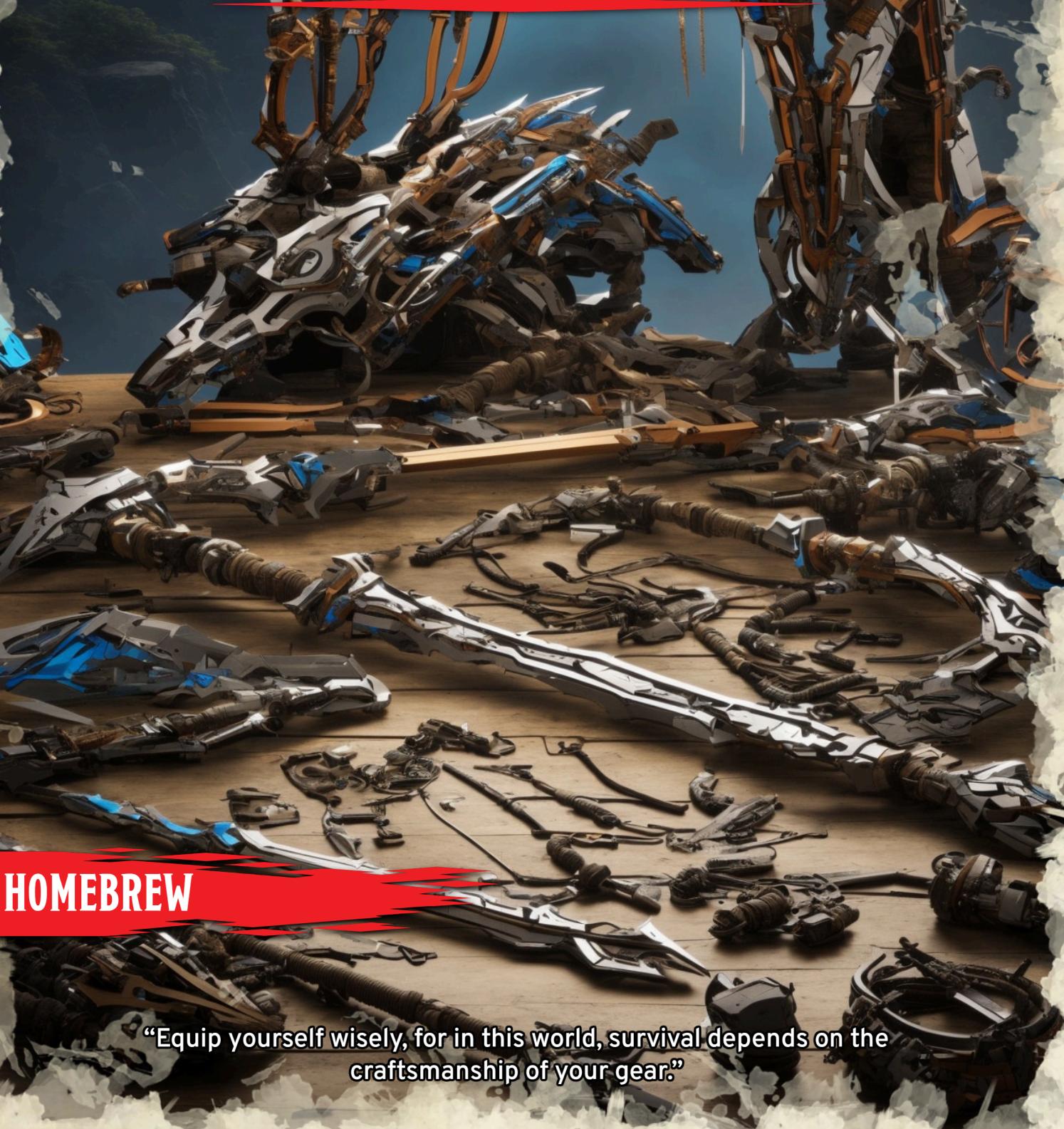




# FITW: EQUIPMENT

A D&D JOURNEY THROUGH THE HORIZON REALMS



**HOMEBREW**

“Equip yourself wisely, for in this world, survival depends on the craftsmanship of your gear.”

