

The INVENTORY

Name	Date
Abjurer's Bangle	Oct-21
Abjurer's Bangle	Oct-21
Abjurer's Bangle	Oct-21
Abjurer's Gilder	Sep-19
Aciurgist's Blade	Nov-20
Acorn Charm	Oct-20
Adventurer's Overcoat	Mar-21
Aegis of Radiance	Apr-19
Aged Goodberry Wine	Mar-20
Air Render	Dec-20
Alchemist's Potion Belt	Jul-20
Ambitious Medic's Box	Nov-20
Amulet of Buoyancy	Sep-21
Amulet of Equilibrium	May-19
Amulet of Immutability	Dec-20
Amulet of the Lycanthrope	Oct-21
Amulet of the Sentinel	Oct-20
Amulet of the Spirit Naga	Sep-20
Angler's Armor	Jan-20
Angler's Worldly Fisher	May-20
Ao Hai's Fang	Jul-20
Appraiser's Eye	Aug-21
Arborguard Shield	Sep-20
Arc of the Alicorn	May-21
Arcane Mirror	Mar-19
Arcanist's Bowstaff	Apr-19
Arcanist's Magnificent Magnifier	Dec-20
Arcanist's Scribing Wand	Oct-20
Archanist Gauntlets	Jun-20
Architect's Disdain	Jul-19
Archivist's Key	Aug-20
Arista, Wand of the Spire	Feb-21
Armor of Icarus	Feb-21
Arrow of Anchoring	Jul-21
Astral Bracelet	Jul-19
Astral Caltrops	May-21
Astral Sea Piercer	Mar-19
Astronomer's Boon	Feb-21
Aurora Dust	Sep-20
Aurum and Argentum	Feb-19
Avian Circlet	Apr-19
Axe Beak Tomahawk	Jun-19
Badge of the Savant	Sep-20
Badge of the Wayfarer	Jan-20
Bag of Bellstones	Apr-20
Bag of Sundrops	Sep-19
Ball of Wild Earth	Sep-21
Ballista Prosthesis	Aug-20
Band of Mirrored Essence	Jan-19
Bandolier of the Elements	Apr-21
Bands of the Found and Lost	Feb-19
Bane Shield	Dec-20
Bard-in-a-Box	Jan-19
Barge Helm	Feb-19
Barricade Shield	Aug-19
Bartender's Armistice	Nov-20
Basco's Handy Bangle	Jan-19
Basilisk Dagger	Jul-19
Bath Potion	Apr-19
Baton of Many Sizes	Aug-19
Battle Tax	May-19
Battlebrew Maul	May-19
Battlechef Buckler	Feb-19
Battlechef Field Dagger	May-20
Battlechef's Splendid Saucepan	Jul-19
Battlement Bow	Jul-19
Beads of Meditation	Jun-21
Beard Cannon	Jun-21
Bell of Alarm	Dec-20
Bellhop Topper	Mar-21
Belt of the Hell Hound	May-21
Belt of the Raid Leader	Jun-19
Bird of a Feather (common)	Nov-18
Bird of a Feather (uncommon)	Nov-18
Bird's-Eye Bolt	Oct-21
Blackthorn Spear of the Moonless Hunter	Mar-20
Blizzard Sphere	Oct-19
Blood Moon Blade	Dec-19
Blood Pact Pendants	Aug-19
Bloodhound Amulet	Jul-20
Bloodmage Dagger	Jun-19
Bloodmire Phiale	Mar-20
Bloodmire Rod of the Witch Doctor	May-20
Bloodmire Soulflame Latern	Mar-21
Bloodscryer Oculus	Jul-19
Bloodshard Trident	Sep-20
Bloodthirster Scimitar	May-20
Bloodthirsty Bistoury	Mar-20
Bloody Marilith	Jan-20
Bloody Marilith	Jan-20
Bolt	Mar-19
Bonfire Charm	Sep-20
Book of Clother's Croquis	Mar-21
Book of instant Copying	Aug-21
Boots of Dendallen	Jul-19
Boots of the Cloud Jumper	May-19
Borbos's Joyous Wand of Color	Feb-19
Boreal Pendant	Dec-18
Bottled Abyss	Mar-19
Bounder's Ball	Jul-20
Bounty Hunter Enforcer	Feb-19
Bow of Mind Thievery	Nov-18
Bow of the Cobra	Feb-21
Bow of the Eldritch Archer	Jan-20
Bow of the Spelldrinker	May-20
Bow of the Twilight Valkyrie	Nov-19
Bracers of the Iron Octopus	Jan-20
Braided Quarterstaff	Dec-18
Bramble Buckler	Apr-20
Brambleheart Quiver	Apr-19
Brawler's Ring	Jun-20
Breastplate of the Morning Light	Feb-19
Brooch of Many Sizes	Apr-19
Brutal Macuahuitl	Feb-20
Bug Smashers	Sep-19
Bulette Bulwark	Oct-20
Bullette Torpedo	Apr-20
Bullfrog Totem	Jul-21
Burrage's Collegiate Case	Jun-21
Cactus Mace	Jul-19
Caduceus Flail	Aug-20
Camilla's Quicksilver Mirror	Jun-21
Camper's Crutch	Nov-19
Camper's Respite	Jun-20
Candle of Anti-light	Jan-19
Candleflame Bow	Jun-21
Candleflame Helm	Mar-21
Candy Xorn	Oct-21
Canister of Vreyval's Soothing Tea	Mar-21
Captain's Pride	Apr-21
Carrion Shroud	Mar-20
Catnip Amulet	Oct-19
Celestial Circlet	Oct-19
Celestial Sunrise	Dec-19
Celestial Sunrise	Dec-19
Ceratopper	Oct-19
Chain Devil Gloves	Dec-19
Champion's Greatbow	Jan-20
Charged Rapier	Mar-20
Charlatan's Wardrobe	Sep-19
Chi-Balancing Tea	Jul-20
Chillspike	Nov-19
Chimeric Collar	Aug-21
Chromacloth	Nov-18
Chromatic Obsidian Greataxe	Mar-20
Chronal Sphere	Dec-20
Chronomancer's Eyepiece	Nov-19
Cinnabar Rapier	Nov-18
Circlet of the Huntsman's Third Eye	Apr-19
Circlet of the Sharpened Mind	Feb-20
Claymore of the Great Badger	Sep-21
Cleaning Cube	Nov-20
Cloak of the Boundless Spirit	Jan-19
Cloche of Surprise Treats	Mar-21
Clockwork Colony Toolbox	Apr-20
Clockwork Earwug	Apr-20
Clockwork Faefly	Oct-19
Clockwork Healerbee	Oct-19
Clockwork Inkbeetle	May-19
Clockwork Mend-a-Pillar	Apr-20
Club of Dancing	Dec-20
Club of the Forest Drake	Feb-21
Club of the Rook	Sep-20
Coil Crook	Jun-19
Coldfire Anvil	May-20
Coldsnap	Nov-18
Comet Ballista	Aug-21
Companion's Band	May-19
Conspirator's Coat	Sep-20
Container of Heat and Frost	Jan-19
Contingency Band	Feb-21
Coralshield Golem	Dec-18
Cottage Chest	Oct-21
Couatl Herald's Fang	Aug-19
Couatl Herald's Guard	Aug-19
Couatl Herald's Lash	Aug-19
Couatl Herald's Mantle	Aug-19
Couatl Herald's Radiance	Aug-19
Couatl Herald's Reach	Aug-19
Couatl Herald's Scales	Aug-19

Name	Date
Courtesan's Fanblade	Nov-19
Covolt Dagger	Jul-21
Covolt Scythe	Jul-21
Cratering Quarterstaff	Apr-19
Crosier of Divine Power	Aug-19
Crown of Deep Winter	Aug-19
Crown of the Mindmaster Matriarch	Mar-20
Crown of the Storms	Feb-21
Cryptkeeper Glaive	Nov-18
Cube of Teleportation	Jun-21
Cuff of Captions	Feb-21
Dagger of First Light	Sep-21
Dagger of the Ogre Mage	Nov-18
Dark Fathom Armor	Sep-19
Dark Mantle	May-21
Davy Jones' Key	Jun-20
Dawn and Dusk	Jan-21
Dead Ringer	Dec-18
Death Knell	Sep-19
Deathloop Watch	May-21
Deathly Diadem	Feb-20
Death's Shadow	Feb-20
Detective's Notebook	Jan-21
Devil's Detail Eyepatch	Sep-19
Direstone Dwarven Key	May-20
Direstone Dwarven Pick	Feb-19
Direstone Runic Wand	Jan-21
Discordant Thunderstave	Sep-19
Diviner's Dice	Jan-20
Djinn and Tonic	Dec-19
Djinn and Tonic	Dec-19
Dominic's Field Guide to Language	Oct-20
Doodle Ring	Oct-19
Doom Bloom	Feb-21
Doomsday Cookie	Jun-19
Doubloon Diver's Googles	Apr-21
Dragon Edge Weapons	Nov-18
Dragon Edge Weapons +1	Nov-18
Dragon Edge Weapons +2	Nov-18
Dragon Horn Pauldron	Jun-21
Dragon Tamer Lance	Mar-19
Dragon Turtle Barding	Apr-20
Dragon Turtle Shield	Jul-19
Dragonband	Jul-20
Dragonbreath Ammunition	Feb-20
Dragonkin Weapon +1	Jun-19
Dragonkin Weapon +2	Jun-19
Dragonkin Weapon +3	Jun-19
Dragon-Kindled Edge	Feb-19
Dragon's Call	May-19
Dramus' Dancing Shoes	May-20
Dream Mantle	Dec-18
Dream Saber	Oct-21
Dress of Defense	Nov-20
Dress of Many Pockets	May-20
Drowner's Pearl	Oct-20
Druidic Throwing Club	Jan-19
Dryadleaf	May-19
Dune Cowl	Aug-20
Dusk Cleaver	May-21
Dusk Dagger	Jun-20
Dusk Dagger	Jun-20
Dusk Dagger	Jun-20
Dwarven Boozehound's Backpack	May-21
Eaglereign	Feb-19
Ear Cuff of the Climber	Oct-20
Ear Cuff of the Vampire Bat	Apr-19
Eclipse Spear	Dec-19
Edible Book of Recipes	Mar-19
Egg of Primal Water	Oct-20
Ehagan's Moving Ladder	Dec-19
Elder Sequoia Scale Mail	Mar-20
Eldritch Bident	Mar-21
Eldritch Scarf	Sep-19
Enchantment Breaker	Jan-19
Enzymatic Gastrostaff	Dec-19
Essence of Rage	Sep-19
Eternal Slayer	Mar-20
Ether Spear	Jan-19
Everglacier Prosthesis	Apr-21
Everice Box	Nov-19
Everlasting Sugarbomb	Feb-19
Evoker's Exchange	Nov-19
Eye of Dendallen	Feb-19
Eye of the Beheld	Feb-21
Eye of the Bookwurm	Nov-18
Eyedrops of Clarity	Mar-21
Fable's End	Dec-18
Faeflame Torch	Aug-20
Failed Purity Spear	May-20
Fanfare Ammunition	Oct-19
Felling Greataxe	Jan-21
Fell-Rider Chariot	Jul-20
Ferryman's Take	May-19
Festerwood Buckler	Sep-19
Festerwood Claymore	Apr-19
Festerwood Fungal Stave	May-19
Festerwood Logger	Jun-19
Festerwood Masher	Sep-19
Festerwood Vizard	Jul-19
Festerwood's Light	Sep-19
Feywatch Shield	Sep-20
Feywood Ivy	Feb-21
Fife of Dragonsong	Oct-19
Fire Dervish Cloak	Feb-19
Fire Fire!	Sep-19
Fire Wand of the Unbroken Circle	Aug-19
Firecracker Crystals	Apr-19
Fireweaver Gloves	Jul-19
Fists of the Guiding Star	Dec-19
Flamebreather Staff	Aug-20
Flesh of Dendallen	Mar-19
Flood Pauldron	Jun-20
Focus Breaker	Apr-20
Focus Circlet	Oct-20
Fool's Lamp	Sep-21
Force Gauntlet	Sep-19
Forecaster's Cloak	Oct-20
Forgekeeper's Spark	Jan-21
Forgemaster's Might	Jan-19
Forgework Dragon Sheild	Sep-21
Fortune's Fivepence	Oct-19
Fortune's Flower	Jun-20
Fourarm Bracers	Nov-18
Foxfire Charm	Sep-21
Fragment of Elder Starlight	Jul-19
Freerunnner's Armor	Apr-20
Frefil's Jolly Oozebean Sugarbombs	Jan-19
Frefil's Tiny Tasty Tongue Twisty Sugar-bombs	Apr-19
Frost Giant Fork	Jan-19
Frostbitten Buckler	Nov-18
Frostburn Spear	Oct-20
Frozen Dagger	Dec-18
Funeral Marchers	Jun-19
Furious Flail	Dec-19
Fused Chimeric Hide	Apr-20
Galea of the Soulfire Phoenix	Oct-19
Galepierce Weapons	Aug-19
Galvanic Steelsnare	Sep-19
Gateway Ring	Mar-21
Gauntlets of Deliverance	Jan-20
Gauntlets of Eldritch Ferocity	Jan-21
Gelatinous Whip	Jul-20
Gentleman's Saber	Jun-21
Gi of Shifting Seasons	Apr-21
Giantcraft Ambusher	Jul-20
Gibberbox	Jun-19
Give and Take	Oct-19
Gladius of the Everfighter	Dec-20
Glaive of the Revenant King	Dec-19
Glass Carver	Jan-21
Glove of the Aegis	Dec-18
Glove of the Grim Fandango	Jan-19
Gloves of Amphibios	Feb-20
Gloves of Healing	Jul-20
Gloves of Mimicry	Feb-21
Gloves of the Great Badger	Apr-21
Gnashing Key	Oct-21
Godsteel Warplate	Apr-21
Godsteel Worldcarver	May-21
Golem Sapper	Aug-21
Gorget of the Holy Soldier	Jul-20
Grasping Staff	Jan-20
Grass Carpet	May-19
Grass Whistle Blade	Aug-19
Gravity Goblet	Jun-19
Great Owl's Shroud	Oct-20
Greaves of Dendallen	May-19
Green Knight's Vow	Jul-20
Griffon Coinpouch	Apr-20
Griffon Component Pack	Aug-20
Griffon Key Loop	Oct-20
Grip of Dendallen	Jun-19
Guardian's Reliquary	Sep-21
Gusting Blowgun	Jun-20
Hadiya's Handy Quill	Feb-21
Halberd of the Peacock	Dec-18
Half Plate of the Blind Martyr	Mar-20
Hand of the Master	Feb-19

Name	Date
Harbinger's Flail	Aug-20
Harp of Valor	Apr-19
Harvest	Jul-20
Hasty Sugarbombs	Jan-19
Hat of Osnomnosis	Oct-21
Hat of the Sanguine Coven	Nov-20
Hat Trick	Oct-19
Hatred, The Wrathful Edge	Aug-21
Hcor'uk the Colossal's Portable Handheld Weapon of Walloping	Dec-18
Headband of the Sweatless	Apr-21
Headdress of the Serpent King	Feb-20
Headhunter's Bullseye Lantern	Jul-21
Healing Arrow	Sep-19
Heart of Damned Intervention	Mar-20
Heart of the Sleeveless	Nov-18
Heartless Cage Pendant	Feb-20
Heavenly Chalice	Dec-20
Heaven's Edge	Apr-21
Heaven's Gavel	Nov-19
Heavy Golem Armor	Jun-20
Hedgewitch's Gardening Cane	Jul-21
Hedonic Motivator	Sep-20
Hellfire Pitchfork	Jul-19
Helm of Heroes	Feb-19
Helm of the Broken Dragon	Aug-20
Helm of the Chromatic Dragon	Apr-20
Helm of the Justicars	Jul-21
Helm of the Platinum Dragon	Apr-20
Helm of the Ruby Dragon	Jun-20
Helmsman's Shelter	May-19
Hexaxe	Mar-19
Hideaway Vase	Sep-20
Hoarder's Haul	May-21
Hoarder's Haul	May-21
Hoarder's Haul	May-21
Homeroot	Jun-21
Homeward Boots	Oct-21
Horatio's Impossible Ship in a Bottle	Sep-21
Horn of the Wild Hunt	Dec-20
Hour and Minute	Jan-20
Hourglass of Slumber	Jun-21
H'rethi Soul Scepter	May-20
Hurricane Lance	Nov-18
Hushed Ring	Feb-20

Name	Date
Hydra Charm	May-20
Hydra Flail	Mar-20
Ice Sickle	Nov-19
Immovable Button	Dec-18
Impact Plate	Dec-20
Indigo Stray's Conviction	Sep-21
Infernal Aegis	Jun-19
Infernal Chain	May-21
Inferno Rope	Apr-19
Inker's Armband	Dec-19
Insatiable Tome	Jan-20
Inspector's Silverware	Nov-20
Instrument of Roses and Thorns	Oct-21
Ionbreaker, the Tempest's Reach	Oct-19
Ironleaf Impaler	Mar-21
Ironleaf Maul of Entanglement	Dec-18
Ironleaf Oaken Shield	Jun-19
Ironleaf Plate	Mar-19
Ironshod Trotters	Feb-19
Jo'Catian Denier	Dec-19
Jo'Catian Rebuker	Dec-19
Jotun's Jodhpurs	Oct-19
Kestra's Bent Spoon	Nov-19
Ki Blade	Jul-21
Killskull Longbow of Dread	Jun-19
Kindle Egg Sugarbombs	Jan-19
Kinetic Bowstring	Jul-21
Knight's Standard of Valor	Apr-19
Knight's Standard of Vigor	May-19
Knight's Standard of Virtue	Apr-19
Knocking Boots	Feb-19
Kraken Band	Aug-21
Kraken's Whip	Nov-18
Lady Phantasma's Material Anchor	Jun-21
Lamian Facestealer	Jun-20
Lance of the Hungering Dead	Feb-19
Lash of the Spelldrinker	Apr-21
Leatherbeard	Dec-20
Leeching Quarterstaff	Apr-19
Liar's Lyre	May-19
Life Tether Ankh	Nov-19
Life Turner	Nov-20
Life's Flower Restorative	Dec-20
Light Sling	Dec-20
Lightning Khopesh	Jan-21

Name	Date
Lightning Pylons	Jul-19
Lightscreen Hover Boots	Jul-21
Lightseer's Gaze	Apr-21
Locket of the Stolen Heart	Jan-21
Locksmith's Bane	Jun-19
Love's Embrace	Nov-18
Luckleaf	Jul-21
Luna Moth Cape	Feb-20
Lupine Mask	Jan-20
Mace of the Priest	Jul-20
Mace of the Pumpkin King	Oct-21
Mage Eater Scythe	Sep-20
Magebane Poison	Aug-20
Magentan Sun-Saw	Jun-21
Magentan Sun-Saw	Jun-21
Mageplate Cap	May-19
Mageplate Ring	Jul-21
Magma War Pick	Nov-18
Magnificent Pocket Vanity	Aug-21
Mammoth Boots	Mar-19
Mandible Bident	Oct-21
Mantle of Security	Apr-20
Mantle of the Pack Lord	Dec-18
Marlin Lunger	Feb-20
Mask of Dendallen	Jun-19
Mask of the Pact Bearer	Aug-19
Masks of the Sacred Beasts	Aug-20
Masks of the Sacred Beasts	Aug-20
Masks of the Sacred Beasts	Aug-20
Masks of the Sacred Beasts	Aug-20
Masks of the Sacred Beasts	Aug-20
Master Machinist's Marvelous Mallet	Jul-19
Mastery Gem	May-19
Matron's Mug	Oct-20
Medusan Lavalier	Apr-21
Medusan Signet	Jun-21
Medzo's Crossbow	Mar-21
Memento of the Shapeless	Dec-18
Merry Berry	Nov-18
Meta Mantle	Aug-20
Meta Medallion	Jan-20
Mimicloak	Jun-20
Mindmaster's Monocle	Dec-19
Mirrorlight Edge	May-19
Mirrorlight Piercer	Jul-19

Name	Date
Mistwalker Armor	Oct-20
Mockingblade	Sep-19
Monarch Mantle	Jul-21
Monocle of Clarity	Apr-19
Monster Tamer's Shield	Nov-19
Monster Tamer's Sword	Nov-19
Monsterbane Lasher	Feb-19
Moonstone Bracers	Oct-20
Moonswaddled Armor	Dec-18
Morath, Scepter of the Soul Vortex	May-21
Mosshide Troll Belt	Aug-20
Mourningsteel Demi-Gauntlets	Sep-21
Mourningsteel Ghost Candle	Oct-21
Mourningsteel Half Plate	Aug-21
Mourningsteel War Banner	Sep-21
Murk Blowgun	Jan-21
Myceliaweave Armor	Oct-20
Necrolace	Jan-19
Night Owl's Half-Moon Spectacles	Oct-21
Nightmare Flask	Feb-21
Nightstalker's Armor of the Northeastern Wind	Jul-20
Nightstalker's Kanabo	Sep-19
Nightstalker's Mask	Jul-20
Nimbus, First Staff of the Thunderbirds	Jan-21
No-Stones	Jan-20
Novanite Armor	May-20
Null Chalk	Jun-19
Oaken Candle	Dec-20
Oathkeeper's Resolve	Dec-19
Octavius' Saber	Feb-21
Ogramau's Graveyard	Mar-21
Ol' Stumpy	Sep-21
Omenbringer's Mantle	Sep-19
Orator's Quill	Aug-19
Orb of Rememberance	Apr-20
Orelia's Tome of Beast Familiars	Jul-20
Orner's Venomous Crossbow	Jan-20
Orostead Iced Tea	Apr-21
Orostead Iced Tea	Apr-21
Otyugh Cloak	Apr-19
Ouroboros Rapier	Mar-19
Overseer's Spade	Apr-20
Overshield	Mar-19
Owlbear Leather Armor	Oct-21

Name	Date
Pack of Levibubble Sugarbombs	Jan-19
Pack of Revisibility Bombs	Oct-21
Pair of Tiny Violin Rings	Dec-18
Pearl of Wisdom Quiver	Feb-19
Pegasus Quill	Nov-19
Pendant of the Tempered Fury	Mar-19
Pendant of Thieves' Sight	Mar-19
Pennypuncher Slinger	Jun-21
Peppermince Sugarbombs	Mar-19
Peregrine Spear	Jul-21
Performer's Puppet	Nov-19
Periapt of Reflection	Sep-19
Periscope Rod	Apr-20
Permanent Parchment	Jul-19
Petal Dancer Ward	Apr-19
Phanton Walkers	Sep-20
Phase Axe	Jan-19
Phasing Bow	Jun-20
Phoenix Arrow	Dec-18
Phoenix Breastplate	Sep-21
Phoenix Rocket Sword	Jun-20
Phosphor Arrow	Mar-19
Pick and Pocket	Sep-21
Pike of the Forgotten Legion	Jun-19
Pisces Shield	Mar-21
Plaguebane Mask	Mar-19
Planar Rapier	Jan-19
Poison Armor of Amphibios	Mar-21
Pollinator Carapace	Jun-21
Pollinator Paints	May-21
Pollinator Visor	Jun-21
Poltergeist Candle Holder	Sep-20
Pomade of Ten Thousand Styles	Dec-18
Potion of Dragon's Breath (3d6)	Jan-19
Potion of Dragon's Breath (4d6)	Jan-19
Potion of Dragon's Breath (5d6)	Jan-19
Potion of Spell Recovery	Sep-19
Power Collar	May-21
Precipit, the Formless	Oct-19
Prism Glasses	Jan-20
Prismatic Javelin	Jul-19
Profane Mask	Nov-19
Prototype Thunderberd	May-20
Prying Mace	Dec-20
Purging Dagger	Apr-19
Purity Spear	May-19
Purse Piglet	Jan-19
Puzzle Ring of Vitality, Life, and Power	Mar-19
Quagmire Maul	Aug-19
Quake Hammer	Dec-18
Quick Change Ring	Sep-20
Quickdraw	Dec-18
Quicksilver Clay	Aug-19
Quiver of Elemental Chaos	May-20
Radiant Defender	Mar-19
Radiant War Pick	Nov-20
Realmswarden Greataxe	Apr-20
Reap and Sew	Nov-18
Red Claw's Regalia	Sep-19
Red Queen's Burden	May-20
Redeemer's Regards	Jan-21
Redsmith Crucible Set	Jul-21
Redsmith Hammer	Mar-20
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Relentless Bulwark	Apr-19
Reliquary of Holy Memories	Jan-20
Reliquary of Holy Memories	Jan-20
Reliquary of Holy Memories	Jan-20
Reliquary of Holy Memories	Jan-20
Retaliating Bloom Shield	Jun-19
Retaliating Shield of Ink	Dec-18
Riff's Dimensional Ripper	Feb-20
Rift Sheath	May-21
Ring of Anchoring	Dec-18
Ring of Changing Shapes	Dec-20
Ring of Eldritch Ire	Oct-19
Ring of Gestures	Dec-18
Ring of Healer's Heroism	Apr-20
Ring of Lunar Might	Jul-21
Ring of Misdirection	Jul-21
Ring of Rituals	Jun-20
Ring of Roses	Mar-19
Ring of Seething	May-19
Ring of Solar's Sight	Sep-21
Ring of Stolen Alacrity	Jan-21
Ring of the Arcane Berserker	Aug-20
Ring of the Assassin Lord	Nov-19
Ring of the Fowl Sentinel	Feb-19
Ring of the Mute Mage	May-21
Ring of the Sandskimmer	Jun-19
Ring of the Split Mind	Apr-21
Ring of the True Companions	Feb-21
Ring of Volleys	Aug-20
Rings of Fire, Ice, Stone, and Wind (Fire or Stone)	Mar-19
Rings of Fire, Ice, Stone, and Wind (Ice)	Mar-19
Rings of Fire, Ice, Stone, and Wind (Wind)	Mar-19
Riptide Crossbow	Jan-21
Roaring Whip	Apr-21
Rocborne Hand Ballista	Oct-19
Rocborne Robe	Oct-19
Rocborne Rod	Oct-19
Rod of Endless Light	Aug-21
Rod of Refstophobia	Jan-21
Rod of Reverberation	May-21
Rod of Storms	Jun-20
Rod of the Magicycle	Oct-20
Rod of the Thought Projection	Apr-21
Rod of Water Absorption	Jun-20
Rope Caster	Dec-19
Rose Quartz Koi	Sep-20
Royal Blade of Amphibios	Sep-21
Royal Incinerator	Oct-21
Runic Ammunition	Aug-19
Rust Arrow	Aug-20
Sagittarian Vestments	Jan-21
Salamander Flame Gauntlets	Aug-20
Sandstorm Dancer	Jul-19
Sash of Sorcerous Synergy	Feb-20
Satchel of Beast Chow	Aug-21
Scarlet Scourge	Nov-19
Scepter of Faith	Jul-20
Scholar's Cap	Jul-19
Scholar's Cap	Jul-19
Scholar's Cap	Jul-19
Scorching Cleaver	Mar-19
Scorned Heart Breastplate	Feb-20
Scorpio Armor	Oct-21
Scorpion Lasher	Jan-20
Screaming Longbow	Nov-18
Scroll of Mapping	Feb-21
Scroll of Mapping	Feb-21
Scroll of Nightmares	Oct-21
Scroll of the Jester	Dec-20
Sea Serpent Hairpin	Jun-19
Seafarer's Jacket	Feb-19
Seat Belt	Apr-19
Second Fiddle	Feb-21
Seed of Rebirth	Jun-19
Seeker's Compass	Mar-20
Seer's Starlight Cloak	Mar-21
Septum Ring of the Great Minotaur	Sep-19
Seraphim's Stiletto	Apr-20
Serpent Dart	Dec-18
Servitude Choker	Jan-19
Set of Numat's Trick Tubes	Dec-18
Set of Secret Scribe Candles	Dec-18
Shadow Drinker	Dec-18
Shadow Ink	Sep-19
Shadow Tag	May-21
Shadow Ward	Feb-19
Shadow Weaver's Guise	Jul-21
Shadowscale Shroud	Jan-21
Shadowshawl	Jun-19
Shadowsmoke Dragon Pipe	Apr-19
Shaedenstaff	Jul-19
Shapeshifter's Circlet	Jun-19
Shared Burden	Mar-19
Sharkrazor Mantle	Jun-19
Sheer Cold	Jun-19
Shield of the Justicars	Apr-21
Shield of Yggdrasil	Jan-19
Shielding Turtle Sugarbombs	Apr-19
Shifter's Shine	Jan-20
Shifter's Shine	Jan-20
Shimmering Spectacles	Apr-20
Shipwright's Watch	May-21
Shooting Star	Mar-21
Siege Staff	Nov-20
Signet Rings of Blindness, Deafness, and Silence	May-19
Signet Rings of the Fey Court	Aug-19
Silken Socks of Slickening	Mar-19
Silver Coin of Duvra	Aug-20
Silver Eage Studded Cuirass	Jan-20
Silver Eagle Weapons	Feb-19

Name	Date
Silver Lycan Chime	Nov-19
Silver Star Cane	Sep-20
Silverwind, the Cleansing Breeze	Sep-20
Singing Stein	Nov-18
Sir Varion's Helm	Nov-20
Sir Varion's Lance	Jul-20
Sir Varion's Mantle	Nov-20
Sir Varion's Shield	Jul-20
Sironsong Silencer	Mar-19
Sky Anchor	Nov-20
Skyglider Shield	Jun-21
Skylit Greaves	May-20
Slaying Longbow	Aug-20
Sleepytime Sheep Stuffy	Oct-21
Sling of the Tiny Giant	Apr-19
Smash Potatoes	Nov-18
Snake Charmer's Flute	Jun-21
Snow Rider's Sleigh	Apr-20
Snuff	Aug-19
Snugglebeast (Dragon)	May-19
Snugglebeast (Owlbear)	May-19
Snugglebeast (Tarrasque)	May-19
Snugglebeast (Unicorn)	May-19
Socks of Well-Rested	Jan-19
Soul Pendant	Dec-20
Soul-Searing Scythe	Feb-20
Sovereignseed Satchel	Oct-21
Spellfire Bow	Feb-21
Spellsword	Oct-20
Spellwoven Robes	Mar-19
Spellwriter's Brace	Mar-20
Spiderbite Daggers	Aug-19
Spinterguard	Jun-21
Spire Seed	Oct-19
Spirit Cleaver	Nov-20
Spirit Pike	Feb-19
Spirit Sheath	Feb-20
Spiritwalker Breastplate	Jun-21
Splintershot	Jan-19
Splitter	Aug-19
Squasher	Nov-18
Sream's Stoppered Oasis	Mar-20
Staff of Cubic Cultivation	Jan-21
Staff of Favorable Winds	Dec-18
Staff of the Dream Shepherd	Apr-21
Staff of the Four Seasons	Jan-19
Staff of the Magpie	Jul-19
Staff of the Mirage	Apr-19
Staff of the Mustang	Jul-19
Staff of the Reverent Warrior	Sep-19
Staff of the Vineyard	Mar-21
Stalaga Spear	Jun-19
Stalagmight Geode	Jul-21
Stalwart Staff	Feb-20
Starbreaker	Feb-19
Starmetal Nova Armor	Jan-20
Starmetal Ring	Dec-18
Starmetal Shard Spear	Sep-21
Starmetal Shield	Jan-19
Starmetal Sliver	Oct-20
Starmetal Solar Axe	Oct-19
Starmetal Striker	May-19
Status Signets	Dec-19
Steam Harpoon	Feb-21
Steps of the Trickster	Jan-19
Stonemason's Companion	May-20
Storm Seer Lamp	Dec-19
Storm Sickle	Jun-19
Stormbrewer Bracers	Mar-20
Storm's Eye Shield	Oct-20
Stormstruck Staff	Oct-19
Stormthrower Harpoon	Nov-18
Storyteller's Stein	Jan-21
Stuffy Familiar	May-21
Stylist's Circlet	May-20
Sundersludge Net	Oct-19
Switch	Feb-19
Sword of Resonance	Apr-19
Sword of the Spelldrinker	Sep-19
Talyard the Great's Wand of Power	Sep-19
Tarrasque Plate	Dec-19
Tea Weird	Sep-20
Tear of Gaia	Dec-18
Tectonic Gauntlets	Jan-19
Telescoping Bladelance	Mar-19
Tempest Griffon Bracers	Mar-21
Tempest Griffon Feather Cape	Jul-19
Tether Tearer	Oct-19
Tethervine Quiver	Aug-19
Thalamus Thread	Nov-19
The Griffon's Saddlebag	Nov-19
The Rose Basket	Oct-19
Thomas' Dimensional Trousers	Mar-20
Thornpiercer	May-19
Thunderous Flail	Nov-18
Thwackstaff	Aug-19
Tide Turner	Aug-20
Timber	Dec-18
Timepiercer	Jul-19
Timeshifter's Mantle	Oct-19
Titan Cricket Greaves	Apr-21
Titan's Tooth Claymore	Dec-19
Toadstone	Jul-19
Tome of Advanced Fighting Styles	Jan-21
Tome of Dreams	Oct-19
Tome of Lost Knowledge	Jul-20
Torchbearer's Reach	Dec-18
Torpedo Arrow	Jan-19
Torrdok's Magnificent Forgery	May-21
Torrent Taiaha	Oct-19
Tote of Tricky Treat Sugarbombs	Oct-19
Traitor's Gauntlet	Nov-20
Trampling Crossbow	Jun-20
Tremor Spike	Jul-20
Trident of the Dryad	Jun-19
Trident of the Hydra	Feb-19
Tub of Churning and Fermentation	Nov-18
Turtle Brooch	Nov-20
Tyrannasaurus Rax	Oct-20
Underworld Asphodel Regalia	Jun-20
Uorik the Conqueror's Juice Cup	May-19
Urnblade	Jun-20
Vain Virtuoso Violin	Mar-20
Vancian Helm	Jul-19
Venombane Armor	Aug-19
Verax Weapon	Mar-21
Vigilus	Mar-19
Violet King's Promise	Jun-20
Viper Khopesh	Sep-20
Visage of Delight and Disaster	Jul-19
Void Arrow	Aug-19
Volcanic Boots	Apr-19
Volt Gauntlets	Apr-19
Volteдge	Jun-19
Vox Helm	May-19
Voyage Collar	Aug-21
Vyra's Broken Path	Jan-21
Wand of Dowsing	Nov-19
Wand of Gilding	May-20
Wand of Merriment	Dec-19
Wand of Necrosis	Nov-20
Wand of Puppetry	May-21
Wand of Stars	Nov-19
Wand of the Alicorn	Aug-20
Wand of the Frostrose	May-20
Wand of Whispers	Oct-19
War Standard of Battlecries	Mar-19
Wardancer's Spear	Apr-21
Warding Staff	Mar-21
Warhammer of Eruptions	Apr-21
Warmind Wand	Jul-19
Warp Anchor	Sep-21
War's Wager	Nov-19
Waterskin of Voices	Jul-21
Wavebender's Leiomano	Sep-19
Wavecutter	Jul-21
Wayfinder Sphere	Feb-20
Weapon of Mooring	May-19
Weapon of Showmanship	Jul-19
Weapon of Spite	Jul-19
Weapon of Verdict	Jan-20
Weaving Wasp Needles	Feb-20
Webgrip Bow	Sep-21
Webgrip Rucksack	Aug-19
Whirling Weapons	Sep-20
Whirlpool Dart	Sep-20
Whispergust Mote	Sep-21
Widemouth Bucket	Mar-21
Widow's Tea	Mar-20
Wildfire Ammunition	Mar-20
Wildman's Spinning Cleaver	Aug-19
Wildskin Armor	Jul-20
Williwig's Time Stopper	Jul-21
Wind and Whirl	Nov-20
Wind Riders	Dec-19
Windrazor	Jan-19
Windswept Wyvernplate	Nov-18
Wind-Up Merchant	Mar-21
Winter's Embrace	Aug-19
Wisp Cloak	Nov-20

Name	Date
Wisplight Lantern	Mar-19
Wispy Sour	Jan-20
Wispy Sour	Jan-20
Wooden Chain of the Unbroken Circle	Apr-19
Wraps of the Restless	Apr-21
Wyrmling Wristlet	Jun-21
Wyrmshide Bow	Sep-21
Wyvernwing	Jan-19
Xibalban Blade	Jun-20
Xorn-Sole Boots	Nov-20
Yellow Harminger's Path	Jun-21
Zafu of the Wandering Mind	Sep-19

Name	Date

Name	Date

The INVENTORY

FOREWORD

Thank you for your support, hero.

That's the basis for this compendium. For you. For our interactions. You're my hero for making this possible for me to make into a career. You matter, and I appreciate you and your place in the community.

The items in here will change with time. Some items get revised and updated for balance over the course of play testing and hindsight. It's always my top priority to make sure that these items aren't game breaking or overly burdensome, so the changes that I make will largely be to resolve issues around that. Sometimes it's just to make the language consistent. Other times it's to update art. Regardless, this is a living and breathing document for your reference each month.

So let's start hunting for treasure.

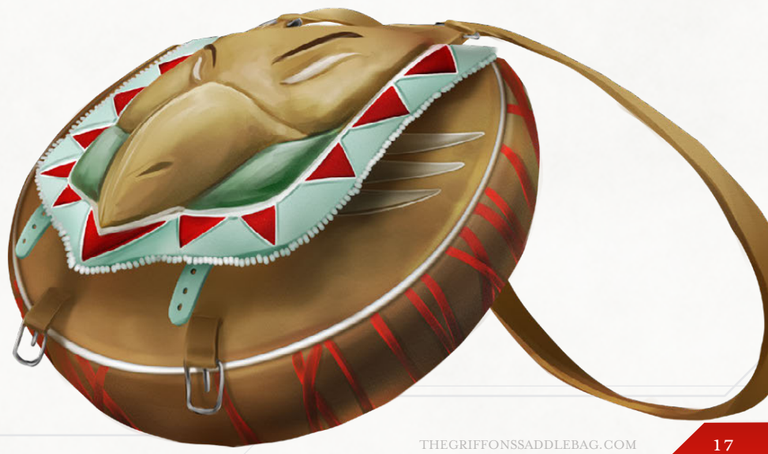
This was my first leap into item creation. I had to return to these before sending them off to print for official card packs because of the difference in quality between then and, at the time, a half a year later.

Some of these ideas are some of my favorites. The *singing stein* remains a classic and the *chromacloth* is a great example of clever mechanics that never get explored in the DMG.

These hold a special place in my heart, and were an exciting hobby for me at the time. Well before any of this life-shifting career business started. I was just having fun exploring a creative outlet that I hadn't explored yet. Truth be told, it's everything I could have wanted, and I'll forever cherish these items and the early days of online feedback I received when balancing them.

NOVEMBER, 2018

Bird of a Feather
Bow of Mind Thievery
Chromacloth
Cinnabar Rapier
Coldsnap
Cryptkeeper Glaive
Dagger of the Ogre Mage
Dragon Edge Weapons
Eye of the Bookwurm
Fourarm Bracers
Frostbitten Buckler
Heart of the Sleeveless
Hurricane Lance
Kraken's Whip
Love's Embrace
Magma War Pick
Merry Berry
Reap and Sew
Screaming Longbow
Singing Stein
Smash Potatoes
Squasher
Stormthrower Harpoon
Thunderous Flail
Tub of Churning and Fermentation
Windswept Wyvernplate





Bird of a Feather

Wondrous item, common (single use) or uncommon

This small stuffed roc toy is filled with enchanted down. While holding onto the toy and concentrating, you magically gain a flying speed of 20 feet for up to 1 minute. The stuffed toy's weak magic can carry up to 200 pounds.

If you take any damage while flying in this way, you lose concentration on the toy and immediately start falling.

If the toy is of uncommon rarity, the toy cannot be used again for 1d4 hours. It gives a happy little chirp when its magic can be used again.

Bow of Mind Thievery

Weapon (shortbow), rare (requires attunement)

Arrows fired from this magic bow deal an extra 1d4 psychic damage to any creature that they hit.

When you hit a humanoid with an arrow in this way, you can force that creature to make a DC 15 Wisdom saving throw after the attack. On a failed save, that creature falls under the effects of the *dominate person* spell for up to 1 minute as if cast by you. This effect does not require concentration. In addition, you can use a bonus action to see through that creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses. Once this property of the bow has been used, it can't be used again until the following dawn.

Chromacloth

Weapon (sling), uncommon

This silken cloth is enchanted using a unique blend of abjuration and evocation magic, allowing it to be used for a number of purposes. At any one time it can be one of four colors: red, yellow, green, or blue. You can change the chromacloth's color to another one as an action.

You can wear the chromacloth as a headband or wrap to gain resistance to the damage type associated with the cloth's color. Once the cloth reduces damage taken in this way, it can't do so again until the following dawn.

Alternatively, the cloth can be fashioned to be an effective sling. Ammunition fired from the sling deals damage of a type matching the cloth's color instead of bludgeoning.

Refer to the table below for a reference of the chromacloth's associated colors and damage types:

Color	Damage type
Red	Fire
Yellow	Lightning
Green	Poison
Blue	Cold

Cinnabar Rapier

Weapon (rapier), rare

This magic rapier's blade is alchemically coated in a thin but toxic layer of cinnabar. The weapon has 10 charges and regains 1d8+2 expended charges each day at dawn. When you hit a creature with this weapon, you can expend 1 or more of its charges. The blade's poison leeches into the blood of the creature you struck to deal an extra 1d4 poison damage for each charge expended in this way.

Coldsnap

Weapon (whip), rare (requires attunement)

This icy whip deals an extra 1d4 cold damage to any target it hits. In addition, you have a +1 bonus to attack and damage rolls made with this magic weapon.

The whip has 3 charges and regains all of them each day at dawn. When you hit a creature that is not immune to cold damage with this weapon, you can expend 1 of its charges to force the creature to make a DC 15 Constitution saving throw. On a failure, its speed becomes 0 until the start of your next turn. On a success, its speed is halved instead.

Once you attune to this weapon, its normally frigid handle feels warm to the touch.

Crypt Keeper Glaive

Weapon (glaive), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you use the glaive to reduce a Small or larger creature that is hostile toward you to 0 hit points, roll a d10. You gain temporary hit points equal to the number you roll.

In addition, the glaive's blade begins to glow with a sickly green haze whenever you gain temporary hit points in this way. While glowing, the first successful melee attack you make with the glaive deals extra necrotic damage equal to the number of temporary hit points you gained. Once you deal this bonus damage, the haze fades.

The haze and any remaining temporary hit points are lost after 1 minute.

Undead creatures killed by this weapon cannot be raised from the dead again.

6 feet under. The first time on your turn that you land a successful melee attack with this weapon against a creature that is prone, the weapon's damage die is maximized.

Dagger of the Ogre Mage

Weapon (shortsword), uncommon (requires attunement)

This blade was once used as a dagger by an ogre, but is nevertheless large enough to be a shortsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This blade's hilt is hollow and can hold up to 3 cantrip spell scrolls. Cantrip scrolls left within the compartment for 1 minute activate one of the three clear gems adorning its grip. Once activated, you can cast these cantrips at will using your spellcasting modifier. If you don't have a spellcasting modifier, use your Intelligence modifier instead. You have proficiency with these cantrips. Cantrips cast from the blade use the weapon as an arcane focus and allow you to perform any somatic components with the weapon instead of requiring a free hand. Scrolls contained within the sword are not destroyed after using them in this way.

When you cast a cantrip using the sword that deals damage, the sword's damage type changes to match the cantrip's for 1 minute or until you end it early (no action required).

Dragon Edge Weapons

Weapon (any slashing or piercing simple weapon), uncommon, rare (+1), or very rare (+2)

This weapon is made from the harvested remains of a fallen dragon. With a properly reclaimed claw or tooth, the resource can be forged into a simple piercing or slashing weapon whose latent draconic powers can appear in battle.

The first time you hit a creature on your turn with this weapon with an attack that you had advantage on, its draconic magic comes forth to deal an extra 1d6 damage of the original dragon's elemental type.

Weapons made from the claws or teeth of dragons change in rarity and power depending on the original dragon's age. Young dragons' bones aren't as powerful as older ones, and create uncommon weapons. Adult dragons can produce rare weapons with a +1 bonus to attack and damage rolls made with them, and ancient dragons can create very rare weapons that have a +2 bonus instead.

Eye of the Bookwurm

Wondrous item, common

This small, glass sphere is enchanted with weak divination magics to help you find specific words or phrases in writing. It has a stylized iris etched into the glass.

You can use a bonus action to speak the eye's command word aloud, followed by the word or phrase you're searching for. The word or phrase magically appears and floats within the sphere. By holding the eye in a free hand, your vision becomes magically enhanced to subconsciously highlight the word or phrase you searched for in a green light wherever you see it. Once you've used the eye's ability for the first time, you can change the word or phrase as many times as you like for the next hour, after which the item can't be used again until the following dawn.

Fourarm Bracers

Wondrous item, very rare (requires attunement)

These bracers can summon another pair of spectral arms below your existing ones. These arms can be summoned as an action and last for up to 1 minute before disappearing. While active, you can use the arms to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. Each arm can carry up to 10 pounds. The arms stay attached to your torso at all times and cannot be moved to other parts of your body, but can be turned around to face the opposite direction.

In addition, the gems adorning the bracers can amplify the arms' strength for short bursts. The gems have a total of 5 charges and recharge 1d4+1 expended charges each day at dawn. By uttering the bracers' command word using a bonus action and expending 1 charge, you can empower the arms to immediately make two unarmed melee attacks. The arms have a +3 bonus to attack and damage rolls and use your proficiency bonus when making the attacks. Each strike does 1d4 magical bludgeoning damage upon a successful hit.

Alternatively, you can expend 1 charge to double the arms' carrying capacity and increase their duration to 5 minutes instead.

Frostbitten Buckler

Armor (shield), uncommon (requires attunement)

This icy shield has 3 charges and regains all of them each day at dawn. When a creature you can see hits you with a melee attack, you can expend 1 of the shield's charges as a reaction to deal 2d4 cold damage to the attacking creature. After the attack, you gain that same amount of cold damage as temporary hit points that last for up to 1 minute.

Heart of the Sleeveless

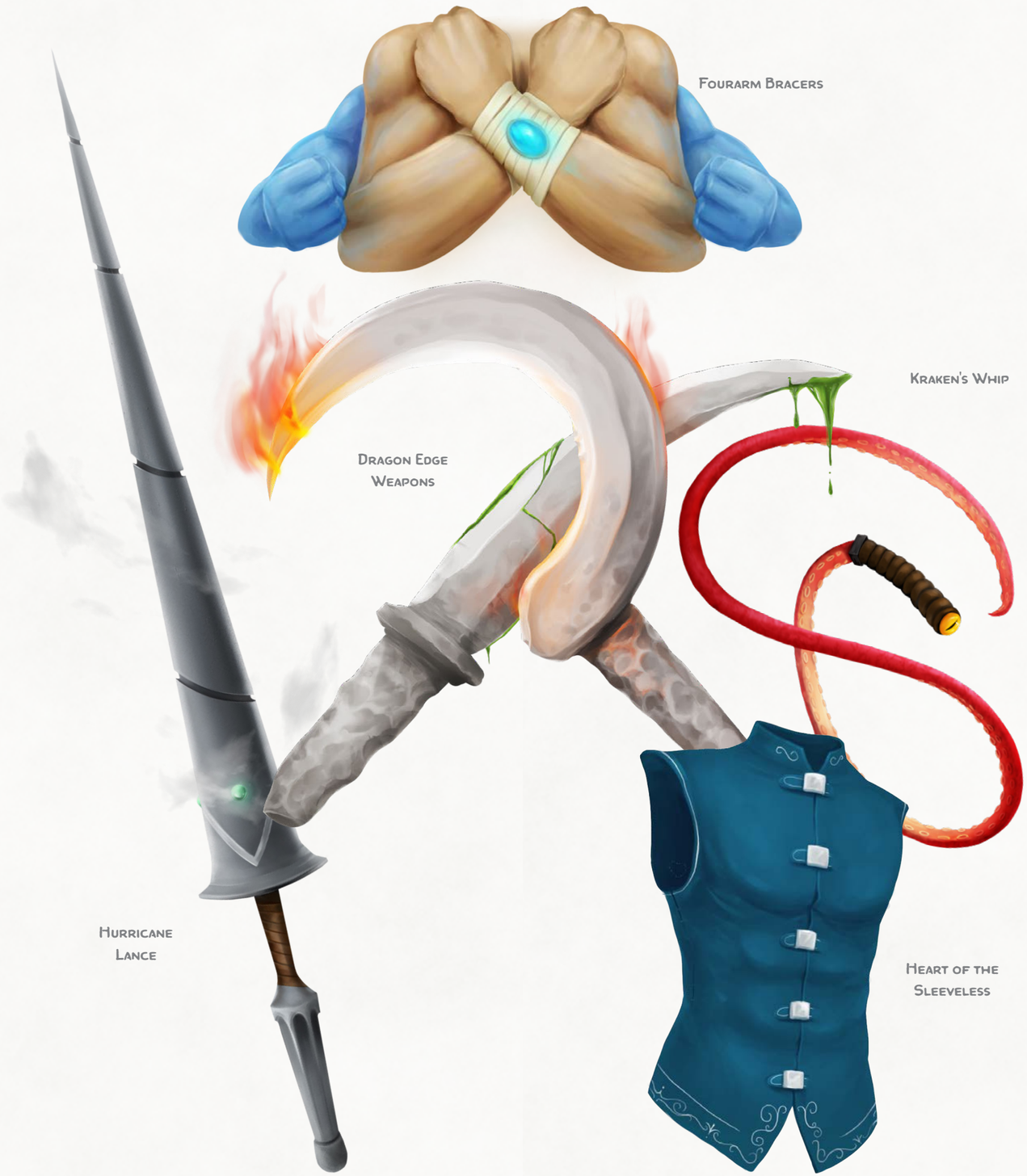
Wonderous item, common

Four thumbs up.

This vest is made from a luxurious, silky material that seems to always make the wearer appear more fit. The clothing gently hugs the wearer, redistributing weight and muscle to flatter and accentuate their physique. It seems to deflate sadly once taken off.

While worn, the fabric's color changes with the wearer's mood or flash of emotion. Refer to the table below for the vest's colors when under different emotions. While unworn, the fabric's color becomes a muted blue.

Emotion	Color
Anger	Red
Anticipation	Orange
Joy	Yellow
Love	Lime
Fear	Green
Sadness	Blue
Disappointment	Indigo
Disgust	Purple
Jealousy	Black
Surprise	White



Hurricane Lance

Weapon (lance), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The lance has 4 charges and regains 1d4 expended charges each day at dawn. You can expend 1 charge as an action to surround yourself with a flurry of wind that lasts for 1 minute. While surrounded by this wind, you can take the Disengage action using a bonus action. You can expend a second charge of the weapon (no action required) while surrounded by the wind to extend the effect to any mount you're currently riding. If you dismount or are forced off your mount, the effect fades from it. The effect ends early if you fall unconscious or are no longer wielding the lance.

In addition, you can use the lance to cast the *thunderwave* spell at 3rd level (save DC 16). Once this property of the lance has been used, it can't be used again until the following dawn.

Kraken's Whip

Weapon (whip), uncommon

This whip is made using the shrunken tentacle of a great sea creature. It still writhes slightly on its own.

As an action, you can force a creature you can see within 10 feet of you to make a DC 14 Strength or Dexterity saving throw (their choice). On a failure, the creature is grappled by the whip's tentacle and takes 1d4+2 bludgeoning damage. The affected target or another creature can use an action to reattempt the saving throw, escaping the grapple upon a success. While grappled, the creature takes 1d4+2 bludgeoning damage at the end of each of its subsequent turns.

You can't use the whip to attack while grappling a creature with it in this way. While holding the whip, you can end the grapple at any time (no action required), and your movement speed is halved when you move more than 10 feet away from the grappled creature as you drag it along behind you.



Love's Embrace

Weapon (greatsword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon can be attuned to by two friendly creatures together over the course of a long rest. If the weapon is attuned to by two creatures in this way, the weapon's attack and damage bonus becomes +2 instead.

This greatsword is made of two long scimitars that are held together by a powerful, unidentifiable magic. You can speak the weapon's command word using a bonus action to separate it into a pair of scimitars or recombine them into the greatsword. If you are not already holding it when you speak the weapon's command word and are on the same plane of existence as it, you can choose to summon either one or both scimitars to your hand as individual blades or as the combined greatsword.

The scimitars have the thrown property with a normal range of 20 feet and a long range of 60 feet when separated. The scimitars deal piercing damage when thrown.

Each scimitar also has its own elemental effect — either fire or cold — that inflicts an extra 1d6 fire or 1d6 cold damage with each strike, depending on which sword you hit with. When you hit with an attack using the greatsword, the target takes both fire and cold bonus damage from the attack.

Each attuned creature can cast the *fire shield* spell once at 4th level without expending a spell slot. You do not need material or somatic components when casting it in this way. Once you cast this spell, you cannot cast it again until the following dawn.

Magma War Pick

Weapon (war pick), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The war pick deals an extra 1d4 fire damage to any target it hits.

This weapon has 3 charges and regains 1d3 expended charges each day at dawn. When you hit a target that is either made of metal or wearing metal armor, you can expend 1 charge to inflict an extra 2d8 fire damage to the target.

Merry Berry

Wondrous item, common

This small fruit is highly sought after by cooks and sweet-lovers everywhere, both for its flavor as well as its unique sensory-enhancing properties. Eating a berry raw yields a taste and texture like that of a rich shortbread: the perfect way to end a day of adventure or travel.

Cooking the berry, whether it be in a cuisine or simply roasted over a campfire, brings out more uncommon effects. When properly cooked, a creature that eats the fruit gains advantage on all Wisdom and Intelligence checks based on smell or taste for the next 24 hours, as well as advantage on ability checks using cook's utensils.

Overcooking the fruit not only cooks out the berry's benefits, but also results in a soggy and overall bland dish.

Reap and Sew

Weapon (light crossbow), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to the weapon, you can cast the *mending* cantrip at will. A special, needle-like bolt is magically bound to the crossbow. When fired, the bolt leaves a faint thread of arcane energy behind it and deals force damage instead of piercing. The bolt returns to the crossbow and loads itself after each attack, ignoring the crossbow's normal loading property.

The crossbow has 4 charges and regains 1d4 expended charges each day at dawn. When you fire the special bolt from this crossbow and hit a Large or smaller creature, you can expend 1 charge to tether that creature to a point on the ground adjacent to it. If the creature attempts to move more than 10 feet away from that point before the end of its next turn, it must succeed on a DC 15 Strength saving throw or have its movement speed reduced to 0 until the start of its next turn.

If the special bolt is somehow destroyed or lost, the bolt reappears loaded in the crossbow after 24 hours. The weapon is considered to be a mundane, nonmagical crossbow while separated from the bolt for longer than 1 minute.

Curse. Once attuned to this weapon, you must make a DC 12 Wisdom saving throw whenever you attempt to take a short or long rest. On a failure, you are overcome with the urge to craft and are forced to sew, knit, crochet, or cross-stitch feverishly for at least 1 hour before being able to rest. The curse remains even if the attunement ends, but can be undone by any effect that removes a curse such as a *greater restoration* or *remove curse* spell.

Screaming Longbow

Weapon (longbow), rare (requires attunement)

Arrows fired from this sickly longbow let out a screeching howl audible up to 100 feet away as they fly by. Creatures struck by these arrows take an extra 2d4 thunder damage. When you roll a 20 on an attack roll made with this weapon, all creatures within 5 feet of the target must succeed on a DC 15 Constitution saving throw or be deafened for 1 minute.

Singing Stein

Wondrous item, common

While this pewter stein holds at least a sip's worth of potable alcohol, the face adorning it comes alive to sing songs based on the kind of drink. The stein is not sentient, but does have a pleasant singing voice. If there are multiple steins in the same room, they can sing together in harmony if they have the same drinks within them.

The stein sings songs slightly out of key if the drink inside is poisoned, which can be heard following a successful Wisdom (Perception) check as determined by the DM. If there are multiple kinds of alcohol within it, the stein either alternates between song types or does its best to combine their various lyrics.

Example drink	Type of song
Wine	Ballad
Rum	Sea Shanty
Ale	Drinking song

Smash Potatoes

Wondrous item, common

This hearty root vegetable is grown by the clerics and champions of a god of war and combat, whose strength is said to make its way onto the Material Plane through their gardens. Eating one of these vaguely fist- shaped potatoes will cause your hands to itch for the thrill of combat. Eating a potato increases your unarmed damage to 1d4 for 1 hour. Each additional eaten potato increases the duration by 1 hour. You can eat up to 3 potatoes before needing to finish a long rest to benefit from them again. If you already have an unarmed combat die that is 1d4 or higher, this vegetable has no effect but is nevertheless delicious.

Squasher

Weapon (greatclub), uncommon

This enormous squash is strangely durable and makes for a functional magic weapon. Druids wielding *squasher* are proficient with the weapon and can use their Wisdom modifier for the weapon's attack and damage rolls instead of Strength.

Storm Thrower Harpoon

Weapon (trident), legendary (requires attunement)

This weapon has a +3 bonus to attack and damage rolls made with this magical weapon.

The trident has a chain attached to its handle that can be used to retrieve the weapon once it's been thrown using a bonus action. When you hit with a ranged attack using this weapon, it deals an additional 1d8 lightning damage.

In addition, this trident acts as a conduit for the sky's ferocious power. Immediately after hitting a creature with the trident, you can call down a bolt of lightning upon it, forcing



it and all creatures within 5 feet to make a DC16 Dexterity saving throw. On a failed save, creatures take 6d10 lightning damage, or half as much on a success. Creatures have disadvantage on the saving throw if they're submerged in water or wearing metal armor. You are immune to the lightning damage caused by this effect. This ability fails if the creatures are obstructed from the sky. Once you use this ability, you cannot do so again until the next dawn.

Impale. You can use your action to try to impale and pull a creature toward you. If your target is a creature that is no more than one size larger than you, you can make a ranged weapon attack against it using the trident. If you hit, you can attempt to pull the impaled creature toward you by making a Strength (Athletics) check contested by the target's Strength (Athletics) check. If you succeed, you can pull the creature up to 20 feet toward you.

Thunderous Flail

Weapon (flail), rare (requires attunement)

This flail has 3 charges and regains 1d3 expended charges each day at dawn. You can expend 1 charge to cast the *thunderwave* spell (save DC 14). The ball of the flail is the origin of the spell. As long as the flail has at least 1 charge, you deal an extra 1d6 lightning damage to the first target you hit with it on each of your turns.

If you make a melee attack using the flail, you can immediately expend 1 charge to cast *thunderwave* as a bonus action in the direction of your last attacked target.

The ball of the flail is attached to the chain with a powerful magnetic connection that can be released at will. You can make a ranged attack using the flail by releasing the ball mid-swing. This attack has a normal range of 20 feet and long range of 60. Strength is your ability modifier for this attack. While the ball is within 60 feet of you, you can magnetically pull it back up to 20 feet towards you as a bonus action. It magically reattaches itself to the chain when it enters the same space as you.

While the ball is detached, you can still use the flail to cast *thunderwave*. When you do, the spell's area of effect becomes a 10-foot radius sphere centered on the ball.

Tub of Churning and Fermentation

Wondrous item, uncommon

This squat wooden and ceramic tub has a screw-on lid that fits snuggly around its base. The tub can hold up to 2 gallons of liquid or 1 cubic foot of material within it. You can leave a liquid or other perishable in the tub and secure the lid before saying the name of the end result you'd like the contents to turn into. If you say the name of a possible result, the tub clicks lightly before locking its lid shut for 10 minutes.

After 10 minutes, the tub gives a second, louder click as the lid unlocks. The contents of the tub will have been stirred, processed, or otherwise fermented in such a way to generate the commanded end product. Adding extra ingredients into the tub can impact the end result's flavor.

Once the tub has been used in this way, it can/t be used again until the following dawn.



Example Ingredient	Potential Outcome
Milk	Butter
Milk	Cheese
Milk	Yogurt
Vinegar, Cucumbers	Pickles
Apples	Hard Cider
Assorted Fruits	Wine
Cabbage	Sauerkraut

Windswept Wyvernplate

Armor (half plate), rare (requires attunement)

This half plate armor seems to grow lighter when you inhale. You can hold your breath at any point to both lighten the armor and quiet its clattering, negating the normal disadvantage on Dexterity (Stealth) checks imposed by half plate armor.

In addition, if you fall while wearing this armor, you can hold your breath as a reaction to cast the *feather fall* spell, targeting only yourself, at will.



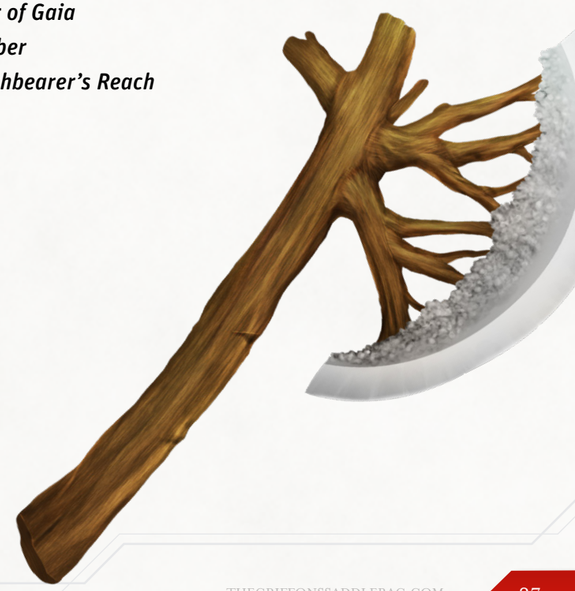
The Patreon started and *The Griffon's Saddlebag* was given a name this month. It was hugely transformative, and my comitment to the project continued to grow. I was excited to see a community start to grow around the project through Discord, which was a real perk to already working from home for my day job at the time. The Saddlebag quickly started to become vastly more important to me than my 9-5 because of the mental and creative exercises that it threw me on coupled with the emotional reward of an item well balanced and community fostered.

It was and will always be important to me to respond to people and answer questions. The people who extended that same kindness to me helped make me who I am, and I would be mistaken to not pay it forward.

Tiimber came out this month. It was also the most intensely balanced and rebalanced item I had made thus far. It did end up getting cleaned up again months later when it went to print, but I love that axe.

DECEMBER, 2018

Boreal Pendant
Braided Quarterstaff
Coralshield Golem
Dead Ringer
Dream Mantle
Fable's End
Frozen Dagger
Glove of the Aegis
Halberd of the Peacock
Hcor'uk the Colossal's Portable Handheld Weapon of Walloping
Immovable Button
Ironleaf Maul of Entanglement
Mantle of the Pack Lord
Memento of the Shapeless
Moonswaddled Armor
Pair of Tiny Violin Rings
Phoenix Arrow
Pomade of Ten Thousand Styles
Quake Hammer
Quickdraw
Retaliating Shield of Ink
Ring of Anchoring
Ring of Gestures
Serpent Dart
Set of Numat's Trick Tubes
Set of Secret Scribe Candles
Shadow Drinker
Staff of Favorable Winds
Starmetal Ring
Tear of Gaia
Timber
Torchbearer's Reach



The
INVENTORY

Boreal Pendant

Wondrous item, very rare (requires attunement)

This enlarged, floating snowflake is magically held in place and changes its shape as temperatures fluctuate. While attuned to the pendant you have resistance to cold damage and give off an aura of cheeriness. The snowflake has 8 charges and regains 1d6+2 expended charges each day at dawn. While wearing it, you can expend 1 or more of its charges to cast the following spells using a spell save DC of 15: *charm person* (1 charge), *color spray* (1 charge), *hypnotic pattern* (3 charges), or *ice storm* (4 charges).

If you expend the pendant's last charge, roll a d20. On a 1, the snowflake melts into a puddle of water. After 1 year, the pendant reforms around the magical golden brackets that hold it in place.

Braided Quarterstaff

Weapon (quarterstaff), uncommon

This magical quarterstaff is made of a tightly knit length of braided rope. As a bonus action, you can speak the weapon's command word to release its knotted form and loosen it into a 50-foot length of hempen rope. Speaking the command word again causes the rope to tighten back up into the quarterstaff. If a creature is restrained by the rope when you speak its command word, the rope tightens around the creature but does not crush it. Once tightened in this way, the restrained creature or an adjacent ally can use an action to escape following a successful DC 15 Strength or Dexterity check (their choice).

Tying an object no larger than six inches on a side to the end the rope does not prevent it from reforming into the quarterstaff. The rope can only be broken by magical means. If broken, the rope cannot be transformed back into a quarterstaff.

Coralshield Golem

Armor (shield), uncommon (requires attunement)

This crablike golem is made of a light but resilient magical coral. While wearing it on your back, you can use a bonus action to command it to move along your arm and don itself. You can command the golem to return to your back using another bonus action.

If you don't have a free hand or refuse to drop what you're holding when the golem attempts to don itself, it returns and reattaches to your back.

Dead Ringer

Wonderous item, rare

This bronze mask lets out a deep, sonorous ring when struck. When you're reduced to 0 hit points or fail a death saving throw while wearing the mask, the 3 enemy creatures nearest to you within 30 feet must succeed on a DC 15 Wisdom saving throw or take 2d12 necrotic damage. This property has no effect on creatures who aren't missing any hit points or are deafened. If you're healed or stabilized after falling to 0 hit points, the mask can't be used again in this way until the following dusk.

Dream Mantle

Wondrous item, very rare (requires attunement)

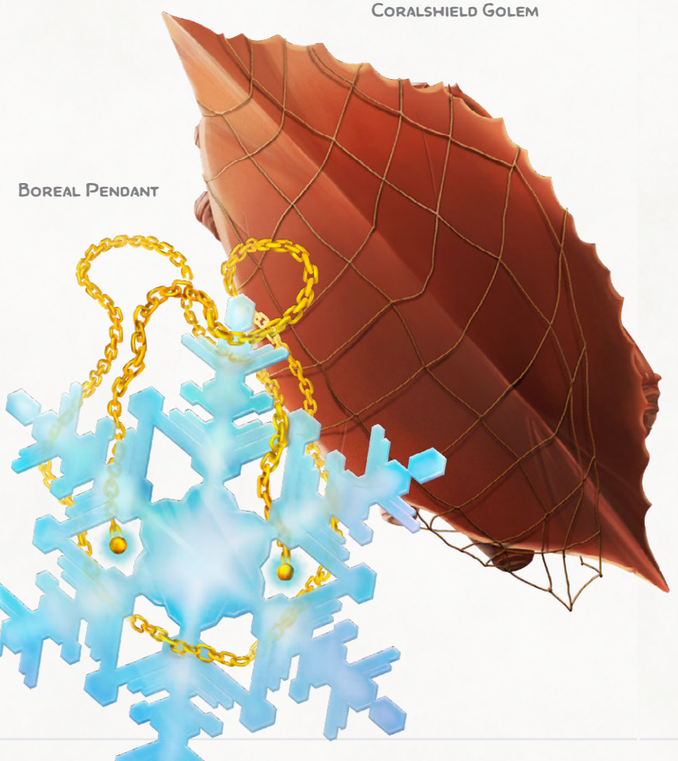
This short purple cape is vaguely iridescent and is difficult to look at from afar. The cape creates illusions of faraway places that are visible only to creatures 30 or more feet away. While wearing this cloak, creatures more than 30 feet away from you have disadvantage on Wisdom (Perception) checks to detect you based on sight and make ranged attacks against you with disadvantage. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

In addition, you can cast the *dream* spell (save DC 16) using the mantle, using yourself as the messenger within the dream. Once this property of the mantle has been used, it can't be used again until 7 days have passed.

Fable's End

Weapon (mace), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you roll a 20 on an attack roll with *fable's end* against a Large or smaller creature, it must succeed on a DC 15 Charisma saving throw or be banished to its native or other plane of existence. At the end of its next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. You banish and score a critical hit against fey creatures on a roll of 19 or 20 with this weapon. Fey creatures have disadvantage on the saving throw. When a creature is banished in this way, the weapon's center emits a brilliant magenta flash of light.



Frozen Dagger

Weapon (dagger), uncommon (requires attunement)

Attacks made with this dagger deal cold damage instead of piercing. If you roll a 20 on an attack roll made with this magic weapon, the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn, frozen in place and unable to move. If it succeeds, its movement speed is halved until the end of its next turn instead.

Glove of the Aegis

Wondrous item, rare (requires attunement)

This glove holds 5 charges and regains 1d3+2 expended charges each day at dawn. When a target that you can see hits you with an attack, you can use your reaction to expend any number of the glove's charges. You add +2 to your AC for the attack for each charge expended in this way, potentially causing it to miss. You can use this ability after the attack has been made but before any damage has been calculated.

The glove's power cannot be used if you are already wielding a shield.

Halberd of the Peacock

Weapon (halberd), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This halberd has been polished to a mirror finish and is adorned with five ornate gemstones dangling beneath its blade that glow with arcane energy. This weapon contains 5 charges, each stored within one of the gems, and regains 1d4+1 expended charges each day at dawn. You can expend 1 charge to cast *disguise self* or 2 charges to cast either *alter self*, *mirror image*, or *shatter* (save DC 15). The hanging gems lose their glow once their charge has been spent in this way.

Curse. This halberd is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the halberd, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. Whenever you reduce a creature to 0 hit points using this weapon, you must succeed on a DC 12 Wisdom saving throw or be compelled to admire yourself in the mirror until the start of your next turn: sacrificing any remaining movement, action, bonus action, or reactions you may have had. In addition, you automatically fail any Dexterity saving throw you make while admiring yourself in the mirror in this way.

Hcor'uk the Colossal's Portable Handheld Weapon of Walloping

Weapon (flail), very rare (requires attunement)

This flail has the two-handed, heavy, and reach properties. Attacks made with the flail deal an extra 1d8 bludgeoning damage, or 2d8 if the target is a structure. When you roll a





Frozen Dagger

Ironleaf Maul

Fable's End

20 on an attack roll made with this magic weapon against a Huge or smaller creature, that creature must succeed on a DC 16 Strength saving throw or be knocked prone.

The rope and boulder that make this weapon are magically attached and can't be separated. The boulder weighs 200 pounds but is effortless for you to lift once you attune to the weapon.

Immovable Button

Wondrous item, common

As a bonus action, you can press this iron shirt button against a piece of fabric and speak its command word, "hold". When you do, the button magically attaches to the cloth, fixing itself in place even if it is defying gravity. The button must be attached to a piece of fabric that is either unworn or worn by a willing creature. It can hold up to 500 pounds of weight and magically prevents the cloth from tearing due to tension. More weight causes the button to deactivate and fall.

A creature can use an action to make a DC 20 Strength check, moving the fixed button up to 10 feet on a success. A creature can make a DC 14 Intelligence (Investigation) check to determine that this button is magical, and if already activated, knows that the fabric around the button can be cut away. The button remains fixed in place for 1 minute before falling. The button's magic is lost once it's been used in this way.

Ironleaf Maul of Entanglement

Weapon (maul), rare (requires attunement)

Despite the head of this maul being made from vines, it seems impossibly solid and carries with it a formidable heft. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The maul has 4 charges and regains 1d4 expended charges each day at dawn. When you hit a Medium or smaller target with the maul, you can expend a charge to force it to make a Strength saving throw. On a failure, it takes 1d6 piercing damage and is restrained by thorny vines until the end of its next turn. The DC for this property is equal to 8 + your proficiency bonus + your Strength modifier.

Mantle of the Pack Lord

Wondrous item, rare

While you wear this enchanted pelt cloak, if a creature would gain advantage on an attack against you due to having its ally within 5 feet of you, it makes the attack without advantage.

Memento of the Shapeless

Weapon (any melee weapon without the reach or heavy property), legendary (requires attunement)

This weapon was forged using the preserved remains of an ancient mimic. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, you can speak the weapon's command word to reshape it into any melee weapon with which you're proficient that does not have the reach or heavy property.

When you hit a creature with this weapon, you can also attempt to grapple it (save DC 13) by channeling the weapon's natural pseudopod form. While grappling a creature in this way, you can't attack or grapple another. Releasing the weapon frees the creature.

Pseuperpod. As an action, choose a creature within 30 feet and make a melee attack against it using the weapon. The weapon stretches towards your target as a pseudopod, ignoring half and three-quarters cover, and deals 6d8 bludgeoning damage if it hits. After the attack, the weapon retracts back into its previous form. If you attempt to grapple the target with the attack, the save DC increases to 15 for this attack. If the creature fails, it is dragged up to 15 feet closer to you before being released from the weapon's grasp. If it failed the saving throw by 5 or more, it is dragged up to 30 feet closer to you and remains grappled. Once you've used this feature, you can't use it again until 12 hours have passed.

Limb replacement. If you're missing an arm or forearm, you can graft the weapon to you in its place. If you do, the weapon changes and reforms to match the missing limb. You can add your proficiency bonus to any Strength (Athletics) checks you make using the limb, or double the bonus if you're already proficient. You can alter the arm's form to turn it into a weapon as needed.

Moonswaddled Armor

Armor (any light armor), rare

This comfortable set of armor grants additional protection and respite when worn at night. You gain a +1 bonus to AC while wearing this armor between dusk and dawn, and when you would normally roll 1 or more Hit Dice to restore hit points when taking a short rest after dusk, you instead use the highest number possible for each Hit Die spent.

Pair of Tiny Violin Rings

Ring, common

This pair of golden rings play a sad, sad melody when you rub the two fingers wearing them together. Creatures that know the *vicious mockery* cantrip can use this set of rings as a somatic component instead of the normal verbal component required by the spell.

Phoenix Arrow

Weapon (a bolt or arrow), rare

This bolt or arrow is fletched with phoenix feathers and is magically bound to a small quiver. You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once fired, the ammunition bursts into flames upon impact and deals fire damage instead of piercing. At the start of your next turn, the arrow leaves behind a small pile of ash and reappears in its quiver.

You can speak the ammunition's command word as a bonus action before firing it to set it ablaze. If you fire it on that same turn, the arrow or bolt deals an extra 1d6 fire damage to any target it hits, but turns to ash before reaching its target if fired at a target more than 30 feet away. The arrow reappears in its quiver immediately after making this attack.

You can store up to 10 other arrows in the quiver but can only have 1 Phoenix Arrow bound to it at a time. If the arrow is ever destroyed, it reappears in the quiver after 24 hours. Firing the arrow or bolt into an antimagic field renders it



Memento of the Shapeless

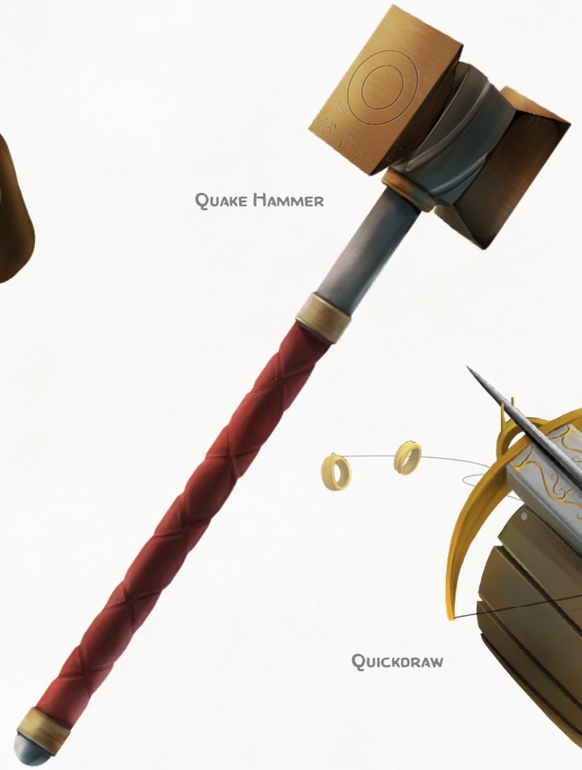
Immovable Button

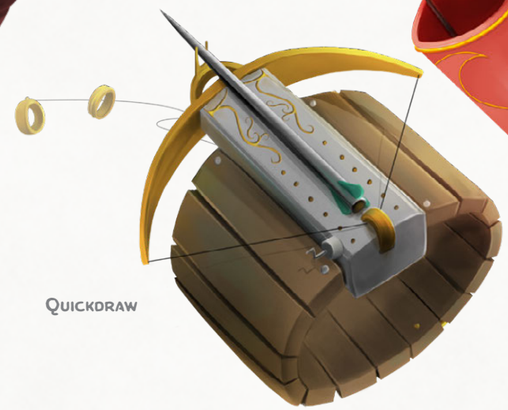
Mantle of the Pack Lord

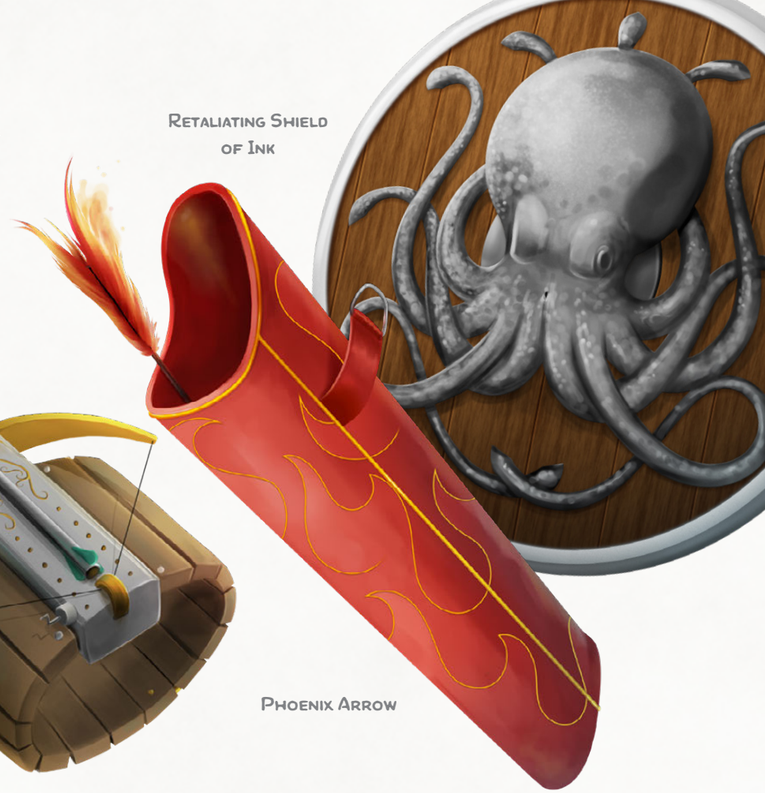
Hcor'uk the Colossal's Portable Hand-held Trebuchet of Walloping











nonmagical while within the field, allowing the ammunition to be permanently destroyed.

Pomade of Ten Thousand Styles

Wondrous item, common

This canister of waxy pomade has magical properties, allowing you to change your hair's color, style, thickness, and length (up to 1 foot longer or shorter per use). The canister steadily replenishes its pomade over time. It can hold up to 4 uses at a time and regains 1d4 expended uses each day at dawn. Using 1 use of the pomade takes 1 minute.

Once you've used this product in your hair, it returns to its normal appearance after you finish a long rest. Hair produced by the pomade that's been cut off turns to dust after 24 hours. If you use the pomade every day for 7 days to make the same changes, the changes become permanent.

Quake Hammer

Weapon (light hammer), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can smash this hammer into the ground to send out intense tremors. Other creatures within 10 feet of the point of impact must succeed on a Dexterity saving throw or suffer 2d6 bludgeoning damage and fall prone. Creatures who succeed on the throw take half as much damage and do not fall prone. You can cause this effect while you hold the hammer or when you throw it, creating the tremors at the point on the ground that the hammer lands.

The save DC for this effect is equal to 8 + your proficiency bonus + your Strength modifier. Once this property has been used, it can't be used again until the following dawn.

Quickdraw

Weapon (crossbow, hand), rare

This curious contraption is in fact a small, surreptitious hand crossbow that can be worn on a wrist or forearm without requiring a free hand to use it. On the first turn of combat, you can immediately use your reaction to fire the weapon at a creature you can see within range. If you don't fire the crossbow in this way, you can use a bonus action on a subsequent turn to make a single ranged attack with it instead.

In order to use this crossbow, you must also wear two rings on adjacent fingers. One ring carries a thin but flexible string that connects to the firing mechanism of the crossbow. The second ring is equipped with a very small but functional blade that's used to sever the first's string. When the string is severed, the crossbow fires. It takes 1 minute to reset the crossbow and rings.

Retaliating Shield of Ink

Armor (shield), uncommon

This shield has a hidden compartment inside that can spray thick, viscous squid ink at attacking creatures. When an adjacent creature fails to hit you with a melee attack, you can use a reaction to press a button on the handle of the shield. When you do, dark ink sprays from the front of the shield at the creature. The attacking creature must succeed on a DC 13 Dexterity saving throw or be blinded until the beginning of its next turn.

The shield can hold up to three uses of the ink before needing to be refilled again. It takes one minute to refill one of the shield's three ink canisters, and requires a vial of Giant Squid ink worth 20gp for every canister you refill. Alternatively, you can fill a canister with a vial of writing ink worth 10gp, but the shield's Dexterity saving throw DC becomes 10 instead.

This is a mechanical item whose purpose and functionality can be understood following a successful Intelligence check (DC 13). On a success, you can interpret what the shield does, how to use it, and how to take care of it. You also understand that filling the shield with other volatile or sticky liquids such as acid, poison, grog, oil, or any other solid material such as sand, will damage the machinery inside. Should this happen, you can have it repaired at a blacksmith for 150gp or half the item's cost (whichever is lower).

Ring of Anchoring

Ring, rare (requires attunement)

While attuned to this ring, you can breathe normally underwater, and whenever you're pushed against your will, the distance you're moved is reduced by 10 feet.

Curse. Once you attune to and wear this hammered lead ring, the arm that's wearing it becomes unbearably heavy when it's submerged underwater. When underwater, make a DC 20 Strength (Athletics) check. On a failure, you're dragged downward 30 feet at the start of each of your turns, and your movement speed becomes 0. You can reattempt this saving throw every minute. On a success, you can move your arm, albeit sluggishly, for 1 minute. While you can move your arm, your movement speed is halved, any attack roll you make with the arm is made with disadvantage, and any Strength or Dexterity check you make is made with disadvantage. If you're still underwater at the end of this minute, you're forced to reattempt the saving throw. You can't remove this ring once you're cursed by it, and you remain cursed until you're targeted by the *remove curse* spell or similar magic. You can remove the ring and the curse without magic by physically removing the finger that's wearing it. Once removed from the water, your arm's weight and your movement speed return to normal.

Ring of Gestures

Ring, common

This gaudy ring has a delicately carved pink gem in the shape of a hand at its center. While wearing this ring, you can cast the *minor illusion* cantrip at will to enlarge, reduce, and change the color of the hand wearing the ring or any of its fingers. In addition, whenever you make a gesture with the hand wearing this ring, the pink gemstone moves to mimic the gesture and remains that way until you make a new one.

Serpent Dart

Weapon (dart), uncommon

You can use an action to cause thick, emerald green poison to coat this magic dart. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature

must succeed on a DC 14 Constitution saving throw or take an extra 2d8 poison damage from the attack and become poisoned for 1 minute. Once this property has been used, it can't be used again until the next dawn.

Set of Numat's Trick Tubes

Wondrous item, common

This drab pair of empty ceramic cylinders are magically linked. Each vessel is 3 inches in diameter and 1 foot tall. Placing an item inside one of the vessels and closing the lid will magically teleport it to the second tube, making a quiet whoosh sound when it does. A similarly quiet thud can be heard when receiving an item. A tube can't send more than 2 pounds of material at a time and can't be used to send a creature. Both vessels must be on the same plane of existence and have their lids closed in order for an item to be teleported between them.

Set of Secret Scribe Candles

Wondrous item, rare

This pair of candles are magically linked and never seems to run out of wick.

You can light one of the candles to cause it to burn with a blue flame. By holding parchment over the flame, any ink on the page is burnt off, leaving the paper unmarked. When you finish using the candle in this way, you can extinguish the flame as you normally would. Once you do, the linked candle suddenly comes alight with a normal, orange fire, that cannot be extinguished by nonmagical means. The newly lit candle gives off a faint lavender scent. By holding a plain piece of parchment over the orange flame, the ink from the first piece of parchment is magically burnt onto the new one as the candle heats it. Once all the ink has been transcribed onto new parchment in this way, the orange flame winks out.

Shadow Drinker

Weapon (dagger), very rare (requires attunement)

This wicked dagger can absorb the shadows cast by your enemies. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a Small or larger hostile creature with a melee attack using this dagger, you can choose to absorb that creature's shadow as part of the attack. When you do, that creature no longer casts and shadow, and the dagger becomes shrouded in a dark haze that extends to you while you hold the dagger. While this haze is also surrounding you, you are invisible in areas of dim light and darkness.

The dark haze surrounds the dagger for 10 minutes or until you end it as a bonus action. The haze ends early after you attack or cast a spell. If a creature is hit by the dagger while it's shrouded in this haze, the creature takes an extra 1d6 psychic damage from the attack. This bonus damage increases to 2d6 if the creature hit by the dagger is missing its shadow. Once the haze ends, the shadow immediately returns to the creature from whom it was taken.

You can only have 1 shadow absorbed in this way at a time. Once you steal a creature's shadow, you can't steal that same creature's shadow again until the following dusk.

Curse. You have vulnerability to radiant damage while you're attuned to this weapon.

Staff of Favorable Winds

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

While you hold this staff, areas affected by strong winds do not count as difficult terrain for you.

The staff has 10 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it using the required casting time as well as your spell save DC: *cone of cold* (5 charges), *feather fall* (1 charge), *gust of wind* (2 charges), or *wind wall* (3 charges).

