A Rune scribed by Saint Adeline; one of the few, if not the last, relatively sane survivor of the Healing Church's experiments, in the midst of her revelation followed by her demise. It transforms those equipped with the traits of the celestial Lumenwood. It grants the following properties.

- You are transformed into a Lumenwood Kin, gaining Truesight up to 30 feet.
- You gain the ability to use the Kos Parasite as a weapon.
- You can add half your proficiency bonus to Investigation (Intelligence) and Perception (Wisdom) checks.

RADIANCE

A rune representing the Executioners; a sect of the Healing Church that slaughter heretics, especially the Vilebloods who wear the Corruption rune. Equipping this rune grants the following effects.

- All healing done to you gains an extra die, including Class Features, spells, and potions.
- You can automatically sense any creature equipped with the Corruption rune.

STANDARD RUNES

Runes that are much more common than Oath Runes, and much more numerous as well. A various multitude of effects that stack with memorization.

ANTI-CLOCKWISE METAMORPHOSIS

A twisted cross-shaped rotated counter-clockwise. This rune grants the following effect.

- When you use an ability, spell, or effect that causes you to gain a point of exhaustion, you instead do not gain exhaustion until you use it a second time.

ARCANE LAKE

A strange rune that mimics the Great One's strange language like ripples across a grand lake. Serving as a bulwark towards power and insanity. This rune grants the following effect.

- You are now considered resistant to Force damage. If you already are resistant, this has no effect.

BEAST

Accentuating the transformation toward Beasts, this rune was the earliest Runes and the first to be forbidden by the Healing Church. This rune grants the following effect.

- Whenever you are affected by Beasthood, the effect lasts for an additional minute before wearing off.

BLOOD RAPTURE

This rune represents the euphoria and cruel nature of beasts as they bask in blood and brutality. This rune grants the following effect.

- Visceral attacks restore Hit Points equal to half the damage dealt by the attack.

CLAWMARK

Showing the raw impulse to search and bathe in blood, it strengthens the techniques of a darker Hunter. Although the difference is subtle, Runesmith Caryll describes the "Beast" as a horrific and unwelcome instinct deep within the hearts of men, while 'Clawmark' is an alluring invitation to accept this very nature. This rune grants the following effect.

- Whenever you use a Visceral Attack against a creature, you can add an extra damage die to the attack.

CLEAR DEEP SEA

Representing the Great One's inhuman voices as downreaching currents. This rune grants the following effect.

- You are considered resistant to Poison damage. If you are already resistant, this has no effect.

CLOCKWISE METAMORPHOSIS

The second and last of the Metamorphosis runes, they made the dream of evolution a reality. Or close to one. This rune grants the following effect.

- Your Maximum Hit Points increases by the amount of your hit die.

COMMUNION

One of the many runes relating to blood, this rune strengthens one's body in an unusual manner. This rune grants the following effect.

- Whenever you consume a healing potion or an item restores Hit Points you can add one extra die to the hit points regained.

DEEP SEA

This rune bolsters the mind, granting understanding, albeit limited, toward the madness that is the Great Ones. This rune grants the following effect.

- You are considered immune to the Frenzy condition.

DISSIPATING LAKE

This rune grants additional defense towards specified damage. This rune grants the following effect.

- You are now considered resistant to Lightning damage. If you are already resistant, this has no effect.

EYE

Inscribing one's mind with Eyes heightens their mind and elevates the thoughts. This rune grants the following effect.

- You gain proficiency in Perception and Investigation. If you already have proficiency in those skills, you can instead double it.

FADING LAKE

Like a lake, this rune bolsters one's defenses against flame. This rune grants the following effect.

- You are considered resistant to Fire damage and can't be ignited by magical effects. If you are already resistant, this has no effect.

FORMLESS OEDON

The Great One with only voice and no form is represented in this Rune. This rune grants the following effect.

- Your ability to hold Quicksilver Bullets increases by 5 extra.





