



# NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Blastblade	200gp	1d8 slashing damage	10 lbs.	Heavy, special, versatile(d10)
Gunlance	350gp	1d6 piercing damage	15 lbs.	Heavy, special
Gunlance, ranged	200gp	1d6 piercing damage	15 lbs.	Ammunition (ranged 50/150), Heavy, special
Trapbow	125gp	-	10 lbs.	Ammunition(ranged 40/120), loading
Trapbow, Wargtaker	5gp	-	1 lbs.	Special
Trapbow, Trolltaker	15gp	-	2 lbs.	Special
Trapbow, Feltaker	45gp	-	3 lbs.	Special
Trapbow, Staggershot	15gp	2d6 slashing damage	1 lbs.	Special
Trapbow, Steelthorn	15gp	2d6 slashing damage	2 lbs.	Special

## BLASTBLADE

The blastblade is a specialised sword enhanced with a blackpowder canister. The hilt of the weapon incorporates a trigger for firing the blackpowder charge. The blastblade has the following profile:

The blastblade can contain 1 blackpowder charge (5gp per charge). You can pull the trigger to expend the charge to perform one of the following special attacks. You can make one special attack each round.

**Quickslash.** You pull the trigger as you attack, granting yourself advantage on the attack roll.

**Power attack.** You pull the trigger to enhance the strength of your blow. The weapon attack deals 2d8 slashing damage (or 2d10 if wielded hands instead

**Flare.** Choose a creature within 15 feet. That creature must make a Dexterity saving throw vs (8 + your proficiency bonus + your Dexterity modifier). On a failed saving throw they suffer 1d4 + Dexterity modifier fire damage and are blinded until the end of your next turn.

**Sheath Shot.** Make a ranged weapon attack against a target within 60 feet. On hit you deal 1d6 + Dexterity modifier bludgeoning damage. If the creature is Large or smaller they must make a Strength or Dexterity saving throw against your attack roll. On a failed saving throw they are knocked prone.

## GUNLANCE

The gunlance is suited for doing battle with monstrous creatures while mounted. The gunlance has multiple profiles, each representing a different attack.

The gunlance can make the following special attack:

**Burst.** Each creatures in a 15 foot cone must make a Dexterity saving throw against DC (8 + proficiency bonus + your Dexterity modifier). On a failed save they suffer 1d6 + your Dexterity modifier fire damage.

## TRAPBOW

**Taker.** Takers are the most common form of ammunition utilised with trapbows. Takers are two heavy weights, most often iron or hardwood linked by a thick chain. Takers are engineered to replicate a spinning motion when fired. In this way, takers act like massive bolas, designed to bring down monsters.

A creature hit by a taker is restrained until it is freed. A creature can use its action to make a Strength check, freeing itself or another creature within its reach on a success.

The DC for the Strength check and the maximum size of creature the taker can be used against is based on what kind of taker is used per the table below. If takers are used against creatures smaller than the maximum size they can instead use Dexterity(Acrobatics) to free themselves. Dealing non-poison, non-psyhic damage to the chains in excess of the value on the table breaks the chains and the creature is freed. The AC of the chains is equal to their Strength check DC.

Name	HP	Str DC	Size
Wargtaker	12	13	Medium
Trolltaker	17	14	Large
Feltaker	25	15	Huge

**Staggershot.** A staggershot bolt is a fist-sized streamlined piece of steel designed for throwing monsters off-balance.

A creature hit by a staggershot bolt must succeed on a Dexterity saving throw against your attack roll or they fall prone and suffer 2 damage for each size category they are above Small.

**Steelthorn.** Steelthorn bolts are large barbed corkscrew boltheads attached to light wooden handles with a loop for a rope to be tied through.

A Medium or smaller creature hit by a steelthorn bolt suffers an additional 1d6 damage. A Large or larger creature is instead impaled by the steelthorn bolt. If a rope is tied to an impaled steelthorn bolt, a creature can use the rope to attempt to pull down the impaled target. Make a Strength (Athletics) check contested by the target's Strength (Athletics). The target must make the check with disadvantage or suffers 1d6 piercing damage.