



Loot Tavern's
**LEGENDARY
LEDGER**

BOOK 4

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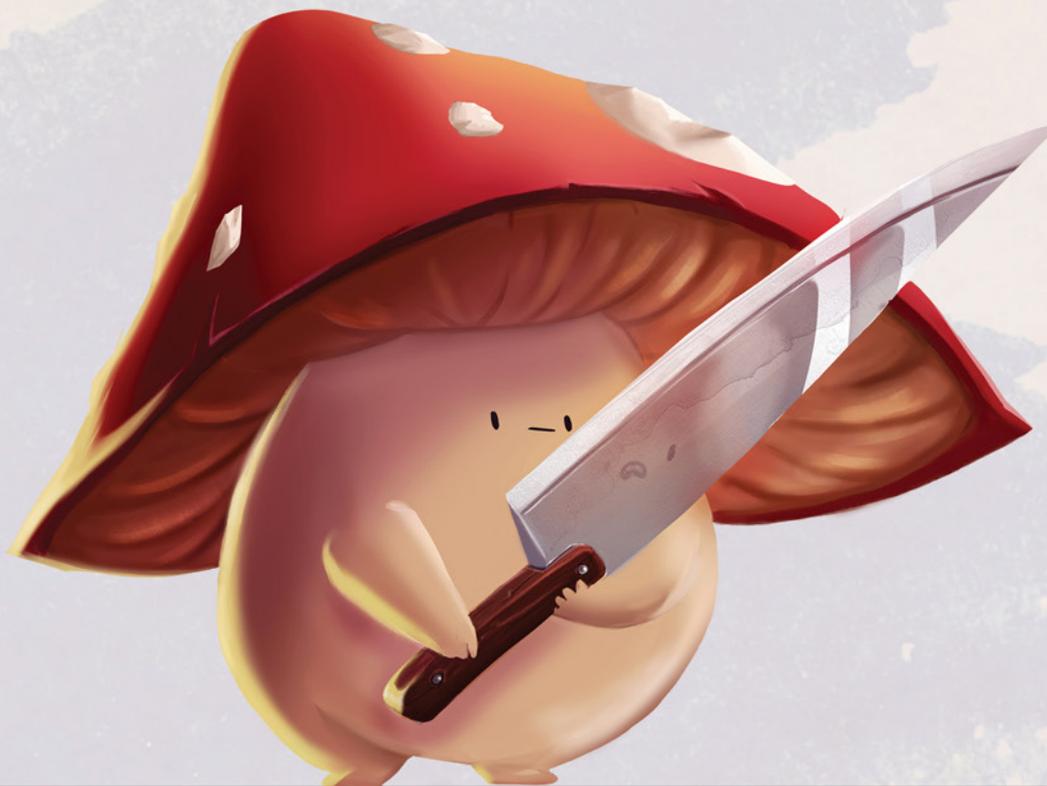
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MORE HEXTECH



ARCANOMATIC RAILGUN

Weapon (Rifle), Uncommon*

Component: Dragon (blue or bronze) breath sac

Favoured by the Peacemakers of Progress, an elite troop of guards assembled by the Uppercrest Inventor's Guild, these magitech masterpieces can shoot a cupcake off a crenellation at 100 yards!

Energy Sniper. Attacking at long range doesn't impose Disadvantage on ranged weapon attack rolls made with this weapon. The weapon doesn't have the Ammunition property, and it deals Lightning damage instead of Piercing damage. It still requires you to reload it, which you do by allowing it to accumulate electrical energy for more shots.

Enforcer's Beam. As an action, you can fire a beam of energy in a **20-foot-long, 5-foot-wide Line**. Each creature in the area must succeed on a **DC 13 Dexterity saving throw** or take **2d6** Lightning damage. Using this property expends a shot, as if firing the weapon normally.

Rare variant: Increase the **DC** to **15**, the length of the line to **40 feet**, and the damage to **3d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16**, the length of the line to **60 feet**, and the damage to **4d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

*See Appendix B

CHAINED AMBITION

Weapon (Spiked Cestus), Rare*

Component: phial of Beast (wolf) blood

According to the matriarchs of the Scarletwolf Clan, the mark of a true leader is being willing to get her own hands dirty. When a prospective leader comes of age, she must forge her own cesti and draw first blood with them in ritual combat, seasoning them for a lifetime's legacy of blood.

These cesti always come in pairs. They have the Scourge* property.

