

Area of Effect (AOE). This weapon's ammunition explodes when it hits a target and may hit nearby creatures standing as well. Each other creature within a number of feet equal to the AOE range (noted in parentheses) must make a Dexterity saving throw with a DC of 13 or $10 +$ the attacker's proficiency bonus, whichever is higher. On a failed save, the creature takes half of the damage taken by the target.

Cleft. When you score a critical hit with a cleft weapon, add your proficiency bonus to the extra damage of the critical hit.

Hidden. The true nature of this weapon is concealed until the wielder reveals it or a creature discovers it. A creature within 10 feet of the weapon can discern its true nature if the creature has a passive Wisdom (Perception) score of at least 20 or if the creature is actively looking for concealed weapons and succeeds on a DC 15 Wisdom (Perception) check. A creature that handles a weapon disguised to look like something else discovers the weapon's true nature if the creature has a passive Wisdom (Perception) score of at least 10 or automatically if the creature is actively looking for concealed weapons.

Fell Weapon. A fell weapon can act as an arcane focus.

Firearm. You can use a weapon that has the firearm property to make a ranged attack, but only if ammunition is loaded into the weapon's magazine. Each time you attack with a firearm, you expend 1 round from the magazine. Rounds fired from a firearm are destroyed.

A firearm produces a loud report when fired. Unless affected by mechanikal or magical silence, creatures with the ability to hear can hear the sound of a firearm discharging from a great distance, sometimes up to a mile or more in open conditions. Pistols use light round. Rifles use heavy rounds. Some firearms have unique ammunition types.

Grenade. You must throw this weapon to make a ranged attack with it. Add your Dexterity modifier to the attack roll, but do not add it to the damage roll.

Iosan. This weapon is of Iosan manufacture.

Magazine. A weapon with the magazine property has an amount of ammunition stored inside it (noted in parentheses). Once you use the weapon to make a number of attacks equal to its magazine rating, you must use an action or a bonus action (your choice) in order to reload it.

Magelock. A magelock weapon is specially hardened against the effects of a gun mage's rune shots. While in

the hands of a gun mage, a magelock weapon is a magic weapon.

Misfire. If you roll equal to or lower than a weapon's misfire rating (noted in parentheses), the weapon jams as its ammunition fails. The attack automatically misses, and the weapon cannot be used again unless you use an action or a bonus action to clear the chamber and fix whatever caused the weapon to misfire.

Rearm. You can use a weapon that has the rearm property to make a melee attack, but only if you have the expendable component the weapon uses. Each time you attack with the weapon, you expend this component. You must take a bonus action to draw the component from a bandolier or another container and attach it to the weapon.

If you use a weapon that has the rearm property to make a melee attack without replacing the expendable component, you treat the weapon as an improvised weapon.

Sacral Blade. While in the hands of a blood witch, a sacral blade is a magic weapon.

Storm. As a bonus action, you can activate or deactivate this weapon. While activated, this weapon deals 1d4 lightning damage in addition to its normal damage. Each time you make an attack with this weapon while it is activated, you suffer 1d4 lightning damage after resolving the attack. For more on this weapon, see "Mechanika" on p. 213. Storm Generator. You can use this weapon to discharge lightning as a ranged attack rather than use it as a melee weapon, but only if the weapon is activated. If you do so, this weapon's damage changes to 1d8 lightning damage.

Volley. You can use a weapon with the volley property to make an attack against a single target, or you can fire multiple shots into a 10-foot cube within the weapon's normal range, in which case each creature in the area must make a Dexterity saving throw with a DC equal to $8 +$ your attack modifier. On a failed save, the creature takes normal damage from the weapon. A volley cannot hit more targets than the number of pieces of ammunition in the weapon's magazine when it is fired.

Field Dependency. A weapon or upgrade with this property won't function if the myrmidon's power field has collapsed or if the myrmidon doesn't have a power field.

Power Cost (X). The weapon requires 1 or more charges from a myrmidon's arcane condenser to fire, noted in parentheses.

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
'Jack wrench	15 gp	1d8 bludgeoning	5 lb.	Heavy	IKR
Bayonet	3 gp	1d6 piercing	1 lb.	Special	IKR
Belaying pin	1 sp	1d6 bludgeoning	1 lb.	Light	NE
Cleft dagger	5 sp	1d4 piercing	1 lb.	Cleft, finesse	BC
Cleft dagger	5 sp	1d4 piercing	1 lb.	Cleft, finesse	IDW
Club	1 sp	1d4 bludgeoning	2 lb.	Light	IKR
Coal shovel	1 gp	1d4 bludgeoning	3 lb.	Special, versatile (1d6)	IKR

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Cutlass	5 gp	1d6 slashing	2 lb.	Finesse	NE
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)	IKR
Dagger, poisoner's	20 gp	1d4 piercing	1 lb.	Finesse, light, special	PDR
Druidic voulge	10 sp	1d6 bludgeoning	5 lb.	Versatile (1d8), special	BC
Fell spear	155 gp	1d6 piercing	3 lb.	Fell weapon, thrown (range 20/60), versatile (1d8)	NE
Fell staff	150 gp	1d8 bludgeoning	5 lb.	Fell weapon, versatile (1d10)	NE
Fish hook	2 gp	1d6 slashing	4 lb.	Versatile (1d8)	IDW
Gaff	2 gp	1d4 piercing	1 lb.	Light	IKR
Gaff spear	4 gp	1d8 piercing	3 lb.	Special, two-handed	IKR
Garrote, clockwork	15 gp	1d4 bludgeoning	1 lb.	Special, two-handed	PDR
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed	IKR
Halfspear	1 gp	1d6 slashing	2 lb.	Light, versatile (1d8)	BAB
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)	IKR
Harpoon	3 gp	1d8 piercing	5 lb.	Thrown (range 20/60)	IKR
Harpoon	5 sp	1d6 piercing	1 lb.	Thrown (range 30/120)	NE
Ice axe	5 sp	1d6 piercing	2 lb.	Light, special	IDW
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)	IKR
Knuckledusters	5 sp	1d4 bludgeoning	1 lb.	Special	IKR
Kopis	2 gp	1d6 slashing	2 lb.	Light	BAB
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)	IKR
Lightning Rod	115 gp	1d4 bludgeoning	9 lb.	Light, special	SS
Mace	5 gp	1d6 bludgeoning	4 lb.	—	IKR
Pickaxe	5 gp	1d6 piercing	3 lb.	Light	IKR
Piercer	250 gp	1d6 piercing	2 lb.	Special, thrown (range 30/120), versatile (1d8)	NE
Prosthetic weapon	2 gp	1d4 special	1 lb.	Light, special	NE
Punch dagger	5 gp	1d6 piercing	1 lb.	Light, special	IDW
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)	IKR
Rynnish Fan	20 gp	1d4 slashing	1 lb.	Finesse, light, special	PDR
Sickle	1 gp	1d4 slashing	2 lb.	Light	IKR
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)	IKR
Spear, flame	25 gp	1d6 piercing	6 lb.	Special, versatile (1d8)	GotT
Spear, flame	25 gp	1d6 piercing	6 lb.	Special, versatile (1d8)	IKR
Spiked Torch	5 gp	1d6 bludgeoning	5 lb.	Special	GotT
Springblade	4 gp	1d4 piercing	2 lb.	Finesse, hidden, light	IKR
Stave of authority	Special	1d6 bludgeoning	7 lb.	Special, versatile (1d8)	IKR
Swamp hook	4 gp	1d6 slashing	3 lb.	Light, special	IDW
Tomahawk	2 gp	1d6 slashing	1 lb.	Light, thrown (30/90)	IDW
Vice claw	10 gp	1d8 slashing	4 lb.	Special	NE

Bayonet. Bayonets are small, dagger-like blades that can be affixed to the barrel of a firearm. They are most often affixed to military rifles used by soldiers in close-quarter trench warfare. Some specialized bayonets have been crafted for use with both multibarreled firearms and crossbows. A bayonet attached to a ranged weapon allows you to make melee attacks without relinquishing your weapon. When not attached to a pistol or rifle, a bayonet is considered an improvised weapon. When mounted on the end of a rifle, a bayonet gains versatile (1d8).

Coal Shovel. When another creature targets you with a melee attack, you can use your reaction to try and parry the attack with the head of this weapon. If you do, you gain +1 AC against that attack. You cannot use this reaction while also wielding a shield.

Fell Spear. This simple weapon is worked with necromantic runes that allow it to act as a conduit for

profane magic.

Fell Staff. Favored by necromancers and iron liches alike, these brutal, heavy iron weapons double as symbols of authority outside of combat.

Fish Hook. This oversized gaff is the simplest weapon wielded by bog trogs, who use it to snatch fish from the swamps where they live. Heavy Scattergun. This oversized weapon is favored by the trollkin of the United Kriels. Its bore is wider than that of the scattergun commonly used by hunters across the Iron Kingdoms, and its powerful kickback makes it challenging to use for those who lack the powerful build of a trollkin or an ogrun. You have disadvantage on attack rolls made with this weapon unless you have a Strength score of 16 or higher.

Gaff Spear. A large hook is mounted at the base of the spearhead of this sturdy weapon, which can be used as a spear but also allows you to make a special trip attack with the hook. If you use a gaff spear to shove a creature, you have advantage on the Strength (Athletics) check.

Garrote, Clockwork. The clockwork garrote is disguised within a common pocket watch. The user slips a finger into a ring at the top of the watch and twists it and can then unwind the attached garrote cord. After the garrote has been used, the ring is simply released and the cord automatically winds back into the watch. A garrote must be used as part of a grapple attack. A creature grappled by a garrote can't breathe, is choking, can't speak, and can't cast spells with verbal components while it is grappled. A creature grappled by a garrote takes 1d4 bludgeoning damage at the start of each of its turns. A character can discern a clockwork garrote from a normal pocket watch only by handling it and making a successful DC 15 Wisdom (Perception) check.

Halfspear. This weapon consists of a short haft and a large chopping blade. It is a common weapon among the bogrin.

Ice Axe. A nearly ubiquitous tool in mountain regions, the ice axe helps climbers ascend and descend treacherous surfaces in frozen conditions. The weapon's head is cosmetically similar to that of the much larger pickaxe and usually features sharp serrations at the tip of the cutting blade. The long main spike is counterbalanced by either a hammerhead for driving pitons into rock or a small chopping blade for cutting handholds and footholds in glacial ice. The strong leather straps attached to the haft allow users to quickly free their hands without losing the equipment. When you are wielding an ice axe, you double your strength modifier on Strength (Athletics) checks made to climb icy and rocky surfaces.

Knuckledusters. Knuckledusters are metal braces made to fit over the hand in order to increase the damage of punches and strikes with the hand. You can use this weapon to make an unarmed strike. On a hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier. (If your unarmed strikes already roll a damage die, you can reroll the damage die when you roll a 1 but must use the new roll.)

Kopis. This one-handed chopping blade is common among the Idrians.