In addition, while holding the staff, you can create a harmless sensory effect using the air. You can cause leaves to rustle, slam shutters closed in a sudden gust, or cause your clothing to billow dramatically.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to dust and is blown away by a sudden flurry of wind.



Starmetal Ring

Ring, rare

This roughly crafted metal ring seems to have an otherworldly pull on other metallic items.

While wearing the ring, you can spend 1 hour holding onto an object weighing no more than 25 pounds that is at least 50% metal. If the ring and metallic item are in contact for the full hour, they form a powerful and magically controllable magnetic bond. You can only have one item bound to the ring in this way at a time.

While the bound item is within 40 feet from you and unobstructed, you can use a bonus action on your turn to magically pull it up to 20 feet toward you. The returning item bounces harmlessly against creatures and objects as it passes by.

Tear of Gaia

Wondrous item, common

As an action, you can crush this small, green gem underfoot to activate its magic. Plants within a 10-foot radius of you immediately become healthy and full. Fruit and vegetable-bearing plants begin to grow their produce, which grow ripe over the course of 1 hour. If there are no plants within range or you crush the gem against an inorganic material, fertile topsoil 1 inch deep spreads across the area. Healthy green grass immediately grows from the new soil.

Timber

Weapon (handaxe), very rare (requires attunement)

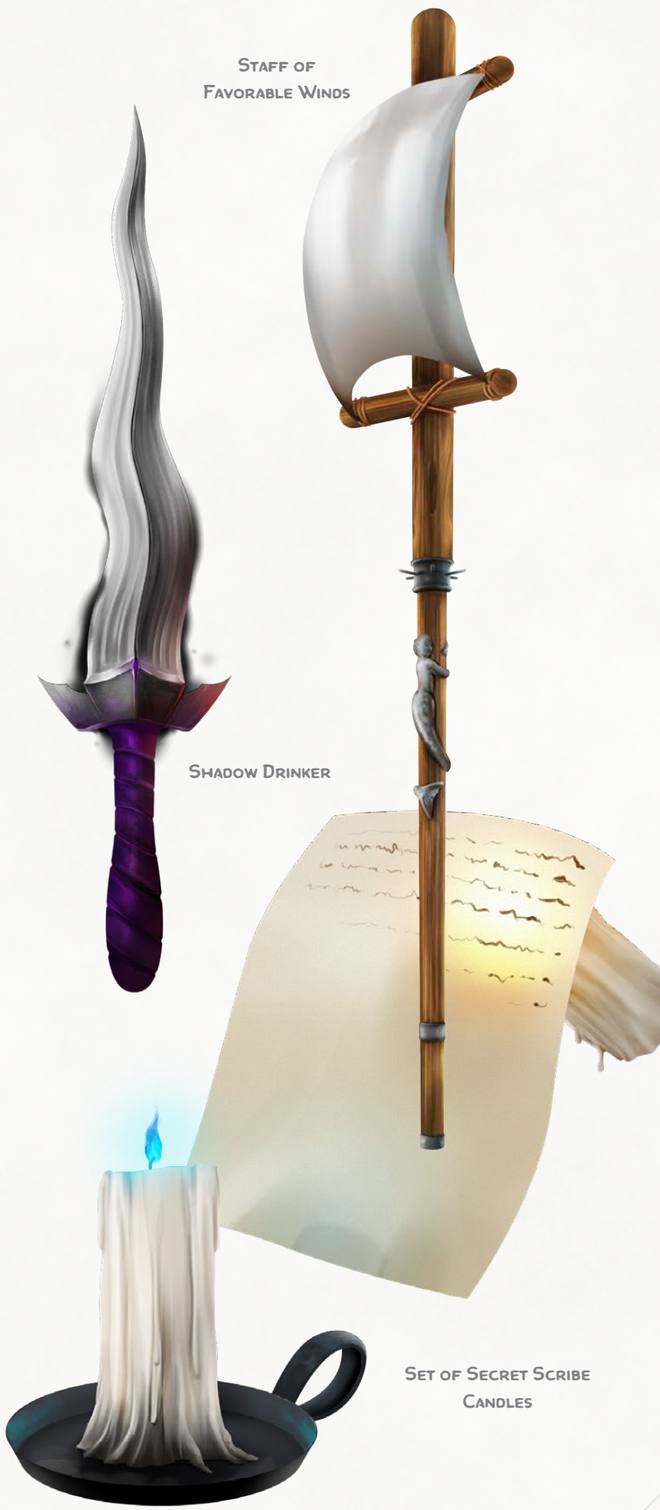
This magical axe is imbued with a destructive force that builds with each consecutive strike. You have a bonus to attack and damage rolls made with this magic weapon equal to the number of charges it currently has. The handaxe gains 1 charge each time you make a successful attack with it: up to a maximum of 3 charges. When *timber* gains its third charge, the built-up force explodes; it loses all charges, and the target takes an extra 3d6 force damage, or 6d6 if it's made of wood. When this happens, if the target is no more than one size larger than you, you can choose to push it up to 10 feet away from you.

Timber's charges last for up to 1 minute. It loses all charges if you make an attack against a new target, make an attack with a different weapon, or miss with an attack using *timber*.

Torchbearer's Reach

Weapon (whip), uncommon

This weapon has the light property and deals fire damage instead of slashing. When held, a magical flame forms at the top of the whip's handle. The flame gives off bright light in a 20-foot radius and dim light for another 20 feet. You can





stretch the flame to form a 10-foot long coil of fire by snapping the handle and flame down as if to crack the whip (no action required). The flame doesn't hurt you while you hold the whip. You can snuff the fire out with your hand or blow it out to extinguish it using a bonus action.

The whip's flame is intangible and can't be used to bind a creature or retrieve objects from afar, but can be used to light other fires.

The INVENTORY

JANUARY, 2019

Band of Mirrored Essence
Bard in a box
Basco's Handy Bangle
Candle of Anti-light
Cloak of the Boundless Spirit
Container of Heat and Frost
Druidic Throwing Club
Enchantment Breaker
Ether Spear
Forgemaster's Might
Frefil's Jolly Oozebean Sugarbombs
Frost Giant Fork
Glove of the Grim Fandango
Hasty Sugarbombs
Kindle Egg Sugarbombs
Necrolace
Pack of Levibubble Sugarbombs
Peppermince Sugarbombs
Phase Axe
Planar Rapier
Potion of Dragon's Breath
Purse Piglet
Servitude Choker
Shield of Yggdrasil
Socks of Well-Rested
Splintershot
Staff of the Four Seasons
Starmetal Shield
Steps of the Trickster
Tectonic Gauntlets
Torpedo Arrow
Windrazor
Wyvernwing



Band of Mirrored Essence

Ring, rare (requires attunement)

This unassuming platinum ring is polished to a mirror finish. When you reduce a Small or larger hostile creature to 0 hit points while wearing the ring, you can use your reaction to absorb a portion of that creature's essence into the ring. Looking into the ring shows the reflection of the creature whose essence is held inside. As an action, you can release the captured essence and assume either the creature's appearance or one of its features.

If you take on the appearance of the creature, it must be a creature no more than one size larger or smaller than you. You do not physically change in size or shape, but your body is shrouded in a convincing illusion. Your voice changes to match the creature's, and you can understand any of its known languages but can neither read nor speak any that you don't already know. Another creature can see through the illusion by succeeding on a DC 16 Intelligence (Investigation) check. Physical interaction with this illusory form reveals it to be an illusion, because things can pass through it. The illusion lasts for 8 hours or until you dismiss it as a bonus action or fall unconscious.

If you assume one of the creature's features, your body or mind temporarily changes to accommodate the new ability. You can choose to gain 1 skill or saving throw proficiency, damage resistance, condition immunity, sense, or language that the creature had. If the creature could breathe underwater, you can choose to gain that feature instead. You retain this feature for 8 hours or until you dismiss it as a bonus action or fall unconscious.

Once you capture an essence with the ring, you can't do so again for 1d8 hours. You can only have 1 essence at a time. If you capture an essence when you already have one, you replace the original.

Bard-in-a-Box

Wondrous item, common

This small music box can play songs at the request of the holder. As a bonus action, you can command the box to play a song for which it has music, causing the contraption to emit a slightly tinny rendition of the musical number. The box can know up to 5 songs at a time but can't recreate lyrics or other creature sounds. The box has a knob on its side to adjust its volume: able to be as quiet as a whisper or as loud as a scream.

Sheet music can be fed into the box through a narrow slot along the bottom of the device. Sheet music must be labeled with a song title, page number, and instrument in order to be replayed. Pages failing to meet the requirements cause the box to make a sad, discordant noise before being spat back out. Once a sheet is successfully fed into the box, it is consumed and can't be retrieved.

If a new piece of music causes the box to forget an older one, it quickly plays several bars of the now- forgotten number before it slows to a stop.

Basco's Handy Bangle

Wondrous item, rare

This shiny platinum bangle is inlaid with arcane runes that seem to be written by different hands. Labels can be read behind each of the adorning runes on the inside of the bangle. As an action, you can touch one of the runes and say the command phrase, "I can do this," to gain proficiency in the rune's associated tool for the next 24 hours. The rune glows with arcane energy while in effect. Once a rune is activated in this way, it can't be activated again until 1d4 days have passed.

There are 10 runes on the bangle that can be activated in this way: alchemist's supplies, carpenter's tools, cook's utensils, leatherworker's tools, smith's tools, tinker's tools, instruments (drum, flute, lute, lyre), navigator's tools, thieves' tools, and vehicles (water). If you're already proficient with any of these tools, your proficiency bonus is doubled for any ability check you make that uses the tool while the rune is active.

Candle of Anti-light

Wondrous item, uncommon

While burning, this dark candle sheds magical darkness in a 10-foot radius. It can be lit for up to 1 hour before it's consumed and can be snuffed or relit like a normal candle as a bonus action. Completely covering the candle with something opaque contains the darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Cloak of the Boundless Spirit

Wondrous item, rare (requires attunement)

This swirling, translucent cloak bolsters the fighting spirits of friendly nearby creatures. The cloak has 3 charges and regains all expended charges each day at dawn. When an ally you can see within 15 feet of you takes damage, you can use your reaction to expend 1 charge and reduce that damage by 2d6.

In addition, friendly creatures within 15 feet of you regain consciousness on a roll of 19 or 20 on death saving throws. When a creature within range regains consciousness in this way, you can use a reaction to expend 1 charge to grant them 2d6 temporary hit points. Once a creature regains consciousness by rolling a 19 on a death saving throw in this way, it can't do so again until it finishes a long rest.

Container of Heat and Frost

Wondrous item, common

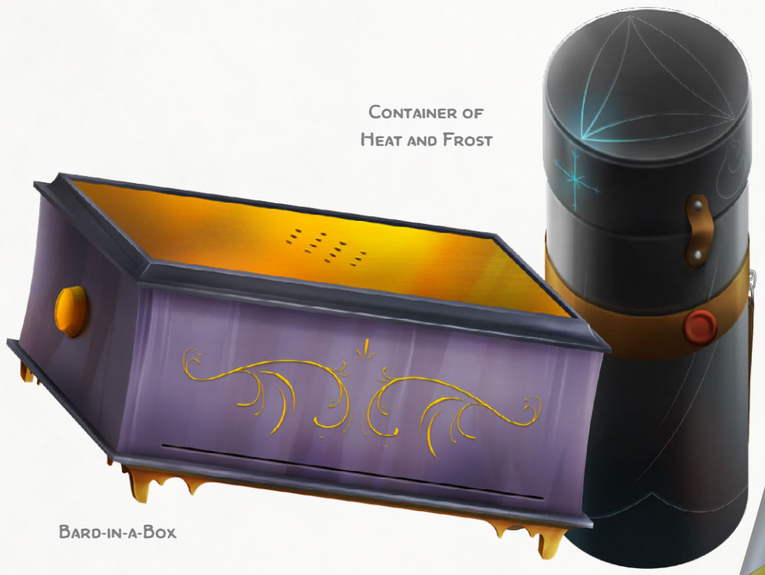
This heavy iron container is adorned with 3 arcane symbols along the edge of its removable lid. The container can hold up to 1 gallon of liquid. As an action, you can press 1 of the container's arcane glyphs to heat the liquid inside to a boil (212 degrees Fahrenheit), chill it (33 degrees Fahrenheit), or maintain its current temperature (keeping it between 33 and 212 degrees Fahrenheit). Once pressed, the selected glyph glows either red, blue, or yellow, respectively.

It takes 1 minute to boil or chill a liquid. Pressing the glyph again as an action ends the heating or cooling process early. After boiling or chilling the liquid, the container maintains its hot or cool temperature, respectively.

Druidic Throwing Club

Weapon (club), rare (requires attunement by a druid or ranger)

This magic wooden club has the thrown property with a normal range of 20 feet and a long range of 60 feet. You gain a +1 bonus to attack and damage rolls made with this magic weapon While attuned to the club, you know the *shillelagh* cantrip if you don't already know it. If *shillelagh* is cast on the club, the spell doesn't end when the weapon is thrown. The club flies back to your hand immediately after making a ranged attack with it.



Container of Heat and Frost

Bard-in-a-Box

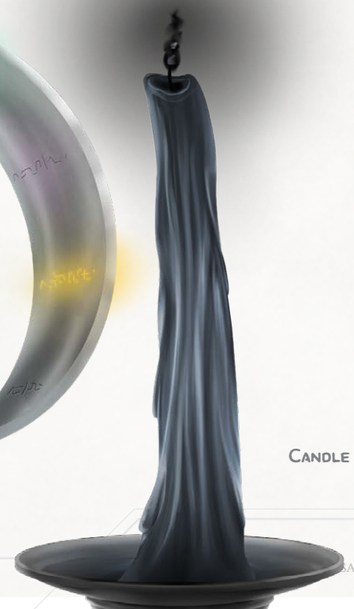


Cloak of the Boundless Spirit

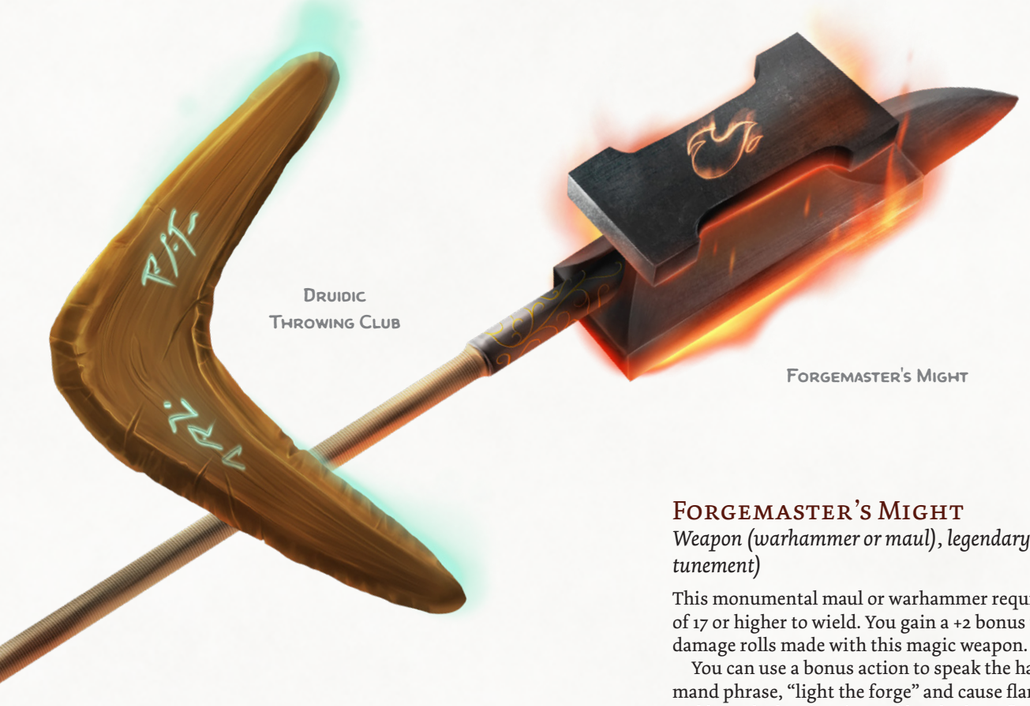


Band of Mirrored Essence

Basco's Handy Bangle



Candle of Anti-light



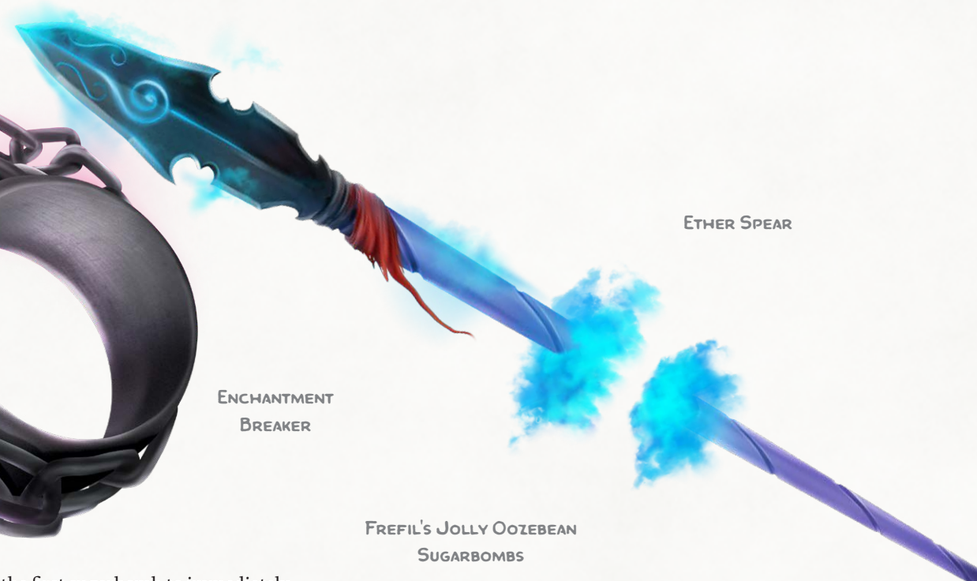
Druidic Throwing Club

Forgemaster's Might

Frost Giant Fork



Enchantment Breaker



Ether Spear

Frefil's Jolly Oozebean Sugarbombs

Enchantment Breaker

Ring, rare

This ring's tiny chains rotate slowly around your finger while worn. Whenever you are affected by a spell that restores hit points such as *cure wounds* or *healing word*, you can use your reaction to reattempt the saving throw against an enchantment spell that's currently affecting you.

Shatter Enchantment. When you're targeted by an enemy enchantment spell or fail a saving throw against one, you can use your reaction to weaken the enchantment's grip on you and other allies within 10 feet of you: allowing you and nearby allies to roll the enchantment's saving throw with advantage. Once you use this feature, it can't be used again until 1d4 days have passed.

Ether Spear

Weapon (spear), very rare (requires attunement)

This spear can slip through the Ethereal Plane to reach its destination. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of piercing. When you take the Attack action with the spear, you can choose a point you can see within 20 feet of you. The tip of the spear vanishes and reappears at that point, allowing you to make melee attacks with the spear against a creature in or adjacent to that space until the end of your turn. You ignore half cover with these attacks and treat three- quarters cover as if it were half cover.

You can use a bonus action to see 60 feet into the Ethereal Plane for 1 minute. Once this property of the spear has been used, it can't be used again until the following dawn.

Forgemaster's Might

Weapon (warhammer or maul), legendary (requires attunement)

This monumental maul or warhammer requires a Strength of 17 or higher to wield. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

You can use a bonus action to speak the hammer's command phrase, "light the forge" and cause flames to curl up and heat the hammer's anvil head. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the hammer is lit, it deals an additional 1d8 fire damage to any target it hits and ignores resistance to fire damage. The flames last until you use a bonus action to speak the command word "quench," or until you drop or stow the hammer.

Smith's Blessing. You can use the hammer to cast either the *creation* or *fabricate* spell using an action instead of its usual casting time. *Creation* is cast as a 6th level spell when cast in this way, and its conjured materials can be used as materials for the *fabricate* spell, although the materials still have a limited duration. Once the hammer has been used to cast a spell in this way, it can't be used to cast that spell again until the following dawn.

In addition, you know the *mending* cantrip if you don't already know it while you're attuned to the hammer. *Mending*'s usual size restriction is increased to 5 feet in any dimension for you when you use it to repair metal. Ability checks you make using smith's tools to make or repair an item are made with advantage when you use the hammer's head as the anvil.

Iron Raze. The hammer deals an additional 2d8 bludgeoning damage to constructs and structures hit by it.

Frefil's Jolly Oozebean Sugarbombs

Wondrous item, uncommon

A pack of oozebeans comes with 4 inside it. When you open a pack, roll 4d8and record each number. Use these numbers to determine the kinds of oozebeans found in the bag using the table below. You can eat an oozebean using a bonus action. Each color has an effect that lasts for 1 minute.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Color	Flavor	Text	Effect
White	Chilled Peppermint	Gummy exterior with a watery center	You can breathe underwater.
Black	Bubbling Licorice	Thick, but effervescent	You have resistance to acid damage and can safely eat otherwise inedible & nonpoisonous organic materials.
Blue	Sour Lemon-lime	Pleasantly gummy, but slightly numbs the mouth	Grappling or being grappled deals 1d8 acid damage to the other creature.
Gray	Hot Spiced Mead	Harder exterior with a gooey center	You have advantage on saving throws against being charmed or frightened.
Gold	Caramel	Rubbery and chewy	You gain a climbing speed equal to your movement speed.
Red	Cinnamon Strawberry	Thick and coats the tongue slightly	You gain 1d8+4 temporary hit points.
Green	Savory Apple	Spongey center covered with a dissolving shell	You have resistance to poison damage and advantage on ability checks to escape grapples or restraints.
Yellow	Mustard Currant	Slippery and resilient	You have resistance against lightning damage and immunity against damage from the magic missile spell.

Frost Giant Fork

Weapon (trident), rare (requires attunement)

This massive utensil comes from the table of a frost giant. Latent jotun magic flows through this make-shift trident and drives your hunger to nearly aggressive levels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with a melee attack using the trident, you can immediately make a bite attack against that same creature as a bonus action. Your jaws and teeth are



fortified to have the strength of a giant, allowing this bite attack to deal 1d6 piercing damage. You are proficient with this bite attack and use Strength as your ability modifier for it.

Curse. While you're attuned to this weapon, your hunger is almost insatiable. You're overwhelmingly compelled to eat twice the amount of food you normally would, and incur 1 level of exhaustion if you go a day without eating enough.

Glove of the Grim Fandango

Wondrous item, rare (requires attunement by a bard)

You are proficient with all musical instruments while you wear this glove on your dominant hand. In addition, spectral musicians appear behind you to accompany your playing when you play an instrument for at least 1 minute. The musicians are obviously illusory and vanish after you stop playing for 1 minute. While accompanied by the spectral musicians, you have advantage on any Charisma (Performance) check you make.

In addition, your spell save DC for enchantment spells you cast while performing with the spectral musicians increases by 2 when the affected creature or creatures are listening to your performance.

Hasty Sugarbombs

Wondrous item, uncommon

This enchanted sweet can be eaten using an action to increase your movement speed by 5 feet for 1 hour.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Kindle Egg Sugarbombs

Wondrous item, uncommon

When you eat this spicy chocolate sweet as an action, you gain resistance to fire damage and can tolerate cold temperatures as low as 0 degrees Fahrenheit without any additional protection for 1 hour.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Necrolace

Wondrous item, rare (requires attunement by a spellcaster)

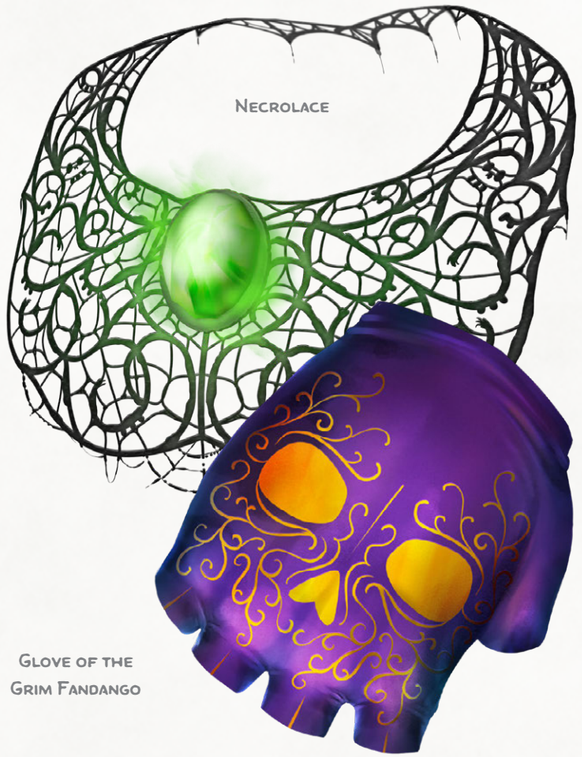
This necklace allows you to absorb the life energy of creatures you slay. When you reduce a Small or larger creature who is hostile toward you to 0 hit points, the necklace emits a faint glow and gains 1 charge. The necklace can hold up to 3 charges and contains 1d3 charges when found. You can expend 1 or more charges as a bonus action to turn death into life. You take 1d8 necrotic damage for each expended charge and heal another creature you can see within 30 feet of you for twice the amount of necrotic damage you took. This damage ignores resistance and immunity.

If this damage reduces you to 0 hit points, you're stable but unconscious. When this happens, the creature is healed for twice the amount of hit points you had remaining before you fell unconscious.

Pack of Levibubble Sugarbombs

Wondrous item, uncommon

This delicious gum comes in packs of 5 and can be blown into large, levitating bubbles 1 foot on a side. You need to chew a piece of this gum for 1 minute before its magic can be used. Once it's been chewed for at least 1 minute, you can use an action while the gum is in your mouth to blow a single bubble with it. Once you do, you're considered to be under the effects of the *levitate* spell as if you'd cast it so long as the bubble stays in your mouth. While the effect doesn't require you to concentrate on a spell, it does end early and cause you to fall if the bubble takes any damage. The effect ends on its own after 10 minutes, allowing you and the bubble to float gently down to the ground if you're still afloat. The gum becomes nonmagical, albeit still delicious, once this bubble's effect ends.



You can blow this bubble and remove it from your mouth as an action and place it on another creature or object within 5 feet of you. When you do, that creature or object rises 20 feet, vertically, as if under the effects of the *levitate* spell. An unwilling creature must succeed on a Dexterity (Acrobatics) or Strength (Athletics) check contested by your Dexterity (Acrobatics) or Strength (Athletics) check to resist having the bubble stuck to them. Creatures and objects floating in this way can't change their altititude without popping the bubble.

Phase Axe

Weapon (battleaxe), rare (requires attunement)

This crystalline battleaxe seems to be almost transparent when looking at the bladed head from different angles. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. The first time on your turn when you hit a target with a ranged attack using the axe, you can force another creature within 10 feet of the target to make a DC 15 Dexterity saving throw. On a failed save, that creature takes 1d8 force damage.

If you can see the axe and are within 60 feet of it, you can use a bonus action to return the axe back to your outstretched hand. When you do, the weapon phases through any obstacle in its path that is no more than 5 feet thick or made of lead.

Planar Rapier

Weapon (rapier), very rare (requires attunement)

This thin blade seems to toe the line between planes of existence, occasionally allowing it to bend them to extend beyond its normal reach. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The rapier has 5 charges and regains 1d4+1 expended charges each day at dawn. You can expend 1 charge to extend the reach of a melee attack you make with the rapier to 10 feet instead of 5. You can expend this charge either before or after you make the attack. If you expend the charge after making a melee attack with the rapier against a target within 5 feet of you, you can extend the rapier to immediately pierce through the original target and make a bonus melee attack against a different target 5 feet behind the original one, provided that the second target is still within 10 feet of you. This bonus attack is considered to be part of the initial attack. The second target does not benefit from using the original one as cover. Whenever you expend a charge with this weapon, the planes around the blade begin to tear, causing any target hit by an attack with the extended blade to take an extra 2d8 force damage.

After the attack, the blade returns to its normal size.

Potion of Dragon's Breath

Potion, uncommon (3d6), rare (4d6), or very rare (5d6)

This potion is crafted using the harvested stomach and gizzard of a fallen dragon. Drinking the potion as an action allows you to use an action on your subsequent turns to spew dragon-like projectiles. These projectiles are the same as a dragonborn's breath weapon, whose element and areas of effect are determined by the dragon it was sourced from. The effect lasts for 1 minute. Materials gathered from young drag-



ons produce uncommon potions (dealing 3d6 damage with the breath weapon, save DC 14), whereas adult and ancient dragons produce rare (4d6, DC 16) and very rare (5d6, DC 18) results, respectively.

It takes 7 days and proficiency with alchemist's supplies to create the potion, requiring 2 hours of work each day in order to prepare it. Failing to tend to the potion causes it to reset, requiring another 7 days to craft. When the potion resets in this way, roll a d20. On a 1, the potion spoils and is lost.

Purse Piglet

Wondrous item, rare

This ceramic piglet figurine is glazed with a friendly pink coating that's soft to the touch and has a hole in the top that's stoppered with a cork. When you drop a coin in the piglet and stopper it, the figurine springs to life. When it does, it imprints on you and considers you its owner. The owner can hold and gently shake the piglet, causing it to oink happily, and magically know how much money is inside of it.

Once alive, the piglet happily eats any coin handed to it: storing it inside. The piglet will spit out exact change when you or an ally asks for it, even converting them into larger or smaller denominations. The figurine can only hold coins and will spit or sneeze out anything else you place inside of it. The piglet squeals with glee and prances about excitedly when you deposit or feed it coins. The pig can eat up to 1000 coins of any denomination every hour it spends eating them. It will eat electrum pieces with less enthusiasm. It remains the same size regardless of how many coins are inside of it.

The piglet is exceptionally loyal and will listen to commands given by its owner and other allied creatures of the owner's choosing. It walks beside you or its nearest ally as best it can, but vanishes into a pocket dimension if it is ever more than 30 feet away from one of you. The figurine can be summoned to you or another allied creature's location as a bonus by saying the command phrase "Come home, little piggy". You can tell the figurine to return to its pocket dimension using another bonus action to say the command phrase "Go to market, little piggy."

When asking for 10% or more of its total stockpile, the piglet looks disappointed before carrying out the request. The piglet can eject its own stopper and roll over on its back to empty itself of coins when it's asked for a large amount, but will always retain at least one copper coin unless you physically remove it. The figurine returns to its inanimate form when there are no more coins inside of it.

The piglet has 5 hit points, an AC of 10, and a walking speed of 30 feet. It does not need air to breathe. If the piglet is reduced to 0 hit points, it cries out and shatters into hundreds of ceramic pieces. While your coins are not lost, it takes the piglet 1d4 days to rematerialize again before you.

If the pig's owner dies, the distraught pig empties itself of all its coins: returning to its inanimate ceramic form atop of whatever coins were inside of it.

Placing the piglet inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. When this happens, the piglet is permanently destroyed, and its contents are lost. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and cannot be reopened again.

Servitude Choker

Wondrous item, uncommon (requires attunement)

This necklace can animate small nonliving objects and have them fulfill simple tasks for you. As an action, you can drape or wrap the necklace around a Small or smaller nonmagical object that weighs less than 50 pounds and isn't attached to or carried by anything else. The adorned object springs to life, sprouting little arms and legs, and becomes a mindless creature under your control until you remove the necklace or it takes damage. The servant has an AC of 10 and a movement speed of 20 feet.

As a bonus action, you can mentally command the servant if it's within 60 feet of you. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. The servant can't attack, activate magic items, or carry more than 10 pounds. Once you give it a command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would put it in danger or move it more than 60 feet away from you, the servant does nothing.

The necklace can animate an object for up to 8 hours or until it takes damage. When the effect ends, the necklace can't be used again for another 1d8 hours.

Shield of Yggdrasil

Armor (shield), very rare (requires attunement)

You must have a Strength of 17 or higher in order to wield this massive, magical tower shield. The shield is of dwarven make and functions as a small battlement, granting you an additional +1 bonus to your AC while you wield it. This bonus is in addition to the shield's normal bonus to AC.

Shield plant. As a bonus action, you can plant this shield on the ground to barricade yourself behind it, granting you half cover against ranged attacks from the direction you're facing. While you wield the planted shield, bludgeoning, piercing, and slashing damage you take from nonmagical weapons is reduced by 3, but your movement speed becomes 5 feet. You can uproot the shield to end this effect as an action.

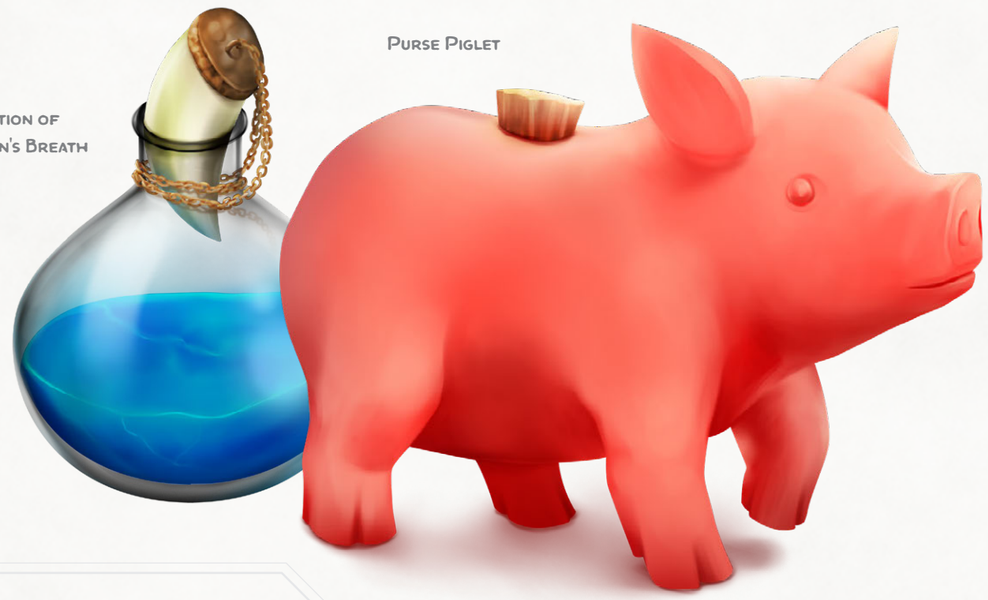
You can doff the shield when planting it by using an action to do so instead of a bonus action. The shield magically remains upright and in place and can be used as half cover to any creature standing immediately behind it in the space it was left in. The shield falls down when you fall unconscious or when knocked over following a successful DC 20 Strength (Athletics) check. You can move the shield while it's planted by donning the shield again.

This shield has 3 charges and regains all expended charges each day at dawn. You can expend 1 charge when you plant this shield or later on a subsequent turn as a bonus action to send out metal roots along the ground in a 10-foot radius, centered on the shield. Enemy creatures treat this area as difficult terrain. Moving the shield also moves the roots. The roots remain until you uproot the shield or it falls over.

Socks of the Well-Rested

Wondrous item, uncommon

Wearing these comfortable enchanted socks allows you to recover an additional Hit Die (up to your maximum) upon finishing a long rest. You must be wearing both socks on your feet in order to gain this benefit. You can only benefit from wearing one pair of these socks at a time





Splintershot

Weapon (shortbow), rare

This shortbow can cause an arrow to shatter and unleash a devastating spray of magical shrapnel. You can say the weapon's command word as an action to destroy 1 nonmagical arrow and send splintering shards of arcane energy out in front of you. When you do, creatures within a 15-foot cone must make a DC 15 Dexterity saving throw. On a failed save, an affected creature takes 2d6 magical piercing damage, or 3d6 if the creature was within 5 feet of you.

Staff of the Four Seasons

Staff, very rare (requires attunement by a druid, warlock, wizard, or sorcerer)

This magical staff changes with the seasons. You can spend 10 minutes concentrating on the staff to change it to a different season. It remains in this new form for the next 8 hours before reverting to the current season again.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. In addition, your melee attacks with the staff deal an extra 1d8 cold (Winter), radiant (Spring), fire (Summer), or necrotic (Autumn) damage based on its season as long as there is at least 1 charge remaining on the staff.

This staff has 10 charges. While holding the staff, you can expend 1 or more of its charges to cast one of the following spells from it (depending on its season) using your spell attack modifier and spell save DC:

Winter. *Color spray* (1 charge), *darkvision* (2 charges), *sleet storm* (3 charges)
Spring. *Guiding bolt* (1 charge), *moonbeam* (2 charges), *plant growth* (3 charges)
Summer. *Burning hands* (1 charge), *spike growth* (2 charges), *fireball* (3 charges)
Autumn. *Inflict wounds* (1 charge), *pass without trace* (2 charges), *vampiric touch* (3 charges)

The staff regains 1d6 +2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all foliage and vitality, becoming a gnarled, nonmagical quarterstaff.

Starmetal Shield

Armor (shield), legendary (requires attunement)

This open metal shield and gauntlet offer a +1 bonus to your armor class instead of a shield's normal bonus. Whenever you're the target of an attack made with a metal weapon or projectile, the bonus becomes +3 instead. The shield hovers above the gauntlet to protect you as if you were wielding it, leaving your hands free.

Shooting star. As an action, you can throw the shield at up to 3 clustered targets you can see before returning to your arm. Choose up to 3 targets or points. The first target or point must be within 30 feet of you, and any additional targets or points must be within 10 feet of the one before it. You can't select the same target more than once.

Make a ranged attack with the shield against each target. You are proficient with these attacks and add either your Dexterity or Strength modifier to its attack and damage rolls. Targets hit by the attack take 2d8 magical slashing damage. Once the shield reaches a target or point, it bounces towards the next target or point. The shield flies back to the gauntlet after reaching its final destination, bouncing harmlessly off of anything obstructing its path.



Staff of the Four Seasons



Starmetal Shield



Splintershot

Socks of the Well-Rested

Steps of the Trickster

Steps of the Trickster

Wondrous item, common

These shoes allow you to freely change the sound of your steps when you wear them. Changing the sound of your steps doesn't change their volume, but can make them sound as though the shoes are made from a different material. For example, your steps can sound like a beggar's bare feet, a dancer's sharp heels, or an approaching guard's metal boots.

Tectonic Gauntlets

Wondrous item, artifact (requires attunement)

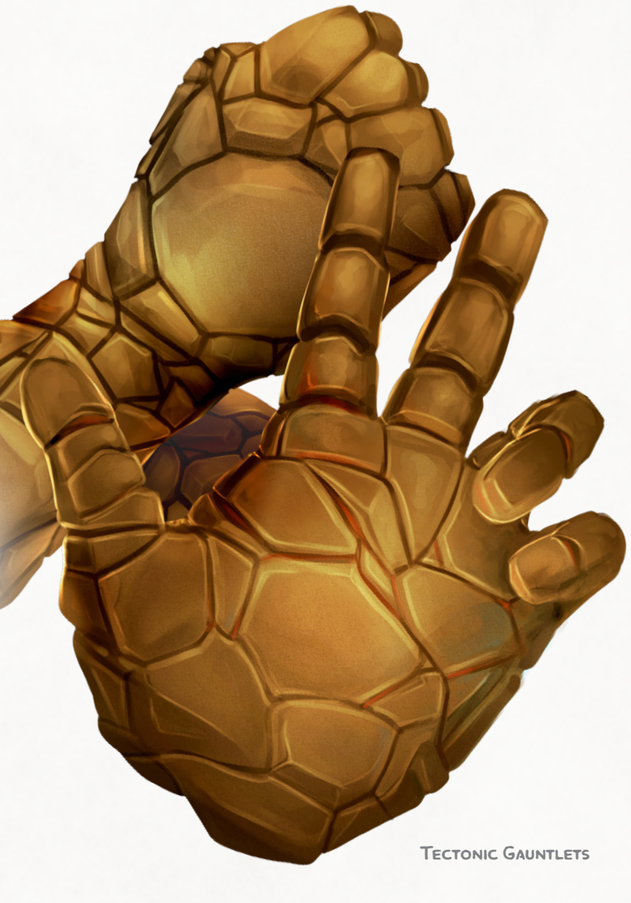
This magical set of stone gauntlets imbue your fists with the power of the Elemental Plane of Earth. While wearing and attuned to the gauntlets, your unarmed attacks become magical and deal 1d8 bludgeoning damage in place of the normal damage of your unarmed strike (unless it's already higher). In addition, these gloves have 15 charges and regain 1d10+5 expended charges each day at dawn. When you make an unarmed attack with your fists, you can expend up to 5 charges to extend your fist's reach by 5 feet for each expended charge. Your unarmed strikes deal double damage to objects and structures.

Powerglove. When you hit a target with an unarmed strike, you can expend up to 3 charges to deal an extra 1d8 bludgeoning damage for each charge spent. If you spend any charges in this way, the target must also succeed on a DC 16 Strength saving throw or be pushed back 5 feet.

Geomancy. Alternatively, you can expend 1 or more charges on your turn to cast the following spells using the gloves (save DC 16): *earthquake* (8 charges), *move earth* (6 charges), *shatter* (2 charges), *spike growth* (2 charges, with stone projections), or *wall of stone* (5 charges).

Tectonic Plate Armor. As an action, you can allow rocks to envelop and protect your body. For 1 hour, you gain resistance to bludgeoning, piercing, and slashing damage, your movement speed is halved, and you make Dexterity checks and saving throws with disadvantage. You can end this feature early as a bonus action. While enveloped in this way, you can burrow through nonmagical, unworked earth and stone at a speed of 30 feet. While doing so, you don't disturb the material you move through. If you end this ability while still underground, you're forced out of the earth to the nearest space available and take 1d10 force damage. Once this feature of the gloves has been used, it can't be used again until you take a short or long rest.

Curse. Your mind and body become sluggish once you attune to the gloves. The gauntlets become one with your flesh and prevent you from removing them. Your movement speed is reduced by 5 feet, and your Intelligence score is reduced by 4 (to a minimum of 7) while cursed. The curse remains even if the attunement ends but can be undone by any effect that removes a curse such as a greater restoration or remove curse



Tectonic Gauntlets

spell, allowing you to remove the gloves and end the curse on you.

Random Properties. The gauntlets have the following randomly determined properties:

- 1 minor beneficial property
- 1 minor detrimental property

Destroying the Gauntlets. The gloves can only be destroyed in the depths of the crystalline mines of Durhun on the Elemental Plane of Earth where they were first created.

Torpedo Arrow

Weapon (arrow), common

This unique arrow's spiraling design allows it to travel unimpaired in the water. When firing this arrow underwater, you ignore the normal disadvantages of underwater fighting. When you fire this weapon out of water, the normal and long ranges of the arrow are halved.

Windrazor

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the finesse property. The sword has 10 charges and regains 1d6+4 expended charges daily at dawn. While holding the blade, you can expend 1 or more of its charges to cast one of the following spells from it (save DC 17): *heroism* (1 charge) or *wind wall* (3 charges). Your spellcasting modifier is +5 when casting *heroism* in this way.

Air Rend. This weapon can manipulate the air around it to generate blades of wind, delivering devastating slashing attacks from range. When you take the Attack action, you can expend 1 charge to make a special ranged attack with the sword against a target you can see up to 30 feet away. If you have the Extra Attack feature, you can expend 1 or more charges to use this special attack for any of the attacks you make as part of the Attack action.

Sudden Storm. When you hold the sword and take damage from a creature within 5 feet of you, you can use your reaction to expend 1 charge and make a melee attack with the sword against that creature. Additionally, if a creature hits you with a ranged weapon attack, you can use your reaction to expend 1 charge and slash at the projectile, reducing the damage you take by 1d10+5. If you reduce the damage to 0, you destroy the projectile.

Wyvernwing

Weapon (greatsword), rare (requires attunement)

This enchanted greatsword contains a wyvern's wing that's stretched between three thin, collapsed blades. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The sword has 4 charges and regains 1d4 expended charges each day at dawn. As an action, you can expend 1 charge to flick open the sword like a fan and swing it down to create a buffeting wind. When you do, you can choose for the wind to affect creatures in either a 15-foot cone in front of you or all creatures within 5 feet of you. Creatures affected by this wind in the area you designate are forced to make a DC 15 Dexterity saving throw. On a failure, a creature takes 2d6 bludgeoning damage and is pushed up to 10 feet away from you. On a success, the creature takes half damage and isn't pushed. The weapon magically collapses again as the wind settles.



Wyvernwing

Torpedo Arrow

Windrazor

The INVENTORY

I lost my job this month. I suspect it was a good thing, although it came at an inconvenient time. My boss didn't like being told a dissenting opinion and made an example out of me, which is a pretty classic story. I was also the only creative in the company, so I was easy to see as an outsider anyway. Because of the timing of it, I missed out on a large bonus I had been counting on, something that I still get angry about when I think too much on it.

What that really meant, though, was that I could start to really focus all of my efforts on *The Griffon's Saddlebag*. Patreon had built up enough steam by this point that I could feel comfortable giving it a really serious try as a career. Needless to say, I'm glad I made the leap. I've never worked so hard on something I felt so passionate about, and the work was so rewarding.

I also got my first interview on a podcast this month, and started settling in on plans to work with The Deck of Many and Eldritch Foundry as a partner.

Item wise, I'm partial to the *Silver Eagle Weapons* and *Spirit Pike*, but the *Fire Dervish Cloak* is not only the 100th item, but also remains one of my all-time favorites.

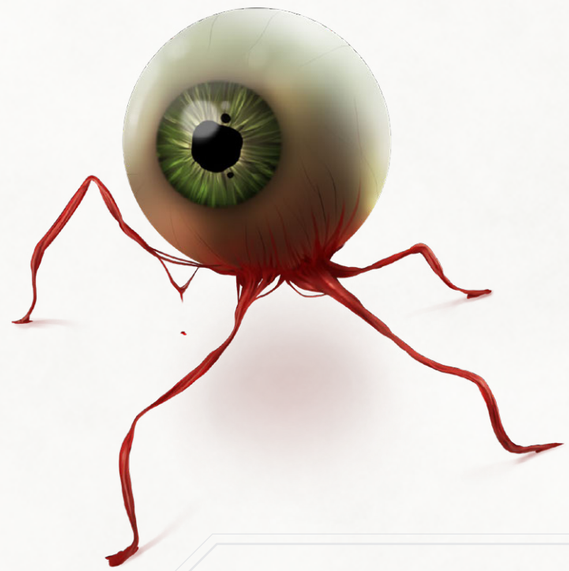
Of course, the *Eye of Dendallen* was introduced that month, which set up the rest of Dendallen's items as well as his eventual encounter and lore months later. The eye was actually made to spite a comment on a subreddit about making items with dull mechanics and boring flavor. Turns out a lot of people really like gross stuff.

This was also the month that the Saddlebag grew too big to stay on its usual subreddits and needed to move to its own custom one.

February '19 was very transformative, to say the least.

FEBRUARY, 2019

Aurum and Argentum
Bands of the Found and Lost
Barge Helm
Battlechef Buckler
Borbos's Joyous Wand of Color
Bounty Hunter Enforcer
Breastplate of the Morning Light
Direstone Dwarven Pick
Dragon-Kindled Edge
Eaglereign
Everlasting Sugarbomb
Eye of Dendallen
Fire Dervish Cloak
Hand of the Master
Helm of Heroes
Ironshod Trotters
Knocking Boots
Lance of the Hungering Dead
Monsterbane Lasher
Pearl of Wisdom Quiver
Ring of the Fowl Sentinel
Seafarer's Jacket
Shadow Ward
Silver Eagle Weapons
Spirit Pike
Starbreaker
Switch
Trident of the Hydra



Aurum and Argentum

Weapon (Dagger), rare

This gold and silver set of daggers seem ordinary when used on their own, but are magically amplified when used in tandem. When you hold one of the daggers in each hand, they are considered magical and grant you a +1 bonus to attack and damage rolls made with them. When you engage in two-weapon fighting using both daggers, you can add your ability modifier to the damage of the second attack. You can make this second attack with advantage if you hit with the first dagger as part of the Attack action.

In addition, if a target is hit by both daggers in the same round, it takes an additional 1d4 piercing damage from the second attack and cannot make an attack of opportunity against you for the rest of your turn.

Bands of the Found and Lost

Wondrous item, common

The compass-like mechanisms adorning the tops of these seemingly ordinary matching leather bracelets remain motionless until each bracelet is worn by a different creature. Once they're worn, the compass' arrows point rigidly in the direction of the matching band, without indicating height or depth. The arrows spin wildly if the bands are worn on different planes of existence.

Barge Helm

Wondrous item, uncommon

This flat, rugged helmet lets you run headlong into targets and bowl them over with abandon. If you move at least 20 feet straight toward a target and then shove them on the same turn, the target takes 1d6 bludgeoning damage from being barreled into by the helmet.

Battlechef Buckler

Armor (shield), uncommon

This small shield is the repurposed pot lid of a famous adventuring chef. While wielding the shield, you have advantage on saving throws to resist or avoid taking fire damage. In addition, if you place the shield face down over a pot or similar vessel that's holding no more than 2 gallons of a water-based liquid inside, the vessel and its liquid comes to a rolling boil after 10 minutes.

Borbos's Joyous Wand of Color

Wand, common

This crystalline, prismatic wand can channel the illustrative intent of its wielder. While holding the wand, you can cause the end to leave behind an arcane pigment of your choice, allowing you to draw in midair or on any surface the end of the wand touches. The effect is illusory, visibly magic, radiates dim light out to 5 feet, and dissipates after one hour of completing a drawing.

If you attempt to draw on an object held or worn by a hostile creature, that creature must succeed on a DC 10 Dexterity saving throw to avoid it.

Bounty Hunter Enforcer

Weapon (quarterstaff), uncommon

This quarterstaff has a hollow metal head filled with a mechanically spring-loaded net. When you hit with a melee attack using the weapon, you can press a button on the staff's handle to release the mechanism holding the net, restraining the creature if is Large or smaller. The withheld net follows the net's normal rules, but cannot be detached from the quarterstaff without cutting it off and destroying the net. You can replace the net with another one by spending one minute reattaching it to the staff's mechanism. Once the net has been released, you can retract and reset it, potentially releasing a creature caught inside, using a bonus action. Your attacks with the weapon are made with disadvantage while the net is released, and you can't attack with the quarterstaff while it holds a creature in its net.

This staff also has the thrown property (20/60). When you make a ranged weapon attack using the quarterstaff, you can use a bonus action to prime the net's mechanism to trigger upon impact.

Breastplate of the Morning Light

Armor (breastplate), rare (requires attunement by a cleric or paladin)

You have a +1 bonus to your AC. You can use an action on your turn to channel the armor's magic and cause it emit a flash of blinding, radiant light. When you do, all other creatures within 10 feet of you are forced to make a DC 13 Constitution saving throw. On a failure, a creature is blinded until the end of its next turn. Undead creatures have disadvantage on the saving throw, and take 2d8 radiant damage on a failure. Once you use this feature, you can't use it again until the following dawn.

Direstone Dwarven Pick

Weapon (war pick), rare (requires attunement by a dwarf)

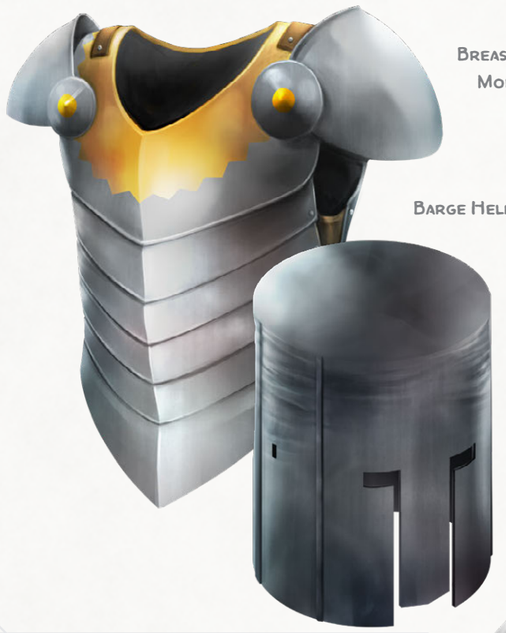
This old, weathered war pick is able to effortlessly break and mold stone. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an object or creature made of stone with this magic weapon, the attack deals an extra 1d8 piercing damage. In addition, the war pick has 3 charges and regains 1d3 expended charges each day at dawn. As an action, you can expend one of the weapon's charges to cast either *meld into stone* or *stone shape*.

Dragon-Kindled Edge

Weapon (longsword), legendary (requires attunement)

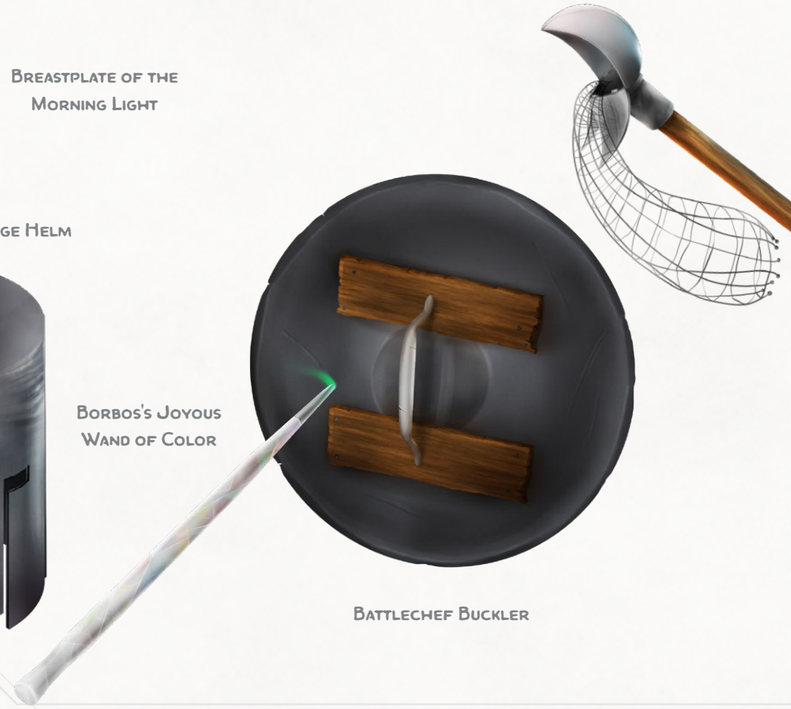
This magnificent blade is crafted from the remains of a great Ancient dragon. You gain a +3 bonus to attack and damage rolls you make with this magic weapon. When you hit a dragon with this weapon, the dragon takes an extra 2d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns. In addition, while you are attuned to this weapon, you can read and understand draconic.

Kindled Cleave. When you are the target of a hostile dragon's breath attack, you can use your reaction to hold the blade in front of you. If you do, the sword cleaves through the breath attack, leaving you and creatures behind you in a 30 foot cone unscathed by the attack. Once you use this ability, you cannot do so again until the following dawn. If you cleave a breath attack in this way, the blade becomes charged with powerful draconic magic, shedding dim light in a 10 foot radius around the sword the color of the dragon's breath for up to one minute. The next melee weapon attack you land



Breastplate of the Morning Light

Barge Helm



Borbos's Joyous Wand of Color

Battlechef Buckler



Aurum and Argentum

Bounty Hunter Enforcer



Direstone Dwarven Pick

Bands of the Found and Lost

against a creature using this blade while it sheds light deals an additional 6d6 damage of the dragon breath's damage type. This empowered attack cuts through damage resistances, and treats damage immunities as if they were resistances instead.

Lesser Draconic Resistance. If you roll a saving throw and fail by 4 or less, you can choose to succeed on it instead. Once you use this ability, you cannot use it again until the following dawn

Eaglereign

Wondrous item, uncommon (requires attunement)

This thick, rigid glove is elegantly ornamented with eagle feathers and fitted with an enchanted silk lining. While attuned to the item, you can use the glove to cast the *find familiar* spell as an action instead of its normal casting time. When you do, the familiar takes the form of an eagle. If the familiar falls to 0 hit points, it can't be summoned again until the following dawn. Otherwise, the familiar remains so long as the wearer is attuned to this item.

In addition, you can concentrate on the glove for 1 hour to summon a giant eagle. The giant eagle magically appears before you in an empty space within 30 feet of you. The eagle is also considered fey, and disappears when it drops to 0 hit points, dismissed as an action, or after 12 hours have passed. Once the giant eagle disappears, it can't be summoned again until 2 days have passed.

The giant eagle is friendly to you and your companions. Roll initiative for the giant eagle, which has its own turns. It obeys any verbal commands that you issue (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no action.

The giant eagle has a carrying capacity of 480 pounds and can fly at up to 8 miles an hour. It must rest 1 hour for every 3 hours it flies, and it can't fly for more than 9 hours.

Everlasting Sugarbomb

Wondrous item, common

This large sugarbomb is roughly two inches in diameter. Its flavors are a mix of savory, sweet, spicy, salty, bitter, and sour, but also refreshes you as it's slowly eaten. The sugarbomb is solid and slowly dissolves in the mouth, changing in flavor each time you reach a new layer. An *everlasting sugarbomb* provides enough nourishment to sustain a creature for one day after one minute of letting it dissolve in your mouth. The sugarbomb fully dissolves after 30 uses. You can bite through to the center of the *everlasting sugarbomb* following a successful DC 25 Strength or Constitution check. If you do, you are forced to make a DC 18 Constitution saving throw. On a failure, you are poisoned for one minute.

Eye of Dendallen

Wondrous item, rare (requires attunement)

While you're attuned to this item, you can cast the *see invisibility* spell at will.

Curse. When you attune to the *eye of Dendallen*, you're suddenly overcome with the urge to see what it sees. Make a DC 20 Wisdom saving throw. On a success, you resist the curse and are aware of its effects but are no longer attuned to the item. On a failure, you forcefully tear out one of your own eyes, taking 4d10 necrotic damage, and allow the *eye of Dendallen* to crawl into its now vacant socket. If you're already missing an eye, you' simply let the eye crawl into the socket without taking the necrotic damage.

You can see normally through the *eye of Dendallen* while it's in your socket. In addition, you have darkvision out to a range of 60 feet. If you already had darkvision, the eye increases its range by 30 feet. As a bonus action, you can concentrate on looking through the eye to peer through magical darkness in this way for 1 minute. Once this property of the eye has been used, it can't be used again until the following dusk.

Dendallen familiar. The eye also doubles as a gruesome familiar. As an action, you can command the eye to crawl out of your eye socket and move independently of you. Use the abilities described in the *find familiar* spell when commanding the *eye of Dendallen*. The eye is undead, has 5 hit points, an AC of 12, a walking and climbing speed of 20 feet, does not require air to breathe, has darkvision out to a range of 60 feet, and has a +6 bonus to Dexterity (Stealth) checks. If the eye is slain or you dismiss it, it reappears inside your open eye socket with a sickly sound. The eyeball appears pitch black if it's slain and loses this feature as well as its benefits to your vision until the following dusk.

Unattuning to the eye or targeting it with the *remove curse* spell causes it to pull itself out of the socket and try to escape. Slaying the eye while it is unattuned to a creature destroys the item.

Fire Dervish Cloak

Wondrous item, rare (requires attunement)

This breathable cloak sounds like a crackling fire as it billows behind you and can create a small, fiery cyclone around you as you twirl in it. The cloak has 5 charges and regains all expended charges daily at dawn. Once on your turn, you can expend 1, 2, or 3 charges from the cloak by forfeiting 10, 20, or 30 feet of your movement speed for that turn, respectively, in order to spin in place instead. When you do, each creature within 5 feet of you must succeed on a DC 15 Dexterity saving throw or take 1d8 fire damage for each charge you expend in this way.

If a creature takes fire damage from the cloak, that creature can't make opportunity attacks against you until the end of your turn.

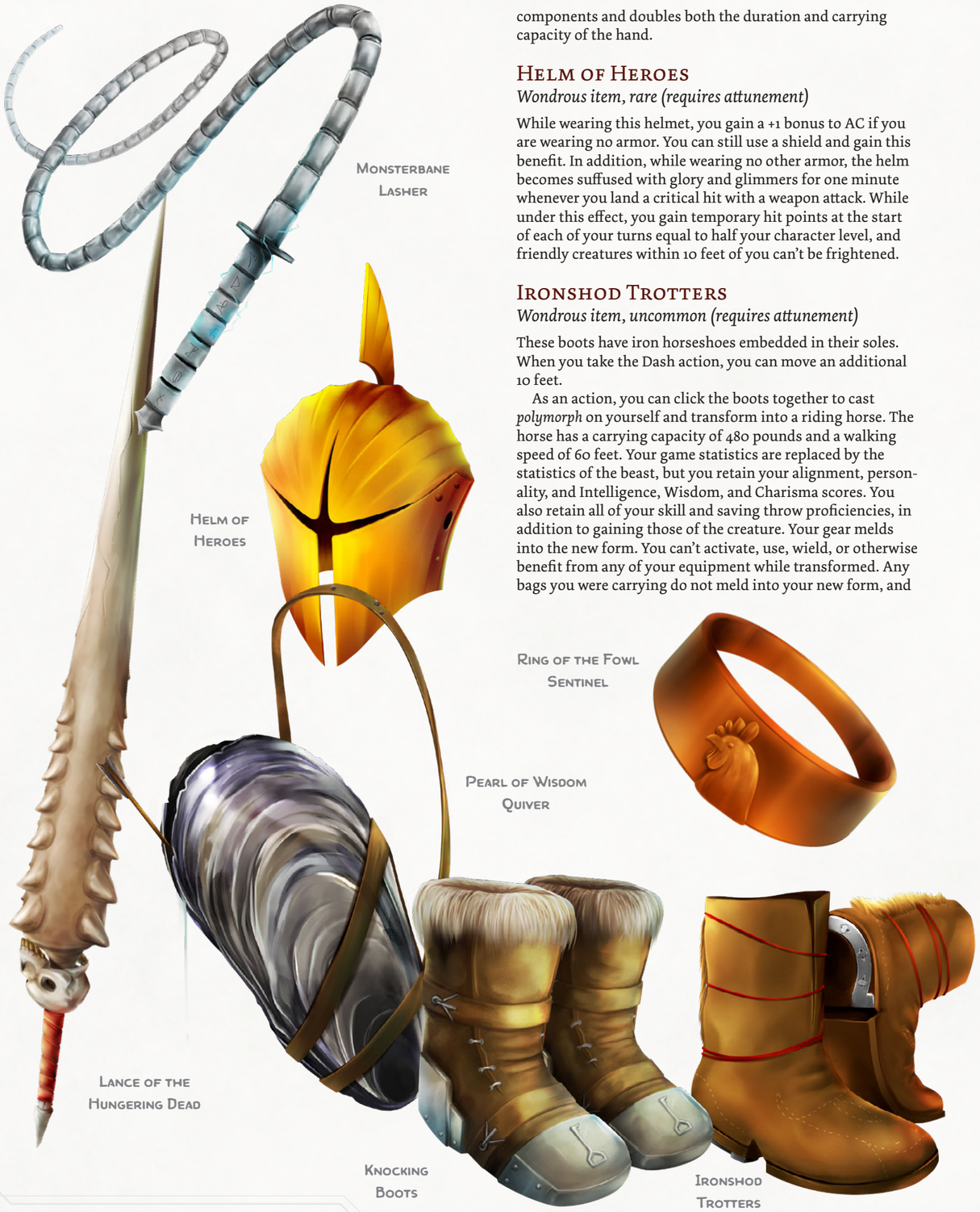
Hand of the Master

Wondrous item, uncommon (requires attunement)

This satin glove has no visible seams and can be easily flipped inside-out to wear on either a left or right hand. While attuned to the glove, you can fit it over a hand that is either missing fingers or missing entirely and have it function as a normal body part.

In addition, you can cast the *mage hand* cantrip at will using the glove. When you do, the spectral hand originates within the glove instead of at a point of your choosing. The glove covers the spectral hand as it carries out your commands, leaving your hand or limb uncovered while it does so. Casting *mage hand* using the glove doesn't require any verbal





components and doubles both the duration and carrying capacity of the hand.

Helm of Heroes

Wondrous item, rare (requires attunement)

While wearing this helmet, you gain a +1 bonus to AC if you are wearing no armor. You can still use a shield and gain this benefit. In addition, while wearing no other armor, the helm becomes suffused with glory and glimmers for one minute whenever you land a critical hit with a weapon attack. While under this effect, you gain temporary hit points at the start of each of your turns equal to half your character level, and friendly creatures within 10 feet of you can't be frightened.

Ironshod Trotters

Wondrous item, uncommon (requires attunement)

These boots have iron horseshoes embedded in their soles. When you take the Dash action, you can move an additional 10 feet.

As an action, you can click the boots together to cast *polymorph* on yourself and transform into a riding horse. The horse has a carrying capacity of 480 pounds and a walking speed of 60 feet. Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment while transformed. Any bags you were carrying do not meld into your new form, and are magically draped over your torso as saddlebags.

Taking any damage while transformed causes you to revert to your normal form and take the damage as normal. You can remain in this form for up to 8 hours, or until you end it as action. Once you use this feature, you can't use it again until the following dawn.

Knocking Boots

Wondrous item, uncommon

These steel-toed boots of dwarven make are adorned with an embossed key on the toe. As an action, you can kick an object that contains a mundane or magical means of preventing access to cast the *knock* spell on it using the boots. Once this property of the boots has been used, they can't be used again in this way until the following dawn.

Lance of the Hungering Dead

Weapon (lance), very rare (requires attunement)

This magical, gruesome lance can drain the life force from another creature. The first time on your turn when you hit a hostile living creature with a melee weapon attack using the lance, you deal an extra 1d12 necrotic damage. You gain temporary hit points equal to half the necrotic damage dealt, rounded up. Temporary hit points gained from this attack fade after one hour.

Monsterbane Lasher

Weapon (whip), very rare

This mythril whip was once used by a powerful monster hunter. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, targets hit by the whip take an extra 1d4 slashing damage from its attacks.

The whip has 7 runes on its handle that correspond to different damage types: acid, cold, fire, lightning, poison, radiant, or thunder. When you hit a creature with a melee attack using this weapon, you can channel 1 or more of the runes to deal an extra 2d4 damage of the type or types that correspond to the channeled runes. For example, you can channel 2 runes to add 2d4 acid and 2d4 fire damage to an attack against a troll, or 1 rune to add 2d4 thunder damage to an attack against a clay golem. Once you add a damage type to an attack in this way, you can't add that type again until the following dawn.

Pearl of Wisdom Quiver

Wondrous item, rare (requires attunement)

This magical quiver is made from the shell of an enormous oyster. Arrows that you pull from this quiver are considered magical, and are coated with a pearlescent, hydrophobic coating that allows you to fire easily through the water. Ranged weapon attacks made with these arrows ignore the normal penalties of underwater fighting. The magic fades from the arrows when held by a creature other than you or after it hits or misses its target. In addition, you can reach into the quiver and speak its command word to magically produce a single pearl. You can hold onto this pearl or give it to another creature. When a creature who has the pearl makes an ability check that uses Wisdom or attempts a Wisdom saving throw, they can choose to use the pearl to gain advantage on the roll, causing the pearl to lose its luster and disintegrate. The pearl is visibly magical and disintegrates on its own after 24 hours if left unused. Once the quiver produces a pearl, it cannot produce another one until the following dawn.

Ring of the Fowl Sentinel

Ring, common

This little bronze ring is embossed with a rooster's head at its center. Tapping the ring to a non-hostile chicken or rooster's beak causes it to stay within 5 feet of that location and remain quiet for up to 8 hours. The chicken or rooster lets out a cry after 8 hours have passed or if it sees another beast or humanoid it hasn't seen before. If the creature is forced to move, it will remain in the new location for the rest of the effect's duration. The chicken or rooster has a magically enhanced passive perception of 13 and a +3 bonus to Wisdom (perception) checks made while under the ring's effect. It has 1 hit point and can be heard out to 150 feet when it lets out a cry. Only one creature can be under the effects of this magical ring at any time. Tapping the ring to the chicken or rooster's beak again before the duration is over ends the effect early.

Seafarer's Jacket

Wondrous item, uncommon (requires attunement)

This long captain's jacket carries with it an air of authority. Water slides off of it with ease, and magically enhances your comfort in the ocean. You gain a swimming speed equal to your walking speed while wearing the jacket, as well as proficiency with water vehicles and navigator's tools. If you already have proficiency with water vehicles and navigator's tools, your proficiency bonus is doubled when using them. In addition, the jacket allows you to cast *fog cloud* at second level. Once you cast this spell, you cannot do so again until the following dawn.

Shadow Ward

Wondrous item, very rare (requires attunement)

This eerily still cloak seems to absorb some of the light that touches it. While you are attuned to the cloak and wearing it, its shadowfell magic grants you advantage on any Dexterity (stealth) check you make. In addition, the cloak has 3 charges and regains 1d3 expended charges daily at dusk. When an attacker that you can see hits you with an attack, you can use your reaction to expend a charge and halve the attack's damage against you. When you do, you can choose to immediately disappear in a cloud of shadow and teleport up to 30 feet away to an unoccupied space that is not in bright light.

Silver Eagle Weapons

Weapon (greataxe, greatsword, lance, or maul), uncommon

You gain a +1 bonus to attack and damage rolls made with these silvered, magic weapons of elven make. These weapons deal 2d6 damage instead of their normal damage dice, and landing a critical hit with the weapon doesn't double the weapon's damage dice. Whenever you land an attack with the weapon and roll the same number on both of the weapon's



Shadow Ward

Spirit Pike

Seafarer's Jacket

Starbreaker

damage dice, you can immediately roll another d6 and add it to the weapon's damage dice. You can continue rolling extra damage dice until you roll a number that does not match the previous rolls.

Spirit Pike

Weapon (pike), rare (requires attunement by a cleric)

If you're not proficient with pikes, you are nevertheless proficient with the *spirit pike* while you're attuned to it. When you cast the *spiritual weapon* spell, you can dissolve this weapon into the air and command the spell's spectral weapon to take the form of the *spirit pike*. Your spell attacks with this spectral weapon deal force damage equal to 1d10 + your spellcasting modifier instead of its normal damage. The spell's damage still increases by 1d8 for every two slot levels you use to cast the spell above 2nd.

Your hands are left free while the pike is dissolved in this way. When the spell ends, the pike reappears in your hands or appears on the ground at your feet if your hands are full.

In addition, the weapon has 4 charges and regains all of them each day at dawn. When you hit a target with a weapon or spell attack using the pike as either a physical or spectral weapon, you can expend 1 charge to deal 1d8 radiant damage to the target in addition to the attack's damage.

Starbreaker

Weapon (morningstar), rare (requires attunement)

This glowing morningstar casts bright light in a 20 foot radius and dim light for an additional 20 feet while wielded. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with the morningstar deal an extra 1d4 radiant damage to any target it hits. In addition, you can cast the *daylight* spell using the weapon. Once you cast this spell, you cannot do so again until the following dawn.

Switch

Rod, very rare (requires attunement by a druid)

This simple, springy rod is made of twisting vines and twigs. While attuned to the rod, you can expend 1 use of your wild shape feature as a bonus action to activate it. The rod stays active for a number of hours equal to half your druid level (rounded down).

When you activate the rod and again on subsequent turns as a bonus action while the rod is active, you can transform the rod into a bludgeoning or piercing weapon of your choice that has neither the loading nor reach property. You're proficient with this weapon and can use Wisdom as your modifier for its attack and damage rolls instead of Dexterity or Strength. A weapon that uses ammunition magically creates its own. Alternatively, you can transform *switch* back into its rod form if you so choose. Regardless of the weapon you make, targets hit by it take an extra 1d8 damage of the weapon's type. If the weapon you create has the light property, you can make a weapon attack with it using a bonus action.

While the rod is activated, you can use an action to expend a second use of your wild shape feature and extend the rod's barked exterior to your body. This tree-like armor can take on any form that you choose. You gain temporary hit points equal to 4 times your Druid level, and your armor class can't be lower than 16 while the rod is active. Using this property of the activated rod does not extend its remaining duration.

Switch becomes inactive at the end of its duration, you fall to 0 hit points, or end it early as a bonus action. When it's inactive, it reverts to its normal rod form.





Silver Eagle Weapons

Trident of the Hydra

Weapon (trident), rare

This oddly shaped trident is made of hammered mythril and has a shortened handle. Its short grip prevents it from being wielded with two hands, but is well-balanced and light enough for single-handed combat. When you throw the trident at a target, the forked end magically splits apart midair into three separate spears, allowing you to make three ranged weapon attack rolls against the original target. Each spear does 1d6 magical piercing damage. You don't add an ability modifier to the spears' damage rolls. After the attack, two spears of your choice dissipate, allowing the remaining one to regrow two barbed prongs and reform the trident.

You have a +1 bonus to all attack and damage rolls you make with this magic weapon.



Switch

Trident of the Hydra

The INVENTORY

I learned about SRD this month, right after sending some cards to The Deck of Many to ship off as prototypes to the printer. That started changing my approach to items and the uglier business side of things. I had to start thinking about the future, where I wanted to this to go and how I wanted to see people interact with the Saddlebag's items.

I got to make some fun items this month. The legendary items were all super fun and remain some of my favorites both aesthetically as well as functionally.

MARCH, 2019

Arcane Mirror
Astral Sea Piercer
Bolt
Bottled Abyss
Dragon Tamer Lance
Edible Book of Recipes
Flesh of Dendallen
Hexaxe
Ironleaf Plate
Mammoth Boots
Overshield
Pendant of the Tempered Fury
Pendant of Thieves' Sight
Peppermince Sugarbomsbs
Phosphor Arrow
Plaguebane Mask
Puzzle Ring of Vitality, Life, and Power
Radiant Defender
Ring of Roses
Rings of Fire, Ice, Stone, and Wind
Scorching Cleaver
Shared Burden
Silken Socks of Slickening
Sironsong Silencer
Spellwoven Robes
Telescoping Bladelance
Vigilus
War Standard of Battlecries
Wisplight Lantern





Arcane Mirror

Armor (shield), very rare (requires attunement)

This reflective shield is coated with an impenetrable weaving of abjuration magic and can sometimes reflect dangerous magics back at their source.

The shield has 8 charges and regains 1d6 + 2 expended charges each day at dawn. When you are the only target of a spell that misses you or whose saving throw you succeed, you can use your reaction to expend a number of charges equal to the level in which the spell was cast (minimum of 1). When you do, you can reflect some of the spell's evaded magics back at its source and force it to make a Dexterity saving throw. On a failed save, the targets takes 1d8 radiant damage for each expended charge, or half as much on a success. The save DC for this effect is equal to 8 + your proficiency bonus + the number of expended charges. If you reflect a spell in this way that would cause you to take half damage on a successful save, you instead take no damage.

Alternatively, you expend 2 charges to cast the *shield* spell.

Astral Sea Piercer

Weapon (war pick), legendary (requires attunement)

This golden war pick was forged in the the depths of the Astral Plane and leaves a trail of extraplanar energy behind it when swung. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and your attacks with it deal an extra 1d4 force damage to any target it hits. When in the Astral Plane, you always know the direction of the nearest portal to another plane of existence.

Portal. The weapon has 4 charges and regains 1d3+1 expended charges each day at dawn. As a bonus action, you can expend one of its charges and slam the war pick into any flat, solid surface that's at least 5 feet across in any direction. When you do, you create a small rift in the the planar fabric of existence. The rift lasts for one minute. If you expend a second charge in this way while another rift within 300 feet is open, both rifts tear open and become a brief portal between the two points. The portal is open until the end of your next turn or until you close it early at any time (no action required). When the portal closes, the rifts are lost. Creatures and objects Medium and smaller can travel freely through the portal while it's open, carrying any momentum through to the other side.

Alternatively, you can expend one of the weapon's charges when you make an attack with it against a Medium or larger creature. If you hit, the creature becomes the surface of one of your rifts and takes an extra 2d4 force damage from the attack. Rifts placed on a creature in this way move with the creature. When a portal opens between two rifts, and at least one of them is on a Medium creature you attacked in this way, the creature must succeed on a DC 20 Charisma saving throw or be immediately shunted through the portal to the other rift's location. Large and larger creatures automatically succeed on the saving throw. Rifts placed on targets in this way separate from them and remain fixed in three-dimensional space once a second rift is opened to create a portal.

Both rifts must be placed on the same plane of existence, and if you create a second rift more than 300 feet away from the first, the first rift fades. When traveling through the portal, you reappear 5 feet in front of the rift you exit through in the direction you were facing.

Avian Circlet

Wondrous item, rare

This silver, ornate tiara grants you power over certain flying creatures. You can use an action to channel the natural magics that reside within the crown and cast *animal messenger* or *speak with animals* at will. Any creature spoken to or affected by animal messenger must be a beast and have a flying speed.

In addition, you can touch a willing beast with a flying speed. For 1 minute, you can see through the creature's eyes, sharing any of its special visual senses for the duration. You are blinded to your own surroundings while you share its vision in this way. You can end this effect early using an action to return to your normal senses. The circlet can't be used in this way until the next dawn.

Bolt

Weapon (crossbow, heavy), very rare (requires attunement)

This heavy crossbow is made of metal and fires small bolts of lightning instead of normal ammunition. When you attempt to load the weapon, the string crackles with electricity and creates a loaded bolt of lightning ammunition. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Ranged attacks made with the crossbow deal lightning damage instead of piercing and deal an extra 1d6 lightning damage to any target it hits. If the target is made of metal or is wearing armor made of metal, the extra damage becomes 2d6, and you make the attack with advantage.

In addition, this crossbow acts as a small lightning rod. If another creature within 10 feet of you takes lightning damage while you're wielding the crossbow, you also take 1d6 lightning damage for every 10 damage the other creature took.

Bottled Abyss

Potion, very rare

This small vial has a single dose of a fuming, pitch-black poison inside it. When ingested, the creature takes 4d6 psychic damage and must make a DC 18 Constitution saving throw. On a failed save, the poison takes hold. While the poison is in effect, the creature is blind and unable to sleep. When an affected creature attempts to rest, their dreams are plagued with terrible nightmares and are unable to gain the benefits of a long rest. The creature can reattempt the saving throw after 24 hours have passed.

The poison lasts until the affected creature succeeds on a saving throw or is cured by the greater restoration, heal, or wish spell.

Dragon Tamer Lance

Weapon (lance), legendary (requires attunement)

This slender, iridescent lance is covered in an enchanted finish that resembles the hardened scales of many dragons. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to the weapon, you can understand and speak Draconic.

The lance has 8 charges and regains 1d4+4 expended charges each day at dawn. When you hit a target with a melee weapon attack using the lance, you can expend 1 charge to deal an extra 3d6 acid, cold, fire, lightning, or poison damage with the attack. If you expend a charge in this way when you hit a dragon, it must also succeed on a DC 16 Wisdom saving throw or become frightened of you until the beginning of your next turn. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Whenever you expend a charge in this way to deal extra damage, you can choose to expend a second charge and deal an additional 1d6 damage of the same type to the target and prevent it from using its reaction until the start of its next turn.

In addition, you can use the lance to cast the *find steed* spell. Once you cast it, you cannot do so again until the following

dawn. When you cast the spell, you can choose to summon a dragon wyrmling instead by expending a number of charges equal to its challenge rating (maximum 2). You determine the kind of dragon summoned, although its alignment towards good or evil must be the same as your own. If your alignment is neutral, you can summon a wyrmling of either alignment. The wyrmling counts as one size larger when used as a mount and cannot use its breath weapons to attack.

Forceful Impact. If you move at least 20 feet straight toward a Medium or smaller target and then make a melee weapon attack with the lance against it while within 5 feet of the target, you make the attack with advantage instead of disadvantage. If you hit, you can immediately roll to attack another target 5 feet directly behind the first, without advantage, as part of the initial attack.

Edible Book of Recipes

Wondrous item, very rare

This tome of cooking recipes is magically enchanted to turn sheets of fine paper into delectable meals. You can write a simple recipe on one of the book's pages over the course of 1 minute. As you do, the paper becomes aromatic, smelling like the cuisine you're writing. You can eat the sheet of paper as an action and find that it has the taste, texture, and smell of the food described on its page. The sheet of paper takes the place of one meal.

If you add a more complex recipe to the book that takes at least 10 minutes to write — potentially using sensory language, descriptions of fine ingredients, or illustrations of the dish — eating the delicious sheet of paper provides enough nourishment to sustain a creature for one day. A creature that eats from the book using one of these complex recipes gains and has their hit point maximum increase by 1d10 + their proficiency bonus until they finish a long rest. In addition, if the creature is diseased or poisoned, it can reattempt the saving throw in order to resist it. A creature can only gain the benefits of a complex recipe in these ways once every 24 hours.

In addition, you can use this book as a spellcasting focus when casting the *create food and water* spell should you know it. When you do, the food and drink you create can be aromatic and flavorful, recreating dishes from the book of your choice.

The book can hold up to 50 pages. It comes with 3d10 + 10 blank pages as well as 1d10 filled pages containing complex recipes.

When all the pages are removed from the book or you attempt to rebind it, roll a d20. On a 1, the tome bursts into fire and leaves the air in a 20 foot radius smelling like wine and fine cooking. The smell remains for 30 days. In addition upon rolling a 1, the book's tattered remains transform into a bountiful meal, conjuring a *heroes' feast* as if cast. The book is then destroyed. On any roll other than a 1, the book can be rebound using fine paper costing no less than 5 gp per page.

Flesh of Dendallen

Wondrous item, very rare (requires attunement)

This patchwork shirt is made of necrotically enchanted pieces of stitched-together flesh. The shirt has 6 charges and regains 1d4+2 expended charges each day at dusk. While attuned to and wearing the *flesh of Dendallen*, you can expend 1 charge to cast *false life* as a bonus action. In addition, while you have less than half your total maximum hit points remaining, you regain hit points equal to 1d4 + your Constitution modifier (minimum 1) at the beginning of each of your turns. You do not regenerate health if you are unconscious or have taken either fire or radiant damage since your last turn.

Curse. When you attune to the *flesh of Dendallen* and wear it, the fleshy fabric begins to bubble and hiss as your skin quickly begins to fuse to it. Make a DC 20 Strength saving throw. On a success, you're able to safely remove the clothing before you attune to the item, but are aware of the curse's effects. On a failure, the garment attaches to your flesh and destroys any nonmagical clothing covered by it. Magical items worn beneath the *flesh of Dendallen* rise to the surface as the fleshy shirt seeps through them to attach itself to your skin. While you wear it, you are considered to be undead in addition to any other creature type you already are and are vulnerable to radiant damage.

Once you are attuned to the *flesh of Dendallen*, you cannot remove it unless you are targeted by the remove curse spell or similar magic. When you remove it, you take 4d10 slashing damage as the shirt is peeled from your skin. Removing the *flesh of Dendallen* is an agonizing and difficult task, leaving you with 1 point of exhaustion. In addition, for 24 hours after separating from the shirt, you are vulnerable to bludgeoning, piercing, and slashing damage.

Hexaxe

Weapon (handaxe), uncommon (requires attunement by a warlock)

This unsettling magic handaxe amplifies curses bestowed on its enemies. The weapon has 3 charges and regains all expended charges each day at dusk. When you are forced to make a Constitution saving throw in order to maintain concentration on a warlock spell, you can expend a charge to add your Charisma modifier to the total of the roll.

In addition, you have a +1 bonus to attack and damage rolls made with this magic weapon against creatures under the effects of a warlock spell you cast that requires concentration.

Ironleaf Plate

Armor (plate), very rare (requires attunement)

This set of plate armor is lined and overgrown with magical vines and gives you a +1 bonus to your AC. While wearing the armor, its vines seem to move the armor's metal plates when you move, allowing you to ignore the plate armor's normally imposed disadvantage on Dexterity (Stealth) checks. In addition, the vines are able to absorb some of the impact from blunt attacks, granting you resistance to bludgeoning damage.

When you take fire damage, the leaves wither and lose some of their protection until the start of your next turn. While the leaves are withered in this way, you are not resistant to bludgeoning damage.

Mantle of the Wild. While wearing this armor, you can cast *pass without trace* once without expending a spell slot. Once you've cast this spell in this way, you can't do so again until the following dawn.

Mammoth Boots

Mammoth Boots

Wondrous item, uncommon

These magical boots are akin to the feet of a mighty mammoth. Your weight is considered to be 50 pounds heavier while wearing these boots, and whenever you're pushed against your will, the distance you're moved is reduced by 5 feet. In addition, while wearing these boots, you ignore difficult terrain caused by snow or ice.

Ouroboros Rapier

Weapon (rapier), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls you make with this magic weapon. Whenever you roll an 8 on the damage die for an attack with this weapon, you can immediately roll another 1d8 and add it to the total. In addition, when you land a critical hit with the rapier against a creature, it must make a DC 15 Constitution saving throw. On a failure, the creature is poisoned for 1 minute and takes 3d6 poison damage. On a success, the creature is not poisoned, and the poison damage is halved.