Bloodhound. Whenever you roll a **1** or **2** on a damage die for an attack you make with this weapon or for its Sweeping Judgment property against a creature that doesn't have all of its Hit Points, you can reroll the die and must use the new roll.

Sweeping Judgment. As an action while wielding both cesti, you can swing them out to their full length in a circle around you. Creatures within **10 feet** of you must make a **DC 15 Dexterity saving throw**, taking **6d6** Bludgeoning or Piercing damage (your choice) on a failed save, or half as much damage on a successful one. Once this property has been used, it can't be used again until the next dawn.

Crushing Control. When you hit a creature no more than one size larger than you with this weapon, you can choose to deal no damage and instead bind the creature with the chains. While chained in this way, a creature can't move away from you, and when you move, you can drag it with you, but your Speed is



halved. Additionally, you can use a Bonus Action to swing the chains, moving a bound creature to any unoccupied space within **10 feet** of you. A creature can use an action to make a **DC 15 Strength (Athletics)** check, freeing itself or another creature within reach from the chains on a success.

Very rare variant: Increase the DCs to **16** and the damage to **7d6**. You gain a **+1 bonus** to attack and damage rolls made with these magic weapons.

*See Appendix B

CHEMTRACKER CLAWS

Prosthesis, Uncommon (Requires Attunement)

Component: phial of Monstrosity blood

Who's a good boy? Who's my favorite pseudo-immortal abomination of alchemy and hubris? Who's the most adorable when he goes into a mindless rage at the scent of blood? That's right, you are! Yes, you are!

This prosthesis has **3 charges** and regains **all** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Melee* (**1d8 Slashing, Pugilist***) property and the Hamstring superior strike**.

Frenzy. As a Bonus Action, you can expend **1 charge** to pump chemical enhancements from the arm into your bloodstream, taking **2d6** Necrotic damage, which can't be reduced or prevented in any way, and granting you the following benefits for **1 minute**:

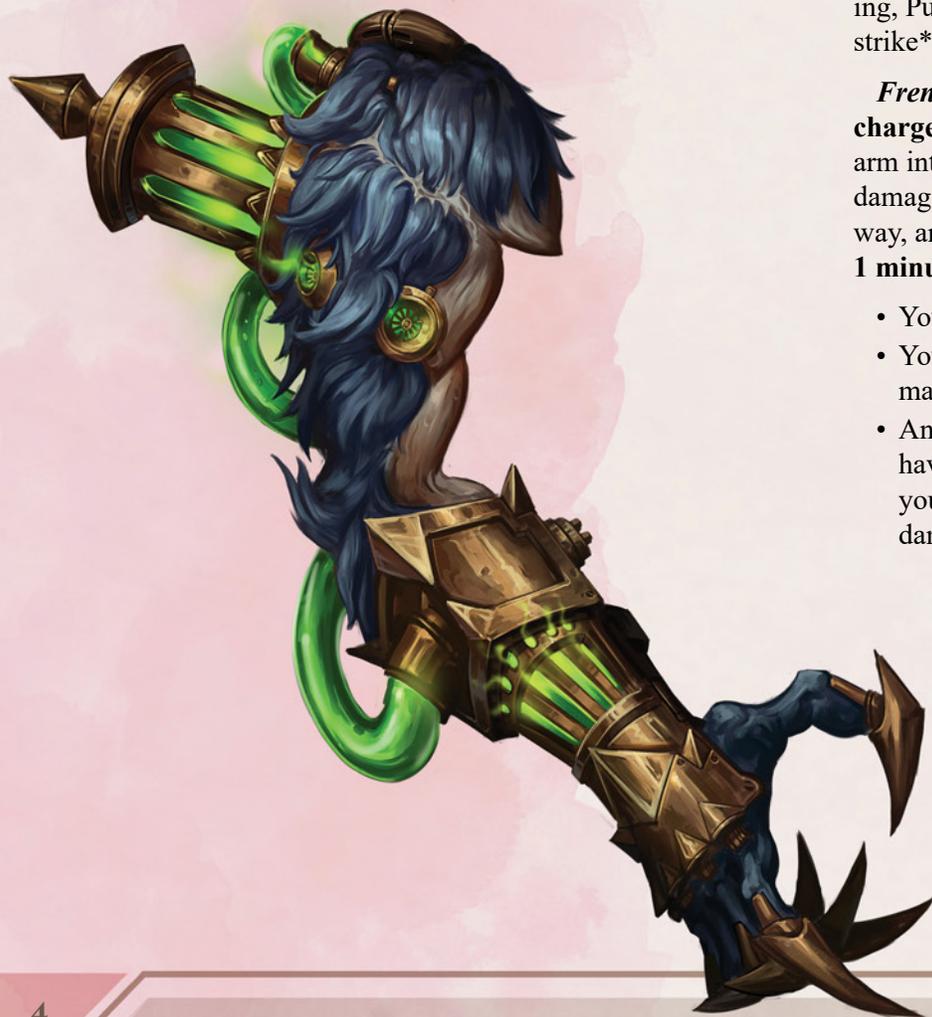
- Your Speed increases by **5 feet**.
- You gain a **+1 bonus** to attack and damage rolls made using this prosthesis.
- Any time you damage a creature that doesn't have all of its Hit Points using this prosthesis, you gain Temporary Hit Points equal to half the damage you dealt.

