

***Weaponsmith Wares***

Non-standard weapons that could be sold at specific towns or cities. Customizing options to be applied at GM discretion.

### ***Simple Melee***

##### Boar Spear - *1d6 piercing, Finesse, Thrown, Ranged (20/60), 2 lbs., 3 GP* A slightly smaller spear commonly used for hunting small to medium game. The spearhead is more streamlined to sink into flesh easily, and has wings behind the blade which act as a barrier to prevent an injured and furious boar from working its way up the shaft of the spear to attack the hunter.

##### Brass Knuckles - *1d4 bludgeoning or +1 Unarmed, Light, Hidden, Special, 1 lb., 5 SP* Thick pieces of metal, usually brass, shaped to fit around the knuckles. Designed to preserve and concentrate a punch's force by directing it toward a harder and smaller contact area. The grip of these also helps reduce the likelihood of damage to users' fists. *Special* - Brass knuckles can stun when striking in the right place. On a critical hit, the target must make Constitution check (DC 8 + Str modifier) or be Stunned until the start of your next turn. If the creature is one size smaller than you it has disadvantage on the check. *Monk* - Monks may add their full unarmed damage +1.

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##### Cestus - *1d4 bludgeoning or +1 Unarmed, Light, Special, .5 lbs., 5 SP* Essentially heavy strips of leather wrapped many times around the knuckles, hands and wrists to protect the hands in boxing matches. Often seen worn by monks, brawlers, and those in training. *Special* - These straps cannot be disarmed. It takes two full turns to don or doff a cestus and delicate hand gestures like Sleight of Hand are done at disadvantage. *Monk* - Monks may add their full unarmed damage +1.

##### Gauntlet - *1d4 (bludgeon/pierce/slash) or +1 Unarmed, Light, 1 lb., 1 GP* Rather than used solely for protection, a weaponized gauntlet is often reinforced for punching attacks, and may feature small blades, spikes or projections on the knuckles to change the damage type dealt. Suits of armor often incorporate one or two gauntlets like these. *Monk* - Monks may add their full unarmed damage +1.

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##### Hunting Knife - *1d4 slashing, Finesse, Light, 1 lb., 3 GP* Hunting or skinning knives are designed for cutting rather than stabbing, having a sturdy grip with a single sharpened front edge. Used during hunting, this knife grants a +5 on Wisdom (Survival) checks when used to skin a pelt or harvest useful components from a creature.

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##### Iron Flute - *1d4 bludgeoning, Light, 2 lbs., 5 GP* By request of an Adventurer, this simple iron pipe was made with the necessary holes drilled in for the production of music. Much better equipped to resist effects of the weather and environment than wooden or bone instruments. And also can be used as a simple club when in trouble.

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##### Machete - *1d6 slashing, Light, Special, 1 lb., 5 GP* A machete is a slashing tool and weapon. It can be used to effectively cut through brush and undergrowth, or harvesting plant stalks. A character gets advantage on attack rolls and checks to clear away brush, undergrowth or profession checks that involve harvesting plant stalks, canes, cracking coconuts, and cutting food. *Special* - This weapon deals 1d10 Slashing damage to fibrous environmental objects and creatures with the Plant type.

##### Sai - *1d4 bludgeoning, Finesse, Hidden, Light, Special, 1 lb., 3 GP* A melee weapon that is a piece of a blunted, prong shaped metal with two curved prongs projecting from the handle. Different types of sai with varying prongs exist for trapping and blocking different weapons. Widely used as a training weapon by the monks, some choose to use it as a blunt substitute for a dagger. *Special* - Sai have prongs stretching out from the hilt that can trap and block weapon strikes. When another creature damages you with a melee attack, you can use your reaction to reduce the damage by your Dexterity modifier.

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##### Scythe - *1d10 slashing, Heavy, Two-Handed, Reach, 6 lbs., 3 GP* A common farming implement used to cut swaths of grown hay, but this has a straight handle and a heavier blade. The scythe is too long for Small sized creatures to wield effectively. When using the scythe at a distance of 5 feet the damage changes to 1d4, as the target is too close and outside the optimal reach of the blade.

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##### Wooden Sword - *1d4 bludgeoning, Finesse, Light, Versatile (1d6), 2 lbs., 1 SP* A wooden shortsword normally used for practice, or as a child’s toy. You do not apply your ability modifier to the damage roll.