Overshield

Armor (shield), uncommon (requires attunement)

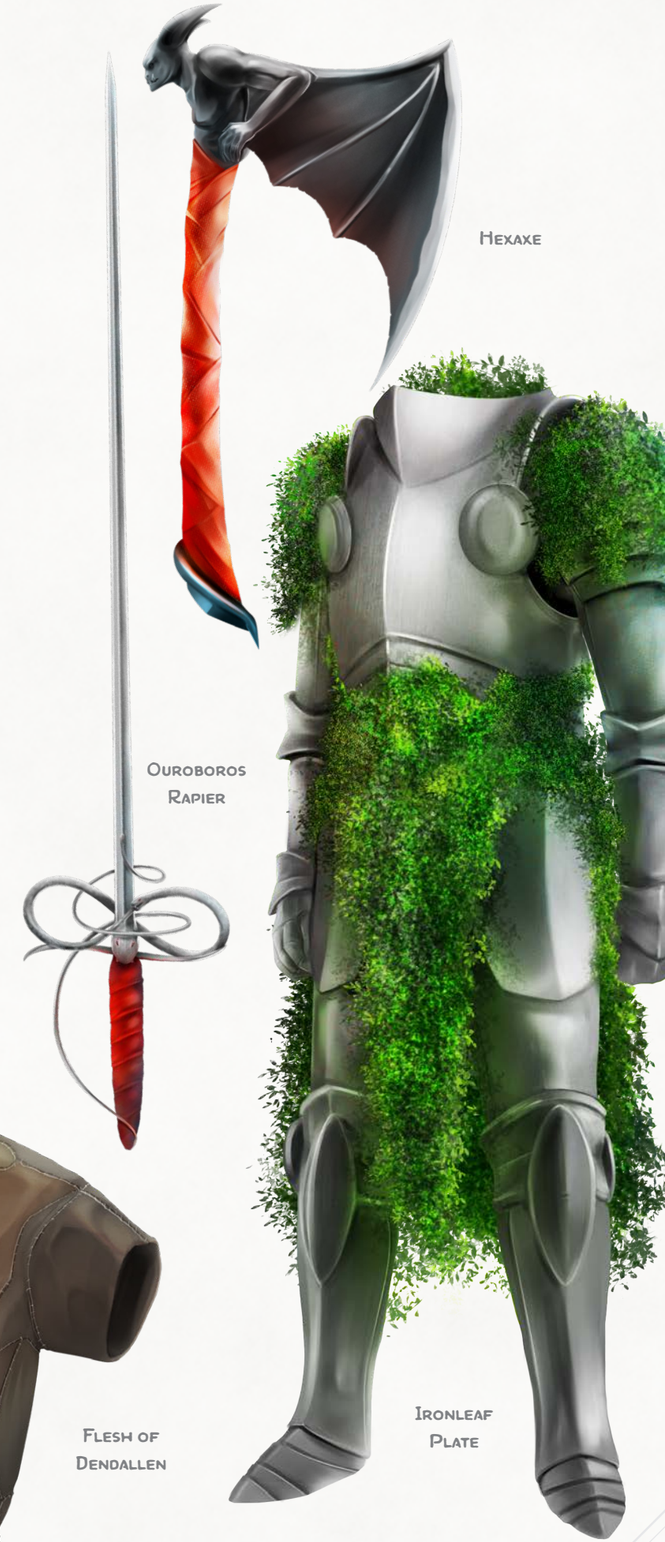
While holding this large shield, you gain a +1 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC. The bonus becomes +2 while you have at least 1 temporary hit point. While you have temporary hit points, the shield emits a slight blue glow.

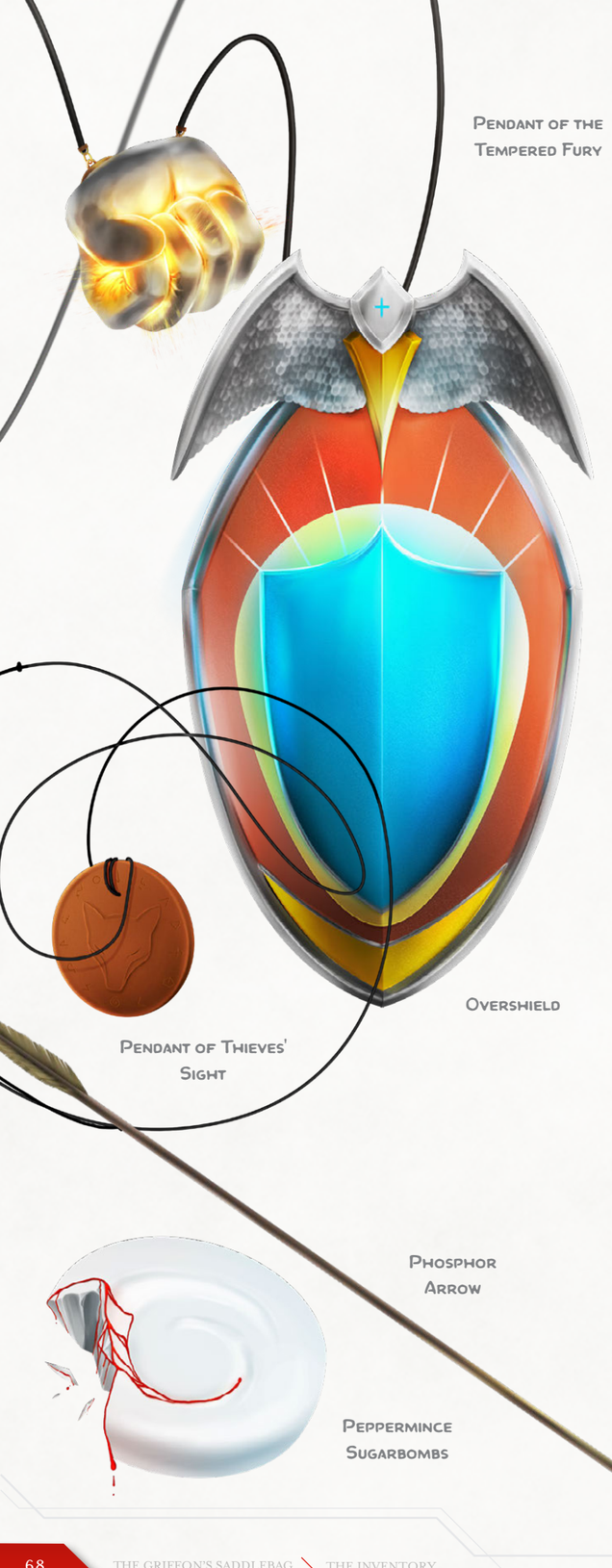
In addition, you can channel the heroic resolve within the shield using an action to gain 1d6+8 temporary hit points. Once you've used this ability, you can't use it again until the following dawn.

Pendant of the Tempered Fury

Wondrous item, very rare (requires attunement)

This magical silvered pendant glows with a barely contained flame of rage trapped inside of its clenched fist. Small sparks occasionally shoot out from between the pendant's metal





fingers. The simmering anger from the pendant tightens your focus and allows you to shrug off some of the damage you take. If you are wearing no armor and using no shield while you wear this pendant, all bludgeoning, piercing, and slashing, you take is reduced by 3.

In addition, the pendant holds 4 charges and regains 1d4 expended charges each day at dawn. You can expend 1 charge as a bonus action to cause your hands to erupt into flame. When lit, your arms and hands cast bright light in a 10 foot radius and dim light for another 10 feet, and your unarmed attacks deal an additional 1d6 fire damage to any target they hit. Your hands remain lit for 1 minute or until you use a bonus action to quench them again.

Any flame created by the pendant, whether it be on your hands or on the pendant itself, is harmless to you. While your hands are ignited, your unarmed strikes are also considered magical.

Pendant of Thieves' Sight

Wondrous item, uncommon

While wearing this pendant, you can read and understand thieves' cant. In addition, you can more easily recognize the patterns used in written and spoken codes, granting you a +5 bonus to any Intelligence check made to understand a written or spoken cipher.

Peppermince Sugarbombs

Wondrous item, uncommon

This hard, minty sugarbomb slowly dissolves in the eater's mouth over the course of one hour. At any point, the creature eating the sugarbomb can use a bonus action to crunch down on the candy to activate its magic and break it into tiny, painful shards. The creature immediately takes 1d6 points of piercing damage from the candy splinters, but any melee attack it makes with a piercing or slashing weapon gains a +2 bonus to its damage rolls for a number of rounds equal to the amount of piercing damage it took from the sugarbomb's painful splinters.

Upset stomach. You can only be under the effects of one sugarbomb that has this property at a time. Eating a sugarbomb while already under the effects of another one ends the first one's effect early and forces you to make a DC 13 Constitution saving throw. On a failed save, you become poisoned for 1 minute.

Phosphor Arrow

Weapon (arrow or bolt), uncommon

This ammunition is tipped with an alchemical concoction that ignites on impact, casting bright light in the space it impacts and dim light in a 5-foot radius. A creature struck by the ammunition takes 1 fire damage at the start of each of their turns and can be detected more easily, granting other creatures advantage on Wisdom (Perception) checks made to see them and being revealed if invisible. The phosphorous burns for 1 minute or until a creature spends an action to remove or snuff out the alchemical flame. The ammunition is destroyed by the alchemical solution, preventing it from being recovered once fired.

Plaguebane Mask

Wondrous item, rare

This bird-like mask's blend of magic and science is as unique as it is helpful to its wearer. It can be easily lifted over the wearer's face to eat or speak more clearly. The mask's beak is lined with magical flowers that react and purify airborne toxins before they pass through the mask's filter. While wearing the mask, you have advantage against being poisoned or diseased from airborne sources, as well as resistance to the poison damage that they might cause.

In addition, the flowers hold 3 charges and regain 1d3 expended charges each day at dawn as new flowers bloom. You can hold the beak's nostrils closed with a free hand and expend 1 charge using an action to exhale a 15 foot cone of thick pollen in front of you. Affected creatures caught in the pollen must make a DC 15 Constitution saving throw. On a failure, creatures take 1d10 poison damage and have their speed halved until the end of their next turn. On a success, the damage is halved and their speed is unchanged.

Puzzle Ring of Vitality, Life, and Power

Ring, legendary (requires attunement by a paladin)

The Inner Ring. This powerful ring is made of an enchanted gold blessed by a god of life and healing. While you are attuned to the ring and are wearing it, you can use your Lay On Hands ability on an ally within 10 feet of you instead of needing to touch them.

The Outer Ring. The inner, golden ring has a second silver puzzle ring encircling it. The silver puzzle ring is made of three powerfully enchanted bands that, when fit together in an elaborate and ever-changing puzzle, cause you to emanate a 30-foot aura that heals and supports your allies. As an action, you can make an Intelligence check to try and solve one of the three puzzles in a fixed order.

- The first band slides into place following a successful DC 5 Intelligence check. Once solved, you begin to emit the ring's aura. The aura lasts for 1 minute and is always centered on you. While you emit this aura, you can use a bonus action on your turn to cause a creature within the aura (including you) to regain 2d6 hit points.
- The second band is solved following a successful DC 10 Intelligence check. When it slides into place, the aura's strength increases. Nonhostile, living creatures in the aura that start their turn with 0 hit points immediately regain 1 hit point. In addition, creatures within the radius have resistance against necrotic damage, and their hit point maximum can't be reduced.
- The third and final band is solved following a successful DC 15 Intelligence check. When the band fits into place to complete the puzzle, the aura's power is maximized. Allied creatures within the aura have advantage on saving throws against spells and magical effects, and if succeeding on a saving throw in this way would normally cause the allied creature to take half damage, they take no damage instead.

The aura ends early if you take off the ring or fall unconscious. Once the effects end, you cannot activate the outer ring again until 1 day has passed for each band that you solved. If you solve all 3 bands to complete the puzzle ring, you can reduce the number of days you need to wait by 1d3. On a 3, you can dismantle and begin to reassemble the puzzle ring immediately after the aura fades.

Radiant Defender

Weapon (maul), rare (requires attunement)

This maul has a narrow shield covering its handle that can be rotated to protect the wielder's grip. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this guarded maul, taking the Dodge action also gives you a +2 bonus to your AC until the start of your next turn.

In addition, when you take the Dodge action and a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack with the maul against that creature. If you hit, the attack deals an extra 1d8 radiant damage. Once you use your reaction to make an attack in this way, you lose the +2 bonus to your AC until you take the Dodge action again.

Ring of Roses

Ring, common

As an action, you can cause a single rose to grow and appear in your hand. The stem is a foot long and has small, dull thorns. The rose blossoms in a color of your choice as it finishes growing, but withers and disintegrates after 24 hours.



Rings of Fire, Ice, Stone, and Wind

Ring, rarity varies

These rings are made of various elements — either magical fire (rare), ice (very rare), stone (rare), or wind (uncommon). While wearing one of these rings, you can use it to cast an elemental wall spell associated its material: *wall of fire*, *wall of ice*, *wall of stone*, or *wind wall*. When the ring is used in this way, it can't be used again until the following dawn.

When cast from the ring, the spell must be in a radius centered on you. The height and thickness of the walls vary by type: *wall of fire* is 20 feet tall and 1 foot thick, *wall of ice* is 10 feet tall and 1 foot thick, *wall of stone* is 10 feet high and 6 inches thick, and *wind wall* is 15 feet high and 1 foot thick.

The walls have a spell save DC of 14 (uncommon), 15 (rare), or 16 (very rare).

Scorching Cleaver

Weapon (battleaxe), very rare (requires attunement)

You gain a +2 bonus to attack rolls made with this magic weapon. The battleaxe holds up to 8 charges and regains 1d8 expended charges each day at dawn. As long as there is at least 1 charge remaining, attacks made with it deal an extra 1d8 fire damage to any target it hits, and the battleaxe regains 3 expended charges each time you roll a 20 on an attack roll with it.

Erupting Slash. As an action, you can expend 3 or more of the weapon's charges to slash the air in front you. When you do, a line of flame 5 feet wide and 30 feet long erupts from the blade. Each creature in the line must succeed on a Dexterity saving throw or take fire damage equal to 1d6 per charge spent. If you expend all of the weapon's remaining charges in this way, the inferno deals an extra 3d6 fire damage and creatures take half damage on a successful save instead of none at all. The DC for this saving throw is equal to 8 + your proficiency bonus + the number of charges spent. Any flammable object caught in the blaze that isn't being worn or carried is ignited.

Shared Burden

Wondrous item, rare (requires attunement by a warlock)

This set of chained rings and bracers is a sign of the pact you forged with your patron. When you attune to the item, the small spikes that line the inside of the bands become harmless and feel like a warm, gentle caress against your skin. Once attuned, you can also use it as a spellcasting focus.

Whenever you would deal damage to a creature with a warlock spell or cantrip, you can choose to add your Charisma modifier (minimum 1) to the spell's damage. When you do, you take psychic damage equal to half your Charisma modifier (minimum 1), rounded up. This psychic damage ignores resistances and immunities.

Silken Socks of Slickening

Wondrous item, uncommon

This pair of magical, smooth socks are iridescent and feel cool to the touch. While wearing both socks on your feet, you can use them to cast the *grease* spell as an action (spell save DC 13). When you do, the spell targets a 10-foot square area adjacent to you. The magical oil runs off the socks to the ground at your feet, causing the ground to become slick. This property of the socks can't be used again until the next dawn.



Scorching Cleaver

Radiant Defender

Rings of Fire, Ice, Stone, and Wind

Sirensong Silencer

Wondrous item, uncommon

You can don and doff this golden ear cuff on a willing Medium or smaller creature using an action. While wearing the cuff, the creature has advantage on any saving throws against being charmed. In addition, tapping the ear cuff twice deafens you, although you can still faintly hear the sound of the ocean (no action required). Tapping the cuff twice again allows you to hear normally once more.

Spellwoven Robes

Wondrous item, uncommon

These robes are unique to the wearer and are spun from special, magic-sensitive threads. While wearing these robes, you gain an additional way to calculate your AC. Your AC equals 10 + your spellcasting ability modifier.

Whenever you cast a spell of first level or higher, you can also change the apparent style, color, and apparent material of the robe. Regardless of its appearance, it is always a robe and its weight remains the same. Glowing, arcane glyphs appear on the robe's fabric when you cast a spell before fading away a moment later.

Telescoping Bladelance

Weapon (lance), uncommon

This mechanical lance has bladed edges on either side of the weapon's base and has the heavy property. You can use a bonus action on your turn to extend or retract the weapon by twisting the metallic band around the handle. While extended, the weapon behaves as a normal lance. While retracted, the end of the lance nests inside the wider, bladed base of the weapon and can be used as a makeshift greatsword instead. The damage die for the retracted lance is still a d12, but deals slashing damage instead of piercing.

You can choose to release the spring-loaded mechanism and extend the retracted lance using a bonus action following an attack. If the target is a creature no more than one size larger than you, it must succeed on a DC 13 Strength saving throw or be forced backward up to 5 feet. If you extend the lance immediately after successfully hitting the creature, the creature makes the saving throw with disadvantage.

Vigilus

Weapon (crossbow, hand), rare (requires attunement)

This elegant, intricately decorated hand crossbow features a sizable polished gemstone set into its frame. It has a small, springloaded case of 6 bolts attached to its side that automatically reload the crossbow once fired. While the case has bolts inside it, the crossbow ignores its loading property. Once the case is empty, you or another creature can use an action to load it with up to 6 bolts again.

As an action, you can unfurl the crossbow's three collapsible legs and plant it firmly on the ground to become a Small defensive construct. It has 10 hit points, an Armor Class of 12,



Spellwoven Robes

Ring of Roses

Sirensong Silencer

Shared Burden

and automatically fails Dexterity and Strength saving throws and passes all others. If reduced to 0 hit points, it falls over and can't be deployed again in this way for 1 minute. You can quickly retrieve the deployed crossbow using a bonus action when you enter the same space as it.

Once deployed, the crossbow magically draws itself and loads the next bolt in it's case, if any. You can use a bonus action on each of your turns when you are within 30 feet of the crossbow to command it to attack a target you can see within 30 feet of it. The crossbow uses your attack roll and ability score modifier to damage rolls. The first time an invisible creature enters a space within 30 feet of the crossbow on its turn, the crossbow emits a small chirping sound audible out to 60 feet.

War Standard of Battlecries

Wondrous item, very rare (requires attunement)

This magical emblazoned battle standard reinforces the fervor of nearby allies. The standard stands up to 10 feet tall but can be collapsed down to 2 feet tall for transport. The standard can be extended to its full height and held aloft using one hand or planted upright in an unoccupied space on solid terrain as an action. You can retrieve the planted standard when you enter the same space as it (no action required). While the standard is extended to its full height, allies within 15 feet of the held or planted standard at the start of combat gain a +3 bonus to their initiative.

This standard has 4 charges and regains 1d4 expended charges each day at dawn. If you are within 15 feet of the extended standard, you can expend 1 of its charges to shout its command word, "*Charge!*" and take the Dash action as a bonus action. When you do, other allies within 15 feet of the standard can take the Dash action as a bonus action on their next turn.

You can concentrate on the banner over the course of a short rest to change the emblem depicted on it.

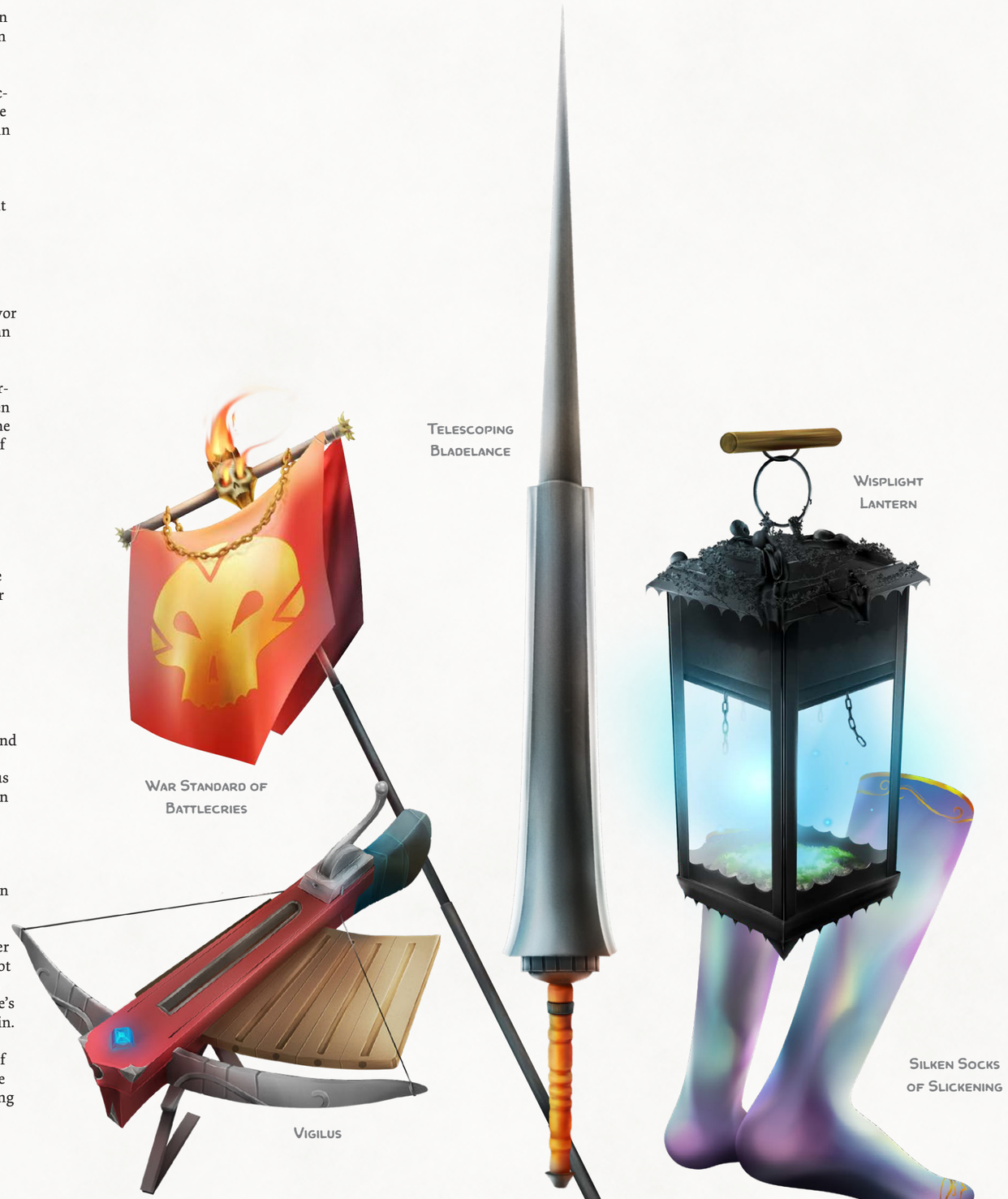
Wisplight Lantern

Wondrous item, rare

This dark hooded lantern glows with a magical blue flame and can reveal the demise of a creature no longer among the living. The lantern sheds bright, bluish light in a 20-foot radius and dim light for an additional 20 feet. You can use an action to reduce the light's reach or cover it completely.

The lantern has 4 charges and regains 1d3+1 expended charges each day at dusk. As an action, you can expend a charge by touching it to a Large or smaller corpse within 5 feet of you. When you do, a ghostly blue illusion of the fallen creature appears above its corpse to silently reenact the last 6 seconds of its life. The illusion only shows the creature's actions and reactions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the monster or effect causing the actions or reactions. This ability has no effect on undead creatures. Once a corpse's death has been revealed in this way, it cannot be shown again.

Alternatively, you can expend a charge as an action while holding the lantern aloft and speaking its command word. If there are any undead creatures within 60 feet of you that are not behind total cover, the lantern's light flashes a foreboding red color before returning to its normal blue glow.



The INVENTORY

I turned 29 this month and afforded myself the day off. Days off for me really just mean I worked ahead and post things in the morning and then turn my phone on silent for the rest of the day.

I introduced Festerwood items this month, which I was really excited to see do well. Lore happens as an accident when I make items for the most part, and this is no exception. At the time of writing, the Festerwood hasn't been written about yet as a setting, but that's the goal for it. Creepy woods, subterrainean, probably with rats of unusual sizes and fungi as big as trees? All about it. Making unexpected symbioses like that is one of the reasons that I love creating items.

I also got to introduce the Knight's Standard series, which was a fun mini-series flavored around honorable paladin-type characters with interesting morale-boosting area of effect buffs through the weapons.

APRIL, 2019

Amulet of Equilibrium
Arcanist's Bowstaff
Avian Circlet
Bath Potion
Brambleheart Quiver
Brooch of Many Sizes
Circlet of the Huntsman's Third Eye
Cratering Quarterstaff
Ear Cuff of the Vampire Bat
Festerwood Claymore
Firecracker Crystals
Frefil's Tiny Tasty Tongue Twisty Sugarbombs
Harp of Valor
Inferno Rope
Knight's Standard of Valor
Knight's Standard of Virtue
Leeching Quarterstaff
Monocle of Clarity
Otyugh Cloak
Petal Dancer Ward
Purging Dagger
Relentless Bulwark
Seat Belt
Shadowsmoke Dragon Pipe
Shielding Turtle Sugarbombs
Sling of the Tiny Giant
Staff of the Mirage
Sword of Resonance
Volcanic Boots
Volt Gauntlets
Wooden Chain of the Unbroken Circle





Aegis of Radiance

Armor (shield), rare (requires attunement by a cleric)

This shield emits a faint, holy glow when wielded and recognizes your devotion to a higher power. When you attune to this shield, the emblem adorning its face changes to one that represents your chosen diety, allowing you to use the shield as a holy symbol. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC.

While wielding the shield, you can speak its command word as a bonus action to cause it to to shatter into countless fragments of pure light. The pieces of light protect you as if you were wielding the shield, leaving your hands free. The light surrounds you for 1 minute, until you dismiss the effect as a bonus action, or until you fall unconscious or die, at which point the shield rematerializes on the ground at your feet or into your hand if you have one free. If your holy symbol is emblazoned or attached to the shield, it floats prominently amidst the shards of light and continues to function as a spellcasting focus. Undead creatures have disadvantage on attack rolls made against you while you're surrounded by the light in this way. The surrounding shards of light cast bright light in a 20 foot radius and dim light for another 20 feet. Once this property of the shield has been used, it can't be used again until the following dawn.

Arcanist's Bowstaff

Weapon (quarterstaff), very rare (requires attunement by a creature with an Intelligence of 17 or higher)

When you attune to the quarterstaff, it remains solid in your grip but feels pliable within your mind. When you attack with the weapon, you can choose to use your Intelligence modifier for the attack and damage rolls made with it. You must use the same modifier for both rolls.

Whenever you take the Attack action, you can choose to make your attacks at range. When you do, you can use your mind to telekinetically curve the quarterstaff into the form of a longbow. The bow is magically strung with an arcane energy that arcs between the rings on either end of the weapon. A glowing, magical arrow is drawn into existence whenever the arcing energy is pulled back. The arrow disappears after it hits or misses its target. When you make a ranged attack with the quarterstaff in this way, the weapon is treated as a magical longbow. This longbow can only use the ammunition that it generates and does not have the heavy property. While you're attuned to the arcanist's bowstaff, you're proficient with this longbow when using it in this way.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

In addition, the quarterstaff has 8 charges and regains 1d6+2 charges each day at dawn. Whenever you take the attack action, you can expend 1 charge to immediately cast *magic missile* at first level as a bonus action. When you do, the missiles fly from the drawn bow or sculpted faces adorning the weapon.

Avian Circlet

Wondrous item, rare

This silver, ornate tiara grants you power over certain flying creatures. You can use an action to channel the natural magics that reside within the crown and cast *animal messenger* or *speak with animals* at will. Any creature spoken to or affected by *animal messenger* must be a beast and have a flying speed.

In addition, you can touch a willing beast with a flying speed. For 1 minute, you can see through the creature's eyes, sharing any of its special visual senses for the duration. You are blinded to your own surroundings while you share its vision in this way. You can end this effect early using an action to return to your normal senses. The circlet can't be used in this way until the next dawn.

Bath Potion

Potion, common

This bubbly potion is frothy and smells of lavender and flowers. A creature can drink the potion using an action. A creature that drinks the potion has its outermost layer of skin rinsed from its body and any remaining dirt and grime magically washed away. In addition, its breath, hair, and nails are immaculately cleaned and refreshed, looking either polished and pristine or smelling of daisies and honey. For the next 24 hours, any blood, dirt, or grime magically falls away from the creature, and it continues to smell and appear freshly washed. Bubbles occasionally escape from the mouth of the creature while the potion is in effect.

Brambleheart Quiver

Wondrous item, very rare (requires attunement by a ranger)

This wooden quiver can carry your arrows as well as provide some of its own. The quiver grows 1d3+1 thorned arrows along its edge each day at dawn and can hold up to 4 of them at any time. While you're attuned to the quiver, these arrows are magical and give a +2 bonus to attack and damage rolls that you make with them. Once it hits a target, the arrow is no longer magical.

When you fire one of these magic arrows and hit a target, you can speak the quiver's command word to cause the arrow to grow explosively into thick, unforgiving briars: casting the *spike growth* spell at the point of impact. If the arrow hit a creature, that creature also takes an extra 2d4 piercing damage from the attack. *Spike growth* cast in this way does not require concentration, but only lasts until the start of your next turn.

Brooch of Many Sizes

Wondrous item, rare

This metal brooch can be used to secure a cape or pinned to adorn a piece of clothing and features a rotatable dial. As an action, a willing creature wearing the brooch can cast the *enlarge/reduce* spell on itself by turning the dial toward either the larger or smaller figure adorning the sides of the brooch. Once this ability has been used, it can't be used again until the following dawn.

The creature can choose to overload the brooch as a bonus action once the spell has been cast by forcibly twisting the dial beyond its normal limits. When it does, the creature's size changes by an additional category: growing either a second size larger if it had cast the *enlarge* spell or a second size smaller if it had cast the *reduce* spell beforehand. The crea-





Circlet of the Huntsman's Third Eye

Cratering Quarterstaff

Festerwood Claymore

ture's size can't be larger than Huge or smaller than Tiny in this way, and its damage and weight is increased or decreased as if it were affected by a second instance of the *enlarge/reduce* spell.

When a creature returns to its original size after overloading the brooch, it can't move or take actions until after its next turn. Once the brooch has been overloaded, it can't be use again until 7 days have passed.

Circlet of the Huntsman's Third Eye

Wondrous item, very rare (requires attunement)

This metallic barbed circlet features a grotesque, yet ornate, severed eye hanging from its center. The eye rests on the forehead of the creature wearing it. While attuned to the circlet and wearing it, you can call upon the sharpened instincts of the eye's original owner, granting you advantage on Wisdom (Survival) checks.

The circlet holds 5 charges and regains all expended charges each day at dawn. You can expend 1 of its charges as a bonus action to cast *hunter's mark* on a creature within the spell's range. You make Constitution saving throws to maintain concentration on *hunter's mark* cast in this way with advantage. In addition, you can expend 1 charge as a bonus action on another turn or as a second charge when you cast *hunter's mark* in this way to gain truesight out to 120 feet for 1 minute.

Curse. Attuning to the circlet curses you until you are targeted by the *remove curse* spell or similar magic: removing the circlet fails to end the curse. While cursed, whenever you roll a 1 on an attack roll or ability check, you take 1d6 psychic damage as the eye's intense frustration stabs into your mind.

Cratering Quarterstaff

Weapon (quarterstaff), very rare

This thick, stony quarterstaff requires a Strength of 17 or higher to wield. Despite glowing with crackling embers, it feels comfortably warm in your grasp. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The quarterstaff has 6 charges and regains 1d6 expended charges each day at dawn. Once per turn, you can expend a charge when you make a melee weapon attack using the quarterstaff. When you do, you make the attack as normal before slamming the weapon into the ground at your feet. Immediately following the attack, the ground in a 10-foot cone in the direction that the attack was made in shudders and briefly tears apart. Flames leap from the cracks in the ground, forcing any creature within the cone to make a DC 16 Dexterity saving throw. On a failed save, a creature takes 1d8 bludgeoning damage and 1d8 fire damage. If a creature that was hit by the initial melee weapon attack fails this saving throw, it is also knocked prone if it is no more than one size larger than you.

The ground magically mends itself following the attack, although faint cracks can be seen upon close inspection for the next 24 hours.

Ear Cuff of the Vampire Bat

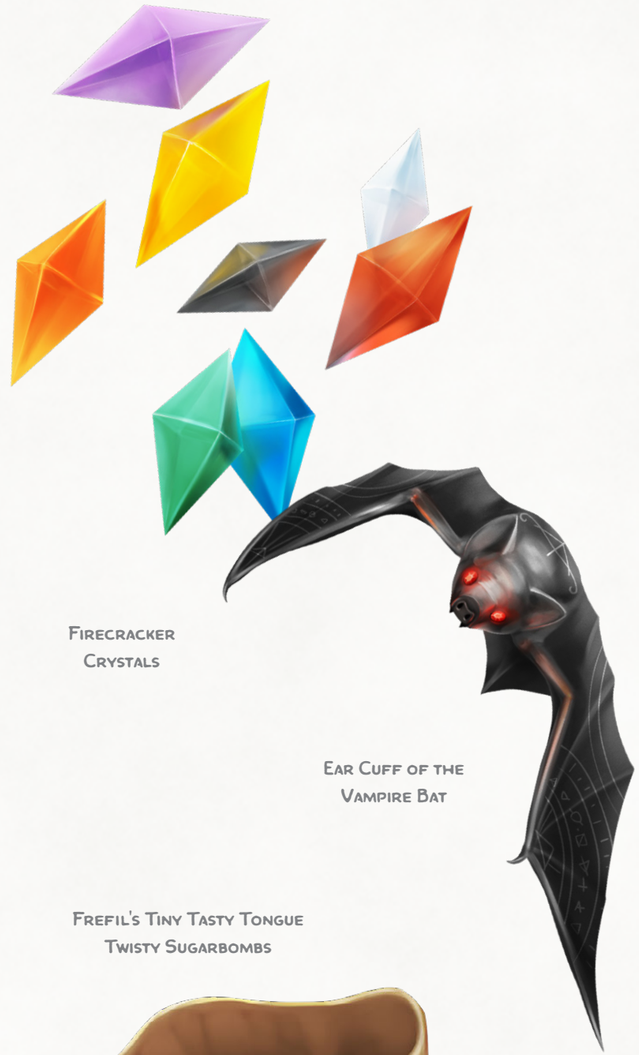
Wondrous item, uncommon (requires attunement)

While wearing this dark ceramic ear cuff, your Wisdom (Perception) checks that rely on hearing are made with advantage. In addition, whenever you make a Wisdom (Perception) check that involves hearing, you can choose to command the ear cuff to momentarily enhance your senses. When you do, its eyes flash with a piercing red glow as the bat's ceramic fangs bite down on your ear. You take 1d4+1 necrotic damage from its bite, and immediately gain a bonus to your Wisdom (Perception) check equal to the amount of necrotic damage taken in this way. This damage ignores any resistance or immunity to necrotic damage. You can decide to use this ability after you roll the d20, but before the GM determines the outcome.

Festerwood Claymore

Weapon (greatsword), rare

This heavy, dark wood is incredibly strong and forms part of the symbiotic relationship it shares with the destructive beetles that live inside. When you roll a 20 on an attack roll made with this magic greatsword against a creature, some of the sword's beetles leave the weapon and latch onto the target. The beetles bite and hamper the creature for its next 1d4 turns. While affected by the beetles in this way, the creature takes 1d6 piercing damage at the start of each of its turns and its movement speed is halved. The creature or one of its allies can use an action to swat away and remove the beetles to end the effect early. If the target is a plant creature or magical plant, this property deals the maximum damage to it on each of its turns and lasts for 4 turns unless ended early.



Firecracker Crystals

Ear Cuff of the Vampire Bat

Firecracker Crystals

Wondrous item, common

These multicolored crystals are usually purchased in small bags at festivals and holiday events. As an action, you can throw one of these inch-long crystals against a solid surface to crack it apart. When broken in this way, a crystal releases the stored magic inside. The magic ends at the end of your turn and is entirely sensory.

A bag of the small crystals comes with 1d4+8 (10) crystals inside. Roll a number of d8 equal to the number of crystals in the bag and record each number rolled. Use these numbers to determine the kinds of crystals found in the bag using the table below.

d8	Color	Result
1	Red	Releases a plume of harmless flame 5 feet tall.
2	Orange	Releases a small flash of bright light in a 5 foot radius and dim light for another 5 feet, followed by the smell of spices and citrus.
3	Yellow	Releases small spiraling motes of energy that fizz and fly about in a 5-foot radius.
4	Green	Releases a cloud of colorful verdant smoke that fills a 5-foot sphere that smells both foul and sweet at once.
5	Blue	Releases a series of comically large bubbles that float outward from the point of impact in a 5-foot radius.
6	Purple	Releases the sound of music. The song is random, and plays only enough to make it recognizable as music.
7	White	Releases a dazzling display of sparkling glitter in a 5-foot radius from the point of impact.
8	Black	Releases a mystery effect. Roll on the table again when using this crystal to determine its effect. If you roll an 8, roll again

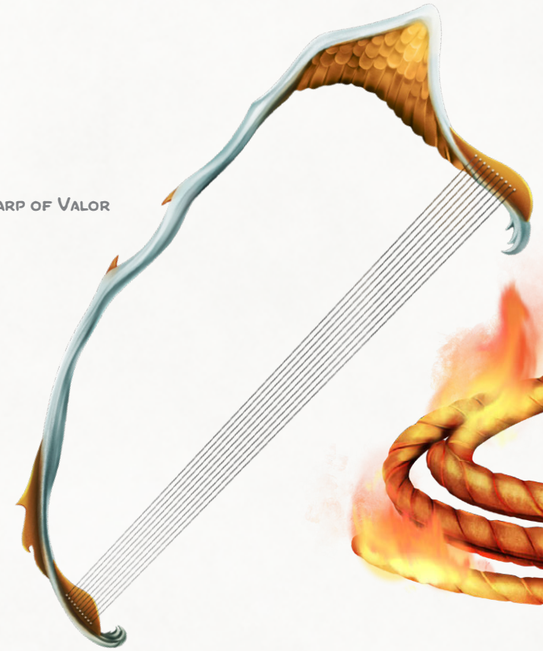
Frefil's Tiny Tasty Tongue Twisty Sugarbombs



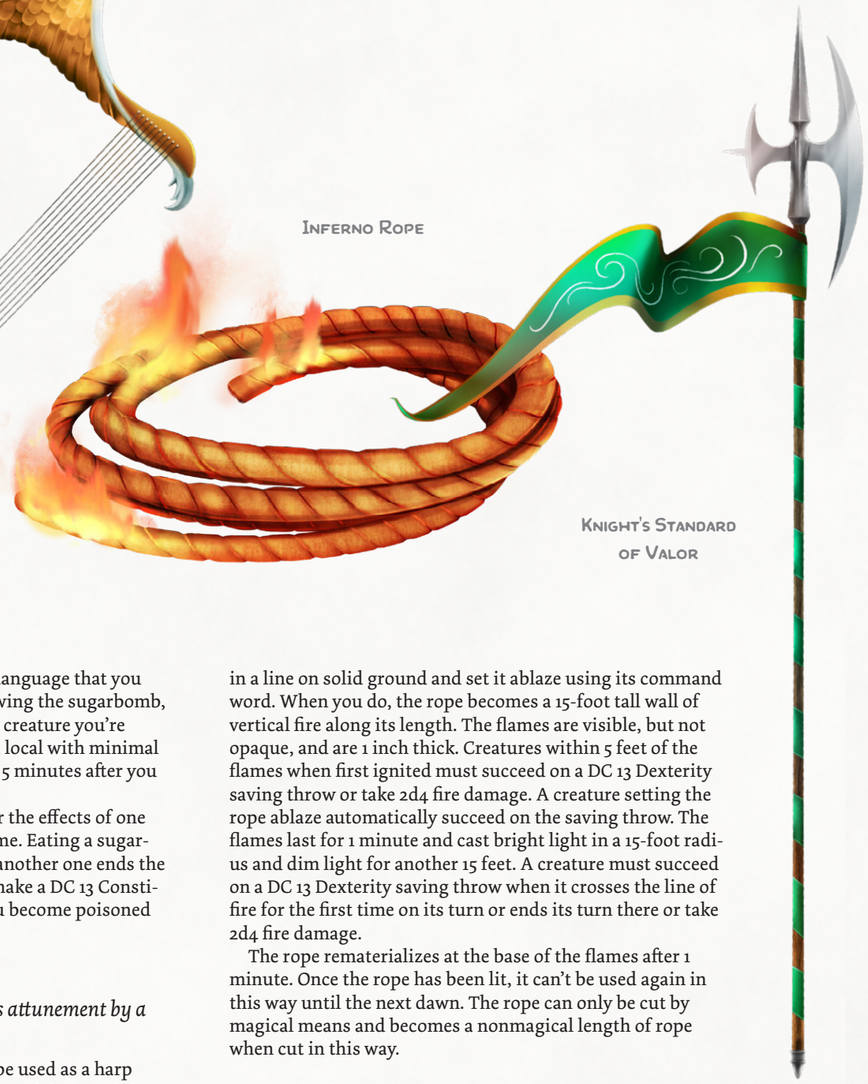
Frefil's Tiny Tasty Tongue Twisty Sugarbombs

Wondrous item, uncommon

This small bag of marble sized gumballs contains 12 enchanted candies. While the color and flavor of each gumball is different, each one's effect is the same. As an action, you can begin chewing one of these sugarbombs to release its magic. For the next 5 minutes while you chew the candy, you under-



Harp of Valor



Inferno Rope

Knight's Standard of Valor

stand the literal meaning of any spoken language that you hear. In addition, if you speak while chewing the sugarbomb, your accent changes to match that of the creature you're listening to: allowing you to sound like a local with minimal effort. The candy's magic and flavor fade 5 minutes after you first start to chew it.

Upset stomach. You can only be under the effects of one sugarbomb that has this property at a time. Eating a sugarbomb while already under the effects of another one ends the first one's effect early and forces you to make a DC 13 Constitution saving throw. On a failed save, you become poisoned for 1 minute.

Harp of Valor

Weapon (shortbow), very rare (requires attunement by a bard)

This elegant bow has 10 strings and can be used as a harp and spellcasting focus. You are proficient with harps while attuned to this weapon, and Charisma (Performance) checks made using the bow as a harp are made with advantage. You have a +2 bonus to damage rolls on ranged weapon attacks made with this magic weapon, and arrows fired from the bow deal thunder damage instead of piercing. In addition, the bow has 10 charges and regains 1d6+4 charges each day at dawn. You can expend 1 to 5 of its charges as an action to cast either *thunderwave* or *magic missile* at a spell level equal to the number of charges you expend using your spellcasting modifier and spell save DC.

Inferno Rope

Wondrous item, uncommon

This 10-foot long rope smells of sulfur and crackles with embers when moved. As an action, you can lay the rope down in a line on solid ground and set it ablaze using its command word. When you do, the rope becomes a 15-foot tall wall of vertical fire along its length. The flames are visible, but not opaque, and are 1 inch thick. Creatures within 5 feet of the flames when first ignited must succeed on a DC 13 Dexterity saving throw or take 2d4 fire damage. A creature setting the rope ablaze automatically succeed on the saving throw. The flames last for 1 minute and cast bright light in a 15-foot radius and dim light for another 15 feet. A creature must succeed on a DC 13 Dexterity saving throw when it crosses the line of fire for the first time on its turn or ends its turn there or take 2d4 fire damage.

The rope rematerializes at the base of the flames after 1 minute. Once the rope has been lit, it can't be used again in this way until the next dawn. The rope can only be cut by magical means and becomes a nonmagical length of rope when cut in this way.

Knight's Standard of Valor

Weapon (halberd), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this emblazoned halberd, you give off a 10-foot radius aura of fervor and valor that affects you and other friendly creatures within it. Allied creatures within the aura are considered proficient in saving throws made to resist becoming frightened, and if they begin their turn within the aura, gain a +5-foot bonus to their movement speed until the end of their turn.

You can concentrate on the halberd's flag over the course of a short rest to change the colors and design of the weapon's adornments.



Knight's Standard of Virtue



Monocle of Clarity

Leeching Quarterstaff

Knight's Standard of Virtue

Weapon (glaive), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this decorated glaive, you give off an aura of righteousness. The aura affects you and other friendly creatures within 10 feet of you. Affected creatures within the aura are considered proficient in saving throws made to resist becoming charmed. In addition, an affected creature within the aura can use their reaction to reduce the damage they take from an evil-aligned creature's melee weapon attack by 1d6+2.

You can concentrate on the weapon's flag over the course of a short rest to change its design and color.

Leeching Quarterstaff

Weapon (quarterstaff), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The staff has 6 charges and regains 1d6 expended charges daily at dawn. When you hit a target with the staff, you can expend one of its charges to siphon away some of the target's life force to deal an extra 1d6 necrotic damage with the attack. You regain health equal the amount of necrotic damage dealt in this way. This property has no effect on undead or constructs.

Monocle of Clarity

Wondrous item, rare

This single lens has three filters that you can peer through. You can change the monocle's filter by rotating the lens' outer ring. A small arrow along the edge of the frame indicates the monocle's selected filter. The monocle has 4 charges and regains 1d3+1 each day at dawn.

As an action, you can expend a charge to look through and activate one of the filters to gain one of several benefits:

Filter of Comprehend Languages. When you peer through this filter, you can read and comprehend any written language as per the written language portion of the *comprehend languages* spell.

Filter of Darkvision. While looking through this filter, you have darkvision out to a range of 60 feet.

Filter of See Invisibility. When gazing through this filter, you see invisible creatures and objects as if they were visible.

You gain the benefits of the activated filter while you wear the monocle for 1 hour or until you change the filter.

Otyugh Cloak

Wondrous item, uncommon (requires attunement)

This gruesome, leathery pelt of a slain otyugh is enchanted to retain some of its natural abilities. A single tendril bearing three eyes hangs from the back of the cloak's hood. While attuned to the cloak, you can use an action to telepathically communicate with a creature you can see within 60 feet of you that can understand a language, sending either simple messages or images when you do. The receiving creature cannot respond to these messages.

The tendril hanging from the hood is 2 feet long and offers some limited articulation. While wearing the cloak, you can use an action to mentally control the tendril enough to manipulate a simple object, such as open an unlocked door, stow or retrieve an item from an open container, or pour the contents out of a vial. The tendril can't attack, activate magic items, or carry more than 10 pounds.

In addition, you can pull up the cloak's hood using an action. While the hood is lifted, you can close your eyes to see through the fallen otyugh's eyes on the tendril that hangs from the hood of the cloak. You can control the sickly tendril's position and gaze while looking through the eyes in this way. When you do, you have darkvision out to a range of 60 feet. If you already have darkvision, the hood increases its range by 60 feet. You return to your normal senses when you reopen your eyes or you lower the hood. You can lower the hood on your turn using an action.

Petal Dancer Ward

Wondrous item, uncommon (requires attunement)

This cape is made of colorful, aromatic petals. As you walk, a dusting of petals drift behind you, disappearing before they touch the ground. You can change the color of the petals using a bonus action. While you wear this cape, you can cast the druidcraft cantrip at will, and creatures with a sense of smell make attacks of opportunity against you with disadvantage.

Purging Dagger

Weapon (dagger), very rare (requires attunement)

This chiseled wooden dagger is a relic crafted from the bough of an ancient, holy tree, and is always miraculously sharp. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The dagger deals an extra 1d4 radiant damage to any target it hits. The extra damage increases to 2d4 when you use the dagger to attack an undead creature, causing blue tongues of holy flame flash along the weapon's edge.

When you roll a 20 on an Attack roll made with this weapon against an undead creature, you can choose to plunge the blade in the creature's body and leave it there. When you do, the dagger emits bright light in a 15-foot radius and dim light for another 15 feet. The light is sunlight. While the blade is lodged within the creature in this way, the creature takes 3d4 radiant damage at the start of each of its turns, and the dagger continues to emit sunlight. The affected target or any creature that can reach it can use an action to attempt a DC 16 Strength check to remove the blade and end this effect. When the effect ends, the blade vanishes and reappears on the ground at your feet or into your hand if you have one free. You can end the effect early using a bonus action on your turn.

Relentless Bulwark

Armor (shield), uncommon (requires attunement by a cleric or paladin)

This hefty metal shield is virtually impenetrable. The shield has 6 charges and regains 1d4+2 expended charges each day at dawn. While holding the shield, you can use a bonus action to expend 1 charge to cast *shield of faith*. When you would fail a Constitution saving throw to maintain concentration on a *shield of faith* spell cast using the shield, you can use your reaction to expend another charge to succeed on the saving throw instead. You can only use this reaction in this way while holding the shield.



Otyugh Cloak

Petal Dancer Ward

Purging Dagger

Seat Belt

Wondrous item, common

While standing on a solid surface, you can begin to sit down in an open space as if there were a chair beneath you. When you would normally crouch or fall to the ground when doing this, you can mentally command the belt to summon an invisible, incorporeal chair as a bonus action instead. The chair can be of any style you choose, such as a stool, recliner, throne, or rocking chair, and can support up to 500 pounds. While it is comfortable, it is nevertheless invisible, and cannot be interacted with beyond simply sitting in. The chair disappears if it is no longer on a solid surface, you stand up, or if you're pushed or moved while sitting on it.

Shadowsmoke Dragon Pipe

Wondrous item, rare

This magical wooden pipe leaves behind odorless smoke that dissipates rapidly. The head of the pipe detaches, allowing you to refill it easily. The pipe has 4 charges and regains 1d3+1 expended charges each day at dusk. As an action, you can expend a charge to blow a small, condensed smoke ring at a friendly creature (including yourself) that you can see within 30 feet of you.

A creature affected by the smoke ring in this way can choose to immediately turn invisible or wear the smoke as if it were a physical ring. The ring lasts for 1 minute or until the creature uses a bonus action on one of its turns to turn invisible. A creature turned invisible by the smoke ring reappears at the start of its next turn or when they attack or cast a spell. A creature can only have 1 smoke ring at any time.

Shielded Turtle Sugarbombs

Wondrous item, uncommon

These sticky chocolate candies are filled with an enchanted molasses and caramel center and come in packs of 2. When you eat this sugarbomb as an action, your movement speeds are reduced by 10 feet for one minute. If you are proficient with shields and are wearing one on your back, you gain the benefits of that shield as if you were wielding it while your speed is reduced in this way. You cannot wield a shield and gain the benefits of a worn one at the same time.

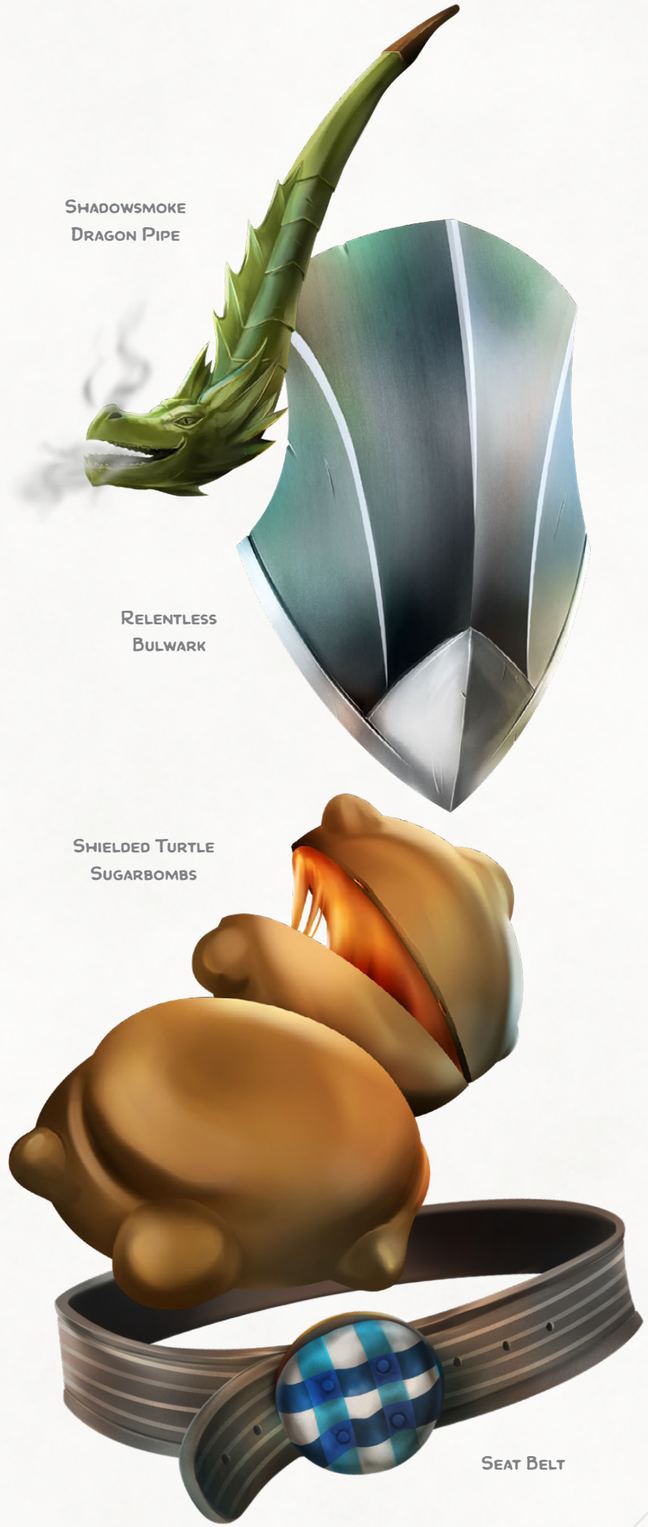
Upset stomach. You can only be under the effects of one sugarbomb that has this property at a time. Eating a sugarbomb while already under the effects of another one ends the first one's effect early and forces you to make a DC 13 Constitution saving throw. On a failed save, you become poisoned for 1 minute.

Sling of the Tiny Giant

Weapon (sling), rare

This wicked sling is devastating against foes larger than yourself. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and when you hit a creature with a ranged weapon attack using this sling, the creature takes an extra 1d4 force damage for each size larger than you it is (up to 3d4 extra damage).

In addition, when you roll a 20 on an attack roll made with this weapon, the target must succeed on a DC 15 Strength



Shadowsmoke Dragon Pipe

Relentless Bulwark

Shielded Turtle Sugarbombs

Seat Belt

saving throw or be pushed up to 10 feet away from you and knocked prone. If the affected creature is Large or larger, it has disadvantage on the saving throw.

Staff of the Mirage

Staff, rare (requires attunement by a wizard)

This magical staff has 10 charges that can be used to cast the following spells. It regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC + 2 for these spells: *disguise self* (1 charge), *hallucinatory terrain* (4 charges), *invisibility* (2 charges), *mirror image* (2 charges), *mislead* (5 charges), *silent image* (1 charge).

Sword of Resonance

Weapon (longsword), rare (requires attunement by a bard)

This peculiar brass longsword is hollow and has strings that run along its magical blade, allowing you to use this sword as both a lute and spellcasting focus. You are proficient with lutes while you are attuned to the sword. In addition, this sword has the finesse property due to the hollow blade's dramatically reduced weight.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The sword's hollow metal blade magically amplifies the music made when using the sword as an instrument. Whenever you expend a use of your Bardic Inspiration, the sword begins to reverberate with thunderous energy. The next time you hit a target before the end of your next turn with a melee weapon attack using the sword, that target takes an extra 1d8 thunder damage from the attack.

Volcanic Boots

Wondrous item, rare (requires attunement)

These heavy boots' volcanic stones rearrange themselves to better fit your feet once you attune to them. Despite their appearance, the stones are remarkably light and comfortable, keeping your feet at a pleasant temperature. While wearing the boots, you have resistance to fire damage.

The boots have 10 charges and regain 1d6+4 expended charges each day at dawn. When you walk at least 5 feet on solid ground, you can expend 1 or more charges. Choose a 5-foot space you just walked through for each expended charge: the ground and air in a 5-foot cube in that space becomes volcanic and impossibly hot. For 1 minute, any creature other than you that enters or starts its turn in that space must succeed on a DC 15 Dexterity saving throw or take 2d6 fire damage.

Volt Gauntlets

Wondrous item, rare

These metallic gauntlets have several sharp points extending from its knuckles and are lined with an insulating material. Unarmed punching attacks you make while wearing these gauntlets deal piercing damage instead of bludgeoning. In addition, the gauntlets hold 6 charges and regain 1d6 each day at dawn. When you hit a creature with an unarmed attack using your fists, you can expend 1 charge to deal an additional 1d8 lightning damage. When you do, the target must succeed on a DC 15 Constitution saving throw or be unable to use its reaction until the start of its next turn. While the gauntlets hold at least 1 charge, they give off occasional snaps and sparks of electricity.

Wooden Chain of the Unbroken Circle

Armor (chain shirt), rare (requires attunement by a druid or ranger)

This magical chain shirt is crafted using strange wooden links enchanted by a militant circle of druids. The wooden chain is reinforced with old, natural magic that responds to the wearer's reverent connection to nature. While wearing this armor, you gain a bonus to your AC equal to your Wisdom modifier (max 2) in addition to the armor's normal AC.



Snugglebeasts.

Snugglebeasts came about this month, which was such a delightful thing to add in to the Saddlebag. You may have guessed this already, but I tend to like happier stuff. Not because I dislike gruesome or edgier material, but because I like bringing delight to people. That's part of the design background though: you're always asking how you can make a user or viewer have a better time with the thing you're making. I always try to look for opportunities to help you have a nicer time.

On a sadder note, my dog got incredibly sick this month and was hospitalized for almost a week. It was really touch and go, but she pulled through in the end. The *Companion's Band* is made for her and has her ghostly visage in the illustration for it. It also happens to be the two hundredth item, although that was purely coincidence. The brush with the near loss of her really shook me, and I wanted to be able to play with her even while adventuring in a tabletop game. That item's free for everyone, for that reason. I hope it helps people who weren't as lucky as we were.

Other notable items this month were the *Battle Tax*, *Festerwood Fungal Stave*, *Thornpiercer* (which as of now is still the most liked item on Instagram), the *Vox Helm*, and *Weapons of Mooring*.

MAY, 2019

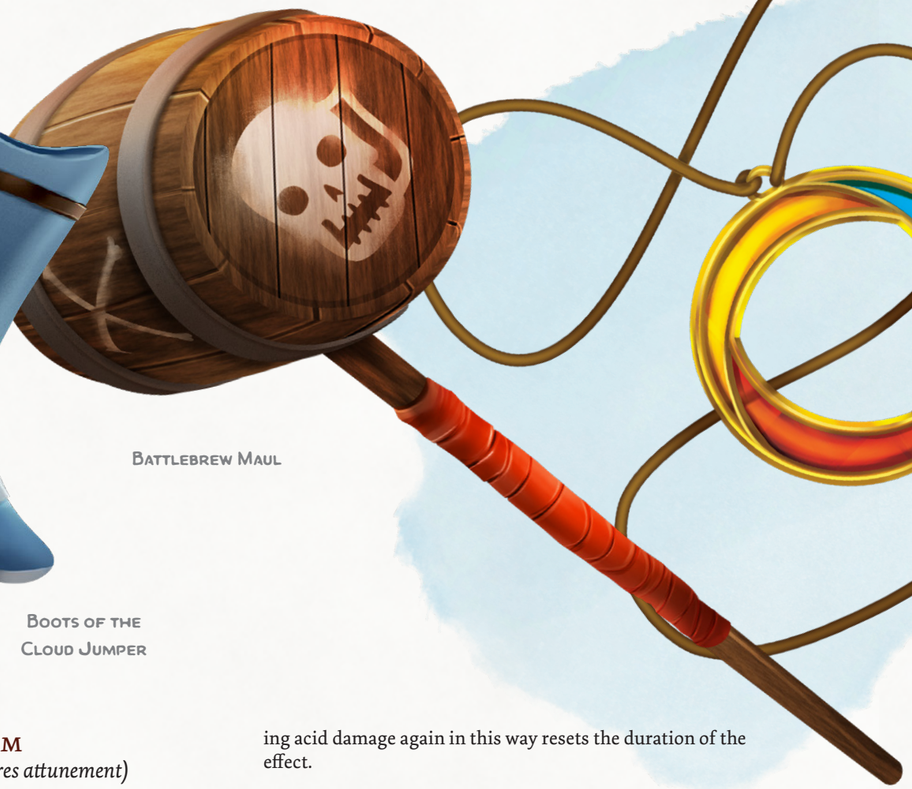
Battle Tax
Battlebrew Maul
Boots of the Cloud Jumper
Clockwork Inkbeetle
Companion's Band
Dragon's Call
Dryadleaf
Ferryman's Take
Festerwood Fungal Stave
Grass Carpet
Greaves of Dendallen
Helmsman's Shelter
Knight's Standard of Vigor
Liar's Lyre
Mageplate Cap
Mastery Gem
Mirrorlight Edge
Purity Spear
Ring of Seething
Signet Rings of Blindness, Deafness, and Silence
Snugglebeast
Starmetal Striker
Thornpiercer
Uorik the Conqueror's Juice Cup
Vox Helm
Weapon of Mooring



The
INVENTORY



Boots of the Cloud Jumper



Battlebrew Maul



Amulet of Equilibrium

Clockwork Inkbeetle



Companion's Band

Battle Tax

Amulet of Equilibrium

Wondrous item, uncommon (requires attunement)

This spiraling pendant is made of three magic-sensitive panes of colored crystal, with each piece being attuned to a different arcane element. If you can cast spells, you can use the amulet as a spellcasting focus while you're attuned to it.

The amulet has 4 charges and regains 2 expended charges each day at dawn. Whenever you would deal cold, fire, or lightning damage to a creature with an effect that targets only that creature, you can expend any number of charges to reroll that many of the effect's damage dice.

Whenever you take cold, fire, or lightning damage from a hostile source, you regain 1 charge.

Battlebrew Maul

Weapon (maul), rare

The head of this maul is an alchemical keg that generates battlebrew liquor. It holds up to 4 gallons of the liquor and creates 1 gallon each day at dawn and every time you roll for initiative (up to once an hour). A creature can remove or reattach the handle of the maul from the keg as an action to pour out or stopper the refreshing liquor. Its sweet flavor and warm aftertaste make it a favorite drink among tired adventurers.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While in combat, the liquor begins to become volatile and warm. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d8 acid damage from the attack as the keg briefly buckles from the force and sprays out a mist of the heated liquor.

For 1 minute after taking acid damage in this way, the next time that target takes fire damage, it takes an extra 2d8 fire damage as the lingering liquor ignites around them. Dealing acid damage again in this way resets the duration of the effect.

Battle Tax

Weapon (battleaxe), uncommon (requires attunement)

This golden battleaxe is the chosen weapon of many merchants and followers of mercantile gods. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll with this weapon against a Small or larger creature that is hostile towards you, you magically earn a number of gold coins equal to the damage from the attack. The golden axe glimmers when you hit with an attack in this way, and you can feel the reassuring weight and clink of coins materialize and fall into your purse, pocket, or bag (whichever you prefer). If you have no room for the coins or don't want them to be immediately added to your storage, the coins erupt from the wound you inflict on the target instead. Once this property has been used, it can't be used again for 12 hours.

Boots of the Cloud Jumper

Wondrous item, uncommon (requires attunement)

While wearing these boots, you can choose to jump once while in the air as if you'd leapt from solid ground. You can't jump farther than your remaining movement would allow, and you treat all jumps made in this way as they were standing jumps. When leaping mid-air in this way, thin, cloudy wisps fly out from under your feet and immediately disappear. The boots allow you to jump in this way once before they need to make contact with a solid surface again. Jumping in this way while falling prevents up to 20 feet of fall damage.

Clockwork Inkbeetle

Wondrous item, uncommon

This minuscule, mechanical beetle is 1 inch long and quietly whirs with a mix of magical and mechanical forces. Placing the beetle on a piece of parchment you hold or carry causes it to spring to life and begin tracking your travels. As you move, so does the beetle. It leaves behind a small line of ink that it generates. The ink immediately dries and doesn't dissolve in water. In addition. the beetle's small frame allows it to move even while enclosed in a book or similar enclosure without losing its sense of movement or direction.

The beetle has a dial on its underside. A creature can use the dial to select the scale in which the beetle moves. For each option, the beetle moves 1 inch in the same direction as you for every amount you move as shown on the dial, creating a map of your journey: 20 feet, 200 feet, 2 miles, or 20 miles. The beetle is immune to magical effects that would otherwise alter its sense of direction.

The beetle always knows which direction is North. When placed on a piece of parchment for the first time, it crouches down to stamp a small compass rose on the sheet before beginning to move. If the beetle runs out of space on the parchment to travel, it stops moving in that direction and emits a clicking sound that can be heard by creatures within 5 feet of it.

Attaching one *band of the found and lost* to the beetle while you wear the other allows the beetle to move and trace your movements in this way from afar so long as you are both on the same place of existence.

Companion's Band

Wondrous item, common (requires attunement)

This woven band can be worn as a necklace or bracelet by resizing the strap. While attuned to and wearing the band, you can use an action to summon a spectral companion that appears in a space within 5 feet of you. The companion can be a dog, cat, bird, or similar Small or smaller beast. The form is translucent and immaterial, but feels warm to the touch. It emits dim light in a 5 foot radius. The companion remains until dismissed (no action required) or until you remove the band. It is not considered to be a creature, does not occupy a space, and does not require food, water, or air. It is friendly towards you and other creatures of your choice and stays within 30 feet of you at all times, moving through objects as necessary in order to do so. The companion wears a spectral copy of the band on its neck or leg when you summon it (your choice).

The companion understands the emotion and intent of your commands, but cannot speak. Attempting to target the companion with a detect thoughts spell only reveals an overwhelming sense of love and affection towards you.

Once the same spectral companion has remained or has been summoned at least once a day for 7 consecutive days, the band becomes attuned to you instead. When it does, the band no longer requires you to attune to it in order to use the item, and no creature other than you can use its magic without first attuning to it themselves. When another creature attunes to the band in this way, its connection to you is broken. Once the band is attuned to you in this way, you can summon the companion using a bonus action instead of an action, but can no longer change its form when summoning it. In addition, once the band is attuned to you, the companion becomes partially physical, allowing you and creatures



Dragon's Call

Dryadleaf

Ferryman's Take

of your choice to gently pet and hold its otherwise spectral form.

Dragon's Call

Wondrous item, uncommon

This ear cuff bestows a deeper understanding of draconic lore and language upon its wearer. While wearing this ear cuff, you can understand and speak Draconic. In addition, you gain a +1 bonus to any Charisma, Intelligence, and Wisdom ability checks you make involving dragons.

Dryadleaf

Wondrous Item, common

This magical plant only grows at the base of trees that are often stepped through by a dryad. Its leaves slowly shift as if brushed by a breeze. Touching the plant, even gently, causes its leaves to stop their gentle swaying for 1 minute. These plants are frequently cultivated by druids to train younger members of their circle to listen with more than just their ears.

Dryadleaf plants only grow up to 4 leaves at a time and are found in the wild with 1d4 matured leaves. Leaves are fully matured once they have a light green edge along their rim. A creature can eat 1 of the plant's fully grown leaves as an action. Once it does, that creature can speak to beasts and plants for 1 minute as if they shared a language. Once picked, a leaf retains this property for 7 days.

A creature can repot the plant following a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check. On a failure, the delicate plant is irreversibly damaged and dies. Once repotted, the plant can survive with surprisingly little air, allowing it to survive in an extradimensional space such as a *bag of holding* or *portable hole*. So long as it's watered lightly each day and given a moderate amount of sunlight (weather and environment permitting), the plant grows 1d4 missing leaves every 7 days.

Ferryman's Take

Wondrous Item, Rare

These tarnished copper coins are always found in pairs and bear the portrait of a horned man on one side (heads) and a rowboat on the reverse (tails).

The two coins can be placed over the eyes of a dead, unconscious, or willing humanoid creature as an action. When used in this way, the coins impart various effects depending on which side is placed face up.

Heads up. While placed heads up over the eyes of an unconscious creature, that creature is considered to be under the effects of the *spare the dying* cantrip. If placed over the eyes of a conscious creature, it enters a physical and mental state indistinguishable from death and gains immunity to psychic damage while doing so. The creature remains in that state for 1 hour or until the coins are removed. Once a living creature leaves this state, it can't enter it again using the coins for 24 hours.

Tails up. While placed tails up on a dead creature, it is considered to be under the effects of the *gentle repose* spell. Its body can't be detected through magical means, and the soul of the creature cannot be contacted.

These effects end if one or both coins are removed as an action or are not facing the same direction.

Festerwood Fungal Stave

Staff, very rare (requires attunement by a cleric, druid, or sorcerer)

This fungal staff has 25 charges and regains 1d10+15 expended charges each day at dusk. While holding the staff, you can expend 1 or more charges as an action to cause clusters of noxious mushrooms to magically appear in a number of unoccupied spaces equal to the number of charges you expend. The spaces must be on solid ground and within 60 feet of you. Each space becomes difficult terrain for the duration. When a creature moves into or within an space or area with these mushrooms, it takes 2d4 poison damage for every 5 feet it travels. The mushrooms live for 1 minute or until you dismiss them early (no action required).

In addition, while holding the staff, you can expend 1 or more charges to cast one of the following spells from it, using your spell save DC: *cloudkill* (5 charges), *fog cloud* (1 charge), *insect plague* (5 charges), or *stinking cloud* (3 charges). These spells are cast using a bonus action instead of their normal casting time and must target a point adjacent to a space occupied by the mushrooms. In addition, these spells' duration becomes 1 round instead of their normal duration, ending at the end of your next turn, and do not require concentration.

If you expend the last charge from the staff, roll a d20. On a 1, the staff begins to violently overgrow, forcing you to drop it in an unoccupied space adjacent to you. If the staff is dropped on solid ground, a *violet fungus* grows in its place.

Grass Carpet

Wondrous item, common

This simple, soft roll of turf is magically fertile. Its soil is 1 inch thick and allows plants of all kinds to grow well within it. Each roll of turf is 5 feet wide and 10 feet long. Its grass and soil are self-containing and will not grow beyond the size of the carpet. The carpet is so fertile that plants growing in its soil require only half of the normal amount of sunlight and water that they normally would.

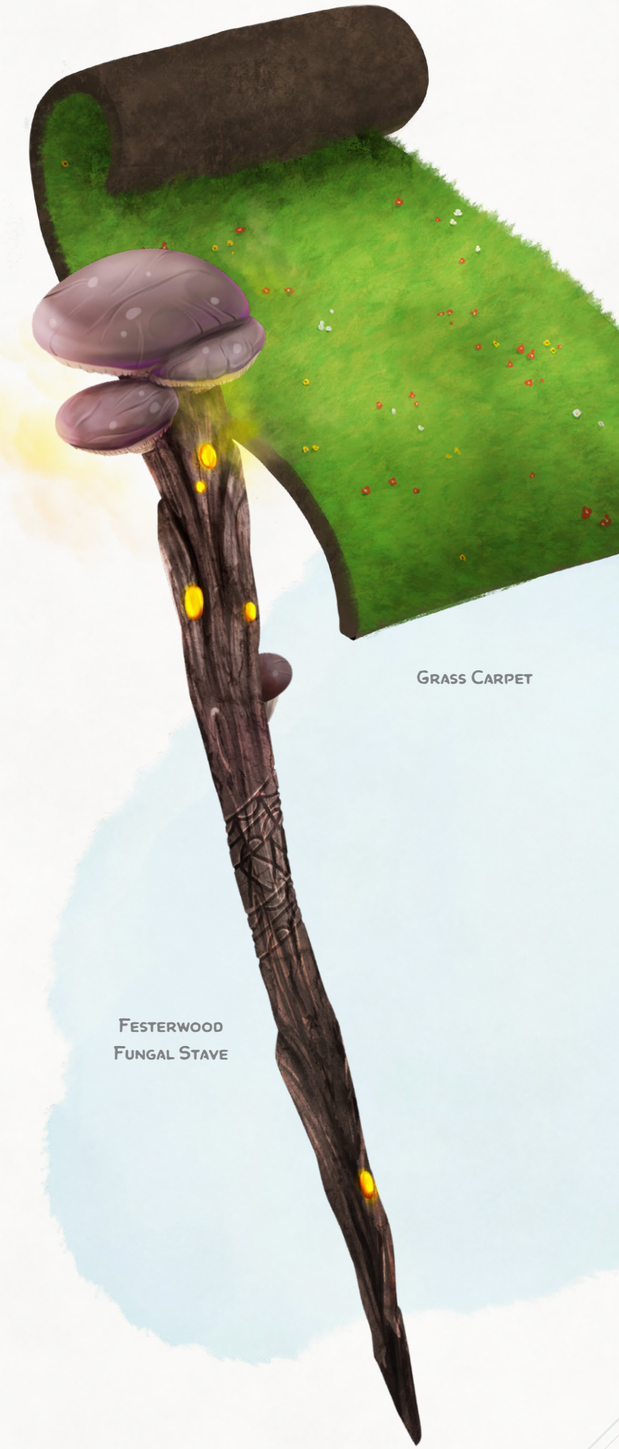
Every 1 inch of carpet soil depth provides the same amount of nutrition as normal soil does at 1 foot deep, allowing plants whose roots are normally 1 foot long to grow with only 1 inch of soil. Folding over the carpet for added depth, or layering multiple carpets atop one another, increases the soil depth to allow for larger plants to grow on the carpet.

The carpet weighs 30 pounds and takes 1 minute to roll the carpet up or out. When rolled up, it has a 1 foot diameter. The carpet can be cut into smaller plots using a magical blade, with each plot being at least 1 foot on a side.

Greaves of Dendallen

Wondrous item, rare (requires attunement)

While wearing these skeletal greaves, your walking speed increases by 5 feet and you gain a climbing speed equal to your walking speed. In addition, while wearing the greaves, you can stand on and move across any liquid surface as if it



Grass Carpet

Festerwood Fungal Stave

were solid ground.

Curse. When you don the *greaves of Dendallen* and begin to attune to them, you feel your legs begin to ache. Make a DC 17 Constitution saving throw. On a success, you're able to safely remove the greaves before you attune to the item, but are aware of the curse's effects. On a failure, once you attune to the item, you take 6d8 necrotic damage as the bones in your legs fracture. This damage ignores resistance and immunity. Your legs remain broken but do not impair your movement so long as you wear the greaves. Once you are attuned to the item, you can't remove the greaves until targeted by the *remove curse* spell or similar magic.

Once you are no longer attuned to this item, your walking speed becomes 0. While your speed is less than your normal walking speed, at the end of a long rest, you regain 10 feet of your normal walking speed. The *regenerate* spell can restore your walking speed to normal.

Helmsman's Shelter

Armor (shield), rare (requires attunement)

This large, repurposed ship's wheel protects its wielder as well as offers some degree of control over the seas. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC. While attuned to the shield, you gain proficiency with water vehicles.

This shield has 5 charges and regains all expended charges each day at dawn. While wielding the shield, you can expend 4 charges to cast the *control water* spell using a spell save DC of 15. Alternatively, you can expend 1 charge as an action to attempt to gain control of a water vehicle you can see within 300 feet of you that has a rudder. When you do, if that water vehicle has a creature currently controlling its direction, you can make a Strength (Athletics) check contested by the other creature's Strength (Athletics) check. On a success, you wrestle control away from the creature and can alter the direction of the water vehicle by up to 90 degrees. A creature can use its action to regain control of the water vehicle by succeeding on a Strength (Athletics) check contested by your Strength (Athletics) check. If there is no creature currently controlling the direction of the water vehicle you chose, you automatically succeed on the ability check.

Knight's Standard of Vigor

Weapon (pike), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this brass pike, you radiate health and vitality. You and other friendly creatures within 10 feet of you are considered proficient in saving throws made to resist becoming poisoned. In addition, when an affected creature other than you regains hit points while in combat from a spell or potion, you can use your reaction to heal that ally for an additional 1d6+2 hit points.

You can concentrate on the weapon's flag over the course of a short rest to change its design and color.

Liar's Lyre

Wondrous item, uncommon (requires attunement by a bard)

This magical instrument's strings reverberate at the sound of a lie you tell, allowing you to weave tall tales and convince others of your lies more easily. You have advantage on any Charisma (Deception) check you make when you spend at least 1 minute attempting to convince a creature of a lie. In addition, when you cast the *vicious mockery* cantrip and are holding the lyre, the spell save DC is increased by 1. You are proficient with this lyre while you are attuned to the instrument.



Mageplate Cap

Wondrous item, rare (requires attunement by a wizard or sorcerer)

This pointed hat is fitted with chain and metal that have been enchanted with empowering abjuration magic. The cap has 4 charges and regains 1d4 expended charges each day at dawn. While wearing the cap, you can expend 1 charge to cast the *shield* spell. In addition, whenever you are the target of the *mage armor* spell, your base AC becomes 14 + your Dexterity modifier instead of the spell's normal change to your AC.

Mastery Gem

Wondrous item, legendary

This cut red gemstone seems to glint with some sort of liquid inside. The gem is impervious to attacks and damaging effects. The gem contains magic absorbed from countless other sources that it uses to overpower the requirements of certain item attunements. While holding the gem against another item that requires attunement by a class or race other than you, you can attune to the new item nonetheless. The new item can be neither legendary nor an artifact. The gem fuses to the surface of the new item and encases the area around it in a crystalline shell.

You can unattune to the new item as normal, even if the item is cursed. Unattuning to cursed items in this way breaks the curse's effects on you. When you unattune to the new item, the gem detaches from the item, allowing you to use it on another item. The crystalline shell remains on the unattuned item. The crystal absorbs any of the item's magic when it's removed in this way, causing the item to become mundane and nonmagical once you unattune to it.

Mirrorlight Edge

Weapon (scimitar), rare (requires attunement)

This roughly hewn crystalline sword bends light in unexpected and dangerous ways. As an action, you can command the scimitar to emit up to 2 ghostly projections of itself. The sword can have up to 2 of these projections at any time, which last until dismissed (no action required). When you make a melee attack with this weapon, the projections become razor-sharp. Targets hit by the sword take an extra 1d4 slashing damage for each projection the sword has.

When swung, the distorted light and projections make the sword difficult to see. When you miss with a melee attack using the sword while it has at least 1 projection, you can choose to reroll the attack by expending 1 of the projections. You must use the new roll. After the attack, 1 projection fades.

The sword emits dim light in a 5-foot radius while it has 1 projection and 10 feet while it has 2. Sheathing the scimitar contains the projections' light without dismissing them.

Purity Spear

Weapon (spear), legendary (requires attunement by a good-aligned creature)

This beautiful spear has a long shaft carved of ivory, and the tip of the spear ends in the spiraling horn of a unicorn. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to the spear, you are immune to the poisoned condition and have immunity to poison damage. In addition, you have advantage on Constitution and Wisdom saving throws against spells and other magical effects.

The spear has 10 charges and regains 1d6+4 expended charges each day at dawn. You can expend 1 or more charges to cast the following spells from it using a spell DC of 17: *calm*



Greaves of Dendallen

Helmsman's Shelter

Knight's Standard of Vigor

Mastery Gem



Mageplate Helm



Liar's Lyre



emotions (2 charges), *detect evil and good* (1 charge), *dispel evil and good* (5 charges), *greater restoration* (5 charges), *misty step* (2 charge), and *purify food and drink* (1 charge). In addition, you can expend 1 charge to touch a creature with the spear as an action. That creature regains 2d8+2 hit points and is cured of any poison or disease afflicting it.

Charge. If you move at least 20 feet straight toward a target and hit it with the spear on the same turn, the target takes an extra 2d8 piercing damage.

Curse breaker. While attuned to the spear, you are immune to being cursed by spells and other abilities. For the purposes of this property, a curse refers to any spell or ability that has "curse" in its name or description. If you are already afflicted with a curse when you attune to the spear or are attuned to a cursed item, you suppress the effects of the curse for as long as you remain attuned to the spear. If you break your attunement with the spear, the curse is no longer suppressed.

Ring of Seething

Ring, uncommon (requires attunement)

This black band is cool to the touch and has several cracks throughout its otherwise smooth body. When you attune to the ring, choose a creature type: aberration, celestial, dragon, elemental, fey, fiend, or undead. While wearing the ring, its normally cool band begins to grow hot when a creature of the selected type is within 60 feet of you. In addition, you have advantage on any saving throws you make to resist being charmed or frightened by a creature of that selected type. While seemingly radiating heat, it feels only warm against your skin. Small flecks of the metal hover just above the surface of the ring when glowing in this way.

Curse. Once you attune to the ring and place it on your finger, you can't remove it unless targeted by a *remove curse* spell. While cursed, you have disadvantage on any Charisma or Wisdom (Insight) checks you make that involve a creature of the selected type. In addition, while within 60 feet of one or more creatures of that type, you have disadvantage on any attack roll you make that targets a creature of a different type.

Signet Rings of Blindness, Deafness, and Silence

Ring, rare

Each of these three signets is decorated with the carving of a skull and a pair of skeletal hands that cover either its eyes (blindness), ears (deafness), or mouth (in an area of silence). Each ring has 1 charge, which it regains each day at dawn. If you are wearing the corresponding signet when you are blinded, deafened, or in an area of magical silence, you can expend 1 charge from the ring (no action required) to be cured of the condition or to speak a word or sentence (such as a verbal arcane components) that can be heard through the magical silence. Wearing the rings together as a set combines their collective charges: potentially allowing you to use one of the ring's properties multiple times.

Snugglebeast

Wondrous item, common (1d6), uncommon (2d6), rare (3d6), very rare (4d6)

When a creature regains hit points at the end of a short rest by spending one or more of its Hit Dice, that creature can regain extra hit points if it spends that short rest snuggling with one of these enchanted, stuffed toys. The kind of *snugglebeast* and the hit points it restores are determined by its rarity: 1d6 hit points (owlbear, common), 2d6 (unicorn, uncommon), 3d6 (dragon, rare), or 4d6 (tarrasque, very rare). Once this property of the *snugglebeast* has been used by a creature, that creature can't benefit from the *snugglebeast* again in this way until it finishes a long rest.

Starmetal Striker

Weapon (light hammer), rare (requires attunement)

This light hammer was forged using the remains of a comet and is cold to the touch. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Targets hit by the hammer take an extra 1d4 cold damage. The hammer leaves behind a crackling mist when thrown and immediately flies back to your hand after making a ranged attack with it.

Thornpiercer

Weapon (dagger, shortsword, rapier, or whip), legendary (requires attunement)

This rose has a stem large enough to hold like the hilt of a weapon. You can focus on the rose using an action to cause it to grow one of the following weapons from its center: a dagger, shortsword, rapier, or whip. If the hilt already has a weapon growing from its center, the existing weapon withers away and disintegrates—allowing the new one to take its place.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, targets hit by the the weapon take an extra 1d4 piercing damage. If you are proficient with simple or martial weapons or are a druid, you are considered proficient with the weapons that *thornpiercer* grows while you're attuned to it.

Each weapon option has a unique property with a save DC of 16:

Dagger. When you throw this weapon, only the blade is thrown from the rose hilt. Hit or miss, when the blade reaches its target, it erupts into a burst of thorns. The target and up to 3 other creatures of your choice within 10 feet of the target must succeed on a Dexterity saving throw or take 1d4+2 piercing damage. You can use a bonus action to cause the hilt to regrow the dagger blade.

Rapier. When you roll a 20 on an attack roll with this weapon, the blade's thorns eviscerate the inside of the target of the attack and deal an extra 3d4 piercing damage. If the target was a Large or smaller creature, it must make a Constitution saving throw. On a failure, its hit point maximum is reduced by the amount of damage dealt by the attack. On a success, it's reduced by half the amount instead. Once the creature completes a short or long rest, its hit point maximum is restored.

Shortsword. The first time you hit with an attack on your turn, the target of that attack must succeed on a Constitu-

tion saving throw or take an extra 1d6 poison damage and be poisoned until the end of its next turn.

Whip. When you hit with an attack with this weapon, you can choose to attempt to grapple the target if it's no more than one size larger than you. When you do, it must succeed on a Strength saving throw or become grappled by the thorned whip. While grappled, the targets takes an extra 1d4 piercing damage at the start of each of its turns. The target or another creature can use their action to reattempt the saving throw, releasing them upon a success. The whip snaps off from the hilt when you successfully grapple a creature with it, allowing you to move freely while the target is grappled. You can use a bonus action to cause the hilt to regrow the whip.

Uorik the Conqueror's Juice Cup

Wondrous item, common

This friendly copper cup changes the flavor of water that's poured into it. As a bonus action, you can whisper the name of a fruit into the mouth of the cup. If the cup is filled with water, its color and flavor change to resemble the kind of juice the fruit makes when juiced. Uttering the name of another fruit into the cup changes its flavor and color again. Regardless of its appearance and flavor, the water is still only water. Shouting into the cup instead causes the juice to effervesce and bubble. If the water is poisoned, the drink tastes foul and badly fermented.

Vox Helm

Wondrous item, common

This plated helmet completely covers the head of the creature wearing it and can alter the sound of their voice. The voice is obviously modified, sounding slightly unnatural and enchanted. The wearer can mentally adjust the pitch, masculinity or femininity, and reverberation of its voice at will (no action required).

Weapon of Mooring

Weapon (battleaxe, longsword, or warhammer), rare (requires attunement)

These weapons are made of a dense iron and have the heavy property. You gain a +1 bonus to attack and damage rolls you make with one of these magic weapons. Each time you hit a Large or smaller creature with a melee attack using one of these weapons, that creature's movement speed is reduced by 5 feet until the end of their next turn.



The
INVENTORY

This is the part of the Inventory where I can start writing in more of a present tense. The Dendallen goal got met on Patreon (whoa!), my stability as a provider for my family started to really cement itself since changing careers, and I started streaming. I had rearranged my office and purchased some new equipment back in April with this in mind, and it was nice to see it start to come to fruition.

There were a lot of diversions in June. The Dendallen encounter needed to be started, I needed to make sure the stream would and does look as professional as I could make it (meaning I had to learn some new software), and I was fulfilling commissioned item pieces and collaborative items for use in future joint content releases with other content creators. As a reasult, I found myself behind with getting The Deck of Many new packs of cards to send off, so that's my biggest challenge to catch up on in July.

Well, that and the rest of the Dendallen encounter and lore, business stuff for GenCon in August, the new Looter's Table spreadsheet (released yseterday as of writing this), and starting to really nail down the right format for streaming. What incredible mountains to climb!

Thanks for being a supporter and making these incredible milestones and challenges possible for me. You're all so appreciated.

Some personal favorite items this month were the *Axe Beak Tomahawk*, *Gibberbox* (because it's gross and silly at the same time, and I like how it turned out), *Retaliating Bloom Shield*, *Shadowshawl*, *Sheer Cold*, and *Voltedge*.