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## ARMOR

Name	Cost	Armor Class (AC)	Weight	Strength	Stealth
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	8 lb.	—	Disadvantage
Leather	10 gp	11 + Dex modifier	10 lb.	—	—
Studded leather	45 gp	12 + Dex modifier	13 lb.	—	—
Dueling cloak	10 gp	—	3 lb.	—	—
<i>Medium armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	12 lb.	—	—
Chain shirt	50 gp	13 + Dex modifier (max 2)	20 lb.	—	—
Scale mail	50 gp	14 + Dex modifier (max 2)	45 lb.	—	Disadvantage
Breastplate	400 gp	14 + Dex modifier (max 2)	20 lb.	—	—
Half plate	750 gp	15 + Dex modifier (max 2)	40 lb.	—	Disadvantage
<i>Heavy armor</i>					
Ring mail	30 gp	14	40 lb.	—	Disadvantage
Chain mail	75 gp	16	55 lb.	Str 13	Disadvantage
Splint	200 gp	17	60 lb.	Str 15	Disadvantage
Plate	1500 gp	18	60 lb.	Str 15	Disadvantage
<i>Shields</i>					
Shield	10 gp	+2	6 lb.	—	—
Buckler	8 gp	—	3 lb.	—	—
Great Shield	18 gp	+3	30 lb.	Str 13	Disadvantage
Strapped Shield	15 gp	+2	6 lb.	—	—

### Dueling cloak.

When wearing the cloak, you can use a bonus action to hold it with a free hand and use it for defense. While wielding the dueling cloak this way, the cloak uses that arm and hand, granting a +1 bonus to your AC against melee attacks. You can wear the cloak while wearing any other light armor, and you can benefit from only one dueling cloak at a time.

### Buckler.

This very small shield gripped in the fist with a central handle. Its size does not protect much against arrows or other projectiles, but is useful in deflecting the blow of a melee weapon. While wearing a buckler, when a creature you can see hits you with a melee weapon attack, you can use a reaction to reduce the damage equal to half your proficiency bonus. You must have proficiency with shields to use this reaction.

### Great shield.

A massive shield nearly as tall as a human which gives the user more protection than a normal shield. Most great shields come in a rectangular shape (also known as tower shields), but other more sophisticated shapes are possible too. Due its weight and size, your speed is reduced by 5 feet and you cannot wear it while mounted. You can use your action to place it in the ground and duck behind, granting you an extra +2 bonus to your AC against attacks and effects that originates in front of you. While doing this, you can move up to half your walking speed without losing the AC bonus. This bonus ends if you take any actions that would require you to leave the cover, if you move more

than half your walking speed in one round, or if you are moved any distance against your will.

It's up to the DM to decide which actions would require you to leave the cover behind a great shield. Some examples could be making a melee attack with non-piercing weapons, casting a spell with somatic components, making an Acrobatics or Athletics check, grabbing a creature, or pushing a large object.

### Strapped shield.

This shield is attached to your forearm, allowing to have your hand free for holding or activating an item with that hand. A strapped shield cannot be unwillingly removed from your forearm, and you can wield a weapon in the same arm of a strapped shield, or use both hands for attacking with a twohanded weapon. In either case, you have a -3 penalty on any attack rolls with the weapon. Donning a strapped shield takes 5 minutes, and doffng it takes 1 minute.

## EXTRA WEAPON PROPERTIES

Some of the weapons listed here have new special properties, which are explained below.

### Covert.

You have advantage on Dexterity (Sleight of Hand) checks to conceal this weapon.

### Extended reach.

This weapon adds 10 feet to your reach when you attack with it. This property also determines your reach for opportunity attacks with a reach weapon.

### Switch.

Using a bonus action, you can change the weapon form. Read the weapon description to learn about the forms it have.