Piercer. A martial evolution of the Satxis fishing spear, this trident-like weapon is often seen in the hands of renowned raiders and sea witches. When you damage a bonded steamjack with this weapon, the steamjack's controlling warcaster takes 1d4 psychic damage.

Prosthetic Weapon. An assortment of hooks, cast-iron maces, blades, and skewers have replaced the hands and arms of many of the pirates who populate the Scharde Islands. Most of these prosthetic weapons are simple replacements for a body part lost during a fight

or to an accident, but some of the more bloodthirsty black ogrun and blighted trollkin have been known to voluntarily hack off a hand in order to replace it with a bit of jagged steel. When you acquire this weapon, choose one of the following damage types: bludgeoning, piercing, or slashing. You can use this weapon to make an unarmed strike that deals 1d4 damage of the chosen type.

Punch Dagger. This weapon combines a gauntlet and a stout blade. Attacks with this weapon are considered unarmed attacks.

Spear. This weapon is a heavy spear made of reinforced steel.

Spiked Torch. These archaic weapons are the original armaments of the Flameguard and are still sometimes seen in Menite areas outside the Protectorate, like the Old Faith temples in Khador. While this weapon is fueled and ignited, it deals its normal damage. While this weapon is fueled and ignited, the target takes 1 extra fire damage on a hit. The torch holds enough fuel for 10 minutes of use. Replacement tanks cost 5 gp. Replacing the fuel takes an action.

Springblade. A favorite of assassins and street fighters alike, this weapon is a dagger with a retractable blade in its hilt. When a wielder touches a button on the weapon's handle, a powerful internal spring forces the blade outward, at which point the blade is locked in place and ready to be used in combat. You can draw or sheathe a springblade for free, even if you've already drawn or sheathed a weapon during your turn.

Stave of Authority. A stave of authority is a weapon of steel or banded hardwood set with a heavy head and a tip capable of delivering crushing blows. The clergy of Menoth favor these battle staves as their primary armaments and symbols of office. Being granted to priests to denote their station with the clergy, these items are not normally available for purchase. If a player wants to purchase a stave of authority, the GM should first determine whether such a weapon is available and then, if so, determine an appropriate price. A stave of authority can be used as a holy symbol.

Swamp Hook. A swamp hook is a short gaff commonly used to haul large fish aboard a boat. When you attack with a swamp hook, you can attempt to disarm or grapple your target instead of dealing damage. If the attack hits, the target must succeed on a Strength saving throw or suffer the chosen effect.

Tomahawk. This light axe is balanced for throwing and is often seen in the hands of explorers.

Vice Claw. The end of this vicious polearm is topped with a bladed vice capable of clamping down on a target. If you hit a Medium or smaller creature with this weapon, you can subject the target to the grappled condition instead of dealing damage. Until this grapple ends, the target takes 1d4 slashing damage at the start of each of its turns.

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Blowgun	1 sp	1d1 piercing	2 lb.	Ammunition (range 80/320), loading	IDW
Bola	1 sp	1d4 bludgeoning	2 lb.	Special, thrown (range 20/60)	IKR
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed	IKR
Dart	5 cp	1d4 piercing	4 lb.	Finesse, thrown (range 20/60)	IKR
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed	IKR
Sling	1 sp	1d4 bludgeoning	0 lb.	Ammunition (range 30/120)	IKR
Snare gun	25 gp	1d1 bludgeoning	2 lb.	Ammunition (range 30/90), loading, special	IDW

Blowgun. A long, skinny tube composed of reeds, wood, bone, or metal, the blowgun is one of the simplest and most reliable ranged weapons on all of Caen. Although it is only capable of firing small darts, users typically coat these projectiles with toxic substances to make them effective for hunting larger animals or discreetly killing their adversaries, as the darts are only good at killing the smallest creatures.

Bola. A bola is a simple throwing weapon made of lengths of rope and chain affixed together and ending in

heavy weights. The weapon causes little damage, as its true purpose is to entangle and trip its target. A Large or smaller creature hit by a bola must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

Snare Gun. This weapon launches a weighted net at range. When you hit a creature with a snare gun attack, it is restrained as if hit by a net (SRD).

SIMPLE PISTOLS

Name	Cost	Damage	Weight	Properties	Book
Deck sweeper	25 gp	1d12 piercing	5 lb.	Firearm (range 20/60), heavy, magazine (1), misfire (2)	NE
Harpoon pistol	10 gp	1d4 piercing	1 lb.	Firearm (20/60), light, magazine (1), misfire (2), special	BAB
Iosan pistol	200 gp	1d8 piercing	4 lb.	Firearm (80/240), Iosan, light, magazine (1)	BAB
Pistol	20 gp	1d10 piercing	4 lb.	Firearm (range 40/120), light, magazine (1)	IKR
Pistol, musket	15 gp	1d12 piercing	3 lb.	Firearm (range 20/60), light, magazine (1), misfire (4)	IKR
Pistol, repeating	25 gp	1d10 piercing	6 lb.	Firearm (range 40/120), light, magazine (5)	IKR
Rivet gun	10 gp	1d8 piercing	8 lb.	Firearm (range 10/30), magazine (10)	IKR
Rynnish holdout	30 gp	1d6 piercing	1 lb.	Firearm (range 20/60), light, magazine (2)	IKR
Volley pistol	15 gp	1d8 piercing	2 lb.	Firearm (range 20/60), magazine (3), misfire (3), special	NE

Deck Sweeper. This short smoothbore pistol is designed to fire a cloud of shot, shrapnel, or burning compounds at a close distance.

Harpoon Pistol. Seldom seen in the hands of anyone but swamp gobbers and bogrin, this weapon fires a small, harpoon-like dart. Unlike traditional harpoons, which are meant to pull the target closer, the harpoon pistol is most commonly used to pull the shooter nearer to its target. As a bonus action after hitting a target with a harpoon pistol, a Small or smaller creature can retract the harpoon to be pulled up to 20 feet closer to the target of the attack.

Volley Pistol. A volley pistol features three barrels arranged in a fan-shaped configuration. Because it is

capable of threatening a large number of people at the same time, it is favored by officers aboard ships with potentially mutinous crews. You can fire the pistol's central barrel only, in which case it functions normally, or all three barrels at once to release a close-ranged blast of bullets. If you fire the full magazine, the weapon deals damage in a 15-foot cone. Each creature in the cone must make a Dexterity saving throw with a DC equal to $8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$ if you are proficient with simple pistols. On a failed save, the creature takes 1d8 piercing damage, as normal.

SIMPLE RIFLES

Name	Cost	Damage	Weight	Properties	Book
Bile cannon	75 gp	2d8 acid	12 lb.	Firearm (range 20/40), magazine (10), misfire (3)	NE
Blunderbuss	15 gp	1d8 piercing	16 lb.	AOE (5), firearm (range 30/90), magazine (1), misfire (3), two-handed	IKR
Harpoon gun	50 gp	2d6 piercing	15 lb.	Ammunition (range 60/120), loading, special, two-handed	IKR
Iosan long rifle	280 gp	2d6 piercing	8 lb.	Firearm (range 90/270), Iosan, magazine (5), two-handed	BAB
Musket	18 gp	1d12 piercing	15 lb.	Firearm (range 35/105), magazine (1), misfire (4), two-handed	IKR
Pig iron	10 gp	1d10 piercing	5 lb.	Firearm (60/180), magazine (1), misfire (3), special, two-handed	BAB
Rynnish walking stick	30 gp	1d8 piercing	2 lb.	Firearm (range 20/60), magazine (1), two-handed, hidden	IKR
Scattergun	20 gp	2d8 piercing	8 lb.	Firearm (range 30/90), magazine (1), two-handed	IKR

Bile Cannon. This weapon is most commonly seen attached to putrid bile thralls, whose festering guts act as a seemingly infinite magazine for the device. Some bold (and disgusting) folks have taken it on themselves to wield such weapons, with a pressurized tank of foul secretions replacing the stomach of a bile thrall.

Pig Iron. The crude firearms often used by farrow are built to be sturdy—not out of any sense of pride, but because the weapons are just as likely to be used to bash in a target’s skull as to shoot at it. A pig iron can be used as an improvised melee weapon; when used as a melee weapon, it is treated as a club.

Harpoon Gun. This specially designed firearm is designed to propel a harpoon over long distances. It

typically has short, stout barrels and is fitted with iron rings that can be used both to tie off the harpoon line and to anchor the harpoon gun into secured mounting, such as that found on a ship. The true range of a harpoon gun is limited by the rope or cable attached to it. If a harpoon fired from a harpoon gun damages a creature, the harpoon embeds in it. As an action, you can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a contested Strength (Athletics) check against the creature’s Strength (Athletics) check. If you succeed, you pull the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 7) destroys it without causing additional damage to the harpooned creature.

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Barbed hook	10 gp	1d8 slashing	3 lb.	Versatile (1d10)	IDW
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)	IKR
Blasting pike	30 gp	1d8 piercing	18 lb.	Heavy, reach, rearm, special, versatile (1d10)	IKR
Blood razor	25 gp	2d4 slashing	1 lb.	Finesse, sacral	NE
Boarding axe	5 gp	1d8 slashing	3 lb.	Special, thrown (range 20/60)	NE
Caber	30 gp	2d12 bludgeoning	180 lb.	Heavy, special, thrown (20/60)	BAB
Caspian battleblade	25 gp	1d8 slashing	12 lb.	Heavy, versatile (2d6)	IKR
Chain blade	20 gp	1d6 slashing	6 lb.	Finesse, reach	IKR
Cleft spear	10 gp	1d8 piercing	3 lb.	Cleft, reach, versatile (1d10)	IDW
Cleft sword	20 gp	1d8 slashing	6 lb.	Cleft, versatile (1d10)	IDW
Cutlass	20 gp	1d8 slashing	3 lb.	Finesse	IKR
Electro lance	1750 gp	1d12 piercing	10 lb.	Reach, special, storm, storm generator (range 30/120)	IKR
Fighting Claw	10 gp	1d4 slashing	1 lb.	Light, special	TDH
Fire brazier	10 gp	1d10 bludgeoning	5 lb.	Reach, special	NE
Flail	10 gp	1d8 bludgeoning	2 lb.	—	IKR
Flail, two-handed	15 gp	1d12 bludgeoning	4 lb.	Heavy, two-handed	IKR
Gearstave	200 gp	1d10 bludgeoning	7 lb.	Reach, special	DM
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed	IKR
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed	IKR
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed	IKR
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed	IKR
Heavy voulge	15 gp	2d6 slashing	9 lb.	Heavy, two-handed	BAB
Hook flail	20 gp	1d6 slashing	3 lb.	Reach, special, thrown (10/30)	IDW
Hooked greatsword	55 gp	1d12 slashing	15 lb.	Heavy, reach, special, two-handed	BAB
Kelkax	200 gp	2d6 piercing	4 lb.	Reach, special, two-handed	IDW
Kopis	12 gp	1d8 slashing	3 lb.	—	IKR
Lacerator	250 gp	1d6 slashing	3 lb.	Finesse, reach, special	NE
Lance	10 gp	1d12 piercing	6 lb.	Reach, special	IKR
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)	IKR
Lyosys	10 gp	1d8 piercing	2 lb.	Light, finesse	IDW
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed	IKR
Mechanoflail	200 gp	1d8 bludgeoning	6 lb.	Reach, special	DM
Morningstar	15 gp	1d8 piercing	4 lb.	—	IKR
Nyss claymore	—	1d10 slashing	5 lb.	Finesse, two-handed	IKR
Nyss curved halberd	—	1d10 slashing	5 lb.	Finesse, heavy, reach, two-handed	BAB
Nyss greatsword	—	2d6 slashing	5 lb.	Finesse, heavy, two-handed	BAB
Ogrun warcleaver	35 gp	1d12 slashing	35 lb.	Heavy, reach, two-handed	IKR
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed	IKR
Pole cleaver	45 gp	2d6 slashing	10 lb.	Heavy, reach, two-handed	IDW
Rapier	25 gp	1d8 piercing	2 lb.	Finesse	IKR
Reclaimant Censer	15 gp	1d6 bludgeoning	3 lb.	Reach, special	R
Reclaimant Torch	30 gp	1d6 fire	5 lb.	Reach, special	R
Ritual blade	25 gp	1d8 slashing	2 lb.	Sacral, versatile (1d10)	NE

