



**Bloodgorger Armor.** The barbed plate armor favored by trollkin bloodgorgers mimics the blighted growths of bone and horn that cover their bodies. Sharp edges and wicked blades on the armor act as secondary weapons that the wearer can use to slowly impale a grappled opponent. Any creature that grapples a character in bloodgorger armor or that is grappled by a character in bloodgorger armor takes 1d6 slashing damage at the start of its turn.

**Diving Armor.** This item, which consists of a heavy suit of waterproof canvas with an enclosed brass or copper helmet and reinforced metal plates, allows the wearer to travel underwater while offering some protection. Lead weights on the suit's belt and boots counteract the wearer's natural buoyancy and keep the wearer upright while submerged underwater. A character wearing diving armor can remain underwater indefinitely if provided with a supply of fresh air through an air hose, typically fed by a bellows operating on the surface.

**Gladiator Armor.** Brutal gladiatorial fighting is common across the Scharde Islands, notably in the fighting pits of Blackwater and among the violent blighted trollkin. The

## SWIMMING IN ARMOR

Swimming in armor is not easy, and the heavier the armor, the more difficult the task. A character in heavy armor has disadvantage on Strength (Athletics) checks made to swim in rough water.

armor these fighters favor facilitates both mobility and defense but requires above-average strength to wear.

**Warwitch Armor.** Lightweight and sleek, the armor worn by warwitches and those who fight like them incorporates minimalistic metal plates and flexible leather. Witch barbs on the armor's back increase the overall protection it provides. These protrusions seem to move as if possessed of their own minds, intercepting enemy blades and slashing at those who attack the wearer. A creature that touches a character in warwitch armor or hits it with a melee attack while within 5 feet of it takes 1d4 slashing damage.

## WEAPONS

Most weapons favored by denizens of the Nightmare Empire are cruel instruments that cause painful and sometimes lingering injuries. In addition to an assortment of boarding axes, cutlasses, and oversized hooks, the Schardefolk have developed some of their own unusual instruments of death.

The Weapons table shows weapons commonly used across the Scharde Islands, their price and weight, the damage they deal when they hit, and any special properties they possess.

## WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

**Fell Weapon.** A fell weapon can act as an arcane focus.

**Sacral Blade.** While in the hands of a blood witch, a sacral blade is a magic weapon.

## SPECIAL WEAPONS

Weapons with special rules are described here, as are weapons that require further description or explanation.

**Bile Cannon.** This weapon is most commonly seen attached to putrid bile thralls, whose festering guts act as a seemingly infinite magazine for the device. Some bold (and disgusting) folks have taken it on themselves to wield such weapons, with a pressurized tank of foul secretions replacing the stomach of a bile thrall.

**Blood Razor.** Inscribed with necromantic runes, this sacred implement of exsanguination is the conduit through which a Satyxis blood witch channels her magic.

**Boarding Axe.** Favored by the boarding crews of pirate vessels, this weapon has a longer haft and heavier head than a common hand axe. Ideal for chopping through rigging lines or the necks of stubborn sailors, its bearded blade terminates in a point that allows the user to climb the outside of a wooden hulled ship or any other wooden structure. When using a boarding axe, you double your proficiency bonus on Strength (Athletics) checks made to climb a wooden structure.

## WEAPONS

Name	Cost	Damage	Weight	Properties
<b>Simple Melee Weapons</b>				
Belaying pin	1 sp	1d6 bludgeoning	½ lb.	Light
Cutlass	5 gp	1d6 slashing	2 lb.	Finesse
Fell spear	155 gp	1d6 piercing	3 lb.	Fell weapon, thrown (range 20/60), versatile (1d8)
Fell staff	150 gp	1d8 bludgeoning	5 lb.	Fell weapon, versatile (1d10)
Harpoon	5 sp	1d6 piercing	1 lb.	thrown (range 30/120)
Piercer	250 gp	1d6 piercing	2 lb.	Special, thrown (range 30/120), versatile (1d8)
Prosthetic weapon	2 gp	1d4 special	1 lb.	Light, special
Vice claw	10 gp	1d8 slashing	4 lb.	Special
<b>Simple Pistols</b>				
Deck sweeper	25 gp	1d12 piercing	5 lb.	Firearm (range 20/60), heavy, magazine (1), misfire (2)
Volley pistol	15 gp	1d8 piercing	2 lb.	Firearm (range 20/60), magazine (3), misfire (3), special
<b>Simple Rifles</b>				
Bile cannon	75 gp	2d8 acid	12 lb.	Firearm (range 20/40), magazine (10), misfire (3)
<b>Martial Melee Weapons</b>				
Blood razor	10 gp	1d4 slashing	1 lb.	Finesse, light, sacral blade
Boarding axe	5 gp	1d8 slashing	3 lb.	Special, thrown (range 20/60)
Fire brazier	10 gp	1d10 bludgeoning	5 lb.	Reach, special
Lacerator	250 gp	1d6 slashing	3 lb.	Finesse, reach, special
Scrap saw	35 gp	1d12 slashing	12 lb.	Heavy, special, two-handed
<b>Martial Rifles</b>				
Net cannon	55 gp	—	8 lb.	AOE (5), firearm (range 10/30), heavy, special, two-handed
Smog belcher	125 gp	2d8 poison	10 lb.	AOE (5), firearm (range 60/180), heavy, magazine (1), misfire (2), special, two-handed
<b>Grenades</b>				
Necrotite bomb	35 gp	4d10 necrotic	2 lb.	AOE (5), grenade (range 20/60), special

**Deck Sweeper.** This short smoothbore pistol is designed to fire a cloud of shot, shrapnel, or burning compounds at a close distance.

**Fell Spear.** This simple weapon is worked with necromantic runes that allow it to act as a conduit for profane magic.

**Fell Staff.** Favored by necromancers and iron liches alike, these brutal, heavy iron weapons double as symbols of authority outside of combat.

**Fire Brazier.** A fire brazier can be used as a simple but effective bludgeoning weapon. As a bonus action, you can light the fire brazier. While the weapon is lit, it deals fire damage instead of bludgeoning damage. Once lit, a fire brazier burns for 10 minutes on a flask (1 pint) of oil.

**Lacerator.** This wicked, bladed whip is favored by Satyxis raiders, and the secrets of its creation are known only to Satyxis blood witches. When you damage a bonded steamjack with this weapon, the steamjack's controlling warcaster takes 1d4 psychic damage.

**Necrotite Bomb.** This explosive device combines binary blasting powder with refined necrotite, the addition of which vastly increases the force of the detonation and taints the blast with corrupting byproducts. When you score a critical hit with a necrotite bomb, the creature directly hit by the

attack suffers one level of exhaustion in addition to taking damage from the bomb.

**Net Cannon.** This large hand-held cannon launches a weighted net that spreads out when fired. It is often used during ship-to-ship fighting, when opponents are tightly clustered together. A hit deals no damage, but a Large or smaller creature hit by the net or caught in its AOE is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. If the net was not cut, it can be reloaded and fired again. Reloading the net takes 1 minute, most of which is spent carefully folding the net so that it deploys correctly. A net cannon can't be reloaded during combat.

**Piercer.** A martial evolution of the Satyxis fishing spear, this trident-like weapon is often seen in the hands of renowned raiders and sea witches. When you damage a bonded steamjack with this weapon, the steamjack's controlling warcaster takes 1d4 psychic damage.