

CORRUPTED SUN BLADE

RARE LONGSWORD

Once a pristine Sunblade, this Longsword hilt has been corrupted by the foul magics of ancient lichs. While grasping the hilt, you can use a Bonus Action to cause a blade of pure Radiance to spring into existence, or make the blade disappear. While the blade exists, this magic Longsword has the Finesse property. If you are proficient with shortsworads or longswords, you are proficient with the sun blade.

You gain a +2 bonus to Attack and Damage Rolls made with this weapon, which deals necrotic damage instead of slashing damage. When you hit a Celestial with it, that target takes an extra 1d8 necrotic damage.

Rather than light up spaces, such as the Sunblade does, this weapon instead dims the light. Bright light within 10 feet of you becomes dim light, and dim light becomes darkness. You are not impeded by the light dimming effects of this blade.

CYCLONE

UNCOMMON FIREARM

The most standard of magical firearms, the Cyclone is an easily concealable pocket firearm with a windy tornado serving as the chamber. While holding this firearm, you can make a ranged weapon attack with it, dealing 1d6 + your Dexterity Modifier in damage on a hit. It has a standard range of 50, a long range of 200, and the following Properties:

Reload 6, Misfire 1, Ammunition, Light

DEATH'S GRASP

VERY RARE +1 FIREARM, REQUIRES ATTUNEMENT

Death's Grasp is an odd creation. Seemignly a standard pocket firearm, this jet black weapon contains only a hint of white on it's trigger. Wile attuned to this firearm, you can make a ranged weapon attack with it, dealing 2d6 + your Dexterity Modifier in Necrotic damage. It has a standard range of 80, a long range of 320, and the following properties.

80/320, Reload 6, Light, Ammunition, Misfire 2

In addition, Death's Grasp yearns for his sister, the Light's Caress. By attuning to both weapons for a week, they become one in the form of Equinox.

DRACOFISTS

RARE WONDROUS ITEM, REQUIRES ATTUNEMENT

Fashioned from the scales and essences of dragons, the wielders of these gauntlets slide over the wrist, adjusting their size to their wearer. While attuned to these items, your unarmed strikes become magical for the sake of overcoming resistances and immunities to nonmagical damage. In addition, your unarmed strikes deal 2d6 additional damage. The damage type depends on the type of dragon it is based on

DAMAGE TYPE AND ASSOCIATED DRAGON

Damage Type	Dragon Type
Cold	White, Silver
Fire	Brass, Red, Gold
Lightning	Blue, Bronze
Poison	Green
Acid	Black, Copper

EQUINOX

LEGENDARY +2 FIREARMS, REQUIRES ATTUNEMENT TO SOMEONE ATTUNED TO DEATH'S TOUCH AND LIGHT'S CARESS

The twins united, Equinox embraces both light and dark to form a pistol duo of legend. While attuned to Equinox, you lose attunement to both Death's Grasp and Light's Caress, only using one Attunement slot for the united Equinox. In addition, Death Grasp's damage instead deals 3d6 + your Dexterity Modifier in Necrotic damage, while Light's Caress deals 3d6 + your Dexterity Modifier in Radiant damage. Both weapons retain their previous ranges, and gain additional properties, seen below.

80/320, Reload 12, Light, Ammunition, Misfire 2, Special

ECLIPSE:

Both halves of Equinox share a clip of 12 between them. Firing one takes ammunition from a pool shared between them, and both guns are reloaded at the same time. In addition, while wielding both halves of Equinox, you can interchange which gun fires per attack (no action required)

GEM DRACOFISTS

VERY RARE WONDROUS ITEM, REQUIRES ATTUNEMENT

Similar to their chromatic and metallic counterparts, the Gem Dragons have their own gauntlets, fashioned from the power of the elusive Gem Dragons. While attuned to these items, your unarmed strikes become magical for the sake of overcoming resistances and immunities to nonmagical damage. In addition, your unarmed strikes deal 2d6 additional damage. The damage type depends on the type of dragon it is based on

DAMAGE TYPE AND ASSOCIATED DRAGON

Damage Type	Dragon Type
Force	Amythest
Radiant	Crystal
Necrotic	Topaz
Thunder	Sapphire
Psychic	Emerald

LIGHT'S CARESS

VERY RARE +1 FIREARM, REQUIRES ATTUNEMENT

A firearm as white as snow, this pocket pistol contains only a single note of jet black on its trigger. While attuned to this firearm, you can make a ranged weapon attack with it, dealing 2d6 + your Dexterity Modifier in Radiant damage. It has a standard range of 80, a long range of 320, and the following properties.

80/320, Reload 6, Light, Ammunition, Misfire 2

In addition, Light's Caress longs for reunion with her brother, the Death's Grasp. By attuning to both weapons for a week, they become one in the form of Equinox.

MAGMA MORTAR

RARE FIREARM

For those desiring a heavier duty firearm, the fiery blunderbuss known as the Magma Mortar suits these needs. While holding this firearm, you can make a ranged weapon attack, dealing 2d6 + your Dexterity Modifier in Fire Damage. It has a standard range of 60, a long range of 240, and the following properties:

Two-Handed, Misfire 2, Special, Ammunition, Reload 4

SPECIAL: MISHAP

Rather than the typical mishap of the firearm becoming unable to function, the Magma Mortar douses its user in a hot blast of Lava, dealing the weapon's damage to them. The firearm is still able to function after this discharge.