## WEAPONS

Name	Cost	Damage	Weight Properties
<i>Simple Melee Weapons</i>			
Club	1 sp	1d4 bludgeoning	2 lb. Light
Dagger	2 gp	1d4 piercing	1 lb. Finesse, light, thrown (range 20/60)
Gauntlet	1 gp	1d4 bludgeoning	1 lb. Light
Gauntlet, spiked	1 gp	1d4 piercing	1 lb. Light
Greatclub	2 sp	1d8 bludgeoning	10 lb. Two-handed
Handaxe	5 gp	1d6 slashing	2 lb. Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb. Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb. Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb. —
Quarterstaff	2 sp	1d6 bludgeoning	4 lb. Versatile (1d8)
Scythe	2 gp	1d8 slashing	6 lb. Special, two-handed
Sickle	1 gp	1d4 slashing	2 lb. Light
Spear	1 gp	1d6 piercing	3 lb. Thrown (range 20/60), versatile (1d8)
Tonfa	5 gp	1d4 bludgeoning	2 lb. Finesse, light, special
<i>Martial Melee Weapons</i>			
Battleaxe	10 gp	1d8 slashing	4 lb. Versatile (1d10)
Catchpole	12 gp	1d4 piercing	2 lb. Reach, special
Chain sickle	15 gp	1d6 bludgeoning or slashing	3 lb. Finesse, extended reach, light, two-handed
Chakram	3 gp	1d6 slashing	2 lb. Finesse, light, thrown (range 20/60)
Flail	10 gp	1d8 bludgeoning	2 lb. —
Glaive	20 gp	1d10 slashing	6 lb. Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb. Heavy, two-handed
Greataxe	50 gp	2d6 slashing	6 lb. Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb. Heavy, reach, two-handed
Katana	25 gp	1d6 slashing	3 lb. Finesse, versatile (1d8)
Katar	4 gp	1d4 piercing	1 lb. Finesse, light
Kopesh	20 gp	1d8 slashing	3 lb. Special
Lance	10 gp	1d12 piercing	6 lb. Reach, special
Longsword	15 gp	1d8 slashing	3 lb. Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb. Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb. —
Nine tail whip	4 gp	1d6 slashing	2 lb. Finesse, light
Pike	5 gp	1d10 piercing	18 lb. Heavy, reach, two-handed
Pike hammer	25 gp	1d8 bludgeoning or piercing	8 lb. Heavy, reach, special, two-handed
Rapier	25 gp	1d8 piercing	2 lb. Finesse
Rope dart	8 gp	1d6 piercing	3 lb. Finesse, extended reach, light, two-handed
Scimitar	25 gp	1d6 slashing	3 lb. Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb. Finesse, light
Staff sling	5 sp	1d6 bludgeoning	2 lb. Ammunition (range 40/100), two-handed
Switch axe	100 gp	1d10 piercing or slashing	15 lb. Heavy, reach, switch, two-handed
Trident	5 gp	1d6 piercing	4 lb. Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb. —
Warhammer	15 gp	1d8 bludgeoning	2 lb. Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb. Finesse, reach
Whip blade	35 gp	1d8 slashing	4 lb. Reach, switch

**Catchpole.**

A Medium or Small creature hit with a catchpole is grappled until it is freed. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 bludgeoning damage to the catchpole (AC 10) also frees the creature without harming it, ending the effect. Until this grapple ends, you can't use the catchpole on another target.

**Chain sickle.**

This weapon consists of a sickle attached to a metal chain with a heavy iron weight at the end. When making an attack with this weapon, you choose which part of the weapon you are going to use. If you attack with the sickle, it deals slashing damage, and if you attack with the iron weight, it deals bludgeoning damage instead.

**Gauntlet.**

Attacks made with a gauntlet are considered unarmed strikes. When you hit with a gauntlet, the strike deals  $1d4 +$  your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

**Gauntlet, spiked.**

Attacks made with a spiked gauntlet are considered unarmed strikes. When you hit with a gauntlet, the strike deals  $1d4 +$  your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

**Katar.**

While you are wielding this weapon, any creature that makes the Disarm action against you must roll with disadvantage.

**Kopesh.**

If you use the Shove Action to knock your target prone, you are considered proficient with the Strength (Athletics) skill. If you already are proficient with that skill, you can double your proficiency bonus when you make the Shove Action.

**Pike hammer.**

This weapon is an hybrid between a pike and a warhammer. When making an attack with this weapon, you choose which part of the weapon you are going to use. If you attack with the pike point, it deals piercing damage, and if you attack with the hammer side, it deals bludgeoning damage instead.

**Scythe.**

When you take the Attack action with a scythe, you can use a bonus action to sweep the scythe and attack another creature within 5 feet of the original target and within your reach. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

**Switch axe.**

This weapon have two forms. The first is an axe form, which deals  $1d10$  slashing damage on a hit. The second is a lance form, which deals  $1d10$  piercing damage on a hit. When you use this weapon in axe form, you ignore its reach property.

**Tonfa.**

While wielding a tonfa on each hand, you have an extra +1 bonus to your AC against melee attacks.

**Whip blade.**

This weapon have two forms. The first is the sword form, which resembles a longsword. The second is the whip form, where the blade is divided into smaller segments connected by the middle. When you use the whip blade in sword mode, you ignore its reach property. When you use this weapon in whip form, you have disadvantage to attack a target within 5 feet of you.