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Sacral blade	5 gp	1d6 piercing	1 lb.	Finesse, light, sacral	NE
Sawtooth axe	35 gp	1d12 slashing	8 lb.	Heavy, reach, two-handed	IDW
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light	IKR
Scrap saw	35 gp	1d12 slashing	12 lb.	Heavy, special, two-handed	NE
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light	IKR
Sickle staff	25 gp	1d8 slashing	5 lb.	Finesse, versatile (1d10)	BAB
Spine ripper gauntlet	10 gp	1d8 slashing	1 lb.	Light, finesse	IDW
Steam drill	50 gp	1d10 piercing	35 lb.	Heavy, special, two-handed	BAB
Storm glaive	1500 gp	1d8 slashing	5 lb.	Storm, storm generator (range 20/60), versatile (1d10)	IKR
Storm thrower	1000 gp	1d4 piercing	20 lb.	Special, storm, storm generator (range 80/320)	IKR
Sword cane	40 gp	1d8 piercing	2 lb.	Finesse, hidden	IKR
Teleflail	100 gp	1d8 bludgeoning	3 lb.	Special	DM
Telescoping Staff	24 gp	1d6 bludgeoning	1 lb.	Special	DM
Tharn axe	30 gp	1d10 slashing	8 lb.	Heavy, Versatile (1d12)	TDH
Trench knife	3 gp	1d4 piercing	2 lb.	Light, special	IKR
Trench sword	12 gp	1d6 piercing	3 lb.	Light, special	IKR
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)	IKR
Voltaic halberd	1110 gp	1d10 slashing	9 lb.	Heavy, special, reach, storm, two-handed	IKR
War fan	15 gp	1d8 bludgeoning	1 lb.	Light, finesse	IDW
War pick	5 gp	1d8 piercing	2 lb.	—	IKR
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)	IKR
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach	IKR

Barbed Hook. This polearm is commonly used by bog trogs. You can make shove attacks against any creature within this weapon's reach, and you have advantage on ability checks you make to shove a creature with this weapon.

Battleaxe. A common weapon among mercenary warjacks, this axe's steel shaft and reinforced cheeks help it withstand heavy impacts.

Blasting Pike. The Iron Fang blasting pike is among the most devastating polearms ever developed in western Immoren. It is tipped with a powerful explosive charge that delivers a directional blast capable of obliterating common foes and ripping gaping holes in warjacks. The explosion can also knock any surviving foes to the ground. If you hit a target with a blasting pike, you can choose to detonate the pike's explosive head before you roll for damage. If you do, the target takes an additional 1d10 bludgeoning damage and must make a Strength saving throw with a DC of 10 or half the total damage dealt, whichever is higher. On a failed save, the target is knocked prone. You cannot use this feature again until you rearm the blasting pike with a new explosive head and cannot use the blasting pike as a normal weapon again until you rearm it with either a new explosive head or a standard spearhead. A blasting pike armed with a standard spearhead cannot be detonated in this manner but does not need to be rearmed between attacks. Replacement blasting pike heads cost 5 gc.

Boarding Axe. Favored by the boarding crews of pirate vessels, this weapon has a longer haft and heavier head than a common hand axe. Ideal for chopping through rigging lines or the necks of stubborn sailors, its bearded blade terminates in a point that allows the

user to climb the outside of a wooden hulled ship or any other wooden structure. When using a boarding axe, you double your proficiency bonus on Strength (Athletics) checks made to climb a wooden structure.

Caber. Trollkin warriors prove their strength of arms by seeing who can throw enormous stone cabers the farthest. Some choose to use these stone columns in battle, flinging them into enemy formations or swinging them like oversized mauls. A Medium or smaller creature hit is also pushed 5 feet away after being hit by a thrown caber.

Fighting Claw. The fighting claw incorporates a small leather and bone shield to protect the wrist of its user. When you take the Dodge action, until the start of your next turn, if a creature within 5 feet of you misses you with a melee attack, you can use your reaction to make a fighting claw attack against the attacking creature.

Fire Brazier. A fire brazier can be used as a simple but

Gearstave. A gearstave is a long metallic shaft with a multitined clockwork gear affixed to one end and a knob on the other. The gear's edges are sharp, and it spins slightly while the weapon is at rest. At a moment's notice, the weapon's clockwork innards can spin the gear at the end of the stave at a tremendous velocity. This weapon is intimidating and is only available to the acolytes of Cyriss. When you make an attack with a gearstave, you can choose to make a bludgeoning attack with the knob end or a slashing attack with the spinning gear. If the attack hits, the target takes an additional 1d4 slashing damage as the gear tears through them. After doing so 10 times, you must spend five minutes winding the gears before you can do so again.

Flail. This weapon consists of one or more heavy, spiked iron balls suspended by a chain and attached to a long steel rod.

Glaive. This wrist-mounted blade keeps a myrmidon's hand free to perform other tasks.

Halberd. This heavy, reinforced cleaving implement is attached to the end of a long steel pole.

Heavy Vouge. The signature weapon of House Ellowuyr's wardens, this massive polearm is topped with a chopping blade nearly as long as a greatsword.

Hook Flail. This martial weapon consists of an oversized hook attached to a length of rope. When you hit a Medium or smaller creature with this weapon as part of a ranged attack, you can use a bonus action to pull the target to an unoccupied space within 5 feet of you.

Hooked Greatsword. Used primarily by the trollkin warriors known as Fennblades, this heavy greatsword has wicked hooks capable of pulling riders from their saddles and catching the legs of enemy mounts. When you hit a mounted creature with this weapon, the creature must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it.

Kelkax. These exotic polearms are the preferred weapons of the mysterious totem hunters, creatures from beyond Immoren who hunt for trophies in the wild places of the continent. The weapons are rarely seen outside the hands of a totem hunter, but those who wield them command respect, for the only way to separate a totem hunter from its weapon is by defeating it in combat. Immediately after you take the Attack action and attack with a kelkax, you can make a melee attack with it as a bonus action. This attack deals 1d4 piercing damage on a hit.

Kopis. This one-handed chopping blade is common among the Idrians.

Lacerator. This wicked, bladed whip is favored by Satxis raiders, and the secrets of its creation are known only to Satxis blood witches. When you damage a bonded steamjack with this weapon, the steamjack's controlling warcaster takes 1d4 psychic damage.

Lyosys. The lyosys, or "little fang," is a slender, gently tapered shortsword of Nyss design that is favored by striders. It has a fine point with a definite curve and is designed to slide off of bone so it does not get stuck when it pierces flesh.

Mechanoflail. The mechanoflail is a clockwork weapon designed to spin its flail heads at high speeds to greatly increase striking damage. These weapons are extremely rare and are only produced by the engineers

of the temples of Cyriss. When you take the Attack action and attack with only a mechanoflail, you can use a bonus action to make an additional attack with the weapon. After making 10 bonus attacks with a mechanoflail, you must spend five minutes rewinding it before it can be used again.

Nyss Claymore. These weapons have become very rare since the disaster that befell the Nyss in 606 AR. Most such blades found outside of northern Khador are either family heirlooms fiercely guarded by the refugees who wield them or the prized possessions of wealthy collectors. If a player wants to purchase a Nyss claymore, the GM should first determine whether such a weapon is available and then, if so, determine an appropriate price.

Sawtooth Axe. The barbed teeth along this weapon's cutting edge are capable of slashing through thick scales and hides. Wielders drag the blade to rip wounds wider as they strike. Immediately after you take the Attack action and attack with a sawtooth axe, you can make a melee attack with it as a bonus action. This attack deals 1d4 slashing damage on a hit.

Reclaimant Censer. This censer, used by reclaimers during funerary rites, is sometimes also used as a weapon. Incense scattered on the smoldering coals within produces thick clouds of aromatic smoke—including certain concoctions known to blister the lungs of those who inhale it. While this weapon contains incense and is lit, a creature hit with it that does not have breathing protection must make a DC 12 Constitution saving throw or take 1d8 poison damage on a failed save. The censer can contain enough coal and incense for 10 minutes of use. Replacing the incense and coal costs 10 gp.

Reclaimant Torch. A long brass-and-steel torch fueled by a tank of Menoth's Fury, the torch ends in a blazing, mace-like head capable of delivering bone-crushing blows. The fuel tank is generally strapped to the wielder's waist. Reclaimers use these weapons to execute their duties, such as purifying the bodies of the faithful and striking down those who would defile the souls of Menites. While this weapon is fueled and ignited, it deals its normal damage. While ignited, on a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. The tank holds enough fuel for 45 minutes of use. Replacement tanks cost 10 gp. If it runs out of fuel or is not ignited, it is treated as a simple club. Replacing the fuel tank takes an action.