Rare variant: Increase the charges to **4**, the damage to **3d6**, and the Speed increase to **10 feet**.

Very rare variant: Increase the charges to **4**, the damage to **4d6**, the Speed increase to **15 feet**, and the attack and damage bonus to **+2**.

*See Appendix B

**See *Ryoko's Guide to the Yokai Realms*



CHOMPIN' GRENADE

Wondrous Item, Uncommon

Component: Elemental (fire) primordial dust

What's better than a bomb? That's right—more bombs! These little devils explode like a mama shark givin' birth to hungry babies! Once they start chomp-in', they sure don't stop!

Chomp! As an action while holding this item, you can throw it at a point within **30 feet** of you. Creatures within a **10-foot-radius Sphere** centred on this point must make a **DC 13 Dexterity saving throw**, taking **2d6** Fire damage on a failed save, or half as much damage on a successful one. Additionally, small, toothed metal balls called chompers explode outward from the grenade and attach to each creature that failed its saving throw against the explosion. A creature with a chomper attached to it takes **1d6** Piercing damage at the start of each of its turns until it or a creature within reach uses an action to remove the chomper.

Rare variant: Increase the **DC** to **15**, the Fire damage to **2d10**, and the Piercing damage to **1d10**.

Very rare variant: Increase the **DC** to **16**, the Fire damage to **3d12**, and the Piercing damage to **1d12**.



COUNTDOWN DRIVE

Wondrous Item, Rare (Requires Attunement)

Component: Aberration main eye

I recognise your desire to burn me alive with your breath weapon, but we as a party have decided to move in a different direction. While we appreciate all of your efforts, your action is no longer needed. We hope you understand.

This item has **3 charges** and regains **all** expended charges daily at dawn.

Rewind. When a creature within **60 feet** of you takes an action, you can use your Reaction to expend **2 charges** and briefly rewind time to get a better outcome. The creature makes a **DC 15 Charisma saving throw**. On a failure, it must take a different action instead. You take this Reaction after the triggering action has been declared but before any rolls are made.

Death Defiant. While holding this device, you can expend **1 charge** to cast the *Death Ward* spell on yourself.

Very rare variant: Increase the **DC** to **16** and the charges to **4**.



HERALD'S VISAGE

Wondrous Item, Very Rare (Requires Attunement)

Component: Aberration chitin

Your thoughts become my thoughts, your desires become my desires. We are all united into a single mind and purpose—the ultimate form of consciousness. Isn't it glorious? Aren't we glorious?

Assimilate. As an action while wearing this mask, you can touch a creature and attempt to connect it to your mind. It must succeed on a **DC 16 Charisma saving throw** or become **Charmed** by you for **1 minute**, until it takes damage, or until another creature within **5 feet** of it uses an action to end the effect. A creature Charmed in this way is also Restrained. If the creature is Charmed for the full duration, it comes under the effect of the *Geas* spell. Constructs and Undead are unaffected by this property. Once this property has been used, it can't be used again until the next dawn.

One Mind. While wearing this mask, you can use a Bonus Action to telepathically connect to a creature within **120 feet** of you. You and the chosen creature can speak telepathically with each other while the two of you remain connected. The connection lasts for **8 hours**, until you connect to another creature, or until you sever the connection (no action required). You can connect to any creature Charmed by you regardless of distance so long as it's on the same plane of existence as you.

Legendary variant: Increase the **DC** to **17**. While connected by the One Mind property to a creature Charmed by you, you are able to both hear its surface thoughts and probe deeper into its mind as per the *Detect Thoughts* spell (**save DC 17**).