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##### Yo-Yo - *1d4 bludgeoning, Light, Finesse, Hidden, Special, Reach (1d6), .5 lbs., 4 GP* This odd contraption consists of two metallic disks connected to an axle with a ball-bearing. Tied to the axle is a long string that stretches to 5 ft. when unraveled. Tying the other end of the string to the user's finger allows them to unravel this string using gravity. When this happens, the string spins on the ball-bearing, propelling the yo-yo forward. Afterwards, physics returns the string to its original position and returns the Yo-Yo to the user's hand. *Special* - When the yo-yo is used at reach, it deals 1d6 bludgeoning damage. You do not have disadvantage when attacking within 5 feet of a creature. After the yo-yo is used, you must make a (DC 10) Sleight of Hand skill check to make the string return it to you. On a failed skill check, you must use an action to wind up the string before using the yo-yo again. If you are proficient with Whips you automatically succeed this skill check.

### ***Simple Ranged***

##### Boomerang - *1d4 bludgeoning, Finesse, Light, Returning, Thrown (Range 30/60), 1 lb., 2 GP* A flat aerofoil that can be used as a thrown tool or weapon returning on the next round after use. A returning boomerang is designed to return to the thrower if it misses its target and is uninterrupted on the return arc. They are sturdy enough to be used as simple clubs and Dart proficiency confers ability to throw without improvisation.

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##### Slingshot - *1d6 bludgeoning, Finesse, Ammunition (Range 40/120), Two-Handed, 1 lb., 3 SP* A Y-shaped wooden frame to be held in the off hand, with two elastic strips attached to the two upward-facing ends. The strips lead back to a pocket that holds the projectile, most often a small rock or nut. This simple but effective weapon is seen as just a toy that can train up accuracy and can be used in place of a sling. Uniquely being able to be wielded with Strength or Dexterity modifiers.

### ***Martial Melee***

##### Arming Sword - *1d6 piercing, Light, Finesse, Versatile (1d8), 3 lbs., 20 GP* The original dueling sword, the arming sword has a generally triangular profile with a rhombus/diamond cross section, and a tapered tip lending it great strength relative to its weight and a very low center of balance near the hilt. Anyone proficient with a shortsword can proficiently wield an arming sword.

##### Bastard Sword *- 1d10 slashing, Heavy, Versatile (1d12), 5 lbs., 30 GP* Sometimes referred to as a "hand-and-a-half sword". This sword is mostly distinguished from a longsword because it has a grip long enough to allow two-handed use. Bastard swords have slightly longer blades as well, but they remain light enough to be wielded one-handed should the need arise, unlike the greatsword that requires two hands. Anyone proficient with the greatsword can proficiently wield a bastard sword.

##### Bladed Fan - *1d4 piercing or slashing, Finesse, Light, Thrown (Range 10/40) Special, .5 lb., 5 GP* A fan could be disguised as a typical ladies fan or fan of blades, either way this weapon can make a casual encounter deadly. *Special* - Easily hidden as a normal fan, attempting to notice its blades requires an Investigation against the users Deception or Sleight of Hand. Attacks against creatures that haven't been noticed are at advantage.

##### Bladed-Fist - *1d6 slashing or piercing, Finesse, Special, 3 lbs., 30 GP* Basically, a gauntlet with shortsword length blades sticking out from the top of the knuckles allowing for two types of fighting. Punching with them can deal Piercing damage, or sweeping like a sword do to Slashing damage. *Special* - The blades are attached to the forearm of the gauntlet and cannot be disarmed unless removed like gloves. For double the cost, use a bonus action to retract the blades into the gauntlets with a button or gesture.

##### Bladed-Staff - *1d8 slashing, Two-Handed, Special, One-Handed (1d6), Arcane, 5 lbs., 30 GP* Commonly used by the Rune Knights, this polearm is more of a magicians slashing spear than a staff. A four foot long shaft with extended blade head, which houses a reinforced holder for an arcane focus such as a crystal or orb. Anyone proficient with quarterstaff proficiently can wield a bladed-staff. *Special* - Proficiency in all martial weapons and shields allows the staff to be used one handed with a shield. *Arcane* - Staff can be fitted with orbs, crystals, rods, wands, or other insertable objects as a full round action.

