

## The Trickster + Green round



- Cross between crossbow and slingshot
- It says "The Trickster" on the back with golden letters
- There is an additional button near the trigger
- Very accurate (+10 attack)
- 1d8 damage (if shooter does not press the button)
- No recoil and no dropoff. Round travels in exact straight line
- Range of 60 ft, round drops to the ground immediately after that
- After shooting, shooter sees the round moving in slow motion at about 10 ft per second
- Everybody else sees it moving like a normal slingshot round at around ~200 ft per second
- When shooting, shooter uses his action to fire the weapon. Then he must decide to either:
  - Press the button (uses bonus action)
  - Proceed as if shooting normal weapon (make an attack roll)
- Shooter can use his bonus action to press the button on the weapon while round is in motion
  - When pressing the button, shooter makes D20 (Dexterity + crossbow proficiency) check:
    - 13+ = Round ended up exactly where shooter wanted
    - 7-12 = Shooter pressed the button too late. Target area is 5ft away from wanted area. If there is no space for ball to move 5ft further from the target area, this has the same outcome as 13+ instead.
    - 1-6 = Shooter pressed the button too early. Target area is 5 ft closer to him than he wanted
  - Orange glowing sphere with 5ft diameter appears around the weapon and around the round
  - Every creature and every object touching the sphere that is not firmly attached (including the shooter and the round) swap position from one sphere to another

- After swap, round falls to the ground on the other side, faintly glowing for few seconds.
- If there is not enough space for the swap to occur (due to unmovable objects), swap does not happen and the weapon overheats, inflicting 1d10 fire damage on the shooter. Round falls to the ground at the target position.
- Picking the round from the ground and reloading The Trickster requires bonus action
- Alternatively, an ally can use his action to pick up the round and throw it to the person carrying The Trickster
  - That person can use his reaction to make  
DC (9 + distance between them in ft / 10) acrobatics skill check
    - On successful check he catches the round and reloads The Trickster
    - On failed check, round falls to the ground near him
- The Green Round
  - About ~1kg in weight
  - Firm and sturdy feel in the hand with soft texture
  - Cannot be solely moved with magic, but it can move as a part of a collective (for example you cannot use Telekinesis to move only the round around. But if person that has the round uses Misty Step, round will teleport with him)
  - Appears to be made from unknown material and indestructible
  - After normal attack, round hits the target, bounces off and drops to the ground unscathed.