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Blowgun	10 gp	1d1 piercing	1 lb.	Ammunition (range 25/100), loading	IKR
Clockwork Gearbow	200 gp	1d8 slashing	5 lb.	Ammunition (range 80/320), loading, magazine (10), two-handed	DM
Crossbow, dual	45 gp	1d10 piercing	2 lb.	Ammunition (range 100/400), heavy, special, two-handed	IDW
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading	IKR
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed	IKR
Crossbow, repeating	80 gp	1d10 piercing	20 lb.	Ammunition (range 100/400), heavy, magazine (6), two-handed	IKR

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Lawbringer Crossbow	450 gp	1d10 piercing	18 lb.	Magazine (10), ranged (range 25/100), heavy, loading, two-handed	Ex
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed	IKR
Net	1 gp	0d0 piercing	3 lb.	Special, thrown (range 5/15)	IKR
Nyss bow	65 gp	1d10 piercing	3 lb.	Ammunition (range 200/800), heavy, two-handed	IKR
Shortbow, Kossite	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), special, two-handed	IDW
Stormfall great bow	75 gp	1d12 piercing	5 lb.	Ammunition (range 200/800), heavy, loading, special, two-handed	BAB
Tharn bow	75 gp	1d10 piercing	3 lb.	Ammunition (range 150/600), heavy, special, two-handed	TDH

Blowgun. A long, skinny tube composed of reeds, wood, bone, or metal, the blowgun is one of the simplest and most reliable ranged weapons on all of Caen. Although it is only capable of firing small darts, users typically coat these projectiles with toxic substances to make them effective for hunting larger animals or discreetly killing their adversaries, as the darts are only good at killing the smallest creatures.

Stormfall Great Bow. The compound great bow used by the Stormfall archers allows for a far heavier draw

than traditional designs permit. You can use this weapon to shoot specialized payloads instead of normal arrows. If you do, replace the standard arrow damage with the payload damage.

Tharn Bow. Tharn bows are massive weapons with spikes of bone or antler on the limbs that can be an effective weapon in melee combat. If you are proficient with a Tharn bow, you can use it to make a melee weapon attack that deals 1d8 piercing damage.

MARTIAL PISTOL

Name	Cost	Damage	Weight	Properties	Book
Hand cannon	100 gp	2d6 piercing	8 lb.	Firearm (range 80/240), heavy, magazine (1)	IKR
Hand cannon, dual	250 gp	2d6 piercing	10 lb.	Firearm (range 80/240), heavy, magazine (2), special	IKR
Hand mortar	90 gp	1d12 bludgeoning	8 lb.	AOE (10), firearm (range 30/90), heavy, loading	BAB
Heavy Iosan pistol	300 gp	2d8 piercing	4 lb.	Firearm (80/240), Iosan, light, magazine (5)	BAB
Pistol, collapsible	45 gp	1d8 piercing	5 lb.	Firearm (range 40/120), light, magazine (1)	PDR
Pistol, dual magelock	280 gp	1d10 piercing	8 lb.	Firearm (range 40/120), magazine (2), magelock, special	IKR
Pistol, magelock	150 gp	1d10 piercing	8 lb.	Firearm (range 40/120), magazine (1), magelock	IKR
Radcliffe quad-iron	40 gp	1d6 piercing	10 lb.	Firearm (range 20/80), magazine (4), volley	IKR

Hand Mortar. This heavy, short-barreled weapon is used to launch explosive shells over short distances. It is a particular favorite of Rhulfolk who are a bit too enthusiastic about their love for explosives.

Pistol, Collapsible. There is always a demand for concealable weaponry, particularly in urban environments where it is unwise to carry a firearm openly. This demand has been answered in a number of

ways, among them a collapsible pistol and rifle developed by Blackfeather Ironworks of Orven. Originally advertised as a “useful accessory for the discreet gentleman,” this weapon is most often used by mercenaries, spies, and thugs who value the pistol’s covert nature. The pistol’s construction allows it to be easily broken down to a few components for ease of concealment.

MARTIAL RIFLE

Name	Cost	Damage	Weight	Properties	Book
Arcantrik cannon	50 gp	2d8 radiant	12 lb.	Firearm (80/240), Iosan, loading, two-handed	BAB
Bannfield Model 603SV	55 gp	2d8 piercing	12 lb.	Firearm (range 200/600), magazine (1), two-handed	GD
Barrage arquebus	175 gp	2d10 bludgeoning	35 lb.	AOE (10), firearm (40/120), heavy, magazine (3), special, two-handed	BAB
Cannon-shield	90 gp	1d8 piercing	10 lb.	Firearm (range 10/30), magazine (1), special	IKR
Carbine	65 gp	2d8 piercing	10 lb.	Firearm (range 50/150), magazine (5), two-handed	IKR
Cinder Bomber	75 gp	2d8 fire	10 lb.	AOE (10), Firearm (range 80/240), Magazine (1), Misfire (1), Special	GD
Dawnguard sword-cannon	90 gp	2d8 piercing	10 lb.	Firearm (range 50/150), heavy, Iosan, magazine (6), special, two-handed	BAB
Fire breather	35 gp	2d8 fire	12 lb.	Firearm (30-foot cone), magazine (5), special	BAB
Houseguard heavy rifle	130 gp	1d10 piercing	25 lb.	Firearm (100-foot line), heavy, Iosan, magazine (1), special, two-handed	BAB
Lance cannon	95 gp	2d10 piercing	6 lb.	Firearm (range 60/180), Iosan, magazine (1), two-handed	BAB
Net cannon	55 gp	0d0 Nothing	8 lb.	AOE (5), firearm (range 10/30), heavy, special, two-handed	NE
Ogrun battle cannon	145 gp	2d12 bludgeoning	30 lb.	AOE (5), firearm (range 50/150), heavy, magazine (1), two-handed	IKR
Purifier	75 gp	2d8 fire	25 lb.	Firearm (30-foot cone), magazine (8), misfire (1), special	GotT

MARTIAL RIFLE

Name	Cost	Damage	Weight Properties	Book
Raevhan Express	110 gp	2d12 piercing	35 lb. Firearm (range 200/600), heavy, magazine (2), two-handed	GD
Rifle, collapsible	115 gp	2d6 piercing	10 lb. Firearm (range 60/180), magazine (1), two-handed	PDR
Rifle, heavy	60 gp	2d10 piercing	16 lb. Firearm (range 60/180), magazine (1), two-handed	IKR
Rifle, magelock	200 gp	2d8 piercing	13 lb. Firearm (range 60/180), magazine (1), magelock, two-handed	IKR
Rifle, military	45 gp	2d8 piercing	12 lb. Firearm (range 60/180), magazine (1), two-handed	IKR
Rifle, repeating	100 gp	2d8 piercing	13 lb. Firearm (range 60/180), magazine (5), two-handed	IKR
Rocket launcher	300 gp	3d10 fire	20 lb. Firearm (range 100/300), heavy, loading, misfire (4),two-handed	BAB
Scattergun, heavy	45 gp	2d10 piercing	14 lb. Ammunition (range 80/320), loading, special	IDW
Slug gun	150 gp	2d12 piercing	18 lb. Firearm (range 10/30), magazine (1), two-handed	IKR
Slugger	190 gp	2d10 piercing	30 lb. Firearm (range 60/180), heavy, magazine (30), misfire (2), two-handed, volley	BAB
Smog belcher	125 gp	2d8 poison	10 lb. AOE (5), firearm (range 60/180), heavy, magazine (1), misfire (2), special, two-handed	NE
Speargun	20 gp	1d8 piercing	2 lb. Ammunition (range 50/150), loading, special	IDW
Sword-cannon	175 gp	2d8 piercing	15 lb. Firearm (range 50/150), heavy, magazine (1), special, two-handed	IKR
Thatcher Trench Carbine	45 gp	2d8 piercing	6 lb. Firearm (range 60/180), magazine (5)	GD
Trencher Chain Gun	500 gp	2d8 piercing	200 lb. Firearm (range 100/300), magazine (30), special, volley	GD
Vanar Liberator	150 gp	2d8 piercing	18 lb. Firearm (range 100/300), heavy, magazine (1), two-handed	IKR
Vortex cannon	225 gp	2d8 force	5 lb. Firearm (range 60/120), losan, magazine (5), misfire (1), special	BAB

Arcantrik Cannon. The favored weapon of the Ghost Snipers of Ios, the arcantrik cannon fires a concentrated blast of pure arcane energy rather than a crude projectile. It does not use traditional rounds; instead, it has a built-in arcane condenser that powers each shot. Although the weapon has an effectively infinite supply of ammunition, the charging time between shots limits its rate of fire.

Barrage Arquebus. Patterned on the weapon carried by the ogrun Arquebus Jonne, this heavy weapon is capable of firing each of its three barrels independently or unleashing a withering barrage of three shots at once. If you fire all three barrels at the same time, you have disadvantage on the attack roll, but the weapon's AOE increases to 30.

Cannon-Shield. This device consists of a heavy, short-range rifle mounted in the center of a shield. It can be used as both a shield and a ranged weapon. A cannon-shield grants +2 AC while it is equipped.

Dawnguard Sword-Cannon. This weapon integrates a heavy rifle with the blade of a sword. A Dawnguard swordcannon can be used as a melee weapon; when used as a melee weapon, it is treated as a greatsword.

Fire Breather. This heavy hand cannon fires a spray of burning fuel at short range. The fire ignites any flammable objects in the area that aren't being worn or carried.

Houseguard Heavy Rifle. More a light artillery piece than a rifle, this weapon is used by the Houseguard to engage with hard targets at range. The force of its shot is so great that it can pass through an entire column of soldiers. Attacks made with this weapon have disadvantage unless the shooter is prone. Being prone does not impose disadvantage on attack rolls with a Houseguard Heavy Rifle. The shot produces a line 100 feet long and 5 feet wide. The shooter makes an attack roll against each creature in the line, dealing damage on a hit.

Lance Cannon. A lance cannon can be used as a melee weapon; when used as a melee weapon, it is treated as a lance.

Slugger. This heavy, rapid-fire weapon is fed by a long belt of ammunition that allows the wielder to engage in sustained firefights without the need to reload.

Net Cannon. This large hand-held cannon launches a weighted net that spreads out when fired. It is often used during ship-to-ship fighting, when opponents are tightly clustered together. A hit deals no damage, but a Large or smaller creature hit by the net or caught in its AOE is restrained until it is freed. A net 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 check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. If the net was not cut, it can be reloaded and fired again. Reloading the net takes 1 minute, most of which is spent carefully folding the net so that it deploys correctly. A net cannon can't be reloaded during combat.

Purifier. The purifier is the sleek and well-made flamethrower utilized by the Flameguard Cleansers. The weapon is fed fuel from a back-mounted tank joined to the purifier by a heavily reinforced hose. The weapon is fitted with a pair of wicked blades that can be used for slashing or thrusting in close combat. The fire ignites any flammable objects in the area that aren't being worn or carried. The purifier incorporates an affixed blade that can be used to attack at close range. The blade deals 1d6 slashing damage.

RAEVHAN EXPRESS. The Raevhan Express is a break-action double-barreled rifle adapted from the heavy rifles used to hunt the enormous Raevhan buffalo, and its immense caliber makes it extremely unwieldy in human hands. From the beginning, trencher recruiters searched for trollkin with proven marksmanship aptitude to handle these guns, taking advantage of their strength and endurance. As an added benefit, a trollkin's natural regenerative abilities mitigate potential damage caused by the weapon's punishing recoil, which can quickly cripple a human operator on repeated firing. A Raevhan Express has two barrels. Each can be fired independently, or both can be discharged together to produce a massive single blast. When you make an attack with a Raevhan Express, you can choose to fire one or both barrels. If you fire both barrels, you make the attack with disadvantage, but if the attack hits, you score a critical hit.