MANABLAST HAMMER

Weapon (Any Hammer), Rare (Requires Attunement)

Component: Dragon (blue) breath sac

"Fighting for a brighter future starts with you and a weapon that can light the way. Don't be a luddite—invest in the manablast hammer and thunder forth today!"

— Advertisement in *Quark Quarterly Magazine*

This weapon has **3 charges** and regains **all** expended charges daily at dawn. As a Bonus Action while holding the weapon, you can cause it to crackle with electricity, shedding Dim Light out to a radius of **15 feet**, or extinguish this electricity.

Thundering Blow. When you hit a target with this weapon, you can expend **1 charge** to deal an extra **2d12** Lightning damage and **1d12** Thunder damage to it. If the target is a creature, it must then make a **DC 15 Strength saving throw**. On a failed save, the target is knocked **Prone** or pushed horizontally **10 feet** away from you in a straight line (your choice). An object is automatically pushed in this manner.

Shocking Blast. This weapon can be used to make ranged weapon attacks by shooting bolts of lightning. These attacks have a normal range of 30 feet and a long range of 60 feet and deal **1d6** Lightning damage on a hit. When you score a Critical Hit against a creature with one of these attacks, the creature is immobilised by static cling and its Speed is reduced to **0 feet** until the end of its next turn.

Uncommon variant: Reduce the DC to **13** and the Thundering Blow property's Lightning and Thunder damage to **2d6** and **1d6**, respectively. The Shocking Blast property doesn't reduce a creature's Speed to **0 feet** on a Critical Hit.

Very rare variant: Increase the DC to **16** and the Thundering Blow property's Lightning and Thunder damage to **3d10** and **2d10**, respectively. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



MANABOARD

Wondrous Item, Rare (Requires Attunement)

Component: Elemental core of air

Not even gravity can withstand the pace of progress. Modeled after a surfboard, this device has conquered the very skies, all for the sake of allowing its rider to perform the sickest of tricks on the grooviest of air currents.

A *manaboard* is 4 feet long and 1.5 feet wide, and it can fit one Medium or smaller creature on it. It has **3 charges** and regains **all** expended charges daily at dawn.

Levitation. While standing on the *manaboard*, you can expend **1 charge** as a Bonus Action to cause it to levitate for **10 minutes** or until your Concentration ends (as if concentrating on a spell). It can then be ridden in the air and controlled mentally by you. It has a Fly Speed of **30 feet** and can hover. It can carry up to 400 pounds, but its Fly Speed becomes **15 feet** while carrying over 200 pounds.

Force Wake. When you use the *manaboard* to move at least **15 feet** in a straight line, you can use a Bonus Action to turn it suddenly, spraying a wave of force in a **15-foot Cone**. Each creature in the area must make a **DC 15 Constitution saving throw**, taking **2d6** Force damage on a failed save, or half as much damage on a successful one. Once this property has been used, it

can't be used again until you expend another charge to activate the Levitation property again.

Uncommon variant: Reduce the **DC** to **13** and the duration of the Levitation property to **1 minute**. Remove the Force Wake property.

Very rare variant: Increase the **DC** to **16**, the Fly Speed to **60 feet** (or **30 feet** if carrying over 200 pounds), and the damage to **3d6**.

MANAQUARK GAUNTLETS

Weapon (Knuckle Duster), Rare (Requires Attunement)*

Component: Construct lifespark

Branton Quark devised these magitech gauntlets with one principle in mind: punch first, ask questions later. With every hit, these gauntlets pulse with arcane energy, as if assailing the very fabric of reality. Dangerous? Yes. Reckless? Of course. Trifling with forces beyond the ken of man? You know it, baby—but Quark will *not* be outdone by his competitors.

These gauntlets function as a set of Knuckle Dusters with a damage die of **1d6** instead of 1d4. They count as a single magic item with regard to the number of magic items you can attune to.

Gravitational Uppercut. As a Bonus Action while wielding this weapon, you can propel yourself towards a creature you can see within **30 feet** of you, moving in a straight line through the spaces of other creatures to an unoccupied space within **5 feet** of the

*See Appendix B



chosen creature. Each creature whose space you move through must succeed on a **DC 15 Dexterity saving throw** or be knocked **Prone**.