## RANGED WEAPONS

Name	Cost	Damage	Weight Properties
<i>Simple Ranged Weapons</i>			
Boomerang	1 gp	1d4 bludgeoning	1 lb. Light, special, thrown (range 30/120)
Bolas	1 gp	1d4 bludgeoning	2 lb. Special, thrown (range 20/60)
Crossbow, light	25 gp	1d8 piercing	5 lb. Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb. Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb. Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	— Ammunition (range 30/120)
Staff sling	5 sp	1d6 bludgeoning	2 lb. Ammunition (range 40/100), two-handed
<i>Martial Ranged Weapons</i>			
Blowgun	10 gp	1 piercing	1 lb. Ammunition (range 25/100), loading
Composite bow	75 gp	1d8 piercing	2 lb. Ammunition (range 100/400), two-handed
Crossbow, bladed	75 gp	1d8 piercing or slashing	10 lb. Ammunition (range 80/320), loading, switch, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb. Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb. Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, repeating	75 gp	1d10 piercing	18 lb. Ammunition (range 100/400), heavy, reload 6, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb. Ammunition (range 20/60), covert, light, loading
Longbow	50 gp	1d8 piercing	2 lb. Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb. Special, thrown (range 5/15)
Strongbow	75 gp	1d10 piercing	3 lb. Ammunition (range 150/600), heavy, special, two-handed
Throwing stars	5 sp	1d4 piercing	1/4 lb. Covert, light, thrown (range 20/60)

### Bolas.

When you hit a Large or smaller creature, you can choose to deal no damage and knock your target prone by entangling their legs. This weapon has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength or Dexterity check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect, and destroying the bolas.

### Boomerang.

When you make a ranged attack with a boomerang and misses, the boomerang returns to your location following a straight line. Starting with the creature that is closest to your original target, each creature within the returning line of the boomerang can use a reaction to make a DC 10 Dexterity check to try to catch the boomerang from midair. On a success, the creature catches the boomerang. If no creature catches the boomerang (including you), it returns to the ground at your feet.

### Crossbow, bladed.

This weapon have two forms. The first is the crossbow form, which allows you to use it as a ranged weapon that deaks 1d8 piercing damage. The second is the sword form, which allows you to use it as a melee weapon that deals 1d8 slashing weapon and ignores the ammunition and loading properties.

### Staff sling.

A staff sling consists of a staff with a short sling at one end, allowing you to use it as a ranged or melee weapon. When you make a melee attack with this weapon, you ignore its ammunition property.

### Strongbow.

This weapon can be only used by a creature with a Strength of 16 or higher. On a hit, you add your Strength modifier instead of your Dexterity modifier to the damage.

## HORIZON WEAPONS

### Ropecaster.

*Weapon (Crossbow), Uncommon*

The Ropecaster serves as a tool for hunters, enabling them to deter and immobilize their targets effectively. When utilizing this weapon, you hurl a rope that embeds into a machine's chassis, while securing the other end into the ground. Each rope deployed restricts the machine's movement speed to 30 feet until the start of your next turn. To fully immobilize a large or smaller machine, it requires three ropes, five for huge ones, and seven for gargantuan ones. Upon immobilization, the machine becomes restrained for 1d4 rounds.

### Tearblaster.

*Weapon (Crossbow), Rare*

The Tearblaster is a ranged sonic blast weapon, reminiscent of those employed by Longlegs. Its sonic bursts are particularly effective for dislodging components from larger machines or groups of smaller ones. When targeting a machine with the Tearblaster, the AC for all components is consolidated, and each attack can only affect one component at a time.

### Tripcaster.

*Weapon (Crossbow), Uncommon*

The Tripcaster offers a unique approach to combat. When attacking with this weapon, you deploy two stakes connected by a concealed rope, forming a trigger for a trap. The rope can extend up to 30 feet and adopts a Stealth rating equivalent to your Sleight of Hand proficiency. Creatures unaware of the trap cannot perceive the rope if its Stealth rating surpasses their passive Perception. However, it becomes visible if they are alerted.

### Boltblaster

*Weapon (Crossbow), Rare*

The Boltblaster is a massive crossbow-like weapon that fires bolts at a rapid pace, dealing substantial piercing damage. While lacking in accuracy, it compensates with sheer firepower. Reloading this weapon is time-consuming.

### Spike Thrower

*Weapon (Javelin), Uncommon*

The Spike Thrower resembles a javelin, designed for throwing at enemies. It inflicts significant piercing damage and can be thrown both at close and medium range. It's best utilized in close quarters combat for better accuracy and to follow up on knockdowns.

### Blastslings

*Weapon (Slingshot), Rare*

Blastslings function as slingshots, launching elemental bombs that explode upon impact. They are effective at triggering elemental effects but require strategic aiming due to their arched trajectory.

### Shredder Gauntlets

*Weapon (Gauntlet), Uncommon*

Shredder Gauntlets launch discs that return after hitting a target, allowing for multiple consecutive strikes. However, if a disc is missed or not caught, the next one in the inventory must be used.

### Specter Gauntlets

*Weapon (Gauntlet), Very Rare*

Specter Gauntlets utilize designators that linger on a target for a short duration. Discs fired from the gauntlet home in on these designators, enabling precise targeting.