##### Broadsword - *1d6 slashing, Special, 3 lbs., 35 GP* A shortsword with a broader blade and sturdy hilt. Commonly used by Knights, its wide blade can be used to block strikes easier than a normal blade. *Special* - While a broadsword is equipped in the main hand and a shield in the off-hand, the wielder gains +1 AC if they have the Protection fighting style. Wielder loses this bonus if attacks are disabled for any reason.

##### Cane Sword - *1d6 slashing, Concealed, Finesse, Light, 3 lbs., 20 GP* An elegant device for any classy individual, appears to be just a regular (if slightly heavier than normal) gentleman's cane. However, by releasing a hidden catch, the user can draw the blade hidden inside. The sheath itself is reinforced and can be used as a weapon itself for a deadly and surprising combination. *Special* - The Sword Cane is three weapons in one: in its sheathed form, it is indistinguishable from a regular cane and with some dexterity can be used as a club (1d6 bludgeoning, Light). When unsheathed, the handle and blade form a shortsword while the reinforced sheath can be used as a light club (1d4 bludgeoning, Light). Sheathing the blade is an action and bonus action to release.

##### Claymore - *1d12 slashing, Heavy, Two-Handed, 7 lbs., 60 GP* The average claymore is about 55" in total length, with a 42" straight, two-edged blade made from steel. Most of them have a wheel pommel capped with a crescent nut, and a guard with two down-sloping arms ending in quatrefoils. The handle is long enough to allow three medium hands to hold it at once.

##### Combat Staff - *1d8 bludgeoning, Finesse, Two-Handed, Special, Double (1d6/1d6), 4 lbs., 200 GP* This steel staff is a smooth and well-balanced ornate masterwork quarterstaff. Commissioned by an order of monks as their ultimate weapon, as a bonus action it can be turned into two smaller staves or a nunchaku by a click of a button. *Special -* In staff form, the weapon is a shaft six feet in length (Two-Handed, 1d8); in stick form, it looks like a pair of three ft. steel sticks (1d6/1d6); in nunchaku form, a foot-long chain extends connecting the rods (1d4/1d4). It takes an action to return nunchucks into sticks, or sticks to staff.

##### Cutlass - *1d6 slashing, Finesse, 3 lbs., 35 GP* This elegant weapon is most famously wielded by duelists and swashbucklers. Hilt has a basket pommel to protect the hand which provides advantage against attackers disarm attempts.

##### Estoc *- 2d4 piercing, Finesse, 2 lbs., 20 GP* A variation of the longsword designed for fighting against mail or plate armor with a long, straight and stiff pointed blade and no cutting edge. The extended grip gives the wielder the advantage of extra leverage with which to more accurately and powerfully thrust the long weapon. Anyone proficient with a rapier can proficiently wield an estoc.

##### Falchion - *2d4 slashing, 3 lbs., 25 GP* A broad, slightly curved sword with a sharp, strong cutting edge. Similar to a longsword but with a curved edge and one handed hilt. Anyone proficient with a longsword can proficiently wield a falchion.

##### Feathersword - *1d6 slashing, Finesse, Light, 1 lb., 30 GP* A standard shortsword with a broader hilt and triangular hole in the base of the blade. Because of its design it weighs half a normal shortsword but is much wider than normal.

##### Gladius - *1d6 slashing, Finesse, Light, 2 lb., 15 GP* A shortsword made with a broad blade, no guard and sturdy hilt that is traditionally used as a gladiator weapon.

##### Greatspear - *2d6 piercing, Heavy, Reach, Two-Handed, Thrown (Range 20/60), 9 lbs., 25 GP* A 10 ft. long spear with a broad spearhead, often used by Larger races but useful in defense against charging mounted Calvary gaining advantage against their charge. *Special* - It can only be thrown by a Large sized creature. And attacks within 5 ft. when wielded by Medium creatures are done at disadvantage.

##### Harpoon *- 1d8 piercing, Two-Handed, Grappling, Thrown (Range 20/60), 4 lbs., 10 GP* A barbed spear that is attached to a long rope and thrown by hand or fired from a ballista, commonly used for catching whales and other large sea creatures. After throwing this weapon, you can use a bonus action to return it to your grasp by pulling a rope attached to its end. If this weapon has hit a creature size Larger or smaller, you can attempt to pull it closer to you when you return the harpoon. Make a Strength (Athletics), pulling the creature 5 feet closer to you in a straight line if you are successful.