GREAT DEEP SEA

A rune that represents a bastion toward mental and some physical strain. This rune grants the following effect.

- You gain advantage on Saving Throws toward effects that Charm, Frighten, Frenzy, and Stun.

GREAT LAKE

This rune is strange to say the least, of all the Lake runes. This rune grants the following effect.

- You are considered half-resistant to all damage types. This rune overrides any resistances and immunities you previously had, if any.

(As in you take one-quarter less damage than normal)

GUIDANCE

Seeing small, glowing sprites in the midst of darkness, this Rune helps ease fears in the midst of the Hunt. This rune grants the following effect.

- Whenever you Rally, you gain the full amount of hit points equal to the damage dealt instead of half.

HEIR

Those who bear the rune see sentiment in the blood they spill, acknowledging this rune as one of a darker Hunter.

- Whenever you perform a Visceral Attack on a creature, you can use your reaction to swiftly pocket one small valuable worth 5 gp from their person.

LAKE

This rune represents a physical bastion. This rune grants the following effect.

- You are considered resistant to all nonmagical physical damage.

MOON

A transcription of the word 'Moon' spoken by the Great Ones. They sometimes answer when called upon. This rune grants the following effect.

- You find 3 gp on the body of any creature you slay.

OEDON WRITHE

Oedon, the formless Great One granting his knowledge in the form of runes. Showing Blood as a medium of the highest grade and promoting Visceral attacks as part of the bloody art. This rune grants the following effect.

- Whenever you use a Visceral Attack, you gain one QS Bullet for every 10 points of damage the creature takes.

STUNNING DEEP SEA

This rune is the counterpoint to the Clear Deep Sea rune, as noted by the Healing Church. This rune grants the following effect.

- You gain Advantage on Constitution Checks to resist being poisoned.

THE FAN-MADE ARMORY



game is no more than its fanbase. And Bloodborne fans are by far one of my favorites to be a part of. Because of that, this section is dedicated to the Fans' suggestions and ideas for weaponry and firearms.

NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Trick Weapons				
Beast Blade	25 gp	1d6 slashing	3 lbs.	Finesse, light, special, trick
Belfry Club	80 gp	1d6 bludgeoning	4 lbs.	Trick
Bone of Morius	30 gp	5 bludgeoning	5 lbs.	Light, trick
Bone-Shield Blade	35 gp	1d8 slashing	6 lbs.	Serrated, special, trick
Cavalier Sword	35 gp	1d6 bludgeoning	7 lbs.	Finesse, trick
Chaplet Saber	30 gp	1d8 slashing	5 lbs.	Finesse, trick
Deathmarch	60 gp	1d8 bludgeoning	7 lbs.	Heavy, special, trick
Fleshreaver	50 gp	1d10 slashing	6 lbs.	Light, serrated, trick
Flintigo	30 gp	1d4 bludgeoning	4 lbs.	Light, trick,
Fulgur	60 gp	2d4 piercing	5 lbs.	Finesse, special, trick
Gillian's Fists	50 gp	1d6 bludgeoning	8 lbs.	Special, trick, two-handed
Ignis	60 gp	1d6 bludgeoning	5 lbs.	Trick
Ravenclaw	40 gp	1d8 slashing	8 lbs.	Serrated, trick, two-handed
Reverence	25 gp	2d6 slashing	8 lbs.	Special, trick, two-handed, unwieldy
Silverlight	85 gp	1d10 slashing	6 lbs.	Finesse, special, trick, two-handed
Surgeon's Drill	35 gp	1d8 slashing	3 lbs.	Serrated, special, trick
Syringe Estoc	30 gp	1d10 slashing	8 lbs.	Special, trick, two-handed
Triggercutter	20 gp	1d4 slashing	3 lbs.	Finesse, serrated, trick
Triumvirat	50 gp	1d8 piercing	4 lbs.	Finesse, trick
Vetekrovi	35 gp	1d6 slashing	3 lbs.	Finesse, light, trick
Windmill Shears	40 gp	1d6 slashing	4 lbs.	Finesse, light, serrated, special, trick
Trick Firearm Weapons				
Deadeye Bastard Rifle	400 gp	1d8 slashing	9 lbs.	Trick, versatile (1d10)
Chester's Claymore Rifle	500 gp	1d10 slashing	14 lbs.	Heavy, special, trick, versatile (2d6), unwieldy
Chester's Crossbow	350 gp	1d6 piercing	8 lbs.	Serrated, thrown (20/60), trick, versatile (1d8)
Crescent Rose	550 gp	1d12 piercing	8 lbs.	Heavy, reach, special, trick, two-handed
Prongpiercer	400 gp	1d8 piercing	6 lbs.	Finesse, trick
Salamander	500 gp	1d8 slashing	13 lbs.	Heavy, trick, versatile (1d10)
Starslayer	400 gp	1d10 piercing	5 lbs.	Ammunition (range 150/600) arcane, reload (4 shots) special
Choir Weapons				
Nurse's Blade	-	1d8 slashing	4 lbs	Finesse, serrated, special, trick

NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Firearms				
Altruist	200 gp	Varies	12 lbs.	Ammunition (range 10/50), reload (150 shots), special
Brigade Pistol	200 gp	1d8 piercing	3 lbs.	Ammunition (range 120/350), light, reload (6 shots)
Crossbow Repeater	300 gp	1d6 piercing	4 lbs.	Ammunition (range 30/120) light, reload (6 shots)
Dial Gun	600 gp	3d6 piercing	16 lbs.	Ammunition (range 50/150), heavy, reload (3 shots), two-handed
Orsted's Cannon	650 gp	3d12 piercing	10 lbs.	Ammunition (range 300/900) heavy, loading, two-handed
Starlighter	200 gp	1d6 piercing	4 lbs.	Ammunition (range 150/600) arcane, light, reload (4 shots), special
Miscellaneous Weapons				
Lantern Flail.	100 gp.	1d6 bludgeoning	5 lbs.	Special



TRICK WEAPONS

Weapons with special rules are described here.

Beast Blade. This elbow blade, in its transformed state, turns your other arm into a wolfish claw, rendering it unusable except to attack. This claw also deals 1d6 slashing damage.

Belfry Club. This mace's head is a tarnished, bronze cup. You can transform this weapon to reveal the cupped head to be a large bell. The weapon gains the *Long Reach* property, dealing its damage as psychic.

Bone of Morius. This acts as a gauntlet of sorts, able to bash enemies. It transforms into a full shield, granting +2 to AC.

Bone-Shield Blade. This sword breaker made of jagged bones transforms easily into a shield.

Chaplet Saber. The blade of this saber can be segmented by chains, turning it into a bladed whip. It gains the *Finesse* and *Reach* property.

Cavalier Sword. This steel cane's shaft retract, revealing a notched longsword. It loses the *Finesse* property and gains the *Versatile 1d10* property. It deals 1d8 slashing damage.

Chester's Claymore Rifle. The claymore is sheathed into the stock of a scoped rifle. It loses the *Versatile* property and gains the *Ammunition (range 300/800)*, *two-handed*, and *loading* properties. It deals 2d6 piercing damage.

Chester's Crossbow. This barbed spear is inserted through a crossbow handle. It loses the *Serrated* and *Versatile* property and gains the *Ammunition (range 200/500)*, *Heavy*, *Loading*, and *Two-Handed* properties. In this form, it deals 1d12 piercing damage.

Crescent Rose. This war-scythe transforms into a high-powered scoped rifle. It gains the *Ammunition (400/1200)* and *reload (6 shots)* properties. It deals 2d6 piercing damage.

Deadeye Bastard Rifle. This longsword has a telescopic blade that shrinks before being hidden by the handguard, which is a folded rifle. It loses the *Versatile* property and gains the *Ammunition (150/400)*, *loading* and deals 1d12 piercing damage.