Rocket Launcher. A recent addition to the armories of the United Kriels, these devastatingly effective weapons have made their way into the hands of allied kriels in the Bloodstone and the Glimmerwood. A rocket launcher fires a self-propelled explosive that can travel for great distances, but it is complicated to use and can be just as devastating to those who use it if handled carelessly. If a rocket launcher misfires, the wielder must succeed on a DC 10 Dexterity saving throw or take 3d10 fire damage as the rocket detonates prematurely.

Smog Belcher. Forged by black ogrun weaponsmiths, smog belchers are heavy, culverin-style cannons. The true power of these weapons lies not in the projectiles they fire, but rather in the corrupting clouds of ash those

projectiles produce on impact—a choking haze of toxic fumes that rot flesh and destroy the lungs.

Speargun. Commonly used by swampies and gobbers, this weapon uses a small blasting charge to propel a fishing spear a short distance. Unlike many traditional firearms, its blasting charge is housed in a waterproof container, which allows it to be used underwater without issue.

Sword-Cannon. This weapon integrates a heavy single-shot rifle with the blade of a sword. A sword-cannon can be used as a melee weapon; when used as a melee weapon, it is treated as a greatsword.

Thatcher Trench Carbine. Thatcher trench carbines are shorter overall than the Bannfield rifles and are the standard-issue weapon of the trencher commando corps. They are also issued to trenchers in some support roles, such as combat engineers and supply teams, where a standard rifle would be cumbersome. The Thatcher has a compact ammo wheel with a five-round capacity, useful for prolonged firefights and quick actions where reloading during combat is unrealistic. Despite its shorter barrel, it boasts a respectably effective range, sacrificing only some of its accuracy at longer distances. The carbine uses the same cartridge as the Bannfield rifle, allowing ammunition to be shared between infantry and commando units.

TRENCHER CHAIN GUN. A two-person crew is the preferred method of using this heavy, semi-mobile piece of light artillery. The multibarreled weapon and its support tripod take up a five-foot area and provide half-cover to the weapon's gunner. The weapon must be set up and readied as an action before it can be fired. The weapon's ammunition is supplied by a belt mechanism, allowing it to fire for an extended period of time.

Vortex Cannon. A vortex cannon seems to defy the laws of nature when it fires. Its projected energy field bends and swallows light, creating a dense field of distorted energies that ripple outward from a central point. The weapon's blasts mimic gravity, creating an inconsistency in what House Vyre's artificers refer to as "the anchor of Caen" and warping the nature of space itself. When a vortex cannon hits a creature, other creatures in the AOE have disadvantage on the saving throw to avoid damage. On a failed save, a creature takes the full damage taken by the target rather than half of the damage. Each shot from a force cannon requires a myrmidon to expend 2 charges from its arcane condenser.

GRENADE

Name	Cost	Damage	Weight	Properties	Book
Grenade, explosive	10 gp	4d10 piercing	2 lb.	AOE (5), grenade (range 20/60)	IKR
Grenade, incendiary	35 gp	4d10 fire	2 lb.	AOE (5), grenade (range 20/60)	IKR
Grenade, stormsmith	42 gp	4d10 lightning	2 lb.	AOE (5), grenade (range 20/60), special	SS
Necrotite bomb	35 gp	4d10 necrotic	2 lb.	AOE (5), grenade (range 20/60), special	NE

Necrotite Bomb. This explosive device combines binary blasting powder with refined necrotite, the addition of which vastly increases the force of the detonation and taints the blast with corrupting byproducts. When you score a critical hit with a necrotite bomb, the creature directly hit by the attack suffers one level of exhaustion in addition to taking damage from the bomb.

STEAMJACK MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Axe cannon	300 gp	2d10 piercing	25 lb.	Firearm (range 30/90), magazine (1), special	MoW
Battle mace	180 gp	2d6 bludgeoning	40 lb.	—	IKR
Battleblade	275 gp	2d8 slashing	30 lb.	Reach	IKR
Bone saw	225 gp	2d8 slashing	25 lb.	—	NE
Bonejack jaws	190 gp	2d6 piercing	40 lb.	Special	NE
Circular Saw	75 gp	2d6 slashing	25 lb.	—	MoM
Claw	125 gp	3d8 special	50 lb.	—	NE
Combat hammer	100 gp	2d8 bludgeoning	45 lb.	—	IKR
Drill rig, light	150 gp	2d8 piercing	30 lb.	Special	IKR
Eviscerator	180 gp	2d6 piercing	35 lb.	Special	NE
Flail, light	100 gp	2d8 bludgeoning	20 lb.	—	IKR
Force claw	200 gp	2d6 slashing	8 lb.	Iosan, —	BAB
Gladius	225 gp	2d8 piercing	12 lb.	Special	PDR
Glaive	225 gp	2d4 slashing	14 lb.	Iosan, Finesse	BAB
Grappler	300 gp	2d8 bludgeoning	20 lb.	Special	BAB
Grenade cannon	300 gp	2d10 fire	30 lb.	AOE (10), firearm (range 80/240), heavy, magazine (1), special, two-handed	MoW
Guisarme	375 gp	2d12 slashing	20 lb.	Reach	PDR
Halberd, light	200 gp	2d10 slashing	50 lb.	Reach	IKR
Helldriver	275 gp	3d8 piercing	45 lb.	Reach, special	NE
Industrial torch	200 gp	2d6 fire	35 lb.	Magazine (20)	IKR
Macropummeler	450 gp	3d12 bludgeoning	75 lb.	Special	MoM
Meteor Hammer	275 gp	2d10 bludgeoning	50 lb.	Reach	MoM
Necrojector	300 gp	3d8 piercing	35 lb.	Reach, special	NE
Perisher	280 gp	3d8 slashing	75 lb.	Reach, special	NE
Piston Spike	90 gp	2d10 piercing	30 lb.	—	MoM
Pulverizer	1660 gp	2d12 bludgeoning	35 lb.	Special	BAB
Repulsor	240 gp	2d4 force	8 lb.	Iosan, Special	BAB
Rock drill	450 gp	2d10 piercing	35 lb.	Special	BAB
Rune blade	250 gp	2d6 necrotic	12 lb.	Iosan, —	BAB
Scrap saw	175 gp	2d6 slashing	30 lb.	Special	IKR
Shield cannon	110 gp	2d10 piercing	55 lb.	Firearm (range 20/60), heavy, magazine (1), special	MoW
Shield claw	150 gp	3d6 slashing	65 lb.	Special	NE
Shield system	400 gp	2d8 bludgeoning	40 lb.	Special	BAB
Shot cannon	400 gp	3d10 piercing	25 lb.	AOE (5), firearm (range 40/120), heavy, magazine (2), special, two-handed	MoW
Spear, light	140 gp	2d6 piercing	30 lb.	Reach	IKR
Spring-Spike Fist	120 gp	2d6 piercing	30 lb.	Special	MoM
Stinger	265 gp	3d8 poison	30 lb.	Reach	NE
Stun lance	2470 gp	2d8 piercing	40 lb.	Reach, special	IKR
Tentacles	225 gp	3d8 slashing	60 lb.	Reach, special	NE
Tusks	190 gp	2d6 bludgeoning	20 lb.	Special	NE
Vivisector	300 gp	2d12 slashing	55 lb.	Reach	NE

Axe Cannon. Although hybrid gun-axes have existed for many centuries, this heavy weapon is far too large for a normal person to wield. Scaled up to the proportions of

heavy Man-O-War armor, it fires a round the size of a small ship's gun. An axe cannon fires light artillery rounds. This weapon also functions as a great axe.

Battle Mace. Designed for the Mule configuration of the Nomad chassis, which was decommissioned in 582 AR, this weapon consists of a heavy, spiked ball atop a long, reinforced steel rod.

Battleblade. The venerable weapon of the Nomad, this steamjack-sized greatsword is based on the design of the Caspian battleblade.

Bonejack Jaws. Many bonejacks, especially those based on the Deathripper chassis, use the blight-hardened skulls of Cryxian wildlife as the bonejack's own head. Although these skulls vary greatly in form, their function is the same: ripping apart the flesh of foes. A creature hit by this weapon is grappled (escape DC 8 + the bonejack's Strength modifier + its proficiency bonus). Until this grapple ends, the bonejack can't use its bonejack jaws on another target.

Circular Saw. This is a rotating saw designed to cut through iron and steel.

Claw. Necrotechs make great use of various slashing and crushing claws. When you acquire this weapon, choose whether it will deal bludgeoning or slashing damage. Eviscerator. The eviscerator is a specialized claw designed to pierce deeply into flesh and leave brutal wounds when it is retracted. A creature damaged by this weapon must make a Constitution saving throw with a DC equal to 8 + the warjack's Strength modifier + its proficiency bonus. On a failed save, the creature is unable to regain hit points until the end of the warjack's next turn.

Combat Hammer. This weapon consists of a massive head mounted on a steel handle.

Force Claw. This weapon's arcanik runes sheath its blades in a field of energy that enhances their cutting power. Force Fist. This weapon features reinforced and oversized striking surfaces, behind which lies a kinetic emitter that increases the power of the myrmidon's blows.

Gladius. The warjack gladius has a leaf-shaped blade and is designed for rapid, close thrusting attacks. When a steamjack makes an attack with the gladius and has advantage on the attack roll, if both dice in the attack would hit the target, the attack is a critical hit.

Glaive. This wrist-mounted blade keeps a myrmidon's hand free to perform other tasks.

Grappler. The grappler is a heavily reinforced cargo clamp. A steamjack equipped with a grappler has advantage on Strength (Athletics) checks made to begin or maintain a grapple.

GRENADE CANNON. The iconic weapon of the Man-O-War bombardier, this breech-loading heavy grenade launcher is fitted with a steamdriven chain blade for close combat. The chain blade's motor requires 5 pounds of coal and water for 30 minutes of use. You can make a ranged attack with this weapon against a creature that is not within line of sight, but only if the target is within normal range and there is an uninterrupted path for the grenade's trajectory. These indirect-fire attacks have disadvantage, and creatures have advantage on the saving throw to avoid AOE

damage. Although this weapon can be used to make ranged attacks, it includes a chain bayonet, which is a martial weapon that deals 2d6 slashing damage. The chain bayonet requires 1 pound of coal to operate for 1 hour. A grenade cannon launches fin-stabilized explosives. The standard antipersonnel round detonates in an incendiary blast, but other shell types are also used in certain circumstances. Grenade cannon shells cost 10 gp each. • Devil's Gasp. Devil's gasp is a volatile and toxic alchemical weapon. A devil's gasp grenade deals poison damage instead of fire damage. The AOE of the grenade becomes a toxic cloud that deals 2d10 poison damage to any creature within there. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. • Smoke. A smoke grenade does not deal damage. The AOE of a smoke grenade becomes heavily obscured. A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. • Airburst. An airburst grenade detonates above the battlefield and rains a hail of grapeshot into an enemy formation. Airburst grenades do not have an AOE. Instead, pick a point within normal range that you can see. Each creature in a 30-foot cone originating from that point must make a DC 15 Dexterity saving throw. A creature takes 2d10 piercing damage on a failed save, or half as much damage on a successful one.