##### Iron Claw - *1d6 piercing or slashing, Finesse, Light, 2 lbs., 5 GP* A claw that comprises bands of metal wrapping around the wielder's knuckles, with three protruding blades much like brass knuckles but with very sharp dagger blades connected. On critical hit, the creature must succeed a Constitution (DC 8 + Abl modifier) or take an additional 1d4 damage. (Creature must bleed to take this damage.)

##### Katana - *1d8 slashing, Versatile (1d10), Special, 3 lbs., 25 GP* In some cultures this strong, single-edged sword is a symbol of honor and prestige. The katana is intended for two-handed use, but it's light enough to be wielded one-handed. *Special* - Historically, katana widely varied in size and weight. If you would prefer a katana that emphasizes fast, precise cuts, replace the Versatile property with the Finesse property, and reduce the weight to 2 lbs.

##### Kusari-Gama - *1d6 slashing/1d4 bludgeoning, Double, Finesse, Reach, Two-Handed, Special, 3 lbs., 15 GP* The kusari-gama or chain-scythe is a double weapon that combines a one-handed kama with a long chain that has a mace-head on the end. Generally used by accomplished martial artists that can make optimum use of this challenging weapon, the mace-and-chain restrains the enemy while the kama finishes them off. *Special* - Using the chain's reach, you can attempt to disarm or grapple a Medium or smaller target within reach. Make a ranged attack roll, on hit the target is grappled DC 13 and takes damage for each turn grappled during which you cannot attack anyone else with the chain. Alternatively make a ranged attack roll, on hit the target must make a Strength saving throw or be disarmed of a held object or Dexterity for a loose object of your choice.

##### Longspear - *1d10 piercing, Reach, Two-Handed, Polearm, 6 lbs., 5 GP* An elongated spear that can be used while mounted to gain advantage on attacks when moving while attacking.

##### Nunchaku - *1d4 bludgeoning, Finesse, Hidden, Light, Special, 2 lbs., 5 GP* A traditional martial arts weapon, two sticks connected at one end by a short chain or rope. The two sections of the weapon can be made from wood or metal. Widely used as a training weapon by monks, some choose to use it for its flashy fighting style. *Special* - You can make a disarm attempt with a +2 for each Nunchaku equipped.

##### Parrying Dagger - *1d4 piercing, Finesse, Light, Special, 1 lb., 5 GP* Also called a main-gauche, a dagger with a slightly longer and broader blade than usual, with a dull edge and sharpened tip, and an unusually long crossguard. It is used as a defensive side arm in dueling and fencing. *Special* - The dagger loses its thrown feature but when another creature damages you with a melee attack, you can use your reaction to reduce the damage by your Dexterity modifier once per turn. Anyone proficient with a shortsword can proficiently wield a parrying dagger.

##### Punching Dagger - *1d6 piercing or +2 Unarmed, Finesse, Light, 2 lbs., 15 GP* A punching dagger or katar’s blade is attached to a horizontal handle that projects out from the fist when held. Providing firm stable control of the blade with your strikes. Monks may add their full unarmed damage +2.

##### Poleaxe - *1d10 bludgeoning, Reach, Heavy, Two-Handed, 6 lbs., 20 GP* Despite the "axe" in its name, this weapon's primary striking end is actually a specialized hammerhead. Anyone proficient with a halberd can proficiently wield a poleaxe.

##### Tomahawk - *1d6 slashing, 1 lb., Finesse, Light, Thrown (Range 20/60), 2 GP* A type of single-handed axe traditionally resembling a hatchet with a straight shaft and are often used as general-purpose tools, but can be employed as a hand-to-hand or a thrown weapon.

##### Tonfa - *1d4 bludgeoning or +1 Unarmed, 2 lbs., Light, Special, 10 GP* A martial weapon in the form of a club with a sideways grip. The grip allows the weapon to be spun and swung in more ways than a typical club, making skilled use of this weapon superior in both offense and defense to your standard truncheon. *Special* - When wielding two of these weapons, you gain a +1 bonus to your AC (stacks with the bonus from the 'Dual Wielder' feat). *Monk* - Counts as one of Monk’s starting weapon proficiencies, monks may use them as though they possess the 'Two-Weapon Fighting' Fighting Style.