JUNE, 2019

Axe Beak Tomahawk
Belt of the Raid Leader
Bloodmage Dagger
Coil Crook
Doomsday Cookie
Dragonkin Weapons
Festerwood Logger
Funeral Marchers
Gibberbox
Grips of Dendallen
Infernal Aegis
Ironleaf Oaken Shield
Killskull Longbow of Dread
Locksmith's Bane
Mask of Dendallen
Null Chalk
Pike of the Forgotten Legion
Retaliating Blooming Shield
Ring of the Sandskimmer
Sea Serpent Hairpin
Seed of Rebirth
Shadowshawl
Shapeshifter's Circlet
Sharkrazor Mantle
Sheer Cold
Stalaga Spear
Storm Sickle
Trident of the Dryad
Voltedge



Axe Beak Tomahawk

Weapon (handaxe), uncommon

This magic handaxe is made from the remains of a slain axe beak. The first time on your turn that you hit a creature that has a flying speed with an attack using this axe, that creature is forced to make a DC 13 Strength saving throw. Each time that a creature fails this saving throw, that creature's flying speed is reduced by 15 feet for 1 minute.

Belt of the Raid Leader

Wondrous item, rare (requires attunement by a half-orc or orc)

This thick, worg leather belt is reinforced with heavy iron rivets and secured with an equally heavy iron skull buckle. As an action, you can let loose a powerful war cry. When you do, up to 3 other creatures of your choice gain advantage on attack rolls until the start of your next turn. The creatures you choose must be within 30 feet of you and able to hear the war cry. When you use your action to make this war cry, you can make one weapon attack as a bonus action.

Once this property of the the belt has been used, it can't be used again until the following dawn.

Bloodmage Dagger

Weapon (dagger), very rare (requires attunement by a spellcaster)

This roughly hewn obsidian dagger is razor sharp and can be used as a spellcasting focus. Its handle is covered in small holes that drink in whatever blood runs down the blade. There's a small reservoir for blood at the dagger's pommel that seems to never completely fill. You gain a +1 bonus to attack and damage rolls you make with this magic weapon.

The dagger has 5 charges and regains 1d3+2 expended charges each day at dusk. You can expend 1 charge as an action to make a melee spell attack using your spell attack bonus against a living creature you can see within 5 feet of you. When you do, an illusory crimson dagger sweeps out towards the creature. A creature hit by the attack takes necrotic damage equal to 3d4 + your spellcasting ability modifier, and you regain hit points equal to the damage dealt. If the target of the attack is a construct, plant, or undead creature, you don't regain any health in this way.

Alternatively, while holding the dagger you can expend 1 or more of its charges when you cast a spell using a 1st, 2nd, or 3rd level spell slot. The spell must target either a single creature or yourself. The spell slot you use to cast this spell counts as a spell slot of one level higher for each charge you expend in this way. You can't increase the slot level of a spell in this way beyond 5th level. You also sacrifice 1 Hit Die for each charge you expend in this way. Roll a number of Hit Dice equal to the number of expended charges and take necrotic damage equal to the total you roll on them. This damage ignores resistance and immunity. If expending charges in this way causes you to fall to 0 hit points, the spell fails and you fall unconscious.

Coil Crook

Staff, uncommon

This red, smooth staff is actually made of a rigid length of rope. You can speak the staff's command word as a bonus action to cause it to magically loosen and turn into 10 feet of decorative silken rope. You can speak the command word again as a bonus action to cause the rope to untangle itself and form the solid staff again. It can be used as a spellcasting focus in either of these forms.

You can use the staff to cast the *rope trick* spell using it as the rope required for the spell. Once this staff has been used to cast this spell, it can't be used to cast the spell again until the following dawn.



Doomsday Cookie

Wondrous item, uncommon

This black sugar paste cookie is made using a grim recipe passed down through generations of clerics devout to gods of death. Inside this hollow cookie is an enchanted piece of blank paper whose writing is revealed upon breaking the cookie The writing on the paper attempts to predict the cause of death for the creature who opened it. When you open this cookie, roll a d20 and use the table below to determine the paper's prediction.

Once a creature's fortune has been predicted this way, all future doomsday cookie papers will predict the same outcome for them. If a creature dies in a way foretold by the cookie (at your DM's discretion) the cookie's paper transforms into a scroll of *revivify*. This scroll can only be used on the creature whose passing it foretold. If the scroll is unused within 1 minute, it crumbles into dust.

Regardless of its grim foretellings, the cookie itself is a delicious snack that is sweet, salty, and smoky.

d20	Prediction
1	"Your fiery passions burn too hot."
2	"The light of the full moon casts the deepest shadows."
3	"Vainglorious you stumble, entranced by your own reflection."
4	"Great heights bring all who reach them low."
5	"Betrayal strikes deeper than any blade."
6	"Hasty hands make for quick lives."
7	"Look behind you."
8	"Getting ahead of yourself may separate you both."
9	"What a fine meal."
10	"Nature knows no morality."
11	"The crushing weight of the world is too much."
12	"Your demise is met with revelry, gnashing jaws and gluttony."
13	"Beware the viridian, in color and emotion."
14	"Mortality is shed as quickly as skin or clothing."
15	"Hold on to each breath, savor it as your last."
16	"70% of accidents happen in the home."
17	"Stars die as new ones rise."
18	"Cold. So cold."
19	"The stench of failure burns your nostrils."
20	"Rocks fall. You die."

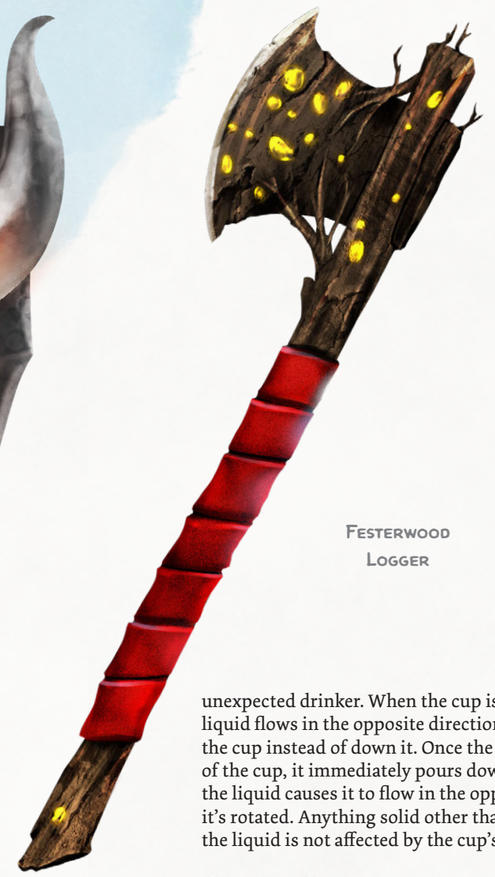


Grip of Dendallen

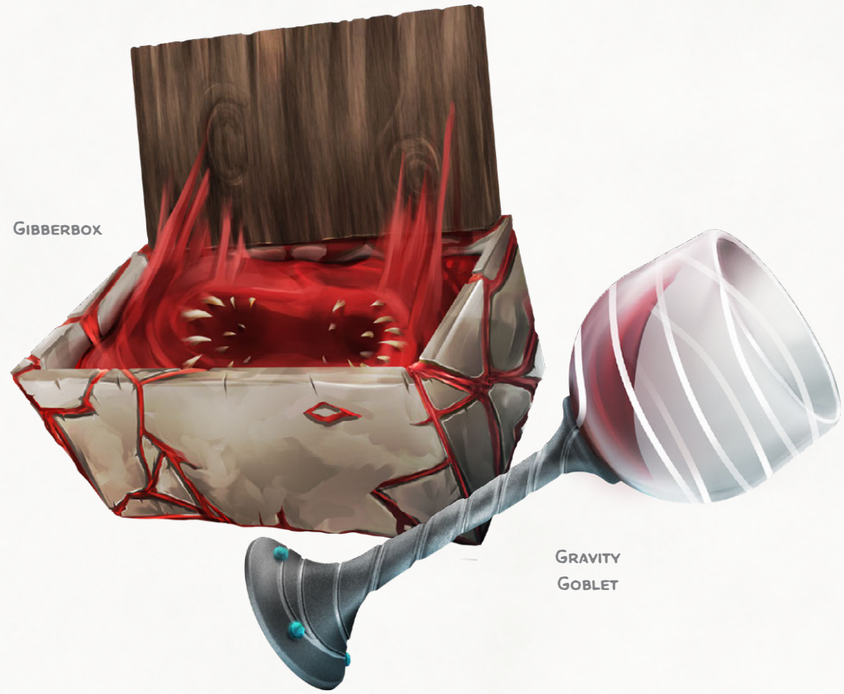
Funeral Marchers



Infernal Aegis



Festerwood Logger



Gibberbox

Gravity Goblet

Dragonkin Weapon

Weapon (any melee), rare (+1), very rare (+2), legendary (+3) (requires attunement by a dragonborn)

These weapons are made of a scaly metal that radiates draconic elements. You gain a +1 (rare), +2 (very rare), or +3 (legendary) bonus to attack and damage rolls made with this magic weapon. Targets hit by this weapon take an extra 1d6 damage of the same type as your breath weapon racial feature. In addition, you gain a +1 (rare), +2 (very rare), or +3 (legendary) bonus to your breath weapon's save DC.

The color of the weapon's metal changes to reflect your own natural colors as a dragonborn once you attune to it.

Festerwood Logger

Weapon (handaxe), uncommon

This axe is a favorite among lumberjacks. The axe is made entirely of the magically hardened festerwood and sharpened to a menacing edge. The weapon's glimmering yellow pustules leech acid with each attack, causing targets hit by the weapon to take an extra 1d4 acid damage with each strike. This acid damage is maximized if the target is a plant creature, nonmagical plant, or an object made of wood.

Funeral Marchers

Wondrous item, uncommon

While wearing these black leather boots, you can choose to not fall prone when you're reduced to 0 hit points. Whenever you make a death saving throw while unconscious, you gain a walking speed of 10 feet and tremorsense out to a range of 10 feet until the end of your turn. You're still blind beyond this range. You can choose which direction to walk in while unconscious in this way.

Gibberbox

Wondrous item, rare

This magic box is made of enamel and bits of bone that stick together with the gummy, red remains of a gibbering mouther. The box weighs 7 pounds and is 1 foot long and 6 inches wide and tall. You can open the box's wooden lid as an action. When you do, the red paste inside the box swirls and forms a toothy mouth that starts incessantly babbling nonsense. Every creature that starts its turn within 20 feet of the box that can hear it must succeed on a DC 10 Wisdom saving throw. On a failure, a creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. A creature takes 1d6 piercing damage if it touches the red paste and toothy mouth while the box is opened and blathering in this way.

This effect lasts for 1 minute or until the box's lid is closed again using an action. Once this property of the box has been used, it can't be used again for 24 hours. Opening the lid again while this property is inactive results in a droning, gurgling sound that turns silent after 1 minute of the box being open. The paste is extremely elastic and can't be removed or separated from the box.

Gravity Goblet

Wondrous item, common

This glass and silver goblet is enchanted with a harmless, strange magic. A liquid poured in the cup bends gravity in comical ways, often to the surprise and endrenchment of an unexpected drinker. When the cup is tilted, as if to drink, the liquid flows in the opposite direction of gravity—sliding up the cup instead of down it. Once the liquid reaches the edge of the cup, it immediately pours down as normal. Swirling the liquid causes it to flow in the opposite direction in which it's rotated. Anything solid other than ice that's floating in the liquid is not affected by the cup's magic.

Grip of Dendallen

Wondrous item, very rare (requires attunement)

These black leather and human bone chain gloves spread sickness and decay to the things they touch. While wearing the gloves, your unarmed strikes deal necrotic damage and you can roll a d6 in place of the normal damage of your unarmed strikes. This damage is maximized if you hit a plant or plant creature with the attack.

In addition, you can use the gloves to cast the following spells using a save DC of 16 and attack bonus of +8: *blight*, *contagion*, or *vampiric touch*. Casting *blight* in this way uses a range of touch instead of its normal range. Once the gloves have been used to cast a spell, they can't be used to cast that spell again until the following dusk.

Curse. When you pull these gloves over your hands for the first time, make a DC 16 Wisdom saving throw. On a success, you are aware of the curse's effects and can immediately remove the gloves before it takes hold. On a failure, the gloves' bone chains pierce your skin and latch onto the bone in your arms. You take 4d6 piercing damage and can't remove the gloves unless you're targeted by the *remove curse* spell or similar magic. While you wear the gloves, the flesh on your hands slowly rots. The stench can't be contained or masked through magical or nonmagical means. While your hands rot in this way, you make Charisma checks with disadvantage and take 1d6 necrotic damage whenever you complete a long rest.

If you fail the saving throw when first donning the gloves and later remove them, it takes 1d4 days for the effects of the rotting flesh to fade.

Infernal Aegis

Armor (shield), very rare (requires attunement)

You can speak this dark iron shield's command word using a bonus action while you hold it to cause it to become wreathed in harmless magical flames. The flames cast bright light in a 20-foot radius and dim light for another 20 feet. The flames last until you speak the command word again or until you drop or doff the shield.

While holding the shield, you have a +1 bonus to AC as well as resistance to fire damage. This bonus is in addition to the shield's normal bonus to AC. In addition, the shield has 4 charges and regains 1d4 expended charges each day at dawn. While the shield is ablaze, you can expend 1 or more of its charges to cast the *fire shield* (2 charges) or *hellish rebuke* (1 charge) spell using the shield. When casting one of these spells from the shield, *fire shield* can only be used to create a warm shield, and *hellish rebuke* has a save DC of 16.

Ironleaf Oaken Shield

Armor (shield), uncommon (requires attunement by a druid)

This reinforced wooden shield is covered with ironleaf vines that grant you extra protection. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC. In addition, the wooden shield reforms itself to fit you whenever you use your wild shape class feature to transform into a beast. When you do, the ironleaf vines



Ironleaf Oaken Shield

Killskull Longbow of Dread

and wooden shield latch onto your bestial form, granting you a +1 bonus to your AC while transformed in this way.

Killskull Longbow of Dread

Weapon (longbow), rare (requires attunement)

This magic longbow is adorned with a bear skull and claws. The bow holds up to 4 charges and gains 1 charge whenever you reduce a Small or larger creature to 0 hit points with it. For each charge the bow has, a small, etched line appears on the bear skull adorning the weapon. The etched line vanishes from the skull when its charge is expended.

When you hit a creature with an arrow fired from this bow, you can expend 1 charge to cause that creature to take an extra 1d8 psychic damage and make a DC 15 Wisdom saving throw. On a failure, the creature is frightened of you for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

Locksmith's Bane

Wondrous item, uncommon

This silver lock pick twists and reorients itself to more easily open locks. You gain a +3 bonus on ability checks you make with this tool in order to pick open a lock. If you roll a 1 on an ability check in this way, the pick casts the knock spell on the lock before it disintegrates into a silver dust.

If you roll a 1 in this way and use an ability to reroll the die or otherwise change the result, the item becomes a nonmagical, mundane lock pick but does not cast the spell or disintegrate.

Mask of Dendallen

Wondrous item, very rare (requires attunement)

This skull mask covers the face of the wearer and offers several benefits while worn. The mask has 5 charges and regains all expended charges each day at dusk. As an action, you can expend 1 charge to cast either the *bestow curse*, *fear*, *speak with dead*, or *tongues* spell using a save DC of 16. You have advantage on Constitution saving throws you make in order to maintain concentration on a spell you cast in this way. In addition, you can read all writing.

Curse. When you place this mask over your face, make a DC 16 Intelligence saving throw. On a success, you are aware of the curse's effects and can immediately remove the mask before it takes hold. On a failure, it magically latches on to your face and can't be removed unless targeted by the *remove curse* spell. You take 5d10 psychic damage when the curse takes hold, and the skin surrounding the mask is riddled with blacked veins and sickly gray skin. While you wear the mask, you cannot smell or taste anything and automatically fail any check relying on smell or taste. Your voice also changes. Use the table below to determine the new voice. In addition, whenever you roll a 1 on an ability check, saving throw, or attack roll, you take 1d10 psychic damage.

d6	Prediction
1	Your voice deepens and does not echo.
2	Your voice becomes raspy and overly enunciates consonant sounds.
3	Your voice becomes quiet, almost a whisper, but can still be heard as if it were spoken at a normal volume.
4	Your voice becomes high pitched, and your laugh maniacal.
5	Your words become slurred, as if your tongue is suddenly too large for your mouth, and your spit releases a faint hiss when it escapes your mouth.
6	Your voice becomes that of another ally's and changes each time you complete a long rest.

Null Chalk

Wondrous item, very rare

This drab pouch contains 1d4+1 sticks of dull gray chalk. The chalk feels slightly tingly to the touch.

As an action, you can touch 1 of the sticks of chalk to the ground, wall, or ceiling to magically create a line up to 50 feet long and 1 foot thick. The line extends from your location in the direction and shape of your choice. You can shape the line in any way you choose so long as it makes one continuous path along the surface or similar adjacent surfaces. Once a stick of chalk has been used in this way, it disintegrates into a pile of fine, nonmagical powder.

Magical effects can't cross this line. The line's effect extends 20 feet perpendicularly from the surface on which the line is drawn. Targets on the other side of the line are considered to have full cover for the purpose of targeting magical effects. Magical items that cross the line become mundane and nonmagical for 1 round.

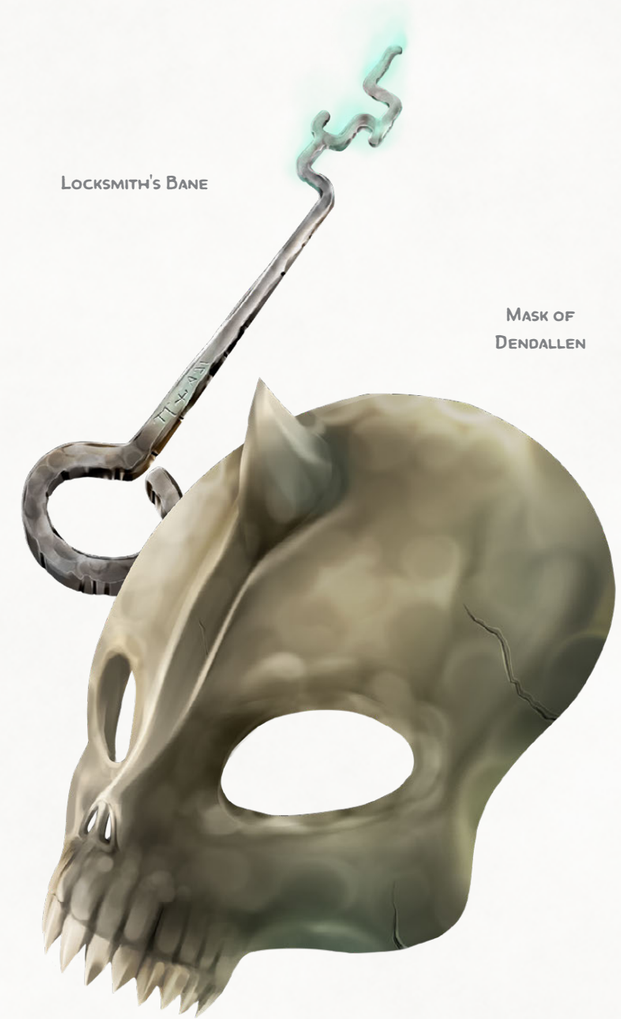
The first time a celestial, elemental, fey, fiend, or undead creature would cross the line on its turn, that creature must make a DC 17 Charisma saving throw. On a failed save, the creature's movement speed becomes 0 until the start of its next turn, is forced backward up to 10 feet away from the line, and takes 2d8 force damage. On a successful save, the creature's speed is unaffected as it passes through the line and the damage is halved. If the line cuts through a creature's space when it appears, the creature is pushed to one side of the line (your choice).

This effect lasts for 8 hours or until a break of at least one foot is made in the line, which causes it to instantly lose all magical properties. A creature can spend 1 minute to smudge, smear, erase, or otherwise remove the line enough to disable its effects. The line uses a DC 16 ability check DC when targeted by a *dispel magic* spell. On a success, the line's effects are disabled for 1 minute.

Pike of the Forgotten Legion

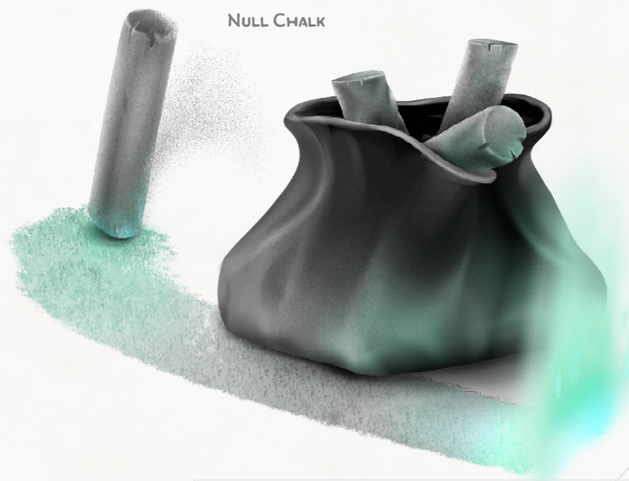
Weapon (pike), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has 6 charges and regains 1d4+2 expended charges each day at dusk. While holding the pike, you can expend 1 or more of its charges to cast one of the following spells from it (save DC 16): *mirror image* (1 charge), *phantom steed* (1 charge), *speak with dead* (1 charge), or *spirit guardians* (2 charges).



Locksmith's Bane

Mask of Dendallen



Null Chalk

Spectral warrior. Once on your turn when you hit a creature with an attack using the pike, you can choose to summon a spectral warrior from the weapon. Until the start of your next turn, that creature is haunted by the warrior. That creature has disadvantage on any weapon attack it makes against you until the start of your next turn. This property has no effect against undead creatures.

Haunting phalanx. You can use an action while holding the pike to expend 3 charges and point it forward commandingly. 5 spectral, pike-wielding warriors appear before you and march in a 25 by 50-foot line in a direction you choose. Any creature within that line's area must make a DC 16 Intelligence saving throw. On a failure, a creature takes 3d10 necrotic and 3d10 psychic damage and are under the effects of the weapon's spectral warriors property. On a success, the creature takes half damage and isn't affected by the spectral warriors. Undead creatures automatically succeed on the saving throw. Once this feature of the pike has been used, it can't be used again until you finish a short or long rest.

Retaliating Bloom Shield

Armor (shield), rare

This steel shield hides a slim chamber in its center where magical flora grow and release their toxic pollen. The chamber is covered using an intricate, interlocking series of metal plates and flaps that, once released, resembles a flower.

When a Large or smaller creature within 5 feet of you misses you with a melee attack, you can use your reaction to release the chamber's mechanism: exposing and releasing the flowers' pollen in the face of the attacking creature. That creature must succeed on a DC 15 Constitution saving throw or take 3d10 poison damage and be poisoned for 1 minute. On a success, the creature takes half the damage and isn't poisoned. Once the pollen has been released in this way, this property of the shield can't be used again until the following dusk when the flowers release another wave of pollen.

Curious, whirring mechanisms inside the shield automatically retract the chamber's unfurled metallic plates at dusk. Alternatively, you can manually collapse the chamber's coverings over the course of 1 minute.

Ring of the Sandskimmer

Ring, uncommon

This ring is made entirely of sand that ebbs and flows around your finger. The sand is magically held together by a single, perfectly smooth tiger's eye stone that spins in place as the sand brushes past it. While you wear this ring, you leave no footprints behind when you walk in sand and treat all nonmagical difficult terrain in sand as if it were normal terrain.

Sea Serpent Hairpin

Wondrous item, uncommon

This golden, twisting hair pin wraps around a tiny silver sword and gives your fingers and skin a slight grip while underwater. While wearing this pin and either submerged or swimming in water, you have advantage on Strength (Athletics) checks you make in order to grapple another creature.

Seed of Rebirth

Wondrous item, legendary (requires attunement)

This fist-sized, magical seed can be attuned to by up to 4 creatures over the course of a long rest. Each creature attuned to the seed must participate in gently planting it in fertile soil. The seed immediately begins to flourish, growing into a majestic, flowering tree over the course of 7 days. The tree is 60 feet tall and 5 feet in diameter at its base, and its canopy extends out in a 30-foot radius from the center of the tree. The tree has a number of large limbs equal to the number of creatures attuned to the seed. Once planted in this way, no other creatures can attune to the seed. Your attunement to the seed is broken early if you commit a malicious affront to nature.

When a creature attuned to the seed dies and remains dead for 1 minute, its soul returns to the tree and its body crumbles into a rich soil that recreates the *plant growth* spell, centered on the body. The soul returns to the tree regardless of circumstance, distance, or plane of existence of the creature's death. The returned soul is stored in a shelled nut that the tree grows at the time of the creature's death. After 1d6+1 days, the nut falls from the tree and breaks apart, revealing the reborn creature inside. The creature is reborn as if by the *reincarnate* spell. Once a creature is reborn in this way, its attunement to the seed is broken.

When a creature's attunement to the seed is broken, the branch associated with that creature withers and dies. The tree is magical and can't be destroyed by nonmagical means. If the tree is destroyed, all creatures attuned to the seed are no longer attuned to it. Any creature attuned to the seed is magically alerted if the tree is being attacked or destroyed, or if one of the branches begins to wither. Once all of the tree's branches wither in this way or are destroyed, the tree splits apart and disintegrates, releasing another *seed of rebirth* to the astral winds that carry it to a new location on a different plane of existence.

Shadowshawl

Wondrous item, rare

This light gray shawl is made of opaque fabric that looks like the woven web of a spider. While you wear this shawl with its hood up, your face is hidden within a small pocket of magical darkness. You can see through this magical darkness from beneath the hood as if it were nonmagical darkness. If you have the Sunlight Sensitivity trait, you are unaffected by the trait. Pulling the hood up or down requires an action.

Shapeshifter's Circlet

Wondrous item, common

This ivory circlet allows you to recreate some of the natural features of other creatures. While wearing the circlet, you can spend 1 minute to gently massage your ears, forehead, or temples. When you do, you can choose to create one of the following features or effects:

- You can cover or replace your own ears with the form of another creature's.
- You can summon one or more horns or antlers atop your



head.

- You can change the appearance of your eyes, including their color and pupil shape.

You can only have 1 of these effects active at a time. The effects lasts until you dismiss it as a bonus action, remove the circlet, or fall unconscious. You don't gain any of the senses or abilities of another creature by recreating its physical features in this way.

Sharkrazor Mantle

Wondrous item, rare (requires attunement)

You have a swimming speed of 60 feet and can breathe underwater while you wear this shark-skinned cloak. If a creature successfully grapples or restrains you by touching you, that creature takes 1d4 piercing damage upon that success and again at the end of each of its subsequent turns while it continues to physically hold you.

In addition, the cloak magically sharpens your teeth. If you make a melee attack while underwater against a creature on your turn, you can use a bonus action to make a bite attack against that same creature if it's below its hit point maximum. This attack uses a damage die of 1d4, deals piercing damage, and uses your Strength modifier when rolling for attack and damage. The target can't be a construct, plant, or undead creature.

Curse. This cloak amplifies and sweetens the scent of blood to the point of distraction. Attuning to the cloak curses you until you're targeted by the *remove curse* spell or similar magic: removing the cloak fails to end the curse. While cursed, if you're within 60 feet of another creature that's below its hit point maximum, any attack you make against a creature who has all of its hit points, as well as any Wisdom (Perception) check you make, is made with disadvantage. This effect only applies if the creature below its hit point maximum is neither a construct, plant, or undead creature.

Sheer Cold

Weapon (battleaxe), rare

The blade of this battleaxe is made from a shard of the Everglacier and never melts. Attacks with the axe deal cold damage instead of slashing, and you gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll with this weapon, the ground in the direction of the target in either a 15-foot cone or line 30 feet long and 5 feet wide (your choice) is covered in a layer of slick ice for 1 minute, making it difficult terrain. When a creature enters this area for the first time on a turn or starts its turn there, it must succeed on a DC 10 Dexterity saving throw or fall prone. In addition, the target of the weapon attack must succeed on a DC 15 Dexterity saving throw or be restrained by ice until the start of your next turn. The restrained target can use its action to make a DC 15 Strength check. On a success, the target is freed.

Stalaga Spear

Weapon (spear), very rare (requires attunement)

This magic spear is made of dark, polished granite and has a large ruby set in its head. While made of stone, it weighs no more than a normal spear and is enchanted to prevent it from shattering. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This spear has 4 charges and regains 1d4 expended charges each day at dawn. While standing on or next to unworked stone or earth, you can expend 1 charge as an action to plunge the spear into the stone or earth. The spear vanishes into the surface and emerges as a sharp stone spike that's 1 foot wide and 10 foot long from another surface made of unworked stone or earth that you can see within 60 feet of you, such as the ground or a cave wall. The spike erupts from the surface and forces any creature within a line 5 feet wide and 10 feet long to make a DC 16 Dexterity saving throw. On a failed save, a creature takes 4d6 piercing damage and is pushed up to 5 feet away from the spike. On a success, a creature takes half as much damage and is not pushed.

While you're within 60 feet of the stone spike and standing on or next to unworked stone or earth, you can use a bonus action to speak the spear's command word to recall it. The stone spike crumbles and the spear inside vanishes back into the surface it came from before reemerging from the surface next to you into your open hand. If you don't have an open hand, it falls to the ground at your feet.

Storm Sickle

Weapon (sickle), rare

This sickle sparks with electricity as beads of water form and drip from its blade. You can make a ranged attack with this weapon instead of a melee one whenever you take the Attack action by slashing through the air to send out a blade of storming wind. Ranged attacks with the sickle use Strength as your modifier for its attack and damage rolls and have a normal range of 20 feet and a long range of 60 feet. Any target hit by an attack from the sickle takes an extra 1d4 lightning damage.

Trident of the Dryad

Weapon (trident), uncommon (requires attunement)

This magical wooden trident has 3 charges and regains 1d3 expended charges each day at dawn. Once on your turn while holding the trident, you can use 10 feet of your movement and expend 1 charge to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Tree form. You can use an action to plant the bottom of the trident in fertile earth to transform the trident into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. Once on your turn, you can use 10 feet of your movement and expend 1 charge to step through this tree and emerge from another point on its trunk or within its branches.

The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the trident to its normal form. Any creature in the tree falls when it reverts to a trident. Once this property of the trident has been used, it can't be used again until the following dawn.



Voltedge

Weapon (any sword), rare (requires attunement)

This split metal sword arcs with electricity between its two halves. Targets hit by the sword take an extra 1d6 lightning damage. As an action, you can focus on the sword to unleash a concentrated electrical beam of lightning in a line 60 feet long and 5 feet wide. Each creature within that line must make a DC 15 Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much on a success. Once this property of the sword has been used, it can't be used again until the following dawn.



The INVENTORY

I released and made a crazy amount of content this month. 80 hour work weeks culminated in the release of the Dendallen enounter, the first collaboration with fellow Patreon creators, and working ahead enough to attend my first GenCon. At the time of writing, it's the fifth of August, and I just returned home from Indianapolis (which is an awesome, super under-rated city). If you saw me there, thanks for the awesome conversations. You're all my heroes.

I also started to have weekly live streams and item direction/selection events this month. Since you're reading this, you may have participated in one or more them! I always knew I wanted to stream in some capacity, and I think that, so far, this has been a fun way to interact with the community. I'm looking forward to confinuing that.

I made another wand this month, the first in a long while. More to come, for sure. I also started giving Staves the attention they deserve, which has been a lot of fun on its own designing concepts around that.

This edition of the Inventory also features new typography styles as I get nearer to releasing the book. I can't be copying WotC too closely, or else I run the risk of lawsuits and other icky stuff.

Personal favorites from this month include the Astral Bracelet, Basilisk Dagger, Fireweaver Gloves, Staff of the Mustang, Toadstone, Warmind Wand, and Weapon of Showmanship.

JULY, 2019

Architect's Disdain
Astral Bracelet
Basilisk Dagger
Battlechef's Splended Saucepan
Battlement Bow
Bloodscryer Oculus
Boots of Dendallen
Cactus Mace
Dragon Turtle Shield
Festerwood Vizard
Fireweaver Gloves
Fragment of Elder Starlight
Hellfire Pitchfork
Lightning Pylons
Master Machinist's Marvelous Mallet
Mirrorlight Piercer
Permanent Parchment
Prismatic Javelin
Sandstorm Dancer
Scholar's Cap
Shaedenstaff
Staff of the Magpie
Staff of the Mustang
Tempest Griffon Feather Cape
Timepiercer
Toadstone
Vancian Helm
Visage of Delight and Disaster
Warmind Wand
Weapon of Showmanship
Weapon of Spite





Architect's Disdain



Astral Bracelet



Basilisk Dagger

Battlement Bow

Battlechef's Splendid Saucepan

Architect's Disdain

Weapon (war pick), very rare (requires attunement)

This adamantine war pick is specially designed to tear down walls. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Whenever the war pick hits an object or structure, the hit is a critical hit. In addition, if you hit a magically created object or structure, such as a *wall of ice*, with the war pick, you can choose to dispel the wall or object as if by the *dispel magic* spell (6th level version). The effect fails if the spell or magical effect that created the object or structure was cast using a 7th level spell slot or higher. Once the war pick has been used in this way, it can't be used again until the following dawn.

Astral Bracelet

Wondrous item, very rare (attunement requirement varies)

An *astral bracelet* is a powerful magical bangle that allows its wearer to see, commune, or otherwise manifest things using powers beyond the Material Plane. The metal and glyphs of each bracelet are related to the kind of power that it holds. You can pull the bracelet off and hold it in the palm of your hand as an action. When you do, the bracelet unfurls to reveal the four inner rings collapsed within it, transforming the bracelet into an astronomical sphere. While the bracelet is transformed into the sphere, its inner rings slowly spin on their own.

The bracelet has 10 charges and regains 2d4 + 2 expended charges each day dawn. While holding the astronomical sphere, you can expend 1 or more of its charges to cast one of its spells. The sphere's spinning rings magically fold up again into the wearable bracelet if you expend the last charge from the sphere. You can fold the rings back into place early as an action. You can wear the bracelet again once its rings are folded up again (no action required).

Each bracelet can cast a different array of spells and may require different creatures to attune to them. Spells cast using the bracelet while it's an astronomical sphere use your spellcasting ability modifier and spell save DC. Components that cost less than 100 gp are ignored when casting a spell in this way.

Bracelet	Attunement	Spells
Astral Bracelet of Energy	A sorcerer or wizard	*Dispel magic* (3 charges), *floating disk* (1 charge), *globe of invulnerability* (6 charges), *hallucinatory terrain* (4 charges), *hypnotic pattern* (3 charges), *protection from energy* (3 charges), or *resilient sphere* (4 charges).
Astral Bracelet of Heavens	A cleric or paladin	*Detect evil and good* (1 charge), *dispel evil and good* (5 charges), *divination* (4 charges), *magic circle* (3 charges), *protection from evil and good* (1 charge), *spirit guardians* (3 charges), or *warding bond* (2 charges).
Astral Bracelet of Hells	A cleric, warlock, or wizard	*Detect evil and good* (1 charge), *dispel evil and good* (5 charges), *fire shield* (4 charges), *flaming sphere* (2 charges), *hellish rebuke* (1 charge), *magic circle* (3 charges), or *protection from evil and good* (1 charge).
Astral Bracelet of Knowledge	A bard, cleric, druid, ranger, or wizard	*Comprehend languages* (1 charge), *detect magic* (1 charge), *dispel magic* (3 charges), *identify* (1 charge), *legend lore* (5 charges), *locate creature* (4 charges), *locate object* (2 charges), or *sending* (3 charges).
Astral Bracelet of Planebending	A sorcerer, warlock, or wizard	*Banishment* (4 charges), *dimension door* (4 charges), *find familiar* (1 charge), *misty step* (2 charges), *plane shift* (7 charges), *rope trick* (2 charges), or *sending* (3 charges).
Astral Bracelet of Omniscience	A wizard	*Arcane eye* (4 charges), *detect magic* (1 charge), *detect thoughts* (2 charges), *scrying* (5 charges), *see invisibility* (2 charges), *sending* (3 charges), or *telepathic* bond (5 charges).

Basilisk Dagger

Weapon (dagger), rare

This magic dagger was made from pieces of a slain basilisk and still retains some of its properties. The dagger deals an extra 1d4 poison damage to any target it hits.

In addition, whenever you score a critical hit using this weapon against a Large or smaller creature, that creature is forced to make a DC 13 Constitution saving throw. On a failed save, that creature becomes restrained as it magically begins to turn to stone. If it failed the saving throw, the creature must repeat the saving throw at the start of your next turn. On a success, the effect ends, and it is no longer restrained. On a failure, the creature is petrified for 1d4 rounds or until freed by the *greater restoration* spell or other magic.

Once this property of the dagger has been used, it can't be used again in this way for 1 hour.

Battlechef's Splended Saucepan

Wondrous item, very rare

This magic saucepan can be used to turn nearly anything into a delicious and filling meal. You can boil 1 pound of any one or combination of organic, nonmagical materials for 10 minutes or longer to magically transform them into a stew that can feed up to 4 creatures for 24 hours.

The saucepan also functions as a mace, granting you +1 bonus to attack and damage rolls made with it. Any target that's wearing metal armor or made of stone, metal, or similarly hard material takes an extra 1d4 thunder damage whenever they're hit by the saucepan as the weapon rings from the impact.

If you're not wearing heavy armor, you can don or doff the saucepan as a helmet as an action. While wearing the saucepan in this way, you gain a +1 bonus to your AC.

Battlement Bow

Weapon (any bow), uncommon (requires attunement)

This magic bow is enchanted with passive abjuration protections. When you hit a creature with a ranged attack using the bow, the bow creates a thin barrier of protective magic that stays between you and that creature until the start of your next turn. If you hit a different creature while protected by the barrier, the barrier moves to defend you against the new target instead. While the barrier is protecting you against a creature in this way, you're considered to have half cover against that creature's ranged attacks and spell effects.



Bloodscryer Oculus

Wondrous item, legendary (requires attunement by a ranger)

These red goggles have a second set of lenses that adjust their distance from your eye to magnify and focus on targets. While you're attuned to the eyepiece, you are unaffected by visual obscurity such as fog or smoke and can see up to 60 feet in magical and nonmagical darkness. If you already have darkvision, wearing the goggles increases its range by 60 feet. Additionally, you gain advantage on Wisdom (Perception) checks that rely on sight.

These lenses also are imbued with several innate spells. You can cast the following spells using the oculus, but can only target creatures whose blood you can see: *hunter's mark* (3rd-level version), *locate creature*, or *scrying*. Casting a spell in this way does not require you to concentrate on the spell in order to maintain it. Once the oculus casts a spell in this way, it can't be used to cast that spell again until the following dawn.

Boots of Dendallen

Wondrous item, very rare (requires attunement)

These dark, fleshy boots grant marvelous powers and enhance your normal movement. While wearing these boots, you gain a hover speed equal to your walking speed. You can hover up to 20 feet off the ground using these boots, leaving behind a thin trail of shadow while you do. When you take the Dash action, you can move an additional 10 feet if you're walking or hovering.

In addition, the boots have 4 charges and regain 1d3+1 expended charges each day at dusk. You can expend 1 charge to cast the *expeditious retreat* or *misty step* spell using the boots. When you cast *misty step* in this way, the normally silver mist that surrounds you is dark and ominous.

Curse. When you pull these boots over your feet for the first time, make a DC 16 Wisdom saving throw. On a success, you are aware of the curse's effects and can immediately remove the boots before it takes hold. On a failure, the boots' muscly sinews dig into your own flesh and interlock with your own. You immediately take 4d8 necrotic damage as the tainted muscles and flesh latch onto you, and you can't remove the boots unless you're targeted by the *remove curse* spell or similar magic. While you wear the boots, your feet sometimes move in unexpected ways. You make Dexterity (Acrobatics) checks and Dexterity saving throws with disadvantage, and it costs you an extra 10 feet of movement to stand up after you fall prone.

If you fail the saving throw to resist the curse and later remove the boots, you take another 4d8 necrotic damage as they painfully release themselves from your body.

Cactus Mace

Weapon (mace), uncommon

This magical weapon's head is an enchanted cactus that rapidly regrows its missing needles. The first target hit by this weapon on each of your turns takes an extra 1d4 piercing damage from the attack.

Dragon Turtle Shield

Armor (shield), rare

This magical shield is made from a piece of reclaimed dragon turtle shell. The brass dragon turtle head sculpture adorning its front magically creates and heats a small reservoir of water that replenishes each day at dawn. When you take fire damage, you can use your reaction to speak the shield's command word to superheat the water inside and halve the fire damage you take from the attack, effect, or spell that triggered it. The superheated water is released as dense cloud of steam centered on a point adjacent to you, heavily obscuring the area in a 20-foot radius sphere that spreads around corners. The cloud does not move with you and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Once this property of the shield has been used, its reservoir is emptied and can't be used again until the next dawn or it's submerged in nonmagical salt water for at least 1 hour.

Festerwood Vizard

Wondrous item, rare (requires attunement)

This dark wooden mask is strangely insect-like and magically conforms to fit the face of the creature that attunes to it. While wearing the mask, you gain blindsight out to a range of 10 feet. You can wear and remove the mask using an action.

In addition, you can summon a swarm of insects (beetles) that fly out of the mask's mouth and obey your verbal commands as an action. You can command the swarm to move and make an attack as part of the action to summon them and then again on your following turns as a bonus action. If the swarm goes 10 minutes without attacking a creature, they dissipate harmlessly to seek food elsewhere. Once this property of the mask has been used, it can't be used again until the next dusk.

Fireweaver Gloves

Wondrous item, uncommon (requires attunement)

While wearing these fine golden gloves, you can hold and carry small nonmagical flames (such as that of a torch or candle) as if they were tangible objects and can sculpt them like clay. Once sculpted, a flame retains its form for 1 minute before returning to normal. A nonmagical flame carried in this way burns brightly for 1 hour before dying. If you drop or throw the carried flame, it immediately burns out.

These gloves have 1 charge that recharges each day at dawn. While wearing the gloves, you can expend 1 charge to cast the *continual flame* spell without material components, creating the flame in the palm of your hand or allowing it to encompass an entire glove. The flame dies after 1 minute of not being in contact with the glove. In addition, when you take fire damage from a magical source, you can use your reaction to reduce that damage by 1d8 + 2, provided that you have a free hand. If you reduce the damage to 0, you regain 1 charge.

Fragment of Elder Starlight

Wondrous item, very rare

This smooth, egg-shaped crystal is about 6 inches tall and sheds an otherworldly bright light out to 20 feet and dim light for an additional 20 feet. The light is sunlight. You can





touch the crystal and mentally control its brightness as a bonus action to enlarge, reduce, or snuff the light's reach up to its maximum range.

While holding the crystal, you can speak its command word as an action to release a wave of bright light from the crystal. The wave of light washes over creatures not behind total cover within a 60-foot radius from the crystal. Undead creatures and fiends affected by the wave of bright light must make a DC 16 Constitution saving throw. On a failed save, a creature takes 8d6 radiant damage and is blinded until the end of your next turn. On a success, it takes half as much damage and is not blinded. Friendly living creatures of your choice within the wave of bright light regain 4d6 hit points.

Once this property of the crystal has been used, its light dims and can't be used again until the next dawn. While its light is dimmed in this way, it sheds bright light out to a maximum of 10 feet and dim light for additional 10 feet.

Hellfire Pitchfork

Weapon (trident}. very rare (requires attunement)

This menacing, black iron trident is warm to the touch. This weapon has the heavy property and a normal throwing range of 15 feet and a long range of 45 feet. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Targets hit by the trident take an extra 1d6 fire damage. While the weapon is within 60 feet of you, you can speak its command word as a bonus action to cause the trident to disappear in a puff of smoke and materialize in one of your open hands. If you speak the trident's command word immediately after throwing it, it erupts in a brief pillar of flame 5 feet high instead of smoke before reappearing in your hand. Any creature within the same space as the trident when it erupts in this way must succeed on a DC 16 Dexterity saving throw or take 1d6 fire damage.

Lightning Pylons

Rod, rare

These 3-foot long rods are made using a blend of magic and science and normally come in sets of 3. The pylons are tipped with a fragment of a blue dragon's horn. Each pylon channels the latent electrical energy within these horn fragments and can extend that energy to neighboring pylons to create an electrical barrier between them. Each pylon has an electrical charge. Once that charge has been lost, It takes 12 hours for it to recharge.

You can set up a pylon in an unoccupied space adjacent to you as an action. While touching a set up pylon that has an electrical charge, you can speak its command word as a bonus action to electrify it. A pylon remains electrified for 1 minute and loses its electrical charge at the end of that minute. If there is at least 1 other pylon with a charge set up within 20 feet of an already electrified one, electricity jumps and arcs between them. A pylon becomes electrified once it receives electricity from a neighboring one in this way. You can have up to 6 pylons connected like this at once. Electrified pylons are magically bound to the ground until they lose their charge.

The electricity between the pylons forms a wall 10 feet high and 1 foot thick. The wall is opaque and casts bright light out to 10 feet and dim light for another 10 feet. When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 5d8 lightning damage and has its speed reduced to 0 until the start of its next turn. On a success, it takes half as much damage and has its speed halved instead. Creatures who are made of metal or are wearing metal armor have disadvantage on this saving throw. A creature that ends its turn within the wall or enters it for the first time on its turn must also make the saving throw. Setting up a pylon does not force you to make this saving throw.

Each pylon has AC 15 and 20 hit points. A creature that touches an electrified pylon or hits it with a melee attack using a metal weapon takes 1d8 lightning damage for each pylon connected to it, including itself. Once a pylon is reduced to 0 hit points, it loses its electrical charge and ends the connection it may have to other neighboring pylons.

Master Machinist's Marvelous Mallet

Weapon (light hammer), rare (requires attunement)

This immaculate silver hammer is polished to a mirror finish. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The weapon has 7 charges and regains 1d6+1 expended charges each day at dawn. As an action, you can touch an object with the hammer and expend 1 charge to cast the *mending* cantrip on it using the hammer. Casting the cantrip in this way ignores its normal 1 minute casting time and affects an area up to 5 feet on a side instead of 1 foot. Alternatively, you can expend 3 charges while touching a creature's armor with the hammer as a bonus action to enchant it. The enchantment lasts for 1 minute and grants the armor's wearer a +1 bonus to its AC in addition to the armor's normal bonus to AC, if any. A creature can only be affected by one of these enchantments at any time.

Mirrorlight Piercer

Weapon (spear), very rare (requires attunement)

This crystalline spear bends the light it generates in such a way that it becomes corporeal. While you hold the spear in one hand and have another hand free, you can speak the spear's command word as an action to cause it to create a ghostly projection of itself in your free hand. Both the spear and its projection have the light property. When you use an action to create a projection in this way, you can make a single weapon attack as part of that action. The projection lasts for 1 minute or until you dismiss it using a bonus action or another creature attempts to hold it. If you drop or stow the crystalline spear, the projection disappears until you hold the spear again.

If you throw the projection as a ranged attack, the projection disappears after it hits or misses its target. If you're still holding the crystalline spear when this happens, it magically recreates the projection in your open hand again (no action required).

You gain a +2 bonus to attack and damage rolls made with this magic weapon and any of its projections. The spear can only have 1 projection active at a time. While it has a projection, the spear and projection each cast bright light out to 5 feet and dim light for another 5 feet. If you don't have an open hand when the spear attempts to create a projection, the projection is dismissed.

Permanent Parchment

Wondrous item, common

This violet piece of parchment is smooth and pleasant to write on. You can speak the parchment's command words "lock" or "unlock" as a bonus action to lock or unlock the parchment, respectively. While locked, the sheet cannot be destroyed or damaged by nonmagical means, and any ink already on the page can't be removed, smeared, or otherwise changed without the use of magic. New ink added to a locked sheet of the parchment runs off the page like water. While unlocked, the parchment behaves like a nonmagical sheet of paper.

While unlocked, you can speak the command word "clear" to cause any ink on the sheet of paper to magically evaporate without leaving any marks behind.

The language the parchment's command words must be spoken in is determined by the creator of the parchment.

Prismatic Javelin

Weapon (javelin), uncommon (requires attunement)

This dark crystal javelin has a prismatic head that can refract light into beautiful displays of color. Immediately after you throw this javelin and it hits a target within 120 feet of you, the javelin disappears in a small burst of light before reappearing in your open hand.

As an action, you can throw the javelin at a point within 120 feet and speak its command word. When the javelin lands, it erupts in a dazzling display of color and light, casting painful bright light in a 20-foot radius and dim light for another 20 feet. Creatures of your choice within the bright light must make a DC 13 Dexterity saving throw. For each creature hit by the light, roll a d6 to determine the color of light that hits it and type of damage that it takes using the table below. A creature that fails the saving throw takes 2d10 damage for each beam of light that hits it of the type determined by the table. Once this property of the javelin has been used, it can't be used again until the following dawn.

d6	Color	Damage type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Special	The creature is struck by two beams of light. Roll twice more, rerolling any 6.

Sandstorm Dancer

Wondrous item, rare (requires attunement)

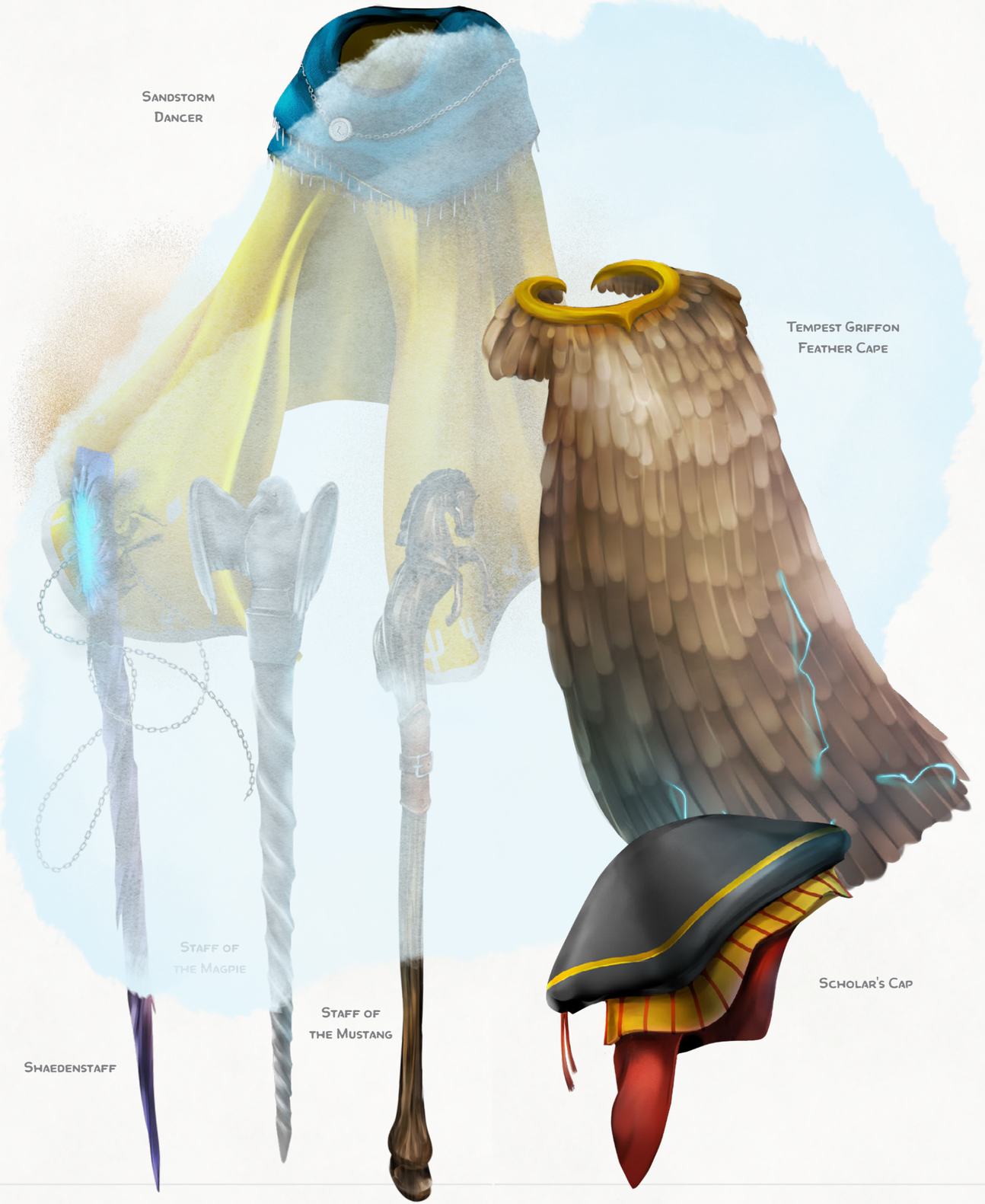
This golden cloak billows illusory sand around you when you walk or cast a spell. The cloak has 8 charges and regains 1d6 + 2 expended charges each day at dawn. While wearing the cloak, you can expend a 1 or more charges to cast the following spells using the cloak (save DC 15): *blur* (2 charges), *call lightning* (3 charges), *create or destroy water* (1 charge), or *hallucinatory terrain* (4 charges).

Scholar's Cap

Wondrous item, rarity varies (requires attunement)

This hat carries with it the cleverness and knowledge of many a previous scholar. While wearing the hat, you gain either a +1 (uncommon), +2 (rare), or +3 (very rare) bonus to Intelligence checks and saving throws.

In addition, when it would normally take you at least 1 week in order to research a subject, you instead finish that research 1 (uncommon), 2 (rare), or 3 (very rare) days faster for each week you would have spent.



Shaedenstaff

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff is made from the reclaimed horn of a huge undead creature. While you're attuned to the staff, you have advantage on saving throws to retain your sanity against the environment effects of being in a fallen plane of shadowy existence. The staff can also be used as a magic quarterstaff.

The staff has 15 charges for the following properties and regains 2d6 + 3 expended charges each day at dusk. If you expend the last charge, roll a d20. On a 1, the staff disintegrates in a plume of pitch black smoke and emits a terrifying scream audible out to 300 feet.

Annihilating Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *calm emotions* (1 charge), *darkness* (2 charges), *dispel evil and good* (5 charges), *inflict wounds* (3rd-level version, 3 charges), or *circle of death* (6 charges).

Staff of the Magpie

Staff, rare (requires attunement by a spellcaster)

This magic stone staff weighs 10 pounds and has the bust of a magpie at its top. While holding the staff, you gain a +1 bonus to Intelligence (Investigation) checks made to search for treasure or a specific item you're looking for.

The staff has 10 charges. While holding the staff, you can use your action to cast one of the following spells from it: fly (3 charges) or locate object (2 charges). The staff regains 1d6+4 expended charges each day at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff as the magpie springs to life and flies away.

Staff of the Mustang

Staff, rare (requires attunement)

This dark wooden staff is magical and carved in the shape of a majestic stallion. This staff has 10 charges. While holding the staff, you can expend 1 of its charges to cast the *phantom steed* spell as an action instead of its normal casting time using the staff. Alternatively, while holding the staff, you can expend 1 charge and speak the staff's command word to take the Dash action using a bonus action instead.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff breaks in two as if bitten and is destroyed. When this happens, the sound of hooves can be heard galloping away in an indiscernible direction.

Tempest Griffon Feather Cape

Wondrous item, very rare (requires attunement)

You have resistance to lightning damage and make Dexterity saving throws to resist or avoid lightning spells and effects with advantage while wearing this cape.

As an action, you can speak the cape's command word and transform yourself into a bolt of lightning. When you do,

choose an unoccupied space that you can see within 120 feet of you. You disappear from your current location and travel in a line 5 feet wide and up to 120 feet long to the chosen space. Any creature in the line or within 5 feet of your old or new location must make a DC 16 Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. Once this property of the cape has been used, it can't be used again until the following dawn.

Timepiercer

Weapon (rapier), very rare (requires attunement)

This item appears to be a sword hilt that has a small hole on either end of it. The hilt is made of clear quartz and contains an hourglass with sand inside it. Despite the holes on the hilt, the sand never seems to flow out of the hourglass. You can speak the hilt's command word as a bonus action to cause it to form a thin blade made of sand at its end. The hourglass spills sand from the bottom of the hilt that circulates up and around to form the guard and blade of the rapier before it returns to the hourglass again through the hole at the top of the hilt. You can speak the hilt's command word again to cause all the sand to return to the hourglass. While the blade is formed, you gain a +2 bonus to attack and damage rolls made with this magic weapon.

While holding the hilt, you can use it to cast the *haste* or *slow* spell (save DC 16). You have advantage on Constitution saving throws you make in order to maintain concentration on a spell cast in this way. Once a spell has been cast using the hilt, it can't be used to cast that spell again until the following dawn. The sands in the hourglass move quickly while you concentrate on a *haste* spell cast in this way, or more slowly when you concentrate on a *slow* spell.

Toadstone

Wondrous item, uncommon (requires attunement)

This small jade carving of a frog dangles from a simple cord of leather to be worn as a necklace. While you wear it, you gain a swim speed equal to your walking speed and can hold your breath for up to 1 hour. In addition, you can cast the *jump* spell using the necklace, targeting only yourself. Once the necklace has been used to cast this spell, it can't do so again until the next dusk.

Curse. This necklace is cursed. Attuning to it curses you until you're targeted by the *remove curse* spell or similar magic. Removing the necklace fails to end the curse on you. While you're cursed, your skin is perpetually slightly wet and clammy, and you have only an appetite for insects and other grubs instead of the foods you would normally en joy eating.

Vancian Helm

Wondrous item, rare (requires attunement)

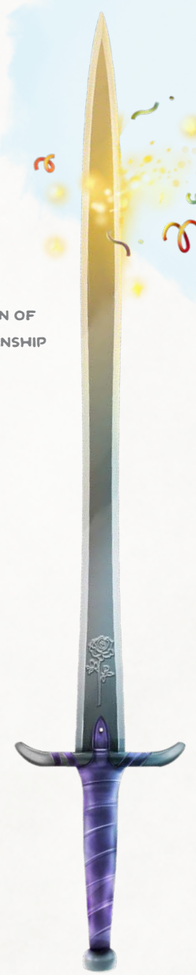
This helmet is made from the reclaimed and partially disenchanted remains of a shield guardian. The helm is no longer bound to an amulet. You gain a +1 bonus to AC while you wear this helmet.

Spell Storing. Any creature can cast a spell of 1st through 4th level into it by touching the helm as the spell is cast. The spell has no effect, other than to be stored in the helm. The helm can only hold one spell at a time.

While wearing this helmet, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. When the spell is cast or a new spell is stored, any previously stored spell is lost.

If a spell is cast at 5th level or above into the helm, the spell is expended without effect. When this happens, you take 2d6 psychic damage if you are also wearing the helmet. While a spell is stored within the helmet, your eyes glow with brilliant color of your choice.







Visage of Delight and Disaster

Wondrous item, legendary (requires attunement by a creature with a Charisma of 17 or higher)

While wearing this mask, you gain 2 Bardic Inspiration dice, which are d10s. These dice are separate from any Bardic Inspiration dice you have from another source. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die. These dice are the same as normal Bardic Inspiration dice, but carry with them additional benefits based on the mood of your performance:

Delight. If you inspire a creature with a joyful or uplifting performance, that creature has advantage on saving throws to resist becoming frightened for 1 minute following your performance. In addition, when that creature uses the Bardic Inspiration die, it gains temporary hit points equal to twice the amount they rolled on the die.

Disaster. If you inspire a creature with a grim or haunting performance, that creature has advantage on saving throws to resist becoming charmed for 1 minute following your performance. In addition, when that creature hits a target with a weapon attack, it can expend the Bardic Inspiration die to deal psychic damage to the target, in addition to the weapon's damage. The extra damage is twice the number rolled on the Bardic Inspiration die.

The expression of the mask subtly changes to reflect your expression or mouth's movement behind the mask. You regain both of these Bardic Inspiration dice each time you finish a short or long rest.

Warmind Wand

Wand, rare (requires attunement by a half-orc or orc)

This wand is made from the shattered hilt and jawbone of a defeated warband leader. It has 7 charges for the following properties and regains 1d6 + 1 expended each day at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand releases a small gasp of breath as its magic escapes it, leaving the wand a nonmagical and mundane sword hilt.

You can use the wand to command and bolster your allies using the following properties:

- ***Warband Strike.*** When you take the Attack action, you can forgo one of your attacks and expend 1 charge as a bonus action to direct one of your allies to attack. When you do, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.
- ***Form Ranks.*** You can expend 1 charge as an action to bolster the resolve and command one of your allies to move to a more advantageous position. When you do, choose a friendly creature who can see or hear you. That creature gains 2d4+2 temporary hit points and can use its reaction to move up to half its speed, without provoking opportunity attacks. Temporary hit points gained in this way fade after 1 minute.
- ***Forced Endurance.*** When a friendly creature other than you within 30 feet that can see and hear you is reduced to 0 hit points, you can use your reaction and expend 2 charges to prevent that creature from falling unconscious and remain at 1 hit point instead. Once this property has been used on a creature, that creature can't benefit from it again until it completes a long rest.
- ***Unyielding Critical.*** When a friendly creature other than you within 30 feet that can see and hear you scores a critical hit, you can use your reaction and expend 1 charge to amplify the brutality of the attack and add an extra 2d4 damage to the total of the attack's damage roll.

Weapon of Showmanship

Weapon (any), common

When you reduce a Small or larger creature to 0 hit points or score a critical hit against a target with an attack using this weapon, you can create a harmless sensory effect or illusion such as that from the *prestidigitation* cantrip. The effect can appear on the target of the attack or in the area immediately surrounding it.

Weapon of Spite

Weapon (any melee), uncommon (requires attunement)

This deep red weapon was made by a vengeful craftsman. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus becomes +2 if the attack is made against a creature who damaged you since your last turn.

The INVENTORY

August was a wonderful return of some predictability and work-life balance for me. New projects were finished, so I was able to focus my efforts on personal health. I also finished paying off some loans that were a tremendous weight on my heart, so that was a huge relief, too. August was good, over all.

I also grew some more as an artist. The Coauatl Herald's items were released while I was away at GenCon, and I felt that those as a set were interesting and beautiful. The flavor texts (shown at the end of this month's addition), also told a story that bled between each one when read in chronological order. I was, and am, really proud of them.

I was also part of another collaborative release with three other creators: Cze & Peku, IADnDMN, and now Paper Forge. We created a spider-themed release that brought up the question: where's the adventuer that goes with this? More on that in September, for sure. Regardless, it was a lot of fun to work with such awesome creators and form a bond with them.

I also forced myself to start drawning more armor. It was something I'd been avoiding for the sake of timeliness, but it was a bad habit I was forming. I'd like to think that that's over, though, and am really happy with how the armor turned out. I'm looking forward to seeing character art from players who own a set of them.

A fair number of commons and uncommons this month, as well as more that don't require attunement. A good balance, I think.

Personal favorites from the month for me are the *Couatl Herald's Mantle*, *Quagmire Maul*, *Snuff*, and *Winter's Embrace*.

AUGUST, 2019

Barricade Shield
Baton of Many Sizes
Blood Pact Pendants
Couatl Herald's Fang
Couatl Herald's Guard
Couatl Herald's Lash
Couatl Herald's Mantle
Couatl Herald's Radiance
Couatl Herald's Reach
Couatl Herald's Scales
Crosier of Divine Power
Crown of Deep Winter
Fire Wand of the Unbroken Circle
Galepierce Weapons
Grass Whistle Blade
Mask of the Pact Bearer
Orator's Quill
Quagmire Maul
Quicksilver Clay
Runic Ammunition
Signet Rings of the Fey Court
Snuff
Spiderbite Daggers
Tethervine Quiver
Thwackstaff
Venombane Armor
Void Arrow
Webgrip Rucksack
Wildman's Spinning Cleaver
Winter's Embrace

Webgrip Rucksack

Orator's Quill



Barricade Shield

Armor (shield), uncommon

While holding this heavy iron shield, you can use an action to plant it in the ground and expand its height and width to stretch up to 15 feet across in either direction, potentially becoming a flat defensive wall or similar platform. The edges of the shield magically conform to fit the shape of an enclosed space, such as the walls of a tunnel or hallway. While holding the expanded shield in place, your speed becomes 0 and you have disadvantage on Dexterity checks and Dexterity saving throws. Regardless of the shield's size, its weight remains the same.

The expanded shield is considered a nonmagical structure that has AC 14 and 40 hit points. The shield can remain expanded for up to 1 minute before it reverts back to its normal size. The expanded shield reverts early (but is not destroyed) if it reaches 0 hit points or moves. If you're holding the expanded shield, you can choose to revert it early as a bonus action.

Once this property of the shield has been used, it can't be used again until the following dawn.

Baton of Many Sizes

Rod, uncommon

While holding this segmented, 1-foot long rod, you can speak its command word as an action to cause it to extend in either direction. The rod can extend up to 50 feet, up to as far as the surrounding space allows. If the rod touches another creature or surface before reaching its full height, the rod stops moving in that direction. If it stops moving against a solid, unmoving surface, the rod fills the gaps to hold firm against it.

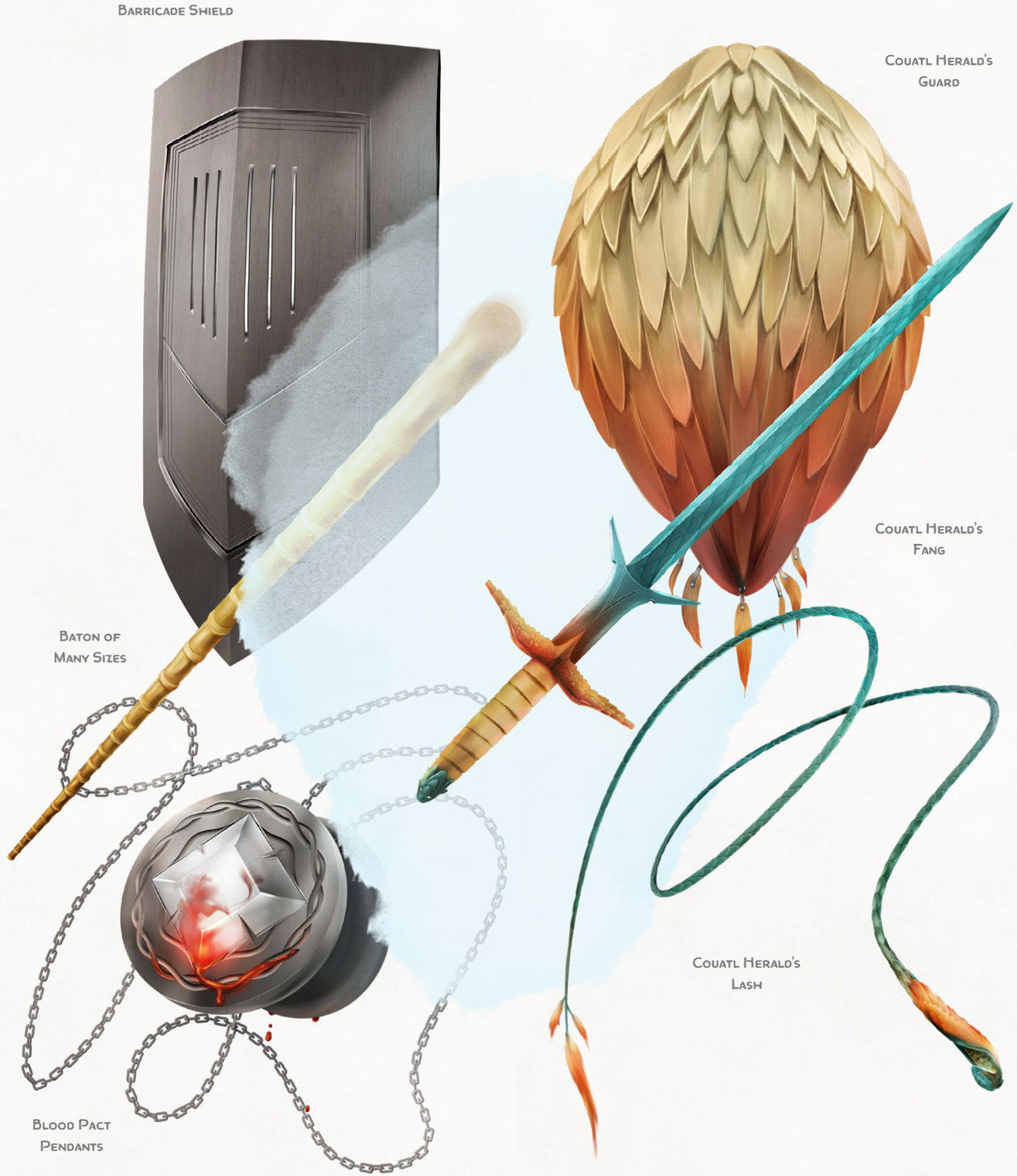
The rod is unwieldy to hold once it's longer than 10 feet, forcing you to make a Strength (Athletics) check to maintain your grip on the rod while it's extended beyond that range. The DC for this check is equal to 8 + 1 for every 5 feet beyond 10 that the rod is extended. For example, the DC is 9 while the rod is 15 feet long, but 16 while full 50 feet. If you lose your grip and drop the rod or use it to make an attack while it's extended more than 10 feet, it immediately retracts back to its shortened length. You can speak the rod's command word again as an action to cause it to retract.

Blood Pact Pendants

Wondrous item, very rare

These iron pendants come in pairs and are connected by a powerful bond of self-sacrifice. In order to create this bond, you and a friendly creature with whom you are close perform a brief, 1 minute ritual to connect your destinies and forge a blood pact. When you create this blood pact, you must each agree on a number of hit points to permanently sacrifice, reducing your total maximum hit points (minimum 1). Once a pact has been forged, trickles of the bound creatures' blood are absorbed into the normally clear gem adorning the face of this pendant. While the gem is filled in this way, it seems to gently swirl and pulse in time with your heartbeat.

While each bound creature is wearing their pendant and are on the same plane of existence, they're protected by this pact so long as one creature is still conscious. When a bound creature dies, they're immediately revived with 2d10 hit points plus twice the number of hit points previously sacrificed by the creature. When a creature is revived in this way, the other bound creature immediately falls to 0 hit points and is knocked unconscious. This property ignores any effect that would normally prevent a creature from falling to 0 hit points. When this happens, both creatures' maximum hit points are returned to normal. Once the pact is ended in this way, the gems and pendants crack and are no longer magical.



Couatl Herald's Fang

Weapon (any sword or dagger), rare (requires attunement by a creature of good alignment)

This vibrant claymore carries with it some of the properties of the couatl who either forged it or whose scales it was crafted from. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 poison damage and must make a DC 15 Constitution saving throw. On a failure, the target is incapacitated and has a speed of 0 until it takes any damage or someone else uses an action to shake the target out of its stupor.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Couatl Herald's Guard

Armor (shield), uncommon (requires attunement by a creature of good alignment)

This magic shield is made from yew and covered in durable couatl feathers. When a creature you can see within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of the creature taking it. When you do so, the damage type changes to force. Once this property has been used, it can't be used again until you complete a short or long rest.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

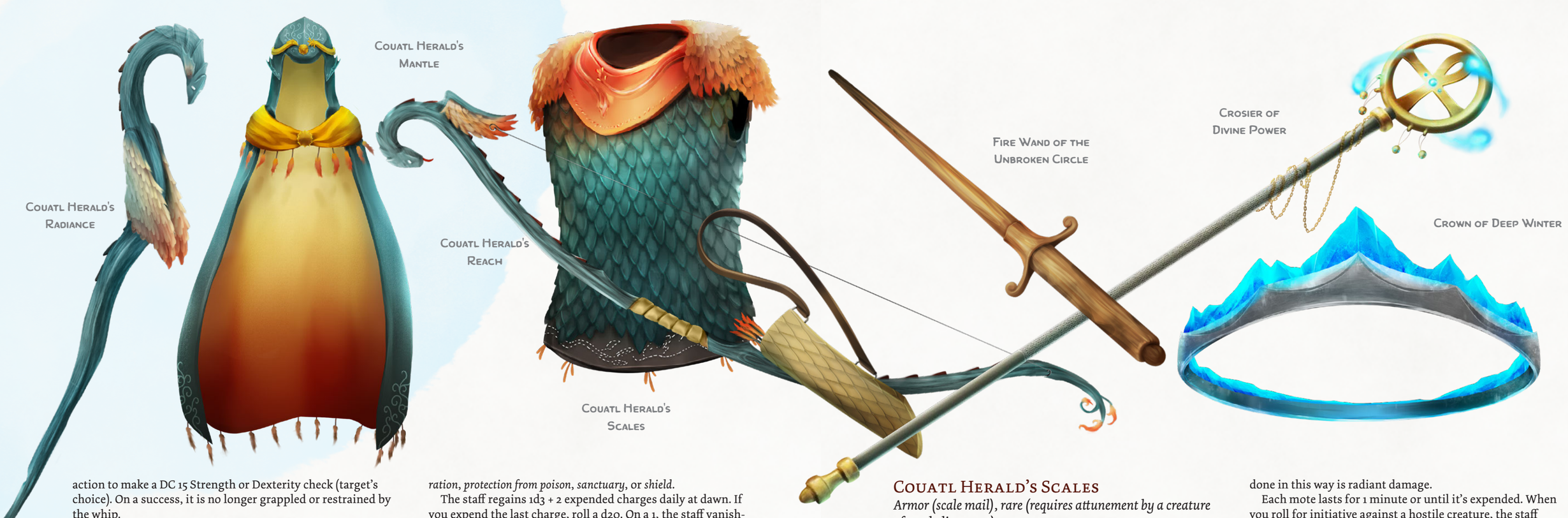
Couatl Herald's Lash

Weapon (whip), rare (requires attunement by a creature of good alignment)

This slender whip's grip is feathered and comfortable to wield. Its weight has been magically reduced and gently sways on its own. This weapon has the light property. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you take the Attack action and use this whip to make an attack against a Medium or smaller target, you can choose to forgo the attack and force the target to make a DC 15 Dexterity saving throw instead. On a failure, the target is grappled by the whip and takes 1d4 bludgeoning damage as it's constricted by the whip. If you replace another attack with the whip in this way against a target who's already grappled by it, that target becomes restrained by the whip instead upon failing the saving throw.

A target grappled or restrained by the whip can use an



action to make a DC 15 Strength or Dexterity check (target's choice). On a success, it is no longer grappled or restrained by the whip.

Until this grapple or restraint ends, you can't use the whip against a different target. Moving more than 10 feet away from the target ends the grapple or restraint.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Couatl Herald's Mantle

Wondrous item, uncommon (requires attunement by a creature of good alignment)

This magic cloak is given to those deemed kind-hearted and responsible by a celestial. While wearing this mantle, you have advantage on saving throws to resist becoming poisoned or diseased. In addition, you are immune to any effect that would sense your emotions.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Couatl Herald's Radiance

Staff, rare (requires attunement by a creature of good alignment)

This magic wooden staff was enchanted by a powerful couatl. This staff has 5 charges. While holding the staff, you can expend 1 of its charges to cast one of the following spells, using your spellcasting ability modifier and spell save DC: *create food and water*, *cure wounds* (2nd-level version), *lesser restoration*, *protection from poison*, *sanctuary*, or *shield*.

The staff regains 1d3 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Couatl Herald's Reach

Weapon (any bow), rare (requires attunement by a creature of good alignment)

This wooden bow is carved to resemble a mighty couatl. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bow has 4 charges and regains 1d3 + 1 expended charges each day at dawn. When you make a ranged attack against a Large or smaller creature with the bow, you can choose a limb to target and expend 1 charge as part of the attack. If the attack hits, the weapon's damage becomes radiant, and the creature is forced to make a DC 15 Dexterity saving throw. On a failed save, that creature's targeted limb is pinned by radiant tethers of magic: holding it to its body or adjacent surface (if any) for up to 1 minute.

Depending on the pinned limb, the creature may fall over prone, be unable to move, or make weapon attacks with disadvantage while the limb remains pinned in this way. The creature whose limb is pinned by the arrow can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, its limb is no longer pinned by the arrow.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Couatl Herald's Scales

Armor (scale mail), rare (requires attunement by a creature of good alignment)

This enchanted armor is made from couatl scales that were collected by a generous celestial. You gain a +1 bonus to AC while you wear this armor. This armor does not impose disadvantage on Dexterity (Stealth) checks.

Tooth and Scale. When you take damage from a creature within 10 feet of you, you can use your reaction to channel the good spirit within the armor and cause a bright, spectral couatl to appear above you. The spectral form strikes at the creature who damaged you, forcing it to make a DC 15 Dexterity saving throw. On a failure, the creature takes 4d10 radiant damage, or half as much damage on a success. Once this property of the armor has been used, it can't be used again until the following dawn.

Flight of the Couatls. While you're attuned to 3 items with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

Crosier of Divine Power

Staff, very rare (requires attunement by a cleric or paladin)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

This staff is enchanted with powerful holy magic that manifests as radiant motes of power during times of need. At the start of each of your turns in combat, roll a d6. On a 6, a mote of power appears above the head of the staff. When you hit a target with the staff or heal a creature with a spell or magical effect while holding it, you can expend 1 mote to add 2d6 to the total hit points healed or damage dealt. Extra damage done in this way is radiant damage.

Each mote lasts for 1 minute or until it's expended. When you roll for initiative against a hostile creature, the staff creates 2 motes.

Crown of Deep Winter

Wondrous item, very rare (requires attunement)

This icy crown is made using ice from the Everglacier. While wearing the crown, you have resistance to cold damage. In addition, you can use the crown to cast the *fire shield* spell, making only a chill shield when you do. Once the crown has cast this spell, it can't cast it again until the following dawn.

Frozen Burst. When a creature you can see within 5 feet of you hits you with an attack while you wear the crown, you can use your reaction to cause the area around to erupt in sharp icicles. When you do, all creatures within 5 feet of you must succeed on a DC 16 Dexterity saving throw or take 2d8 cold damage. This property of the crown can't be used again until you complete a short or long rest.

Fire Wand of the Unbroken Circle

Wand, rare (requires attunement by a druid)

This wooden wand is carved out of ash and is always faintly warm to the touch. Whenever you grip the wand's handle and later look at your palm, it's strangely covered in a fine layer of charcoal. This wand has 7 charges. While holding the wand, you can expend 1 or more of its charges to cast either the *flame blade* spell (2 charges) or *produce flame* cantrip (no charges, or 1 charge to cast at 5th level) using the wand with a spell attack bonus of +5. When you cast the *flame blade* spell using this wand, the sword's fiery blade appears above the wand's haft instead of in a free hand.

Whenever you would fail a Constitution saving throw to maintain concentration on a *flame blade* spell cast from the wand, you can expend 1 charge as a reaction in order to succeed on the saving throw instead. You can only use your reaction in this way if you're holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand bursts into flame and is destroyed before crumbling into ashes.

Galepierce Weapons

Weapon (any piercing weapon with the thrown property), uncommon

These magic weapons have been tempered to glide through the wind, doubling both their normal and long throwing ranges. Ranged attacks made with these weapons against targets that are protected by fog, high winds, and other air-based hindrances are made without the normal disadvantage that those obstructions would typically cause.

Grass Whistle Blade

Weapon (dagger), very rare (requires attunement)

This dagger's blade is actually a large, enchanted blade of grass. As wind passes over the blade, it creates a soft, sweet note that magically begins to lull creatures to sleep. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This blade has 4 charges and regains 1d4 expended charges each day at dawn. When you hit a creature with a melee attack using this dagger, you can choose to expend 1 charge and forgo the attack's damage to attempt to put the creature to sleep. When you do, you swing the blade in a pattern around the creature that creates a magical lullaby. Roll 10d8; the total is how many hit points of the creature this can affect. If the total number of hit points you roll is greater than the target's remaining hit points, that creature falls unconscious for 1 minute or until it takes damage or another creature uses an action to shake or slap that creature awake. If the target is not put to sleep, it takes 3d8 psychic damage instead.

Undead and creatures immune to being charmed can't be put to sleep by this effect.

Mask of the Pact Bearer

Wondrous item, uncommon (requires attunement by a warlock)

This mask appears like a normal wooden mask before you attune to it. When you attune to this mask, your otherworldly patron's presence over you magically reshapes it to represent the visage of your patron. While you wear this mask, you can cast one spell from your patron's expanded spell list without expending a spell slot. The spell must be of a level equal to or less than your warlock spell slot level. A spell cast in this way is always cast at its lowest level, regardless of your normal warlock spell slot level. Once the mask has been used in this way, it can't be used again until the following dawn.

Orator's Quill

Wondrous item, common

This red feather quill generates its own mundane ink and acts on its own as you speak to it. While holding the quill, you can speak its command word as a bonus action to activate it. While activated, it magically floats upright and writes the words you speak to it on whatever stationary, nonliving surface it's been placed on. When it reaches the edge of that surface, it begins a new line below before continuing. If the quill reaches the end of the surface, such as a piece of parchment, it taps against the surface expectantly until a new one is provided. You must be within 15 feet of the quill in order to speak to it. If the quill is behind total cover, it cannot understand you. If you speak the quill's command word again, even if you're not holding it, the quill deactivates and falls down. If the quill doesn't write anything for 1 minute, it deactivates on its own.

Quagmire Maul

Weapon (maul), very rare (requires attunement)

This old, withered hammer seemingly belongs in a swamp. Regardless of the conditions the hammer is kept in, it is always damp and smells of bog water. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This hammer has 10 charges and regains 1d6 + 4 expended charges each day at dawn. As an action, you can expend 1 or more of the hammer's charges to slam it into the ground and transform the area around you into sickly, swamp-like terrain that remains for 1 minute. When you do, choose a space within 5 feet of you. You create a swamp that fills that space and adjacent spaces in a 5-foot radius with a thick muck up to 1 foot deep. For each additional expended charge after the first, the radius of the swamp increased by 5 feet. This area is considered difficult terrain. While you're holding the hammer, you can traverse the magical swamp as if it were normal terrain.

If you expend the last charge from the hammer, roll a d20. On a 1, the hammer turns to a viscous muck in your hands and is destroyed.

Quicksilver Clay

Wondrous item, common

This small orb of silver, watery liquid is strangely dry to the touch. While holding the 1-inch diameter metallic sphere in the palm of your hand, you can mentally control the form that it takes as an action. The form stretches and turns into imagined shape no larger than the palm of your hand and remains centered there. The form returns to its natural orb state when you end your focus on the quicksilver clay (no action required) or it leaves your hand. Regardless of the form it takes, it is still a liquid.

Eating or drinking the liquid is harmless, but takes 1d4 days to exit the body.

Runic Ammunition

Weapon (a bolt, arrow, or piece of sling ammunition), rare

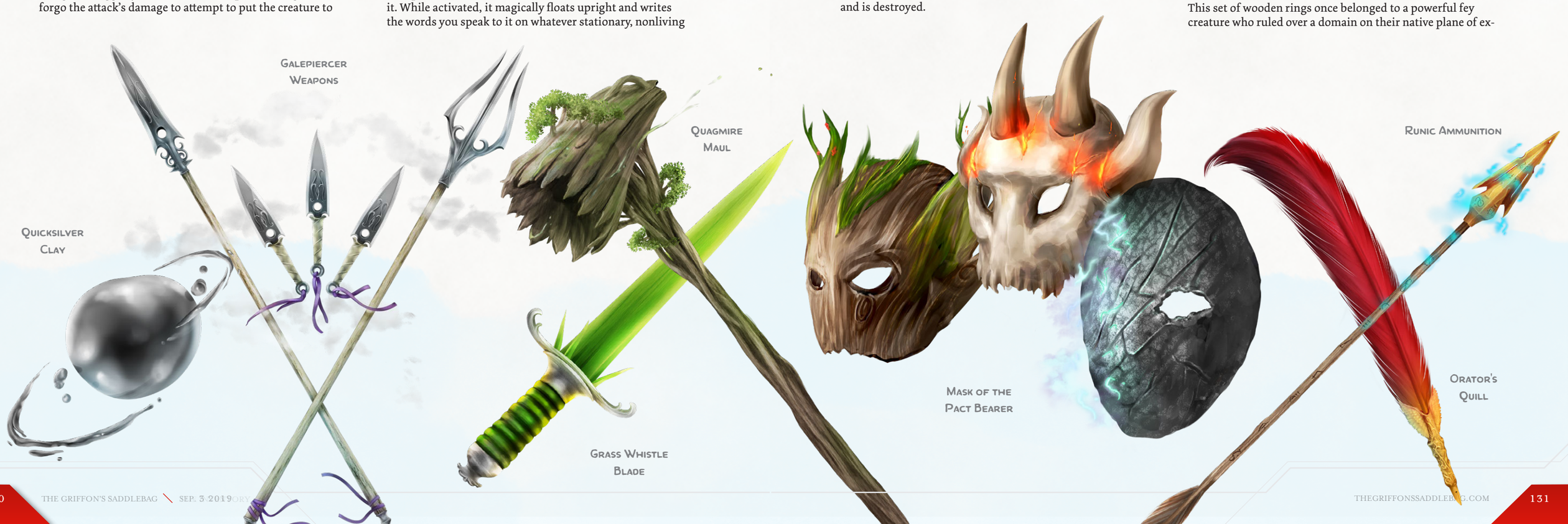
Runic ammunition resembles normal bolts, arrows, or stones that are etched with runes and are magically discordant to spellcasters. Creatures concentrating on a spell when they're hit by a piece of runic ammunition make the resulting Constitution saving throw to maintain concentration with disadvantage.

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Signet Rings of the Fey Court

Ring, very rare (requires attunement by an elf, half-elf, or other fey creature)

This set of wooden rings once belonged to a powerful fey creature who ruled over a domain on their native plane of ex-





istence. You must be wearing all four rings in order to attune to and use their magic. While wearing the rings, you know the *druidcraft* cantrip. In addition, you gain the elf's Trance racial feature if you don't already have it.