Deathmarch. This mace opens, revealing a lute. It gains the *Arcane* property, and the *Long-Range* property, dealing 1d10 Thunder damage.

Fleshreaver. This scissor-sword transforms into a twin scythe, losing the *Light* property and gaining the *Two-handed* property, dealing 1d12 slashing damage.

Flintigo. This weapon a pair of metal cestus with a fuel cell on the back of the hand and a fuse net lacing the fingers with the knuckles made of interchanging flint and steel. When the knuckles are struck together these cestus light aflame, granting an additional 1d4 fire damage.

Fulgur. This short-hafted trishula lengthens and transforms into a bident. It loses the *Finesse* property and gains the *Thrown (range 20/60)* and *Versatile (1d12)* properties.

Gillian's Fists. This weapon is actually a pair of heavy gauntlets that prevents the use of a weapon in either hand. You can use an action to perform a rocket-powered punch, dealing an extra damage die, and knocking an enemy prone on a critical if it hits, for the cost of one Quicksilver Bullet.

Ignis. This mace does not have a transformed state. You may activate the 'charged' state, giving the weapon an additional 1d6 fire damage for every charge. Ignis can handle up to 3 charges without overheating the metal. The weapon loses one charge with each successful attack.

Nurse's Blade. This curved, uneven scythe head-like blade doesn't have a transformation. You cast *Darkness* in the form of a shadowy mist centered on yourself.

Prongpiercer. This rapier-like weapon has a double-barrel shotgun hidden between a forked blade. It has the *Ammunition (range 5/40)*, *reload (2 shots)* and *scatter* properties. It deals 1d10 piercing damage.

Ravenclaw. This rake's teeth loosen by a lever on the haft, revealing lengths of chain connecting them to the rake, transforming the weapon into a heavy flail. It gains the *Reach* property and deals 1d6 slashing damage.

Reverence. This odachi is sheathed into the handle of a knightly lance. It gains the *Reach* property and deals 1d12 piercing damage.

Salamander. This longsword has a telescopic blade, shrinking it inward while the flamethrower mounted to the hilt lights, spewing fire. It loses the *Versatile* property and gains the *Ammunition (range 15/30)*, *arcane*, *reload (6 shots)*, and *scatter* properties. The flamethrower deals 1d8 fire damage.

Silverlight. This twinblade disconnects, transitioning into a pair of dual swords, losing the *Finesse* property. They have the *light* property and deal 1d8 damage each.

Surgeon's Drill. This odd weapon looks like an extraordinarily long drill with a rapier in the center. It attaches to a rotary where it acts as a drill, dealing 1d10 piercing damage.

Syringe Estoc. This is a specialized longsword requiring two hands. The hilt can be opened and the pommel extended. The blade is hollow, revealing this weapon to be transformed into a syringe. It deals 1d6 piercing damage.

Triggercutter. This odd, serrated dagger has a telescoping blade, transforming it into a longsword. It loses the *Finesse* property gains the *Versatile (1d10)* property. It deals 1d8 slashing damage.

Triumvirat. The Church's amalgam between Reiterpallasch and Rakuyo, this rapier has a dagger attached to the pommel. They can be separated, granting an additional dagger. The rapier and dagger gain the *Light* property and the dagger deals 1d4 slashing damage.

Vetekrovi. This machete-like weapon unfolds to reveal a bladed fan. It gains the *Thrown (20/60)* property and deals 3d4 slashing damage.

Windmill Shears. A serrated shark-fin shaped blade with a large ring for the handle. The ring rotates, revealing a second blade mimicking the first on the opposite end. It gains the *Thrown (30/120)* property.



SPECIAL WEAPONS

Weapons with special rules are described here.

Altruist. This weapon is an extremely strange high rpm firearm. Rather than regular ammunition, it fires coins. You can fire up to 20 times per round and the ammunition determines the damage.