Guisarme. This long-hafted polearm has a crescent-shaped blade, counterbalanced with a hooked back spike, and is balanced for use by light warjacks.

Helldriven. The helldriven is a mantis-like spike of hardened steel that allows a helljack to drive deep through armor and flesh and inject a debilitating toxin directly into a living creature's blood. As part of an attack made with this weapon, a warjack can choose to deal poison damage instead of the weapon's normal damage type.

Industrial Torch. This attachment is an oversized version of the blowtorches used by mechaniks. It combines highly combustible gases in precise proportions to create a superhot flame that can melt metal. An industrial torch can't be reloaded during combat. Reloading an industrial torch outside of combat takes 20 minutes but doesn't require specialized tools or training.

Macropummeler. An undeniably brutal weapon, the macropummeler hits with staggering impact that sends targets tumbling. After a strike, heavy gears slowly reset the weapon to deliver another ferocious blow. When you use an action, bonus action, or reaction to attack with a macropummeler, you can make only one attack regardless of the number of attacks you can normally make.

Meteor Hammer. A meteor hammer is a heavy weight attached to a carefully constructed flexible linkage, able to bring down devastating blows on a target.

Necrojector. This barbed weapon courses with alchemical sludge and poisons. When a warjack attacks a creature with this weapon, its controller can attack with the weapon as normal or choose one of the following options: Burster. The weapon deals necrotic damage instead of piercing damage and gains AOE (20). Distillation. If the attack reduces a living humanoid creature to 0 hit points and the warjack is within the control range of its bonded warcaster, the warcaster regains 2d4 hit points. Psycho Venom. The weapon deals psychic damage instead of piercing damage, and a creature damaged by the attack becomes a channeled for the warjack's bonded warcaster until the end of the warjack's next turn. Once one of these options has been used, it can't be used again until the weapon has been reloaded. A necrojector can't be reloaded during combat. Reloading a necrojector outside of combat takes 20 minutes but doesn't require specialized tools or training.

Perisher. This claw consists of a scything trio of large pincers intended to grab, crush, tear, slice, and rip. Instead of targeting a single creature, a warjack can use this weapon to make a melee attack against a number of creatures within the weapon's reach equal to its Strength modifier, with a separate attack roll for each target. These attacks are made with disadvantage.

Piston Spike. The piston spike is a tempered, conical spike used to pierce armor.

Pulverizer. This massive, mechanically enhanced hammer is specially designed to shatter hard stone in one powerful blow. This weapon is powered by an arcanodynamic accumulator. If this weapon has power and a steamjack scores a critical hit with it, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the steamjack's next turn. The pulverizer expends 2 charges of its capacitor per day of use.

Repulsor. This reinforced sphere of hardened steel is attached to a myrmidon in place of a fist. Although a repulsor's lack of digits prevents a myrmidon from picking up or manipulating objects with it, relays within the weapon allow it to project energy from its power field, empowering each strike with raw force projection. After a melee attack, a myrmidon equipped with a repulsor can expend 1 charge from its arcane condenser to shove the target as a bonus action.

Rock Drill. This industrial rock drill can be used to deadly and destructive effect in combat. When a steamjack makes an attack with a rock drill against a target the steamjack has already hit during its turn, the steamjack makes the attack roll with advantage. Attacks made with a rock drill deal double damage to objects and structures.

Rune Blade. House Vyre etches these lethal weapons with occult symbols during each stage of the forging process. These runes cause each strike of the blade to corrupt and degrade a target's armor and flesh.

Scrap Saw. This powerful, steam-driven saw features rows of hardened steel teeth and is mounted in place of

a steamjack's arm. When a steamjack scores a critical hit with this weapon, it can make an additional attack against the target hit.

SCHILD CANNON. Carried by Man-O-War shocktroopers, this shield is set with a single-shot cannon. The shield cannon fires light artillery rounds.

Shield Claw. This device is an oversized gauntlet that also functions as a shield. A warjack armed with a shield claw gains a +2 bonus to its AC. A warjack can benefit from only one shield claw at a time.

Shield System. A shield system is a mount that integrates an assault shield directly into a steamjack's arm. The reinforced steel shield is designed to protect the warjack from harm while also allowing the warjack to deliver punishing blows to any enemy that gets too close. A steamjack equipped with a shield system gains a +2 bonus to AC.

SHOT CANNON. This oversized scattergun fires sprays of grapeshot. The cannon fires steamjack-sized scattershot rounds. The shot cannon's choke controls the distribution of grapeshot in order to help preserve accuracy at long range, but it can be removed to create a widespread fan instead. Removing the choke takes 1 minute and requires proficiency with a gunsmith's kit. When the choke is removed, the shot cannon fires a 20-foot cone of pellets. Each creature in the cone must make a Dexterity saving throw with a DC of $8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$. On a failed save, the creature takes damage equal to the weapon's normal damage. With the GM's permission, any scattergun can have its choke removed. A scattergun modified in this way follows the rules above for attacks.

CINDER BOMBER The cinder bomber is an indirect-fire weapon that launches incendiary shells to burn defenders out of fortified positions and leave behind obscuring clouds of smoke. After firing, the weapon's AOE becomes filled with thick smoke and the area is heavily obscured for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

Spring-Spike Fist. The spring-spike fist is a powerful spring-actuated spike integrated into the Monitor's hand, backed by a counter-recoil mechanism that captures excess force to reseat the weapon after use. Each time a vector attacks with this weapon, it can make another attack against the same target as a bonus action.

Stinger. This long, poison-injecting weapon is similar to a scorpion's tail.

Stun Lance. The stun lance is the venerable stock weapon of the Talon but is not included with the chassis. A negatively tuned apparatus in the weapon sends conflicting signals into the cortex of any steamjack it strikes. It is designed to be used with an integral alchemical capacitor. Any steamjack hit by a stun lance must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn.

Tentacles. Necrotechs enjoy emulating the natural weapons of creatures native to the Scharde Islands. Some helljacks have one or more arms replaced with a whipping cluster of steel tentacles. A creature hit by this weapon is grappled (escape DC 8 + the helljack's Strength modifier + its proficiency bonus). This weapon has three arms, each of which can grapple a single creature.

HEAVY STEAMJACK MELEE WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Blazing Star	375 gp	2d10 bludgeoning	25 lb.	Heavy, reach, special	EX
Cargo claw	260 gp	2d10 bludgeoning	25 lb.	Special, Heavy steamjacks only	IKR
Distortion blade	550 gp	3d10 force	24 lb.	Iosan, Reach, special	BAB
Drill rig, heavy	275 gp	2d10 piercing	50 lb.	Special, Heavy steamjacks only	IKR
Flail, heavy	175 gp	2d10 bludgeoning	25 lb.	Heavy steamjacks only	IKR
Flame Pike	400 gp	2d8 piercing	25 lb.	Heavy, reach special	EX
Force fist	350 gp	3d8 bludgeoning	16 lb.	Iosan, —	BAB
Halberd, heavy	300 gp	2d12 slashing	70 lb.	Reach, Heavy steamjacks only	IKR
Heavy force claw	400 gp	3d10 slashing	18 lb.	Iosan, —	BAB
Inferno Mace	280 gp	2d8 bludgeoning	20 lb.	Heavy, reach, special	EX
Rune fist	375 gp	3d8 bludgeoning	16 lb.	Iosan, Special	BAB
Saber fist	360 gp	3d8 slashing	16 lb.	Iosan, Finesse	BAB
Spear, heavy	210 gp	2d8 piercing	40 lb.	Reach, Heavy steamjacks only	IKR
Templar's Flail	450 gp	2d10 bludgeoning	30 lb.	Heavy, reach, special	EX
Thermal blade	450 gp	3d12 slashing	32 lb.	Iosan, Reach, special	BAB
Void blade	550 gp	3d12 slashing	32 lb.	Iosan, Reach, special	BAB

Blazing Star. This massive flail is designed to be whirled about in deadly arcs. The Blazing Star can only be wielded by a large or larger creature. Attacks from a Blazing Star ignore bonuses to AC provided by shields. When the creature makes a melee attack with the Blazing Star, it can choose to make an attack against each creature within 5 feet of it with disadvantage.

Cargo Claw. The cargo claw is a heavily reinforced limb mounted in place of one of a heavy steamjack's arms. Light steamjacks cannot be outfitted with a cargo claw because their chassis are not strong enough to support the claw system and the weight of the cargo it is designed to lift. A steamjack equipped with a cargo claw has advantage on Strength rolls to push, pull, or lift objects and has advantage on Strength checks to maintain a grapple.

Distortion Blade. Distortion blades fabricated by House Shyeel, such as the distortion voulge carried by the Aeternae myrmidon, use arcanikal enhancements to shift the state of the blade rapidly, thereby allowing the weapon to pass through armor with ease. Once per turn, when a myrmidon hits a creature with an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser to reroll any number of dice in the damage roll.

Flame Pike. The Flame Pike is a massive iron spear with an integral reservoir of Menoth's Fury designed to superheat the spearhead in combat. The Flame Pike can only be wielded by a large or larger creature. While this weapon is fueled and ignited, a target hit by this weapon suffers an additional 1d6 fire damage at the

Tusks. Many different forms of tusks and horns are common adornments—and secondary weapon systems—used on a variety of helljacks. A creature hit by this weapon must make a Strength saving throw with a DC of 8 + the helljack's Strength modifier + its proficiency bonus. On a failed save, the creature is knocked prone.

Vivisector. This circular saw is designed to inflict ragged wounds and sever limbs as cruelly as possible.

start of each of its turns until the fire is doused. The pike's integral reservoir holds roughly 15 gp worth of fuel, which burns for 45 minutes in combat. Refueling the reservoir takes an action. On a critical hit, instead of rolling damage normally, the creature can choose to throw the target. The target must succeed on a Strength saving throw (DC = 8 + the creature's Strength modifier + the creature's proficiency bonus) or be thrown up to 20 feet away and knocked prone. The thrown target takes damage equal to the creature's Strength modifier plus the weapon's damage on a failed save, or half as much damage on a successful one. The damage type is the same as the weapon's type.

Heavy Force Claw. This weapon is a larger version of the force claw used by light myrmidons.

Inferno Mace. The Inferno Mace is a heavy weapon with an integral reservoir of Menoth's Fury. What the weapon does not crush, it sets ablaze. The Inferno Mace can only be wielded by a large or larger creature. While this weapon is fueled and ignited, a target hit by this weapon suffers an additional 1d6 fire damage at the start of each of its turns until the fire is doused. The mace's integral reservoir holds roughly 15 gp worth of fuel, which burns for 45 minutes in combat. Refueling the reservoir takes 5 minutes.