Season's Resistance. Each of the four rings has a corresponding season: autumn, spring, summer, or winter. Each ring contains 2 charges and regains all expended charges each day at dawn. You can expend 1 of a particular ring's charges as a reaction when you take damage of a type corresponding to that ring in order to gain resistance to that type until the start of your next turn, including against the triggering attack: autumn (necrotic damage resistance), spring (radiant damage resistance), summer (fire damage resistance), or winter (cold damage resistance).

Magic Resistance. Alternatively, you can expend any 2 charges from the rings as a reaction when you're affected by a hostile spell or other magical effect in order to gain advantage on saving throws against spells and magical effects until the start of your next turn instead.

Once a ring has no remaining charges, the small landscape adorning the top of it withers until it regains charges the following dawn.

Snuff

Weapon (sickle), very rare (requires attunement)

This dark metal sickle was forged with an unusually harsh angle and has a unique power over light and shadow. You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can speak the sickle's command word as an action to dispel magical lights and extinguish nonmagical flames within 60 feet of you. Magical lights dispelled in this way are affected as if they were targeted by the *dispel magic* spell. Once this property of the sickle has been used, it can't be used again until the following dusk.

As an action, you can draw your hand over the sickle's handle to magically extend it downward: turning the sickle into the form of a scythe wreathed in shadow. While in this form, the sickle has the two-handed and reach properties. You can return the sickle to its one-handed form as a bonus action.

This weapon is particularly lethal to creatures. Creatures hit by this weapon take an extra 1d6 psychic damage. This bonus increases to 2d6 if the weapon is transformed into the scythe.

Spiderbite Daggers

Weapon (dagger), rare

These daggers are made using the harvested fangs of a large venomous spider. When you hit the same target on your turn with each dagger, that target must succeed on a DC 13 Constitution saving throw or take an extra 2d4 poison damage and become poisoned until the end of its next turn.

Splitter

Weapon (halberd), very rare (requires attunement)

This halberd's haft is made of rough, dark wood and is miraculously easy to heft. The bladed end of the halberd looks like a hatchet that's been absorbed by the hewn wood. While holding the halberd with two hands, you can speak its command word as a bonus action to split the weapon into its more basic components. When you do, the halberd deconstructs in your hands, leaving you with a handaxe in one hand and quarterstaff in the other. Both the handaxe and quarterstaff have the light property. You can combine the two weapons to reform the halberd by speaking its command word again as a bonus action while you're holding both the handaxe and quarterstaff.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. If the weapon is split into the handaxe and quarterstaff, you gain a +1 bonus with each weapon instead.

Halberd. If you're wielding the halberd and roll a 10 on the damage die for an attack against a creature, that creature's energy is sapped. The creature's speed is reduced by 10 feet until the end of its next turn, and your speed is increased by 10 feet until the end of your turn.

Handaxe and Quarterstaff. If you're wielding the handaxe and quarterstaff in either hand, you gain a +1 bonus to AC and can add your ability modifier to the damage of your offhand attacks. The quarterstaff deals necrotic damage, and its damage die is maximized if it hits a nonmagical plant or plant creature. If you make a ranged attack with the handaxe, it flies back to your hand immediately after the attack.

Tethervine Quiver

Wondrous item, uncommon

This seemingly overgrown quiver keeps a large plant magically concealed within. The quiver can store up to 20 arrows or bolts. When you draw a piece of ammunition from the quiver, you can speak the quiver's command word as a bonus action to magically connect the end of the ammunition to the plant inside the quiver. The plant is a rope-like vine that flies effortlessly behind a fired piece of ammunition. While wearing the quiver, you can use a bonus action to magically retract the vine up to 60 feet back into the quiver. Any object weighing less than 25 pounds that was hit by a connected piece of ammunition is pulled back toward the quiver when its retracted in this way. Despite the quiver's limitations, the rope-like vine can hold up to 250 pounds on its own.

If you hit a creature with an arrow or bolt that was connected to the vine, the vine magically disconnects itself and falls from the ammunition. You can disconnect the vine from the ammunition by speaking its command word again or sever the vine from the quiver as a bonus action. Once severed, the vine is considered to be a mundane length of hemp rope.

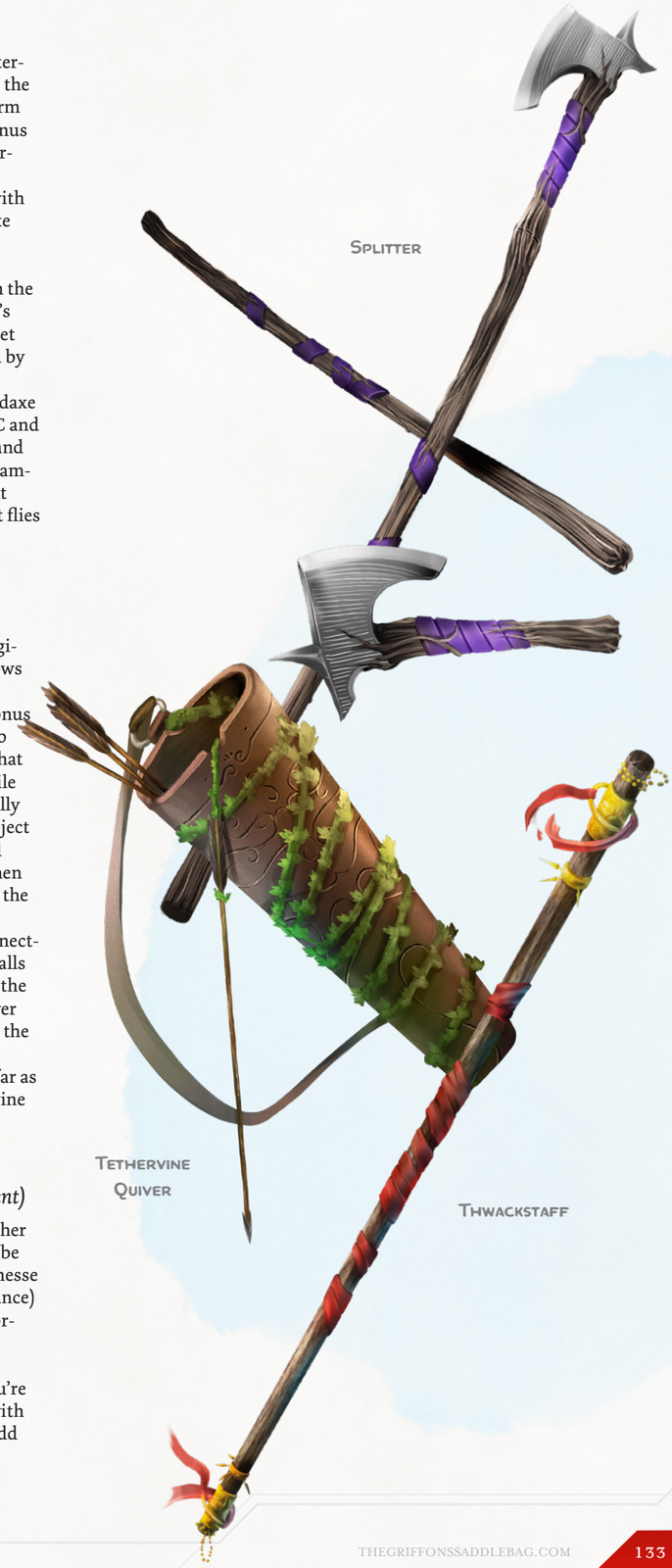
You can only fire a connected piece of ammunition as far as you have the vine to. The quiver regrows 1d4 x 10 feet of vine each day at dawn, up to a maximum of 120 feet.

Thwackstaff

Weapon (quarterstaff), uncommon (requires attunement)

This festive quarterstaff is decorated with ribbons and other glittering elements. It is perfectly balanced and seems to be made to perform with. This magic quarterstaff has the finesse property and gives you a +1 bonus to Charisma (Performance) checks you make in order to put on an entertaining performance using the quarterstaff.

Punishing Parry. This quarterstaff has 3 charges and regains all expended charges each day at dawn. While you're holding this quarterstaff and another creature hits you with a melee attack, you can expend 1 charge as a reaction to add





Venombane Armor



Wildman's Spinning Cleaver



Winter's Embrace



Void Arrow

1d6 to your AC for that attack, potentially causing it to miss you. If the attack misses you because of this bonus to AC, you can immediately make a melee attack with the quarterstaff against the attacking creature as part of your reaction. If you hit, you also add the number you rolled on the d6 to the damage of this attack.

Venombane Armor

Armor (any light armor), uncommon (requires attunement)

This leather armor absorbs poison and allows you to traverse webbed areas more easily. While you're wearing this armor, you can't be caught in webs of any sort and can move through webs as if they were difficult terrain. In addition, when you take poison damage while wearing this armor, you can use your reaction to reduce the damage by 1d8 + your Constitution modifier.

Void Arrow

Weapon (an arrow or bolt), uncommon

This pitch dark piece of ammunition is composed of densely packed shadows. A creature hit by this magic ammunition takes psychic damage instead of piercing damage. This ammunition makes no sound when it's fired or strikes a surface. It leaves no discernible wounds and vanishes immediately after hitting a creature.

Webgrip Rucksack

Wondrous item, common

This spider leather bag is lined with a thin layer of adhesive web. Items stored inside the bag are held in place by the web, preventing stored items from clattering around or being removed without permission. While you're wearing the bag, creatures other than you have disadvantage on Dexterity (Sleight of Hand) checks to steal from the bag.

The bag and its eight straps adhere to the surface they're pressed against, such as a creature's torso or the wall of an inn. If you're wearing the bag, you can gently remove the straps from your body as an action. Other creatures that attempt to wrench the bag from you make any Strength checks to do so with disadvantage. The bag can hold up to 8 cubic feet or 80 pounds. Spider leather is pliable and stretches easily, allowing the bag to shrink and grow to accommodate the objects placed inside to some degree.

Even though the eyes adorning the bag are lifeless and unmoving, they still blink on rare occasion.

Wildman's Spinning Cleaver

Weapon (handaxe), very rare (requires attunement by a barbarian)

This elaborate weapon channels your bloodlust and adds your barbarian Rage Damage bonus even when it's thrown while you're raging. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, once on each of your turns when you're raging and you make a ranged attack with this weapon, you can choose to make another ranged attack with it against another target within 10 feet of the first. This second target can be beyond the handaxe's normal throwing range. When you make this special extra attack, the axe magically launches itself and spins wildly towards the new target.

Immediately after making a ranged attack, the weapon flies back to your hand.

Winter's Embrace

Armor (breastplate), very rare (requires attunement)

This frosty breastplate and fur set is enchanted to keep its wearer at a constant, comfortable temperature. While wearing this armor, you have resistance to cold and fire damage and ignore difficult terrain created by ice or snow. In addition, you can cast the *ice storm* spell (save DC 16) at 6th level using the armor. When cast in this way, the spell is centered on your location and you are immune to its effects. Once this property of the armor has been used, it can't be used again until the following dawn.

Stories from the Saddle

From the Cavern of the Venom Queen

"The venom the spiders carried was agonizing: like daggers racing within our veins. How fitting then, to materialize the fangs of the fallen creature in a way such as this.

"It was charming, in a way. The bag itself was soft, and if you looked at just the right moment, you'd think it winked at you.

"The leather felt strange to the touch: it was so suffused with venom that it would numb the fingers ever so slightly. Without a doubt, the Venom Queen made for a miraculous bounty of raw materials. Well worth the risk. This, in addition to the bounty the marshal had promised, would make for a fine reward and story to tell."

— Excerpts from the heroic journals of Leolan Garvel.

Stories from the Saddle

Legacy of the Couatl Heralds

The Couatl were our divine protectors. They were calm amidst the din of our kind. What can we offer them in return for their service and sacrifice other than our best?

The clerics who revered the couatls were seen as protected by even the most hardened criminals in the city. Devout and committed to protect their fellow citizens, they were loved by all. Their loss was the most painful.

The invaders and dissenters would tire themselves out. They always did. The guardians of the realm had a way of making them see things from their perspective. We always felt safe while within the reach of the city walls. Within their comfort.

But the invaders were relentless. Only the warriors chosen by the city's protectors had the strength to subdue them. And even then, more would come.

The archers held the forces at bay, but were eventually overwhelmed. Many were trampled by their own kin in the onslaught: unable to move after being struck by one of the arrows fired from the city walls.

Those who fought, fought bravely. They gave everything they had, but in the end, their broken bodies weren't enough to defend the city's walls. They died protecting those they loved, those they barely knew, and those that needed defending.

The few of us that remain here are tasked to create a new city. One that flourishes as much as, if not more than, the first. We will live in harmony and order, in kindness and in acceptance. The strength in our hearts will carry us forward. And if we can't fulfill our task, let us hope that those who follow us can.

— Final excerpt from the journal of Brother Riane, last of the Couatl Heralds from the Lost City of Hearth.

The INVENTORY

September was fun. I took a vacation (while still posting content), and learned some valuable lessons in managing my time away from the computer. More Saddlebag-focused, though, both the Festerwood setting was released as the restult of meeting the Patreon goal, as well as the collaborative Clash at Kobold Cauldron adventure and content release. These were awesome to put out, and I felt really good about their reception.

It's October when I'm writing this, which means that we're only a month away from the Saddlebag's first anniversary (and book!). Whew. I've been enjoying looking back at my development as a creator and artist over the past months lately. It's a nice journal, of sorts.

Notable favorites from this motnh were the *Bag of Sundrops*, *Charlatan's Wardrobe*, *Festerwood's Light*, *Fire Fire!*, *Force Gauntlets*, *Wavebender's Leiomnao*, and *Zafu of the Wandering Mnd*.

SEPTEMBER, 2019

Abjurer's Gilder
Bag of Sundrops
Bug Smashers
Charlatan's Wardrobe
Dark Fathom Armor
Death Knell
Devil's Detail Eyepatch
Discordant Thunderstave
Eldritch Scarf
Essence of Rage
Festerwood Buckler
Festerwood Masher
Festerwood's Light
Fire Fire!
Force Gauntlet
Galvanic Steelsnare
Healing Arrow
Mockingblade
Nightstalker's Kanabo
Omenbringer's Mantle
Periapt of Reflection
Potion of Spell Recovery
Red Claw's Regalia
Septum Ring of the Great Minotaur
Shadow Ink
Staff of the Reverent Warrior
Sword of the Spelldrinker
Talyard the Great's Wand of Power
Wavebender's Leiomano
Zafu of the Wandering Mind





Abjurer's Gilder

Bag of Sundrops



Bug Smashers

Charlatan's Wardrobe

Abjurer's Gilder

Wondrous item, uncommon (requires attunement by a wizard)

This golden badge is usually given to wizards who either excel at or have mastered abjuration magic as a symbol of their accomplishments. While wearing this badge, you always have the *shield* spell prepared if you know it, and it doesn't count against the number of spells you can prepare each day. In addition, whenever you cast the *shield* spell, you can take another reaction before the start of your next turn. This second reaction can't be used to cast the *shield* spell again.

Bag of Sundrops

Wondrous item, uncommon

This small, colorful bag is filled with 1d6 + 4 golden, marble-like orbs called sundrops that glow softly when held. As an action, you can throw a sundrop at a point or object within 30 feet. When you do, the orb explodes into a dazzling pillar of light that lasts for 10 minutes. The pillar is a 5-foot-radius, 40-foot-high cylinder of bright light centered on the point where the sundrop shattered. The light is sunlight.

Bug Smashers

Wondrous item, uncommon

This grotesque pair of gloves are made using the barbed exoskeleton and harvested remains of a giant centipede. When you roll a 20 on an unarmed attack roll using these knuckles, the target takes an extra 2d6 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned until the start of your next turn. Unarmed attacks with these gloves deal either bludgeoning or piercing damage (your choice).

Charlatan's Wardrobe

Wondrous item, uncommon

This set of plain clothes are exceptionally comfortable and easy to wear. They are always clean and smell freshly washed and lightly perfumed. You can change the appearance of the outfit by twirling in place and speaking the clothes' command word as an action. Their appearance is illusory. Physical interaction with the clothes reveals their appearance to be an illusion, because things can pass through it. A creature that uses its action to examine the clothes can determine that it is an illusion with a successful DC 13 Intelligence (Investigation) check. Regardless of their appearance, the clothes offer no additional protection from the elements, and can only appear to be clothes.

Dark Fathom Armor

Armor (studded leather), very rare (requires attunement)

This dark, sea-soaked suit of armor smells of brine and is covered in eldritch runes. You have a +1 bonus to AC and can breathe normally underwater while wearing this armor.

You can use this armor to cast the *black tentacles* spell (save DC 15) while you're wearing it. This spell's area of effect becomes a 15-foot square centered on your location when you cast it in this way, and you are immune to its effects. The spell does not follow you when you move. When casting this spell in this way, it does not require concentration. Once this property of the armor has been used, it can't be used again until the following dusk.

Death Knell

Weapon (halberd), rare (requires attunement)

This heavy metal weapon is dark and grimly ornate. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Once per turn when you reduce a Small or larger creature to 0 hit points with an attack using this weapon, a foreboding, gong-like sound emanates from the blade. When this happens, any hostile creature that's missing any of its hit points within 15 feet of the slain creature is forced to make a DC 15 Wisdom saving throw. On a failed save, a creature takes 1d8 psychic damage, or half as much on a success.

Devil's Detail Eyepatch

Wondrous item, uncommon

This well worn leather eyepatch is enchanted with the illusion of a devil's eye on the front. While wearing this eyepatch over a missing eye, you can magically see as if you weren't missing one at all. The embroidered eye adorning the front of the patch swivels and moves as you look around while wearing it. You don't gain this benefit if you wear this patch over a working eye.

In addition, while wearing the eyepatch over a missing eye, you can speak its command word as a bonus action to gain darkvision out to a range of 60 feet for 1 hour. If you already have darkvision, this effect increases its range by 60 feet. While this property is in effect, you can see through magical darkness as if it were normal darkness. Once this property of the eyepatch has been used, it can't be used again until the following dawn.

Discordant Thunderstave

Weapon (quarterstaff), uncommon (requires attunement)

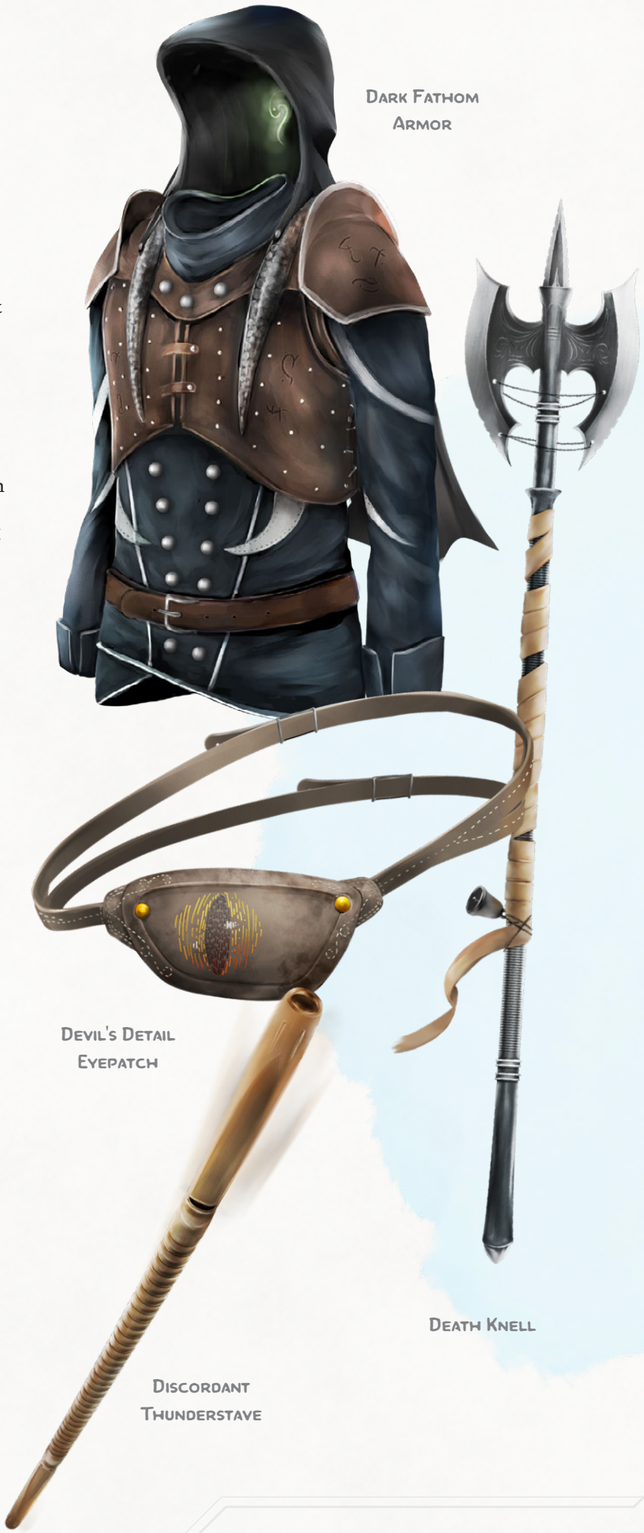
This thin, hollow quarterstaff has the finesse property and reverberates when it strikes a target. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target with this weapon and roll the maximum amount of bludgeoning damage on the weapon's damage die, the hollow staff shudders and emits a deep, thunderous sound. When that happens, roll the weapon's damage die again and add it to the total damage of the attack. Extra damage added in this way is thunder damage.

Eldritch Scarf

Wondrous item, rare

This dark, silky scarf moves slightly on its own in a breeze that no one can feel and absorb more light than it reflects. It is always wrinkled. The scarf has an extradimensional space within the folds of its fabric that can only be reached while it's worn. The space holds 60 pounds of material, not exceeding a volume of 6 cubic feet. The scarf always weighs 1 pound, regardless of its contents. Placing an object in the scarf follows the normal rules for interacting with objects. When placing an item in the extradimensional space, your hand appears to simply place it inside one of scarf's loose folds.

Despite being able to place items in the scarf, reaching

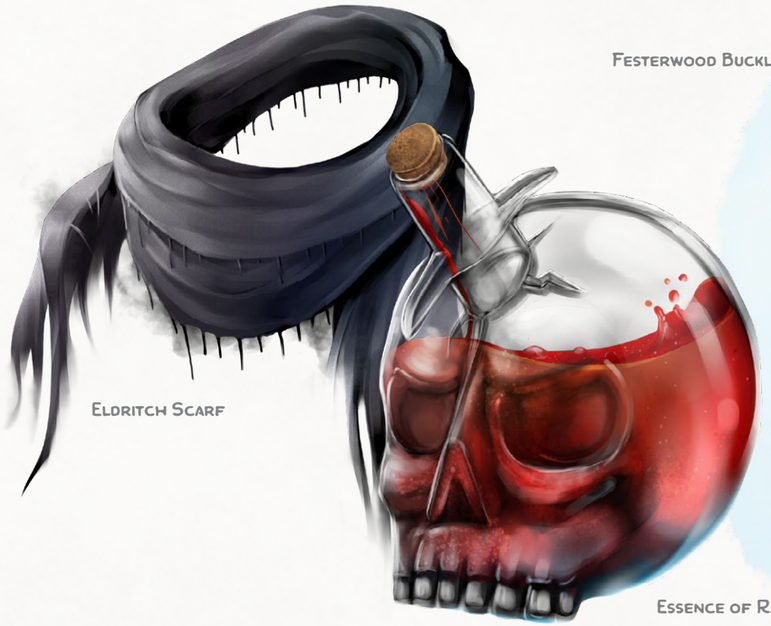


Dark Fathom Armor

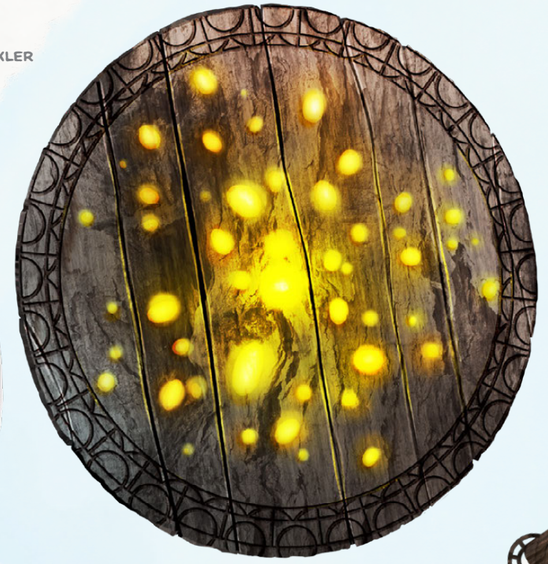
Devil's Detail Eyepatch

Death Knell

Discordant Thunderstave

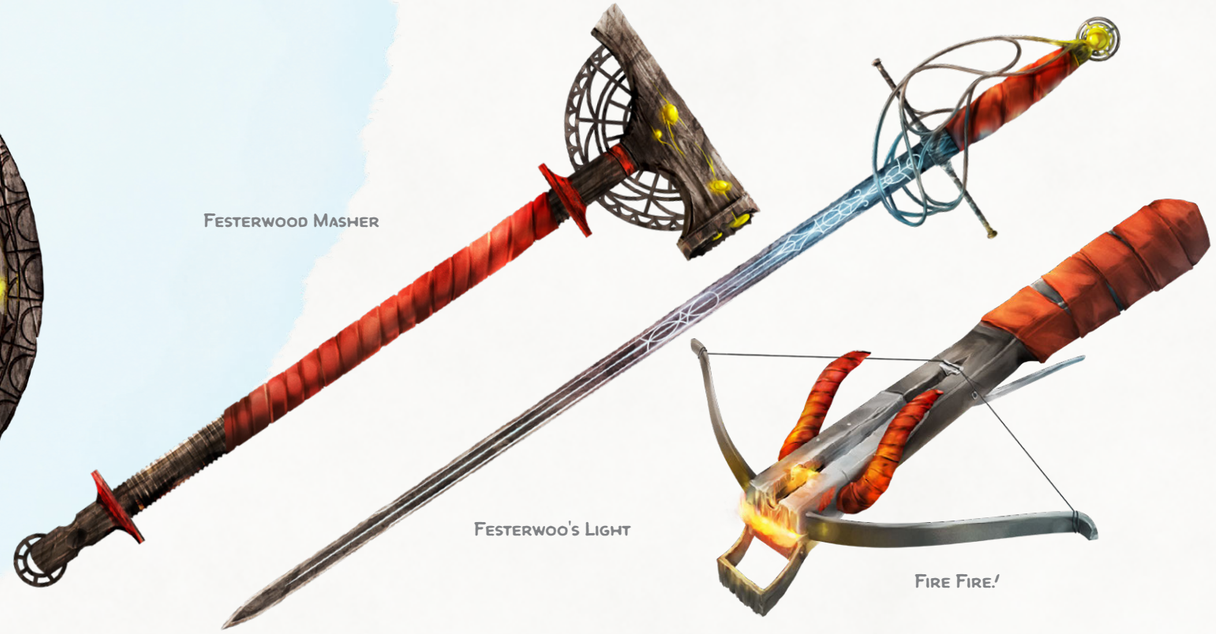


Eldritch Scarf



Festerwood Buckler

Essence of Rage



Festerwood Masher

Festerwoo's Light

Fire Fire!

back into it fails to return them to your grasp. The frayed ends of the scarf are actually wisp-like hands that slowly twist and curl on their own. While wearing the scarf, you can mentally command the hands as a bonus action to reach into the extradimensional space and retrieve a stored item. If the scarf is destroyed, its contents are lost forever. Ironing or otherwise flattening the scarf causes the items stored inside to be squeezed out, spilling forth unharmed from the ends of the scarf.

You can also command the hands as an action to manipulate a simple object, such as open an unlocked door, stow or retrieve an item from an open container, or pour the contents out of a vial. The hands have a reach of 5 feet. The hands can't attack, activate magic items, or carry more than 10 pounds. The hands hold onto any item retrieved from the scarf weighing no more than 10 pounds until taken from them (no action required). If the retrieved item weighs more than 10 pounds, the hands pull it from the scarf and drop it on the ground at your feet.

A living creature can't be placed inside the scarf.

Placing the scarf inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Essence of Rage

Potion, rare

This bubbling red liquid is always warm and tastes of iron and bitter raisins. You can drink this potion as a bonus action. When you do, you enter a rage that lasts for 1 minute or until you're knocked unconscious. This rage grants you the same effects as a 1st-level barbarian's class feature with the following exception: if you end your turn and you haven't attacked a hostile creature since your last turn or taken damage since then, you take 1d4 psychic damage and your rage does not end. You can enter this rage even if you're wearing heavy armor.

Festerwood Buckler

Armor (shield), uncommon

This festerwood shield is riddled with amber pustules that glow with a low, yellow light. While holding this magic shield, the pustules emit bright light in front of you in a 5-foot radius and dim light for another 5 feet. In addition, when a creature within 5 feet of you misses you with a melee attack, you can use your reaction to bash that creature with the shield and force it to make a DC 13 Dexterity saving throw. On a failure, that creature takes 1d4 + 1 acid damage.

Festerwood Masher

Weapon (a maul or warhammer), very rare (requires attunement)

This heavy festerwood hammer has amber pustules on its end that have enriched the wood with corrosive properties. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, this hammer has 3 charges that can be used when striking a target. When you hit a target with the hammer, you can choose to expend 1 charge to magically release some of the corrosive acid stored within the wood. When you do, if the target is Large or smaller, that target takes a cumulative -1 penalty to its AC that lasts for 1 minute. A Huge or Gargantuan target takes this penalty only after you've expended either 2 or 3 charges in this way, respectively. Targets take an extra 1d4 acid damage for each -1 penalty to AC they have in this way each time they're hit by the hammer. The hammer regains all expended charges each day at dusk.

Festerwood's Light

Weapon (rapier), legendary (requires attunement)

This festerwood rapier's blade is inlaid with scrapings from the Lightspore, the radiant mushroom growing at the center of the festerwood. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you're attuned to this rapier, you have advantage on navigation checks to find locations within the festerwood and are immune to disease. While holding the sword, the blade sheds bright light in a 10-foot radius and dim light for another 10 feet.

You can use an action to raise the blade overhead and speak its command word. When you do, all other creatures within 30 feet of you are dusted with a sudden wave of magical spores. A friendly creature affected by the spores is suddenly invigorated, allowing it to immediately use its reaction to either make a single weapon attack or move up to half its movement speed. A hostile creature affected by the spores must succeed on a DC 17 Constitution saving throw or be incapacitated until the end of your next turn. Once this property has been used, it can't be used again until the following dusk.

The rapier has 5 charges for the following properties. The weapon regains 1d3 + 2 expended charges each day at dusk.

Spore Cleansing. As an action, you can touch a willing creature with the rapier and expend 1 charge to remove 1 Spore Counter from that creature.

Spells. While holding this rapier, you can use an action to expend 1 of its charges to cast one of the following spells from it, using a spell save DC of 17 and spell attack bonus of +9: *charm person* (4th-level version), *compulsion*, *confusion*, *contagion*, *faerie fire*, *locate animals and plants*, or *moonbeam* (4th-level version). In addition, you can cast the *dancing lights* cantrip at will while holding the rapier.

Spore Counters

What's a Spore Counter? Find out in the Festerwood setting at the end of this document!

Fire Fire!

Weapon (crossbow, light), rare (requires attunement)

This hollow metal crossbow was created by a team of kobolds and contains an enchanted ember at its core. While holding this magic crossbow, the ember burns brightly inside, causing flames to lick out from various gaps left along the weapon's frame. The crossbow has 3 charges and continues to burn while it has at least 1 remaining charge. While it burns, the crossbow emits bright light in a 20-foot radius and dim light for an additional 20 feet, and any nonmagical bolt fired from the crossbow catches fire and deals an extra 1d6 fire damage to any target it hits.

You can expend 1 charge from the crossbow as an action to cause the flame to spew forth and send out a devastating wave of fire. Each creature in a 30-foot cone must make a DC 15 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

The crossbow regains 1d3 expended charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the

magic ember inside the crossbow dies, and the weapon becomes a nonmagical crossbow.

Force Gauntlet

Wondrous item, rare (requires attunement)

This jeweled gauntlet has 5 charges and regains 1d4 + 1 charges each day at dawn. When you make a melee weapon attack with a hand that's wearing the gauntlet, you can choose to expend 1 charge as part of that attack. If you hit, that target takes an extra 2d6 force damage and is forced to make a DC 15 Strength saving throw. On a failure, that target is pushed up to 10 feet away from you. On a success, you're pushed 10 feet away from it instead. Targets two or more sizes larger than you automatically succeed on this saving throw.

Galvanic Steelsnare

Weapon (net), rare

This magic net is made with fine steel chains and has the heavy property. Magic, leaden weights line the edge of the net and send shocking pulses throughout the metal. The net is resistant to slashing damage and has immunity to all other damage types. A creature restrained by the net can only make one attack on each of its turns, even if it can normally make multiple.

While a creature within 30 feet of you is restrained by the net, you can speak its command word as a bonus action to deal 1d6 lightning damage to the restrained creature. A restrained creature made of metal or wearing metal armor takes 2d6 lightning damage instead. When you use this property of the net, it can't be used again until the start of your next turn.

A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. A Small or smaller creature has disadvantage on this ability check. Dealing 15 slashing damage to the net (AC 12) also frees the creature without harming it, ending the effect and destroying the net. When destroyed, the net magically repairs itself after 1d6 + 1 days.

Healing Arrow

Weapon (an arrow or bolt), uncommon

This magic ammunition is made by the elder clerics of nature and hunting deities. An attack made with this ammunition deals no damage to any target hit by it. When you hit a creature other than yourself with this ammunition, that creature regains hit points equal to 2d4 + your Dexterity and Wisdom modifiers (minimum 1). If the target is a friendly creature, you have advantage on the attack. Once it hits a creature, this ammunition dissolves into pure healing magic before it's destroyed. This ammunition has no effect on undead or constructs.

Mockingblade

Weapon (shortsword), uncommon (requires attunement by a bard)

This magic sword helps you more effectively add insult to injury. When you hit a creature with this sword, you can immediately use the weapon to cast the *vicious mockery* cantrip as a bonus action against that same creature using your spell save DC. When you do, any words you use to insult the creature appear written along the blade for 1 minute or until replaced by a new insult.

When a creature rolls a 20 on its saving throw to resist the *vicious mockery* cantrip when cast in this way, the face on the sword's hilt screams insults at you until the end of your turn. The screams are audible out to 30 feet and are filled with insults directed at your deepest insecurities and regrets. Any creature that hears these insults is made aware of your weaknesses, granting it advantage on the next attack roll it makes against you until the start of your next turn. Once the sword screams at you in this way, it can't be used to cast the *vicious mockery* cantrip again until 1d4 days have passed.



Nightstalker's Kanabo

Weapon (greatclub), very rare (requires attunement)

This studded greatclub once belonged to a hungering oni and excels at subterfuge. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the heavy property. When you hit a sleeping creature with this weapon, that creature takes an extra 2d8 psychic damage from the attack. In addition, when you roll a 20 on an attack roll with this weapon, the target of the attack must succeed on a DC 16 Constitution saving throw or magically fall asleep until either the end of your next turn, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. While the target is asleep, it is unconscious. Undead and creatures immune to being charmed automatically succeed on this saving throw.

The weapon has 3 charges and regains 1d3 expended charges each day at dusk. While holding the weapon, you can expend 1 charge as a bonus action to cast either the *invisibility* (targeting only yourself) or *sleep* (3rd-level version) spell using the kanabo.

Omenbringer's Mantle

Wondrous item, very rare (requires attunement)

This raven-feathered mantle is almost iridescent. While wearing this mantle, you have resistance to necrotic damage and descend 60 feet per round when you fall, taking no damage from falling.

In addition, while wearing the mantle, you can use it to cast the *find familiar* spell as an action instead of its normal casting time. When you do, the familiar takes the form of a raven. If the familiar falls to 0 hit points, it can't be summoned again until the following dusk. Otherwise, the familiar remains so long as you are attuned to the mantle.

Periapt of Reflection

Wondrous Item, rare (requires attunement)

This perfectly reflective charm magically helps you meditate and focus your mind. While wearing the necklace, you can use your reaction to reroll any failed Charisma, Intelligence, or Wisdom saving throw using the necklace's magic. You must use the new result.

Curse. This curse is revealed and is extended to you when you use the necklace to reroll a saving throw and roll a 1 on the new roll. While you're cursed, the mirrored surface of the necklace dulls into an ugly, flat gray when you wear it. The curse persists even if you are no longer wearing the necklace,

and you remain cursed until targeted by the *remove curse* spell or similar magic.

While you're cursed, your reflection in any mirrored surface within 10 feet of you turns into an ugly, horrifying visage of your deepest insecurities. In addition, whenever you fail a Charisma, Intelligence, or Wisdom saving throw (including the roll that reveals this curse), you take 1d8 psychic damage.

Potion of Spell Recovery

Potion, rare

You regain 1d3 + 3 expended spell slot levels. You can recover a total number of combined spell slot levels equal to or less than the number you roll when you drink this potion. None of the slots can be 6th level or higher.

Red Claw's Regalia

Wondrous item, legendary (requires attunement)

This tough dragon scale robe is miraculously insulated and comfortable. While wearing the robe, you gain the following benefits:

- You can withstand temperatures as low as -50 degrees Fahrenheit without any additional protection.
- Your Constitution score increases by 2, to a maximum of 22.
- You have advantage on Constitution saving throws.
- You have resistance to fire damage.
- You can walk on lava as if it were solid ground, without taking fire damage from it. Ending your turn on lava causes you to sink into it and take fire damage as normal.

The hem of this robe glimmers with slowly shifting embers. While wearing this robe, your steps leave behind small motes of magical fire and scorched earth. The flames and marks left behind are harmless and disappear 1 second after they appear.

Septum Ring of the Great Minotaur

Wondrous item, very rare (requires attunement)

This septum barbell, forged of tempered gold and studded with rubies, magically bestows the might of a minotaur when worn through the nose. Across the gap of the ring is a polished fragment of horn from an ancient and powerful minotaur. The ring changes in size to fit the creature who attunes to it. While wearing the ring, your Strength score increase by 2, to a maximum of 22, and you have advantage on Strength checks. In addition, your carrying capacity doubles, and you can perfectly recall any path you've traveled within the past 24 hours.

Shadow Ink

Wondrous item, uncommon

Once penned, this special ink can only be seen and read in total darkness. When in darkness, any written or tattooed words, illustrations, or other marks made with this ink glow with a soft colored light. One bottle of *shadow ink* has enough ink to fill 10 pages with writing, illustrations, or other such markings.

A *detect magic* spell reveals only that there is something faintly magic about the area where ink has been used, but does not reveal the kind of magic nor how to interact with it.

Staff of the Reverent Warrior

Staff, rare (requires attunement by a spellcaster)

This staff was made by a once-famed warrior who retired, using the blades he wielded as a means of worship instead of war. This staff is adorned with blades and channels the inner focus of warriors. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. In addition, attacks made with this weapon can deal either bludgeoning, piercing, or slashing damage.

This staff has 10 charges. While holding the staff, you can use it to cast the *true strike* cantrip at will. When casting *true strike* in this way, you can choose to expend 1 or more of the staff's charges to enhance the spell in one of the following ways:

- You can expend 1 charge to reveal the target's weaknesses to your allies instead of merely yourself, granting the next attack roll against the target advantage.
- You can expend 1 charge to cast the spell as a bonus action instead of its normal casting time.
- You can expend 1 charge to cast the spell without requiring concentration.
- You can expend 1 charge to cause the target to take an extra 2d6 damage from the next attack that hits it.

You can expend multiple charges to combine two or more of these additional spell effects when casting the *true strike* cantrip in this way.

The staff regains 1d6 + 4 expended charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff, but can still be used to deal either bludgeoning, piercing, or slashing damage with its attacks.

Sword of the Spelldrinker

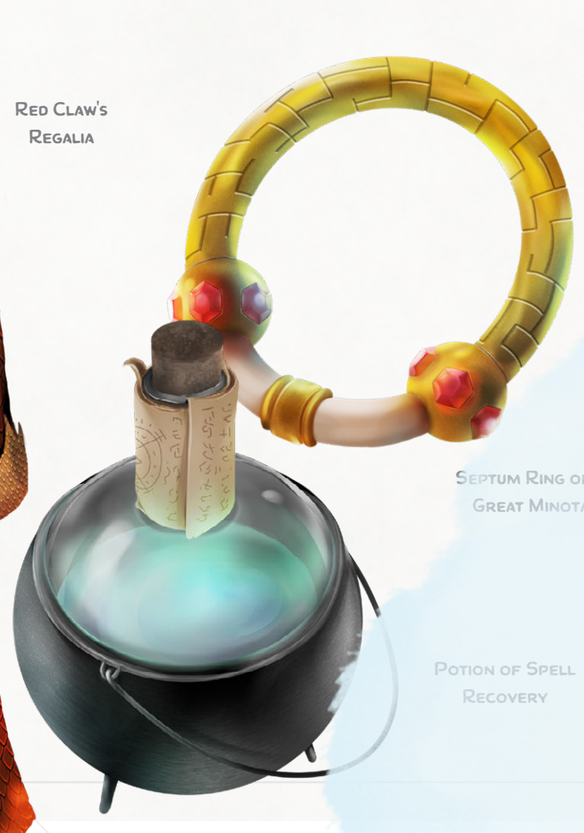
Weapon (longsword), legendary (requires attunement)

This sword seems to absorb the light that touches it, making it appear darker than the deepest midnight. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While you hold this sword, any magical light, darkness, or atmospheric effect within a 30-foot radius of you is treated as nonmagical and breathable.

In addition, this sword has 2 charges and regains 1d2 expended charges each day at dusk. You can expend 1 of its charges to cast the *counterspell* spell at 5th level. If the triggering spell is cast at 6th level or higher, this *counterspell* automatically fails. If you successfully interrupt a spell in this way, you can choose to absorb the spell into the sword instead of dispersing it. The absorbed spell must have a casting time of one action or bonus action. The sword can only have one spell absorbed in this way at a time.



Red Claw's Regalia



Septum Ring of the Great Minotaur

Potion of Spell Recovery



Shadow Ink



Staff of the Reverent Warrior

Sword of the Spell Drinker

You can release an absorbed spell as an action. When you do, the spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

The spell remains absorbed for up to 8 hours or until released from the sword. Absorbing a new spell replaces the one stored within the sword.

Talyard The Great's Wand of Power

Wand, uncommon

This normal-looking spruce stick is actually the wand of a famous drunkard. A drunken creature that sees the stick perceives it as a magnificent, colorful wand that radiates with an awesome power.

This wand has 3 charges and regains 1d3 expended charges each day at dusk. While you're drunk and are holding the wand, you can use your action to cast one of the following spells from the wand, even if you are incapable of casting spells: *heroism* (1 charge), *lesser restoration* (2 charges), or *thaumaturgy* (no charges). If you don't have a spellcasting ability modifier, Charisma is your spellcasting ability when casting these spells (minimum 1).

Wavebender's Leiomano

Weapon (glaive), rare

This long palm wood oar is fashioned with wood burnt motifs and adorned with a line of shark teeth along the edge of the paddle. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the leiomano, you can use it to cast the *control water* spell. When you do, you can only use the spell to redirect the flow of water as described in the spell. The spell ends early if you are no longer holding the weapon. Once the weapon's been used to cast this spell, it can't cast the spell again until the following dawn.

In addition, if you use this weapon as an oar when rowing a ship, that ship's rowing speed increases by 5 feet for each *wavebender's leiomano* being used.

Zafu of the Wandering Mind

Wondrous Item, rare (requires attunement by a monk)

This soft, elaborately stitched pillow set focuses the intensity of your meditation. It takes 1 minute to settle into a meditation while on the pillows. You can hold a light conversation while meditating, but are otherwise unable to move or take actions as normal. While meditating in this way, you can choose to levitate yourself and the pillows up to 5 feet in the air (no action required). While you're within 100 feet of at least one of the pillows, can speak their command word as a bonus action to cause the pillows to be shunted into a special pocket dimension. Speaking the command word again returns them softly to an empty space within 5 feet of you.

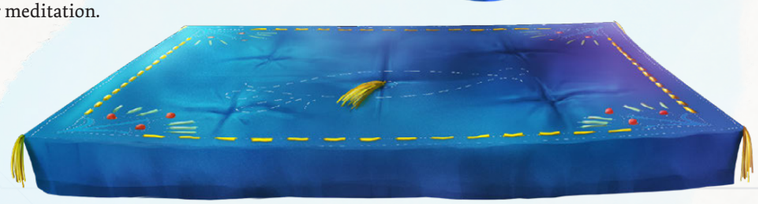
In addition, this pillow has 3 charges and regains 1d3 expended charges each day at dawn. While meditating on the pillows, you can expend 1 charge to cast the *arcane eye* spell, without breaking your meditation. You lose concentration on this spell when cast in this way if you end your meditation.



Wavebender's Leiomano

Talyard the Great's Wand of Power





Zafu of the Wandering Mind

The
INVENTORY

I worked really hard this month. I mean, I work hard every month, but this one included the longest pre-vacation prepation of items and content so far. In addition, I released the Halloween collaboration Tether with DMDave, Cze & Peku, Paperforge, and ItsADnDMonsterNow. We also smashed through that Everglacier Patreon goal, so I needed to get that prepared. And, since the end of the first year of the Saddlebag was around the corner, I needed it ready in time to release with everything before the end of the first year.

I also got to make new illustrations: landscapes, characters, etc. I got to get back into some web design for some side projects, as well as some logo design. I was able to manage it pretty well this month, but there were definitely some 90-hour weeks in there. It was a busy month.

I've also gotten a bit more comfortable with the weekly streams, which has been nice. I'm looking forward to them being on Mondays starting in November.

I also made some really cool items this month. I wrapped up the remaining three artifacts I'd been meaning to do, since the Tectonic Gauntlets from months ago stood out so much from the rest of the items. I'm proud of those, and really like the idea of unique artifacts. Definitely something I'll be exploring a little more in the future.

I got to develop new and old series some more, too. I added new Clockwork bug items, which are always popular, as well as a new Starmetal item that's equally well-liked. I started the Rocborne series, which I hope to make something more out of some day. I got to continue making the Polynesian items with the Torrent Taiha, which was fun, and I made both a net and blowgun. Great variety in rarity and content this month. I got to make some new characters in flavor text, too.

Personal favorites from this month include: *catnip amulet*, *give and take*, all the *rocborne* items, *spire seed*, *timeshifter's mantle*, *wand of whispers*, and the artifacts.

OCTOBER, 2019

Blizzard Sphere
Catnip Amulet
Celestial Circlet
Ceratopper
Clockwork Faefly
Clockwork Healerbee
Doodle Ring
Fanfare Ammunition
Fife of Dragonsong
Fortune's Fivepence
Galea of the Soulfire Phoenix
Give and Take
Hat Trick
Ionbreaker, the Tempest's Reach
Jotun's Jodhpurs
Precipit, the Formless
Ring of Eldritch Ire
Rocborne Hand Ballista
Rocborne Robe
Rocborne Rod
Spire Seed
Starmetal Solar Axe
Stormstruck Staff
Sundersludge Net
Tether Tearer
The Rose Basket
Timeshifter's Mantle
Tome of Dreams
Torrent Taiaha
Tote of Tricky Treat Sugarbombs
Wand of Whispers





Catnip Amulet

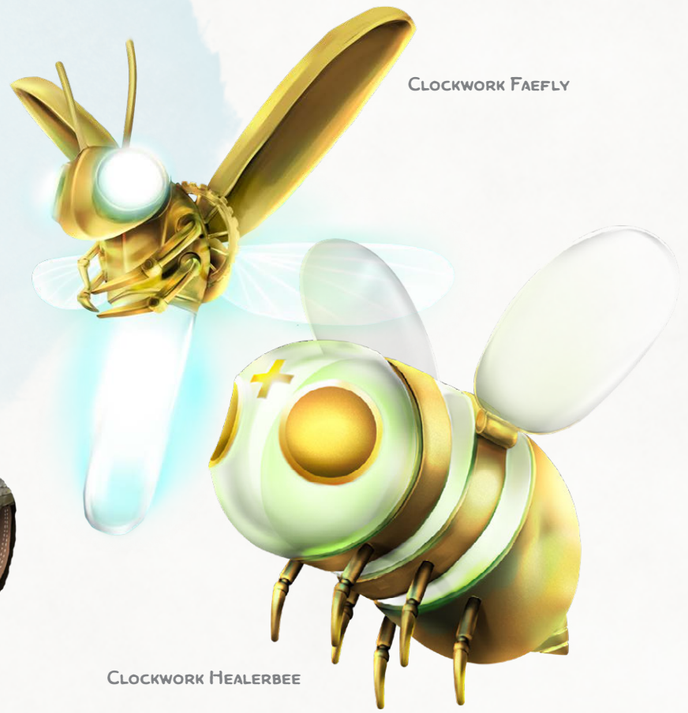
Blizzard Sphere



Celestial Circlet



Ceratopper



Clockwork Faefly

Clockwork Healerbee

Blizzard Sphere

Wondrous item, rare

This glass sphere contains a raging blizzard inside. It's cold to the touch and vibrates with the gusts of wind trapped within. As an action, you can throw the orb at a point or object you can see within 30 feet, causing the orb to shatter upon impact. When the orb shatters, the blizzard erupts from the glass in a 20-foot-radius sphere of swirling ice and snow centered on the point of impact.

The blizzard remains for 1d4 rounds or until targeted by a *dispel magic* spell (DC 15 or cast at 5th level or higher). When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and its speed is reduced by half until the start of its next turn. On a successful save, a creature takes half as much cold damage and its speed is not reduced.

Any surface within the blizzard is covered in a slick sheet of ice and sleet, turning the ground within the sphere into difficult terrain that remains for the blizzard's duration. While the blizzard persists, the area within the sphere is heavily obscured.

Catnip Amulet

Wondrous item, common

This gold and jade amulet seems to draw domestic cats to it. While wearing the necklace, you have advantage on ability checks made to find or call Tiny domestic cats (if there are any) and on Wisdom (Animal Handling) checks you make to interact with them.

Celestial Circlet

Wondrous item, very rare (requires attunement by a good-aligned cleric)

This golden circlet radiates holy energy. A thin halo hovers above your head while you wear it, emitting bright light in a 20-foot radius and dim light for another 20 feet. Small motes of holy light swirl around the apex of the circlet.

While you wear the circlet, you are always under the effects of the *protection from evil and good* spell. This effect only applies to one creature type. You can choose a new creature type (other than celestials) to be protected against daily at dawn.

The circlet has 7 charges. As an action, you can expend 1 or more of the circlet's charges to cast either *cure wounds* (1 charge per spell level, up to 4th) or *spirit guardians* (3 charges) from it, using your spell save DC and spellcasting ability modifier. Immediately before or after you cast a spell from the circlet in this way, you can use your bonus action to fly up to 10 feet without provoking opportunity attacks. When you do, you are carried away on a pair of angelic wings.

The circlet regains 1d4 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the halo vanishes and the circlet becomes mundane and nonmagical.

Ceratopper

Wondrous item, very rare (requires attunement)

This adamantine helm is fashioned in the likeness of a triceratops and decorated with painted designs. You have a +1 bonus to AC while you wear this helmet. In addition, if you move at least 20 feet towards a target and then attack them with a melee weapon attack on the same turn, you can choose to make a special attack using the helmet instead of the weapon. The helmet deals 3d4 piercing damage and uses Strength for its attack and damage rolls, and you are proficient with it. If you hit and the target is no more than one size larger than you, it must also succeed on a DC 13 Strength saving throw or be knocked prone.

In addition, while wearing the helmet, you can use it to cast the *polymorph* spell on yourself as an action to transform into a triceratops. This property of the helmet can't be used again until 2 days have passed.

Clockwork Faefly

Wondrous item, uncommon

This brass clockwork mechanism is 2 inches long and whirs with the hum of tiny gears inside. You can tap the head of the *faefly* twice as a bonus action. When you do, the mechanism flutters 5 feet in the air. The *faefly* has AC 10 and 10 hit points and flies in this way until it falls to 0 hit points or a creature grasps it. If you move more than 60 feet from the hovering *faefly*, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the *faefly* sinks gently to the ground and becomes inactive, and its light fades out. While it's flying, you can use a bonus action to speak its command word to cause it to move up to 20 feet.

If you are within 60 feet of the *faefly*, you can speak another command word as an action to cause it to emit the *light* spell or cast *faerie fire* (save DC 13), targeting a 20-foot cube originating from the *faefly*. *Faerie fire* does not require concentration when cast in this way, but ends early if the *faefly* falls to 0 hit points. Once it casts the *faerie fire* spell, it can't cast it again until the following dawn.

The *faefly* is considered a magical object and is not a creature. If the *mending* spell is cast on it while it has at least 1 hit point, it regains 2d6 hit points. If the *faefly* drops to 0 hit points, it can't be used again until 2 days have passed, at which point it regains all its hit points.

Clockwork Healerbee

Wondrous item, rare (requires attunement)

This pill-shaped magical mechanism is 2 inches long and made of brass. It has a pair of tiny wings that silently keep it aloft. It hovers up to 5 feet above the ground and does its best to stay at your side within your space. The bee can enter and pass through another creature's space and does not provoke opportunity attacks.

The bee has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While the bee is within your space, you can speak its command word and expend up to 3 of its charges as a bonus action to command the bee to heal a creature that you can see within 20 feet of you. The bee flies to the creature's space and touches its stinger to the creature, emitting a bright light that fills the bee's space and healing the creature for 1d6 hit points for each expended charge. After healing the creature, the bee returns to your space.

The bee is considered a magical object and is not a creature. It has AC 15, 10 hit points, and has resistance to all damage types. If the *mending* spell is cast on the bee while it has at least 1 hit point, it regains 2d6 hit points. If the bee drops to 0 hit points, it can't be used again for 24 hours, at which point it regains all its hit points.

Doodle Ring

Ring, common

This magic wooden ring is always covered in splotches of charcoal, ink, or paint, regardless of how well or often it's cleaned. While wearing the ring on a finger, you can touch that finger to a solid surface and begin to draw. The drawing uses your finger to make marks as if it were a piece of charcoal, ink quill, or paintbrush (your choice). The marks you make can be in any color. Any drawing made by the ring can be easily smudged away without leaving any marks behind. The ring can have up to 5 square feet covered with drawings in this way at any time. Drawing more than that begins to erase the previous marks, and any mark left after 24 hours of being made is magically erased.

Fanfare Ammunition

Weapon (an arrow or bolt), common

A favorite among tricksters, this ammunition is made to distract as opposed to wound. When you make a ranged attack with this ammunition and hit a target, the attack does no damage, and the ammunition evaporates and is destroyed upon impact. In its place, a noise of your choice erupts from the point of impact, such as the sound of books falling, a dropped coin, or breaking glass. You decide the noise and its volume when you fire the ammunition. The sound can be as quiet as a whisper or as loud as a scream. A creature can determine that the sound is an illusion with a successful DC 10 Intelligence (Investigation) check.

Fife of Dragonsong

Weapon (blowgun), rare (requires attunement by a bard)

This magical fife can be played as an instrument or wielded as a deadly weapon. You are proficient with the *fife of dragonsong* as both an instrument and blowgun while you're attuned to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and any target hit by it takes an extra 1d6 thunder damage from the attack.

Dragonsong. As an action, you can expend one of your uses of Bardic Inspiration to play a powerful note that repels foes and empowers allies. The note is audible out to 100 feet. Hostile creatures within a 15-foot cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed.

An ally within the cone that can hear the note is bolstered by it instead. A friendly creature affected by the note has its speed increased by 10 feet until the end of its next turn and gains 2d6 temporary hit points that last for 10 minutes.

Fortune's Fivepence

Wondrous item, uncommon (requires attunement)

This electrum coin has a smiling human woman's face on one side (heads) and a scowling fiendish woman's on the other (tails). While you're within 30 feet of the coin, you can summon it to either your hand or pocket by speaking its command word using a bonus action. Despite its unique appearance, this coin can be spent like a normal coin.

Fate Flip. This coin has 2 charges. You can attempt to regain expended charges once every 24 hours by flipping a coin. The coin regains 2 expended charges if it's heads, or 0 if it's tails. When you have the coin on your person and your total for an attack roll, ability check, or saving throw is 10 or lower, you can expend 1 of the coin's charges to channel its magic and forge your own luck. When you do, flip a coin. If it's heads, roll a d10 and add it to the total of your roll. If it's tails, you subtract 1d10 from the total instead. The coin loses this property if using it in this way reduces your total to 0 or lower.

Fife of Dragonsong

Fanfare Ammunition

Doodle Ring



Galea of the Soulfire Phoenix

Wondrous item, artifact (requires attunement)

This magical helmet once belonged to the Soulfire Phoenix Fara, a paragon to the citizens of the Elemental Plane of Fire who led her people to victory during the Savrayan Wars. While some believe that her ferocity and heroism were a result of phoenix blood running through her veins, others claim that a hero will always rise from the ashes when the time is right.

A spark of this heroism resides within the helmet, imparting its passion and phoenix-like properties to you. You have resistance to fire damage while wearing the helmet. While you're in combat, magical flames spew from the helmet while you wear it. The fire is harmless and casts bright light in a 20-foot radius and dim light for an additional 20 feet.

Fiery Spirit. While wearing the helmet, you and friendly creatures standing within its bright light have advantage on saving throws to resist becoming charmed or frightened. In addition, you and friendly creatures within the bright light regain consciousness on a roll of 19 or 20 on death saving throws.

Ignite. While wearing the helmet, you can use it to cast the *fire shield* spell to create a warm shield as a bonus action, requiring only verbal components. When you do, you also sprout a pair of flaming wings that last for the duration of the spell and give you a flying speed of 30 feet. Once this property has been used, it can't be used again until the next dawn.

Call of the Phoenix. This helm has 7 charges and regains 1d4 + 3 daily at dawn. While wearing the helmet, you can expend 1 or more charges from it to cast the following spells, requiring only verbal components to do so (save DC 18): *death ward* (3 charges), *flame strike* (4 charges), or *healing word* (2nd-level version, 1 charge; +5 spellcasting ability modifier).

From the Ashes. If you are reduced to 0 hit points and not killed outright, you can use your reaction to call upon the spark of heroism that resides within the helmet. You are instead reduced to 10 hit points, and each creature within 10 feet of you is forced to make a DC 18 Dexterity saving throw. On a failed save, a creature takes 4d10 fire damage, or half as much damage on a successful one. In addition, two flaming wings unfurl from your back and carry you to an unoccupied space up to 60 feet away from you without provoking opportunity attacks. Once this property of the helm has been used, it can't be used again until 2 days have passed. If you die while attuned to this helmet, it vanishes in a cloud of embers and smoke and reappears somewhere in the Elemental Plane of Fire.

Random Properties. The *Galea of the Soulfire Phoenix* has the following random properties:

- 1 major beneficial property.
- 2 minor detrimental properties.
- 1 major detrimental property.

Destroying the Helmet. The only way to destroy the helmet is to feed it to an ancient phoenix. The phoenix dies and is immediately reborn as a result of the intense magic stored within the artifact. When it's reborn, the phoenix has a pronounced crown of golden feathers upon its head. Regardless of how many times it's reborn, the phoenix retains this crown of feathers.

Galea of the Soulfire Phoenix

Fortune's Fivepence

Give and Take



Give and Take

Weapon (scimitar), very rare (requires attunement)

This magic pair of mythril (*Give*) and onyx (*Take*) scimitars are connected by a sturdy chain. When you engage in two-weapon fighting using both scimitars, you can add your ability modifier to the damage of the second attack.

The scimitars have a collective 10 charges and regain 1d6 + 4 charges each day at midday. While holding these weapons, you can expend 1 of their charges when you hit a hostile creature with a melee attack using one of the two blades. When you do, the area around the creature is suffused with an effect depending on the blade used to hit the creature:

Give. When you hit a target with *Give* and expend a charge from the blade, you and all other creatures within 5 feet of the target gain 2d6 temporary hit points that last for 1 minute.

Take. When you hit a target with *Take* and expend a charge from the blade, that target takes 2d6 necrotic damage, and you and all other creatures within 5 feet of the target take half as much necrotic damage.

Hat Trick

Wondrous item, uncommon

This gaudy purple hat allows the wearer to perform some minor magical feats. The hat has 3 charges and regains 1 expended charge daily at dawn. While holding the hat, you can expend 1 charge as an action to cast the *find familiar* spell from it, pulling the familiar from the hat. The summoned familiar must take the form of either a rabbit or dove, using the statistics for a weasel or owl, respectively. The familiar remains for up to 1 minute instead of its normal duration and cannot be used to deliver spells.

In addition, while wearing the hat, you can use an action to cast the *prestidigitation* spell from it. When cast in this way, the spell can only be used to create harmless, illusory effects.

Ionbreaker, the Tempest's Reach

Weapon (longbow), artifact (requires attunement)

This bow was crafted by a powerful djinni in the Stormheart: a perpetual maelstrom of wind and electricity in the Elemental Plane of Air. Lost to time, it has remained in the storm for untold centuries absorbing the volatile magic that runs rampant within the Stormheart. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

A Storm is Coming. While the bow is on your person, you add a d10 to your initiative at the start of every combat.

Fast as Lightning. When you take the Attack action, you can make a single attack with the bow as a bonus action.

Discharge. A target and any creature within 5 feet of it takes 1d8 lightning damage the first time that target is hit by a ranged attack from the bow on your turn. A creature can only take lighting damage from this property once each round.

Chained Conduits. When you hit a target with a ranged attack from the bow, that target becomes a conduit for electricity for 1 minute. You can speak the bow's command word as a bonus action to cause all conduits within 60 feet of you to electrify. When you do, 5-foot wide lines of electricity arc between all affected conduits that are within 30 feet of each other. Each conduit takes 2d8 lightning damage, and all other creatures within the lines of electricity are forced to make a DC 18 Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage, and half as much damage on a successful one. Once a conduit has been electrified in this way, it is no longer a conduit. A creature or object can only take lightning damage from this property once each round.

Maelstrom Marksman. When you miss a target with a ranged attack from the bow, you can reroll the attack against a different target you can see within 30 feet of the first one. You have disadvantage on this attack. You can use this property of the bow once on each of your turns.

Zephyr Step. While holding the bow, you gain a hover speed equal to your walking speed and can hover up to 20 feet off the ground.

Embrace the Storm. While you're attuned to the bow, you're subjected to the chaotic magic of the Stormheart whenever you take lightning damage. When you do, roll a d8 and use the table below to determine the resulting effect.

d8	Result
1	You are vulnerable to lightning damage until the end of your next turn.
2	You are thrown 20 feet in a random direction and knocked prone.
3	You are deafened for 1 hour.
4	You can't take reactions for 1 minute.
5	You cast *fog cloud* centered on yourself.
6	Up to three random creatures within 10 feet of you take 1d8 lightning damage.
7	Your speed is doubled until the end of your next turn.
8	You are immune to lightning damage until the end of your next turn.

Random Properties. *Ionbreaker, the Tempest's Reach* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Destroying the Bow. The bow can be destroyed if it's struck by lightning in the Stormheart at the same time as it's hit by a hammer of pure adamantium against a similarly adamantium anvil by a creature attuned to the weapon. Once destroyed, all creatures within 60 feet of the bow take 10d10 lightning and 10d10 force damage. If a creature is reduced to 0 hit points by this damage, they're immediately turned to ash and can only be revived by a *wish* spell.

Jotun's Jodhpurs

Wondrous item, rare

While wearing these pants, you count as one size smaller when riding a nonhumanoid creature if you aren't wearing heavy armor.

Precipit, the Formless

Staff, artifact (requires attunement)

This magic coral staff was first found within the Great Reef of the Elemental Plane of Water. Its origins beyond that are entirely unknown, with some suggesting it was made by the plane itself rather than forged or crafted by a mere creature's hands. Attuning to the staff bestows some of its planar powers to you, allowing you to breathe underwater and ignore any of the drawbacks caused by a deep, underwater environment. In addition, while holding the staff, you have resistance to cold damage.

This staff has 15 charges which are used to power its various properties. The staff regains 1d8 + 7 expended charges daily at dawn.

State Change. The staff has a powerful control over the various states of water. As a bonus action, you can mentally command the staff's ever-present bounty of water to change its state into a gas, liquid, or solid. The properties of each state are listed below. Alternatively, you can expend 1 charge as a reaction when you are the target of an attack or spell to

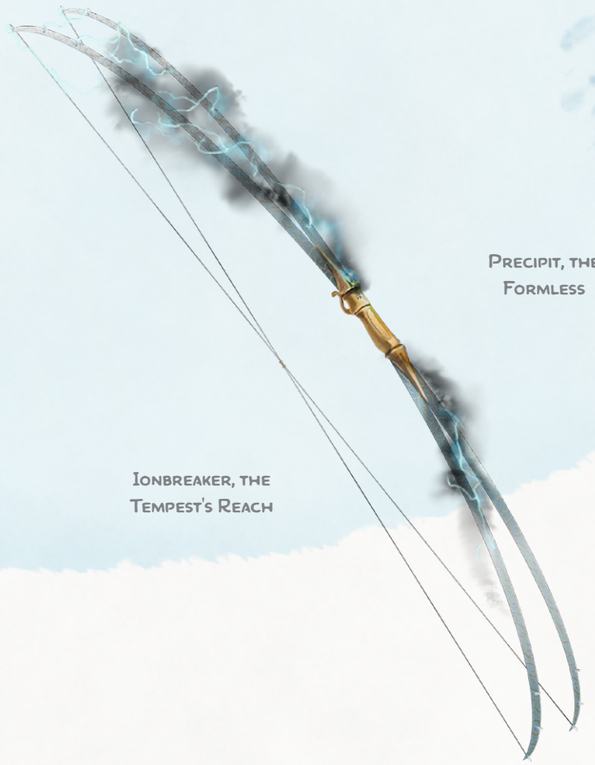


Hat Trick



Jotun's Jodhpurs

Ring of Eldritch Ire



Ionbreaker, the Tempest's Reach



Precipit, the Formless

force the staff to change its state more rapidly. When you do, the staff's change is immediate: potentially affecting the outcome of the incoming attack or spell. You take this reaction when you know you are the target of the attack or spell, but before knowing the result of the roll.

Gas. When the staff enters its gaseous state, the water surrounding the staff becomes a fine mist. While holding the staff in this state, you gain the following properties:

- You have resistance to bludgeoning and piercing damage.
- Your movement speed is increased by 10 feet.
- You gain a flying speed equal to your walking speed.
- You can pass through a hostile creature's space without reducing your movement speed.
- Attacks of opportunity against you are made with disadvantage.

Gas Spells. While holding the staff in its gas state, you can expend 1 or more of the staff's charges on your turn to cast the following spells from it (save DC 18): *cloudkill* (5 charges), *fog cloud* (1 charge), *gaseous form* (3 charges), *misty step* (2 charges), or *wind walk* (6 charges).

Tailwind. While holding the staff in its gas state, you can expend 2 charges and speak the staff's command word as an action to grant additional powers to you and nearby allies. Until the end of your next turn, you and friendly creatures of your choice that you can see within 30 feet of you can take the Dash action as a bonus action and don't provoke opportunity attacks by moving.

Liquid. When the staff enters its liquid state, the water surrounding the staff becomes a swirling torrent. While holding the staff in this state, you gain the following properties:

- You have resistance to bludgeoning and slashing damage.
- Your movement speed is increased by 10 feet.
- You gain a swimming speed equal to your walking speed.
- You can stand on and move across any liquid surface as if it were solid ground.
- When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Liquid Spells. While holding the staff in its liquid state, you can expend 1 or more of the staff's charges on your turn to cast the following spells from it: *blur* (2 charges), *control water* (4 charges), *create or destroy water* (1 charge), *mirror image* (2 charges), or *water breathing* (3 charges).

Tide Turner. While holding the staff in its liquid state, you can expend 3 charges and speak the staff's command word as an action to send out a wave of ethereal magic water to buffet and push your enemies. Hostile creatures of your choice that you can see within 30 feet of you are forced to make a DC 18 Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is pushed either 20 feet toward you or away from you (your choice). On a successful save, the creature takes half as much bludgeoning damage and is not pushed.

Solid. When the staff enters its solid state, the water surrounding the staff becomes a frozen shell. While holding the staff in this state, you gain the following properties:

- You have resistance to piercing and slashing damage.
- Your movement speed is reduced to 5 feet.
- You gain a +3 bonus to AC.
- If you're pushed against your will, the distance you are pushed is halved.
- You gain 10 temporary hit points at the start of each of your turns that last until the staff changes state.

Solid Spells. While holding the staff in its solid state, you can expend some of the staff's charges on your turn to cast the following spells from it (save DC 18): *cone of cold* (5 charges), *ice storm* (4 charges), *ray of frost* (no charges, or 1 charge to cast at 5th level; +10 to hit with ranged spell attack), or *wall of ice* (6 charges).

Deep Freeze. While holding the staff in its solid state, you can expend 4 charges and speak the staff's command word as an action to send out a chilling blast to freeze your enemies. Hostile creatures of your choice that you can see within 30 feet of you are forced to make a DC 18 Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much cold damage and its speed is halved instead.

Random Properties. Precipit, the Formless has the following random properties:

- 2 minor beneficial properties.
- 2 minor detrimental properties.

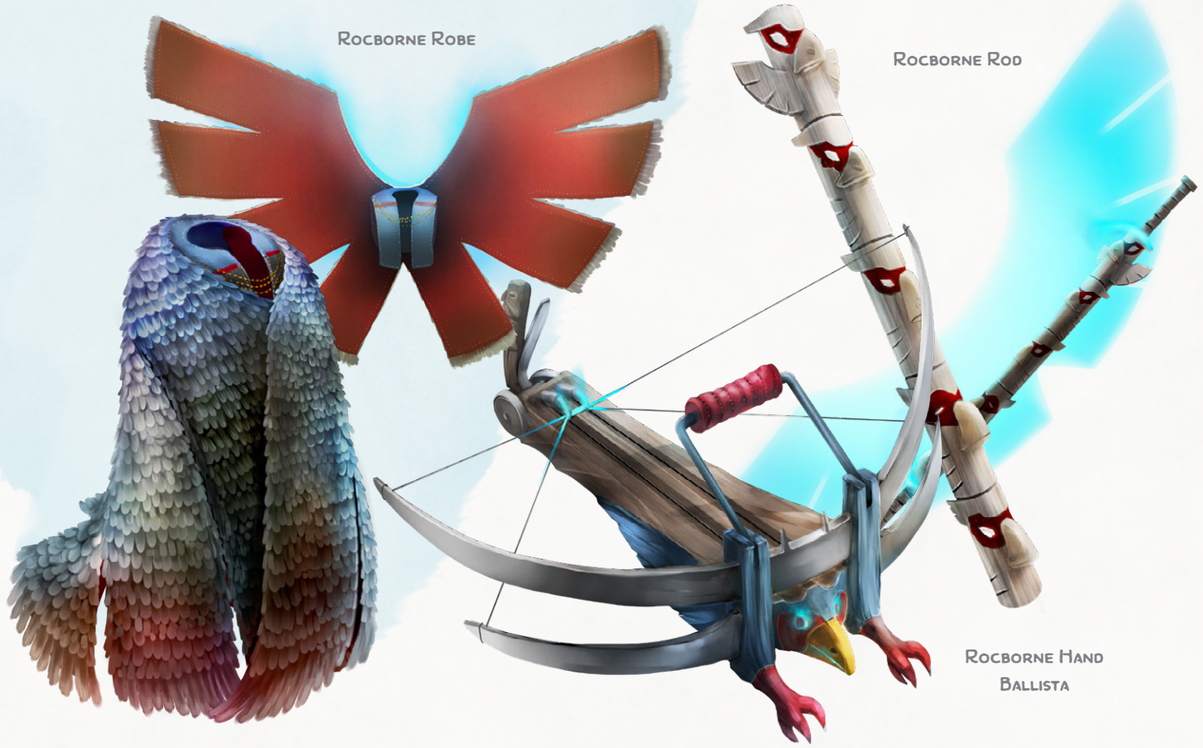
Destroying the Staff. The only way to destroy the staff is to keep it untouched by water for one hundred years while on the Elemental Plane of Water, at which point it crumbles to dust. Any amount, such as a puff of misty air, a drip of water, or the touch of ice during that time reinvigorates the staff's bounty of water.

Ring of Eldritch Ire

Ring, rare (requires attunement by a warlock)

This cold, warped ring has three yellow gemstones adorning its surface that swivel and move like strange eyes. This ring has 3 charges and regains all expended charges each day at dusk. While wearing this ring, you can expend 1 charge as a bonus action to mark an unmarked creature that you can see within 60 feet of you for 1 hour. The mark is lost if you fall unconscious or end it early using a bonus action. A marked creature appears to be shrouded in a strange, sharpening mist that magically helps you focus on it with attacks and spells. You gain a +1 bonus to your attack and damage rolls when you attack a marked creature, and a marked creature has a -1 penalty to its saving throws against spells you cast.

You know a marked creature's general distance and direction from you at all times while it's on the same plane of existence as you. In addition, you perceive a marked creature within 60 feet of you as though you had truesight, and can see through any illusion that stands between you and the marked creature.



Rocborne Hand Ballista

Weapon (crossbow, heavy), very rare (requires attunement)

This massive, beast-hunting crossbow is carried with its two handles from above instead of by being held from beneath. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This crossbow uses twice the normal amount of ammunition each time you fire it and deals an extra 1d10 piercing damage to any target it hits. The weapon emits a roc-like screech that's audible out to 100 feet each time it's fired.

This crossbow is blessed with the spirits of great ancestral hunters. The weapon has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When you attack a Huge or smaller creature with with this weapon, you can expend 1 charge as part of the attack. If the attack hits, the creature must make a DC 16 Constitution saving throw. On a failed save, its speed is reduced to 0 and it can't take reactions until the start of its next turn.

Rocborne Robe

Wondrous item, uncommon (requires attunement)

This warm canvas robe is lined with roc down. While wearing it, you can withstand temperatures up to -50 degrees Fahrenheit. In addition, the cloak has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the cloak, you can use an action to expend 1 charge and unfurl the robe. The robe opens into two large stylized wings before flapping back down, buffeting the area in front of you and refolding into the robe. The wings create a line of wind 15 feet wide and 10 feet long in front of you, forcing any affected Medium or smaller creature within the area to make a DC 13 Strength saving throw. A creature that fails the saving throw is pushed back 10 feet from the powerful wind. At the same time, you are flung away, flying 10 feet backwards without provoking opportunity attacks.

Rocborne Rod

Rod, rare (requires attunement)

This wooden rod is carved in the representation of five ancient rocs. Motes of their spirit flow through it and allow you to channel some of their lingering power.

This rod has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While holding the rod, you can use a reaction while falling or an action otherwise to expend 1 of its charge to cause two handles to extend from both ends. While holding the handles, a pair of magical wings appear above the rod that reduce your falling speed to 10 feet per round, or 20 feet if you weigh more than 200 pounds. While falling in this way, you gain a flying speed of 40 feet but cannot fly upwards without a significant updraft. If you land on the ground while falling in this way, you take no damage from falling.

In addition, you can use the rod to summon a buffeting gust of wind around you. While holding the rod aloft, you can use an action to expend 1 of its charges. When you do, powerful winds whip around you and blow everything within 20 feet of you skyward in a column of wind 60 feet high. Large and smaller creatures within range must succeed on a DC 15 Strength saving throw or be launched 30 feet upward before crashing back to the ground. Affected objects weighing less

than 200 pounds are also launched by the wind. You automatically succeed on the saving throw unless you decide to fail it. If you choose to fail the saving throw and use your reaction to summon the magical wings (if they weren't already summoned), you're carried upward 60 feet instead.

Spire Seed

Wondrous item, legendary (requires attunement)

This large tree seed is 1 foot long and surrounded in a protective cone. If you're attuned to seed and plant the cone in soil, it takes root and begins to rapidly grow. It takes 1 month for the seed to fully grow. If you are dead for more than 1 minute or are on another plane of existence than the seed for more than 1 day while it grows, the tree dies and the seed is destroyed.

The stem of the seed's cone is vaguely key-shaped. When planted, the stem breaks off in your hand. While you're attuned to the seed, the stem magically remains on your person at all times.

Once fully grown, the *spire tree* is 300 feet tall with a 20-foot radius. It tapers gently inward towards the top of the tree. At the base of this magic tree is a door large enough for Medium creatures to enter. The door is guarded by a dryad who is loyal to you and any creature you choose. The dryad accepts the seed's stem as proof of ownership and uses it as a key to open the door. Once opened, your attunement to the seed ends, the tree belongs to you, and both you and other allies you designate to the dryad can enter and leave the tree at will. Your attunement to the seed does not end if you are more than 100 feet away from it, and can only be ended early by a *wish* spell. If it does, the key disintegrates and the door cannot be opened.

Inside the tree are 10 floors. You choose how to distribute the floors throughout the tree. A wooden spiral staircase climbs upward through the center of the tree and floors. Each floor has 10 small windows that can't be seen from outside the tree. In addition, the interior of the tree can't be the target of divination magic or entered by teleportation or by extradimensional or interplanar means.

The canopy of the tree extends 30 feet beyond the base of the tree. Soil beneath the tree's canopy is exceptionally rich and fertile.

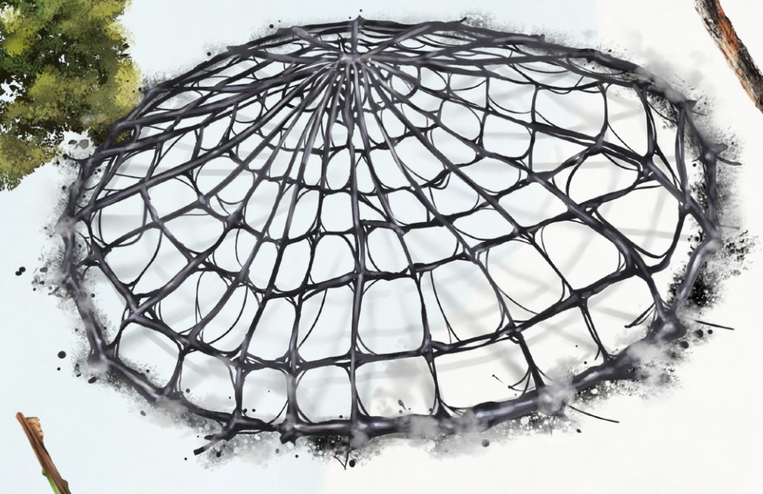
The tree has 500 hit points, immunity to damage from nonmagical weapons that aren't siege weapons, and resistance to siege weapons and all other damage. The door has 100 hit points instead. The tree regains 1d6 lost hit points every day after taking damage. If a part of the tree, such as the door, is destroyed, a new one regrows after 7 days.

If the tree is attacked, it immediately creates a treant at its base to defend it. Roll initiative for the treant, which has its own turns and does its best to defend the tree. Once a treant is created in this way, a new one can't be created until the following dawn. A treant disappears after 24 hours, and there can only be one summoned treant at a time. Neither the treant nor the dryad can move farther than 1 mile from the tree. If the dryad is slain, it reappears the following dawn at the base of the tree. If you kill the dryad, the tree becomes a nonmagical tree that is still hollow inside with the floors you'd chosen, but its windows are lost.

The tree creates another *spire seed* once every 100 years.



Spire Seed



Sundersludge Net



Stormstruck Staff



Starmetal Solar Axe

Starmetal Solar Axe

Weapon (greataxe), legendary (requires attunement)

This heavy metal magical weapon is forged using iron from the stars. While you're attuned to this weapon, you can call upon its latent stellar energy to catalyze change within the metal and create endothermic and exothermic reactions. The weapon can be fused into a greataxe or fissioned into two separated battleaxes. The weapon has the following properties based on its current state:

Fused State. While wielding the fused greataxe, you gain a +1 bonus to attack and damage rolls made with this magic weapon. While you hold this axe, flames erupt from its edges and a small star burns in its center. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. The light is sunlight. The greataxe deals an extra 2d6 fire damage to any target it hits.

Fissioned State. While wielding the two fissioned battleaxes, you gain a +1 bonus to attack and damage rolls made with them. The weapons are bitter cold to the touch and deal an extra 1d6 cold damage to any target they hit. The axes orbit you slowly while they aren't being held or stowed. You can retrieve a floating battleaxe as if it were sheathed. In addition, when you take the Attack action, you can use a bonus action to make one melee weapon attack with an orbiting battleaxe against a creature you can see within 20 feet of you.

State Change. This weapon can change between its two states using the following properties:

Fission. While holding the fused greataxe, you can use a bonus action to speak the weapon's command word to split it apart into its fissioned state. When you do, electrical energy is released, forcing creatures within 30 feet of you to make a DC 17 Dexterity saving throw. A creature takes 3d6 lightning damage on a failed save, or half as much lightning damage on a successful one. This property can't be used again for 12 hours.

Fusion. While holding both battleaxes, you can use a bonus action to speak the weapon's other command word to recombine the two battleaxes into its fused state. When you do, the sudden generation of heat creates a wave of fire around you, forcing creatures within 30 feet of you to make a DC 17 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much fire damage on a successful one. This property can't be used again for 12 hours.

Stormstruck Staff

Weapon (quarterstaff), rare

This wooden staff has been scarred by lightning and embedded with an amplifying crystal at its head. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Small sparks of electricity arc from the crystal, dealing an extra 1 lightning damage to any target hit by the weapon. The gem glows brilliantly and pulses with electrical energy for 1 minute after you or the weapon take lightning damage from any source other than the staff or while the weapon is under the effects of the *shillelagh* spell. While the gem is glowing in this way, the weapon's extra lightning damage increases to 1d6, and the gem emits bright light out to 10 feet and dim light for an additional 10 feet.

Sundersludge Net

Weapon (net), uncommon (requires attunement)

This gelatinous net is made with the enchanted remains of a gray ooze. A creature takes 1d6 acid damage when it's restrained by the net and again at the end of each of its turns it remains restrained. If the creature is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers whenever it takes acid damage at the end of one of its turns. The armor is destroyed if the penalty reduces its AC to 10. A creature other than you who touches the net takes 1d6 acid damage.

The net's sticky composition makes it more difficult to escape than a mundane one. A creature can use its action to

make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The net has resistance to all damage types. Dealing 10 slashing damage to the net (AC 12) also frees the creature without harming it, ending the effect and tearing the net apart.

The torn net is harmless. If more than half of the net can be salvaged and stored within a container large enough to hold 1 gallon of liquid for 12 hours, the net is repaired and can be used once more. Your attunement to the net ends if the net remains destroyed for longer than 2 days.

You're immune to damage from the net while you're attuned to it. Picking up the net after throwing it renders it harmless until the next time you throw it. The net doesn't deal any acid damage if no creature is attuned to it.

Tether Tearer

Weapon (any axe), uncommon

This silver axe can temporarily bind a creature to its corporeal form. This axe deals an extra 1d6 force damage to any creature it hits that has the *incorporeal movement* trait. When it does, that creature can't benefit from its *incorporeal movement* trait again until the end of its next turn.

The Rose Basket

Weapon (rapier), very rare (requires attunement)

This silver rapier has a rose adorning its crossguard and pommel and thorns lining its hilt. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, a shapechanger or fey creature hit by the weapon takes an extra 1d8 radiant damage.

Field of Roses. As an action, you can speak the rapier's command word and touch its point to the ground at your feet. When you do, silver rosebushes sprout from the ground in a 25-foot square centered on your location. The area becomes difficult terrain, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. While holding this rapier, you can traverse this area as if it were normal terrain, and you don't take damage from moving within it. The rosebushes remain for 1 minute or until you dismiss them as a bonus action. Once this property has been used, it can't be used again until the following dawn.

Timeshifter's Mantle

Wondrous item, rare

If a Large or smaller creature hits you with a melee attack while you're wearing this cloak, you can use your reaction to cause time to briefly warp around you. After taking the damage from the attack, you can immediately move up to half your speed without provoking opportunity attacks, and the attacking creature's speed is reduced to 0 until the start of its next turn. Once this property of the cloak has been used, it can't be used again until the following dawn.

Torrent Taiaha

Staff, rare

A mote of swirling magic water circles the top of this wooden staff. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The staff can be wielded as a magic quarterstaff. When you make a melee attack with the staff, you can choose to extend and lash out with the water instead. When you do, the water has a range of 10 feet and deals 1d4 bludgeoning damage if it hits. You're proficient with this attack and use Wisdom as your modifier for its attack and damage rolls. After the attack, the water shrinks back to the staff.

While holding this staff, you can stand on and move across any liquid surface as if it were solid ground. If you end your turn on a liquid in this way, you sink into it as normal until you stand on solid ground again. In addition, while holding the staff, you can use an action to cast the *control water* spell using the staff. When you do, you can only use the spell to flood or part water as described in the spell. The spell ends early if you are no longer holding the staff. Once the staff's been used to cast this spell, it can't cast the spell again until the following dawn.

Tome of Dreams

Wondrous item, uncommon

This beautifully embossed book is full of gripping short stories. You can read a story from the book over the course of 10 minutes. The underlying nature of each story is unclear, leaving your subconscious mind to slowly process and unpack its deeper meanings over the course of your next long rest. The next time you finish a long rest after reading a story from the book, roll a d20. On a roll of 10 or lower, you take 2d4 psychic damage as your mind is plagued with intense terrors from the story you read. On a roll of 11 or higher, you gain 2d4 temporary hit points as your mind is filled with joy and courage instead. If you start a story but don't finish reading it, nothing happens the next time you finish a long rest.