When this movement ends, you can immediately make an Unarmed Strike or an attack using this weapon against the chosen creature. On a hit, the attack deals an extra **2d6** Force damage, and the creature must make a **DC 15 Strength saving throw** if it is Large or smaller. On a failed save, the creature is thrown **10 feet** upwards and up to **20 feet** away from you. If it lands on another creature, that creature must succeed on a **DC 15 Dexterity saving throw** or be knocked **Prone**. Once this property of the item has been used, it can't be used again until the next dawn.

Mana Shield. Once on each of your turns when you deal 10 or more damage with an Unarmed Strike or an attack using this weapon, the gauntlets convert that force into an arcane aegis, granting you **2d6** Temporary Hit Points.

Very rare variant: Increase the DCs to **16** and the damage die of the weapons to **1d10**.

MANAWARPED HAMMER

Weapon (Any Hammer), Very Rare (Requires Attunement)

Component: Aberration bone

“We assure you, dear reader, that our intentions were born from hope and the desire for a brighter future. Don't be a victim of hubris—the quest for progress should never cloud your judgement. Remember that your tomorrow depends on today.”

— *Quark Quarterly Magazine*, final issue

This weapon has **3 charges** and regains **all** expended charges daily at dawn. The air around it warps and shimmers, causing items in the same space as the hammer that weigh less than 1 ounce to float.



Psyche Slammer. When you hit a creature with this weapon, you can expend **1 charge** to deal an extra **2d10** Psychic damage to it and force it to make a **DC 16 Wisdom saving throw**. On a failed save, the target is **Blinded** and **Deafened** until the start of its next turn as visions of doomed realities fill its mind. During this time, the area within **5 feet** of the target twists into strange fractal patterns, causing the area to be Difficult Terrain for creatures other than you.

Warping Beam. This weapon can be used to make ranged weapon attacks in the form of volatile blasts of pure chaos magic. These attacks have a normal range of 20 feet and a long range of 40 feet and deal **1d6** Force damage on a hit. When you reduce a creature of CR 1 or higher to 0 Hit Points with one of these attacks, each creature within **30 feet** of that creature that can see it must succeed on a **DC 16 Wisdom saving throw** or take **1d10** Psychic damage as the target's body contorts into impossible geometries.

Rare variant: Reduce the DCs to **15**, the charges to **2**, and the damage of the Psyche Slammer property to **1d10**. The Psyche Slammer property doesn't deafen creatures.

Legendary variant: Increase the DCs to **17**, the charges to **4**, the damage of the Psyche Slammer property to **3d10**, and the Force damage of the Warping Beam property to **1d8**.

SHARKBONES

Wondrous Item, Very Rare

Component: Elemental core of fire

"What the people really need is a little bit of panic! Bombs and bullets do the trick, but this baby can blow a city to ashes!"

— Hex the Mana Maniac

Kaplow! As an action, you can draw and fire this weapon at a point you can see within **300 feet** of you. Each creature within a **30-foot-radius Sphere** centred on that point is knocked **Prone** and must make a **DC 16 Constitution saving throw**, taking **5d6** Fire damage and **5d6** Force damage on a failed save, or half as much damage on a successful one. Objects and structures in the area take twice as much damage. The explosion can be heard from **1 mile** away and starts a fire in the area of the Sphere, causing the ground and flammable objects that aren't being worn or carried to be ignited. For **1 minute** or until the fire is put out, a creature takes **1d6** Fire damage for every **5 feet** it travels into or within the area. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Reduce the DC to **15** and the initial Fire and Force damage to **2d6** each.



SLOT SLUGGER

Prosthesis, Rare (Requires Attunement)

Component: Construct gears

An insane tinkerer designed this monstrous piece of artifice from a slot machine and a nightmare. Her goal was to add a bit of “fun” to deadly combat, and while her success remains a matter of contentious debate, all the brightly coloured explosions certainly liven up the blood-soaked battlefields!

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Melee* (1d6 Piercing, Pugilist*) property and the Reeling Blow superior strike**.

Let's Go Gambling! As an action, you can pull the lever on this prosthesis to activate the slot machine. Roll 3d6, then consult the table to determine the effect.