Saber Fist. A saber fist is similar to the glaives used by some of House Shyeel's lighter myrmidons but scaled up for use by heavy myrmidons.

Rune Fist. Each rune fist is affixed with nodes that help channel energies from the myrmidon's arcane condenser in order to disrupt the crude magic of other races. Once per turn, when a myrmidon hits a creature with an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser. If it does so and the target is concentrating on a spell, the target has disadvantage on its saving throw to maintain concentration on the spell.

Templar's Flail. This is an incredibly powerful flail made up of a massive head at the end of an eight-foot chain. The Templar's Flail can only be wielded by a large or larger creature. Attacks from a Templar's Flail ignore bonuses to AC provided by shields. When the creature hits with the flail, it can choose to push the target up to 10 feet away. After the target is pushed, the creature can move up to 10 feet toward the target without provoking opportunity attacks.

STEAMJACK RANGED WEAPONS

Name	Cost	Damage	Weight Properties	Book
Alchemical mortar	350 gp	0d0 Special	1 lb. AOE (10), ammunition (120/360), loading, magazine (6), special	IDW
Avalanche cannon	500 gp	3d12 piercing	150 lb. AOE (15), firearm (range 90/270), magazine (5)	BAB
Dual Light Cannon	275 gp	2d8 piercing	35 lb. Firearm (80/240), magazine (10), Special	PDR
Death Driver Cannon	450 gp	2d8 necrotic	40 lb. Iosan, Firearm (range 60/180), power cost (1), special	BAB
Doomspitter cannon	275 gp	3d8 piercing	35 lb. AOE (10), firearm (range 30/90), magazine (5)	NE
Ellipsaw Flinger	210 gp	2d12 slashing	50 lb. Ammunition (range 60/240 ft), loading, special	MoM
Flamestorm cannon	450 gp	3d8 fire	35 lb. Firearm (40-foot cone), magazine (10), misfire (2)	BAB
Flamethrower	375 gp	3d8 fire	35 lb. Firearm (self, 30 ft. cone), magazine (10), special	IKR
Grundback light cannon	350 gp	3d8 piercing	35 lb. Firearm (range 60/180), magazine (10)	BAB
Hailshot cannon	450 gp	3d6 piercing	35 lb. Firearm (40-foot cone), magazine (10)	BAB
Harpoon cannon	250 gp	3d6 piercing	35 lb. Firearm (range 50'/150'), magazine (1), special	IKR
Light gun	200 gp	2d10 piercing	20 lb. Firearm (range 80'/240'), magazine (10)	IKR
Mortifier	550 gp	3d8 piercing	60 lb. AOE (10), firearm (range 60/180), magazine (5), special	NE
Necrocannon	400 gp	3d10 piercing	55 lb. Firearm (range 70/210), magazine (5), special	NE
Plague bringer	350 gp	3d10 poison	35 lb. AOE (10), firearm (range 70/210), magazine (5), special	NE
Polarity cannon	400 gp	2d8 force	25 lb. Iosan, Field dependency, firearm (60-foot cone), power cost (1), special	BAB
Razor Bola	160 gp	2d8 slashing	50 lb. AOE (10), ammunition (range 60/240 ft), loading, special	MoM
Ripspike Launcher	175 gp	2d8 piercing	50 lb. Ammunition (range 60/240 ft), loading, special	MoM
Scattershot cannon	225 gp	3d10 piercing	40 lb. Firearm (self, 30 ft. cone), magazine (8), special	IKR
Servipod Mortar	300 gp	3d10 bludgeonin	65 lb. AOE (20), ammunition (range 100/300 ft), loading, special	MoM
Sledge cannon	550 gp	3d12 piercing	200 lb. Firearm (range 50/100), magazine (5)	BAB
Sludge cannon	290 gp	3d8 acid	35 lb. Firearm (60-foot cone), magazine (5)	NE
Spiker cannon	425 gp	3d10 piercing	45 lb. Firearm (range 90/270), magazine (5), volley	NE
Steam lobber	550 gp	4d10 bludgeonin	50 lb. AOE (10), firearm (range 50'/150'), magazine (6), special	IKR
Steam riveter	175 gp	1d10 piercing	35 lb. Firearm (range 10'/30'), magazine (10), special	IKR
Tower Shield-Cannon	500 gp	2d10 piercing	80 lb. Firearm (30/90), Magazine (5), Special	PDR
Wind-flayer	425 gp	2d8 slashing	35 lb. Iosan, Firearm (range 80/240), power cost (1), special	BAB

Alchemical Mortar. The alchemical mortar is a specially designed light artillery piece capable of firing metal shells filled with different alchemical concoctions—anything from corrosive chemicals to panic-inducing gases. Although this weapon is not as accurate as the big guns used by other farrow warbeasts, its alchemical ammunition can affect a wider area. A pull cord advances the ammo feed and fires the rounds, and a lever allows the warbeast to adjust the mortar's angle. An alchemical mortar can't be reloaded during combat or while the warbeast is wearing a gun harness.

Thermal Blade. When activated, a thermal blade's arcankal runes bathe the weapon in white-hot flames. As a part of an attack using this weapon, a myrmidon can expend 1 charge of its arcane condenser to cause the blade to deal fire damage instead of slashing damage.

Void Blade. This weapon draws on House Vyre's research into the profane and occult. A void blade can not only slice through flesh and armor but also harm a target's soul, inflicting wounds so grievous that even powerful magic can't heal them. Once per turn, when a myrmidon hits a non-construct, non-undead creature with an attack using this weapon, the myrmidon can expend 1 charge from its arcane condenser to prevent the target from regaining hit points until the start of the myrmidon's next turn.

Reloading an alchemical mortar outside of combat takes 20 minutes but doesn't require specialized tools or training.

Avalanche Cannon. Lacking any industrial utility whatsoever, an avalanche cannon is a dedicated weapon of war used to obliterate targets at great range. An avalanche cannon can't be reloaded during combat. Reloading an avalanche cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. An avalanche cannon fires standard artillery rounds in metal casings. An avalanche cannon integrates a buckler into its design. A steamjack equipped with an avalanche cannon gains a +1 bonus to its AC.

Death Driver Cannon. Emitting a strangely harmonic tone when unleashed, this weapon draws on the occult experiments of House Vyre and can briefly animate and control the bodies of those it kills. When this weapon reduces a creature other than an undead or a construct to 0 hit points, the myrmidon can expend 1 charge from its arcane condenser to force the creature to move up to its speed and make a single melee attack against a target of the myrmidon's choice.

Doomspitter Cannon. Loaded with a particularly volatile mixture of lead shot and alchemical waste by-products, this weapon's projectiles explode with a concussive blast that flays flesh from bone and reduces it to smoldering heaps of sludge.

Dual Light Cannon. The dual cannon is a two-barreled steamjack weapon that harnesses the recoil action of the gun to reload the second barrel automatically with every shot. A steamjack with this weapon can spend a focus point to make one additional attack with this weapon when it takes the Attack action on its turn. Reloading the cannon outside of combat takes 5 minutes. The cannon fires light artillery rounds.

Ellipsaw Flinger. This weapon hurls spinning saw blades at tremendous speed. Each blade is able to alter its axis of rotation in flight due to a customized series of internal accelerator wheels, enabling the blades to strike targets at all angles of vulnerability.

Flamestorm Cannon. The Grundback flamestorm cannon was developed to clear out mines infested with undead shaft wights. The weapon projects a short-ranged spray of burning fuel, making it potent but somewhat unreliable for close engagements. Reloading a flamestorm cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. A flamestorm cannon fires burning alchemical fuel. An attack with this weapon uses 8 gp worth of fuel. • Focus Efficient. If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature. • Hard Point Weapon. This weapon can be mounted on a Grundback Runner's hard point.

Flamethrower. Based on technology that originated in the Protectorate of Menoth, the flamethrower is a horrific weapon that sprays burning fuel over enemy combatants. Due to the slow rate of its fuel-pump

mechanism, this weapon can be fired only once per turn. A flamethrower can't be reloaded during combat. Reloading a flamethrower outside of combat takes 30 minutes but doesn't require specialized tools or training. Each creature in the area of a flamethrower attack must make a Dexterity saving throw with a DC equal to $10 + \text{the steamjack's Dexterity modifier}$. On a failed save, the creature is damaged by the flamethrower.

Grundback Light Cannon. The Grundback light cannon has been perfectly designed for the small, compact frame of the Grundback Runner chassis. Despite its stout appearance, this weapon packs impressive power and accuracy. Furthermore, thanks to an ingenious design, it becomes even more lethal when amplified by a warcaster's arcane might. A Grundback light cannon can't be reloaded during combat. Reloading a Grundback light cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. A Grundback light cannon fires light artillery rounds in metal casings. • Focus Efficient. If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature. • Hard Point Weapon. This weapon can be mounted on a Grundback Runner's hard point.

Hailshot Cannon. This rapid-fire cannon was designed to tear through masses of troops with each thunderous salvo. For added lethality, the weapon's calculated design allows controlling warcasters to increase its killing potential with a minor flex of will. A hail shot cannon can't be reloaded during combat. Reloading a hail shot cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. The hail shot cannon fires volleys of tiny projectiles. An attack with this weapon uses 8 gp worth of ammunition and blasting powder. • Focus Efficient. If this steamjack is bonded to a warcaster, under the warcaster's control, and in the warcaster's control range, it can spend 1 focus point to use both the Attack Bonus effect and the Damage Bonus effect described in the warcaster's Focus Manipulation feature. • Hard Point Weapon. This weapon can be mounted on a Grundback Runner's hard point.

Harpoon Cannon. Driven by blasting powder, this selfloading harpoon launcher is mounted in place of one of a steamjack's arms. Due to the rate at which its winch mechanism retracts the harpoon, this weapon can be fired only once per turn. A harpoon cannon can't be reloaded during combat. Reloading a harpoon cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. If a harpoon fired from a harpoon cannon damages a creature, the harpoon embeds in it. As an action, the steamjack can attempt to pull a Large or smaller creature with an embedded harpoon closer by making a Strength check contested by the creature's Strength (Athletics) check. If the steamjack succeeds, it pulls the creature 5 feet closer. Dealing 5 slashing damage to the line (AC 10) destroys it without causing additional damage to the harpooned creature.

Light Gun. This light, self-loading cannon is mounted in place of one of a steamjack's arms. A light gun can't be reloaded during combat. Reloading a light gun outside of combat takes 20 minutes but does not require specialized tools or training. A light gun fires light artillery rounds in metal casings.