Tote of Tricky Treat Sugarbombs

Wondrous item, common

This canvas bag holds 5d8 + 10 clove and pumpkin candies inside. A small illusory face appears over the sewn-on pumpkin at night. Each candy has a minor magical effect that lasts for 1 minute unless otherwise specified. Some effects are pleasant, whereas some are mischievous. You can eat a candy as an action. When you do, roll on the table below to determine the candy's effect:

d20	Effect
1	The candy seemed to have spoiled, forcing you to succeed on a DC 13 Constitution saving throw or spend your action on your next turn retching and reeling.
2	Your face appears to melt: revealing the skull beneath it. The effect is harmless and illusory.
3	Any food you eat or water you drink taste like ash and blood, respectively.
4	Other creatures' eyes appear to be hollowed out and blackened.
5	Your ears turn a different, vibrant color at that start of each of your turns.
6	Your hair falls out and regrows over the next minute.
7	Your laughter becomes maniacal, and you have trouble stopping once you've started.
8	Your pupils resemble a snake's.
9	You hear a fly near your ear, but you can neither see it nor swat it away.
10	Your skin turns orange, and light spills forth from your eyes and mouth, casting bright light in a 10-foot radius and dim light for another 10 feet.
11	Confetti bursts from the top of your head, and small children can be heard laughing.
12	You sprout tiny, flightless bat wings.
13	You know the location of the nearest pumpkin within 1 mile.
14	Nearby crows and ravens land on your shoulders or outstretched arm.
15	A friendly, floppy wizard hat appears on your head. After 1 minute, it disappears in a cloud of stars.
16	Any alcohol in your stomach or that you drink becomes nonalcoholic.
17	Your voice becomes smooth and golden, allowing you to add your proficiency bonus to Charisma (performance) checks to sing. If you are already proficient with this skill, you add double your proficiency bonus instead.
18	Any food you eat or water you drink tastes delicious and reminds you of your favorite past times.
19	You gain darkvision out to a range of 30 feet. If you already have darkvision, its range is increased by 30 feet.
20	You can magically sense if someone is possessed, and you can see creatures that are invisible

Wand of Whispers

Wand, rare (requires attunement by a spellcaster)

These wands are sometimes found in the hands of clandestine mages posing as simple townsfolk. Its magic wax and iron design resembles a candle and candlestick. The wand produces a harmless, magical flame that is indistinguishable from normal candlelight, although the wax never melts or changes shape. The flame is harmless and casts bright light in a 5-foot radius and dim light for another 5 feet. While holding the wand, you can extinguish or relight the flame as a bonus action.

This wand has 7 charges. While holding the wand, you can use an action to expend some of its charges to cast either the *message* (no charges) or *sending* spell (3 charges) from it. Alternatively, when you cast a spell of 5th level or lower while holding the wand, you can expend 1 of the wand's charges per spell slot level to ignore the spell's verbal components. Any spell that requires a target to hear its verbal component gains no benefit from this property.

The wand regains 1d6 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the magical flame burns out and the wand becomes a mundane candle and candlestick.



Tether tearer



Tote of Tricky Treat Sugarbombs

Wand of Whispers

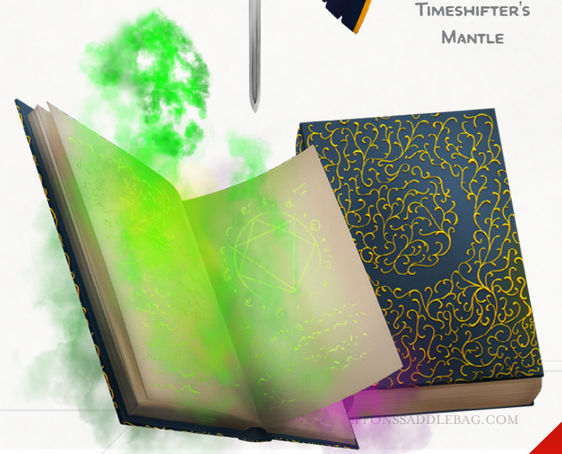


Torrent Taiha

The Rose Basket



Timeshifter's Mantle



Tome of Dreams

The INVENTORY

Well. That's a year.

The final item of year 1, the Saddlebag itself, is my favorite item. I'm proud of it, honestly. An artifact that is harmless to bring into a level 1 group, that offers story hooks, and can be a charming NPC that can grow and change with your players. And, for the sake of the lore, it fits extremely cleanly. I hope to hear stories of it getting involved in peoples' games.

This also is the start of a reduced schedule for me. You'll be seeing 5 items a week, instead of 7. I'm so grateful for the community being comfortable with me making this change, and I hope to continue to grow as a creator with you. As always, you're my heroes: thank you for being here on my adventure.

Here's to year 2! I can't wait to make more for you.

NOVEMBER, 2019

Bow of the Twilight Valkyrie
Chillspike
Courtesan's Fanblade
Everice Box
Evoker's Exchange
Heaven's Gavel
Ice Sickle
Kestra's Bent Spoon
Monster Tamer's Shield
Monster Tamer's Sword
Pegasus Quill
Performer's Puppet
Profane Mask
Ring of the Assassin Lord
Scarlot Scourge
Silver Lycan Chime
Thalamus Thread
The Griffon's Saddlebag
Wand of Dowsing
Wand of Stars
War's Wager

THE GRIFFON'S SADDLEBAG





Bow of the Twilight Valkyrie

Weapon (any bow), rare (requires attunement)

This bow balances the positive and negative magics from the upper and lower planes of existence. Once on each of your turns when you take the Attack action, you can channel either positive or negative energy into one of your attacks. When you do, you take a -5 penalty to the attack roll. If you channeled positive energy into the attack and hit, the target takes an extra 2d6 radiant damage, and the next attack roll made against it by a creature other than you before the start of your next turn has advantage. If you channeled negative energy into the attack, the target takes an extra 2d6 necrotic damage, and the next attack roll the target makes before the end of your next turn has disadvantage.

Camper's Crutch

Weapon (mace), common

This enchanted fire poker is a favorite among travelers. Attacks made with this magic weapon deal either bludgeoning or piercing damage (your choice). In addition, as an action, you can use the poker to touch a pile of dry wood or other flammable object that isn't being worn or carried and speak the weapon's command word. When you do, the object catches fire and slowly begins to burn. Once this property has been used, it can't be used again until the following dusk.

Chillspike

Weapon (pike), legendary (requires attunement)

This cold steel weapon from the Everglacier is topped with a menacing ice spike that never melts. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this pike, the target takes an extra 1d10 cold damage. In addition, the weapon and its properties ignore resistance to cold damage.

When you reduce a Large or smaller creature to 0 hit points using this weapon, you can choose to encase that creature in ice. An encased creature is prevented from falling prone and is held in place by a shell of ice for 1 minute. If the creature is unconscious, it does not make death saving throws while it's encased in the ice. The ice has AC 12, 20 hit points, immunity to poison and psychic damage, and vulnerability to fire and thunder damage. If the encased creature is healed or the ice is destroyed, the ice crumbles and releases the creature.

Everglacier's Fury. As an action, you can plunge the pike into the ground at your feet. When you do, the blade of the pike magically vanishes into the earth and summons up to three icy spikes from the ground nearby. Choose up to 3 different targets on the ground you can see within 20 feet of you. An affected target must succeed on a DC 16 Dexterity saving throw or take 2d8 cold damage as an frozen spike erupts from the ground beneath them. Immediately after using this property, the spikes recede into the ground, and the icy blade of the pike reappears.

Chronomancer's Eyepiece

Wondrous item, very rare (requires attunement)

This singular lens lets you faintly see and command the flow of time around a target. The eyepiece has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the eyepiece, you can expend 1 charge as a reaction at the end of another creature's turn to speak either of the eyepiece's two command words to warp the flow of time around that creature. You must be able to see the target, and it must be within 60 feet of you.

Past. If the target is willing, it is teleported back to the space it was at the beginning of its turn. If another creature or object is occupying the space, the target is teleported to nearest unoccupied space instead. An unwilling target must succeed on a DC 16 Charisma saving throw or be teleported in this way against its will.

Future. If the target is willing, it can immediately choose to move again, up to half its speed, without provoking opportunity attacks. After a target moves in this way, its speed is halved until the end of its next turn.

Courtesan's Fanblade

Weapons (dagger), uncommon (requires attunement)

This magic dagger is made of two hollow halves that can be opened with a flick of a small lever above its handle. Opening the dagger in this way (no action required) reveals a beautiful paper fan that spreads out between the weapon's two halves. While the fan is exposed, you can't use this weapon to attack. You can close the fan and recombine the dagger's halves again as a bonus action.

This dagger has 3 charges and regains 1d3 expended charges daily at dawn. While the fan is exposed, you can use an action to cover your face with it and expend 1 of its charges to cast the *charm person* spell (save DC 13) at 1st level. You can increase the spell slot level by one for each additional charge you expend.

Everice Box

Wondrous item, uncommon

This large wooden box weighs 25 pounds and is 3 feet long and both 2 feet deep and tall. It has rugged ropes on its left and right sides as well as on the top of its lid. The left and right sides of the box are covered by enchanted slabs of stone that magically keep the contents on the inside of the box at a consistent 40 degrees Fahrenheit. The box can hold up to 10 gallons of liquid, 24 rations, or a Small or smaller creature. A living creature inside the box can break free from it following a successful DC 10 Strength check.

While the box's lid is closed and its latch is shut, you can use an action to speak the box's command word to shrink it and its contents down to a more portable size. The weight of the box and its contents is halved while it's reduced in this way and measures a mere 1 foot long by 8 inches deep and tall. You can speak the box's command word again to return it to its normal size. Opening the latch, whether by choice or by force from the inside, immediately returns the box and its contents to its full size and weight. A living creature can't be reduced in size in this way and forces the lid and latch to open if the box becomes too small for them.

Evoker's Exchange

Wondrous Item, uncommon

While wearing this amulet, you can choose to convert the damage from one form of raw energy to another. You can use this amulet as a spellcasting focus when you cast a spell of 1st-level or higher that deals only fire or lightning damage and does not require concentration. When you do, you can choose to have the spell deal lightning damage if it originally dealt fire, or fire damage if it originally dealt lightning.

If a spell that deals fire damage would normally ignite flammable objects that aren't being worn or carried, it does not if it's converted to lightning damage in this way. However, a spell that deals lightning damage does ignite such objects if it's converted to deal fire damage instead.

Heaven's Gavel

Weapon (maul), legendary (requires attunement by a good-aligned creature)

This platinum weapon was a gift from a divine dragon to one of her loyal knights and has been passed down for generations. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit an evil-aligned creature with the weapon, that creature takes an extra 1d6 radiant damage.



The maul has 10 charges and regains 1d6 + 4 expended charges daily at dawn. When you hit a target no more than one size larger than you with the maul, you can expend up to 3 of its charges as part of the attack. When you do, the target must make a DC 17 Strength saving throw. On a failed save, a creature is launched 10 feet away from you for each expended charge, or half as far on a successful one. If the target hits a solid object by being launched in this way, it takes 1d6 bludgeoning damage for every 10 feet it had left to travel from the impact. If the solid object is a creature, that creature takes the same amount of bludgeoning damage from the impact as the target of the attack.

Ice Sickle

Weapon (sickle), uncommon

This magic sickle from the Everglacier is perpetually covered in tiny, needle-like icicles along its edge that reform almost as soon as they're gone. The first target hit by this weapon on each of your turns takes an extra 1d6 cold damage from the attack.

Kestra's Bent Spoon

Wondrous item, uncommon

This silver spoon once belonged to a mystic with an unending appetite. It has three runes etched into the metal that perform various magical functions.

- *Ulm*, in the bowl of the spoon, enhances the flavor of any soup or similarly spoonable dish by drawing out the more nuanced flavors that are often overlooked.
- *Tox*, on the back of the spoon's head, causes the spoon to tarnish and dim when touched by a poison. The spoon remains this way until the next dawn, when its normal luster magically reappears.
- *Seera*, on the handle, strengthens the power of certain psychic effects. While the spoon is on your person and you roll psychic damage, you can focus your attention on the spoon (no action required) to deal maximum damage on one of the damage dice. Once this rune has been used, it can't be used again until the next dawn.

Life Tether Ankh

Wondrous item, uncommon

While wearing this necklace, you can choose to succeed on a death saving throw you would have otherwise failed (no action required). Once the ankh has been used to succeed on a death saving throw, it shatters and is destroyed.

If you use the ankh when you would normally suffer two failed death saving throws, you instead gain one success and one failure. If this would cause you to have 3 successful death saving throws as well as 3 failed ones, roll a final death saving throw. On a success, you stabilize. On a failure, you die.

Monster Tamer's Shield

Armor (shield), rare (requires attunement)

This shield punishes certain creatures for their hostility and comes from a culture whose dominion is in direct competition with powerful beasts. While holding this shield, whenever you take damage from a melee attack by a beast or monstrosity, that creature takes 1d4 psychic damage. In addition, you have advantage on Wisdom (Animal Handling) checks.

Life Tether Ankh

Monster Tamer's Sword

Weapon (any sword), rare (requires attunement)

This magic weapon exerts dominance over certain creatures and was crafted by a culture known for its hunting and battling of monsters.

This sword has 6 charges and regains 1d4 + 2 expended charges daily at dawn. As a reaction when you reduce a Large or smaller beast or monstrosity of challenge rating 3 or lower to 0 hit points with this weapon, you can expend 1 of its charges to try and capture it instead. The creature must make a DC 15 Charisma saving throw. On a failed save, it disappears and is contained within the sword with 1 hit point. On a success, it resists the effect and falls to 0 hit points. Shapechangers automatically succeed on the saving throw. Only one creature can be captured by the sword at any time.

As an action while holding the sword, you can speak its command phrase to release the stored creature. It reappears in an unoccupied space that you can see within 10 feet of you. The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions. The DM has the creature's statistics. The creature returns to the sword after 1 minute if you're within 100 feet of it, or earlier if you touch the creature with the sword as an action. The creature ceases to be friendly to you and your companions if it's unable to return to the sword, or if you release control of it using a bonus action, or if it takes damage from you or an ally.

While you're holding the sword and the creature is stored within it or within 30 feet of you, you can use a bonus action to speak the weapon's command word and expend 1 or more of its charges to restore 10 hit points to that creature for each charge spent. A captured creature can only regain hit points in this way.

Tamer's Protection. If you are also attuned to the *monster tamer's shield*, any creature captured by the sword gains a +1 bonus to its AC and cannot be charmed.

Pegasus Quill

Wondrous Item, uncommon

The feather adorning this quill was a gift from a mighty pegasus and has a beautiful pearlescent shimmer. When you write with this magic quill, the time it takes for you to write something, such as copying a spell into a spellbook or creating a spell scroll, is halved.

Performer's Puppet

Wondrous item, common

This simple puppet is a favorite among street performers and traveling thespians. While wearing the puppet on your hand, you can use a bonus action to change the style, color, and shape of the puppet's clothing and face. The material is always made of a colored canvas, but its eyes, stitching, and other descriptive details can change when using this prop-



erty. In addition, while wearing the puppet on your hand and holding it aloft, your voice originates from the puppet instead of you.

Profane Mask

Wondrous item, common

This cloth mask converts the words that pass through it into vile obscenities. While wearing this mask over your mouth, your words are heard as angry insults and swears instead of the ones you intend. You do not hear these words. A creature can make a DC 10 Intelligence (Investigation) or Wisdom (Insight) check to determine that the words it hears are not your own. Verbal spell components, command words, and actual obscenities you say are unaffected by the mask's magic and are heard normally by creatures within earshot.

Ring of the Assassin Lord

Ring, legendary (requires attunement by a rogue)

This dagger-shaped ring has been worn by famous assassins throughout history. While wearing this ring, you can deal your extra Sneak Attack damage twice, instead of once, on each of your turns. The two attacks must be made against different targets, and the Sneak Attack damage for the second attack is halved.

The inside of the ring is blank when you first attune to the ring. A small tick mark appears on the band's interior whenever you reduce a Small or larger creature to 0 hit points with an attack in which you dealt Sneak Attack damage. Once the ring has 50 marks, your Dexterity ability score increases by 2, as does your maximum for that score, and the ring stops adding more marks. If another creature attunes to the ring and gains this bonus, your Dexterity ability score and maximum for that score return to normal.

Scarlet Scourge

Weapon (whip), rare (requires attunement)

This whip is made from the severed vertebrae of a slain vampire's victims. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The whip siphons blood from creatures that it hits. Whenever you hit a Small or larger living creature with the whip that is not a construct, plant, or undead, the bone blade at its end absorbs some of its blood and gains 1 charge. The whip can hold up to 10 charges and loses its charges whenever you complete a short or long rest. While holding the whip, you can use a bonus action to speak its command word to convert these charges into healing energy. When you do, the whip loses all its charges and you regain 2 hit points for each charge lost.

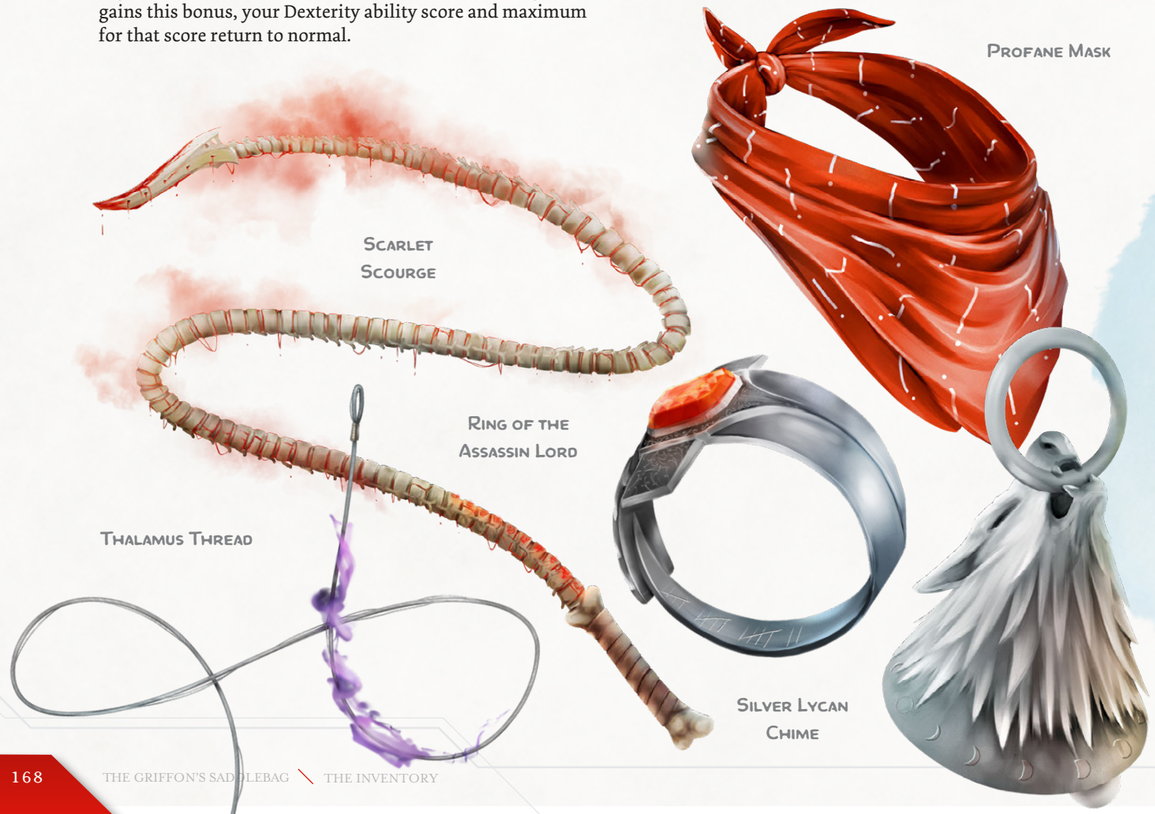
For every 5 charges the whip has, the muscle fibers that hold it together loosen and add 5 feet to the weapon's reach.

Silver Lycan Chime

Wondrous item, uncommon

This small silver bell exudes divination magic, especially while under a full moon. When hung, the bell rings a unique, magical melody if a shapechanger passes no more than 15 feet underneath it. Different kinds of shapechangers cause the bell to emit a different sound. The melody is quiet but is nevertheless audible out to 100 feet.

Under a full moon, the range of the bell's magic changes. During a full moon, any shapechanger within 60 feet of the bell causes it to play its melody.



Thalamus Thread

Wondrous Item, rare

This pale gray thread is made from the remains of a powerful mystic's brain. The overdeveloped organ creates a congealed fiber that, once spun, can be used as a functional bowstring. It's always oily to the touch and leaves a faint residue on your fingers when pulled. Ranged attacks made with a weapon strung with this thread are considered magical.

When you hit a creature with a ranged attack using a bow or crossbow that was strung with this thread, you can speak the thread's command word as part of the attack to charge the arrow or bolt with psychic power. When you do, the target of the attack takes an extra 1d8 psychic damage and is forced to make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned until the end of your next turn. On a successful save, the creature is not stunned. A construct or undead creature automatically succeeds on the saving throw. This property of the thread can't be used again until the next dawn.

The Griffon's Saddlebag

Wondrous item, artifact

These leather bags have the stylized face of a griffon on their front and appear across the multiverse in strange locations. One may be found in the belly of a dragon, while another the limbs of a great tree. Regardless of where it's found, a *griffon's saddlebag* is typically discovered by an adventurer with a destiny.

The saddlebags are made by a great, six-armed griffon on the astral plane. Believed by some to be a demigod of pocket dimensions and craftsmen everywhere, the griffon is a patron of artificers and creators across the multiverse. The griffon creates magical items in its great forge using materials collected from various planes of existence to add to its collection. While no one knows exactly how to contact the griffon, it has a knack for knowing what items are needed by whom.



The Griffon's Saddlebag

Superior Holding. This 1-foot-wide bag always weighs 3 pounds, regardless of what's inside it. It functions as a bag of holding that can only be pierced by another artifact. Placing a *bag of holding*, *handy haversack*, *portable hole*, or similar item inside the extradimensional space created by the saddlebag, or vice versa, destroys the extradimensional item but leaves the saddlebag unharmed. Any item stored within the other extradimensional space is magically moved to the space within the saddlebag instead. If doing so overloads the bag, random contents from either space are scattered in the Astral Plane.

Magic Courier. At the DM's discretion, the saddlebag's beak opens up to reveal a letter. The magical script can be read by all creatures with an Intelligence score of 4 or higher. The note is a delivery request or similar that includes the name of an item as well as either specific or vague descriptions of a person or place. At the bottom of the letter is a price listed in coins or other form of payment, as well as a date or time depending on its urgency.

If the saddlebag is brought to the described person or place within the allotted time, it dispenses the magical item into the hand of the appropriate recipient. If the payment isn't received by the bag within 1 hour of dispensing the magic item, the item vanishes and is lost. After receiving the payment for an item in this way, the bag's beak reopens to dispense a reward for the courier.

Sell Magic Items. The saddlebag has a connection to the griffon's forge on the astral plane. Depending on the magic item, you can sell a magic item to the saddlebag for half the cost of its base price.

Spells. The saddlebag has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing the saddlebag, you can expend 1 or more charges to cast the following spells from it: *detect magic* (1 charge), *identify* (1 charge), or *legend lore* (5 charges).

Additional Spells. At the DM's discretion, such as after reaching certain milestones or completing magic courier quests, the saddlebag may offer the following additional spells that can be cast from it: *blink* (3 charges), *dimension door* (4 charges), *divination* (4 charges), *etherealness* (7 charges), *fly* (3 charges), *magnificent mansion* (7 charges), *plane shift* (7 charges), or *secret chest* (4 charges).

Sentience. The saddlebag is a sentient chaotic neutral bag with an Intelligence of 13, a Wisdom of 15, and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

The bag can speak, read, and understand Common. When in the presence of only creatures it trusts, the bag's beak moves when it speaks. Otherwise, the bag communicates telepathically with its wearer. The bag can speak and communicate with griffons.

Personality. The bag's purpose is to carry, collect, and deliver magic items. Different bags have different personalities, but they are for the most part largely pleasant to talk to. Their voices are bird-like and are filled with occasional coos and squawks. Its stitched eyes widen, squint, and move expressively.

If the bag's wearer or allies fail to fulfill *magic courier* quests, it may stop offering its magic to them. If it does, their

items may be lost or inaccessible within the bag, or potentially spat out. While the bag provides the letters to the delivery locations, it doesn't know any more information than what was provided. However, it does its best to help its wearer and allies find the specified person or location on the letter.

Destroying the Griffon's Saddlebag. While there is no way to permanently destroy the saddlebag, piercing it with an artifact returns it to its place of origin for repair before it's returned to the multiverse in a new location. Placing a *griffon's saddlebag* inside the extradimensional space created by another *griffon's saddlebag* returns both items to their place of origin and sends all the items stored within them to the griffon's forge on the Astral Plane.

Wand of Dowsing

Wand, uncommon (requires attunement)

This hazel wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *locate object* spell from it. When the wand is used to detect water, its range increases to 10 miles.

The wand regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand bursts into a small cloud of harmless steam.

Wand of Stars

Wand, rare (requires attunement by a spellcaster)

This antiquated dark blue wand is adorned with a glowing star at its tip. When it's swung, small specks of starlight drift from its end.

The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand scatters into glittering dust and is destroyed.

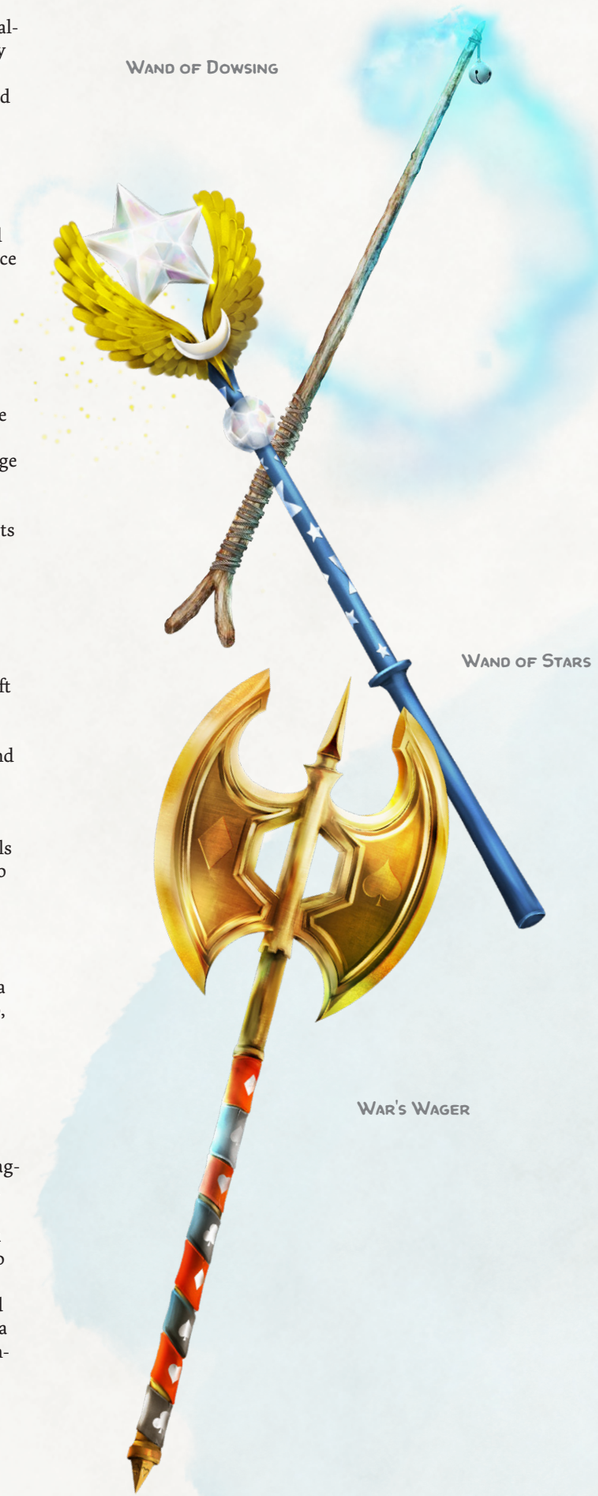
Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 15) from it: *color spray* (1 charge per spell level, up to 3), *daylight* (3 charges), *hypnotic pattern* (3 charges), *light* (no charges), *magic missile* (1 charge per spell level, up to 3), or *prestidigitation* (no charges).

Starlight Wayfinder. While you can see stars in the sky and are holding the wand, you can use an action to call out a cardinal direction and expend 1 of its charges. When you do, stars in that direction appear brighter to you for 1 hour or until you use the wand again to call out a new direction.

War's Wager

Weapon (greataxe), very rare (requires attunement)

This golden axe is enchanted with haphazard divination magic. Its split blade features a spade, club, heart, and diamond on each of its four faces. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target with this weapon, you can choose to roll a second d20 before calculating the weapon's damage. If you roll an 11 or higher on the second d20, the blade magically seeks out and hits the weakest point of the target, turning the attack into a critical hit. On a roll of 10 or lower, the blade ricochets harmlessly off the original target and scores a critical hit against you, instead. When the axe hits you in this way, its damage ignores resistances and immunity.



The
INVENTORY

December had a lot of new experience in it. PAX Unplugged as a great time, and I started getting into a groove with the new weekly schedule. There were some upsets in the streaming setup because of Youtube, but they got patched up pretty quickly by switching to a new service: Picarto. If you haven't tuned into those each week, you're missing out!

I also had a lot of side projects and, well, main projects to tackle this month. Not that they're finished. I'm just gratefuly for the weekends now to have some spare time to get ahead of them. More on these projects soon, I'm sure.

I was also part of a large tarrasque project with around 30 other D&D creators. We worked together to make a map of the inside of a tarrasque, and coupled that with items, an adventure, music, monsters, and other fun contributions. It was a good experience that brought the community closer together.

I also got to kick off a new kind of collaboraite item with the jo'catian series at the start of this month. Working together with Jocat for that was a lot of fun, and I hope to do that with other creators again in the near future.

Looking through these items again, I'm overall really happy with them. Cool art, cool direction, cool interactions with people when making them. Favorites from the month are the djinn and tonic, glaive of the revenant king, jo'catian denier, status signets, wand of merriment, and wind riders.

DECEMBER, 2019

Blood Moon Blade
Celestial Sunrise
Celestial Sunrise
Chain Devil Gloves
Djinn and Tonic
Djinn and Tonic
Eclipse Spear
Ehagan's Moving Ladder
Enzymatic Gastrostaff
Fists of the Guiding Star
Furious Flail
Glaive of the Revenant King
Inker's Armband
Jo'Catian Denier
Jo'Catian Rebuker
Mindmaster's Monocle
Oathkeeper's Resolve
Rope Caster
Status Signets
Storm Seer Lamp
Tarrasque Plate
Titan's Tooth Claymore
Wand of Merriment
Wind Riders





Blood Moon Blade

Weapon (longsword), very rare (requires attunement)

This fine blade is crafted from a strange black metal and bears a hole above the hilt that seems to draw in blood. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a Small or larger living creature with this weapon, that creature takes an extra 2d4 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt in this way. Constructs, plants, and undead creatures are immune to this necrotic damage.

Curse. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. In addition, while you remain cursed, the number of hit points you regain when healed by magical means (other than the sword's effect) is halved.

Celestial Sunrise

Potion, common or uncommon

The typical *celestial sunrise*, a common potion, is a specialty alcoholic beverage that causes light to pour from your mouth for 1 hour after you drink it. The light shines in a cone from your mouth, casting bright light for 20 feet and dim light for an additional 20 feet. The potion glows softly on its own, even if no light is shining through it. The beverage is rejuvenating and powerfully flavored with pineapple, orange, and honey, with just a hint of pomegranate as an aftertaste. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *celestial sunrise* is an uncommon variant with additional properties. It also tastes better.

When you drink this potion, you can see normally in darkness, both magical and nonmagical, for 8 hours. In addition, the light cast from your mouth due to the potion's common effects increases, casting bright light out to 40 feet and dim light for an additional 40 feet instead.

Chain Devil Gloves

Wondrous item, rare (requires attunement)

These leather gloves are fashioned from the hands of a slain chain devil. While wearing these gloves, an ethereal chain attaches itself to any weapon you throw that has the thrown property. The chain has a reach of 60 feet and breaks its connection to the weapon if the weapon is held by a creature or if you are ever more than 60 feet away from it. You can have up to 4 of these chains at any time.

As an action, you can cause these chains to suddenly retract and pull any attached weapons with them. Any creature within the path of one or more of these weapons must make a DC 15 Dexterity saving throw. On a failed save, a creature takes force damage equal to the damage die of the thrown weapon. A solid object or wall blocks the path of the retracted chain and weapon.

A retracted weapon lands harmlessly at your feet or in an open hand once it reaches you.

Celestial Sunrise



Djinn and Tonic

Potion, common or rare

The typical *djinn and tonic*, a common potion, is a specialty alcoholic beverage that causes a magical wind to tussle your hair, cloak, or other clothing dramatically for 1 hour after you drink it. A small mote of mist dances above the potion's liquid and gently stirs it. The beverage is smooth, bubbly, and very refreshing with notes of juniper, elderberries, white peach, and lavender. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *djinn and tonic* is a rare variant with additional properties. It also tastes better.

When you drink this potion, you gain the effect of the *gaseous form* spell for 10 minutes (no concentration required) or until you end it early using an action. When the effect ends, your form rematerializes in a rush of air, forcing all Large and smaller creatures within 30 feet of you to make a DC 15 Strength saving throw. On a failed save, a creature is pushed 10 feet away from you and knocked prone.

Eclipse Spear

Weapon (spear), uncommon (requires attunement)

When in moonlight, this magic spear casts bright light in a 15-foot radius and dim light for an additional 15 feet. This spear pierces through darkness to find its marks, allowing the attacks you make with it against targets obscured by magical darkness to be made without the disadvantage normally imposed by magical darkness. Attacks made with this weapon deal either piercing or slashing damage (your choice).

In addition, while holding the spear, you can use a bonus action to cast the *branding smite* spell from it. Once cast in this way, this property can't be used again until the next dusk.

Ehagan's Moving Ladder

Wondrous item, uncommon

This small, square platform is 2 feet across, weighs 4 pounds, and can hold up to 400 pounds. While standing on the platform, you can use a bonus action to speak its command word to cause it to move up to 30 feet up or down, or half that much if it's carrying more than 200 pounds. The platform can hover up to 60 feet in the air in this way, and can't be moved horizontally except by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if you were climbing.

When the platform's property has been used for a total of 10 minutes, its magic ceases to function until the next dawn. When its magic ends in this way, the platform floats gently to the ground if it is still aloft.

Enzymatic Gastrostaff

Staff, very rare (requires attunement)

This staff was found in the regurgitated remains of a mighty tarrasque's meal and is covered in a strange, magical mucus. You have resistance to acid damage while you hold this staff. The staff can be used as a magic quarterstaff and deals an extra 1d4 acid damage to any target it hits.

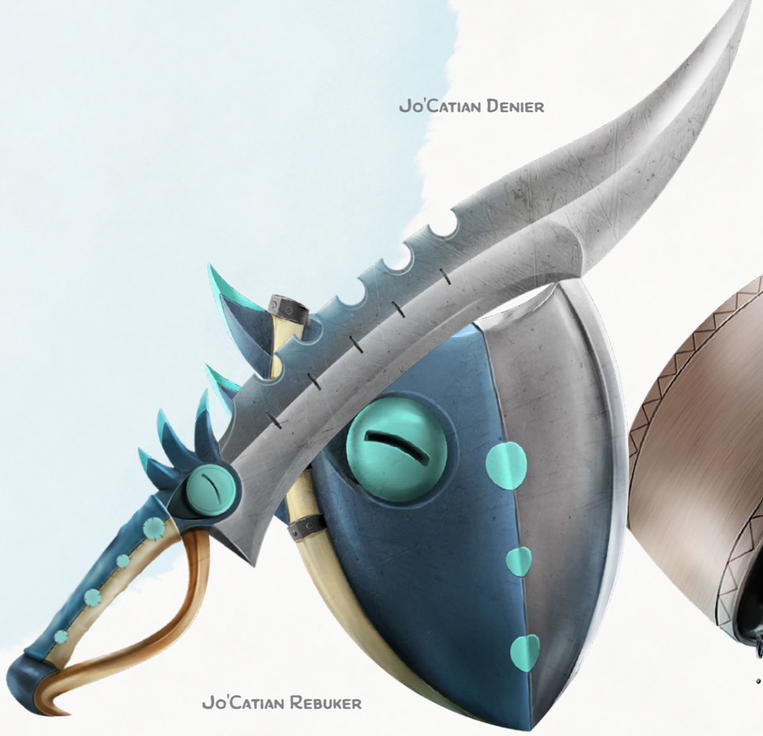
In addition, you can use an action to touch a Medium or smaller willing creature with the staff to cast the *enlarge/re-*



Fists of the Guiding Star



Furious Flail



Jo'Catian Denier

Jo'Catian Rebuker



Inker's Armband



Glaive of the Revenant King

duce spell from it without requiring concentration, targeting the creature with the spell's Enlarge option. While a creature is enlarged in this way, it deals double damage to objects and structures and gains 1d6 + 4 temporary hit points at the start of each of its turns, in addition to the spell's normal effects. The effect ends early if the enlarged creature falls to 0 hit points. When the effect ends, the creature gains 1 level of exhaustion. Once this property of the staff has been used, it can't be used again until the next dawn.

Fists of the Guiding Star

Wondrous item, uncommon (requires attunement by a monk)

Stars and celestial bodies glimmer through these hand wrappings. While wearing these wraps over your hands, you can use a bonus action to spend 1 ki point to cause small motes of starlight to guide a creature you can see within 30 feet of you, giving it advantage on the next attack roll it makes before the end of your next turn. If that creature's next attack hits, the attack deals extra radiant damage equal to your Martial Arts die + your Wisdom modifier (minimum of 1).

In addition, you can use an action to cast the *light* cantrip while wearing these wraps.

Furious Flail

Weapon (flail), very rare (requires attunement by a barbarian)

This magic stone flail has the heavy property. If you're raging while holding the flail, its volcanic nature reacts to your fury. When it does, the basalt handle extends, giving the weapon both the reach and versatile (1d10) properties. In addition, while you're raging, the flail deals an extra 1d8 fire damage to any target it hits. You take 1d4 fire damage when the flail transforms in this way and again at the start of each of your turns if you're holding the flail. The flail returns to its normal form and cools if you are no longer holding it at the end of your turn or if your rage ends.

Volcanic Fury. You can use an action to smash the flail into the ground at a point within the weapon's range. When you do, the ground erupts, spewing a mixture of earth and fire in a 20-foot cube centered on that point. Each creature other than you in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 2d12 bludgeoning damage and 2d12 fire damage, or half as much on a successful one. In addition, the ground in that area becomes difficult terrain until cleared. It takes 1 minute to clear an affected 5-foot-square space of the rubble by hand. Once this property of the flail has been used, it can't be used again until the next dawn.

Glaive of the Revenant King

Weapon (glaive), legendary (requires attunement)

This long-lost silver glaive once belonged to an elven king. Its impeccable elven make lets it be swung nimbly, despite its size. This weapon has the finesse property. In addition, you gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sentience. The glaive is a sentient weapon of chaotic good alignment, with an Intelligence of 14, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Elvish and Sylvan.

Personality. The glaive is inhabited by the spirit of Kelren, the elven king of Imfe Mythse. His life's mission to rid his kingdom of demons, fiends, and other unwelcome ilk lives on inside the weapon. He seeks to rebalance the flow and seasons of nature, eager to destroy anything that threatens to change the natural ecosystems of the world.

Kelren is stern, but honest. He may share stories of his kingdom from time to time if an anecdote serves to further his ambitions. A character who he deems unworthy of wielding the blade, such as a weak or evil creature, may be denied the ability to attune to the weapon.

Elven Kinship. You are considered proficient with this weapon if you are an elf or half-elf. In addition, while attuned to this weapon, you have advantage on Charisma checks made to interact with fey creatures.

Energy Nullification. If you hit a target with this weapon that is either resistant or immune to cold or fire damage, that target loses that resistance or immunity until the end of your next turn.

Inker's Armband

Wondrous item, common

This brushed metal bracelet is lined with a magical black ink. The ink only stains skin and slides harmlessly off of clothing. While wearing the bracelet, you can use a bonus action to cause magical tattoos to appear on the arm that's wearing it. The tattoos remain until you remove the bracelet or use a bonus action to end the effect or change their appearance. These tattoos can either be still or magically animated in a slow loop that repeats every 6 seconds. Regardless of the tattoo, the armband only produces black ink.

Jo'Catian Denier

Weapon (a scimitar, shortsword, or longsword), uncommon (requires attunement by a neutral-aligned creature)

This magic weapon comes from a clan of sentient wurms that debilitate their foes with strange magic. This sword has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a creature with the sword, you can expend 1 of its charges as part of the attack to force that creature to make a DC 13 saving throw of your choice. On a failed save, a creature is subjected to an effect based on the kind of saving throw it made:

- ***Strength.*** The creature gains a -2 penalty to attack rolls until the end of its next turn.
- ***Dexterity.*** The creature's movement speed is halved until the end of its next turn.
- ***Constitution.*** If the creature is Large or smaller, it loses its balance and is pushed 5 feet away from you.
- ***Intelligence.*** The creature has disadvantage on the next spell attack it makes within 1 minute.
- ***Wisdom.*** The creature becomes slightly sluggish and can't take reactions until the end of its next turn.
- ***Charisma.*** The creature has disadvantage on attacks against creatures other than you until the end of its next turn.

Wiggling Charges. While you're attuned to this weapon as well as the *Jo'Catian rebuker*, you can use charges from either item to fuel this weapon's properties.

Jo'Catian Rebuker

Armor (shield), uncommon (requires attunement by a neutral-aligned creature)

This magic shield is forged by a mysterious group of sentient wurms whose work is prized for its craftiness. This shield has 3 charges and regains 1d3 expended charges daily at dawn. When you take damage from a creature you can see within 30 feet of you and are holding the shield, you can expend 1 of its charges as a reaction to reduce the damage you take by 1d6. When you do, you can also choose an ability. Until the end of its next turn, that creature magically has disadvantage on the next saving throw it makes of the chosen ability.

Once a creature has been affected by this property, it can't be affected by it again for 1 minute.

Wiggling Charges. While you're attuned to this shield as well as the *Jo'Catian denier*, you can use charges from either item to fuel this shield's properties.

Mindmaster's Monocle

Wondrous item, very rare (requires attunement by a wizard)

This ancient golden monocle's lens is a roughly hewn ruby. While you wear this monocle, it magically floats in front of your eye, instead of resting on your face, and you can see clearly through its ruby lens. While peering through the lens, you always know if a creature you can see is concentrating on a spell. You perceive a concentrating creature's head as being shrouded in an indigo mist.

This monocle has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn.

Spells. While wearing the monocle, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *arcane eye* (4 charges), *detect thoughts* (2 charges), or *telepathic bond* (5 charges).

Mental Assault. While wearing the monocle, you can use a bonus action to expend 3 of its charges to attempt to break a creature's concentration on a spell. The target must be within 60 feet of you, and you must be able to see it. When you do, make an Intelligence check contested by the target's spellcasting ability check. If you win the contest, the target's concentration on the spell ends.

Oathkeeper's Resolve

Armor (shield), very rare (requires attunement by a paladin)

This star-shaped mithral buckler weighs 2 pounds and bolsters your sense of holy purpose. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The center of the shield is ornamented with a durable, glassy lens that can project your holy radiance. You can use a bonus action while holding this shield to cause it to emit bright light from the lens in a 15 foot radius and dim light for an additional 15 feet. The light lasts until you use a bonus action to extinguish it or until you fall to 0 hit points.

Radiant Aura. When you doff this shield or by using an action, you can speak the shield's command word and choose to throw it to a friendly creature (if it has a free hand) or unoccupied space within 30 feet of you that you can see, causing the shield to radiate with your holy resolve and light. The shield's light becomes suffused with divine intention, casting bright light in a 30-foot radius and dim light for an additional 30 feet instead of its normal radius. This holy light lasts for 1 minute, and any friendly creature within the bright light gains the effects of your paladin auras. Completely covering the affected shield with an opaque object blocks the light. Once the holy light fades, this property can't be used again for 12 hours.



Rope Caster

Weapon (crossbow, hand), common

This magic weapon is a favorite among infiltrators. Its firing mechanism has no string, unlike other crossbows. Instead, this weapon can only be loaded with rope. As a bonus action, you can load a length of rope into the crossbow. When you do, individual strands from the rope magically latch onto the weapon's limbs and pull the mechanism taut. You can make a ranged attack with the crossbow to fire the rope at a willing creature or an object within range that isn't being worn or carried. If it hits, the target takes no damage from the attack but is bound by the rope. If the rope is long enough, it magically wraps around the target in a single loop and securely ties itself, leaving the remaining rope to hang from the knot. If the target is a willing creature, the rope ties itself around the creature's chest or waist as a harness but does not restrain them. If the attack hits an unwilling creature, the rope falls harmlessly to the ground without being tied.

A creature can use its action to make a DC 10 Strength or Dexterity check, releasing a bound object within its reach on a success.

Status Signets

Ring, common

These silver rings often come in pairs and indicate the well-being of its wearer. If you and another friendly creature you can see are wearing these rings within 100 feet of each other, you are magically aware of the other creature's current number of hit points and condition.

Storm Seer Lamp

Wondrous item, common

This crystal lantern gives off a faint, refreshing smell that reminds you of being near the ocean. As a bonus action, you can touch the crystal to cause it to glow, casting bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius when you touch the crystal in this way. Once the lamp has glowed for a total of 8 hours, it can't be used again in this way until the next dusk. You can cause the light to fade using a bonus action to touch the crystal again.

In addition, the lamp can detect incoming storms up to 3 hours before they arrive. If an approaching storm would affect the area within 1 mile of the lamp, the crystal's light becomes an eerie, cold gray.

Tarrasque Plate

Armor (plate), legendary (requires attunement)

This impenetrable armor is made from refined fragments of a tarrasque's armored hide and retains some of its original properties. You have resistance to damage from spells and a +1 bonus to AC while wearing this armor. In addition whenever you're targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 6, you are unaffected by the spell, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Titan's Tooth Claymore

Weapon (greatsword), very rare

You must have a Strength score of 17 or higher to wield this titanic bladed fang. Harvested from a tarrasque—either living or dead—and given a makeshift handle, these blades are renowned for their sheer destructive force. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d6 bludgeoning damage to any object or structure it hits.

Wand of Merriment

Wand, rare (requires attunement)

This wand is made from a sprig of holly and exudes an unmistakable aura of cheer from it. It has 10 holly berries that each contain 1 charge and are used to fuel the wand's properties. When you expend a charge from a berry, it wilts away and disappears. The wand regrows 1d6 + 4 missing berries daily at dawn. While you're attuned to the wand, you gain a +2 bonus to Charisma checks and saving throws.

Spells. While holding the wand, you can use an action to expend one or more of its charges to cast one of the following spells from it, using a spell save DC of 16: *create food and water* (3 charges), *goodberry* (1 charge), *hideous laughter* (1 charge), or *irresistible dance* (6 charges).

Dashing Through the Snow. While holding the wand, you can use a bonus action to expend 2 of its charges to take the Dash action. When you do, you ignore difficult terrain created by ice or snow.

Festive. As an action, you can wave this wand over up to 1 gallon of water and expend 1 charge to transform the liquid into a weak, but pleasant-tasting, alcoholic beverage.

If you expend the wand's last charge, roll a d20. On a 1, all but one of the wand's leaves and berry stems wither away and die. When this happens, the wand becomes a common wand that does not require attunement, but has only 1 charge. This common version of the wand retains only the festive property of its original form and regains the expended charge daily at dawn.

Wind Riders

Wondrous item, rare

These boots look and feel like pale, dried leaves but are remarkably soft and quiet to walk in. While wearing these boots, you can move normally in difficult terrain caused by strong winds.

While wearing these boots, you can use an action to speak their command word to cast the *gaseous form* spell, transforming yourself into a swirling cloud of vapor and leaves. This version of the spell lasts for up to 1 minute, but only allows you to float vertically using your movement speed. Your horizontal movement speed while in this form is decided by the direction and speed of the wind. A wind of light speed (between 5 and 10 miles per hour) propels you 10 feet per round, whereas a wind of moderate or greater speed (at least 10 miles per hour) pushes you 20 feet instead.

Traveling somewhere while in this form where the swirling leaves are unable to follow you ends the effect early. Once the boots have been used to cast this spell, they can't do so again until the next dawn.



The INVENTORY

January: the start of a new year! While I technically have weekends to relax, I'm working on the book, Team Superhydra releases, and other home requirements. It's a crazy time to be alive, but I'm always grateful to have it. Thanks for being here and for making it possible!

This month got me to do a good bit of armor and hands, which was good. I also continued to make more potions, a skill that I'm enjoying honing in on.

Personal favorites this month were the Badge of the Wayfarer, Champion's Greatbow, Gauntlets of Deliverance, Grasping Staff, Lupine Mask, and Starmetal Nova Armor.

JANUARY, 2020

Angler's Armor
Badge of the Wayfarer
Bloody Marilith
Bow of the Eldritch Archer
Bracers of the Iron Octopus
Champion's Greatbow
Diviner's Dice
Gauntlets of Deliverance
Grasping Staff
Hour and Minute
Insatiable Tome
Lupine Mask
Meta Medallion
No-Stones
Orner's Venomous Crossbow
Prism Glasses
Reliquary of Holy Memories
Scorpion Lasher
Shifter's Shine
Starmetal Nova Armor
Weapon of Verdict
Wispy Sour

Starmetal Nova Armor



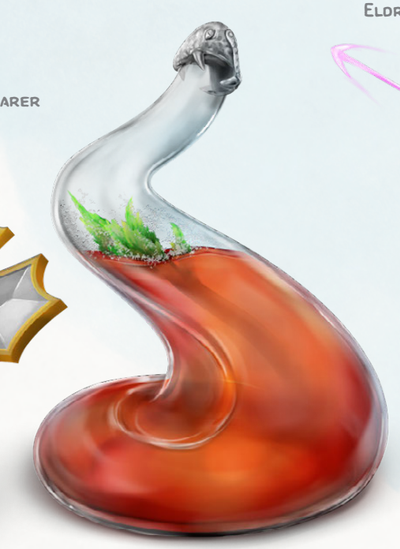
Gauntlets of Deliverance



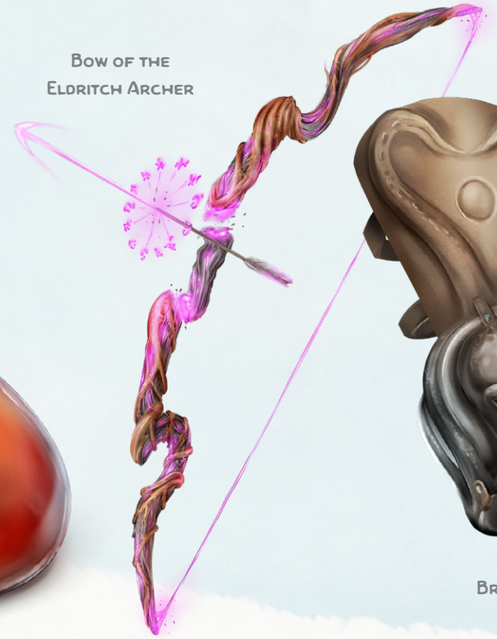
Insatiable Tome



Angler's Armor



Bloody Marilith



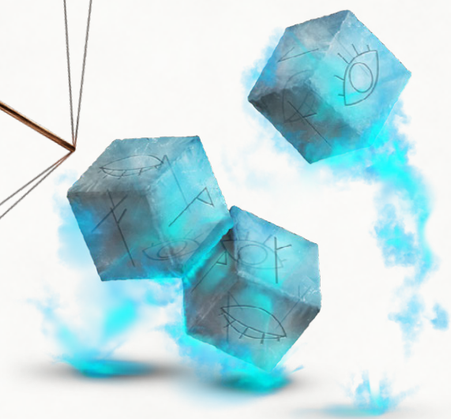
Bow of the Eldritch Archer



Bracers of the Iron Octopus



Champion's Greatbow



Diviner's Dice

Angler's Armor

Armor (scale mail), uncommon (requires attunement)

This magic armor was hand-made by a clan of proud fishers. The armor is made of countless hardened scales lining a reinforced leather jacket, making it a sturdy and weather-proof option for sailors. While wearing this armor, you gain a swimming speed of 30 feet, and when you throw a net, your normal and long range for that net is doubled. In addition, when you fish while wearing this armor, you catch twice as many fish as you normally would.

Badge of the Wayfarer

Wondrous item, rare

This badge is formed in the shape of a maple leaf with an embossed porcelain mug. While wearing the badge, you can recite its command phrase over the course of 1 minute to cast the *plane shift* spell using the badge. When cast in this way, the spell's destination can only be the Wayfarer's Respite on the Astral Plane, an inn and pub of legend that drifts throughout the astral sea. The inn has no doors leading outside and can only be entered using the badge. Inside, the Wayfarer's Respite is large, comfortable, and decadent. It's frequently busy, despite its exclusivity, but always seems to have enough room and beds available for the wayward band of adventurers. The inn is expensive and suited for an aristocratic lifestyle, but is known to be willing to barter or trade for treasure, information, and favors.

Any creature that teleports to the inn is magically transported with their belongings back to their original location after 24 hours. You can use the badge to cast the *plane shift* spell again in this way to return to your original location early. Once you return from the Wayfarer's Respite, the badge can't be used again until 7 days have passed.

The badge's command phrase and purpose is a closely-kept secret. While casting *identify* on the badge only reveals the fact that the badge is magical, a *legend lore* spell reveals the badge's command phrase and properties.

Bloody Marilith

Potion, common or very rare

The typical *bloody marilith*, a common potion, is a specialty alcoholic beverage that fills your body with reactive energy. For 1 minute after drinking this potion, you can use a reaction even if you've already taken one since the end of your last turn. Once you take this reaction, the potion's effect ends. The potion is a deep crimson color with a thick consistency that vibrates softly within its bottle, sending ripples along its surface. It smells and tastes of freshly ground pepper, hot spices, and faintly sour tomato juice. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

Drinking additional *bloody mariliths* before you finish a long rest leaves your body feeling worn. When the potion's effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

The following *bloody marilith* is a very rare variant with more powerful properties. It uses blood from a fiendish marilith, instead of a magical substitute, and pleasantly burns your tongue when drinking it. It also tastes better.

When you drink this potion, you can take one reaction on every turn in a combat for 1 minute. Unlike its common variant, this potion's effect does not end when you use an additional reaction.

Bow of the Eldritch Archer

Weapon (shortbow), rare (requires attunement)

This unearthly bow is disjointed and gruesome. It's made of an ashen, twisted wood that acts as a conduit for eldritch energy and has a series of fleshy tendril-like growths that bulge through the wood's grain. Arrows shot from this bow are destroyed once they're fired, turning into a projectile of pure energy instead. This projectile deals 1d10 force damage, instead of the arrow's normal damage, and retains any magical properties of the destroyed arrow. Hit or miss, a projectile is lost after the attack.

These energy projectiles can sometimes pierce enemies. Once on each of your turns when you make an attack using this weapon, you can force another creature 5 feet directly behind the original target to make a DC 15 Dexterity saving throw. On a failed save, a creature takes 1d10 force damage.

Bracers of the Iron Octopus

Wondrous item, rare (requires attunement)

These iron bracers are ornamented with an embossed octopus and tentacle designs. While wearing the bracers, you gain a +5 bonus on ability checks and saving throws to resist and escape from being grappled.

In addition, you can use an action to speak the bracers' command word. When you do, the bracers' iron and leather twist and writhe, falling off your arms. The bracers become a giant octopus at a point within 10 feet of you under your control that acts on its own initiative count. By using a bonus action to speak the command word again, you return the bracers to its normal form in a space formerly occupied by the octopus.

This octopus is made of leather and iron, is a construct instead of a beast, and has a +2 bonus to its AC. On your turn, you can mentally command the octopus if it is within 60 feet of you and you aren't incapacitated. You decide what action the octopus takes and where it moves during its next turn, or you issue it a general command, such as to attack your enemies or guard a location.

If the octopus is reduced to 0 hit points, it dies and reverts to its bracer form. The bracers then shatter and are destroyed. If the octopus reverts to bracer form before losing all its hit points, it regains all of them.

Champion's Greatbow

Weapon (longbow), rare

This large bow is wrought from the boughs of an old, resilient tree. Its wooden frame is exceptionally sturdy but difficult to draw. You must have a Strength score of 13 or higher to wield this bow. This bow's damage die is a d10, and when you make a ranged attack with this bow, you score a critical hit on a roll of 19 or 20.

Once on each of your turns when you make a ranged attack with this weapon, you can use the bow to fire a javelin or spear, instead of an arrow, without affecting the bow's damage die. When you do, the bow's normal and long ranges are halved for the attack. If the attack hits, the target takes extra piercing damage equal to your Strength modifier.

Diviner's Dice

Wondrous item, rare (requires attunement)

This set of three six-sided crystal dice is weakly connected to the tides of fate. You can roll these dice as an action and record the numbers rolled. Once rolled, you can't record any other numbers in this way until the next dawn. While you have the dice on your person, you can use a reaction when you or a creature you can see within 60 feet of you makes an attack roll or ability check to add or subtract one of the recorded numbers from the attack roll or ability check's total. You can wait to use this reaction until after the creature rolls the d20, but must decide before the GM says whether the roll succeeds or fails. Each recorded number can only be used once. You lose any unused recorded numbers daily at dawn.

Gauntlets of Deliverance

Wondrous item, uncommon (requires attunement by a paladin)

These silver gauntlets are inscribed with powerful sigils that absorbs malady and infection. When you magically cure a creature of blindness, deafness, disease, or poison while wearing these gauntlets, you can choose to have the sigils on the gauntlets contain the condition instead of destroying it outright. While the gauntlets contain a condition in this way, you can use a bonus action to touch a creature and force it to make a DC 13 Constitution saving throw. On a failed save, the target suffers the effects of the stored condition until the end of your next turn, as the condition is passed from the gauntlets into it, and the stored condition is lost from the gauntlets.

The gauntlets can only hold one condition at a time. Any contained condition is lost if you contain another one in order to make room for the new condition.

Grasping Staff

Staff, very rare (requires attunement by a warlock or wizard)

This grotesquely carved stone staff is miraculously light but deathly cold and clammy to the touch. You have resistance to necrotic damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *arcane hand* (5 charges), *bestow curse* (3 charges), *chill touch* (no charges, or 1 charge to cast at 5th level), *inflict wounds* (1 charge), *mage hand* (no charges), or *vampiric touch* (3 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to ash and summons 2d6 hostile tiny undead crawling hands within a 10-foot-radius of you.

Hour and Minute

Weapon (a dagger and shortsword), very rare (requires attunement)

These two magical weapons are bound by a powerful force. Despite there being two weapons, you only need to attune to one of them to use their properties. While holding one of the weapons, you can use an action to determine the distance and direction of the other paired weapon as long as you're on the same plane of existence.

If you attune to one of the weapons while another creature is attuned to the other, you are each aware of the other creature's attunement and must make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The creature that wins the contest remains attuned to the item, and for the next 24 hours, its attunement cannot be broken by another creature attempting to attune to the other weapon. The creature that loses the contest is no longer attuned to the weapon.

While holding both weapons in either hand, you gain several benefits:

- You gain a +1 bonus to attack and damage rolls made with these magic weapons.



- Your perception of time is slightly quickened: allowing you to dodge attacks that would have normally hit you. You gain a +1 bonus to AC.
- When you roll a 20 on an attack roll using Hour (the dagger) against a creature, that creature is under the effects of the *slow* spell until the end of your next turn.
- When you roll a 20 on an attack roll using Minute (the shortsword), you're under the effects of the haste spell until the start of your next turn. When the effect ends, you don't suffer the normal effects of the spell ending.

In addition, you can use an action to lay the two weapons down on the ground. When you do, they magically point north before spinning around to align and tell the current time. When they do, 12:00 is always facing north.

Insatiable Tome

Wondrous item, rare

This large, ragged tome weighs 12 pounds and has up to one thousand blank vellum pages inside it. The tome is magical and devours any smaller nonmagical book or document placed next to it with rows of hidden teeth over the course of 1 minute. After the tome has eaten a book, you can use an action to speak the tome's command word, followed by the name of a book or document it's eaten, to cause the previously destroyed contents to appear on the blank pages of the book. The contents are magically printed on the tome's pages in the same language or cipher they were written in and remain until you speak its command word again to erase or replace them with another document's contents.

The tome dislikes the taste of magic. Any swallowed pages containing spells, magical sigils, or arcane scrolls are harmlessly spat back out by the tome. However, any notes, spells, or magical sigils that are written in the tome (instead of having been eaten by it) can be recalled if they're either dated, labeled, or titled. Written commentary, notes, and other such addenda to documents within the tome are saved by it and appear whenever the document is recalled again.

Lupine Mask

Wondrous item, uncommon

While wearing this dark ceramic mask, you have advantage on Wisdom (Perception) checks relying on hearing and smell, as well as on Wisdom (Animal Handling) checks made to interact with wolves and other dogs.

Meta Medallion

Wondrous item, very rare (require attunement by a sorcerer)

This small medallion is 1 inch tall and made of a strange metal that contains a mote of pure magic. While wearing the medallion, your understanding of Metamagic expands, granting you one additional Metamagic option of your choice. As long as you continue to wear the medallion, you can change this option when you finish a long rest.

No-Stones

Wondrous item, uncommon

This engraved geode has been split apart into two equal halves. A labyrinth is carved into the rock's rough exterior and glows with a faint light.

While holding one of the halves, you can use an action to speak the geode's command word, "unturned," and turn it over so the flat, gem-encrusted side is pressed against a solid stone, natural metal (such as iron or silver), or earthen surface such as a floor or wall. When you do, the geode becomes magically fixed in place against the surface and projects a 3-foot-spherical map above it, showing the area within 120 feet of it. The map shows all walls, floors, and other surfaces made of either stone, natural metal, or earth within range as translucent outlines and shapes. The map is entirely monochromatic, but shows the general location of any trap or gemstone within its range with a shapeless red glow.

The geode remains fixed in place until you speak its command word again using a bonus action, its surface moves, or it's forced to hold more than 100 pounds. A creature can use an action to make a DC 15 Strength check, moving the geode and causing the map to vanish.

Once a half has been used in this way, that half can't be used again until the next dawn.

Orner's Venomous Crossbow

Weapon (crossbow, hand), uncommon (requires attunement)

This magic crossbow carries a small system of curious tubes and vessels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The crossbow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. You can expend 1 of the weapon's charges when you make an attack with it to coat the fired bolt with a unique, self-generating venom. If the attack hits, the target takes an extra 1d6 poison damage and must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn.

If you expend the crossbow's last charge, roll a d20. On a 1, the vessels attached to the crossbow shatter and spray poison in a 25-foot-radius sphere centered on your location. Creatures within the sphere take 1d12 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. When this happens, the crossbow ceases to be magical and loses all of its additional properties

Prism Glasses

Wondrous item, common

This pair of magical glasses fits snugly against your face without needing to rest over your ears. The lenses are made using miniscule prisms that amplify color in dim conditions. If you have darkvision while wearing these glasses, you perceive color for the first 15 feet you see in darkness, instead of shades of gray. In addition, a color blind creature wearing these glasses can perceive color normally.

Reliquary of Holy Memories

Rod, rarity varies (requires attunement by a cleric or paladin)

This scepter holds the bones of a powerful martyred saint and are said to contain the echoes of their memories. The rod can also be used as a magic mace.

While attuned to this rod, you can prepare one additional spell for each bone held within the rod, up to a maximum of 5. The rarity of the reliquary is determined by the number of bones inside. Use the table below to determine the number of extra spells you can prepare while attuned to a reliquary of holy memories.

Number of Bones and Extra Prepared Spells	Rarity
1-2	Uncommon
3	Rare
4	Very rare
5	Legendary

Scorpion Lasher

Weapon (whip), uncommon (requires attunement)

This whip was constructed using salvaged pieces of a giant scorpion and drips with a sickly venom. Once on each of your turns when you hit a creature with this weapon, you can cause the whip to deal an extra 1d6 poison damage. When you do, if the creature is Medium or smaller, it must also succeed on a DC 13 Strength saving throw or be pulled 5 feet closer to you.

Shifter's Shine

Potion, common or uncommon

The typical *shifter's shine*, a common potion, is a specialty alcoholic beverage that causes your face to appear more glamorous. For 1 hour after drinking this potion, your skin's complexion clears, appears healthier, and grows more taut. Your face, while largely unchanged, is distinctly more attractive and exudes a weak aura of enchantment magic. When you make a Charisma check while under the effects of this potion, you can choose to forgo rolling the d20 to get a 10 on the die. Once you use this property, you can't use it again for the remainder of the potion's duration. The potion is a rich honey color and swirls lazily around, regardless of how it's handled. It can be found in any sort of vessel, though it is usually found in glass jars. The eye of a shapeshifter drifts along the potion's bottom, making it a daunting beverage for the average taverngoer to order. It has an extremely strong alcoholic taste with a hint of caramel. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *shifter's shine* is an uncommon variant with additional properties. It also tastes better.

When you drink this potion, you gain the effects of the *alter self* spell for 1 hour (no concentration required) or until you end the effect as a bonus action.

Silver Eagle Studded Cuirass

Armor (studded leather), uncommon (requires attunement)

This studded leather armor is worn by an elite guard of a longstanding alliance between elves and humans. While you're wearing it, any critical hit against you becomes a normal hit.

In addition, when a creature you can see hits you with a melee attack while you're wearing this armor, you can use your reaction to speak its command word. When you do, a pair of ghostly eagle wings appear from the back of the armor. The wings beat the air around you and push you back up to 10 feet away from the attacking creature, without provoking attacks of opportunity. In addition, the sudden movement takes you out of harm's way, reducing the damage you take from the attack by 2d6. Once this property of the armor has been used, it can't be used again until the next dawn.



Starmetal Nova Armor

Armor (chain shirt and half plate), legendary (requires attunement)

This magic set of iron armor is forged from metals that fell from the sky. The armor has two parts that can be worn together simultaneously: a chain shirt and set of half plate armor. You have a +2 bonus to AC and resistance to lightning damage while wearing this armor. While wearing the chain shirt, you can speak the armor's command word as an action to don or doff the *starmetal nova armor's* half plate, causing it to either magically assemble itself around you or release and fall to the ground at your feet. You must be within 30 feet of the half plate in order to don the armor in this way. In addition, you always know which way is north while attuned to the armor.

Polarity Repulsion. While wearing this armor, when a creature that you can see that's holding or wearing a metal object (such as a metal weapon or suit of heavy or medium metal armor) moves within 10 feet of you for the first time on its turn, you can use your reaction to change the polarity of your armor's metal and repel yourself up to 10 feet away from that creature, without provoking opportunity attacks.

Supernova Burst. While wearing both the chain shirt and half plate parts of the armor, you can use an action to speak the armor's other command word to doff the half plate and cause it to explode from you in a 30-foot-radius burst of bright light. When you do, you end any grapple condition on yourself and force all creatures other than you within the bright light that are not behind total cover to make a DC 17 Dexterity saving throw. On a failed save, a creature takes 3d8 radiant damage, or half as much damage on a successful one. The half plate falls to the ground at your feet when doffed in this way.

Weapon of Verdict

Weapon (any melee weapon), uncommon (requires attunement by a good-aligned creature)

These polished wooden weapons are traditionally used by the clerics and paladins of a righteous order to punish evildoers and aid the needy. Each of these magic weapon is blessed by a powerful priest or celestial. It has 3 charges and regains 1d3 charges daily at dawn. You can use these charges to create the following effects:

Condemn. When you hit a creature with this weapon, you can expend 1 charge to deal an extra 1d8 fire damage to the target.

Commend. As an action, you can expend 1 charge to touch a creature other than yourself with this weapon to restore 1d8 + 2 hit points to that creature.

Wispy Sour

Potion, common or uncommon

The typical *wispy sour*, a common potion, is a specialty alcoholic beverage that causes you to float harmlessly off the floor. When you drink this potion, you gain a flying speed of 10 feet for 1 minute, but can only hover 1 foot above the ground when doing so. The drink is smooth, sweet, and has a slight aftertaste of ash. A tiny, single light from the *dancing lights* spell is often cast within the drink when served. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *wispy sour* is an uncommon variant with additional properties. It also tastes better.

For 1 minute after drinking this potion, you can regain 1d8 + 2 hit points once on each of your turns when you reduce a hostile creature to 0 hit points. If the creature is a construct or undead, you don't regain any hit points in this way. This variant contains a harmless will-o'-wisp fragment. Hazy visions of lost souls occasionally drift though the drink's cheery liquid.



Starmetal Nova Armor



Wispy Sour



Weapon of Verdict

The INVENTORY

February was a hard month: I spent all my time outside of item and NPC creation working on materials for the upcoming Kickstarter in March. I'm actually incredibly grateful for the Leap Day this year, as I really needed all the extra time I could get this month. Designing the campaign, the online platform called Ledger+, and more were a lot of fun and differed from my day-to-day. I also needed to get the book in order and be an art director for other artists (cover and filler art) and a videographer. A lot of new challenges.

I learned a lot about how I handle stress, too. It was a good learning experience, although it did present some unexpectd and painful bumps along the way.

There were a lot of really neat items this month! There were a few weeks where I felt like I had really done a good job on the content, and that's what always feels the most fulfilling. Favorites from this month were the *brutal macuahuitl*, *death's shadow*, *marlin lunger*, *stalwart staff*, and *wayfinder sphere*.

FEBRUARY, 2020

Brutal Macuahuitl
Circlet of the Sharpened Mind
Deathly Diadem
Death's Shadow
Dragonbreath Ammunition
Gloves of Amphibios
Headdress of the Serpent King
Heartless Cage Pendant
Hushed Ring
Luna Moth Cape
Marlin Lunger
Rejuvinating Draft
Riff's Dimensional Ripper
Sash of Sorcerous Synergy
Scorned Heart Breastplate
Soul-Searing Scythe
Spirit Sheath
Stalwart Staff
Wayfinder Sphere
Weaving Wasp Needles



Death's Shadow

Brutal Macuahuitl

Wayfinder Sphere

Brutal Macuahuitl

Weapon (longsword), uncommon

This tribal sword's sturdy wooden frame is lined with obsidian shards, allowing attacks made with it to deal either bludgeoning or slashing damage (your choice). In addition, the sword has been enchanted through numerous blood rituals by war priests. When you roll a 20 on your attack roll with this magic weapon against a creature, that creature becomes marked for death until the start of your next turn. A marked creature can't regain hit points, and when the mark ends, that creature takes 1d8 necrotic damage.

Circlet of the Sharpened Mind

Wondrous item, very rare (requires attunement by a creature with an Intelligence of 17 or higher)

This iron circlet has a magical pearl at its center and can hold up to 4 gemstones. When found, the circlet has 2 gemstones. A gemstone worth at least 5,000 gp can be added to the circlet over the course of 1 minute as it's magically drawn and fastened into place. While wearing the circlet, you can take a special Attack action on your turn to summon a number of floating, spectral swords equal to the number of gemstones in the circlet and make one melee spell attack with each of them against a target within 10 feet of you. You are proficient with these attacks and use Intelligence as your spellcasting modifier for them. On a hit, the target takes force damage equal to 1d8 + your Intelligence modifier. The swords appear at your side and remain there until you dismiss them as a bonus action or until you fall unconscious or remove the circlet. While the swords are summoned, you can take this special Attack action on each of your turns. The spectral swords shed bright light in a 10-foot radius and dim light for another 10 feet.

You can replace one of these melee spell attacks with a weapon attack as part of this special Attack action. If you're able to make multiple attacks with the Attack action, you can replace any number of these spell attacks with up to the amount of weapon attacks that you can normally make with the Attack action.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to make one melee spell attack with one of the summoned swords against the creature, rather than making an opportunity attack.

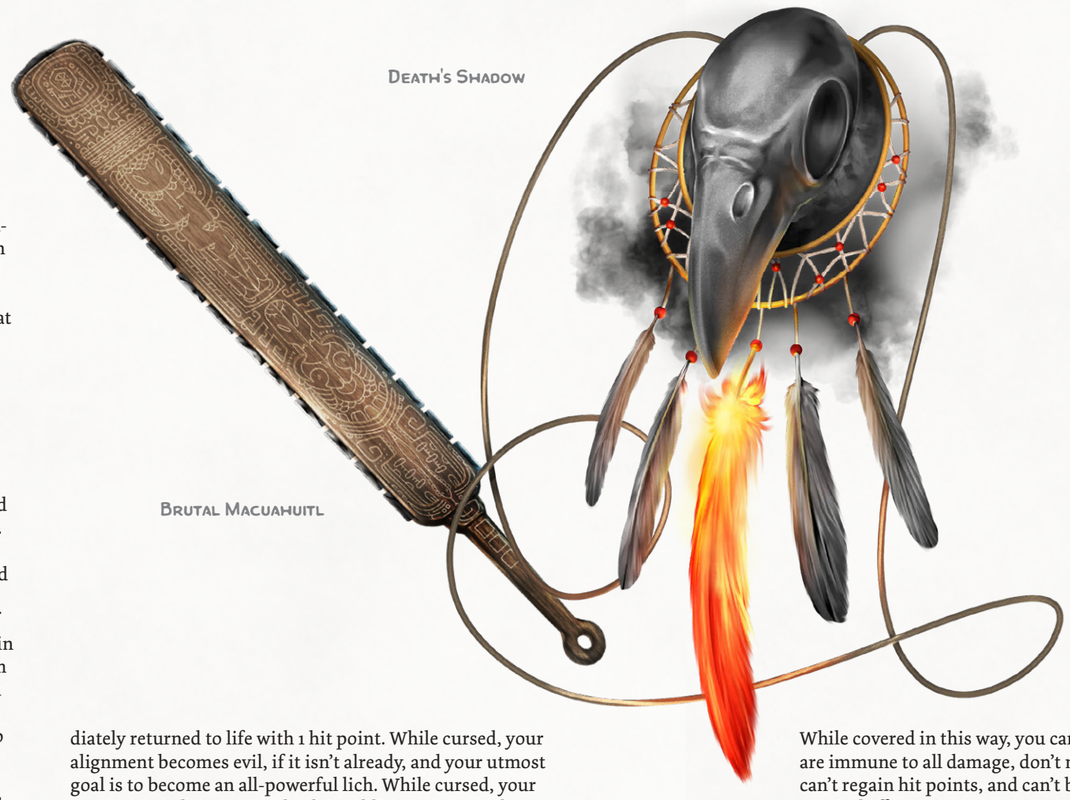
Deathly Diadem

Wondrous item, very rare (requires attunement)

This gruesome crown was worn by a powerful lich before falling into the hands of the adventurers who slayed it. While wearing this crown, you have resistance to necrotic damage, are always under the effects of the *tongues* spell, and you can cast the *speak with dead* spell at will. When you cast *speak with dead* in this way, you can only ask the target 1 question, to which the target answers with either "yes", "no", or "maybe". If the question can't be answered in this way, the spell ends. In addition, while you wear this crown, undead creatures have disadvantage on attack rolls against you.

Curse. This crown is cursed, a fact that is only revealed to you when you die. The first time that you die while attuned to this crown, its curse is extended to you, and you are immediately returned to life with 1 hit point. While cursed, your alignment becomes evil, if it isn't already, and your utmost goal is to become an all-powerful lich. While cursed, your creature type becomes undead, in addition to your other existing creature types.

A creature remains cursed in this way until targeted by a *wish* spell or divine intervention. Removing the crown fails to end the curse. While a cursed creature may not reveal that the diadem is cursed, its allies may be able to deduce its presence and effects based on the creature's behavior.



Death's Shadow

Wondrous item, legendary (requires attunement)

This black garnet amulet is carved into the shape of a bird's skull and is adorned with several dark feathers. At its center is a single phoenix feather that serves as a catalyst for this strange talisman's necrotic magic. While wearing this amulet, you are immune to necrotic damage.

Shadow Form. When you are reduced to 0 hit points while wearing this amulet, a shadowy version of yourself rises from your unconscious body. You control this form, which has your equipment and statistics. It has 100 temporary hit points and resistance to all damage that isn't force, psychic, or radiant. The shadow form can't move more than 60 feet from your body. The shadow vanishes after 1 minute or when it falls to 0 temporary hit points. If the shadow survives for the duration, it returns to your body and causes you to regain a number of hit points equal to the shadow's remaining number of temporary hit points. If the shadow is defeated, the amulet is destroyed and you immediately fail 2 death saving throws.

While your shadow form is defending you, your unconscious body is covered by an impenetrable veil of shadow. While covered in this way, you can't be interacted with: you are immune to all damage, don't make death saving throws, can't regain hit points, and can't be affected by spells or magical effects. A creature can use an action to make a DC 30 Strength check, moving the covered body up to 10 feet on a success.

Once this property has been used, it can't be used again until 7 days have passed.

Dragonbreath Ammunition

Weapon (an arrow or bolt), rare

This metallic ammunition flies effortlessly on its own when fired. When you take the attack action to make a ranged weapon attack, you can instead fire this ammunition at a point you can see within range. The arrow or bolt explodes when it reaches the point, destroying the ammunition and creating either a cone or 5-foot-wide line of dragon's breath in the direction it was fired. The created effect depends on the metal it was cast from. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d8 damage of the associated type on a failed save, or half as much damage on a successful one. Use the table below to determine the effect's area of effect and damage type:

Ammunition Metal	Area	Damage Type
Brass	60-foot line	Fire
Bronze	90-foot line	Lightning
Copper	60-foot line	Acid
Gold	60-foot cone	Fire
Silver	60-foot cone	Cold



Gloves of Amphibios

Wondrous item, uncommon (requires attunement)

These gloves come in many different colors and meld seamlessly into your hands when you don them. While wearing these gloves, climbing doesn't cost you extra movement, you gain a +1 bonus to Strength (Athletics) checks made to grapple a creature, and any creature grappled by you that is not wearing armor takes 1d4 poison damage at the end of each of your turns.

Headdress of the Serpent King

Wondrous item, uncommon (requires attunement)

This gold and emerald green headdress channels old and twisting serpentine magic to your bidding. If you take poison damage while wearing this headdress, that damage is reduced by your Constitution modifier.

While wearing the headdress, ordinary snakes and snakes with a challenge rating of 1/4 or lower are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you can use an action to cast the *animal messenger* spell from it, but can only target snakes with it.

Curse. This headdress is cursed, and becoming attuned to it extends that curse to you until you are targeted by the *remove curse* spell. Removing the headdress fails to end the curse on you. While cursed, your speech is slightly changed: you hiss slightly when pronouncing "s" sounds.

Heartless Cage Pendant

Wondrous item, very rare (requires attunement)

This metal ribcage pendant has 12 pairs of ribs that contain a single, roughly-hewn ruby that rattles around inside. The pendant has 1d4 + 8 charges when found. When a charge is expended, a pair of the pendant's ribs magically rust.

While wearing this pendant, you can use your reaction to expend 1 of the pendant's charges when a hostile creature that you can see within 30 feet of you is reduced to 0 hit points, causing the target to immediately die before any magical effects or traits can either restore it to life or prevent it from falling to 0 hit points. When you do, you gain 2d6 + 25 temporary hit points, and that creature cannot be restored to life by any spell of 5th-level or lower. A creature is immune to this effect if it has legendary actions.

When you expend the pendant's last charge, the ribcage shatters and releases the ruby inside. When it does, the ruby crackles with necrotic energy and summons 12 skeletons that appear in unoccupied spaces that you can see within 60 feet of you. The summoned skeletons are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the skeletons' statistics.

A skeleton disappears when it drops to 0 hit points or after 24 hours.

Once the ribcage shatters and the ruby summons the skeletons, the pendant and gemstone crumble into ashes and are destroyed.



Hushed Ring

Ring, uncommon (requires attunement)

This ring creates an arcane field around you that prevents certain modes of communication. While wearing this ring, you cannot be spoken to telepathically by creatures other than the ones you choose.

In addition, while wearing this ring, you can use an action to speak this ring's command word to create an aura of silence around you. The aura affects creatures other than yourself within 10 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. While in effect, when a creature within the aura attempts to speak, it must make a DC 13 Wisdom saving throw. On a failed save, a creature is unable to speak, and any action, bonus action, or reaction they used to speak is wasted. This property of the ring can't be used again until the next dusk.

Luna Moth Cape

Wondrous item, uncommon (requires attunement)

This beautiful elven cape is fashioned after the wings of a luna moth. While wearing the cape, you can move an extra 10 feet when you take the Dash action.

In addition, while wearing this cape, you can speak its command word as a bonus action when you jump to cause it to unfurl and flap downwards, sending you 10 feet into the air when you reach the height of your jump. You can't use this property again until you land on solid ground.

Marlin Lunger

Weapon (rapier), uncommon (requires attunement)

This rapier allows you to sail through the water to pierce your foes. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you do not suffer the negative effects of underwater fighting when you make an attack with it. Once on each of your turns when you attack with this rapier while underwater, you can glide up to 15 feet through the water, as part of that action, immediately before or after the attack.

Rejuvenating Draft

Potion, rarity varies

When you drink this potion, you regain 1d3 + 1 (uncommon), 1d4 + 3 (rare), 1d6 + 4 (very rare), or all (legendary) spent Hit Dice. When you drink the legendary variant of a *rejuvenating draft*, your age is reduced by 1d4 years (to a minimum 1 year old).

Riff's Dimensional Ripper

Weapon (dagger), uncommon (requires attunement)

This roughly-forged dagger of goblin make has somehow been enchanted with weak, planar magic. This magic dagger has 4 charges and regains 1d4 expended charges daily at dawn. While holding the dagger within 5 feet of a creature at least one size larger than you, you can use an action to expend 1 of the dagger's charges to create and slip through a brief, planar tear, reappearing in an unoccupied space within 5 feet of the creature on the opposite side of it. When you do, you can immediately make one weapon attack with this

dagger against that creature. If the attack hits, that creature takes an extra 1d6 force damage and can't take reactions until the end of your turn.

If using the dagger in this way would cause you to move more than 20 feet, you are shunted out of the planar tear and reappear in your original space instead. When this happens, you take 4d6 force damage, and the action is wasted.

Sash of Sorcerous Synergy

Wondrous item, rare (requires attunement by a sorcerer)

This miraculous one-shouldered robe is made from fine fabrics that have been steeped in powerful magic and fastened with an ornate buckle. The sash has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When an ally that you can see within 60 feet of you casts a spell while you're wearing this robe, you can use your reaction to expend 1 or more of the sash's charges to twist the spell with one of your known Metamagic options, without spending any sorcery points. The number of charges you expend is equal to the number of sorcery points the Metamagic option would normally cost. If using the sash would cause the spell to target a second creature, you choose the new target.

In addition, when you use a Metamagic option on a spell while wearing this sash, you can change the style, color, and material of the garment and buckle. The sash's weight doesn't change. Regardless of its appearance, the sash can't be anything but a one-shouldered robe.

Scorned Heart Breastplate

Armor (breastplate), rare (requires attunement)

This brass breastplate is torn apart in its center by a crimson gemstone. You gain a +1 bonus to AC for every two allies within 10 feet of you (up to a maximum of +2) while you wear this armor. In addition, while wearing this armor, you can cast *hellish rebuke* (save DC 15) as a 3rd-level spell from it, using your reaction. Once the armor has been used to cast this spell, it can't do so again until the next dawn.

Curse. This armor is cursed. Attuning to the armor curses you until you are targeted by the *remove curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have disadvantage on saving throws to resist becoming charmed, and you have disadvantage on Charisma checks to interact with any creature you find attractive.

Soul-Searing Scythe

Weapon (halberd), legendary (requires attunement)

This brass weapon was forged in the heart of the Elemental Plane of Fire. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the scythe, you can use a bonus action to speak its command word, causing soul-rending flames to erupt from the holes in the blade. These flames are harmless to you and shed bright light in a 40-foot radius and dim light for an additional 40 feet.

While the scythe is ablaze, it deals an extra 3d4 fire damage to any target it hits. This damage ignores fire resistance and immunity, and it becomes necrotic damage when it hits a creature with the Fire Absorption trait.

In addition, when you score a critical hit with this weapon against a creature that is not a construct or undead, the target must make a DC 17 Constitution saving throw. On a failed save, a creature takes 3d4 necrotic damage and is stunned until the start of your next turn. On a successful save, a creature takes half as much necrotic damage and isn't stunned.

When you reduce a creature to 0 hit points with this weapon, its body and soul are immolated and destroyed unless it is a construct or undead. A creature whose body and soul have been destroyed by the *soul-searing scythe* can be restored to life only by a *wish* spell or dinvine intervention.

Spirit Sheath

Weapon (scimitar), rare (requires attunement by a creature with a Wisdom of 13 or higher)

This scimitar and its sheath are bound by a spiritual force that resonates with you when you attune to it. The sheath collects and incubates spiritual energy before it's focused and radiated by its blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you are proficient with this scimitar while you're attuned to it. When you make an attack with this weapon, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. You must use the same modifier for both rolls.

While holding the sword, you can use a bonus action to cast the *spiritual weapon* spell from it (spell attack bonus +7, +4 spellcasting ability modifier), creating a spiritual duplicate of the scimitar in the air within range. Once this property of the scimitar has been used, it can't be used again until the next dawn.

Stalwart Staff

Staff, common

A carved walking stick with a handle wrapped in worn leather, this magic staff gives you better endurance. While you use this staff as a walking stick while traveling on foot, you have advantage on the first save you make to endure a forced march.

Wayfinder Sphere

Wondrous item, rare

This spinning metal sphere is 6 inches across and weighs 5 pounds. You can tap the orb twice as an action to activate it. While activated, the orb records basic details about the space that it can see within 100 feet. The orb has darkvision out to 100 feet, but can't see through heavily obscured areas or illusions. Tapping it twice again deactivates the orb.

