



## Meat Hookshot

*Trick weapon (blunderbuss, sickle), uncommon*

When the manikin of the Sloered abattoir gained sentience, the Radiant Church sent enforcers to quell this threat to Luyharna's delicate existence. From the abattoir's meat hooks and the blunderbusses of the slain enforcers, The Slaughtered—as the manikins named themselves—crafted these versatile weapons. Nicknamed “the meat hook”, the hookshot is a trick weapon used by hunters to help close the gap to their prey in a devastating whirl of blades and gunpowder.

**Trick Weapon.** As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the hookshot is two one-handed weapons connected by a short length of chain; a sickle and a blunderbuss. In its transformed state, the weapon is a single two-handed weapon; a blunderbuss with a bladed attachment that can act as a battleaxe.

**Untransformed.** Using this pair of weapons together requires the sickle to be held in your main hand and the blunderbuss to be held in your offhand. If you take the Attack action with the sickle, you can make a single attack with the blunderbuss in your off hand as a bonus action, ignoring the loading property of the blunderbuss.

**Transformed.** When you take the Attack action, you can choose to attack with either the blunderbuss or the bladed instrument (which uses the stats of a battleaxe wielded with two hands). In addition, this item gains the Hookshot property.

**Hookshot.** As an action you can launch the sickle from the gun, to which it remains attached by a length of sturdy chain. Make a ranged weapon attack against a creature that you can see within 30 feet of you. On a hit, the creature takes slashing damage equal to 1d4 plus your Dexterity modifier. If the creature is of your size or smaller, it must succeed on a DC 13 Strength saving throw or be pulled in a straight line into the nearest empty space adjacent to you. If the creature is a larger size than you, you are pulled in a straight line into the nearest empty space adjacent to it. At the end of your turn, the hook detaches from the creature and reattaches itself to the gun.

## Phantom Limb

*Trick weapon (unarmed, shortsword), rare (requires attunement)*

Infusing the bones of an undead with a mixture of quicksilver, mithral, and osteomantic magic, the Scions created a means of returning disabled hunters to the battlefield, in full fighting form. Dark and metallic, the crevices of a phantom limb glow with a wan, cold light when fused with the warm body of its wielder.

**Attunement.** When you attune to this item, the cold, lifeless hand merges with your flesh and either replaces a missing arm or consumes one of your existing arms (your choice when you attune to the weapon). An arm consumed in this way does not reappear when you unattune from the item.

**Trick Weapon.** As a bonus action, you can switch between the transformed and untransformed states of this weapon. In its untransformed state, the phantom limb is a metallic, articulating hand. In its transformed state, the weapon is a shortsword.

**Untransformed.** Unarmed strikes you make with the phantom limb deal magical bludgeoning damage. In addition, the limb reacts to deflect incoming blows, granting you a +1 bonus to your AC.

**Transformed.** You gain a +1 bonus to attack and damage rolls with this shortsword, which gains the **Haunting Mark** property.

**Haunting Mark.** Whenever you hit an undead creature with an attack using this blade then, for the next minute, you can see its form as a glowing outline, even if it is invisible, and you always know the direction and distance to the creature while it is on the same plane as you. This effect ends early if you hit a different undead creature with an attack using this blade, or if the phantom limb is no longer in its Transformed state.

