

Shepherd's Secrets

ver:1.1

The Sling in normal Dungeons and Dragons 5th Edition is abysmal, it deals 1d4+Dexterity Modifier bludgeoning damage, it is good for maybe level 1 characters and even then most characters that get proficiency in slings already have much better alternatives (Shortbows, damage cantrips, etc.) For these reasons; ive figured that the sling needs a serious buff, below are the stats.

Sling

Weapon

Martial Weapon, Ranged Weapon

1d8 Bludgeoning

Improvised Ammunition (Range 45/120ft.) **1d6 Bludgeoning**; every day stones and rocks.

Ammunition (Range 60/150ft.) Lead Bullets.

6sp

Range. A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have [Disadvantage](#) on the attack roll. You can't attack a target beyond the long range.

Improvised Ammunition. Due to the unique nature of how this weapon works, it requires ammunition; however this weapon's ammunition can be everyday objects, in the case of this specific weapon. When you reload the weapon, without ammo you use the range listed next to Improvised Ammunition, as well as the new damage listed. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon).

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Mastery: Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its [Speed](#) by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the [Speed](#) reduction doesn't exceed 10 feet.



Wiseman's Catapult

Weapon (Sling), Very Rare (requires attunement)

Martial weapon, ranged weapon

1d8 Bludgeoning

Improvised Ammunition (Range 60/150ft.) 1d6 Bludgeoning; every day stones and rocks.

Ammunition (Range 90/200ft.) Lead Bullets.

This seemingly innocuous cloth sling has "For my friend Cooper, you were the best. -BeaTie" Written in ink on the back, with an illustration of a flying halfling above it.

You have a +2 bonus to attack and damage rolls made with this magic weapon, Additionally, you can throw items(or creatures) up to 40lbs with this sling, using the Improvised Ammunition Range.

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Improvised Ammunition. Due to the unique nature of how this weapon works, it requires ammunition; however this weapon's ammunition can be everyday objects, in the case of this specific weapon. When you reload the weapon, without ammo you use the range listed next to Improvised Ammunition, as well as the new damage listed. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon).

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Sling Shot

An elastic cloth placed around a forked stick or specially shaped piece metal, easier to learn but a lot less capable of packing a punch.

Weapon

Simple weapon, ranged weapon

1d6 Bludgeoning

Ammunition (Range 35/120ft.) Everyday rocks or stones and lead bullets.

2sp

Range. A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Mastery: Tumble. If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.