### Forgefire

*Weapon (Launcher), Very Rare*

The Forgefire fires close-ranged attacks that deal moderate fire damage on impact and leave behind a burning area.

### Icerail

*Weapon (Launcher), Very Rare*

The Icerail fires close-ranged attacks dealing moderate cold damage on impact and leaving behind a chilling area.

### Stormslinger

*Weapon (Launcher), Very Rare*

The Stormslinger fires charged bolts dealing escalating lightning damage.

## HORIZON WEAPONS TYPES

Name	Cost	Damage	Weight Properties
Ropecaster	75 gp	—	5 lb. Ammunition (range 20/80), loading, special, two-handed
Tearblaster	125 gp	4d6 thunder	16 lb. Ammunition (range 30/120), loading, special, two-handed
Tripcaster	50 gp	—	5 lb. Ammunition (range 20/80), loading, special, two-handed
Boltblaster	200 gp	4d8 piercing	25 lb. Ammunition (range 100/400), loading, two-handed
Spike Thrower	75 gp	2d10 piercing	8 lb. Ammunition (range 30/120), thrown (range 20/60)
Blastslings	100 gp	doubles ammo type effect	5 lb. Ammunition (range 60/240), loading, two-handed
Shredder Gauntlets	150 gp	2d6 slashing	4 lb. Ammunition (range 20/60), thrown (range 20/60), special
Specter Gauntlets	400 gp	2d8 force	5 lb. Ammunition (range 80/320), special, two-handed
Forgefire	400 gp	3d6 fire (impact) + 1d4 fire (area)	10 lb. Ammunition (range 15/60), loading, two-handed
Icerail	400 gp	3d6 cold (impact) + 1d4 cold (area)	10 lb. Ammunition (range 15/60), loading, two-handed
Stormslinger	400 gp	2d8 lightning	10 lb. Ammunition (range 60/240), loading, two-handed

## AMMO AND COATING

These new ammo and coatings can be used during combat to change the effect. You can choose types per short rest giving you make 10 of each. The maximum of types you carry improves at certain level.

### MAXIMUM HELD TYPES

Level	Max Types
1	1
5	2
10	3
15	4

## AMMO TYPES OR MELEE COATINGS

Name	Damage	Properties
Fire	Fire	Dex save vs hit roll, on fail + 1d4 fire
Tearblast	—	Double the damage to part but no damage to the machine
Shock	Lightning	Stunned for 1 round
Freeze	Cold	Dex save vs hit roll, on fail slowed until your next turn
Corruption	Corruption	Wis save vs hit roll, on fail target nearest entity
Acid	Acid	Stunned for 1 round
Blast	Force	Explodes on trigger, dealing 3d6 damage

# HEAVY WEAPONS

Heavy weapons, like machine guns, are formidable but unwieldy tools. While they pack a punch, their size and weight make them cumbersome to handle.

## GENERAL RULES

The following basic guidelines apply to all heavy weapons discussed in this section.

**Movement.** When a character wields a heavy weapon, their mobility is severely limited, with their speed halved. Heavy weapons are ill-suited for aquatic or subterranean environments; if submerged, they become inoperable. However, a character can utilize half of their flying speed while wielding a heavy weapon.

**Magazine.** Heavy weapons come with a finite supply of ammunition. Upon initial acquisition, roll dice as specified in the table below to determine the number of bullets available. If unspecified, each shot expends one piece of ammunition from the magazine.

**No Reload.** Ammunition for heavy weapons is scarce, restricting combatants to utilizing only the rounds currently loaded in the magazine during engagements.

**Vulnerability.** Heavy weapons are designed for fixed emplacement rather than handheld use. When wielded, they expose the user to melee attacks, granting adversaries an advantage due to the wielder's awkward grip.

## PROPERTIES

When a character picks up a heavy weapon, the following rules come into play.

**Burst Fire.** Weapons with burst fire capabilities can target a single entity or spray a 10-foot-cube area within standard range. Those within the affected area must make a DC 15 Dexterity saving throw or suffer the weapon's full damage. This action depletes ten pieces of ammunition.

**Heavy.** Small or Tiny creatures face disadvantages when attempting to wield heavy weapons due to their size and bulk, rendering them less effective in combat.

**Loading.** Weapons requiring charging up necessitate time before discharging. Each action, bonus action, or reaction to fire allows for only one piece of ammunition to be expended, regardless of the wielder's normal attack capabilities.

**Two-Handed.** These weapons demand the use of both hands for effective operation, affecting attack rolls but not mere holding.