Mortifier. This cannon fires a rune-inscribed heavy artillery shell that functions as a kind of soul cage. The weapon's blast is devastating, but its true power comes when it is combined with a spirit harvester, which can use soul energy to bring a shell partially into the spirit realm. An empowered projectile appears to mortal eyes only as a sickly blur as it passes through solid obstacles, becoming tangible again upon impact and unleashing the tortured scraps of spirit energy trapped within. As part of an attack with this weapon, a warjack with a spirit harvester can consume 1 Hit Dice of collected souls from the spirit harvester to ignore half cover and three-quarters cover.

Necrocannon. This insidious weapon drips with a toxic alchemical sludge whose poisons can cause bodies to explode in a torrent of corrupting filth that strips a victim's soul, restores vitality to a warjack's warcaster, or increases the strength of the bond through which that warcaster's dark powers can manifest. When a warjack attacks a creature with this weapon, its controller can attack with the weapon as normal or choose one of the following options: Burster. The weapon deals necrotic damage instead of piercing damage and gains AOE (20). Distillation. If the attack reduces a living humanoid creature to 0 hit points and the warjack is within the control range of its bonded warcaster, the warcaster regains 2d4 hit points. Psycho Venom. The weapon deals psychic damage instead of piercing damage, and a creature damaged by the attack becomes a channeler for the warjack's bonded warcaster until the end of the warjack's next turn. Once one of these options has been used, it can't be used again until the weapon has been reloaded. A necrocannon can't be reloaded during combat. Reloading a necrocannon outside of combat takes 20 minutes but doesn't require specialized tools or training.

Plague Bringer. This cannon connects to a deep reservoir within a warjack's hull that is filled with a powerful corrosive similar to that employed by bile thralls and bloat thralls. The liquid ferments and concentrates within this sealed container, where its necrotic essence produces a toxic sludge that carries swift and terrible diseases capable of harming even those not directly hit and slain outright. After this weapon is fired, the area covered by its AOE becomes a hazard that remains in play until the end of the warjack's next turn. When a creature enters the affected area for the first time in a turn or starts its turn there, the creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Polarity Cannon. This weapon unleashes blasts of raw energy capable of sapping an enemy's forward momentum, offering a substantial ranged threat that also serves to throw an enemy off its stride. As part of an attack using this weapon, a myrmidon can expend 1 additional charge from its arcane condenser to kinetically bind the target of the attack. A creature bound in such a way has its speed reduced by 10 feet until the start of the myrmidon's next turn.

Razor Bola. Propelled by a sophisticated hurlon chamber, the razor bola is a high-speed, razor-sharp weapon that envelops targets in a brutal web of steel upon impact. When an attack with the razor bola hits, creatures in the AOE must make a DC 14 Dexterity saving throw or be knocked prone and restrained until the start of the vector's next turn.

Ripspike Launcher. The ripspike launcher is a channel catapult powered by a high-tension spring. Each spike has tiny fins mounted on it to adjust the spike's trajectory in flight. A ripspike projectile also functions as a beacon, sending targeting data to other vectors, clockwork vessels, and priests to facilitate termination of the target. After being hit by the ripspike, any attack roll against that creature or object has advantage if the attacker can see it, until the start of the vector's next turn.

Scattershot Cannon. This short, broad-barreled cannon is designed to disperse grape shot into masses of enemy troops. Due to the slow rate of its auto-loading mechanism, this weapon can be fired only once per turn. Reloading a scattershot cannon outside of combat takes 20 minutes but does not require specialized tools or training. Each creature in the area of the scattershot cannon attack must make a Dexterity saving throw with a DC equal to $10 +$ the steamjack's Dexterity modifier. On a failed save, the creature is damaged by the scattershot cannon.

Servipod Mortar. Every shot from a servipod mortar discharges seven miniature servitors that disperse in flight for maximum coverage. Specialized servipods such as blasting servipods tear through lightly armored enemies; lumichem servipods tag enemies with the same chemicals used by attunement servitors; and tunneling servipods burrow into the earth before releasing a charge that ripples level ground with treacherous sinkholes. • Blasting. This is the default servipod attack. • Lumichem. This attack does no damage, but covers creatures in the AOE in lumichem. All attack rolls against creatures covered in lumichem are made with advantage. A creature can remove lumichem with an action. • Tunneling. This attack does no damage, but the area of the AOE becomes difficult terrain.

Sledge Cannon. The sledge cannon was designed to crack open rock walls during mining operations. The weapon's hardened ammunition makes it extremely dangerous on the battlefield. The sledge cannon also integrates protective metal plates that grant a machine equipped with it some protection. A steamjack equipped with a sledge cannon has +1 AC.

Sludge Cannon. The primary weapon of the Defiler, the sludge cannon spews a 60-foot cone of concentrated, caustic poison that consumes metal and stone more easily than flame eats wood. Each creature in the cone must make a Dexterity saving throw with a DC of 8 + the bonejack's Dexterity modifier + its proficiency bonus. A creature takes 3d8 acid damage on a failed save, or half as much damage on a successful one.

Spiker Cannon. This rapid-fire cannon is fueled by excess steam built up in a helljack's necrotite furnace and fed with crude but effective spikes from its reloading hopper.

Steam Lobber. Developed for the Mule warjack, the steam lobber relies on pressure from a steamjack's

HEAVY STEAMJACK RANGED WEAPONS

Name	Cost	Damage	Weight	Properties	Book
Cannon	450 gp	3d8 piercing	40 lb.	AOE (5), firearm (range 80'/240'), magazine (8), Heavy steamjacks only	IKR
Cyclone cannon	550 gp	3d8 radiant	45 lb.	Iosan, Field dependency, firearm (range 80/240), power cost (1), special	BAB
Flame Belcher	600 gp	4d10 fire	45 lb.	Firearm (60/180 ft.), loading, magazine (10)	EX
Force cannon	700 gp	3d12 force	60 lb.	Iosan, Field dependency, firearm (range 80/240), power cost (2), special	BAB
Halo cannon	650 gp	3d12 fire	60 lb.	Iosan, AOE (15), field dependency, firearm (range 60/180), power cost (2)	BAB
Runesppear cannon	600 gp	3d8 piercing	40 lb.	Iosan, Firearm (range 80/240), magazine (10), power cost (1)	BAB
Shatter cannon	700 gp	3d12 thunder	60 lb.	Iosan, Firearm (range 90/270), power cost (2)	BAB
Vortex cannon	675 gp	3d8 bludgeoning	45 lb.	Iosan, AOE (10), firearm (range 60/180), power cost (2), special	BAB

Cannon. This heavy, self-loading weapon is mounted in place of one of a steamjack's arms. Due to the speed of its reloading mechanism, this weapon cannot be fired more than once per turn. A cannon can't be reloaded during combat. Reloading a cannon outside of combat takes 20 minutes but doesn't require specialized tools or training. The cannon fires standard artillery rounds in metal casings.

boiler to hurl powerful explosive projectiles. A simple cutoff valve between the steamjack's movement system and the lobber allows it to maximize the weapon's range by routing the full yield of its boiler's pressure into the cannon. Due to the slow rate of its auto-loading mechanism, this weapon can be fired only once per turn. Reloading a steam lobber outside of combat takes 20 minutes but does not require specialized tools or training. The steam lobber uses ammunition unique to its design. If a steamjack equipped with a steam lobber does not move during its turn, the normal range of the weapon increases by 20 feet, and the long range increases by 60 feet. Each creature damaged by a steam lobber must succeed on a Strength saving throw with a DC equal to 10 or the damage dealt, whichever is higher, or be knocked prone.

Steam Riveter. This industrial rivet gun is designed to replace a laborjack's arm. It uses steam pressure from the laborjack's boiler to fire heavy rivets with enough force to penetrate plate steel. Due to the time it takes to build up the required pressure, this weapon can be fired only once per turn. A steam riveter can't be reloaded during combat. Reloading a steam riveter outside of combat takes 20 minutes but doesn't require specialized tools or training. A creature damaged by a steam riveter takes 1d4 fire damage at the start of each of its turns. The creature can end this damage by using its action to remove the heated rivet.

Tower Shield-Cannon. The Vanguard's shield cannon was designed specifically for this machine. Its arms and cortex design allow for precise aiming of the cannon that is impossible for other steamjacks to achieve. The tower-shield cannon is also a functional shield. Reloading the cannon outside of combat takes twenty minutes. The cannon fires light artillery rounds in metal casings.

Cyclone Cannon. This rapid-fire weapon can be used to lay down a suppressive fire of blazing energy in support of advancing troops or concentrated into volleys capable of tearing apart several targets at range. Instead of making a normal single-target attack, a myrmidon equipped with a cyclone cannon can expend 3 charges of its arcane condenser to spray a 10-foot cube within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage, taking no damage on a successful save.

Flame Belcher. The Flame Belcher is a heavy cannon that fires explosive balls filled with a substance known as Menoth's Fury. The erupting projectiles cover their targets with blazing oil hot enough to melt steel. This weapon can only be wielded by a large or larger creature. The ammunition for the Flame Belcher costs 10 gp each. Targets hit by the Flame Belcher, or within 20 feet of the impact, must make a Dexterity saving throw (DC 15) or catch fire. Until someone takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns.

Force Cannon. This weapon uses a power field's excess energy to produce intense, concentrated blasts of raw force. When a myrmidon takes the Attack action and attacks with a force cannon, the weapon's normal range increases by 10 feet, and the weapon deals an extra 1d4 damage for each focus point currently on the myrmidon. Each shot from a force cannon requires a myrmidon to expend 2 charges from its arcane condenser.

Halo Cannon. A halo cannon projects an intense blast of concentrated heat. Each shot from a halo cannon requires a myrmidon to expend 2 charges from its arcane condenser.

Runesppear Cannon. A runesppear cannon fires runeinscribed projectiles at immense velocity. It is particularly potent against spellcasters in particular, as its fieldaugmented projectiles make such targets vulnerable to subsequent arcane strikes. A creature hit by a runesppear cannon has disadvantage on saving throws against spells, and spell attacks targeting the creature have advantage. This effect lasts until the start of the myrmidon's next turn. Each shot from a runesppear cannon requires 1 runesppear and requires a myrmidon to expend 1 charge from its arcane condenser. Reloading a runesppear cannon outside of combat takes 20 minutes but does not require specialized tools or training. A runesppear cannon uses ammunition unique to its design.

Shatter Cannon. A shatter cannon uses concentrated blasts of sound waves to cause increasingly debilitating vibrations in the structure of a target. The weapon's sound waves are so intense that a single pulse can shatter armor and bones, burst organs, and rupture tissues.

Vortex Cannon. A vortex cannon seems to defy the laws of nature when it fires. Its projected energy field bends and swallows light, creating a dense field of

distorted energies that ripple outward from a central point. The weapon's blasts mimic gravity, creating an inconsistency in what House Vyre's artificers refer to as "the anchor of Caen" and warping the nature of space itself. When a vortex cannon hits a creature, other creatures in the AOE have disadvantage on the saving throw to avoid damage. On a failed save, a creature takes the full damage taken by the target rather than half of the damage. Each shot from a force cannon requires a myrmidon to expend 2 charges from its arcane condenser.