MALFEASESNE OF A FOOL

RARE HEAVY CROSSBOW, REQUIRES ATTUNEMENT BY A SPELLCASTER PROFICIENT IN HEAVY CROSSBOWS

This Crossbow, made of sturdy oak, has bits of machinery attached to it from an artificer lost to history. It has a mocking aura to it, almost taunting those on the business end of it.

While attuned to this crossbow, you can use it as a spellcasting focus

When you cast a spell using the Malfeasance of a Fool as a focus, you can choose to load a magical bolt into it. The spell must deal damage. The next time you attack with this crossbow, the crossbow will deal 2d6 additional damage of the triggering spell. You may use this effect twice, regaining all charges on a long rest

MIND HUNTER

VERY RARE FIREARM, REQUIRES ATTUNEMENT

Forged from the essence of aberrations, the Mind Hunter gets in the head of enemies in more ways than one. While holding this firearm, you can make a ranged weapon attack, dealing 2d8 + your Dexterity Modifier in Psychic Damage. It has a standard range of 60, a long range of 240, and the following properties:

100/400, Light, Misfire 1, Ammunition, Reload 6

In addition, While attuned to the Mind Hunter, you can cast Detect Thoughts, using the range of this firearm instead of the standard range. You can use this property twice, and you regain all uses of this property at dawn.

THE SILVER TONGUE

LEGENDARY WHIP, REQUIRES ATTUNEMENT BY A BARD

This whip holds a silvery glint and an almost mirror-like sheen in its handle. When used, the crack of the whip sounds like a thunderous applause.

WHIP IT GOOD

While you are attuned to and holding this whip, you have proficiency in whips. This whip also has a +2 to attack and damage rolls. You may also use it as a spellcasting focus for your Bard Spells

STRINGS TO STRINGS

While attuned to this whip, you can spend one minute to transform the whip into an instrument that you are proficient with. You may spend a minute to revert it

LIVE TO ENTERTAIN

While attuned to this whip, you treat any 7 rolled for performance checks as an 8

SIREN

LEGENDARY STUDDERED LEATHER, REQUIRES ATTUNEMENT BY AN ARMORER ARTIFICER

The legendary Kenku inventor, Knuckles, spent years of his life perfecting the ultimate suit of armor. This was designed with stealth in mind, but keeping the durability of his armor in check. His work paid off in the form of Siren.

TOP SHELF

The leather and metal that compose the armor are top grade, interwoven with Knuckles's own magical prowess. While attuned to this armor and proficient with it, you gain a +2 bonus to your armor class

MODELED FOR DESTRUCTION

Knuckles specifically designed the armor with adaptable destruction in mind, being able to switch on the fly. While attuned to the Siren, you can take an action to switch the damage of your Arcane Armor weapons to the other model's damage type. For example, a Guardian Armorer can make his Thunder Gauntlets deal lightning damage, or an Infiltrator Armor can make their Lightning Launcher deal thunder damage.

SPARKSWORD

RARE LONGSWORD

A medallion with a lightning bolt on it that smells faintly of a storm brewing. While wearing the medallion while you have a free hand, you can use a Bonus Action to cause a blade of solidified lightning to spring into existence, or make the blade disappear. While the blade exists, this magic Longsword has the Finesse property. If you are proficient with shortwords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to Attack and Damage Rolls made with this weapon, which deals lightning damage instead of slashing damage. While this blade is summoned, your walking speed increases by 10 feet

The sword's Electric blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

SUPER SOAKER

UNCOMMON FIREARM

Another standard firearm, the Super Soaker douses those in it's crosshairs in a blast of freezing cold water. While holding this firearm, you can make a ranged weapon attack, dealing 1d8 + your Dexterity Modifier in Cold Damage. It has a standard range of 150, a long range of 600, and the following properties:

Misfire 1, Two-Handed, Reload 6, Ammunition

VOLCANIC FORGE

LEGENDARY WARHAMMER, REQUIRES ATTUMENET

Constructed in the heart of a volcano by a legendary Dragonborn inventor, this hammer taps into the unstable power of magma to decimate its foes.

MAGMA OPUS

While you are attuned to this warhammer, you gain proficiency in warhammers. When making attacks with the warhammer, it enjoys a +3 bonus to attack and damage rolls. You can also use it as a spellcasting focus

SURGING LAVA

You learn the Green-Flame Blade cantrip if you do not already know it. Intelligence is your spellcasting modifier for it. In addition, when you cast Green Flame Blade, you can expend a charge to amplify the effect of Green Flame Blade. The secondary target damage now spreads to all targets of your choice within 10 feet of the original target

This property has 5 charges, and regains 1d4+1 charges at dawn

IGNEOUS WORKSTATION

You can spend a minute dispensing magma from the weapon that instantly solidifies to create a size Large work table. The table lasts for 8 hours before disappearing harmlessly. You can only have one table created at a time. While the table is created, you can shape it as if using the Fabricate spell. You can also create tools and nonmagical weapons from the table which last indefinitely and have no monetary value.

ZAPPER

UNCOMMON FIREARM

For those desiring a weapon with a bit more stability and consistency in fire, the Zapper Firearm provides both in spades. While holding this firearm, you can make a ranged weapon attack, dealing 1d10 + your Dexterity Modifier in Lightning Damage. It has a standard range of 100, a long range of 400, and the following properties:

Two-Handed, Misfire 2, Ammunition, Reload 10