Dice Rolled	Effect
Three Different Numbers	You take the Attack action using the prosthesis.
Two 1s	Until the start of your next turn, the prosthesis crunches anything it hits. When you hit a creature with an attack using the prosthesis, the creature is Grappled and Restrained until you attack with the prosthesis again, or until it breaks free by using an action to make a successful DC 15 Strength (Athletics) check. You take the Attack action using the prosthesis.
Two 2s	Until the start of your next turn, the prosthesis gains the Scourge* property and has a reach of 15 feet . You take the Attack action using the prosthesis.
Two 3s	Until the start of your next turn, the prosthesis uses a spring punch. Your attacks with the prosthesis deal Bludgeoning damage instead of Piercing damage, and when you hit a target that is Large or smaller, the target is pushed 10 feet directly away from you and knocked Prone . You take the Attack action using the prosthesis.
Two 4s	The prosthesis fires a series of scrap metal stars. Make four ranged weapon attacks using Shuriken*, which break immediately after they hit or miss.
Two 5s	The prosthesis pours brightly coloured smoke from its mouth. Until the end of your next turn, the area within 10 feet of you is Heavily Obscured for creatures other than you.
Two 6s	The mouth blasts a 20-foot Cone of neon fire. Each creature in the area must make a DC 15 Dexterity saving throw , taking 5d6 Fire damage on a failed save, or half as much damage on a successful one.
Three of the Same Number	Jackpot! The prosthesis executes a finishing blow. Make an attack roll using the prosthesis, with Advantage , against a creature within reach. On a hit, the creature takes an extra 7d6 Piercing damage and is Stunned until the end of your next turn. After the hit, colourful fireworks shoot from the prosthesis into the air around you.

Very rare variant: Increase the DCs to 16. You gain a **+1 bonus** to attack and damage rolls made with this magic prosthesis. When you roll the dice for the Let's Go Gambling! property, you can use a Bonus Action to reroll any number of the dice once, and you must use the new rolls.

*See Appendix B

**See *Ryoko's Guide to the Yokai Realms*



SOUL SIGILS

Wondrous Item (Tattoo), Uncommon (Requires Attunement)

Component: phial of Celestial blood

Elegant and classy, these graceful golden lines make a statement whenever you walk into a room. They pair especially well with dark evening wear, but may limit your wardrobe palette to certain colours. Oh, and they can also punish your enemies with searing light.

Tattoo Attunement. While unattuned, this item takes the form of a crystal vial of viscous golden liquid. To attune to this item, you pour the vial's contents onto your skin where you want the tattoo to appear, and it takes the form of curving golden lines in a pattern of your preference.

If your Attunement to the tattoo ends, the tattoo vanishes, and the vial reappears in your space.

Spells. You can cast each of the following spells once, regaining all expended uses daily at dawn (**save DC 13**): *Bane*, *Bless*, and *Shield*. You cast *Shield* with this property when a creature you can see within **30 feet** of you is hit by an attack or is targeted by the *Magic Missile* spell, granting that creature the spell's benefits instead.

Soul Sear. Whenever you hit a creature with an attack while that creature is under the effects of the *Bane* spell cast using this tattoo, the creature takes an extra **1d4** Radiant damage.

Rare variant: Increase the **DC** to **15** and the damage to **1d6**. Creatures under the effect of the *Bless* spell cast using this tattoo gain a **+1 bonus** to AC until the spell ends.

Very rare variant: Increase the **DC** to **16** and the damage to **1d10**. Creatures under the effect of the *Bless* spell cast using this tattoo gain a **+2 bonus** to AC until the spell ends. When you cast the *Shield* spell using this tattoo, the source of the triggering attack or spell takes **3d6** Radiant damage.

TIMESTREAM STRIKE

Weapon (Any Sword), Very Rare (Requires Attunement)
Component: Aberration chitin

“Dabbling in alternate timelines can be hazardous, true, but a few seconds here and there never hurt anyone, right? At least, it never hurt anyone I wasn't already intending to hit over the head with this thing.”

— Reid Rider, Time Surfer

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Parallel Divergence. As a Bonus Action while holding this weapon, you can expend **1 charge** to create an afterimage of yourself from an alternate timeline, which appears in your space and lasts until the start of your next turn. The afterimage is identical to you and can move up to half your Speed when you create it. The afterimage is incorporeal but shares your AC. A creature that hits your afterimage with an attack or makes a successful **DC 16 Intelligence (Investigation)** check as an action discerns that it's an afterimage. Attacks against you have **Disadvantage** while you are within **5 feet** of your afterimage.