## HEAVY WEAPON LIST

### Acid Bomb Launcher.

This fearsome launcher propels specialized bombs filled with corrosive acid, capable of dissolving armor and leaving enemies vulnerable.

### Acidspitter.

A compact but potent weapon that projects streams of acidic substance, eating away at defenses with relentless efficiency.

### Blaze Bomb Launcher.

This launcher hurls volatile bombs engulfed in flames, setting ablaze everything in their vicinity upon impact.

### Bomb Launcher.

A versatile launcher capable of delivering explosive payloads, devastating enemies with powerful blasts.

### Cluster Launcher.

Fires a barrage of small explosive charges, scattering shrapnel across a wide area and causing chaos among enemy ranks.

### Coil Blaster.

Utilizes advanced electromagnetic coils to launch high-velocity projectiles, piercing through armor with ease.

### Dart Gun.

A silent weapon that fires poison-tipped darts, delivering potent toxins into the bloodstream of unsuspecting foes.

### Deathbringer Gun.

The pinnacle of heavy weaponry, these massive guns rain down destruction with unstoppable force, leaving devastation in their wake.

### Disc Launcher.

Projects spinning discs of energy that slice through armor and flesh alike, leaving enemies in disarray.

### Fire Repeater.

This rapid-firing weapon unleashes a continuous stream of fiery projectiles, overwhelming foes with sheer firepower.

### Firespitter.

Sprays jets of ignited fuel, engulfing enemies in flames and leaving them scorched and smoldering.

### Firestriker.

Launches explosive projectiles that ignite upon impact, creating fiery explosions that consume everything in their path.

### Frost Blaster.

Emits freezing blasts that encase enemies in ice, slowing their movements and leaving them vulnerable to shattering blows.

**Inferno Bomb Launcher.**

Unleashes devastating inferno bombs, engulfing the battlefield in flames and incinerating all in their path.

**Mine Launcher.**

Fires specialized mines that detonate upon proximity, creating deadly traps for unsuspecting enemies.

**Plasma Bomb Launcher.**

Launches orbs of superheated plasma, melting through armor and flesh with intense heat.

**Plasma Cannon.**

Emits powerful bursts of plasma energy, disintegrating anything unfortunate enough to be caught in its path.

**Plasma Spine Launcher.**

Fires spine-like projectiles infused with plasma energy, impaling enemies and leaving them writhing in agony.

**Pulse Cannon.**

Releases concentrated pulses of energy that disrupt enemy shields and electronics, leaving them vulnerable to attack.

**Ravager Cannon.**

Mounted on the backs of formidable beasts, these cannons unleash a barrage of projectiles, tearing through enemy lines with ease.

**Shock Cannon.**

Projects bolts of electricity that surge through enemy ranks, incapacitating foes with stunning force.

**Spinetail Lancer.**

Launches razor-sharp projectiles with incredible accuracy, slicing through enemies with lethal precision.

**Oseram Cannon.**

A massive cannon capable of launching enormous projectiles with devastating force, decimating anything caught in its blast radius.

## HEAVY WEAPONS

Name	Damage	Ammo	Properties
Acid Bomb Launcher	3d6 acid	2d6	Ammunition (range 40/160), area of effect, heavy, two-handed
Acidspitter	2d8 acid	3d6	Ammunition (range 30/120), loading, light
Blaze Bomb Launcher	4d8 fire	2d8	Ammunition (range 40/160), area of effect, heavy, two-handed
Bomb Launcher	3d6 bludgeoning	2d8	Ammunition (range 30/120), heavy, loading, two-handed
Cluster Launcher	2d6 piercing	3d6	Ammunition (range 40/160), area of effect, heavy, two-handed
Coil Blaster	3d8 piercing	2d6	Ammunition (range 80/320), heavy, two-handed
Dart Gun	1d6 piercing + poison	2d8	Ammunition (range 30/120), loading, light
Deathbringer Gun	5d10 force	2d10	Ammunition (range 60/240), burst fire, heavy, two-handed
Disc Launcher	4d8 slashing	2d6	Ammunition (range 40/160), heavy, two-handed
Fire Repeater	2d10 fire	3d8	Ammunition (range 60/240), burst fire, heavy, two-handed
Firespitter	3d6 fire	2d6	Ammunition (range 30/120), loading, light
Firestriker	4d6 fire	2d8	Ammunition (range 40/160), area of effect, heavy, two-handed
Frost Blaster	3d6 cold	2d6	Ammunition (range 40/160), loading, two-handed
Inferno Bomb Launcher	4d10 fire	2d10	Ammunition (range 40/160), area of effect, heavy, two-handed
Mine Launcher	3d8 piercing	1d6 +2	Ammunition (range 30/120), heavy, loading, two-handed
Plasma Bomb Launcher	4d8 fire	2d8	Ammunition (range 40/160), area of effect, heavy, two-handed
Plasma Cannon	6d6 fire	2d6	Ammunition (range 60/240), heavy, two-handed
Plasma Spine Launcher	3d8 fire	2d6	Ammunition (range 40/160), loading, two-handed
Pulse Cannon	4d8 force	2d8	Ammunition (range 60/240), burst fire, heavy, two-handed
Ravager Cannon	5d8 piercing	2d10	Ammunition (range 60/240), area of effect, heavy, two-handed
Shock Cannon	3d10 lightning	2d8	Ammunition (range 60/240), loading, heavy, two-handed
Spinetail Lancer	2d10 piercing	2d6	Ammunition (range 80/320), heavy, two-handed
Oseram Cannon	6d10 bludgeoning	2d10	Ammunition (range 80/320), area of effect, heavy, two-handed