The activated globe can display its recorded maps. If you are within 30 feet of it, you can speak its first command word, followed by a description of a location it's mapped. For example, you can command the orb to recall the entrance to a series of catacombs you explored 2 days ago, or the path you took to get through a twisting labyrinth. When you do, an illusory map appears in a 5-foot sphere centered on the globe that shows basic details about the recorded area, such as buildings, pathways, roads, signs, topography, and trees. While you're within 5 feet of the map, you can use a series of intuitive gestures to change the map's rotation, displayed location, or scale: showing as little of the recorded area as a 25-foot radius, or as much as a 1-mile radius. Speaking the command word again causes the map to vanish.



Stalwart Staff

If you are within 30 feet of it, you can speak a second command word as an action to make the orb rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 30 feet from the hovering globe, it follows you until it is within 30 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive.

You can speak a third command word as an action, followed by a location name, while within 30 feet of the floating globe to cause it to move on its own. If the named location has been recorded by the globe and is within 1 mile of you, the sphere moves on its own and floats up to 10 feet ahead of you, guiding you to the named location using any of its recorded maps of the area to guide you. Once you reach your destination or speak the command word again, the globe begins to follow you again.

Weaving Wasp Needles

Weapon (dart), uncommon

This pair of dark, chiseled throwing needles are linked by a magical bond. A needle that hits a Large or smaller creature flies around it for 1 minute or until the creature falls to 0 hit points. If both needles fly around the same creature, they spin a magical thread that binds and restrains it. The creature is restrained until freed or until you take a bonus action to speak the needles' command word to release it. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Once the needles restrain a creature in this way, this property can't be used again until the next dawn.

In addition, you can use the needles as a set of weaver's tools. These magical needles can act on their own to either mend a simple tear or craft a simple garment given the proper materials in 1 minute or over the course of a short rest, respectively. As an action, you can speak the needles' other command word, followed by a description of the task, to cause them to spring to life and begin sewing and crafting. Uttering this command word again causes them to stop early and fall to the ground.



The INVENTORY

MARCH. WAS. A LOT.

I launched the Kickstarter campaign, which, thanks to your overwhelming support, was a success. It was both a slog and a blur of work at the same time, and an incredible experience.

This update is being written two weeks into April, which is a week later than I normally try to make these releases. Looking back through, March had some really fun content in it. It was also the first time the community played with themed weeks, which was a really fun exercise for everyone.

Favorites from this month are tough. Overall I think it had some of the strongest art yet in it, which is always a good feeling. I first started the Saddlebag as a way to practice illustrating, and being able to see growth and be proud of the work I'm making is very fulfilling. I hope you can spend some time right now during this period of widespread quarantine to find something that you love to do and commit to doing more of it. I think anyone's life would improve with more time for things like that. Heck, I think Google actually gives work hours to pursue personal projects? If anyone works at Google and can confirm or deny that, feel free to let me know. Regardless, pursuing soulfire is always great, and I hope we can make an effort to turn this time of worry and fear into one of self transformation.

Favorites from this month were the *blackthorn spear of the moonless hunter*, *bloodthirsty bistoury*, *carrion shroud*, *charged rapier*, *chromatic obsidian axe*, *half plate of the blind martyr*, *hydra flail*, *redsmith hammer*, *spellwriter's brace*, *Sream's stoppered oasis*, and the *widow's tea*.

MARCH, 2020

Aged Goodberry Wine
Blackthorn Spear of the Moonless Hunter
Bloodmire Phiale
Bloodthirsty Bistoury
Carrion Shroud
Charged Rapier
Chromatic Obsidian Greataxe
Crown of the Mindmaster Matriarch
Elder Sequoia Scale Mail
Eternal Slayer
Half Plate of the Blind Martyr
Heart of Damned Intervention
Hydra Flail
Seeker's Compass
Spellwriter's Brace
Sream's Stoppered Oasis
Stormbrewer Bracers
Thomas' Dimensional Trousers
Vain Virtuoso Violin
Widow's Tea
Wildfire Ammunition





Blackthorn Spear of the Moonless Hunter

Aged Goodberry Wine

Bloodmire Phiale

Carrion Shroud

Aged Goodberry Wine

Potion, rare

This bottle of thick red wine is miraculously made from magical goodberries and peonies using a closely-kept family recipe. It tastes fruity and floral, with notes of honey and the feeling of a fresh breeze, and is deeply rejuvenating. The bottle comes with 1d4 + 3 servings of the syrupy potion. A serving takes 1 minute to drink.

When you drink this wine, you can regain hit points by spending any number of Hit Dice, as if you'd finished a short rest. You regain 1 extra hit point for each Hit Die you spend in this way. The wine provides enough nourishment to sustain a creature for one day. In addition, for the next 24 hours, whenever you roll a Wisdom or Charisma ability check or saving throw, you add 1d4 to the total of the roll.

Blackthorn Spear of the Moonless Hunter

Weapon (spear), rare (requires attunement)

This spiny, black bone spear is a favorite among nocturnal hunting tribes. While attuned to the spear, you can always see the faint outline of it, even in total darkness. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This spear contains a fragment of the moonless hunter, an ancient spirit that can be channeled to assume some of its powers. While you're not channeling the spirit, you can use a bonus action while holding this spear to call forth the magic within it and assume the spirit of the moonless hunter. While you're assuming this spirit, your eyes become pure white, and you gain the following benefits:

- You ignore the effects of exhaustion.
- You can't sleep or be put to sleep by magical means, and you can't take or benefit from finishing a long rest.
- You have advantage on Dexterity (Stealth) checks and on Wisdom (Perception) and Wisdom (Survival) checks made to detect and track creatures.
- You can see normally in darkness, both magical and nonmagical, out to a range of 120 feet.
- Your attacks with the *blackthorn spear of the moonless hunter* deal an extra 1d6 necrotic damage to any creature it hits.
- Your movement speed increases by 5 feet.

You can assume the spirit in this way for up to 8 hours or until you release it as a bonus action. The effect ends early if you fall unconscious or are more than 120 feet away from the *blackthorn spear of the moonless hunter* for more than 1 minute. When the effect ends and you are no longer assuming the spirit of the moonless hunter, you gain 2 levels of exhaustion as the spirit returns to the spear. Exhaustion gained in this way can only be reduced by finishing a long rest.

Bloodmire Phiale

Wondrous item, uncommon

This shallow ceramic drinking bowl is enchanted to repurpose spilled blood into new life. The bowl holds up to 8 ounces of blood. Once filled, the blood begins to slowly swirl on its own. If left to sit for 1 hour without spilling, the blood in the bowl becomes a gruesome tonic that pulses with a faint, internal glow.

Drinking the entire bowl of still blood causes one of two effects. Roll a d12. On a 12, you take 12 necrotic damage. If this damage reduces you to 0 hit points, you are stable. On a roll less than 12, you regain the number rolled + 4 hit points instead. The blood is thick and sweet, but leaves a bitter aftertaste.

The blood's magic fades if it's poured from the bowl without being drunk. Once the bowl has been used in this way, it can't be used again until 1d4 days have passed.

Bloodthirsty Bistoury

Weapon (dagger), uncommon

This elegant, dark dagger is never blood-stained and effortlessly pierces flesh. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When this dagger is held by an evil-aligned creature, any creature hit by it doesn't bleed from the attack or the wound it leaves behind for 10 minutes.

Carrion Shroud

Wondrous item, very rare (requires attunement)

This ruffled cloak of dull feathers and down grants you the resilience and cunning of a ravenous vulture. When you move while wearing this cloak, small, tattered feathers drift from the cloak that vanish when they touch the ground. While wearing the cloak, your Constitution score increases by 2 to a maximum of 20, you have advantage on saving throws against disease and poison, and you have resistance against poison damage.

In addition, while wearing the cloak, you can speak its command word as a bonus action to cause it to transform into a pair of sickly vulture wings for 1 minute. While the cloak is transformed, you gain a a flying speed of 60 feet, and when you hit a creature that's missing any of its hit points with a melee weapon attack, that creature takes an extra 1d6 necrotic damage. This property of the cloak can't be used again until the next dusk.

Curse. This cloak is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse spell*. As long as you remain cursed, you are unwilling to part with the cloak, keeping it worn at all times. The cloak gives you an insatiable hunger for flesh, and while traditional food can sustain you, you no longer enjoy the smell or taste of it. While cursed, whenever you reduce a creature within 5 feet of you to 0 hit points, you're forced to make a DC 13 Wisdom saving throw. If the creature is a construct, undead, or plant, you automatically succeed on this saving throw. On a failed save, you are overcome with the urge to tear into the creature's flesh and feast: sacrificing any additional movement, action, or bonus action you had left on your turn. You can repeat this saving throw at the start of each of your following turns, ending your need to feast on a success.



Bloodthirsty Bistoury

Charged Rapier

Charged Rapier

Weapon (rapier), very rare (requires attunement)

This blade snaps and crackles with electrical power as the blade is waved through the air. While holding the rapier, you have resistance to lightning damage. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 lightning damage to any target it hits.

Electric Charge. If you are proficient with this weapon, when you move at least 20 feet in a straight line on your turn while holding this rapier, you can speak its command word as a bonus action to briefly disappear and transform into a bolt of lightning. When you do, choose an unoccupied space you can see within 20 feet of you that's along the same straight line and in the same direction in which you're moving. You form a 5-foot-wide line of lightning originating from yourself that extends to the unoccupied space. You reappear in that space as the bolt of lightning passes through anything in its path.

If there are any creatures in the line of lightning, roll a d20 and add 9 to the result. If the total of the roll meets or exceeds the AC of any creature in the line, that creature takes 1d4 + 1 lightning damage as you pierce through it as the bolt of lightning.

Chromatic Obsidian Greateaxe

Weapon (greataxe), rare (requires attunement)

This prismatic greataxe is made using chromatic obsidian, a dazzling type of stone found where several Elemental Planes meet. When you roll a 20 on an attack roll made with this magic weapon, the target must make a DC 15 Constitution saving throw. A target takes 1d6 cold damage, 1d6 fire damage, 1d6 lightning damage, and 1d6 radiant damage on a failed save, or half as much damage on a successful one. Roll the damage dice separately, recording any 6 you roll. For each 6 you roll in this way, use the table below to determine which of the following effects happen.

Damage Type	Effect
Cold	The target's speed is halved until the end of your next turn.
Fire	The target takes an extra 6 fire damage at the end of its next turn.
Lightning	The target can't take reactions until the end of your next turn.
Radiant	The next attack roll made against this target before the end of your next turn has advantage.

Crown of the Mindmaster Matriarch

Wondrous item, rare (requires attunement by a wizard)

This golden crown is inset with a powerful fire ruby and veiled with light, mithral chain. The crown's descending prongs overlap with your temples and third eye, expanding your mind's commanding reach. While wearing this crown, you can use an action to cast the *telepathic bond* spell from it.

In addition, while wearing the crown, you can use an action to cast the *dominate person* spell using your spell save DC from it. On a failed save, a creature is affected by the spell for the duration, and for the next 24 hours after the spell ends, you have advantage on Charisma checks you make to interact with it. If the target is connected to you through your telepathic bond, it has disadvantage on the saving throw to resist this spell's effects when cast in this way. Once this property has been used, it can't be used again until the next dawn.

Elder Sequoia Scale Mail

Armor (scale mail), rare (requires attunement by a druid)

This hardy natural mail is made with leather and protected with the large outer shell of an elder sequoia seed cone. You gain a +1 bonus to AC while wearing this armor. In addition, while wearing this armor, you can use your Wild Shape to transform into a mighty evergreen tree. The tree is 5 feet across at its base and can be up to 40 feet tall. Its branches extend up to 10 feet away from its trunk and must be at least 5 feet above its base.

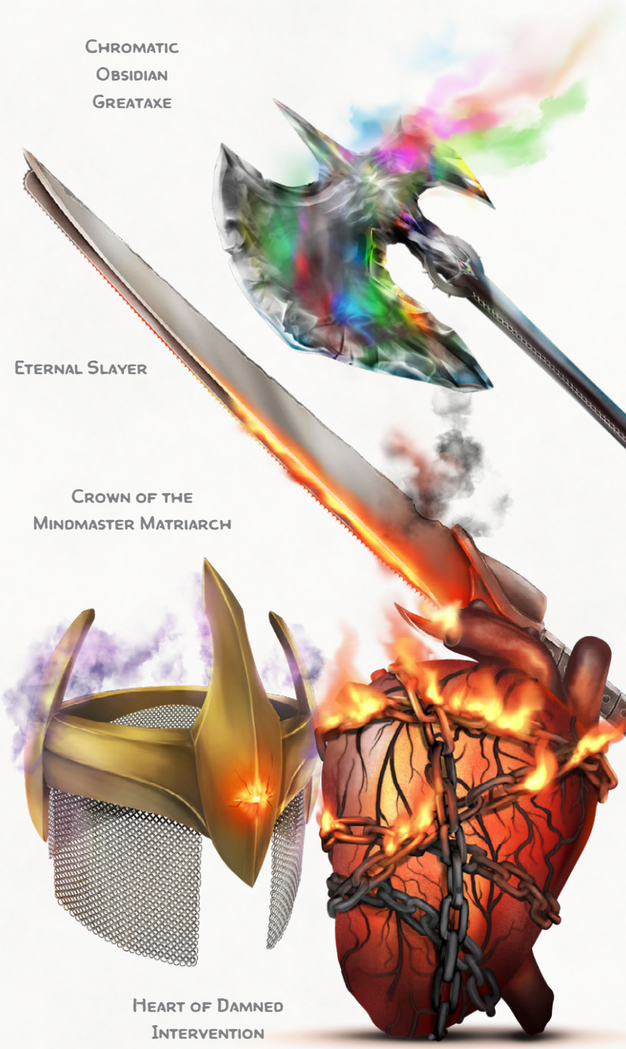
The tree has hit points equal to 5 times your Druid level, AC 20, and vulnerability to fire damage. While you're a tree, you magically retain your normal senses and gain tremorsense out to a range of 30 feet, but your speed becomes 0, and you can only use your actions to shuffle your limbs (as if by a breeze or rustling creature), revert to your normal form, or use your Wild Shape again.

Eternal Slayer

Weapon (any sword), legendary (requires attunement)

This fiery blade was fashioned from the remains of a cursed iron golem and burns with a relentless thirst for vengeance. While holding this sword, flames billow forth and lick up the edge the blade, casting bright light in a 20-foot radius and dim light for an additional 20 feet. While you're in combat, the light's range is doubled.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this sword, the toothed chain stretching along its lower edge begins to whir and spin, spewing flame and ripping apart any target it hits. Any target hit by this sword takes an extra 1d6 fire damage and 1d6 slashing damage. If the target is an aberration or fiend, this extra damage is doubled. This fire damage ignores resistance and immunity. A wooden creature or structure hit by this weapon takes the maximum amount of damage from the attack.



Half Plate of the Blind Martyr

Armor (half plate), legendary (requires attunement by a cleric)

This dark, battle-scarred half plate armor honors the blind valkyrie, a twisted symbol of impartial war, justice, and repentance. You gain a +2 bonus to AC while wearing this armor.

Charges. This armor has 8 charges and regains 1d4 + 4 expended charges daily at midday. While wearing the armor, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC, spellcasting ability modifier, and spell attack bonus:

- ***1 charge.*** *Cure wounds*, *inflict wounds*.
- ***2 charges.*** *Blindness/deafness*, *lesser restoration*.
- ***3 charges.*** *Bestow curse*, *remove curse*.
- ***4 charges.*** *Banishment*, *death ward*.
- ***5 charges.*** *Contagion*, *mass cure wounds*.
- ***6 charges.*** *Harm*, *heal*.

Curse. This armor is cursed, and attuning to it extends that curse to you. This curse can only be removed by a *wish* spell, removing the armor fails to end the curse. While you're cursed, you are blind, but have blindsight out to a range of 60 feet while wearing this armor. In addition, whenever you hit a creature with an attack or cast a spell that affects a creature other than yourself, you take 3 psychic damage. This damage ignores resistance and immunity.



Heart of Damned Intervention

Wondrous item, legendary (requires attunement by a cleric or paladin)

This large infernal heart was torn from a powerful archdevil and is 1 foot tall and weighs 10 pounds. It still pulses, softly, and spews out small gouts of flame from an unquenchable fire within. The heart is hot to the touch and is wrapped by strange, writhing chains.

There is a glimmer of good in this heart that can be used to purify it. While attuned to the heart, you have resistance to fire damage, and you can cast the *hellish rebuke* spell as a 2nd-level spell at will.

Curse. This heart can only be purified and destroyed by a powerful celestial or deity, and attuning to it overwhelms your heart with its evil desires. The heart is cursed, and attuning to it extends the curse to you. When you attune to the heart, the heart's flames turn pitch black as it painfully sears into your body, taking the place of your own heart, and taints your connection to the gods. You take 15d6 necrotic damage, leaving chain-shaped scars across your torso, and your alignment becomes evil if it wasn't already. While cursed, you and other creatures within 100 feet of you are unable to magically communicate with any god, and any radiant damage you deal becomes necrotic damage instead. In addition, you can understand and speak Infernal and have disadvantage on attack rolls against devils and on saving throws against their spells and special abilities.

If you die while cursed in this way, your soul is bound to the lower planes and can only be restored to life by a wish spell or divine intervention. Only a god or a wish spell cast by a good-aligned creature can end this curse, destroying the *heart of damned intervention* and restoring your original heart and connection to the gods.

In addition, while you're cursed, you can use an action to speak a devil's true name to summon it, causing it to appear in an unoccupied space you can see within 60 feet of you. The devil must have a challenge rating of 5 or lower. Roll initiative for the devil, which has its own turns. When you summon it and on each of your turns thereafter, you can tell the devil what to do on its next turn (no action required). If you don't issue a command, the devil spends its turn attacking any creature within reach that's attacked it. The devil disappears and returns to its plane of existence after 1 hour or when it reaches 0 hit points. Once this property has been used, it can't be used again until the next dawn.

While cursed, when you use your Channel Divinity, it becomes Channel Damnation instead:

Channel Damnation. As an action, you point your finger at a creature you can see within 120 feet of you and speak a powerful, damning curse. That creature and all creatures within 10 feet of it must make a Charisma saving throw. On a failed save, a creature takes fire damage equal to 1d12 + your cleric or paladin level and is bound by searing, hellish chains. On a successful save, a creature takes half as much fire damage and isn't bound by the chains. A bound creature's speed is halved and takes 1d12 fire damage at the start of each of its turns for up to 1 minute. At the end of each of its turns, the creature can make another Charisma saving throw. On a success, the effect ends on the creature.

Hydra Flail

Weapon (flail), rare

This flail's spiked head is held in the jaws of a metal hydra figurehead. Whenever you score a critical hit with this weapon against a hostile creature, the weapon magically grows another spiked head. You gain a +2 bonus to damage rolls made with this magic weapon for each head the flail has, up to +6 bludgeoning damage. After 1 hour, any head the flail grows in this way falls off and disappears.

Redsmith Hammer

Weapon (light hammer), common

This dwarven smithing hammer has runes running from end to end. When beaten against an anvil, the runes around the hammer glow a bright red and emanate heat, allowing a blacksmith to use the hammer to mold weapons and armor using only the hammer and anvil.

Seeker's Compass

Wondrous item, uncommon

This brass compass has two needles: one large, and one small. The large needle always indicates magnetic north and is unaffected by magical effects that would otherwise mislead it. The small needle remains motionless until activated.

While holding this compass, you can speak its command word as an action to cast the *locate object* spell from it and activate the smaller needle. This version of the spell has a duration of 1 hour, does not require concentration, and causes the smaller needle to indicate the direction of the object located by the spell. If the small needle can't detect the item specified by the spell, it remains motionless. Once used, this property of the compass can't be used again until the next dawn.

Spellwriter's Brace

Wondrous item, rare (requires attunement by a wizard)

This writer's hand brace allows you to prepare four extra spells from your spellbook whenever you finish a long rest. The spells can be no higher than 5th level and must be of a level for which you have spell slots. When you do, the prepared spells appear on the skin of your arm as abstract spell tattoos that represent them. You can prepare the same spell multiple times in this way, taking the necessary time in order to do so, to create multiple copies of the same spell tattoo.

As an action, you can touch a willing creature and speak the brace's command word to transfer one of your spell tattoos to it, causing the spell tattoo to disappear from your arm and appear on the creature instead. You can only have one tattoo transferred in this way at a time. Transferring a second spell tattoo causes the first one to disappear.

A spellcaster with a spell tattoo can expend a spell slot of the tattooed spell's level or higher, using its spell save DC, spell attack bonus, and spellcasting ability to do so. Once the spell is cast, its tattoo disappears.

Any spell tattoos created by the brace disappear when you finish a long rest or remove the brace.



Sream's Stoppered Oasis

Potion, rare

This tall decanter is filled with water from a miraculous oasis in the H'rethi Reaches and is stoppered with a small, overgrown planter. You can pour the water out of the bottle on top of the planter as an action to create a magical oasis that fills up to a 100-foot-square space over the course of 10 minutes.

The oasis has a pond filled with clean water and exotic, fruit-bearing trees that can nourish up to fifteen humanoids or five steeds for 24 hours. The area within the oasis is always under the effects of the *alarm* spell. A swarm of poisonous snakes appears to defend the oasis for each creature that sets off the alarm (maximum of 3), whose rattling tails act as the audible alarm. The swarms are friendly to you and your companions, but does not obey verbal commands. Roll initiative for the summoned swarms as a group, which have their own turns. A swarm disappears when it drops to 0 hit points or when there are no more hostile creatures within the oasis.

The oasis remains for 24 hours or until dispelled by a *dispel magic* spell cast at 5th level or higher. The atmosphere within the space is comfortable and dry, regardless of the weather outside the oasis. A friendly creature within the oasis can't be frightened and regains an extra 1d4 Hit Dice when it finishes a long rest.

Drinking the water in the bottle has no effect, but tastes refreshing.

Stormbrewer Bracers

Wondrous item, rare (requires attunement)

This pair of electrum bracers are always covered in a thin layer of condensation. When you roll for initiative, the bracers begin to billow out wafting clouds around your wrists. The clouds surrounding your wrists grow darker with every charge the bracers have, becoming fierce storm clouds when fully charged. The bracers can hold up to 5 charges, which are lost after 1 minute. The bracers gain 1 charge after you hit a creature with a melee weapon attack while wearing them in combat. If the bracers have 5 charges when you hit a creature in this way, they unleash a burst of electricity and lose all their stored charges, dealing 1d8 lightning damage to the target of the attack and up to 2 other creatures of your choice that you can see within 10 feet of you.

In addition, while wearing the bracers, you can use your reaction when you take lightning damage to reduce that damage by 1d8 + 4 and cause the bracers to gain 1 charge.

Thomas' Dimensional Trousers

Wondrous item, uncommon

This flashy set of pants has four pockets that each lead to a special, extradimensional space. Each pocket is six inches wide at the mouth and can hold up to 20 pounds material, not exceeding a volume of 2 cubic feet. The pants always weigh 1 pound, regardless of its contents.

Placing an object in one of the pants' pockets follows the normal rules for interacting with objects. Retrieving an item from the pants requires an action as your hand rummages around in side for a few moments before finding the item it's looking for.

If the pants are overloaded, pierced, or torn, they rupture



Widow's Tea

Wildfire Ammunition

Vain Virtuoso's Violin

and tear, scattering their contents in a 300-foot radius around you. Casting the *mending* spell on the pants daily for 30 days restores the pants' connection to the extradimensional spaces. If one or more pockets are turned inside out, their contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing the pants inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Vain Virtuoso's Violin

Wondrous item, uncommon (requires attunement by a bard)

This finely-crafted instrument is inlaid with intricate pearl designs. When you give another creature a Bardic Inspiration die using this violin, you gain one yourself, which is a d4.

Curse. This violin is cursed, and becoming attuned to it extends the curse to you. When a creature that you can see (including yourself) fails an ability check, attack roll, or saving throw after adding the bonus from your Bardic Inspiration to the total of the roll, you take psychic damage equal to the number rolled on the Bardic Inspiration die as you lose faith in your own abilities. This damage ignores resistance and immunity.

Widow's Tea

Wondrous item, rare

This dark ceramic tea set comes with a teapot and two matching teacups. The malignant spirit of a hag lives within the teapot and corrupts the first cup of tea that it pours into one of the matching teacups. The first creature that drinks this cup of tea must make a DC 15 Constitution saving throw as the hag's spirit assaults it from the inside. On a failed save, a creature takes 4d6 poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. At the end of each of its turns, a paralyzed creature can make another DC 15 Constitution saving throw. On a success, it is no longer paralyzed.

Once this property has been used, it can't be used again until 1d4 + 3 days have passed.

Wildfire Ammunition

Weapon (an arrow or bolt), rare

This ammunition smolders while you hold it, sparking softly with simmering embers. When you use this arrow or bolt to make a ranged weapon attack, it vanishes in a scattering of sparks immediately after it's fired: disappearing into a special extradimensional space without hitting a target. The ammunition's flames burn hotter the longer it remains in this space and can stay there for up to 3 rounds.

You can use a bonus action on your turn to speak the ammunition's command word and choose a point you can see within 120 feet of where you fired it from. When you do, the arrow or bolt reappears directly above the point and explodes, creating a 20-foot-radius, 40-foot-high cylinder of searing flames centered on that point. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 4d8 fire damage, plus an extra 2d8 fire damage for every round the ammunition remained in its pocket dimension, on a failed save, or half as much damage on a successful one.

If the ammunition remains in its extradimensional space for the full duration without its command word being spoken, it reappears and explodes above a random point within 120 feet of where it was fired.

An arrow or bolt is destroyed when it explodes in this way.

The INVENTORY

April continued the deluge of work and responsibility that started in March. At the end of the month, I announced that I would be changing my schedule slightly to free myself up to more reasonable work-life balance. Thank you for your support of the changes!

I also turned 30! A pretty wild time to be celebrating a big birthday, to be sure.

Favorite items from this month included the *Fused Chimeric Hide*, *Helm of the Platinum Dragon*, *Mantle of Security*, *Realmswarden Greataxe*, and *Ring of Healer's Heroism*.

APRIL, 2020

Bag of Bellstones
Bramble Buckler
Bullette Torpedo
Clockwork Colony Toolbox
Clockwork Earwug
Clockwork Mend-a-Pillar
Dragon Turtle Barding
Focus Breaker
Freerunnner's Armor
Fused Chimeric Hide
Griffon Coinpouch
Helm of the Chromatic Dragon
Helm of the Platinum Dragon
Mantle of Security
Orb of Rememberance
Overseer's Spade
Periscope Rod
Realmswarden Greataxe
Ring of Healer's Heroism
Seraphim's Stiletto
Shimmering Spectacles
Snow Rider's Sleigh

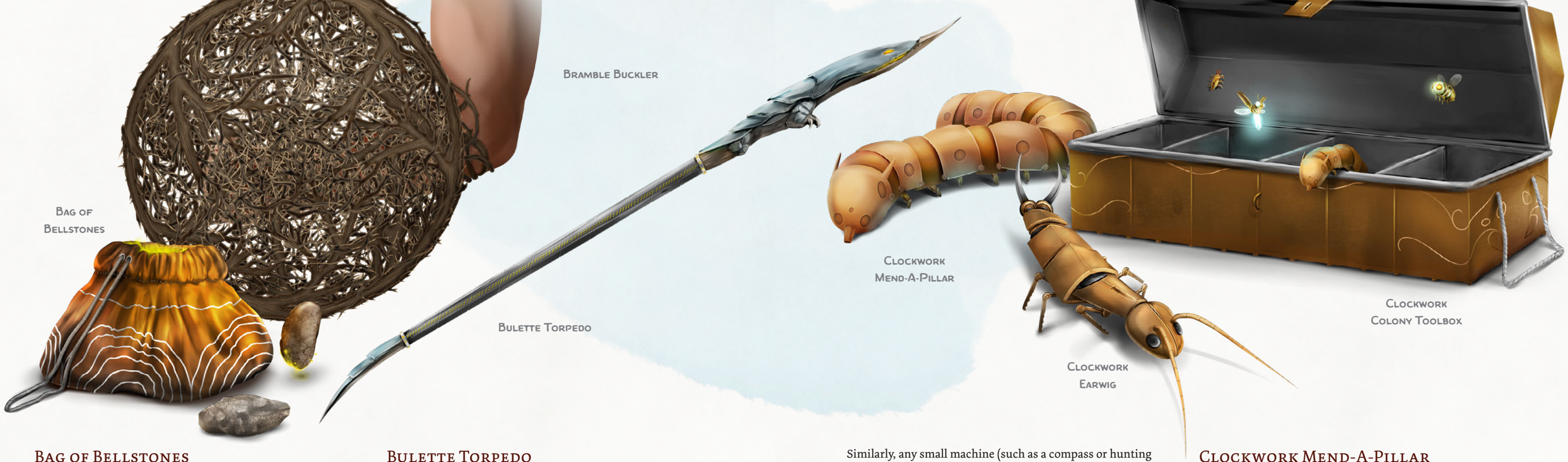


Mantle of Security



Realmswarden Greataxe

Helm of the Platinum Dragon



Bag of Bellstones

Wondrous item, common

This cloth bag shines like brass and can hold up to 20 small stones. When found, the bag has 1d12 + 8 stones inside. A stone that's been in the bag for at least 1 minute becomes magical until the end of your turn when you remove it, if it isn't already. While a stone is magical in this way, it emits a clear, bell-like ringing that's audible out to a range of 60 feet whenever it hits a target or touches an object or surface.

Bramble Buckler

Armor (shield), uncommon (requires attunement by a druid or ranger)

This twisting mass of tightly knotted thorns forms a functional buckler. Its thorny limbs move ever so slightly to defend against incoming attacks that might otherwise pierce it. When you don the shield, the vines grow harmlessly around the arm and hand that's holding it, preventing it from being unwillingly dropped or disarmed.

As an action, you can speak the shield's command word and touch it to the ground at a point at your feet. When you do, you doff the shield as the vines release from your arm and rapidly grow across the ground, creating a visible line of thorns and brambles 20 feet long and 15 feet wide. The thorns recreate the effects of the *spike growth* spell within that area, without requiring concentration, and last for the spell's duration. When it ends, the thorns coalesce back into the twisted shield. You can speak the shield's command word again as an action while you're within 5 feet of the thorny area to end the effect early, causing the vines to regrow onto your arm as you don the shield again. Once this property of the shield has been used, it can't be used again until the next dawn.

Bulette Torpedo

Weapon (javelin), very rare (requires attunement)

This javelin is protected by a tough carapace wrought from a slain bulette and can burrow through dirt and unworked stone in order to reach its mark. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you make a ranged attack with this javelin, you can throw it into the ground instead. When you do, you can target either a creature you can see or space on the ground within the weapon's range. The space can be a place you can see or one you can describe by stating the distance and direction the javelin would travel through the ground to reach it, such as "100 feet northwest" or "30 feet straight downward." The javelin effortlessly burrows through the ground (if able) to reach the target of the attack, stabbing through the ground at its destination. After the attack, it burrows back to your location, jumping out of the ground and back into your hand. When you roll a 20 on an attack roll made in this way, the target of the attack takes an extra 1d6 bludgeoning plus 1d6 slashing damage as the weapon viciously erupts from the ground, and if the target is a Large or smaller creature, it must also succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone. Attacking a prone creature with this weapon doesn't impose disadvantage on your ranged attack rolls.

Clockwork Colony Toolbox

Wondrous item, rare

This trim bronze toolbox rattles softly with the sound of bolts, screws, and other tools inside. The box weighs 3 pounds and is 3 feet long, 1 foot wide, and 1 foot deep. Inside the toolbox are four empty, resizable bins with nothing inside. Any metal object left inside the closed toolbox for 1 hour becomes meticulously clean and polished.

Similarly, any small machine (such as a compass or hunting trap) left inside the closed toolbox for 1 hour is magically repaired. Any magical item with "clockwork" in its name regains all its hit points when left in the toolbox in this way. If the magical item has charges or additional magical properties, it regains 1d4 expended charges and the ability to use those properties again. Once an item or object has been restored in this way, it can't be restored by the toolbox again for 24 hours.

Clockwork Earwig

Wondrous item, uncommon

This 1-inch-long copper mechanism magically coils around and clasps to the side of your ear, fitting as a functional ear cuff. It can be worn or removed using an action. When worn in this way, the mechanism can magically process any sound you hear, granting you the following benefits:

- You have advantage on Wisdom (Perception) checks you make that rely on sound.
- You can tap the earwig twice to record up to 1 minute of sound, tapping it twice again to stop recording early. You can tap the earwig once to replay the recording in your ear, tapping it a second time to stop it early. Pressing and holding your finger to the earwig while it's replaying the recording will pause the recording until you release your finger from it. Creating a new recording in this way erases any previous one stored.
- You can speak the earwig's command word as an action to cast the *comprehend languages* spell from it. The spell ends early if you remove the earwig. This property of the earwig can't be used again until the next dawn.

Clockwork Mend-A-Pillar

Wondrous item, uncommon

This segmented mechanical caterpillar is 5 inches long, weighs 1 pound, and is made of copper. It has several tiny copper legs that give it a 5-foot walking speed. Within it are multiple containers filled with silk filaments, spools of thread, dyes, and an incredibly strong adhesive. Each of these materials is expelled through a tube in its mouth, and it is equipped with a transmutation lens in its head that allows it to change the adhesive to various kinds of wood, metal, stone, or crystal.

As an action, you can speak the caterpillar's command phrase to cause it to repair a broken or torn object or area that it's set upon. As long as the break or tear is no larger than 1 foot across in more than 1 dimension, the caterpillar can create the material to repair it. The caterpillar then begins crawling over and repairing the object or area, taking 10 minutes for every cubic foot it repairs (minimum of 1 minute). The caterpillar can physically repair a magic item or construct, but can't restore magic to such an object. After the caterpillar finishes repairing an object or area, it stops moving and makes a soft chirping sound audible out to 30 feet. Once the caterpillar repairs 10 cubic feet of material, it can't be used again until 24 hours have passed.

The caterpillar is considered a magical object and is not a creature. It has AC 10, 15 hit points, and has resistance to all damage types. If the *mending* spell is cast on the caterpillar while it has at least 1 hit point, it regains 2d6 hit points. If the caterpillar drops to 0 hit points, it can't be used again for 24 hours, at which point it regains all its hit points.

Dragon Turtle Barding

Armor (any heavy barding), very rare

This heavy armor is made using salvaged pieces of a dragon turtle's shell and can fit on a variety of common mounts. Once worn, the armor expands over the course of 1 hour to cover the creature with a defensive shell and enhance its natural abilities, granting it the following benefits:

- The creature gains a +1 bonus AC.
- The creature can breathe air and water.
- The creature gains a swimming speed equal to its walking or flying speed, whichever is higher.

Focus Breaker

Weapon (maul), rare (requires attunement)

Forged during the Upheaval, these brutish weapons were given to members of the guard to quell any arcanist uprising. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature concentrating on a spell with this weapon, runes start to glow on the weapon's head, and that creature makes the resulting Constitution saving throw to maintain its concentration with disadvantage.

As an action, you can speak the weapon's command word and hold it aloft, causing the metal book adorning the head of the maul to wildly turn its pages and shatter. When it does, any spell or magical effect within 60 feet of you is dispelled, as if affected by the *dispel magic* spell (5th-level version). A spell or magical effect cast using a 6th-level spell slot or higher is unaffected in this way. Once this property is used, the book disappears from the head of the weapon, and the maul becomes a magical weapon with no additional properties.

Freerunner's Armor

Armor (any light armor), common

While wearing this armor, you feel light on your feet and agile. When you make a long jump onto or alongside a wall or similar surface that isn't slippery for the first time on your turn, you can move along that wall for the length of the jump during the move. While on that surface, you can make a second jump, provided you have the movement to do so.

Fused Chimeric Hide

Armor (hide), rare (requires attunement by a barbarian or druid)

This armor is made from the three unique hides of a fearsome chimera, creating an armor that's both imposing and practical. You have a +1 bonus to AC while wearing this armor.

In addition, when you enter a rage or use your Wild Shape to transform into a beast, you can take on one of the following aspects:

Aspect of the Dragon. Your skin hardens into plate-like scales, granting you 20 temporary hit points and resistance to fire damage.

Aspect of the Goat. You grow a pair of ram's horns. If you already have horns, this aspect causes them to grow larger and more powerful. When you move at least 20 feet straight toward a target no more than one size larger than you and immediately make a melee weapon attack against it, it must succeed on a DC 15 Strength saving throw or fall prone.



Aspect of the Lion. You grow a shimmering mane that wreathes your head and neck, and your teeth become fangs. You have advantage on melee attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Each aspect lasts for 1 minute. At the end of the duration, you revert to your normal form or beast shape. Once you take on the aspect of a creature in this way, you can't take on that aspect again until the next dawn.

Griffon Coinpouch

Wondrous item, common

This stylized purse is sewn and stitched in the style of the griffon's saddlebag, a classic treasure and character from children's stories and legends. The purse is 6 inches across and holds up to 1,000 coins. Coins taken from the purse are miraculously clean and shiny, as if freshly minted. The bag always weighs 1 pound, regardless of the number of coins within it.

At the GM's discretion, a small slip of parchment can be found folded among the coins inside. The parchment can have anything on it, although it usually carries enigmatic warnings or peculiar words of guidance. You can write your own notes or roll a d8 and consult the table below to determine what the parchment says:

d8	Message
1	Falling rocks play to the rhythm of catastrophe.
2	Whether or not you succeed, you can certainly try.
3	Draughts are meant to be drunk.
4	Strength in numbers.
5	Acid, fire, and diamonds can solve most problems.
6	Not all strangers are trustworthy.
7	Asking for directions is not a sign of weakness.
8	Keep on adventuring.

Helm of The Chromatic Dragon

Wondrous Item, very rare (requires attunement by a dragonborn of evil alignment)

This iridescent helmet has been blessed by a powerful, evil dragon. While wearing this helmet, your breath weapon deals an extra 1d6 damage of its type, and you can choose whether it deals acid, cold, fire, lightning or poison damage. In addition, while wearing this helmet, you can choose if your breath weapon affects a 15-foot cone or 5-by-30-foot line, and if creatures affected by it must make a Dexterity or Constitution saving throw.

In addition, when you use your breath weapon, roll a d6. On a 5 or 6, you gain an additional use of your breath weapon before you need to finish a short or long rest.

Helm of the Platinum Dragon

Wondrous item, very rare (requires attunement by a dragonborn of good alignment)

This magical platinum helmet has been blessed by a powerful, holy dragon. While wearing this helmet, you gain a +1 bonus to AC and saving throws, and when you use your breath weapon, you can choose to exhale a holy blue plume of healing energy instead. When you do, this breath weapon deals radiant damage, evil-aligned hostile creatures within the area have disadvantage on the saving throw, and any friendly creatures in the area regain a number of hit points equal to your breath weapon's damage dice instead. This property of the helm can't be used again until the next dawn.

Mantle of Security

Wondrous item, rare (requires attunement)

This soft cloak was once a child's beloved blanket and has been miraculously enchanted by their hopes and dreams. While worn as a cloak, you can't be frightened, and magic can't put you to sleep. When unclasped, it can still be used as a warm blanket. When used as a blanket while sleeping or over the course of a short or long rest, you can't be unwillingly targeted by the *dream* spell, you gain a +3 bonus to your passive Wisdom (Perception) score, and you can't be surprised as a result of being unconscious. Regardless of how the cloak is used, you can tolerate temperatures as low as –50 degrees Fahrenheit without any additional protection.

Orb of Remembrance

Wondrous item, common

This glassy orb is 3 inches in diameter, weighs 1/2 pound, and is wrapped in a golden wire cage. Strange, wispy smoke drifts around inside the orb, creating cloud-like shapes that are almost recognizable as real-life objects.

While holding the orb, you can use an action to speak its command word, priming the orb and causing the smoke inside to restlessly billow and swirl. While holding the primed orb, you can gently squeeze it (no action required) to cause it to record that moment in time around you. When you do, the glassy sphere becomes perfectly clear over the course of 1 minute and reveals an exact duplicate of the area around you in up to a 30-foot radius as a miniature, illusory diorama inside it. While holding the orb, the scene inside soundlessly replays the next 6 seconds following the diorama's capture.

An orb remains primed for 1 minute or until used to capture a diorama. Touching a primed *orb of remembrance* to one that already has a diorama creates a duplicate of the diorama in the primed orb. Speaking the command word again while shaking the orb causes the diorama inside to disappear into smoke, allowing it to be primed once more.

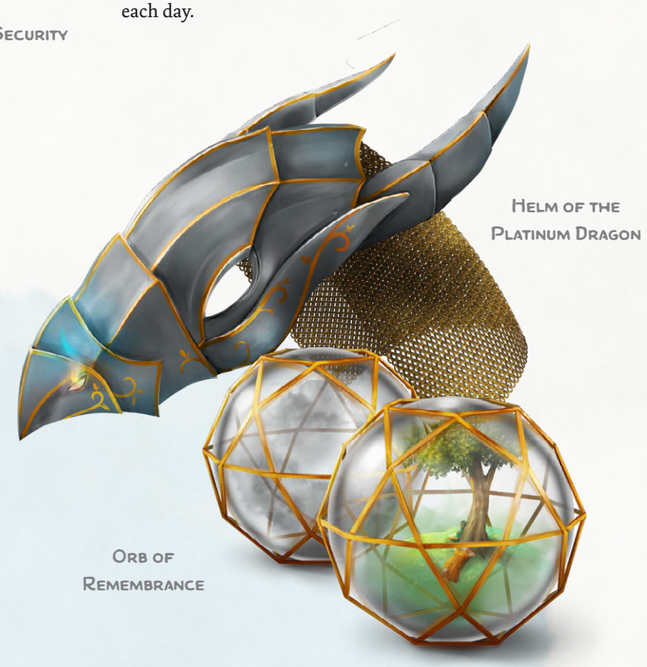
Overseer's Spade

Wondrous item, uncommon

This golden shovel is miraculously resistant to impacts and scrapes. As an action, you can touch the tip of the shovel to a patch of loose earth within 5 feet of you and speak its command word. When you do, you can magically excavate up to a total of eight contiguous 5-foot cubes of loose, nonmagical earth, starting from where you touched the shovel. It takes 1 minute for these changes to complete. Any dirt or stone removed in this way is destroyed, leaving behind any loose metals or gemstones within the excavated area. The shovel can only remove up to eight 5-foot cubes of earth in this way each day.



Mantle of Security



Helm of the Platinum Dragon

Orb of Remembrance

Periscope Rod

Rod, common

This silver rod is 1 foot long and is polished to a mirror finish. Its two ends are bent in different directions and are emblazoned with the symbol of an eye. While holding the rod, you can speak its command word as either an action or as part of making a Wisdom (Perception) check, placing your eye against one of the rod's ends. When you do, you can magically see through the rod and outside the far end as if the rod were a spyglass. While looking through the rod in this way, you can use a bonus action to mentally control the angle of the rod's ends, as well as its length. The rod can grow up to 5 feet long in this way, and returns to its normal size when your remove your eye from it.

Realmswarden Greataxe

Weapon (greataxe), legendary (requires attunement)

This ancient stone axe hilt is intricately carved. At its center is a gap that houses a single, perfect diamond that's magically suspended in place and glows with an uncanny energy. While grasping the hilt, you can use a bonus action to cause a wide blade of pure prismatic light to radiate from the axe's head, or make the blade disappear. The axe's blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of slashing damage. When you hit an aberration or undead with it, that target takes an extra 1d12 radiant damage.

While the blade persists, you can use a bonus action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

The light that comes from the diamond at the axe's center and forms the blade can be wrought to create powerful, destructive glyphs. Over the course of 1 minute, you can trace a glyph onto the surface of the axe, starting with the gem at its center, to recreate the effects of the *symbol* spell (save DC 17) with the following changes:

- The glyph you create as part of the spell exists on the axe and moves with it.
- The glyph can only be triggered when you hit a creature with the axe.
- The spell only affects the target that triggered the glyph.
- Aberrations and undead have disadvantage on the saving throw to resist the spell's effects.

Once this property of the axe has been used, it can't be used again until 12 hours have passed. You can only have one glyph on the axe in this way at a time.



Realmswarden's Greataxe



Overseer's Spade

Periscope Rod

Ring of Healer's Heroism

Ring, uncommon (requires attunement by a spellcaster)

When you use an action to restore hit points to a creature other than yourself while wearing this winged ring, you become infused with heroism. You gain temporary hit points equal to your spellcasting modifier, and until the end of your next turn, you are immune to being frightened.

Seraphim's Stiletto

Weapon (dagger), rare (requires attunement by a creature of good alignment)

This magic dagger is made from elven gold and a fine sliver of unicorn horn. The dagger has a pool of 20 hit points that replenishes daily at dawn. As an action, you can touch this dagger to a creature you can see within 5 feet of you and speak its command word. When you do, you can restore a number of hit points to that creature from the pool, up to the maximum amount remaining in the pool.

When you hit an undead creature with a melee attack using this dagger, you can expend a number of hit points from the pool, up to the maximum amount remaining, as part of the attack. When you do, you deal extra radiant damage to that creature equal to twice the number of hit points you expend in this way.

Shimmering Spectacles

Wondrous item, common

While wearing these glasses, you can use a bonus action to cause them to briefly shine. When you do, the glasses cast bright light in a 5-foot radius and obscure your eyes until the end of your turn.

Snow Rider's Sleigh

Wondrous item, common

This magical sled moves effortlessly over land as if it were covered in fresh snow and sends small flurries of illusory snowflakes behind it as it travels.

Ring of Healer's Heroism



Seraphim's Stiletto



Shimmering Spectacles



Snow Rider's Sleigh

The INVENTORY

May continued the trend of working on items as well as the book and its companion products. Juggling projects like this is time consuming, but everyone's enthusiasm for them makes it very worthwhile. If you ordered a copy of the book: thank you so much!

It was difficult for me and everyone else, too, given the state of the world. Continued COVID-19 precautions, isolation, and now the protests sweeping the United States, where I live, made for a deeply troubling month. Where are we going? Are we going to make it there in one piece?

It's times like these that I am especially grateful for you for making this life possible for me. There are so many challenges in the world right now that your support of a creator like me feels so heartfelt to me. I also understand the need for escapism like TTRPGs more, too. When we need a moment of respite from the real life troubles of our world, a make-believe one with friends becomes increasingly necessary.

The last thing I'll say about it is: be kind. Have compassion for your fellow human (or elf, dwarf, gnome, et cetera), stay safe, and wear whatever masks and protection you need—if not for yourself, for the well-being of others. We're all in this together. And, like D&D, we all write this world's story together. Let's make it a good one.

Personal favorite items from this month were the *battlechef field dresser*, *bloodmire rod of the witch doctor*, *coldfire anvil*, *direstone dwarven ken*, *h'rethi soul scepter*, and the *stonemason's companion*. I've started making more rods, too, since I think that they're pretty largely overlooked. I had fun with them this month, and look forward to making more of them.

MAY, 2020

Angler's Worldly Fisher
Battlechef Field Dagger
Bloodmire Rod of the Witch Doctor
Bloodthirster Scimitar
Bow of the Spelldrinker
Coldfire Anvil
Direstone Dwarven Key
Dramus' Dancing Shoes
Dress of Many Pockets
Failed Purity Spear
H'rethi Soul Scepter
Hydra Charm
Novanite Armor
Prototype Thunderberd
Quiver of Elemental Chaos
Red Queen's Burden
Skylit Greaves
Stonemason's Companion
Stylist's Circlet
Wand of Gilding
Wand of the Frostrose



Direstone Dwarven Key

H'rethi Soul Scepter

Stonemason's Companion



Angler's Worldly Fisher

Wondrous item, uncommon

This magic fishing rod can be used anywhere on the Material Plane to fish from the world's waters. While holding this fishing rod, you can use an action to speak its command word and cast it at a point you can see within 30 feet of you. When you do, the end of the line vanishes at the point and magically reappears somewhere else in the Material Plane in a random body of water. Despite not being able to see the end of the rod's line, you can still feel it being tugged at by the water's currents. Any fish you catch in this way reappear at the point where you cast the line. You have advantage on ability checks to catch fish while using this fishing rod.

Battlechef Field Dresser

Weapon (dagger), uncommon (requires attunement)

This sharp knife is enchanted with five fiery runes that magically heat its edge. Its sharp blade is intentionally designed to quickly prepare fresh cuts of meat from slain creatures. When you hit with an attack using this magic dagger, the target takes an extra 1d4 fire damage. In addition, when you reduce a living beast or monstrosity that you can see within 5 feet of you to 0 hit points using this weapon, you can quickly slice off a small, prime cut of its flesh (no action required), cooking it in the process. When you do, you gain 1 ration.

Bloodmire Rod of the Witch Doctor

Rod, rare (requires attunement by a cleric, druid, paladin, or warlock)

This gnarled wooden scepter from the Bloodmire is set with a strange, cracked opal at its head and can be used as a spellcasting focus. The rod has 6 charges and regains 1d4 + 2 expended charges daily at dusk.

While holding the rod, you can expend 1 of its charges as an action to create a magical tether of light between the rod and another creature you can see within 30 feet of you. The tether's color and effects depend on what kind of tether you create. You can only have one of each tether at a time.

Empowering Tether. This tether is a brilliant white. A creature affected by this tether regains 2d10 hit points when it's first affected by it, and while it's connected to the tether, it deals an extra 1d10 damage of the weapon's type to the first target it hits with a melee weapon attack on each of its turns. In addition, on each of your following turns while you maintain the tether, you can expend 1 of the rod's charges as a bonus action to send a surge of healing magic through the tether and cause the target to regain 2d10 hit points.

Withering Tether. This tether is a sickly red. A creature affected by this tether must make a Constitution saving throw when it's first affected by it, using your spell save DC. On a failed save, a creature takes 2d10 necrotic damage, and on each of your following turns while you maintain the tether, you can use a bonus action to deal 1d10 necrotic damage to the target automatically. On a successful save, a creature takes half as much necrotic damage, and the tether immediately ends.

The tether and its effect ends after 1 minute. It ends early if you sever the tether (no action required), are no longer holding the rod, the target ends its turn more than 30 feet away from you, the target has total cover from you, or if you or the target fall unconscious.

Bloodthirster Scimitar

Weapon (scimitar), very rare (requires attunement)

This carefully carved bone scimitar belonged to a cult of vicious monks whose extraordinary bloodlust and strength have been all but entirely erased from history. While you hold this magic sword, you have resistance to necrotic damage.

When you take the Attack action while holding this sword, you can choose to forgo one of your attacks to sacrifice your own blood. When you do, you take 1d6 + 3 piercing damage from the sacrifice. This damage ignores resistance and immunity. This self-inflicted harm empowers the sword, granting you a cumulative +1 bonus to attack and damage rolls made with this magic weapon that lasts for 1 minute, up to a maximum bonus of +3. While the sword is empowered in this way, it deals an extra 1d6 necrotic damage to any target it hits.

Bow of the Spelldrinker

Weapon (any bow), very rare (requires attunement)

This gilded bow creates hazy illusions of the cosmos when drawn. Attacks made with this magic bow deal an extra 1d4 force damage to any target hit by it.

When you see a creature casting a spell within 60 feet of you while holding this bow, you can use your reaction to draw from your own life force and attempt to counter it. When you do, you lose 30 hit points and fire a magical arrow of pure force from the bow toward the creature. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. In addition, the target must make a DC 16 saving throw, using its spellcasting modifier. On a failed save, the creature takes 30 force damage as the magic is ripped from them. On a successful save, the creature takes half as much force damage. Once this property has been used, it can't be used again until you finish a short or long rest.

Coldfire Anvil

Wondrous item, rare

This cold, iron anvil weighs 50 pounds and is 1 and a half feet long. It has three magic runes on its side from the Everglacier that magically enchant any item sharpened, forged, or otherwise smithed using this anvil. Over the course of a full workday, or half as long if you're proficient with smith's tools, you can use the anvil to turn a nonmagical metal weapon into a coldfire one. A coldfire weapon is magical and deals an extra 1d6 cold damage to any target it hits, but is made fragile like ice. When you make an attack roll using a coldfire weapon and roll a 1, roll a d20. On a 9 or lower, the weapon shatters and destroys the weapon, releasing a biting burst of cold that deals 2d6 cold damage to all creatures within 10 feet of the weapon. After 7 days, a coldfire weapon loses the enchantment and becomes nonmagical again.

Once the anvil has been used to enchant a weapon in this way, it can't do so again for 1d6 + 1 days.

Direstone Dwarven Key

Weapon (handaxe), uncommon (requires attunement by a dwarf)

This dwarven handaxe is specially issued to guards of the Direstone mines, treasury, and prisons. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If it hits a stone object, the hit is automatically a critical hit.

In addition, you can use an action to speak the handaxe's command word and strike a fixed stone surface with it, such as a wall or ceiling. If the surface is no more than 2 feet thick, it magically pulls apart to form a temporary doorway. The doorway is no more than 5 feet across in any dimension and closes at the end of your next turn, leaving no trace of it behind. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the doorway created by the handaxe are ejected to an unoccupied space on a random side of the stone surface and take 1d6 bludgeoning damage. Once this property has been used, it can't be used again until 12 hours have passed.

Dramus' Dancing Shoes

Wondrous item, uncommon (requires attunement by bard)

These comfortable wine dark slippers give confidence in your dancing abilities. Even if you aren't attuned to the shoes, you have advantage on ability checks made to dance while wearing them. If you are attuned to the shoes while wearing them, you can cause musical notes to play from them whenever you take a step, as if they were instruments, allowing you to use your feet as a spellcasting focus for your bard spells. Ability checks made to dance in this way are made separately from ones made to play music

Dress of Many Pockets

Wondrous item, common

This dress has six pockets that can be magically shown or hidden. While wearing the dress, you can use a bonus action to cause any number of its pockets to appear or vanish from it. The pockets can be located anywhere on the dress, and needn't be in the same place each time they appear. Each pocket is large enough for a small parcel, measuring no more than 4 inches in any dimension and weighing no more than 2 pounds. While a pocket is hidden, its contents are magically moved to the inside of the dress and evenly distributed throughout it so as to not affect its delicate appearance.

Failed Purity Spear

Weapon (spear), rare (requires attunement)

The grayed unicorn horn that rests at the top of this sickly spear is fractured and slowly leaks a silver, corrupting fluid. A *failed purity spear* is the rare version of a *purity spear*, a legendary weapon, that was made by a creature other than an elder fey. Its magic is a sad reminder that while unicorns are paragons of good, even their magic can become toxic when mistreated.

Corruption. This magic spear has 10 charges and regains 1d6 + 4 expended charges daily at dusk. You can expend 1 charge when you hit a creature with the spear to cause it to inject the target with its corrupting fluid. When you do, the target must succeed on a DC 15 Constitution saving throw or gain 1 point of corruption, which last for 1 minute. A creature takes 1d4 poison damage at the start of each of its turns for each point of corruption it has, up to a maximum of 3d4 poison damage. This poison damage ignores resistance and immunity. A creature with at least 1 point of corruption can make another Constitution saving throw at the end of each of its turns. On a success, it removes 1 point of corruption. A creature is poisoned while it has 3 or more points of corruption.

If you expend the spear's last charge, roll a d20. On a 1, the tip of the spear shatters, and the spear becomes a nonmagical quarterstaff.

Charge. If you move at least 20 feet straight toward a target and hit it with the spear on the same turn, the target takes an extra 1d6 piercing damage.

Curse. This spear is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the spear, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. While you're cursed, you have disadvantage on any saving throw against poison. However, while you are poisoned, you gain a +2 bonus to attack and damage rolls made with this magic weapon.



H'rethi Soul Scepter

Rod, legendary (requires attunement by a spellcaster)

This golden scepter has an empty basin at its end that's always hot to the touch, as if it had had been left out in the sun. While attuned to the rod, you can walk normally on difficult terrain caused by sand and can withstand temperatures as hot as 200 degrees Fahrenheit.

The rod has 20 charges for the following properties. It regains 2d6 + 8 expended charges daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod disappears in a burst of sand.

Sandblast. While holding the rod, you can use an action to expend 1 charge and send out a cascade of pressurized sand at a target you can see within 60 feet of you. Make a ranged attack roll using the scepter with an attack bonus of +10. On a hit, the sand deals 4d6 bludgeoning damage and disappears after the attack.

Sand Summon. While holding the rod, you can use an action to expend 3 charges to cause the ground in a 30-foot radius centered on a point you can see within 60 feet of you to turn to shifting sands for up to 1 minute. You can end the effect early as a bonus action. The area becomes sandy, difficult terrain for the duration.

Sandstorm. While holding the rod, you can use an action to expend 5 charges to cause a flurry of sand to whip up and swirl around you. The sand creates a blistering maelstrom that follows you in a 15-foot radius, 30-foot-high cylinder and makes the area heavily obscured for creatures other than you. It remains so long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour. Arrows, bolts, and other ordinary projectiles fly upward and automatically miss when they enter the area. Any creature that moves into the sandstorm for the first time on their turn or starts their turn there must make a DC 17 Constitution saving throw. A creature takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You are immune to this bludgeoning damage. The sand disappears once the storm subsides.

If you are standing on sandy ground while concentrating on a sandstorm, you can use a bonus action to teleport to another unoccupied space you can see within 60 feet of you that is also on sandy ground.

Soul of the H'rethi. While holding the rod, you can use an action to expend 3 charges to summon a sand elemental in an unoccupied space on the ground that you can see within 30 feet of you that's covered in sand. Use the statistics for an earth elemental for this elemental, with the following changes:

- The sand elemental can only move through areas of sandy terrain.
- The sand elemental has advantage on any check it makes to grapple a creature.

The elemental remains so long as you concentrate (as if concentrating on a spell), up to a maximum of 1 hour, and



disappears early if it drops to 0 hit points. It is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

Hydra Charm

Wondrous item, very rare (requires attunement)

This golden talisman is made of five twisting hydra heads and hung from a simple gold chain. While wearing this talisman, you gain the following benefits:

- When you use your reaction to make an opportunity attack, you can make a second attack against that same target as part of that reaction.
- You can make an opportunity attack, even if you've already used your reaction.
- When you are forced to make a saving throw against being blinded, charmed, deafened, frightened, stunned, or incapacitated, you can use your reaction to make the saving throw with advantage.
- When you take more than 25 damage from a single attack or effect, you can use your reaction to regain 10 hit points. If this damage would reduce you to 0 hit points but not kill you outright, you remain at 1 hit point instead and do not regain 10 hit points.
- When your head would be cut off by an effect, such as by a *vorpal sword*, you can use your reaction to negate the effect.

Once a benefit of the talisman has been used, that benefit can't be used again until you finish a long rest.

Novanite Armor

Armor (any metal armor), very rare (requires attunement)

Novanite is a strong metal smelt from ore mined in the Astral Plane. Armor made from this metal absorbs more light than normal and gives off a strange, otherworldly aura. Glimmering cosmos can be seen in the armor's reflections at night. You have a +1 bonus to AC while wearing this armor.

Astral Leap. While wearing this armor, you can speak its command word as an action to choose a space you can see within 30 feet of you. When you do, you vanish into a planar tear and reappear at the chosen spot at the start of your next turn, remaining in the Astral Plane until you do. If you would arrive in a place already occupied by an object or a creature, you take 3d6 force damage and appear in the nearest unoccupied space. This property of the armor can't be used again until 12 hours have passed.

Disappearing and reappearing in this way creates vacuums and waves as space is pushed and pulled around you. Any creature other than you within 10 feet of the space you left or appear in must make a DC 15 Strength saving throw. On a failed save, a creature takes 3d6 force damage and is pulled up to 10 feet toward the space you left from, or pushed 10 feet away from the space you reappear in. On a successful save, a creature takes half as much force damage and is not pulled or pushed.

Prototype Thunderberd

Weapon (halberd), rare (requires attunement)

This halberd is a long-lost prototype from a now-dissolved military research facility. Electricity magically courses through the weapon along specially channeled grooves in its hollow haft. When you hit with an attack using this halberd, the target takes an extra 1d6 lightning damage

This halberd has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While the weapon has at least 1 charge, you can use an action to load a crossbow bolt into its haft toward the bottom of the weapon. Powerful magnetic forces inside the hollow weapon stabilize the bolt and charge it with electricity. When you take the Attack action while holding this loaded weapon, you can expend 1 or more of its charges to make a special ranged attack with it by leveling and firing the halberd as if it were a crossbow. When you do, you don't make an attack roll for the attack, and the bolt is magically launched forward from the weapon in a 1-foot-wide line that's 10 feet long, plus an extra 10 feet for each charge you expend. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage, plus 1d6 lightning damage for each charge you expend. On a successful save, a creature takes half as much piercing and lightning damage. After the attack, the bolt is destroyed.

If you expend the halberd's last charge, roll a d20. On a 1, the weapon becomes overcharged and splinters into an explosion of shrapnel, destroying the halberd. Roll a d10. Each creature within 10 feet of the weapon must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d6 piercing damage times the number rolled on the d10, or half as much damage on a successful one.

Quiver of Elemental Chaos

Wondrous item, legendary (requires attunement)

This quiver has a lid with 5 holes in it and has depictions of the Elemental Planes on its side. It has 4 buttons along its top that correspond to each of the four elements: Air, Earth, Fire, and Water.

Elemental Ammunition. The quiver can have up to 5 arrows or bolts on display at a time, which appear through the holes in its lid. You can press one of the quiver's buttons using a bonus action to cause it to create and display 1 elemental arrow or bolt. The type of arrow or bolt depends on the button you press. The quiver can produce up to 5 of each type of ammunition in this way each day.

Any arrow or bolt created by this quiver is magical and has the following properties based on its element. The ammunition is only magical for you, and any arrow or bolt removed from the quiver loses its magic at the end of the turn.

Air Ammunition. This ammunition is weightless and whistles softly as it moves. This piece of ammunition can be fired at its long range without disadvantage and deals an extra 1d6 thunder damage to any target it hits. In addition, any magical atmospheric effect that the arrow passes through cast at 3rd level or lower, such as a *fog cloud* or *stinking cloud*, is dispelled.

Earth Ammunition. This ammunition carries an uncanny force behind it and turns to stone at its end. When you hit with a ranged attack using this ammunition, the target takes an extra 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from you.

Fire Ammunition. This ammunition has tongues of fire licking up its side and spews embers at the slightest movement. When shot, it erupts into a plume of white-hot flame. This piece of ammunition deals an extra 1d6 fire damage to any target it hits. Hit or miss, the ammunition explodes. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage.

Water Ammunition. This ammunition has a silky texture and glitters with watery reflections. A ranged attack made with this ammunition ignores the normal penalties of underwater fighting and deals an extra 2d6 piercing damage to any target it hits, or 3d6 piercing damage if the target is made of fire. In addition, any nonmagical flames within 10 feet of this ammunition's point of impact are extinguished when it hits.

Paraelemental Ammuntion. You can press two compatible elemental buttons at the same time as a bonus action to create a paraelemental arrow or bolt: a hybrid piece of ammunition. Water and Air create Ice, Fire and Earth create Magma, Earth and Water create Ooze, and Air and Fire create Smoke. This ammunition appears from a special compartment in the quiver's lid. The quiver can create 1 of each type of paraelemental ammunition each day. A non-compatible combination, such as Fire and Water or Air and Earth, has no effect.

Ice Ammunition. This special piece of frosted ammunition is cold to the touch and casts off snowflakes when it moves. When you hit with a ranged attack using this ammunition, the target takes an extra 3d6 cold damage and must make a DC 15 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. On a success, the target's speed is halved until the end of its next turn. A creature with resistance or immunity to cold damage automatically succeeds on the saving throw. A paralyzed target can make another Constitution saving throw at the end of each of its turns. On a success, the effect ends. The effect ends early if the paralyzed target takes fire damage.

Magma Ammunition. This special piece of glimmering ammunition is warm to the touch and flakes off in sooty pieces. When you hit with a ranged attack using this ammunition, the target takes an extra 3d6 fire damage. Hit or miss, the area in a 20-foot sphere centered on the point of impact becomes unbearably hot until the end of the turn. Each creature within the area must succeed on a DC 15 Constitution saving throw or gain 1 level of Exhaustion from the sudden flash of heat. A creature with resistance or immunity to fire damage automatically succeeds on the saving throw.

Ooze Ammunition. This special piece of sticky ammunition gives off a faint, alchemical odor. This ammunition creates a unique *grease* spell (save DC 15) at the point of impact. This version of the spell covers a 20-foot square area, and any creature that starts its turn prone in the area takes 1d6 acid damage.

Smoke Ammunition. This special piece of black ammunition feels smooth like coal to the touch and releases a faint wisp of smoke that quickly dissipates. This ammunition creates the effects of a unique *fog cloud* spell (2nd-level version) at the point of impact. This version of the spell is pitch black and heavily obscures the area.

Red Queen's Burden

Weapon (glaive), legendary (requires attunement)

This brass, battle-scarred glaive was famously wielded by a tyrannical queen. You must have a Strength score of 17 or higher to wield this weapon. The queen's intensity still burns inside this weapon, making its handle always warm to the touch. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 fire damage to any target it hits.

The glaive has 7 charges and regains 1d4 + 1 expended charges daily at dawn. While holding it, a magical, illusory crown appears on your head. The crown is brass and has a number of horns equal to the number of charges the weapon has remaining. When you expend 1 or more charges from the glaive, the horns adorning the illusory crown burn away in a shower of embers.

While holding the glaive, you can expend 1 or more of its charges to impose your will on the creatures around you, using the following commands:

"Execute." Immediately after you use the Attack action to attack with the glaive, you can expend 1 charge to command a willing creature to use its reaction to make one weapon attack. The creature must be able to see and hear you. If the attack hits, it deals an extra 2d6 fire damage.

"Survive." As a bonus action, you can expend 1 or more charges to grant a creature other than you temporary hit points equal to 5 times the number of charges you expend, plus your Strength modifier. The creature must be able to see and hear you.

"Cower." When you hit a target with the glaive, you can expend 2 charges to exude an imposing aura of dominance. All hostile creatures within 15 feet of you must succeed on a DC 17 Wisdom saving throw or be frightened of you until the end of your next turn. The target of the attack has disadvantage on the saving throw.

Alternatively, while holding the glaive, you can expend 2 of its charges at the start of your turn (no action required) to become an unyielding pillar of defense. When you do, your movement speed becomes 0 and you gain the following benefits until the start of your next turn:

- You gain a +2 bonus to AC.
- You can use your reaction up to three times, instead of once, before the start of your next turn. You can use no more than one reaction per turn.
- When a creature within 10 feet of you makes an attack against you or another target, you can use your reaction to make a melee attack with the glaive against the attacking creature.
- When you hit a creature with an attack using the glaive, that creature must make a DC 15 Wisdom saving throw. On a failed save, its speed becomes 0 until the start of its next turn.

Flaw. The *Red Queen's burden* makes its wielder angry and untrusting. While attuned to the weapon, you gain the following flaw: "I can only trust one person. Everyone else is either a subject, a threat, or both." You or your GM determine who you can trust. In addition, if you are attuned to the weapon for 24 consecutive hours, your hotheadedness leaves your mind open to weakness and distraction. You are vulnerable to psychic damage and have disadvantage on Intelligence (Investigation) checks. These effects can be be removed with a *greater restoration* spell, but not while you are attuned to the weapon.



Red Queen's Burden

Skylit Greaves

Skylit Greaves

Wondrous item, legendary (requires attunement)

These mithral greaves feel weightless, despite being made from metal. While wearing the boots, small jets of storming vapor pour from their sides when you move. While wearing the greaves, you are always under the effects of the *jump* spell, your movement speed increases by 5 feet, and you have resistance to lightning and thunder damage.

The greaves have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the greaves, you can stomp the ground or tap your heels together as an action and expend 1 of their charges to create one of the following effects, or 2 charges to create both at the same time.

- You summon a torrent of wind beneath your feet, propelling you upward. You gain a flying speed equal to your walking speed and can hover for 10 minutes.
- You summon a battering whirlwind around you. Any creature within 5 feet of you must make a DC 17 Strength saving throw. On a failed save, a creature takes 3d8 bludgeoning damage and is flung up to 20 feet away from you and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the creature takes half the bludgeoning damage and isn't flung away or knocked prone.

Stonemason's Companion

Wondrous item, uncommon

These tools were crafted by a lonely stonemason with a desire for a companion. You gain a +1 bonus to ability checks made using this set of mason's tools.

If you are proficient with mason's tools, you can use these tools to carve 10gp worth of fine stone into the shape of a Small or smaller creature over the course of a full workday, mimicking the effects of the *find familiar* spell with the following changes: the familiar is an elemental and, while it remains motionless, it is indistinguishable from a stone statue.

When the familiar falls to 0 hit points, the spell ends and it crumbles into a pile of nonmagical rubble. While a familiar created by the *stonemason's companion* exists, you can't use the tools to create another one.

Stylist's Circlet

Wondrous item, common

While wearing this leather circlet, you can use a bonus action to change your hair's length, color, and styling. When you remove the circlet, your hair returns to its natural appearance. Your hair can grow up to 5 feet long in this way, and any hair you cut off immediately vanishes.



Stonemason's Companion

Stylist's Circlet

Wand of Gilding

Wand, rare (requires attunement by a bard, sorcerer, or wizard)

This golden wand is a classic royal family heirloom and has a delicate lily at its end that flowers when held. While holding the wand, you can use the following properties:

Enhance Beauty. You can use an action to point the wand at a living target you can see within 30 feet of you and magically enhance its beauty for 1 hour. If the target is a creature, its eyelashes may become thicker, its skin more radiant, and its hair more luscious. If it's a plant, it may grow more vibrant, smell more fragrant, and look visibly healthier.

Gild. As an action, you can touch the wand to a target no larger than 1 foot in any dimension to cause it to appear to be made of gold for 1 hour. Its appearance and texture change to reflect the new appearance, but its weight remains the same. A successful DC 15 Intelligence (Investigation) check reveals that the effect is illusory. Once this property has been used, it can't be used again until the next dawn.

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dirt and is destroyed.

Spells. While holding this wand, you can use an action to expend 1 of its charges to cast one of the following spells from it (save DC 15): *alter self* (Change Appearance only), *charm person* (2nd-level version), *enthrall*, or *hypnotic pattern*.

Silver Tongue. While holding this wand, when you make a Charisma ability check or saving throw, you can use your reaction and expend 1 of its charges to make the roll with advantage.

Wand of the Frostrose

Wand, rare (requires attunement by a spellcaster)

This icy wand has a magical blue rose frozen at its center. The flower is a frostrose: a rare and delicate rose found only in the coldest parts of the Everglacier.

The wand has 7 charges. While holding it, you can use an action to expend up to 3 of its charges to create 1 or more Medium ice sculptures on the ground within 60 feet of you, creating 1 sculpture for each charge you expend. Each sculpture must appear in an unoccupied space on the ground you can see within range. Each sculpture is a delicate, thorned rose made of ice and is always a Medium object with 1 hit point and AC 12. A sculpture melts after 1 minute, or 8 hours if it's in the Everglacier. If a sculpture falls to 0 hit points, it erupts in a burst of icy shrapnel and is destroyed, causing all creatures within 20 feet of it to make a DC 15 Dexterity saving throw. An ice sculpture caught in this explosion erupts automatically, intensifying the blast. A creature takes 3d8 piercing damage and 3d6 cold damage on a failed save, plus an extra 1d8 piercing damage for each explosion it's affected by beyond the first. On a successful save, a creature takes half as much piercing damage and cold damage.

The sculptures softly groan and crackle from the pressure they contain within them. A creature can determine the explosive nature of the sculptures with a successful DC 15 Intelligence (Arcana) or Intelligence (Investigation) check. Spaces occupied by the icy sculptures are difficult terrain.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a puddle of water, and the frostrose at its center crumbles into ashes and is destroyed.



The INVENTORY

June was good. I was able to start sending products to manufacturers and distribute digital rewards to Kickstarter backers, but it was also a good month for items. Overall, it very satisfying and enjoyable! Not much else to say about it, truthfully! Just working as intended.

Personal favorites from this month include the *brawler's ring*, *davy jones' key*, *dusk dagger*, *ring of rituals*, and the *rod of storms*.

JUNE, 2020

Archanists Guantlets
Brawler's Ring
Camper's Respite
Davy Jones' Key
Dusk Dagger
Fortune's Flower
Gusting Blowgun
Heavy Golem Armor
Helm of the Ruby Dragon
Lamian Facestealer
Mimicloak
Phasing Bow
Phoenix Rocket Sword
Ring of Rituals
Rod of Storms
Rod of Water Absorption
Trampling Crossbow
Underworld Asphodel Regalia
Urnblade
Xibalban Blade
Violet King's Promise



Urnblade

Brawler's Ring

Fortune's Flower



Arcanist Gauntlets



Brawler's Ring



Camper's Respite

Davy Jones' King



Dusk Dagger

Arcanist Gauntlets

Wondrous item, rare (requires attunement by a spellcaster)

This pair of rich silk gloves are guarded by an enchanted mithral shell that sporadically releases arcane power. You can use the gauntlets as a spellcasting focus while wearing them, and when you cast a spell using a 1st through 5th-level spell slot, you can choose to roll a d6. If you roll a number on the d6 equal to or greater than the spell's slot level, the spell draws on the magic within the gauntlets, instead of your own, and is cast without expending a spell slot. The slot must be of a level you can normally cast. The gauntlets can provide up to 5 levels worth of spell slots in this way each day, and no two slots can be the same level.

If the number rolled on the d6 is less than the spell slot's level, you cast the spell as normal and expend the spell slot. If you don't have the spell slot to cast the spell, the spell fails and the slot is counted toward the gauntlets' daily provided spell slots.

For example, a 9th-level wizard can use the gauntlets to provide either one 5th-level spell slot or a 4th- and 1st-level spell slot over the course of a day, but not two 2nd- or 3rd-level spell slots.

Brawler's Ring

Ring, uncommon

This brass ring has several splits in its metal that are filled with seams of jade. While wearing this ring, your unarmed strike uses a d4 for damage.

Camper's Respite

Rod, uncommon

This rod weighs 3 pounds and has an iron brazier at its top and spike at its base. You can use a bonus action while holding the rod to speak its first command word and create a magical flame at its top. While lit, this rod functions as a burning torch. You can use a bonus action to speak its command word again to extinguish the flame.

You can use an action to place the rod's brazier upside down on the ground in an unoccupied space and speak its second command word. When you do, the spike at the rod's other end begins to glow from within, revealing its subtle design as a tent. Over the course of 1 minute, the rod expands and magically unfurls a canvas from its top, creating a 5-foot-square opaque tent in its space with an entrance large enough for a Medium or smaller creature to comfortably fit. You choose the style, color, and quality of the tent each time you use this property. Regardless of its appearance, the tent can't be anything but a tent.

Inside the tent is a square extradimensional dwelling, 15 feet on a side and 10 feet high, with the enlarged *camper's respite* supporting it at its center. The walls and ceiling are made of the same canvas as the tent, but the floor is made of smooth stone. The rod's enlarged brazier functions as a magical fireplace that can be lit or extinguished by speaking the rod's first command word. This fire gives off light and heat like a normal fire, but doesn't require oxygen or create smoke. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

The tent is immobile and remains for up to 12 hours, until you use an action to speak its second command word again to dismiss it, or until the tent collapses. Dealing 20 damage to the tent (AC 13) causes it to collapse. The tent is immune to poison and psychic damage. The tent reverts to a rod at the end of its duration, and anything inside the tent is forced into the nearest unoccupied space. When the tent becomes a rod again, this property of the rod can't be used again for 12 hours.

Davy Jones' Key

Weapon (trident), legendary (requires attunement)

This powerful trident is made of verdigris-covered bronze. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increase to +3 while you are underwater.

When you roll a 20 on an attack roll made with this weapon against a creature, that creature must succeed on a DC 15 Constitution saving throw or begin to suffocate. At the end of each of its turns, a creature suffocating in this way can make another Constitution saving throw. On a successful save or when it drops to 0 hit points, the creature can breathe again. A suffocating creature can't speak. A creature is immune to this effect if it doesn't need to breathe or has legendary actions.

Release the Kraken. You can use an action to speak the trident's command word to open a 15-foot-radius eldritch gate centered on a point you can see on the ground within 60 feet of you, turning the ground in the area into difficult terrain. If you are underwater, the point does not need to be on the ground. The gate is one-way. When the gate opens, up to 3 massive kraken tentacles appear through the gate, forcing any Large or smaller creature in the tentacle's space into the nearest unoccupied space. Each tentacle is treated as a Large monstrosity with 60 hit points, AC 18, a reach of 30 feet, immunity to all conditions, and a +7 bonus to all ability checks and saving throws. A tentacle can move anywhere within the gate's area on your turn (no action required) without provoking opportunity attacks. You can use your reaction to make an attack of opportunity with the tentacle. A tentacle remains until it falls to 0 hit points or the gate closes.

When the tentacles appear, they immediately make up to 3 melee attacks, one with each tentacle, against targets you can see within the tentacles' reach with an attack bonus of +10. On a hit, a target takes 3d6 bludgeoning damage, and if the target is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained. Each tentacle can grapple one target. A creature that ends its turn and is restrained by a tentacle takes 1d6 bludgeoning damage.

While at least one tentacle remains, you can use an action to repeat these attacks, making one with each tentacle. If an object is held or a creature is grappled by a tentacle, you can throw it up to 60 feet away in a random direction, knocking it prone, instead of attacking with the tentacle. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

The gate stays open for 1 minute. It closes early if you dismiss it using a bonus action or if you drop to 0 hit points. Once this property of the trident has been used, it can't be used again until the next dawn.

Dusk Dagger

Weapon (dagger), rarity varies

This delicately curved dagger is ornamented with several crescent moon designs. When you hit a creature who is completely in dim light or darkness with this magic weapon, that creature takes an extra 1d4 (uncommon), 1d8 (rare), or 1d12 (very rare) psychic damage.

Fortune's Flower

Wondrous item, common

These magic flowers are said to bring good luck and are often given as gifts at weddings. You can use an action to pull off and drop one of the flower's five petals. When you do, there is a 5 percent chance that the petal glimmers in a flash of light as a rune is burnt into it, recreating the effects of the *augury* spell. When it does, 1d6 new *fortune's flowers* grow at that petal's location after 30 days if the ground is suited for growth.

The plant has no seeds and can't be repotted for travel. An unpicked *fortune's flower* regrows one flower every year. Once picked, the flower can survive up to 7 days before it withers and dies.

Gusting Blowgun

Weapon (blowgun), uncommon (requires attunement)

This magic, twisting blowgun channels the air around it to create powerful blasts of wind. When you hit with a ranged attack using this weapon, the target takes an extra 1d4 bludgeoning damage, and if the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be pushed 5 feet away from you. You suffer no disadvantage due to long range when you make a ranged attack roll with this weapon.

The blowgun has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 of its charges to blow through the weapon to create a line of wind 30 feet long and 5 feet wide. Any Medium or smaller creature in the line must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from you.

Heavy Golem Armor

Armor (plate), rare (requires attunement by a Small humanoid)

This heavy set of plate mail is 5½ feet tall, weighs 100 pounds, and is reconfigured from the pieces of an iron golem. Despite the armor's larger size, a series of clever harnesses inside its chest piece comfortably support you inside it. While wearing this armor, your Strength score is 19, unless it's already higher, and you are considered to be a Medium creature. Magic currents run through the inside of the armor and connect to you, allowing you to control the metal limbs as if they were your own. This magical connection causes you to still take any damage you receive while wearing the armor.

While wearing this armor, you can use a bonus action to speak its command word to force the armor to move more rapidly. When it does, you gain the effect of the *haste* spell (no concentration required), and the armor's joints creak and groan from the increased strain. At the end of each of your turns while you're under this effect, there is a cumulative 20 percent chance that the armor overheats. When it does, you take 1d10 fire damage from the armor, and the effect ends. Once this property of the armor has been used, it can't be used again until the next dawn.





Helm of the Ruby Dragon

Wondrous Item, very rare (requires attunement by a dragonborn of neutral alignment)

This magic gold and ruby helm has been blessed by a powerful, psychic dragon. While wearing this helmet, you have advantage on Intelligence (Investigation) checks and Intelligence checks made to glean information from an observation or bit of lore. In addition, you can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

When you use your breath weapon while wearing this helmet, you can choose to exhale a blast of pure, concussive force. When you do, your breath weapon deals force damage, instead of its normal damage type, and any creature that fails the saving throw is knocked prone and takes an extra 2d6 psychic damage. This property of the helm can't be used again until the next dawn.

Lamian Facestealer

Weapon (dagger), rare (requires attunement)

This dagger once belonged to an infamous lamian assassin and features a sculpted metal face at the base of the blade. When you attune to this weapon, the metal face magically changes to match your appearance. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The dagger has 3 charges and regains 1d3 expended charges daily at dusk. When you hit a humanoid with this weapon, you can expend 1 of its charges to immediately recreate the effects of the *disguise self* spell (save DC 15), taking on the appearance of the target. When you do, the dagger's metal face changes to match the appearance. This version of the spell allows you seem up to 3 feet shorter or taller when taking on the target's appearance.

When you take on a creature's appearance in this way, that creature must make a DC 15 Wisdom saving throw. On a failed save, that creature has disadvantage on Wisdom saving throws and all ability checks as long as you share its appearance in this way.

Mimicloak

Wondrous item, uncommon

This strange cloak is made using the enchanted remains of a young mimic. While wearing it, you can use a bonus action to speak its command word to change the style, color, and apparent quality of the cloak. The garment's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak with these properties.

While wearing this cloak, you have advantage on ability checks made to escape from a grapple. Whenever you make an ability check to escape a grapple or free yourself of restraints, the creature or object holding you takes 1d10 piercing damage as the cloak's fabric magically splits into a toothed maw to bite it.

Phasing Bow

Weapon (any bow), very rare (requires attunement)

This flexible bow is made from the chitinous legs of a phase spider and retains some of its ethereal properties. The bow has 5 charges and regains all expended charges daily at dawn. When you make a ranged attack roll with this magic bow, you can expend 1 of its charges to cause the arrow to slip partially into the Ethereal Plane. When you do, the target of the attack gains no benefit from cover, including total cover, as long as the cover isn't made of lead or more than 1 foot thick. If you hit, the target takes an extra 2d6 force damage. Any effect that blocks travel through the Ethereal Plane also blocks the arrow.

Alternatively, you can speak the bow's command word as a bonus action to expend 3 of its charges and fire an arrow at a point you can see within the weapon's normal range. When the arrow hits a solid surface, you vanish from your location and reappear in an unoccupied space nearest to that point.

Phoenix Rocket Sword

Weapon (greatsword), very rare (requires attunement)

This heavy steel greatsword creates a powerful fan of flames from curious, whirring chambers mounted to the blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 10 charges and regains 1d6 + 4 expended charges daily at dawn.

As an action, you can hold the sword out in front of you and speak its command word to expend up to 5 of its charges, causing a jet of flame to erupt from it. When you do, the sword emits a roar that's audible out to 100 feet, and you must succeed on a Strength saving throw or be pushed back 20 feet for each charge you expend. You can choose to fail this saving throw, whose DC equals 10 + the number of charges you expend. This movement does not provoke opportunity attacks. Pointing the blade down and expending charges in this way launches you upward instead. If you do and you are not launched, the sword's flames spread out in a 15-foot-radius circle, centered on you.

The jet of flame spreads out in a 15-foot cone and moves with you if you're pushed. Any creature in the area when the flame either appears or moves into its space must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much fire damage on a success. The fire damage increases by 1d6 for each additional charge you expend beyond the first.

If you strike an object because of this forced movement, such as a wall or floor, you take 1d6 bludgeoning damage for every charge you expend and are knocked prone. If you strike a creature, you and that creature take the same bludgeoning damage and must each succeed on a Strength saving throw (DC 10 + the number of charges you expend) or be knocked prone.

Ring of Rituals

Ring, uncommon

While wearing this ring, you can speak its command word to cause a small, illusory flame to appear above it. The flame gives off light like a normal candle but doesn't require oxygen or give off heat. Speaking the command word again snuffs out the light.

In addition, when you cast the ritual version of a spell, you can use the ring as a material component of the spell in addition to its normal requirements. When you do, the ritual version of the spell's total casting time is reduced by 5 minutes. Once this property of the ring has been used, it can't be used again until the next dawn.

Rod of Storms

Rod, rare (requires attunement by a spellcaster)

This silver rod crackles with energy and can redirect or release powerful electric surges. While holding it, if a creature you can see within 30 feet of you takes lightning damage, you can use your reaction to halve that lightning damage and choose a target you can see within 30 feet of you. When you do, that target must make a DC 15 Dexterity saving throw or take lightning damage equal to the lightning damage taken by the creature.

Spells. The rod has 3 charges and regains all expended charges daily at dawn. While holding the rod, you can use an action to expend 1 of its charges to cast the *lightning bolt* spell (save DC 15) from it.

In addition, you can use an action to expend 1 of the rod's charges to cast the *call lightning* spell (save DC 15) from it if the spell is on your spell list. If you take lightning damage from a bolt of lightning you call down in this way, the rod regains 1 expended charge.



Rod of Water Absorption

Rod, rare

This hollow rod has a hole at its end and four sections that each miraculously hold up to 10 gallons of water. Each hollow section is capped with a ring of glass, allowing you to see inside the rod and know how much water is stored within it. The rod weighs 3 pounds, regardless of how much water is stored inside.

While holding the open end of the rod underwater, you can speak its first command word as an action to cause it to begin absorbing water for the next minute. The rod can only absorb water. If the rod is submerged in this way for the full duration, it absorbs 10 gallons of water. The rod can hold up to 40 gallons at any time in this way, and can absorb up to 100 each day.