AMMUNITIONS

Coin	Damage
Copper	1 bludgeoning
Silver	2 bludgeoning
Electrum	3 bludgeoning
Gold	4 bludgeoning
Platinum	5 bludgeoning

Belfry Club. In its transformed state, on a critical it, this weapon casts Hex on the target, lasting for 1 minute.

Bone-Shield Blade. The shield form of this weapon can be used to deal 1d4 bludgeoning damage with a shield bash, the critical range becomes 19-20.

Chester's Claymore Rifle. The rifle of this weapon is the sheathe. The claymore component is unique to Chester's Claymore Rifle and losing either renders it effectively useless as a Trick Weapon.

Crescent Rose. The firearm transformation can only fire normally if the target is at least 400 feet away from the user, otherwise, the attack has disadvantage.

Crossbow Repeater. This is a Hand-Crossbow with an automatic reloader. It can fire two rounds simultaneously, requiring a second attack roll.

Deathmarch. On a critical hit, attacks with the lute component renders creatures deafened for 1 minute.

Fulgur. Whenever Fulgur transforms, it is charged with an electrical burst for 1 minute after its transformation, dealing an additional 1d6 lightning damage during that time.

Lantern Flail. This weapon is also a lantern, shedding 30 feet bright and 30 feet dim light.

Nurse's Blade. While this weapon is in your hand, you can see in magical darkness.

Prongpiercer. If you make a critical hit with this weapon, you can use a bonus action to transform the weapon and fire the shotgun point-blank. This attack does not have the *scatter* effect, but deals 2d10 damage and expends two shots.

Reverence. The lancing tip of this weapon is the sheathe. The odachi component is unique to Reverence and losing either renders it effectively useless as a Trick Weapon. You suffer Disadvantage when using the lance form to attack a target within 5 feet of you. It also requires two hands when you aren't mounted.

Silverlight. This weapon is made of a special alloy that reacts when exposed to the Beastly scourge. Whenever it enters within 50 feet of a Beast, it glows dim light up to 15 feet.

Starlighter. This firearm is the sister-weapon to Starslayer. When you use this firearm simultaneously with Starslayer, you only expend one Quicksilver Bullet between the two firearms.

Starslayer. This firearm is the sister-weapon to Starlighter. When you use this firearm simultaneously with Starlighter, you only expend one Quicksilver Bullet between the two firearms. It also has an under-barrel blade that deals 1d4 slashing damage as a melee attack with a reach of 5 feet.

Surgeon's Drill. The critical range for this weapon is 19-20.

Syringe Estoc. The syringe component can be used to inject tainted blood or poison into the target. Any liquid used with this weapon lasts 3 attacks before needing to be reloaded.

Windmill Shears. This weapon, when thrown, ricochets off walls and objects, returning to the wielder's hand at the end of their turn on a miss, or immediately after a hit to be thrown again.



HEAD OF THE MOON

Wonderous Item (gauntlet), legendary (requires attunement)

The decapitated head of the infamous Great One, the Moon Presence that still retains the Great One's absurd powers, though greatly diminished.

Rumors and theories crafted suggest that it was the proprietor of the Hunt, while others say the Hunt was a conspiratory plot to slay it by the other Great Ones. While wearing the Head of the Moon,

You gain a +2 bonus to attack and damage rolls made with this magic item and it deals an additional 1d6 Psychic damage on a hit. It has the following properties.

Blood Moon Orb. The 'mouth' of the Moon Presence howls, spitting out a pale white orb that floats above your head that rains tainted blood at your command as a bonus action. All creatures adjacent to you must succeed a DC 15 Dexterity Save or become covered. Once covered, all magical effects are dispelled for 1 minute and are unable to be healed by magical effects.

Blood Clouds. As an action, you can exploit the Moon Presence's power to cause pale clouds to form in any spot you can see within 50 feet. These clouds span 20 feet in all directions.