## EVOLVING ITEMS

This section allows you to create a custom magic item which evolves with the character. The items are divided in five tiers, and each one of the tiers determines the number of properties and the rarity of them, as shown in the table below.

Character Level	Item State	Rarity
1st-4th	Tier 1	Common
5th-8th	Tier 2	Uncommon
9th-12th	Tier 3	Rare
13th-16th	Tier 4	Very Rare
17th-20th	Tier 5	Legendary

The character level determines the recommended levels a character should have to gain access to a specific tier. For example, a 3rd level character should have a Tier 1 item, while a 9th level character should have a Tier 3 item. If you give the magic item at higher levels, consider to give it evolved to the adequate tier to fit the character level.

### EVOLVING ITEMS AND CHARACTERS

When creating an item that will evolve with a specific character, make sure you give something the character is the only one able to use it, such as adding a class prerequisite for attuning to the item. You can also link it with the character's story and important events, like being the weapon his father used when he was an adventurer.

### EVOLVING REQUIREMENTS

To evolve an item to a tier, the character must be at least at the minimum level required for each tier to evolve the item. For example, a 7th level character cannot evolve his or her magic item to tier 3 until reaching 9th level.

Additionally, even if a character has level to evolve the item to the next tier, it's up to the DM to determine an additional task or a triggering event to allow the item to evolve. This requirement gives a bit of background to the item, and also allows the DM to create some special quests to discover the item hidden features.

Here're some simple requirements you can use:

- The character must slay a number of creatures with the weapon.
- The item must be placed in an ancient ruin.
- The item evolves when the character makes a big sacrifice for a personal cause.

### ITEM TIERS

Whenever an item evolves into a new tier, it gains a number of special properties. You can only choose a property once.

#### Tier 1

- Common items without any special property (for armor and weapons, use the same stats from the Player's Handbook).

#### Tier 2

- You can add two uncommon special properties to the item.

#### Tier 3

- You can upgrade the uncommon special properties to rare special properties.

#### Tier 4

- The item gains an extra uncommon special property. You can upgrade one rare special property to a very rare special property.

#### Tier 5

- You can upgrade one uncommon special property to a rare special property.
- You can upgrade one rare special property to a very rare special property.
- You can upgrade one very rare special property to a Legendary property.

The following table resumes the properties progression through each tier.

Tier	Property 1	Property 2	Property 3
Tier 1	Uncommon	—	—
Tier 2	Uncommon	Uncommon	—
Tier 3	Rare	Rare	—
Tier 4	Very Rare	Rare	Uncommon
Tier 5	Legendary	Very Rare	Rare