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### ***Martial Ranged***

##### Bolas - *1d4 bludgeoning, Light, Thrown (Range 20/60), Special, 2 lbs., 2 GP* A length of cord with weighted ends, used to trip foes from a distance. *Special* - A Large or smaller bipedal or quadruped creature hit with bolas must make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone. Untying the cord is an action DC 10 Dexterity or Strength check in combat that provokes attacks of opportunity. Out of combat, it only takes half a minute without rolling.

##### Chakram - *1d6 slashing, Finesse, Thrown (Range 30/60), 1 lb., 4 GP* A metal circle with a sharpened outer edge that is primarily thrown but can also be used hand-to-hand when needed.

##### Greatbow - *1d12 piercing, Ammunition (Range 150/600), Heavy, Two-Handed, Special, 10 lbs., 200 GP* This massive bow is only able to be used by Larger races and the substantial size necessitates the use of large arrows. *Special* - When using this weapon to attack a target within 20 feet, you have disadvantage on the attack roll. *(Ammunition costs 4 GP for 20 Arrows 2 lbs.)*

##### Shuriken/Kunai - *1d4 piercing or slashing, Light, Finesse, Thrown (Range 40/100), .3 lb., 2 SP* Shuriken are tiny pieces of sharpened metal used like a hidden dagger or concealed weapon to distract or misdirect. Shuriken comes in a variety of forms; some are made, some are mere tools, and some can just be sharpened bits of scrap.

### ***Guns***

*I normally don’t allow guns to be purchased in my games without some limitations but providing stats to be accessible regardless.*

##### Flintlock Pistol - 1d10 *piercing, Ammunition (Range 20/80), Loading, Reload (1) Misfire 2, Special\*, 3 lbs., 1,000 GP* This flintlock pistol is the world's first attempt at a small standard firearm. After firing this weapon once, it requires an action to reload. In addition, there are no penalties for making ranged attacks in close combat, can be used off-hand and make a bash attack like a simple club (1d4 bludgeoning).

##### Blunderbuss - *1d8 piercing, Ammunition (Range 10/15), Loading, Reload (1), Misfire 3, Scatter, Two-Handed, Special\*, 9 lbs., 1,250 GP* A firearm with a short, large caliber barrel which is flared at the muzzle, used with shot and other projectiles to fire in a wide short area hitting all targets in range. Requires double the bullets and gunpowder than other guns.

##### Flintlock Musket - *1d12 piercing, Ammunition (Range 40/120), Loading, Reload (1), Misfire 2, Two-Handed, Special\*, 10 lbs., 1,500 GP* A simple flintlock rifle. Invented by gnomes, who discovered that certain easy to obtain alchemical ingredients could fire small lead ammunition with equivalent force to a crossbow bolt. A simple blade (dagger) can be attached to the end, though it's been known to make the gun somewhat more unwieldy (reduce range by half), but can also be used as a simple club (1d6 bludgeoning).

##### Bullets (Pistol/Rifle) - *Bag of 20, 2 lbs., 8 GP* Bullets are small bits of metal pressed into a tiny cylinder with a coned tip, fired with a small amount of gunpowder behind it. Normal sling bullets will not work, and as such bullets are considered special ammunition so not every store may have them. Price includes a small leather pouch filled with the bullets and gunpowder to load equipped firearms.

### ***Customization Options***

##### Masterwork Weapons - +*100 Simple, +150 Martial, +200 Other* A piece of masterwork equipment is as much a tool as an amazing work of art. It is the pinnacle of craftsmanship, enough to be considered a museum piece. Only the most skilled craftsmen are capable of making such a piece, and they labor alone on it for weeks at a time. Custom tailored to its wielder, decorated with personalized motifs and is perfectly balanced to last for a very long time. Weapons gain +1 to attack roll.

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##### Blessed Weapons - *+100 GP* Permanently blessing a weapon is a process highly sought after by many adventurers, particularly those who battle against undead and other creatures of the night. Blessing a weapon will take a temple one month to perform. The weapon is thereafter always considered to be blessed and gains +2 damage vs undead.