Using a bonus action, you can cause the clouds to burst and rain blood upon those within the area. Everyone in the area must succeed a DC 17 Dexterity Saving throw or lose the ability to heal by any means for an hour.

Gaze Of The Moon. As an action, you can hold the head forth and release a burst of light. All creatures within a 30 feet cone must make a DC 12 Wisdom Save or take 55 (10d10) Psychic damage. On a successful save, the creature takes no damage.

This damage is nonlethal and does not render the target unconscious. Creatures who are Blinded automatically succeed this save.

This attack is very stressful to the user, granting you one point of exhaustion upon usage.



FEATS



Seeing as Trick Weapons or any of the sort are a far cry from D&D, let alone D&D 5th Edition, I took it upon myself to make some. Granted, you could always just take the Weapon Master feat available in the PBH, but I plan to put special twists on these. Or, try anyway.

BLOOD BULLET TECHNIQUE

A Hunter's alchemic knowledge to transmute Blood into Quicksilver Bullets. By spending an action, you can exchange 30% of your health for 5 Quicksilver Bullets. The number of Blood Bullets you can carry can never go above 5.

GUN-PARRY

Prerequisite: Proficiency in Firearms

A trick of the Hunters of old, you stumbled across this old technique. If a creature's attack misses you while you have a one-handed firearm in your hand, you can expend a piece of ammunition to fire point-blank. Make the attack with Disadvantage. If the attack hits, it counts as a critical from the firearm and is Stunned until the end of your next turn.

RALLY

You shiver with excitement at the thought of bathing in your enemies' blood.

Whenever you take damage or lose health in any way and are still conscious, you can attack a creature and gain half of the damage dealt in Temporary Hit Points.

TRICK WEAPON KNOWLEDGE

Prerequisite: Proficiency in Martial and Simple Weapons

You have started on the long road toward becoming a Hunter, gaining the following benefit. You gain proficiency with Trick Weapons.

TRICK WEAPON MASTERY

Prerequisite: Proficiency in Trick Weaponry

Your travels along the oft-untouched road of the Hunter grant you further mastery over its arms. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you attack with a Trick Weapon, you can choose to transform the weapon during the attack if it has a transformation.

VISCERAL ATTACK

Prerequisite: Gun-Parry

Your path leads you to bloodier depths of Hunting. If you successfully Gun-Parry a creature, you can use an action on your turn to perform a Visceral attack. Your next melee attack counts as a critical and the target is no longer stunned.



NEW CONDITIONS

BEASTHOOD

When a creature temporarily submits to their inner beast and abandons their humanity momentarily in the midst of slaughter, they take on the appearance and mannerisms of a wild beast. The creature affected by Beasthood gains the partial physical appearance of beasts, usually wolfish in nature; excess hair, glowing eyes, elongated canines, etc. The effects are as follows.

- Advantage on all Intimidation (Charisma) checks.
- Disadvantage on all Intelligence, Wisdom, and Charisma checks and saving throws.
- All attacks made by the creature have one extra damage die.
- The creature is considered vulnerable to all sources of incoming damage.
- The creature counts as one size larger as if effected by the *Enlarge/Reduce* spell.

NOTE

- Damage resistance granted by racial features (like Tiefling's Hellish Resistance, Dragonborn's Draconic Resistance, and Dwarven Resilience traits) are still in effect, making the damage as normal, neither vulnerable or resistant.
- Do not include the extra 1d4 damage gained by *Enlarge* if the extra damage die is being added to the attack.

FRENZY

When a creature's brain is unable, and yet forced, to process information pertaining to the Eldritch Truth or the Great Ones, resulting in brief insanity and variably short circuiting the brain or possibly experiencing sheer agony. The effects of this are as follows.

- A Frenzied creature's damage output is halved for the duration of the effect.
- The creature becomes resistant to all types of damage and immunity to Psychic damage for the duration.
- The creature has Disadvantage on all ability checks and saving throws.



Credits

Thanks goes to...

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