Chronoslash. While you have an afterimage within **120 feet** of you, you can take a Reaction at the end of any creature's turn to unite the two timelines. You can choose to rush in a straight line to your afterimage or have your afterimage rush to you, as long as the path isn't blocked by an object. Whichever version of you moves, it can pass through the spaces of creatures and uses the blade to cut through them. Each creature through which you or your afterimage pass must make a **DC 16 Dexterity saving throw**. A creature takes **2d8** Force damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the DCs to **13**. The afterimage can't move using the Parallel Divergence property, and the Chronoslash property deals no damage. Remove the attack and damage bonus.

Rare variant: Reduce the DCs to **15** and the damage of the Chronoslash property to **2d4**. The afterimage can't move using the Parallel Divergence property. Remove the attack and damage bonus.

TINKERER'S TUNE

Wondrous Item, Uncommon (Requires Attunement)
Component: Construct plating

Professor Yord was tired of carrying both his tools and his instrument around with him. The only logical step? To smash the two together! There's no such thing as overengineering for any self-respecting professor of artifice.

Clockwork Strings. This item can be used as an Arcane Focus, a set of Tinker's Tools, or a Musical Instrument that imitates the sound of any string instrument. If you're proficient with any string instrument, you're proficient with this one as well. As an action, you can compact the item into a non-functional state in the form of a 1-foot disc, or unfold it back into its normal shape.

Key Change. This item resonates with a particular school of magic. While holding the item, you can use a Bonus Action to change which school of magic it resonates with. Also as a Bonus Action, you can strum the instrument, causing any spells or magic items of that school within **30 feet** of you to vibrate noticeably. You also know the level of the spell or rarity of the item when applicable.

Common variant: Remove the Key Change property.

Rare variant: You gain a **+1 bonus** to the attack bonus and **spell save DC** of any spells cast using this item as a Spellcasting Focus, as long as they are of the school of magic with which the instrument is resonating.





THE TIMEKEEPER'S TRIALS





HELM OF AGES

Wondrous item, Very Rare (Requires Attunement)

Component: Monstrosity (chronosphinx) golden mask

“What dodges fireballs in the morning, endures wyvern venom in midday, and shrugs off fey charms in the evening?”

— Variation on a sphinx’s riddle

You have **Resistance** to Psychic damage while wearing this helm. The helm has **3 charges** and regains **all** expended charges daily at dawn.

Generational Shift. This helm bears three Humanoid faces, each representing a different stage of life. As a Bonus Action, you can expend **1 charge** to change which face is the central one.

While wearing the helm, you can use your Reaction when you make a saving throw to gain **Advantage**

on it. The types of saving throw for which you can use this Reaction depend on which face is in the centre of the helm, as described below.

- **Young: Vigour of Youth.** Dexterity and Charisma.
- **Adult: Prime of Life.** Strength and Constitution.
- **Elderly: Wisdom of Ages.** Intelligence and Wisdom.

Rare variant: Remove the Resistance to Psychic damage.

Legendary variant: Increase the charges to **5**. The helm has the Well-Prepared property.

Well-Prepared. Whenever you succeed on a saving throw on which you had Advantage, you gain **2d10** Temporary Hit Points, which last for **1 minute**.

TIMEKEEPER'S LEGACY

Armour (Light, Medium, or Heavy), Rare

Component: Monstrosity (chronosphinx) heart

The Horologist Order is strongly committed to a policy of prevention over restoration. After all, it's much easier for the world to mend from evil deeds that never occurred to begin with.

Counterreaction. While wearing this armour, when a creature you can see within **10 feet** of you uses a Reaction, you can use your Reaction to cancel it. When you do so, the hourglass emblem on the armour

rotates 180 degrees, and this property can't be used again until it rotates back to its original position. You can use an Action to rotate the hourglass yourself, and it also reverts to its original position daily at dawn. If you are a Paladin, you can use this property against a creature within your Aura of Protection, even if you can't see it or it's more than 10 feet away from you.

Uncommon variant: Once the hourglass has been rotated to its original position using an Action, it can't be rotated as an Action again until the next dawn.

Very rare variant: You gain a **+1 bonus** to AC while wearing this armour.



TIMESTOPPER

Weapon (Any Firearm), Rare (Requires Attunement)

Component: Monstrosity (chronosphinx) timesand

“The name can be a little misleading. It doesn’t actually stop time. It stops your time. By killing you.”

— Four-Arm Skara, legendary gunner

This firearm doesn’t use traditional ammunition. Instead, it shoots bullets made of sand, fed by small hourglass-shaped ampoules full of sand, which you replace whenever you reload the weapon. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **3 charges** and regains **all** expended charges daily at dawn.

