

Aberrant Revolver of Comedy

Weapon (aberrant revolver), rare (requires attunement)

This ivory and jade revolver has a barrel opening shaped to look like a laughing face. When fired, the revolver lets out a wild cackle. You gain a +1 bonus to attack and damage rolls made with the revolver. When you damage a creature with an Intelligence score of 5 or higher with the revolver you can choose to have the revolver cast *Tasha's hideous laughter* on the creature (save DC 15). The revolver cannot cast this spell again until you complete a short or long rest.

Aberrant Revolver of Weakening

Weapon (aberrant revolver), very rare (requires attunement)

This revolver is made of shining steel embedded with lapis lazulis. You gain a +2 bonus to attack and damage rolls made with the revolver. When you damage a creature with the revolver you can choose to force the creature to succeed on a DC 15 Constitution saving throw. If the creature fails, its melee attacks deal only half damage for 1 minute. A creature who fails this saving throw can repeat it at the end of its turn, ending this effect on a success. You cannot use this feature again until you complete a short or long rest.

Aberrant Rifle of Webs

Weapon (aberrant rifle), very rare (requires attunement)

This double-barreled aberrant rifle is made of black steel embedded with spider web shaped tiger's eye gems. You gain a +1 bonus to attack and damage rolls made with this rifle. This rifle has 10 charges. As an action you can expend a charge and shoot a magic web as a ranged attack from the second barrel of the gun at a creature who is no more than 30 feet away. A creature hit by the web is restrained. The web has no effect on creatures that are formless or creatures that are Huge or larger. As an action, a creature can try to free itself or another creature restrained by the web with a successful DC 15 Strength check. Dealing 10 slashing damage to the web (AC 12) also frees the creature without harming it, ending the effect. This rifle regains 1d6+4 charges each day at dawn.

Asphyxiating Charge

Weapon (alchemical charge), rare

This alchemical charge is filled with a green liquid and explodes on impact releasing poison gas in a 30-foot-radius. Creatures in the effected area must make a DC 15 Constituion saving throw. Creatures who fail take 4d6 poison damage and are poisoned for 1 minute. Creatures who succeed take half damage and are not poisoned. Creatures who fail this saving throw

can repeat it at the end of its turn, ending the poisoned condition on a success.

Bomb of Horrors

Weapon (bomb), rare

This bomb looks like a screaming skull and has two red zircons for eyes. All creatures who are in the zone of the bomb's blast must make a DC 15 Wisdom saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of its turn, ending the frightened condition on a success.

Bomb of Silence

Weapon (bomb), uncommon

This bomb has a single purple zircon on its bottom. When the bomb explodes it makes no sound. After the bomb explodes all sounds are magically silenced in the zone of its blast for 1 minute.

Exploding Bullet

Weapon (bullet), rare

This diamond dust flecked, lead ball sparkles in the light. When handled it feels quite warm. When you shoot the bullet it explodes on impact in a 20-foot-radius. All creatures in the effected area must make a DC 15 Dexterity saving throw. Creatures who fail take 10d6 fire damage, creatures who save take half damage.

Icer

Weapon (aberrant rifle), very rare (requires attunement)

This blue steel aberrant rifle is studded along its barrel with icy sapphires. You gain a +1 bonus to attack and damage rolls made with this rifle. This bonus rises to +2 if you load the weapon with cold alchemical charges. As an action you can expend a cold alchemical charge loaded in the aberrant rifle to shoot a 60-foot line of cold energy. Creatures in the line must make a DC 15 Dexterity saving. Creatures who fail take 3d6 cold damage, creatures who succeed take half.

As an action you can expend a cold alchemical charge loaded in the aberrant rifle to coat a 5-foot by 5-foot area in a thin layer of ice. The ice lasts for 1 minute before melting, unless the area's temperature is extremely cold, in which case it could last longer (which is up to the DM). Creatures who enter the effected area must make a DC 15 Dexterity (Acrobatics) check or fall prone. If the ice is used to coat over a door or doorway, a DC 15 Strength check is required to break through the ice.

Musket of Force

Weapon (musket), legendary (requires attunement)

This musket's oversized barrel flares slightly at the end and its cherry stock is embedded with with a single large sapphire. You gain a +2 bonus to attack and damage rolls made with this musket. When you hit a target with a bullet from this rifle it deals an extra 1d6 force damage and pushes the target back 10 feet. As an action you can shoot the ground beneath your feet, launching yourself 10 feet into the air and in a horizontal direction of your choice. If you do launch yourself this way you must make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to land safely. If you fail the check, you take 1d6 bludgeoning damage and land prone.

Musket of Lights

Weapon (musket), rare

This musket's barrel is made of shining steel and polished walnut which never dulls. Its fine stock is embedded with diamond studs. You gain a +1 bonus to attack and damage rolls made with this musket. As an action that does not expend any bullets, you can shoot a brilliant firework from the musket at a creature who is adjacent to you. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the start of your next turn.

Musket of Merriment

Weapon (musket), very rare (requires attunement)

This musket has a mother of pearl stock and gem-encrusted mitral barrel. You gain a +2 bonus to attack and damage rolls made with this musket. As an action you can fire the musket into the air without expending any bullets. Glitter flies from the musket and music can be heard in an area within 30 feet of you. All creatures you choose who can hear the music are subject to *Otto's irresistible dance* (save DC 17). You cannot use this feature again until you have completed a long rest.

Pistol of the Blind

Weapon (pistol), uncommon

This pistol has a black steel stock and chestnut handle studded with onyx gems. You gain a +1 bonus to attack and damage rolls with this pistol. When you deal damage to a creature who is invisible with this weapon its invisible condition ends.

Pistol of Drowsiness

Weapon (pistol), rare (requires attunement)

This pistol is has a gem-studded barrel shaped like a wine bottle and a stock carved with images of ale mugs. You gain a +1 bonus to attack and damage rolls made with this pistol. When you deal damage to a creature with the pistol you can force it to succeed on a DC 15 Constitution saving throw or be poisoned for

1 minute. The creature must repeat this saving throw at the end of its turn, ending the poisoned condition on a success. If the creature fails the second saving throw, it falls unconscious 1 minute. If the creature takes damage or another creature uses its action to wake it, the unconscious condition ends. You cannot use this feature again until you have completed a long rest.

Pistol of Honesty

Weapon (pistol), very rare (requires attunement)

This pistol has a gold barrel and an oak stock embedded with three large emeralds. You gain a +3 bonus to attack and damage rolls made with this pistol. Before attacking with the pistol you can ask a creature a question. If you deal damage to the creature with this pistol within 1 minute of asking the question, the creature must make a DC 18 Wisdom saving throw. On a failure the creature must answer the question you asked it as honestly and completely as it is able.

Revolver of the Dragonhunter

Weapon (pistol), legendary (requires attunement)

This adamantine revolver has blue sapphires inlaid in the grip and is pure midnight black everywhere else. When used in a fight, the revolver grows warm with excitement and red Dwarish runes spelling out the phrase "death to lizards" appear on the barrel. You gain a +3 bonus to attack rolls with this weapon. In addition, this weapon ignores any acid, cold, fire, or lightning damage immunities of enemies.

Screaming Rifle

Weapon (aberrant rifle), rare

This aberrant rifle is made of heavy adamantine and studded with jade gems. When fired the rifle lets lose a primal scream that can be heard by all creatures in a 500-foot-radius. This rifle deals an additional 1d8 thunder damage. When you deal damage to a creature with this rifle, that creature is deafened until the start of your next turn.