## UPGRADES

Property	Description	Rarity	Types
Ability Increase I	Increase an Ability Score to 16	Uncommon	Any
Ability Increase II	Increase an Ability Score to 18	Rare	Any
Ability Increase III	Increase an Ability Score to 20	Very Rare	Any
Ability Increase IV	Increase an Ability Score to 22	Legendary	Any
Awareness	+2 bonus on initiative rolls	Uncommon	Item
Compass	As an action you learn which way is north	Uncommon	Item
Delver	You know the item's depth below the surface and the nearest path leading upward	Uncommon	Item
Illusion	You can alter the item's appearance in minor ways, like the material or color of the item	Uncommon	Any
Light I	The item sheds bright light in a 10-foot radius and dim light for an additional 10 feet	Uncommon	Any
Light II	The item sheds bright light in a 40-foot radius and dim light for an additional 40 feet	Rare	Any
Light III	The item sheds bright light in a 80-foot radius and dim light for an additional 80 feet	Very Rare	Any
Spell I	You can cast a spell at 3rd level once per rest (DC 11)	Uncommon	Any
Spell II	You can cast a spell at 6th level once per rest (DC 13)	Rare	Any
Spell III	You can cast a spell at 8th level once per rest (DC 15)	Very Rare	Any
Spell IV	You can cast a spell at 9th level once per rest (DC 17)	Legendary	Any
Sentinel I	The item glows faintly when a creature of a specific type is near (120 feet or less)	Uncommon	Any
Sentinel II	The item glows faintly when a creature of a specific type is near (240 feet or less)	Rare	Any
Temperate	You suffer no harm in temperatures as cold as -30 C° or as warm as 50 C°	Uncommon	Armor
Unbreakable	This item can't be broken. Special means must be used to destroy it.	Uncommon	Any
Armor I	+1 AC	Rare	Armor
Armor II	+2 AC	Very Rare	Armor
Armor III	+3 AC	Legendary	Armor
Defense I	Damage that you take from one damage type is reduced by 3 (minimum 1)	Rare	Armor
Defense II	Gain resistance against one damage type	Very Rare	Armor
Defense III	Gain immunity against one damage type	Legendary	Armor
Weapon I	+1 on attacks and damage rolls	Uncommon	Weapon
Weapon II	+2 on attacks and damage rolls	Rare	Weapon
Weapon III	+3 on attacks and damage rolls	Very Rare	Weapon
Damage I	Weapon deals an extra 1d6 damage	Uncommon	Weapon
Damage II	Weapon deals an extra 2d6 damage	Rare	Weapon
Damage III	Weapon deals an extra 3d6 damage	Very Rare	Weapon
Damage IV	Weapon deals an extra 4d6 damage	Legendary	Weapon
Slayer I	+2d6 damage against a specific creature type	Uncommon	Weapon
Slayer II	+3d6 damage against a specific creature type	Rare	Weapon
Returning Weapon	Has the thrown property (20/60) and it flies to your hand after attacking	Rare	Weapon
Vampiric I	On a critical hit, you regain 1 hitpoint	Uncommon	Weapon
Vampiric II	On a critical hit, you regain hitpoints equal to half the damage dealt (minimum 1)	Rare	Weapon
Vampiric III	On a hit, you regain hitpoints equal to half the damage dealt (minimum 1)	Rare	Weapon
Surroundings	See the tech item: Triad Focus	Uncommon	Triad Focus
Communication	See the tech item: Triad Focus	Uncommon	Triad Focus
Digital Data	See the tech item: Triad Focus	Uncommon	Triad Focus

## TECH ITEMS

### TRIAD FOCUS

Wondrous Item, Rare (evolving item)



The Triad Focus harnesses the power of digital data to empower its wielder. A triangle-shaped device, no larger than a arrowhead, it sits upon the temple with the weight of knowledge and capability. With each activation, it pulses with the echoes of a forgotten era, granting insights into the world and connecting minds across vast distances. But beware, for with great access comes great risk, and the secrets it unveils may yet hold the key to salvation or destruction.

#### ITEM EFFECTS:

You can pick on of the following effects without losing one of the property slots:

- Surroundings:** Can highlight weak points on enemies and pinpoint the location of creatures or objects of interest within 30 feet. Requires a successful Intelligence (Investigation) skill check with DC determined by the DM based on the complexity of the task.
- Communication:** Allows communication with other Focus users within 1 mile, enabling functions such as mapping and video sharing. Other focus user do not need to have communication unlock to forge a connection.
- Digital Data:** Can access digital data, including reading files and playing recordings. Requires a successful Intelligence (Technology) skill check with DC determined by the DM based on the security level of the data.

Can only perform the chosen action equal to your Technology modifier (at least 1) per short rest.

### OVERRIDE MATRIX

Wondrous Item, Rare



Crafted from technology salvaged from a forgotten era, the Override Matrix resembles a small, palm-sized device adorned with pulsating lights and intricate circuitry. When activated, it resonates with the echoes of a bygone civilization. With a touch, it grants its wielder the ability to interface with and manipulate machines and constructs, bending them to their will. A relic of lost knowledge, its potential is limited only by the ingenuity of its user.

#### ITEM EFFECTS:

- Machine Hacking:** Allows the user to hack into machines whose data has been unlocked at a cauldron. This includes accessing and controlling environmental systems, security cameras, and other non-sentient devices.
- Construct Override:** Grants the ability to override constructs' control systems, allowing manipulation of their actions for a short duration. This can include causing constructs to ignore enemies, follow specific commands, or deactivate temporarily.

Can only perform the chosen action equal to your Technology modifier (at least 1) per short rest.