Future Problem. When you hit with an attack roll using this weapon, you can expend **1 charge** to cause the bullet to be sent into the future just before making contact, delaying the hit and dealing no damage to the

target. At the start of your next turn, the bullet reappears and hits the target, dealing its normal damage plus an extra **3d6** Force damage.

Temporal Bifurcation. Whenever you score a critical hit with this magic weapon, the bullet splits in two. One of the bullets hits the target normally, dealing the damage for the critical hit, while the other is sent into the future as per the Future Problem property. The future bullet’s damage dice aren’t rolled twice from the critical hit.

Uncommon variant: Remove the attack and damage bonus.

Very rare variant: Increase the attack and damage bonus to **+2** and the damage to **3d8**.



APPENDIX A - SPELLS

DOOM FUTURE

1st-level Divination

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a timeshard)

Duration: 1 round

Class: Cleric, Sorcerer, Warlock, Wizard

You peer into the future of a creature you can see within range, dooming one of its possible timelines. When you cast this spell, choose one of the following activities:

- Making an attack.
- Casting a spell.
- Taking the Dash, Disengage, or Dodge action.

The creature is aware of the effect placed upon it and the action you chose. If the creature performs the activity you chose before the end of its next turn, it takes **3d6** Force damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d6** for each slot level above 1st.

APPENDIX B - EQUIPMENT

Some items in this Compendium are unique. They are listed here, along with any unique properties not found in the 5e SRD. Fully detailed systems for both prostheses and superior strikes are available in *Ryoko's Guide*.

PROSTHESIS PROPERTIES

MELEE (XDX, PROPERTY X)

The prosthesis is a Martial Melee weapon. If you're proficient with a Martial Melee weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and any additional weapon properties it may have, respectively.

NEW WEAPONS

KNUCKLE DUSTER

A Knuckle Duster is a Simple Melee weapon, usually made of metal or another hard material, worn around the knuckles of one hand. They deal **1d4** Bludgeoning damage on a hit and have the Attached, Light, and Pugilist properties. They also have the Flurry superior strike.

KNUCKLE DUSTER



MAGITECH FIREARMS

Magitech firearms (Martial Ranged weapons) use a small arcanomagnetic engine to propel their ferrous projectiles at incredible velocities. Though their means of propulsion is magical, the damage they deal remains nonmagical.

Extra Reloads. More expensive models of magitech firearms have a self-reloading mechanism that harnesses the arcanomagnetic engine to re-cock the weapon. If you wish, you can increase the magazine capacity of a magitech firearm up to a maximum of 6, ensuring that the price increases proportionally. For example, a Pistol typically costs 200 GP and has Reload (2). If you increased this to Reload (6), you would multiply the price by 3 for a new cost of 600 GP.

Types. There are several types of magitech firearms currently found in the world.

MAGITECH RIFLE

The longest range of all the firearms, this weapon is typically equipped with a multi-bullet magazine and it deals **1d12** Piercing damage on a hit. It has the Ammunition (range 120/480), Loud (500), Reload (6), and Two-Handed properties. It also has the Piercing Shot superior strike.

SHURIKEN

Shuriken, also known as throwing stars, are Martial Ranged weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They deal **1d4** Piercing damage on a hit, count as Monk weapons, and have the Finesse, Light, and Thrown (range 20/60) properties. They also have the Battery Strike superior strike.

SPIKED CESTUS

A spiked cestus is a Simple Melee weapon worn around the knuckles of one hand that deals **1d6** Bludgeoning damage on a hit and has the Adaptable (Piercing), Attached, and Pugilist properties. They also have the Flurry superior strike.

NEW WEAPON PROPERTIES

ADAPTABLE

This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property— when a creature makes a weapon attack with this weapon, it can choose to deal the weapon’s alternative damage type.

ATTACHED

You can’t be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can’t attack with the weapon while doing so. Additionally, you have **Disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

LOUD (X)

The sound of the weapon discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the Loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

PUGILIST

For creatures that roll a die when they make Unarmed Strikes (such as the Monk), the size of their damage die is increased by one (maximum 1d12) when they make Unarmed Strikes with a hand equipped with a weapon that has this property.

RELOAD (X)

A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

SCOURGE

This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long, stiff material.



SHURIKEN



SPIKED CESTUS

LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Loot Tavern", "Heliana", "Ryoko", etc., as well as spells, magic items, and player options.

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