

JANUSIAN SOCIETY EQUIPMENT

The following equipment is available to Janusian Society members.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Ichoredge	200 gp	1d6 force	1 lb.	Defensive, finesse, special, versatile (1d8)
<i>Martial Ranged Weapons</i>				
Boltcaster	100 gp	1d6 varies	3 lb.	Elemental (range 50/100)
Beamcaster	150 gp	1d8 varies	7 lb.	Elemental (range 100/300), two-handed
Brightboom globe	15 gp	1d4 thunder	2 lb.	Special (range 15/30)
Dartcaster	100 gp	1d4 piercing	6 lb.	Ammunition (range 150/300), special, two-handed
Globecaster	200 gp	—	8 lb.	Ammunition (range 30/90), two-handed
Rotmist globe	25 gp	1d6 poison	1 lb.	Special (range 15/30)
Vortexcaster	300 gp	1d12 varies	26 lb.	Elemental (range 150/600), heavy, loading, special, two-handed

NEW WEAPONS

The Janusian Society didn't get into power through negotiation and diplomacy alone. The following weapons have been developed for use by the members of the Society. While these weapons do sometimes become available on the black market, the Society does its best to recover these weapons when they are discovered to be in use by non-members.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table. The properties presented here supplement the ones found in the *Player's Handbook*.

Defensive. While you wield one or more weapons with this property, you gain a +1 bonus to AC if you are proficient in the weapon and not using a shield.

Elemental. This weapon must be loaded with a charged elbar or elorb to be used. See the description of elemental ammunition for details.

SPECIAL WEAPONS

Weapons with special rules are described below.

Brightboom Globe. When you throw a brightboom globe, choose a space within range. Every creature within 5 feet of that space must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or take 1d4 thunder damage, be blinded until the end of their next turn, and be deafened for one minute. Creatures who succeed on this saving throw take half damage, are not blinded, and are deafened until the end of their next turn. If you choose a space in this globe's long range, creatures affected have advantage on this saving throw. A brightboom globe is destroyed when it is used.

Dartcaster. A dartcaster launches darts at high speed and long distances. When used by the Janusian Society, they are often enchanted to create an effect upon impact with a target.

Globecaster. A globecaster allows long range deployment of globe weapons. When using a globecaster, use the range of the globecaster when firing a globe rather than the range of the globe.

Ichoredge. An ichoredge is an arcane device that looks like the hilt of a sword. A creature wielding an ichoredge can use a bonus action to cause a beam of force to erupt out of the hilt, casting bright light 5 feet in all directions and dim light 5 feet beyond that. The

ichoredge can only be used as a improvised weapon when the beam is not activated. The beam can be shut down with a bonus action.

Rotmist Globe. When you throw a brightboom globe, choose a space within range. A poisonous mist envelopes a fifteen by fifteen foot area centered on the space you chose. Every creature in the poisonous mist must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or take 1d6 poison damage. For the next minute, each creature who starts its turn in or moves through the poisonous mist must succeed on a Constitution saving throw or take damage. If you choose a space in this globe's long range, creatures affected have advantage on this saving throw. Strong winds might cause the poisonous mist to clear faster than one minute. A rotmist globe is destroyed when it is used.

Vortexcaster. When you hit a creature with a vortexcaster and beat their AC by 5 or more, you add the following effect to the attack depending on the damage type.

Cold. The creature's movement speed is halved until the end of its next turn.

Fire. The attack deals 1d6 additional damage.

Lightning. The creature cannot take reactions until the end of its next turn.

JANUSIAN AMMUNITIONS

Name	Cost	Weight
<i>Darts</i>		
Sleep	30 gp	1 lb.
<i>Elemental</i>		
Short elbar	3 gp	2 lb.
Long elbar	5 gp	6 lb.
Elorb	6 gp	16 lb.

Darts. When a creature is hit with a sleep dart, roll 5d8. If the creature has equal or fewer hit points to the result of that roll after the dart deals damage, it falls asleep until someone uses an action to wake it, the creature takes damage, or one minute passes. Undead and creatures immune to being charmed aren't affected by this. At the DM's discretion, you may be able to purchase sleep darts that roll more than 5d8 for a higher price.

Elemental. The elemental property indicates that the weapon must be loaded with a charged elbar or elorb to be used.

Short elbars are ammunition for boltcasters. They are approximately 7 inch long solid cylinders made of an opaque red, blue, or yellow glasslike material.

Long elbars are ammunition for beamcasters. They are approximately 18 inch long solid cylinders made of opaque red, blue, or yellow glasslike material.

Elorbs are ammunition for vortexcasters. They are approximately 10 inch diameter globes made of semi-translucent red, blue, or yellow glasslike material. Once activated by making an attack with the weapon, an elbar or elorb remains potent for 24 hours, after which time the ammunition must be recharged or replaced before the weapon can be used again. Elbars and elorbs can be recharged for half the cost of buying a new one on Janusian Society campuses.

NEW MAGIC ITEM

The following magical item is one of the most jealously guarded advancements of the Janusian Society. An ichorOS device is a sign of high station within the Janusian Society and non-members found with one would be censured swiftly and severely. An ichorOS device can take many forms but most commonly they are slates, one side of which illuminates with texts and images at the direction of the user.

ICHOROS DEVICE

Attunement required

Every ichorOS device is a wondrous item crafted by the artificers of the Janusian Society for the elite members of that organization. IchorOS devices are tuned to the invisible ichor that flows through the world in arcane patterns that make mortal magic possible. Most common ichorOS devices hold 6 charges. An attuned user can cast the spell detect magic by expending a charge or the spell identify by expending 5 charges. The ichorOS device regains 1d6 charges every 24 hours. At the DM's discretion, an ichorOS may be loaded with other spells it can cast by expending charges, have a higher maximum number of charges, or regain more charges per day.

Additionally, a wizard can store his spells on an ichorOS device as if it were a spellbook. Because ichorOS devices are connected to the Labyrinth, it is also possible to search for spells on that network to copy into your ichorOS. This process one day per level of the spell being searched. When you choose a spell to search for to add to your ichorOS, your DM will tell you how many charges to expend to search for the spell and give you a percentage chance (including 0%) for the ichorOS device to locate and download the spell. An ichorOS can only download one spell at a time.

Finally, each ichorOS device is a mystical skeleton key, allowing its users to take control of magical items they are not (and even could not be) attuned to. To do this the ichorOS device accesses the Janusian Society's labyrinth, a demiplane of arcane knowledge, to fetch an artificial identity called a persona. Magical items under the control of the Janusian Society fetch specific personas attuned to the device in question allowing the user of the ichorOS to use the item as if they were attuned to it. Magical items not created by the Janusian Society necessitate the creation of a persona tailored to the item which takes a variable length of time (and may be impossible depending on the relative mystical strength of the ichorOS device). Regardless, an ichorOS device can only have a single persona active a time.

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