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##### Silvered Weapons - *+25 GP x 1 lb.* *(Only applicable to weapon with metal)* Some creatures that have immunity or resistance to non-magical weapons are susceptible to silver weapons, so cautious adventurers invest extra coins to plate their weapons with silver. You can silver a single weapon or 10 pieces of ammunition for 100 GP. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

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##### Banner/Standard - *+30 gp, +3 lbs., (Only applicable to polearms or staffs)* A banner is a large cloth emblazoned with a symbol, crest, coat of arms, etc. It is used to display a personal, family, or royal crest, or as identification on the battlefield. The price given is for a simple banner made from cotton and cheaper materials, the fancier the banner the higher the cost. A banner grants advantage to being seen at a distance.

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##### Bipod - *+25 GP, +.5 lb.* *(Only applicable to some ranged weapons)* A bipod is attached to the bottom of a light or heavy crossbow that has two prongs that run under the body of the weapon. This allows the weapon to be fired in a prone position with relative ease and as a bonus action can deploy the steadying arms. While they are deployed, the weapon does not suffer disadvantage on attack rolls beyond the first range increment up to half its total. Cover and line of sight must still be accounted for, any other firing done not from prone while the arms are down is done at disadvantage.

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##### Custom Hilt - *+20 GP* A custom hilt incorporates hand measurements, handguards, straps, etc, to ensure a sure comfortable grip in the hand. This lets the user double their proficiency on checks made to keep a hold of the weapon against disarm attempts.

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##### Dueling - *+100 GP* *(Only bladed one-handed weapons)* A weapon made for a swordsman who prefers to fight his foes one at a time, a duelist's weapon has a balanced design, accustomed to the wielder. When wielding a dueling weapon in one-handed with no weapon in the off-hand, the wielder may use a reaction to add +2 AC against melee attacks until their next turn. If you use the Dueling Fighting Style, you may add a +1 to the Dueling Fighting Style damage.

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##### Heavyhead - *+100 GP, x2 lbs.* *(Only bludgeoning weapons)* Adding some extra weight to the business end of the weapon can do a lot to upset the balance of foes. When the weapon rolls max damage the target is knocked prone, unless they succeed a Strength check against DC equaling half of the attack roll. Prone enemies take an additional weapon damage die of damage when hit with this weapon.

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##### Hilt Blade - *+50 GP, +.5 lb. (Only applicable to some weapons)* A small 3 inch hidden blade is placed in the hilt or bottom of the weapon. As a bonus action a hidden catch is pressed and the blade springs out from the weapon. The blade deals only 1d2 piercing but can be used while grappled or in a tight spot.

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##### Hilt Hollow - *+75 GP (Only applicable to some weapons)* Adds a 6 in. diameter hollow inside of the weapon that can fit small cylindrical objects like a vial or a note. A spring loaded release can empty its contents into the user's hand as a bonus action. Loading anything into the weapon and sealing it up requires an action. Weapons must have enough logical space to hold items.

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##### Reinforced Sheath - *x2 GP, +3 lbs. (Only used for bladed weapons with sheaths)* Adds a heavy sheath to any bladed slashing or piercing weapon. The sheath can be used as a simple club (1d6 bludgeoning, light).

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##### Serrated Edge - *+60 GP (Only piercing or slashing weapons)* Serration on the blade of a weapon can make even a dull edge deadlier. On critical hit, roll an additional 1d4 slashing die.

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##### Slim Design - *+30 GP, -.5 lb., (Only light weapons)* Some light weapons may be streamlined having small parts or bits removed to make it easier to hide on a person. The weapon provides disadvantage against skill checks being found on a person’s body.

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##### Spiked End - *+50 GP (Only bludgeoning weapons)* Adding spikes to the weighted end of a blunt weapon can really improve its impact. On a critical hit, reduce the target's AC by 1 until it is repaired (solid non-magical armor only).

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##### Thick Haft/Blade - *+40 GP, x2 lb. (No light weapons)* Some weapons may be made a bit thicker in certain places to give the weapon a bit more weight to throw around. Gain advantage on shove or push attempts with this weapon.

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##### Wand Chamber - *+100 GP (Only applicable to weapons capable of)* Adds a small chamber with a pop out mechanism to a part of the weapon that can hold one wand-like object. Holds one wand, which is treated as being held while the weapon is held. Weapons must have enough logical space to hold a wand.