While holding the rod, you can use an action to speak its second or third command words. When you speak the second command word, you cast the *create or destroy water* spell (Create Water only) from the rod. You can cast this at up to 4th level in this way. Each gallon of water you create as part of the spell is drawn from the pool of water within the rod. If you cast this spell from the rod and cause the water to fall as rain, the spell consumes 10 gallons of water for each of the spell's slot levels.

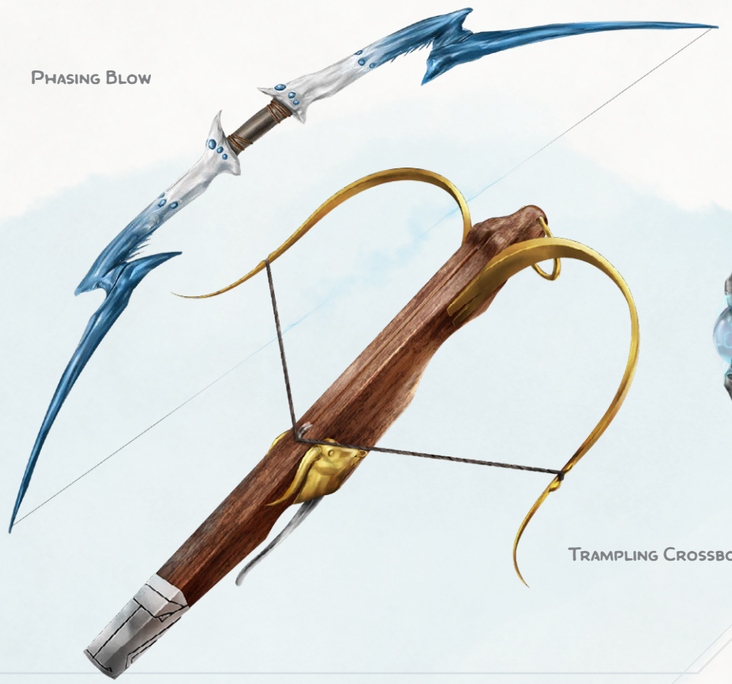
Speaking the third command word causes 10 or more gallons of water to erupt from the rod in a torrent of water, up to the maximum amount remaining within the rod. This water is drawn from the pool of water within the rod. The water is shot in a line 30 feet long and 1 foot wide. Any creature in the line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage for every 10 gallons of water used from the rod and is pushed 10 feet away from you. On a successful save, a creature takes half as much bludgeoning damage and is not pushed.

Trampling Crossbow

Weapon (crossbow, heavy), uncommon

This heavy crossbow carries with it the force of a raging bull. When you roll a 20 on an attack roll made with this magic weapon, the bolt transforms into a spectral stampede immediately after it hits the target. When it does, the target and up to 2 other targets of your choice that you can see within 15 feet of it must make a DC 13 Strength saving throw. On a failed save, a target takes 1d8 bludgeoning damage, and if it is Large or smaller, it's pushed 10 feet away from you. On a successful save, a target takes half as much bludgeoning damage and isn't pushed. This bludgeoning damage is doubled against objects and structures.





Underworld Asphodel Regalia

Wondrous item, legendary (requires attunement by a cleric or wizard)

This set of royal finery was worn by a noble necromancer with a unique appreciation for the quality of life that extends beyond death. Asphodel blossoms, representing life beyond the tomb, ornament this enchanted outfit. The lush flowers in its laurel crown are nestled among long-dead leaves.

While wearing the regalia, you can cast the *animate dead* spell from it over the course of 1 minute. You can use this property a number of times equal to your spellcasting ability modifier, and regain all expended uses daily at dusk. When you create an undead using a necromancy spell, the creature's hit point maximum is increased by an amount equal to five times your spellcasting ability modifier. In addition, when you cast a spell that deals necrotic damage, you can add your spellcasting ability modifier to one damage roll of that spell.

Chthonic Command. As an action, you can issue a command of either dismissal or obedience to an undead creature within 60 feet of you. That creature must make a Wisdom saving throw against your spell save DC. A creature immune to features that turn undead automatically succeeds on the saving throw. On a failed save, you can impose one of the following effects on that creature for 1 minute:

- The creature must spend its turns trying to move as far away from you as it can, and it can't willingly move into a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. This effect ends early if that creature takes any damage.
- The creature is charmed by you. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. Each time the creature takes damage, it makes a new Wisdom saving throw against your spell save DC. If the saving throw succeeds, the effect ends.

You can use this property a number of times equal to your spellcasting ability modifier. You regain all expended uses daily at dusk.

Ruler of the Dead. You are always under the effects of the *sanctuary* spell. This version of the spell only affects undead. If you attack or cast a spell that affects an undead creature, that creature is immune to this spell's effects for 24 hours.

Urnblade

Weapon (scimitar), rare (requires attunement)

This item appears to be a small cremation urn. While grasping the urn, you can use a bonus action to speak its first command word and cause its lid to unseal. When you do, a curved blade of dark smoke pours from the mouth of the urn. Speaking the command word again reseals the urn and causes the blade to disappear. If you are proficient with shortswords or longswords, you are proficient with the *urnblade*.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals necrotic damage instead of slashing damage.

Shadow Ally. While holding the urn, you can use an action to speak its second command word to animate your body's shadow, transforming it into an undead creature. When you do, your body's shadow detaches from you and becomes a shadow in an unoccupied space that you can see within 10 feet of you.

On your turn, you can mentally command the shadow if you aren't incapacitated. You decide what action the shadow takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location. The GM has the shadow's statistics. This shadow doesn't cause a new one to appear when a non-evil humanoid dies from its attacks.

The *urnblade's* bonus to attack and damage rolls becomes +2 while the summoned shadow exists. In addition, if you are the target of an attack and are within 5 feet of the shadow, you can use your reaction to command your shadow to become the target of the attack instead.

The shadow disappears when it drops to 0 hit points, when it's farther than 120 feet from you, or when you use an action to dismiss it. When it disappears, your cast shadow returns. If the shadow drops to 0 hit points, there is a cumulative 5 percent chance that the urn turns to dust and is destroyed.



Violet King's Promise

Weapon (rapier), legendary (requires attunement by a bard, cleric, paladin, or ranger)

This elegant brass rapier was originally wielded by a beloved king, whose empathy and care for his subjects lives on within the blade. When you hit with an attack using this magic sword, the target takes an extra 1d8 fire damage. In addition, you can use this rapier as a spellcasting focus.

The rapier has 7 charges and regains all expended charges daily at dawn. While holding it, a number of gems inside the guard equal to the weapon's remaining charges glow red. When you expend a charge from the rapier, it releases a plume of dark smoke from one of the gems.

If an attacker makes a spell attack against you or a target within 5 feet of you while you're holding the rapier, you can use your reaction to impose disadvantage on the attack roll. If the attack misses and was a spell of 1st level or higher, you regain 1 expended charge.

While holding the rapier, you can expend 1 or more of its charges to give one of three decrees that affect the flow of magic and battle:

"Clemency." When you cast a spell of 1st level or higher that restores hit points to a single creature, you can use your reaction to expend 2 charges to cause a different creature within 10 feet of the original target to regain 1d8 hit points per spell level. When you do, both creatures have advantage on the next ability check or saving throw it makes before the end of its next turn.

"Condemn." When you cast a spell that deals damage to a single creature, you can use your reaction to expend 2 charges to cause that target as well as a different creature within 10 feet of it to make a Charisma saving throw using your spell save DC. On a failed save, a creature takes 3d8 fire damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, a creature takes half as much fire damage and makes its next attack roll as normal.

"Overrule." After you roll dice to restore hit points to a single creature or roll damage for a spell attack or attack using this weapon, you can expend up to 2 charges (no action required) to change the result of those dice. For each charge you spend, you can use the highest number possible for two of those dice instead of the numbers you rolled.

Flaw. The *Violet King's promise* makes its wielder empathic and reluctant to resort to violence. While attuned to the weapon, you gain the following flaw: "I am slow to resort to violence, even if it's at the cost of my own safety." In addition, if you are attuned to the weapon for 24 consecutive hours, your soft-heartedness causes you to lose your ferocity and battle-readiness. You have disadvantage on Charisma (Intimidation) checks and suffer a –5 penalty to initiative. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the weapon.

Xibalban Blade

Weapon (longsword), very rare (requires attunement)

This toothed obsidian blade absorbs any blood that's left on it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature that is not a construct, plant, or undead with this sword, that creature takes an extra 1d6 necrotic damage.

If the sword has dealt necrotic damage in this way in the past hour, you can use an action to hold the sword aloft and speak its command word to summon a blood elemental, as if you had cast the *conjure elemental* spell. Once this property of the sword has been used, it can't be used again until the next dawn. A blood elemental uses the same statistics as a water elemental, with the following changes:

- The blood elemental has resistance to necrotic damage in addition to its other resistances.
- The blood elemental's alignment is neutral evil.

When you hit with an attack using this sword while the blood elemental is under your control and within 120 feet of you, the elemental regains a number of hit points equal to the necrotic damage dealt by the sword.



The INVENTORY

July was a month where I started actively practicing taking weekends slower, if not almost entirely off. It's a skill I ddn't recognize you need to make as a creator: turning off and disconnecting from everything. It's been very re-energizing being able to just be a person for a day or two at a time. You'd think it's just a matter of not working that's re-energizing, but without actively turning off your brain, it's only partially helpful. Anyway, it's been nice remembering to be a human again.

Personal favorites from this month were *Ao Hai's fang*, *Bounder's ball*, *chi-balancing tea*, *gloves of healing*, *harvest*, *mace of the priest*, *nightstalker's armor of the northeastern wind*, *scepter of faith*, and *Sir Varion's lance* and *bow*.

JULY, 2020

Alchemist's Potion Belt
Ao Hai's Fang
Bloodhound Amulet
Bounder's Ball
Chi-Balancing Tea
Dragonband
Fell-Rider Chariot
Gelatinous Whip
Giantcraft Ambusher
Gloves of Healing
Gorget of the Holy Soldier
Green Knight's Vow
Harvest
Mace of the Priest
Nightstalker's Armor of the Northeastern Wind
Nightstalker's Mask
Orelia's Tome of Beast Familiars
Scepter of Faith
Sir Varion's Lance
Sir Varion's Shield
Tome of Lost Knowledge
Tremor Spike
Wildskin Armor



Gloves of Healing

Nightstalker's Armor of the Northeastern Wind

Sir Varion's Lance

Sir Varion's Shield

Alchemist's Potion Belt

Wondrous item, uncommon

This enchanted belt has two stoppers that magically resize to fit the mouth of any kind of bottle. The belt can carry up to two potions in this way. The belt can be worn comfortably around your waist or across your chest as a bandolier. While wearing the belt, any potion carried on it seems to magically unstopper and spring to your hand, allowing you to drink it as a bonus action. You can attach a bottle to the belt using an action.

When you roll a 1 on a Dexterity saving throw or are hit by a critical hit, roll a d20. On a 1, one of the bottles on the belt is shattered and destroyed.

Ao Hai's Fang

Weapon (longsword), legendary (requires attunement by a monk)

This ancient sword was forged in a kingdom ruled by a tyrannical dragon that has long since sunken to the bottom of the ocean. While attuned to *Ao Hai's fang*, you are proficient with it. You gain a +3 bonus to attack and damage rolls made with this magic weapon, which is a monk weapon for you.

Dragon King's Wrath. As a bonus action, you can spend 4 ki points to channel the fury of a powerful dragon and enter a magical rage. While raging in this way, you gain the following benefits:

- If you aren't wearing armor, dragon-like scales cover your body, granting you a +1 bonus to AC.
- You can't be charmed or frightened.
- You can make one attack with this weapon as a bonus action on each of your turns.
- When a creature within 5 feet of you hits or misses you with an attack, you can use your reaction to make an attack with this weapon against that creature immediately after its attack.

This rage lasts for 1 minute and ends early if you are knocked unconscious. You can also end your rage on your turn as a bonus action. This property can't be used again until the next dawn.

Bloodhound Amulet

Wondrous item, uncommon

While wearing this pendant, you have advantage on any ability check that relies on smell. In addition, you can use an action to focus on a particular scent. When you do, you perceive that smell visually as a cloud of red vapor for up to 1 hour. Once this property of the amulet has been used, it can't be used again until the next dawn.

Bounder's Ball

Wondrous item, rare

This enchanted strip of metal is bound to a friendly spirit, which emits a faint glow and seems to vibrate with excitement when held. When you throw this item, a playful animal spirit appears beside you and chases after it. Immediately after you throw it, the spirit returns the ball to you.

You can attach the *bounder's ball* to the base of a weapon that does not have the heavy property by pressing it against the weapon for at least 10 minutes. Once you do, you can use a bonus action to speak the ball's command word to cause the weapon to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or stowing the weapon puts out the light. When you make a ranged attack with the glowing weapon, the ball's animal spirit appears and happily retrieves it. Immediately after the attack, the spirit returns the weapon to your hand or drops it at your feet (your choice).

You can remove the ball from the weapon over the course of a short rest by gently tugging at it, as if from an animal's mouth. The spirit is ethereal and doesn't occupy any space. If you have a *companion's band*, the spirit can interact with the one created by the band.

Chi-Balancing Tea

Potion, rare

This potion is specially brewed by the monks of Durheim using a unique leaf found only in their gardens. The tea remains magically warm while inside its traditional porcelain bottle. The potion's flavor is deep and smoky, and leaves a sour aftertaste like the air after a storm.

When you drink this potion, it cures any short-term madness afflicting you, and removes the charmed and frightened conditions. In addition, if you have 2 or more levels in the monk class, you regain 1d4 + 1 expended ki points.

Dragonband

Wondrous item, rare

This metal bracelet hangs loosely from a wrist or ankle and is made from either brass, bronze, copper, gold, or silver wire. The clasp is cast in the shape of a metallic dragon's head relative to the metal used in the rest of the band.

While wearing the band, you can use an action to speak its command word and cause it to unravel and shatter, destroying the bracelet. When it does, it releases a powerful blast of energy in a wave around you. Each creature within 20 feet of the band other than you must make a DC 15 Dexterity saving throw, taking 10d6 damage on a failed save, or half as much damage on a successful one. The damage type is determined by the type of metal used in the band, using the table below.

Metal	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

Fell-Rider Chariot

Wondrous item, legendary

This Large, dark iron chariot weighs 300 pounds and can fit up to four Medium or smaller creatures. While you're in the chariot, you have resistance to fire damage. Two sets of floating, flaming reins appear when you stand in the chariot, which are harmless to you. As an action, you can crack the reins downward to summon two armored nightmares that are hitched to the front of the chariot. The nightmares have a +1 bonus to AC and exist until they drop to 0 hit points. You can use an action to dismiss them, which works only if you are standing on the chariot. The nightmares are friendly to you, fight only to protect themselves, and can't be unhitched from the chariot. The nightmares' hitches prevent them from being ridden.

The nightmares regain all lost hit points when they are dismissed for 24 hours. When a nightmare drops to 0 hit points, it can't be summoned again until 1d4 + 1 days have passed. If the second nightmare drops to 0 hit points while the first one can't be summoned in this way, the second nightmare reappears at the same time as the first.

The chariot is drawn where the nightmares pull it, which you control by holding the reins. If you have a good alignment, there is a 20 percent chance each turn you move the chariot that the nightmares ignore your command and stop in their tracks. While both nightmares are pulling the chariot, it shares their average movement speeds and stays upright when flying. While only one nightmare is pulling the chariot, the nightmare's speed is halved and has a flying speed of 0.

While both nightmares exist, you can use an action while holding the reins to cause the nightmares, the chariot, and any creatures or objects inside it to magically enter the Ethereal Plane from the Material Plane, or vice versa.



Flood Pauldron

Wondrous item, uncommon (requires attunement)

This jewel-encrusted pauldron has the distinct appearance of a large conch shell. While wearing this pauldron, you can breathe underwater, and you have a swimming speed of 30 feet.

While worn, the pauldron releases a thin veil of illusory water, creating a small, watery cape behind you. While wearing it, you can use an action to speak its command word to cause the water to become real. When you do, the water pours from the shell in a flooding torrent that extends from you to form a 10-foot-radius, 20-foot-high cylinder of water that moves with you and remains centered on the ground beneath you. The cylinder lasts as long as you concentrate (as if concentrating on a spell), up to 10 minutes. However, if you move in such a way that causes you to leave the cylinder, such as by swimming upward and climbing out of it, the effect ends.

Any creature other than you in the cylinder when it appears must make a DC 13 Strength saving throw. On a failed save, a creature takes 4d6 bludgeoning damage and is pushed away from you to the nearest unoccupied space outside of the cylinder. On a successful save, a creature takes half as much damage and isn't pushed.

Once this property of the pauldron has been used, it can't be used again until the next dawn.

Gelatinous Whip

Weapon (whip), uncommon (requires attunement)

This whip was pulled from the ooze of a gelatinous cube. When motionless, the whip appears to be a sword hilt with a blob of ooze at its end. When you attack with this magic weapon, the ooze extends elastically to form the length of the whip. This whip adds 10 feet to your reach when you attack with it, instead of 5. Targets hit by this weapon are marked with an acidic residue. At the start of each of your turns, any marked target takes 1d4 acid damage, and the acidic residue disappears.

While you are attuned to this weapon, its ooze is harmless to you.

Giantcraft Ambusher

Weapon (greataxe), rare (requires attunement)

This dark metal axe contains the brute force of a fire giant inside and requires a Strength of 13 or higher in order to wield it. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can speak the weapon's command word as a bonus action to magically enlarge it. When you do, the weapon grows to three times its normal size until the start of your next turn. While enlarged, this axe has the reach property and deals an extra 2d12 slashing damage to any target it hits. The axe's weight doesn't change. While the axe is enlarged, it does not impose disadvantage on your attack rolls due to its larger size. Once this property of the axe has been used, it can't be used again until the next dawn.

Gloves of Healing

Wondrous item, rare

These silken gloves enhance the rejuvenating power of healers and clerics. While wearing the gloves, whenever you cast a spell of 1st level or higher to restore hit points to one creature, the creature regains additional hit points equal to your proficiency bonus.

Alternatively, a creature can regain these additional hit points if you use a healer's kit to stabilize or restore hit points to it. Once a creature regains extra hit points from a healer's kit in this way, it can't do so again until it finishes a short or long rest.





Gorget of the Holy Soldier

Wondrous item, legendary (requires attunement by a good-aligned creature)

This magical gorget is imbued with the divine power of a planetar and has been passed down through multiple generations, manifesting a different power for each wearer. While wearing the gorget, you have resistance to radiant damage and gain the following benefits. If you have a feature that allows you to ignore class, race, or level requirements when you use a magic item, you can choose to gain the benefits of one of these properties. You make this choice the first time you attune to the item.

Investiture of the Planetar. If you have 10 or more levels in the barbarian class, your Strength score increases by 2, to a maximum of 26, and while you're raging, any creature you hit with a melee weapon attack takes an extra 1d6 radiant damage.

Litany of Heaven. If you have 10 or more levels in the bard class, you gain the ability to speak and understand all languages. In addition, whenever you give a creature a Bardic Inspiration die, that creature regains a number of hit points equal to twice your Charisma modifier.

Divine Judge and Jury. If you have 10 or more levels in the cleric class, you always have the *commune*, *dispel evil and good*, and *raise dead* spells prepared, and they don't count against the number of spells you can prepare each day. In addition, when you cast *raise dead* using a spell slot, you can choose to cast it as an action, instead of its normal casting time. When you do, the spell requires no material components and returns the target to life with half its maximum hit points. Once this property has been used, it can't be used again until 7 days have passed.

Herald of Omens. If you have 10 or more levels in the druid class, the gorget becomes covered in vines and leaves. While wearing it, you always have the *control weather* and *insect plague* spells prepared, and they don't count against the number of spells you can prepare each day. In addition, you can use a bonus action to summon a pair of white-feathered wings from your back. While the wings exist, you have a flying speed of 60 feet. The wings last until you're incapacitated, you die, or until you dismiss them as a bonus action.

Unstoppable Legionnaire. If you have 10 or more levels in the fighter class, you can't be charmed or frightened, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Angelic Grace. If you have 10 or more levels in the monk class, your walking speed increases by 10 feet, and you have advantage on ability checks to resist being grappled. In addition, while you aren't wearing any armor, you gain a +2 bonus to your AC.

Caress of Life. If you have 10 or more levels in the paladin class, your Lay on Hands pool of healing power increases by 10 hit points. In addition, you can expend 10 hit points from your pool of healing to end the effects of blindness, deafness, or paralysis on a creature. Alternatively, you can expend 15 hit points from the pool to end a curse affecting a creature or object, as if by the *remove curse* spell.

Sight of the Celestial Warden. If you have 10 or more levels in the ranger class, you have advantage on Wisdom (Perception) checks and gain Truesight out to 15 feet. In addition, you can see up to 1 mile away with no difficulty and are able to discern fine details as though looking at something from no more than 100 feet away.

Heavenly Messenger. If you have 10 or more levels in the rogue class, you can use a bonus action to cast the *invisibility* spell (no concentration required) from the gorget, targeting yourself only. Once the spell has been cast, it can't be cast again until you finish a short or long rest. In addition, you can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Luminous Soul. If you have 10 or more levels in the sorcerer class, you learn the *light* and *dancing lights* cantrips as well as the *guiding bolt* spell, which don't count against your number of cantrips or sorcerer spells known. You can cast *guiding bolt* by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points and hit a target, it must succeed on a Constitution saving throw against your spell save DC or be blinded until the start of your next turn. In addition, when you cast a spell that deals damage, you can spend 1 sorcery point to change its damage type to radiant.

Pact of Veracious Awareness. If you have 10 or more levels in the warlock class, you know if you hear a lie. If you hear a creature tell a lie, you can attempt to force that creature to tell the truth. The creature must make a Charisma saving throw against your spell save DC or be compelled to answer the next question you ask it truthfully. You can use the ability a number of times equal to your Charisma modifier, and regain all expended uses when you finish a long rest.

Celestial Wards. If you have 10 or more levels in the wizard class, your AC becomes 13 + your Dexterity or Intelligence modifier (your choice). In addition, you have advantage on saving throws against spells and other magical effects.

Green Knight's Vow

Wondrous item, very rare (requires attunement)

These dark green adamantine and copper bracers are granted to devout warriors of the Infernal Court and are designed to match their army's signature tower shields. While wearing the bracers, you grow a sweeping pair of horns from your forehead if you are not a tiefling. If your attunement to the bracers ends, the horns crack and fall away after 24 hours.

The bracers have a total of 7 charges and regain all expended charges daily at dawn. While wearing them, you can expend 1 or more of their charges to use the following three properties:

"Brace Yourselves!" As a bonus action, you can expend 2 or more charges from the bracers to provide cover to a creature you can see within 30 feet of you. For 2 charges, you summon a large, spectral shield that follows the creature for the duration, providing it with half cover. You can summon one extra shield for each additional charge you expend, targeting a different creature with each one. The shields fade at the end of your next turn.

"Press the Assault!" When you make an opportunity attack, you can expend 1 or more of the bracers' charges to embolden your nearby allies. For each charge you spend, one creature of your choice within 60 feet of you can use its reaction to make one weapon attack. The chosen creatures must be able to see or hear you.

"You Will Burn!" You can expend 1 or more charges from the bracers to cast the *hellish rebuke* spell (save DC 15) from them. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The fire from this spell is a haunting emerald green.

Flaw. The *Green Knight's vow* makes its wearer tremendously loyal to royalty. While attuned to the bracers, you gain the following flaw: "I will stand by my sovereign leader, no matter what." You or your GM determine who your leader is. In addition, if you are attuned to the bracers for 24 consecutive hours, your commitment to duty drives you to the brink of zealotry. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you are already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to either of these weapons becomes your sovereign leader, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or the *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the bracers.

Harvest

Weapon (sickle), uncommon

This classic farmer's heirloom depicts wheat and field designs. When you hit a plant creature with an attack using this magic weapon, the target takes an extra 1d6 slashing damage. In addition, any nonmagical plant harvested with this sickle remains fresh for an extra 7 days.

Green Knight's Vow



Harvest

Mace of the Priest

Nightstalker's Armor of the Northeastern Wind



Nightstalker's Mask

Mace of the Priest

Weapon (mace), rare (requires attunement by a cleric)

This magic mace is carried by priests and is a symbol of their devotion to ridding the world of evil. While holding it, you can use a bonus action to adjust its telescoping haft, changing it from a mace to a quarterstaff, and vice versa. 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. While holding it, you can use an action to expend 1 of its charges to cast either *cure wounds* (3rd-level version) or *dispel magic* from it, using your spellcasting ability modifier.

Alternatively, you can use an action to speak the weapon's command word to cast the *heal* spell from it. When you do, the weapon releases a flash of light and is destroyed.

Nightstalker's Armor of the Northeastern Wind

Armor (plate), rare (requires attunement)

This unusual armor is composed of blue metal plates with a horned helm, and was tempered by the frigid breath of an oni.

Retributive Cold. When you take damage from a creature that is within 5 feet of you while wearing this armor, you can use your reaction to deal 1d6 cold damage to that creature.

Freezing Fog. While wearing this armor, you can use a bonus action to speak its command word to cast the *gaseous form* spell from it, targeting yourself only, with the following changes:

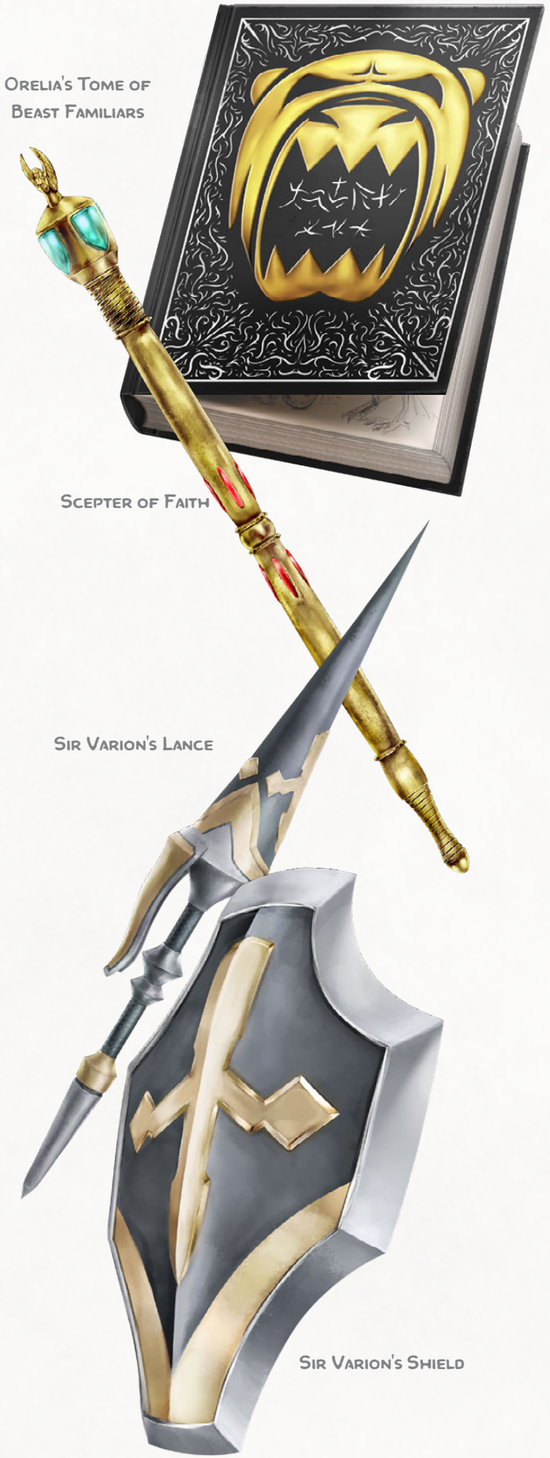
- You take the form of a frigid cloud of fog, creating illusory frost on objects you touch.
- You can take the Attack action while in this form. When you do, your attacks are unarmed strikes that deal 1d6 cold damage, instead of their normal damage.
- You can use the armor's Retributive Cold property.
- The spell has a duration of 1 minute.

Once this property has been used, it can't be used again until the next dusk.

Nightstalker's Mask

Wondrous item, rare (requires attunement)

This demon-faced mask has 3 charges and regains 1d3 expended charges daily at dusk. While wearing the mask, you can expend 1 of its charges when you take the Hide action to become invisible until the end of your next turn. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell. If you make an attack against a creature while invisible in this way and hit, the target takes an extra 1d10 psychic damage.



Orelia's Tome of Beast Familiars

Wondrous item, rare (requires attunement by a wizard)

While attuned to this book, you always have the *find familiar* spell prepared. This spell doesn't count against the number of spells you have prepared.

When you cast this spell using a spell slot of 2nd level or higher, your familiar can take on the form of stronger animals. The spell slot level determines what beasts your familiar can take the form of, as shown in the table below.

Spell Slot Level	Max CR
2	1/8
3–4	1/4
5–6	1/2
7–8	1
9	2

In addition, when you cast this spell using a spell slot of 2nd level or higher, it requires an extra 10 gp worth of material components for each slot level above 1st. If your attunement to the book ends, any familiar you have disappears, leaving behind no physical form.

Scepter of Faith

Rod, very rare (requires attunement by a cleric)

This rod is imbued with the last remaining magic from a pious saint. While holding the rod, you can use a bonus action to cast the *shield of faith* spell from it on a creature other than you within range. When an attacker within 60 feet of you deals damage to a creature under the effect of this spell, you can use your reaction to cause a spectral shield to appear before it and push the attacker 5 feet away from the creature.

In addition, while holding the rod, you can use an action to cast either the *guardian of faith* or *find the path* spell. When cast in this way, *find the path* can only be used to find the route to a temple or other holy site. Once the rod has cast either of these spells in this way, it can't be used to cast that spell again until the next dawn.

Sir Varion's Lance

Weapon (lance), uncommon (requires attunement)

This weighty lance was originally designed for Sir Varion, a brave knight with a famous disregard for horses. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the heavy property, but is uniquely balanced to function well in close-quarters combat. Attacking a target within 5 feet of you with this weapon doesn't impose disadvantage on the attack roll.

If you are attuned to *Sir Varion's shield*, you can wield this weapon with one hand, instead of two, while also holding the shield.

Sir Varion's Shield

Armor (shield), uncommon (requires attunement)

This large shield once belonged to Sir Varion, a noble knight who strode bravely through battles on ice, sand, or swamp. While holding this shield, you ignore nonmagical difficult terrain and have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Tome of Lost Knowledge

Wondrous item, legendary (requires attunement by a wizard)

This gold-trimmed book's cover is embossed with a portrait of Ogden Fellweaver, a legendary wizard infamous for his ill-gotten knowledge. If you can attune to this item, you can use it as a spellbook and an arcane focus. If your attunement to the book ends, anything written in the book disappears.

Absorb Knowledge. Immediately after a creature that you can see within 60 feet of you casts a spell of 1st level or higher, you can use your reaction to make an Intelligence (Arcana) check. The DC equals 10 + the spell's level. On a success, the spell is magically added to the book in your own notation. You must be holding the book to use this property. If the added spell is a wizard spell and of a spell level you can prepare, you can prepare this spell just like your other spells. If the spell is not a wizard spell, its notation is garbled and impossible to use. Once this property has been used, it can't be used again until a number of days equal to the spell's level have passed.

Shift Knowledge. While using this book as your spellbook, you can replace up to 3 spells from your prepared list of spells when you finish a short rest. Once this property has been used, it can't be used again until the next dawn.

Unknown Knowledge. While holding the book, you can use an action to channel its hidden knowledge. When you do, you gain proficiency in one skill or tool of your choice until the next dawn. If you're already proficient in the chosen skill or tool, your proficiency bonus is doubled, instead. Once this property has been used, it can't be used again until the next dawn.

Curse. This book is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the book, keeping it within reach at all times. In addition, you are compelled to use this book as your spellbook. Each time you prepare a spell from another spellbook, you take psychic damage equal to the spell's level.

Tremor Spike

Rod, rare

This industrial hollow rod is 3 feet long and weighs 15 pounds. The rod has a tapered spike on one end and an open, tower-like chimney on the other. Three hinged legs unfold from the sides of the rod, allowing it to stand upright with its spiked end pointed downward. Standing or collapsing the rod in this way requires an action.

The unfolded legs magically fasten the rod to the ground while its standing, but a creature can use its action to try to push it over with a successful DC 17 Strength check. Once the rod is no longer standing, it magically deactivates and collapses itself again.

As a bonus action, you can press a button on the standing rod to cause its mechanisms to churn and whir, repeatedly sending its spike into the ground below it. Pressing the button again deactivates the rod. The spike sends out loud, drum-like shockwaves every 6 seconds. The waves are audible out to 300 feet, or 1200 feet if a creature has tremorsense. If a creature has tremorsense, its range is halved while it's within 300 feet of the active rod. A creature can't perceive anything within 30 feet of the active rod using its tremorsense, but is aware that the disrupting shockwaves originate from that location.

Wildskin Armor

Armor (hide), uncommon (requires attunement by a druid)

This enchanted hide armor magically conforms to your body and moves naturally with your movements.

While wearing this armor, you can choose to have it reinforce your new form when you transform. When you do, your AC while you are transformed by Wild Shape is equal to 14 + your Dexterity modifier (maximum 2), unless it's already higher. You gain this benefit even if the armor merges into your new form. Once this property has been used, it can't be used again until the next dawn.







The INVENTORY

August was spent trying to catch up on some other projects I'd been putting off for a long time, mostly to make way for the book and other Kickstarter rewards. More on that in September, I'm sure.

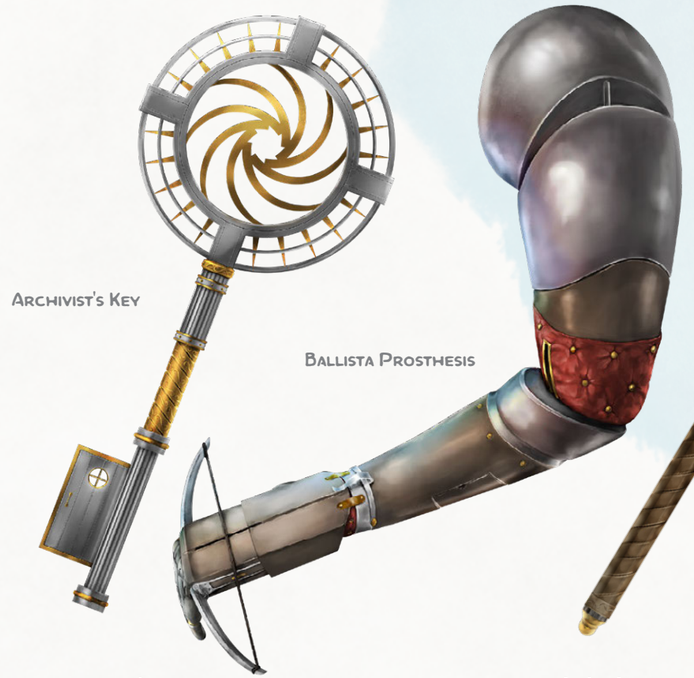
I really missed going to GenCon this year. I had fun last year, of course, but I kinda fell in love with Indianapolis last year and was looking forward to going back. I wasn't looking forward to the corn dust in the air, which was a bit agitating to my eyes every once in a while, but that city was so much fun to experience and explore. I personally prefer PAX events to GenCon (I like their system of panel availability much more at PAX), but it's always awesome to get to see and make friends in person at events like that.

Anyway, favorite items from this month were the *archivist's key*, *faeflame torch*, *ring of volleys*, *salamander flame gauntlets*, *silver coin of duvra*, *tide turner*, and the *wand of the alicorn*.

AUGUST, 2020

Archivist's Key
Ballista Prosthesis
Caduceus Flail
Dune Cowl
Faeflame Torch
Flamebreather Staff
Griffon Component Pack
Harbinger's Flail
Helm of the Broken Dragon
Magebane Poison
Masks of the Sacred Beasts
Meta Mantle
Mosshide Troll Belt
Ring of the Arcane Berserker
Ring of Volleys
Rust Arrow
Salamander Flame Gauntlets
Silver Coin of Duvra
Slaying Longbow
Tide Turner
Wand of the Alicorn




Archivist's Key

Ballista Prosthesis


Caduceus Flail


Dune Cowl


Faeflame Torch

Archivist's Key

Wondrous item, very rare

This magical key is one of several made by a secret order of historians and archivists. While holding the key, you can use an action to twist the key, as if you were unlocking a door. When you do, a magical, spectral door slowly appears in front of you over the course of 1 minute, duplicating the effect of the *magnificent mansion* spell with the following change. The dwelling always includes a large library that magically includes copies of books, scrolls, maps, and more. The library does not count toward the total amount of space created by the spell. Its contents are strangely organized and seemingly change each time the key is used. A creature can visit the library and attempt to uncover a piece of knowledge, such as ancient poetry, the history of a forgotten kingdom, or the family lineage of a tyrannical king. The GM determines the checks and DCs needed to locate a given piece of information. For example, a book of foreign nursery rhymes may be easy to find, but a copy of necromantic research documents would be extremely difficult, if not impossible.

When the spell ends, the key can't be used this way again for 24 hours.

Ballista Prosthesis

Weapon (crossbow, hand), uncommon (requires attunement by a creature missing an arm, forearm, or hand)

A *ballista prosthesis* is a magical weapon composed of numerous complex mechanical pieces that allow it to act as a functional prosthetic arm. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This crossbow has an internal magazine that can hold up to 20 bolts. While there are bolts in the magazine, the crossbow does not have the loading property. It takes 1 minute to reload the magazine.

The prosthesis attaches to your arm at the elbow or the shoulder, and it can't be removed against your will as long as you're attuned to it. To attune to this item, you must hold it against your arm for the entire attunement period. While attuned to the prosthesis, you can use an action to remove or reattach it.

As a bonus action, you can retract the crossbow's limbs to the side of your hand or extend them from there. While retracted, the crossbow is concealed and functions identically to a normal hand. A creature can use an action to make a DC 13 Intelligence (Investigation) check, identifying its crossbow components and determining that it's a concealed weapon on a success. While extended, you can use the weapon as if you were holding it, and you can't use that hand for other purposes.

Caduceus Flail

Weapon (flail), rare (requires attunement by a cleric or paladin)

This holy flail serves as a conduit for divine warriors and pulses with holy light, allowing you to fend off evil while protecting the wounded. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the flail, you can use a bonus action to speak the weapon's command word to cause it to glow, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until you use a bonus action to speak the command word again or until you drop or stow the flail. When you hit an undead with the glowing flail, that target takes an extra 1d8 radiant damage.

When you use your Channel Divinity while holding the glowing flail, hostile creatures in the weapon's bright light take radiant damage equal to 1d8 + your spellcasting modifier, and friendly creatures in the bright light regain hit points equal to the same amount. This damage is dealt before any other effects from your Channel Divinity. In addition, if your Channel Divinity forces a creature to make a saving throw, any undead in the flail's bright light that fail the saving throw are also blinded until the end of your next turn.

Dune Cowl

Wondrous item, rare

This tough leather hat and cowl help protect you against the extreme heat and sun of the desert. While wearing the cowl, you can withstand temperatures as hot as 200 degrees Fahrenheit, and if you have the Sunlight Sensitivity trait, you are unaffected by the trait while wearing the hat.

In addition, while wearing the hat, you can use an action to speak its command word and throw it on the ground within 10 feet of you. The hat becomes a giant scorpion under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the hat to its normal form in a space formerly occupied by the scorpion.

On your turn, you can mentally command the scorpion if it is within 60 feet of you and you aren't incapacitated. You decide what action the scorpion takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

The hat remains in scorpion form for up to 8 hours. If the scorpion is reduced to 0 hit points, it dies and reverts to its hat form. Once this property of the hat has been used, it can't be used again until 7 days have passed.

Faeflame Torch

Wondrous item, uncommon

This magic torch was harvested from a tree in the Safire Wood, one of the most beautiful and deadly fey forests. While holding the torch, you can use a bonus action to speak its first command word, causing eerie blue flames to appear above the head of the torch. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. The flames are not extinguished when immersed in water and last until you use a bonus action to speak the command word again or until you stow the torch.

You can use an action while holding the lit torch to speak its second or third command word. Speaking the second command word causes any illusion within the torch's bright light to be outlined in blue, green, or violet (your choice) for 1 minute. The torch can't be used this way again until the next dawn.

Speaking the third command word causes the flame to fly from the torch and erupt at a point you can see within 60 feet of you, creating an explosion of blue flames and duplicating the effect of the *faerie fire* spell (save DC 15, no concentration required) in a 20-foot-radius sphere centered on that point. A creature also takes 3d6 fire damage on a failed save, or half as much damage on a successful one. You can choose to end the effect early as a bonus action. When the effect ends, the flame reappears above the torch. The torch can't be used this way again until the next dawn.

Flamebreather Staff

Weapon (quarterstaff), uncommon (requires attunement)

This red, hollow quarterstaff releases a plume of fire when spun. When you hit with an attack using this magic weapon, the target takes an extra 1d4 fire damage.

In addition, while holding the quarterstaff, you can speak its command word as an action to cause it to release a gout of flame from its end, duplicating the effect of the *burning hands* spell (save DC 13). This property of the quarterstaff can't be used again until the next dawn.

Griffon Component Pack

Wondrous item, uncommon

This sling bag or belt pouch is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. The bag is big enough to hold all the components a mage would need to cast their spells. As an action, you can place an amount of coins equal to 5gp plus the exact worth of a component you need for a spell you know in the bag and speak its command word, followed by the name of the needed component. When you do, the coins disappear from the bag and are replaced by the material component needed for the spell. Once this property of the bag has been used, it can't be used again until the next dawn.

At the GM's discretion, the bag may consume only the additional 5gp and leave a note that describes the nearest person or place that can help you find the named component.

Harbinger's Flail

Weapon (flail), rare

This whip-like chain flail's head is a sonorous bell from the Temple of Twin Fates, a holy site known for its grim foretellings. This weapon has the reach property and deals an extra 1d4 thunder damage to any target it hits. When it hits a target, the bell releases a deep sound that's audible out to 100 feet.

Helm of the Broken Dragon

Wondrous item, very rare (requires attunement by a non-lawful dragonborn)

This helmet is made of harsh, angular shapes that come together into the shape of an aberrant dragon skull. Your scales twist into strange, fractal-like patterns tinged with otherworldly colors when you attune to this item. While wearing the helmet, you have resistance to psychic damage, and creatures have disadvantage on Wisdom (Insight) checks against you. In addition, your breath weapon changes to be a plume of unearthly psionic energy, dealing psychic damage instead of its normal damage type. A creature in the area must make a Wisdom saving throw, instead of your breath weapon's normal save. On a failed save, a creature is also affected as by the *bane* spell for 1 minute as maddening whispers fill its mind. The creature can make a Wisdom saving throw against your breath weapon DC at the end of each of its turns, ending the effect on itself on a success.

Curse. This helmet is cursed with gnawing insecurity and self-doubt. Attuning to the helmet curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are unwilling to remove the helm, and you gain the following flaw: "Whatever course of action I take, there is a voice in my head that screams at me to do the opposite. The voice is never silent."



Magebane Poison

Potion, very rare

This dark, bubbling poison is made from a rakshasa's magic-immune blood and tastes sweet and syrupy, despite its gruesome appearance. Each bottle contains one dose of the poison. A creature that ingests this poison must make a DC 19 Constitution saving throw. On a failed save, a creature takes 4d6 poison damage and is poisoned for 1 hour. If the poisoned creature is a spellcaster, it takes an additional 4d6 psychic damage and can't cast cantrips until this poison ends. In addition, a poisoned spellcaster can only cast spells of 1st level and higher by using a spell slot at least 4 levels higher than the desired slot level, without the added benefits of using the higher spell slot level. For example, a poisoned spellcaster can cast the 2nd-level version of magic missile using a 6th-level spell slot. On a successful save, a creature takes half as much poison and psychic damage and isn't poisoned.

Masks of the Sacred Beasts

Wondrous item, rarity varies (requires attunement)

These dark ceramic and gold masks are fashioned after animals that are sacred in certain cultures. Each mask's appearance and properties are based on the sacred beast it represents. While attuned to a mask, you can end your attunement to it and attune to a different one over the course of 1 minute, instead of over the course of one or more short rests.

Crocodile (Common). While wearing a crocodile mask, you gain a swimming speed of 30 feet and can hold your breath for up to 10 minutes at a time.

Lion (Uncommon). While wearing a lion mask, you have advantage on Wisdom (Perception) checks that rely on smell. In addition, your nails extend into claws, turning your unarmed strikes with your hands into magic weapons that deal slashing damage with a damage die of 1d6.

Hawk (Rare). While wearing a hawk mask, you have advantage on Wisdom (Perception) checks that rely on sight, and attacking at long range doesn't impose disadvantage on your ranged attack rolls. In addition, you can cast the *feather fall* spell at will, targeting only yourself.

Mule (Very Rare). While wearing a mule mask, your Strength score increases by 2, to a maximum of 20, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and you have advantage on Strength and Dexterity ability checks and saving throws against being knocked prone. In addition, when you hit a Large or smaller creature with a melee weapon attack, you can use a bonus action to force that creature to make a DC 16 Strength or Dexterity saving throw (its choice). On a failed save, the creature is knocked prone.

Jackal (Legendary). While wearing a jackal mask, you have advantage on Wisdom (Perception) checks and immunity to necrotic damage.

In addition, you can use an action to fire a beam of deathly green magic from your forehead at a creature you can see within 60 feet of you. The creature must make a DC 17 Constitution saving throw, taking 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. Once this property of the mask has been used, it can't be used again until the next dusk.

A humanoid killed by this necrotic damage rises at the start of your next turn as a mummy under your control. The mummy acts on its own initiative count. On your turn, you can mentally command the mummy if it is within 120 feet of you and you aren't incapacitated (no action required). You decide what action the mummy takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

The mummy remains until you dismiss it as a bonus action, until it's reduced to 0 hit points, or until you are no longer attuned to any *mask of the sacred beast*, causing it to turn to dust. You can only create and control one mummy at a time in this way.



Masks of the Sacred Beasts

Meta Mantle

Wondrous item, legendary (requires attunement by a sorcerer)

This short scarlet robe's interior and sleeves hold hundreds of arcane runes that have been embroidered with platinum thread. While wearing the robes, you can change your known Metamagic options whenever you finish a long rest. In addition, you gain the following three Metamagic options to choose from.

Delayed Spell. When you take the Ready action to ready a spell that targets a point within its range, you can spend 3 sorcery points to choose a point you can see within that spell's range. Readying this spell doesn't require concentration, can be released as a reaction within 1 minute, and when the spell is released, it targets the chosen point (even if you can no longer see it) and is cast as though you were in the same space as when you took the Ready action. A spell readied in this way fades and has no effect if it's not released within 1 minute. You can only have one spell readied at a time in this way.

Emergency Spell. When a creature hits you with an attack or you take damage, you can use your reaction and spend 6 sorcery points to cast a spell that has a casting time of 1 action or bonus action.

Expanded Spell. When you cast a spell that affects an area such as a line, cone, or sphere, you can spend 2 sorcery points to increase its area of affect. A line's length increases by 15 feet, a cone's size increases by 5 feet, a cube's size increases by 5 feet on a side, a sphere's radius increases by 5 feet, and a cylinder's diameter or height increases by 5 feet or 10 feet, respectively (your choice).

Mosshide Troll Belt

Wondrous item, rare (requires attunement)

Magical, flowering vines have been fashioned around the remains of a troll's hide, preserving a fragment of its renowned regeneration ability. While wearing this belt, your Constitution score increases by 2, to a maximum of 20.

In addition, the belt's restorative magic activates when it senses danger. While in combat, you regain 1d4 + 1 hit points at the start of your turn if you have less than half your hit points left. This property ceases to function for 1 hour if you take acid or fire damage, or until the next dawn if you drop to 0 hit points.

Ring of the Arcane Berserker

Ring, rare (requires attunement by a barbarian)

This dark silver ring is decorated by a metallic skull with an amethyst gemstone embedded in its forehead. While wearing the ring, you can use an action to cast the *chill touch* spell (+5 to hit with ranged spell attack) from it.

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can cast a spell even if you're raging by expending 1 of the ring's charges as part of casting the spell. If you do, your rage does not end at the end of your turn as a result of not attacking a hostile creature. In addition, you can concentrate on spells while raging, but have disadvantage on Constitution saving throws to maintain your concentration on them when you take damage.



Meta Mantle



Mosshide Troll Belt



Ring of the Arcane Berserker

Ring of Volleys



Rust Arrows



Salamander Flame Gauntlets



Silver Coin of Duvra

Ring of Volleys

Ring, uncommon

While wearing this ring, you can choose to summon a nocked arrow or bolt whenever you draw a bow or crossbow. The ammunition is magical. An arrow or bolt vanishes if you don't fire it right away and disappears right after it hits or misses.

Rust Arrows

Weapon (arrow), uncommon

Rust arrows are typically made in sets of 5 using the remains of a rust monster's antennae and chitinous hide. When found, a quiver of *rust arrows* contains 1d3 + 2 of the magic ammunition. Once it hits a target, an arrow flakes away into dust and is destroyed.

When you make a ranged attack with a *rust arrow* and hit a target that is either wearing nonmagical metal armor or holding a nonmagical metal shield or weapon, that armor or weapon takes a permanent and cumulative –1 penalty to its AC or damage rolls, respectively. You choose what object takes the penalty. If an armor's penalty reduces its AC to 10 or its bonus to AC to +0, or if a weapon's penalty drops to –5, the object is destroyed.

If the target is a nonmagical ferrous metal object that isn't being worn or carried, the arrow destroys a 1-foot cube of it.

Silver Coin of Duvra

Wondrous item, common (requires attunement)

This silver coin is embossed with the trickster dragon Duvra on one side (heads), and a sailing ship on the other (tails). Whenever you or another creature you can see flips this coin, you can control whether it lands heads, tails, or on its side.

Salamander Flame Gauntlets

Wondrous item, rare (requires attunement)

These dark metal gauntlets were forged using fire from the heart of a salamander. While wearing them, your unarmed strikes with your hands deal an extra 1d4 fire damage to any target they hit. In addition, you can use a bonus action to cast the *flame blade* spell (4th-level version, no concentration required) from the gauntlets, using either your spellcasting ability or your choice of Strength or Dexterity for the spellcasting ability of the spell when you do.

While holding the fiery blade, you can use an action to make a ranged spell attack with it instead. When you do, the blade becomes a fiery spear with a range of 30 feet. On a hit, the spear deals 4d6 fire damage. Immediately after the attack, the fiery blade reforms in your hand.

Slaying Longbow

Weapon (longbow), legendary (requires attunement by a good-aligned creature)

This powerful longbow originally served a solar, one of the mighty celestials that guard the heavens from evil. Normally unwieldy in the hands of mortals, this bow was bestowed upon a heroic human centuries ago and has been careful-

ly passed down ever since. When you hit a creature with a ranged attack using this magic weapon, it takes an extra 2d8 radiant damage.

In addition, when you roll a 20 on a ranged attack roll made with this bow against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or die. On a success, a creature takes an extra 6d8 radiant damage from the hit instead. A creature automatically succeeds on the saving throw if it is good-aligned or has legendary actions.

Tide Turner

Wondrous item, common

This magical brass timepiece has a pearl from the Lunar Sea at its top and tells you the phase of the moon, time between dawn and dusk, and time between high and low tides while on the Material Plane. Other planes may cause the device's various dials to behave differently. For example, on the Elemental Plane of Water, the tide's dial may spin chaotically, whereas the daytime dial may only move based on your location while on the home plane of fey creatures.

Wand of the Alicorn

Wand, legendary (requires attunement by a good-aligned spellcaster)

This wand was made using the horn of a unicorn and feather of a pegasus for the queen for Orostead, a powerful mage whose skilled leadership made her a favorite among her city's citizens and military. The wand has 7 charges, which are used for the following properties, and regains all expended charges daily at dawn.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *dispel evil and good* (1 charge), *find steed* (a pegasus, 1 charge), *guiding bolt* (6th-level version, 1 charge, +10 to hit with ranged spell attack), or *sacred flame* (no charges, cast at 5th level).

Create Wings. While holding the wand, you can use a bonus action to expend 1 charge from the wand to summon a pair of magical pegasus wings from your back for 1 hour. The wings give you a flying speed of 60 feet.

Alternatively, while holding the wand, you can use a bonus action to expend 1 of its charges to cause the wings to appear on the back of a creature you can see within 60 feet of you. When you do, that creature can immediately use its reaction to fly up to its speed, without provoking opportunity attacks. At the end of your turn, the wings vanish.

Healing Light. While holding the wand, you can use an action to expend 1 or more charges from the wand to cause a beam of healing light to shine down on a creature you can see within 60 feet of you. The creature regains 10 hit points for each charge you spend and is cured of either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. If a creature regains hit points in this way that would take it above its hit point maximum, that creature gains temporary hit points equal to the number of restored hit points above its hit point maximum.



Slaying Longbow

Wand of the Alicorn



Tide Turner

The INVENTORY

September came with the first of many new setting releases: the Bloodmire. This setting was first introduced with some items' names and flavor texts, and quickly became a community favorite. This has set the stage for future settings that come paired with relevant subclasses, which I'm really excited about.

The end of year 2 is coming up quick, too! What an awesome year it's been.

Some good art this month! And some new mega fan (and personal) favorites. Personal favorites from this month include the *bloodshard trident*, *bonfire charm*, *club of the rook*, *conspirator's coat*, *poltergeist candle holder*, *Silverwind, the cleansing breeze*, and the *tea weird*.

SEPTEMBER, 2020

Amulet of the Spirit Naga
Arborguard Shield
Aurora Dust
Badge of the Savant
Bloodshard Trident
Bonfire Charm
Club of the Rook
Conspirator's Coat
Feywatch Shield
Hedonic Motivator
Hideaway Vase
Mage Eater Scythe
Phanton Walkers
Poltergeist Candle Holder
Quick Change Ring
Rose Quartz Koi
Silver Star Cane
Silverwind, the Cleansing Breeze
Tea Weird
Viper Khopesh
Whirling Weapons
Whirlpool Dart



Amulet of the Spirit Naga

Wondrous item, very rare (requires attunement)

While wearing this platinum pendant, you are immune to the poisoned condition and have immunity to poison damage.

In addition, if you die while wearing the pendant, you immediately return to life with half your hit points. This property restores any missing body parts, neutralizes any poisons, and cures normal diseases afflicting you when you died, but has no effect if you die of old age. Once you're returned to life in this way, the amulet loses this property.

Arborguard Shield

Armor (shield), very rare (requires attunement)

This massive wooden shield was made using the bark of an ancient treant. While holding it, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While holding this shield, you can speak its command word as an action to create a wall of up to twelve trees on a solid surface within 120 feet of you. Each tree is 5 feet across at its base, up to 20 feet tall, and must be contiguous with another tree. Alternatively, you can create a ringed wall of trees up to 25 feet in diameter centered on your space. The trees grow tightly next to each other, preventing movement between them and providing total cover to anything behind them. A tree only grows a canopy if there is room for it.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 8d6 bludgeoning or piercing damage (your choice), or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. Each tree has AC 13, 20 hit points, and is vulnerable to fire damage. A tree disappears when it drops to 0 hit points or when the effect ends.

While you're within 30 feet of the wall, you can see through a tree's space (no action required) using your senses. When you make a melee weapon attack while within 30 feet of one or more of the trees, you can make the attack as if you were in one of the trees' spaces. When you do, the tree magically forms a wooden copy of you and any weapon you're holding to make the attack: duplicating any of its effects.

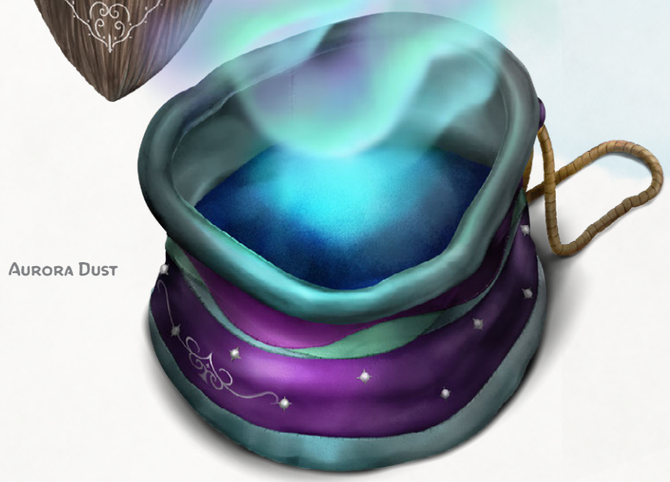
The wall lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, until it's dispelled by a *dispel magic* spell of 6th-level or higher, or until you are no longer holding the shield. Once this property of the shield has been used, it can't be used again until the next dawn.

Aurora Dust

Wondrous item, common

This bag is filled with 1d6 + 4 pinches of iridescent blue dust. You can use an action to sprinkle a pinch of it over an open flame. The dust changes the flame's color and light to a mixture of blue, green, and purple, and creates a shimmering aurora the same color above it within the bright light. The dust's effect lasts for the flame's duration (up to 24 hours).







Badge of the Savant

Wondrous item, uncommon

A *badge of the savant* is a platinum bookplate that can be magically affixed to a wizard's spellbook. Each badge features a design that represents a different school of magic. While a badge is attached to the cover of your spellbook, the gold and time you must spend to copy a spell of that badge's school of magic into your spellbook is halved. You can collect multiple of these plates and fit them onto the cover of your spellbook, allowing you to gain this benefit for multiple schools of magic at once.

You can use an action to attach or remove a badge from a spellbook by expending a spell slot of a level equal to 1 plus the number of badges already on the book (a maximum of a 9th level spell slot).

Bloodshard Trident

Weapon (trident), rare (requires attunement)

This magic trident has grooves in its obsidian surface that are used to channel blood in rituals of self-sacrifice. While holding the trident, you can use a bonus action to make a blood offering. When you do, choose a number of hit points to sacrifice. You take necrotic damage equal to the amount you sacrifice, which can't be reduced or prevented in any way. For every 5 hit points you sacrifice, the trident creates 1 shard of magic obsidian, which floats alongside the trident's three prongs for 1 minute. You can have up to 3 shards in this way at a time. The trident deals an extra 1d4 piercing damage to any target it hits for each floating shard it has.

When you throw the trident while it has at least 1 floating shard, the weapon flies back to your hand immediately after the attack.

Bonfire Charm

Wondrous item, common

This fiery glass sculpture is 4 inches tall and has a small, magical ember inside. When placed on a burning campfire or torch, the charm and ember enchant the fire with a faint, healing radiance. If you or any friendly creatures within the fire's light regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures treats a Hit Die roll of 1 as a 2.

Club of the Rook

Weapon (club), uncommon

This club is a magic weapon and has a weighty stone tower at its end. While holding the weapon, you can use an action to move up to 30 feet in a line to an unoccupied space you can see on the ground, barreling through creatures no more than one size larger than you and objects that weigh no more than 400 pounds in the line. This movement doesn't provoke opportunity attacks and ignores difficult terrain. Each target in the line you barrel through must make a DC 13 Strength saving throw. On a failed save, a target takes 3d4 bludgeoning damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone. If a target in the line is a structure or is too large or heavy to barrel through, it automatically succeeds on the saving throw and your movement ends early. Your movement also ends early



Conspirator's Coat

Phantom Walkers



Mage Eater Scythe

Feywatch Shield



Hedonic Motivator



Poltergeist Candle Holder



Hideaway Vase

if you attempt to move over a space in which you normally can't, such as over a gorge or up a wall.

The club's property can't be used again until the next dawn. In the meantime, the club can still be used as a magic weapon.

Conspirator's Coat

Wondrous item, rare (requires attunement)

This magic longcoat is adorned with raven feathers and carved jet buttons. While wearing this coat, you have advantage on Charisma (Deception) checks. In addition, the coat has 5 charges and regains 1d4 + 1 expended charges daily at dusk. While wearing the coat, you can use a bonus action to expend 1 of its charges to disappear, releasing up to three ravens from your location under your control that scatter into the air. Each raven has AC 12, 1 hit point, and can fly up to 40 feet as part of this bonus action without provoking opportunity attacks. At the start of your next turn, the ravens vanish, and you reappear in the space of one of the ravens (your choice).

If all the ravens are reduced to 0 hit points, you reappear early in the same space as the last one that died. When you do, any excess damage dealt to the raven carries over to your normal form.

Feywatch Shield

Armor (shield), uncommon

This metal shield of elven make is a classic gift to allies of the fey. While holding it, you gain a +5 bonus to ability checks made to identify or perceive illusions and on saving throws against becoming charmed.

Hedonic Motivator

Weapon (whip), uncommon (requires attunement)

This magic whip once belonged to an especially controlling succubus or incubus. The whip has 3 charges and regains 1d3 expended charges daily at dusk. While holding the whip, you can use a bonus action to expend 1 of its charges to lash out with it against a friendly creature within 10 feet of you. That creature gains one of the following benefits of your choice:

- The creature gains 2d4 + 4 temporary hit points, which last for 1 minute.
- The creature can add 1d4 + 2 to one ability check, attack roll, or saving throw it makes before the start of your next turn.

Hideaway Vase

Wondrous item, uncommon

This durable, ceramic vase is 3 feet tall and weighs 15 pounds. You can use an action to remove the vase's lid. When you do, you must succeed on a DC 13 Charisma saving throw or be shunted onto a harmless demiplane inside the vase. A Large or larger creature automatically succeeds on the saving throw, but a willing Medium or smaller creature can choose to fail it. If a creature is already on the demiplane when you remove the lid, that creature reappears in the nearest unoccupied space, and you automatically succeed on the saving throw. Immediately after opening the vase in this way, the lid flies back and reseals the vase.

While on this demiplane, you can't move and are blinded, but can hear everything outside of the vase as if you were standing in its space. You can leave this demiplane using an action to reappear in the nearest unoccupied space. When you attempt to leave the demiplane, a creature outside the vase can use its reaction to hold the vase's lid shut and make a DC 25 Strength check, preventing you from leaving on a success.

The vase has AC 12, 30 hit points, and is vulnerable to bludgeoning damage. The vase is destroyed if it drops to 0 hit points. If the vase is destroyed while a creature is on its demiplane, that creature is forced into the nearest unoccupied space. Once a creature leaves the demiplane, the vase's lid can't be removed again for 24 hours.

You can remain on the demiplane for up to 8 hours or until the vase is placed inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item, at which time you are forcefully shunted out of it. If the lid is successfully held in place when you would be forcefully shunted from the demiplane in this way, the vase shatters and is destroyed.

While holding the vase, you can use an action to change the style, color, and apparent quality of the vessel. The vase's weight doesn't change. Regardless of its appearance, the vase can't be anything but a vase.

Mage Eater Scythe

Weapon (glaive), legendary (requires attunement)

This dark metal scythe bears a fiendish grin along its blade. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the scythe, you have advantage on saving throws against spells and other magical effects.

When you hit a creature with an attack using this scythe, you can spend 2 or more Hit Dice (maximum 4) to deal extra necrotic damage, in addition to the weapon's damage. The extra damage is 1d6 for each Hit Die you spend. If the creature has cast a spell since the end of your last turn, the extra damage dice become d10s, instead of d6s, and that creature loses a total number of spell slot levels equal to the number of Hit Dice you spend. Starting with the highest spell slot level that creature has (up to 4th), subtract each slot level from the total, if possible, before moving on to the next remaining spell slot level.

Alternatively, while holding the scythe, you can use an action to spend 5 Hit Dice to create a magical barrier around yourself. While the barrier exists, you can't be affected or detected by spells of 5th level or lower unless you choose to be, and friendly creatures within 10 feet of you have advantage of saving throws against spells and other magical effects. The barrier remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until you drop or stow the scythe.

Phantom Walkers

Wondrous item, uncommon

While wearing these boots, the DC of any ability checks made to track your movements using your footprints increases by 5.

In addition, you can use a bonus action to cause the boots to leave behind no footprints for 1 minute. When you do, another set of similar footprints appear on the ground that lead in random directions. These footprints last for 8 hours and travel up to 300 feet. A successful DC 13 Intelligence (Arcana) check reveals that the footprints are magical. Once this property of the boots has been used, it can't be used again until the next dawn.

Poltergeist Candle Holder

Wondrous item, common

This pewter candle holder makes your hand feel slightly numb while holding it. While holding it, you can use a bonus action to speak its command word to cause the candle holder to magically hover just above your shoulder. The holder floats back to the ground if anything other than a candle is placed on it. In addition, any candle in the holder releases a thin wisp of smoke while lit. The smoke hangs motionless in the air, regardless of wind, and dissipates after 6 seconds.

Quick Change Ring

Ring, rare

This ring grows and shrinks to fit its wearer, but always seems slightly large for the finger it's on. The ring has an extradimensional space inside it dedicated to carrying armor. You can magically bind one set of unworn light, medium, or



Quick Change Ring

Rose Quartz Koi

Silver Star Cane

heavy armor to this extradimensional space over the course of 1 hour by resting the ring on top of the armor. Only one suit of armor can be bound to the ring's extradimensional space. Binding a second suit breaks the bond with the first one, causing it to be forced from the extradimensional space and appear in an unoccupied space within 5 feet of the ring. While wearing the ring, you're considered to be within 100 feet of any armor stored inside its extradimensional space.

While wearing this ring, you can use an action to speak its command word and touch a suit of bound armor, even if you're wearing it, to shunt it into the ring's extradimensional space. Speaking the command word again while the armor is in this extradimensional space causes you to magically don the armor, adjusting to fit you as needed, or causes it to appear at your feet (your choice). If you're already wearing a suit of armor when you don one in this way, the bound armor appears at your feet instead. If the armor would magically prevent you from doffing it, this property of the ring has no effect.

You can create an instantaneous, harmless sensory effect when you don or doff a suit of armor with the ring in this way, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

When found, the ring has a 50 percent chance to have a set of bound armor in its extradimensional space. The GM can choose a suit of bound armor from the following table or roll a d12 to determine it randomly.

	Armor		Armor
1	Padded	7	Breastplate
2	Leather	8	Half plate
3	Studded leather	9	Ring mail
4	Hide	10	Chain mail
5	Chain shirt	11	Splint
6	Scale mail	12	Plate

Rose Quartz Koi

Wondrous item, common

This Tiny crystalline sculpture of a fish weighs 2 pounds and looks miraculously lifelike. When you place or release the sculpture at a point underwater, it comes to life and swims around in a 5-foot-cube centered on that point. If placed in a container of salt water that's no larger than 5 feet on a side, the water inside becomes fresh after 10 minutes. You can use an Action to recapture the swimming sculpture.

Silver Star Cane

Weapon (rapier), common

This magic rapier is indistinguishable from a cane while stowed in its leather-wrapped wooden sheath. You can press a button on top of the cane to extend its handle upward (no action required), revealing a more comfortable grip with which to wield it. The rapier is adorned with eight pearls in the form of a heavenly constellation. When you draw the weapon, the pearls shed bright light in a line 5 feet long and 1 inch wide until the end of your turn. The line always points north.

Silverwind, the Cleansing Breeze

Weapon (longsword), artifact (requires attunement)

This mighty longsword once belonged to Syre, the fey lord of the now fallen Syre Wood. This ancient blade was used to lead the charge against a legion of invading fiends, and still holds a power over such creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. When you hit a fiend with an attack using this sword, that creature takes an extra 1d6 radiant damage.

Instant Attunement. If you pull *Silverwind, the Cleansing Breeze* from the body of Malfuriel the Betrayer, you are immediately attuned to it. When this happens, you can choose to immediately end your attunement to one of your other magical items, even if it's cursed (as if by the *remove curse* spell or similar magic). If you are already attuned to your maximum number of magic items, you must end your attunement to one of them in this way.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This weapon can have up to 3 of the following properties active at a time. When you attune to *Silverwind*, up to the first 3 properties available to you are activated. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- ○ While holding this sword, you can use an action to cast the *dancing lights*, *druidcraft*, or *minor illusion* spell (save DC 13) from the weapon. In addition, when you reach 5th level, you can use a bonus action to cast the *true strike* spell from it.
- ○ *Prerequisite: Fey Ancestry trait or the fey creature type.* You are immune to disease.
- ○ *Prerequisite: 8th level.* Your bonus to attack and damage rolls with this weapon becomes +2, and any fiend hit by it takes an extra 2d6 radiant damage, instead of 1d6. When you reach 14th level, the bonus increases to +3, and any fiend hit by it takes an extra 3d6 radiant damage instead.
- ○ *Prerequisite: 8th level, Fey Ancestry trait or the fey creature type.* You can use an action to touch a creature and magically know its current emotional state. If the target fails a DC 16 Charisma saving throw, you also know its alignment. Celestials, fiends, and undead automatically fail the saving throw.
- ○ *Prerequisite: 14th level.* While holding this sword, you can use a bonus action to create an illusory copy of yourself in an unoccupied space you can see within 30 feet of you. You choose what direction your copy is facing. The copy mimics your movements and attacks with this sword until the end of your turn, moving forward, turning, and attacking to match your actions relative to its position. The copy can't walk through walls or other solid surfaces. The copy uses your attack and damage rolls for any attack you make with this sword, dealing force damage instead of slashing on a hit. The copy vanishes at the end of your turn. If the copy is in an unoccupied space when it vanishes, you can choose to teleport to its space. Once this property of the sword has been used, it can't be used again until the next dawn.
- ○ *Prerequisite: 14th level, Fey Ancestry trait or the fey creature type.* While this sword is on your person, you can use an action to cast the disguise self spell (save DC 16). If you drop the sword, the spell ends.
- ○ *Prerequisite: Slay or help slay Malfuriel the Betrayer or similarly powerful fiend.* When you attack a creature with this weapon and roll a 20 on the attack roll, that target must succeed on a DC 16 Constitution saving throw or be magically restrained until the end of your next turn. If the target is a fiend, it's petrified until the end of your next turn instead.
- ○ *Prerequisite: 20th level.* You gain the benefits of all of this sword's variant properties, including those whose prerequisites you don't meet.

Destroying Silverwind. The only way to destroy Silverwind, the Cleansing Breeze is to melt it in the fires of the Magmarath Caldera, a raging volcano in the Lower Planes overrun with fiends. It must remain submerged in the magma for 10 years before it succumbs to the fire and is destroyed. When it does, the volcano erupts.



Silverwing, the Cleansing Breeze

Tea Weird

Wondrous item, common

This Tiny, sentient fragment of a charmed water elemental has an endless desire to create tea. When given a leaf or other potential tea ingredient, its watery form gurgles happily as it begins to steep it, magically heating the water surrounding the ingredient to its ideal brewing temperature. It only picks up materials it chooses to and can control whether or not it's wet to the touch. The *tea weird* can inhabit up to 1 gallon of water, or as little as 1 ounce. Any water controlled by the *tea weird* is magical for the duration.

The *tea weird* is considered a magical object and is not a creature. It has a speed of 5 feet and can hover up to 5 feet off the ground. It has AC 10, 10 hit points, and has resistance to all damage. The *tea weird* regains all its hit points if given at least 1 ounce of water. Drinking the entire *tea weird* is harmless to you, but destroys the item.

Sentience. The *tea weird* is a sentient chaotic good item with an Intelligence of 3, a Wisdom of 8, and a Charisma of 6. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Aquan and Common.

Personality. The *tea weird* is dedicated to making tea. It will happily collect moisture, steep it with fresh ingredients, and then separate itself from the freshly brewed tea by pouring it into a cup or similar vessel. It avoids combat at all costs and enjoys resting in cups, kettles, or the pockets of friendly creatures.

Viper Khopesh

Weapon (scimitar), rare

This curved blade was carved from a large viper's fang. When you hit with an attack using this magic sword, the target takes an extra 1d6 poison damage. In addition, when you roll a 20 on an attack roll made with this weapon against a Large or smaller creature, that creature must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 poison damage and is poisoned until the start of your next turn. The poisoned creature is incapacitated. On a successful save, a creature takes half as much poison damage and isn't poisoned.

Whirling Weapons

Weapon (any melee weapon without the special or two-handed property), rare

These magic weapons were forged with lightweight metals and designed for speed rather than brute force. *Whirling weapons* have the finesse and light properties and whistle softly when swung through the air. When you take the Attack action and attack with a *whirling weapon* that you're holding in one hand, you can use a bonus action to make another attack with the same weapon. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If you're holding a different *whirling weapon* in each hand and engage in two-weapon fighting, you can make one attack with each weapon when you use a bonus action in this way.

In addition, if you have the Two-Weapon Fighting fighting style, you can add your ability modifier to the damage of the bonus attacks.

Whirlpool Dart

Weapon (dart), uncommon

This dart feels cold and hefty in the hand, but flies effortlessly when thrown. As an action, you can throw this dart at a point within 20 feet of you and speak its command word to cause it to create a wild, spiraling whirlpool in a 15-foot-radius, 10-foot-high cylinder centered on that point. Each creature in the area excluding you must make a DC 13 Strength saving throw. On a failed save, a creature takes 4d4 bludgeoning damage and is pulled up to 15 feet toward the center of the cylinder. On a successful save, a creature takes half as much damage and isn't pulled.

In addition, unsecured objects that are completely within the cylinder are automatically pulled 15 feet toward the center by this effect, and all nonmagical flames within the cylinder are extinguished.

The dart's property can't be used again until the next dawn. In the meantime, the dart can still be used as a magic weapon.



The INVENTORY

October was filled with a lot of good art! It's always a good feeling to be proud of progress you make or the work you produce. Ultimately, we're our own greatest peers, so seeing ourselves make strides towards something exciting is always fulfilling.

Here in the United States, too, our cultural and political landscape has been filled with social landmines to avoid. It's been stressful for everyone, to be sure. As always, RPGs like 5e have been a comfort to escape into.

Halloween was a nice distraction as well. We weren't able to hand out candy to trick-or-treaters this year, but we still took comfort in making jack-o-lanterns and watching some spooky shows in our shared spare time.

Favorite items from this month include the *ear cuff of the climber*, *focus circlet*, *great owl's shroud*, *mistalker* and *myceliaweave armors*, *rod of the magicycle*, and the *spellsword*. A notable favorite pun and art mashup was the *tyrannosaurus rax*, as well.

OCTOBER, 2020

Acorn Charm
Amulet of the Sentinel
Arcanist's Scribing Wand
Bulette Bulwark
Dominic's Field Guide to Language
Drowner's Pearl
Ear Cuff of the Climber
Egg of Primal Water
Focus Circlet
Forecaster's Cloak
Frostburn Spear
Great Owl's Shroud
Griffon Key Loop
Matron's Mug
Mistwalker Armor
Moonstone Bracers
Myceliaweave Armor
Rod of the Magicycle
Spellsword
Starmetal Sliver
Storm's Eye Shield
Tyrannasaurus Rax



Acorn Charm

Wondrous item, uncommon

This small, polished acorn has been made into a magical bell that rings softly when moved. While wearing this charm, you have advantage on Charisma checks made to interact with plants, and you can communicate with plant creatures as if you shared a common language.

Amulet of the Sentinel

Wondrous item, rare (requires attunement)

This golden amulet of an eye has a large ruby embedded in its center and eight smaller gems around it. The amulet has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing this amulet, you can expend 1 or more of its charges to use one of the following properties:

Alertness. When you roll for initiative, you can use your reaction to expend 1 charge to add your proficiency bonus to the roll.

Protection. When a creature that you can see within 30 feet of you suffers a critical hit, you can use your reaction to expend 2 charges to turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

Vigilance. When one or more creatures that you can see within 30 feet of you are forced to make a saving throw, you can use your reaction to expend 2 or more charges. For 2 charges, you grant one affected creature of your choice advantage on the saving throw. For each additional charge you expend, you grant one more affected creature of your choice advantage on the saving throw. You make this choice after you see the roll, but before the GM says whether the roll succeeds or fails.

Arcanist's Scribing Wand

Wand, rare (requires attunement by a wizard)

This wand's handle has a fountain pen nib at its end that releases its own magical ink. When you use this pen to copy a spell into your spellbook, the gold it takes to do so is halved. Swinging the wand causes tiny droplets of illusory ink to trail behind it.

The wand has 7 charges for the following properties:

Spells. While holding the wand, you can use an action to expend 1 of its charges to cast one of the following spells from it: *comprehend languages* (written language only) or *illusory script*.

Cloudscript. While holding the wand, you can use an action to expend 2 of its charges to cause up to 10 words to appear in the sky. The words are formed from wisps of clouds or smoke (your choice) and remain in place as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into a puddle of mundane ink and is destroyed.





Bulette Bulwark

Armor (shield), uncommon (requires attunement)

This leather-wrapped shield was made from the armored body of a bulette and still retains some of its natural properties. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, the shield has 3 charges and regains 1d3 expended charges daily at dawn. While holding the shield, you can use a bonus action to speak the shield's command word and expend 1 of its charges. When you do, you gain tremorsense out to a range of 30 feet. This effect lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until you drop or stow the shield.

Drowner's Pearl

Wondrous item, common

This magic, sickly pearl contains a fragment of life absorbed from a body that sank to the bottom of the sea. While holding this pearl in your mouth, you can survive for 1 additional minute before you suffocate when you run out of breath or begin to choke underwater. Once this property has been used, the pearl turns to dust and is destroyed.

Ear Cuff of the Climber

Wondrous item, uncommon

This brass ear cuff hangs off the side of your ear and dangles several polished spheres of jet from fine chains. While wearing the cuff, whenever you make an ability check to climb, you can treat a d20 roll of 7 or lower as an 8.

Egg of Primal Water

Wondrous item, uncommon

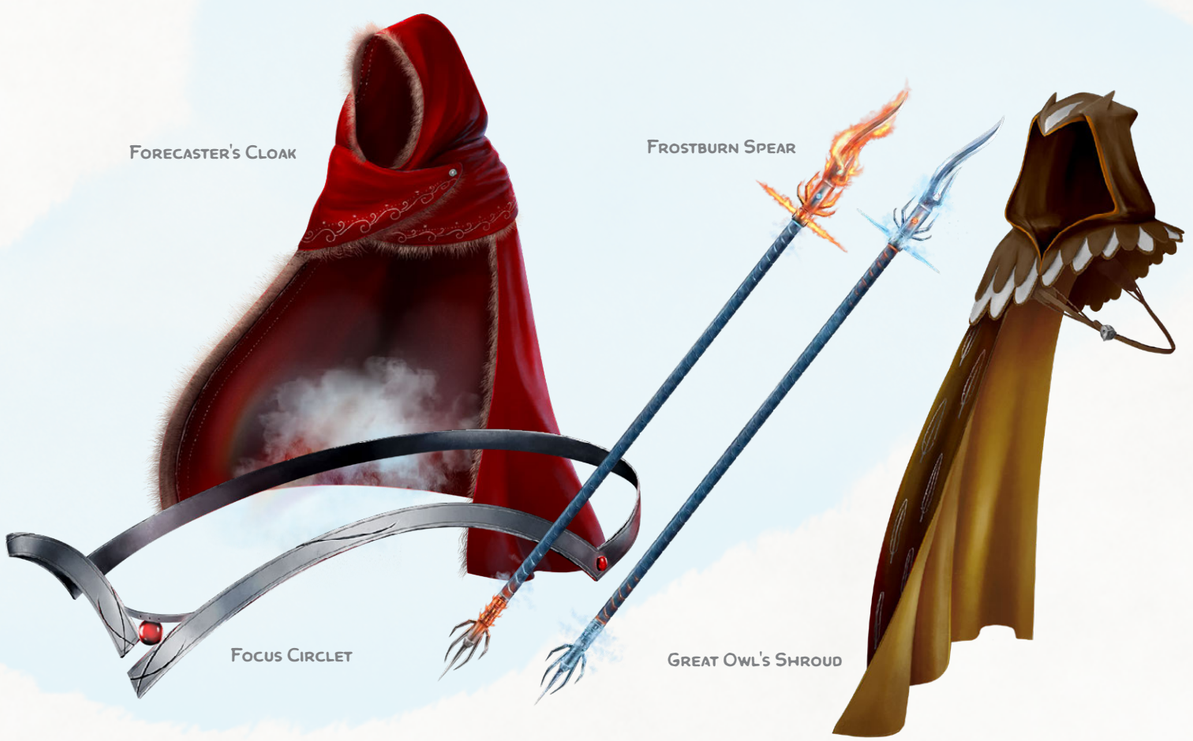
This glass egg is filled with 1 ounce of enchanted water from the Elemental Plane of Water. You can use an action to throw the egg at a point that you can see within 30 feet of you. The egg shatters at the point and creates a special pool of water up to 40 feet in diameter centered on the point. The surface of the pool is an entrance to a demiplane that's 20 feet deep and is always filled with water from the Elemental Plane. The water is potable and can be carried from the pool, but otherwise does not spill forth from it regardless of its placement. The pool remains for 24 hours, at which point anything left in the water is shunted out.

Dominic's Field Guide to Language

Wondrous item, uncommon

This magical book is filled with strange, shifting writing. While holding the book, you can use an action to speak its command word followed by a language of your choice, causing the book's pages to become filled with translations between Common and the language you chose. This property can't be used again for 24 hours. When found, the book's pages are filled with translations for a random language.

You can read the book over the course of 1 hour, which can be done during a short rest. When you finish reading, you can magically speak, read, and write the chosen language for 24 hours. Only one creature can read from the book at a time.





Focus Circlet

Wondrous item, uncommon (requires attunement by a spellcaster)

While wearing this silver circlet, you gain a bonus to Constitution saving throws that you make to maintain your concentration on a spell you cast equal to the spell's level, up to a maximum of +3.

Forecaster's Cloak

Wondrous item, common

This warm, fur-lined cloak creates illusory representations of the impending weather. While wearing this cloak, you can use an action to open it and speak its command word to create a harmless, sensory effect within the cloak that represents what the weather will be at your location for the next 8 hours. This effect persists for 1 minute or until you close the cloak.

Frostburn Spear

Weapon (spear), very rare (requires attunement)

This magic spear harnesses both ice and fire to duplicate the natural destructive force of a remorhaz. Immediately after you throw the spear and it hits or misses a target, it flies back to your hand.

While holding the spear, it becomes covered in icicles and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When you hit with an attack using this magic weapon, the target takes an extra 1d6 cold damage. You can speak its command word as a bonus action to cause the ice to melt and be replaced with flames, causing the bonus damage to become fire damage instead. You can speak the command word again to extinguish the flames and cause the ice to regrow from the spear, turning the bonus damage to cold damage once more. The ice or flames remain until you drop or stow the spear.

While the spear is covered in ice, you have resistance to fire damage. While it's covered in flames, you have resistance to cold damage.

In addition, while holding the spear, you can use an action to cast the *fire shield* spell from it. This version of the spell has a range of 30 feet, instead of self, and can target any creature you can see within range. Once this property of the spear has been used, it can't be used again until the next dawn.

Great Owl's Shroud

Wondrous item, uncommon (requires attunement)

This draping shoulder cloak flutters softly while worn, even if there isn't a breeze. The cloak has 10 charges and regains all expended charges daily at dawn. When you take the Attack action while wearing this garment, you can replace one or more of your attacks with a special ranged spell attack using the cloak, expending 1 of its charges for each attack you replace. When you do, you flourish the cloak and release a barrage of magical feathers that fly toward the target. You have a +5 bonus to attack rolls made with the cloak, which have a normal range of 30 feet and a long range of 120 feet. On a hit, the target takes 2d4 + 3 force damage. After the attack, the feathers vanish.

In addition, you can use a reaction when you fall to cast the *feather fall* spell from the cloak, targeting only yourself. Once this property of the cloak has been used, it can't be used again until the next dawn.

Griffon Key Loop

Wondrous item, common

This leather key loop is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. You can attach a key to the key loop by holding them together for 1 minute. When you do, the key is shunted into an extradimensional space. You can use an action to speak the key loop's command word, causing one or more of the attached keys to reappear on the loop (your choice). Speaking the command word again causes them to disappear once more. You can have up to 10 keys attached to the key loop in this way at a time, and can remove one by gently pulling on it for 1 minute.

While holding the key loop, you can touch it to a lock whose key has been attached to the loop. When you do, the lock becomes unlocked or locked (your choice), as if you had used its key. When you shake the key loop, you can faintly hear the sound of its keys jingling.

Matron's Mug

Wondrous item, very rare

This rustic stoneware mug is warm to the touch and exudes a feeling of comfort while held. You can speak its command word as an action to cause it to fill with a rich, creamy drink that tastes like chocolate. When you drink this beverage, it fills you with a rejuvenating and magical vigor that builds over the course of 1 minute. At the end of this minute, you can choose to recover one expended spell slot by spending a number of Hit Dice equal to the spell slot's level, up to a maximum of 5. Once the mug has created this beverage, it can't create it again until the next dawn.

Mistwalker Armor

Armor (leather), rare (requires attunement)

This dark leather armor releases thin wisps of fog from its seams. While wearing this armor, you can use an action to cast the *fog cloud* spell (2nd-level version) from it. Once this property of the armor has been used, it can't be used again until the next dawn.

In addition, fog doesn't obscure your vision, and while you're in opaque fog, you can use your movement to teleport to an unoccupied space that you can see in the fog. Doing so costs an amount of movement equal to the distance you teleport.

Moonstone Bracers

Wondrous item, rare (requires attunement)

These leather bracers are adorned with moonstones and unique wolfen buckles made of silver. While wearing these bracers, you have immunity to damage from the *moonbeam* spell, and have resistance to nonmagical bludgeoning, piercing, and slashing damage from silvered weapons.

While wearing the bracers in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a wolf. While you are in the form of the wolf, you retain your Intelligence, Wisdom, and Charisma scores. The bracers can't be used this way again until the next dusk.

Myceliaweave Armor

Armor (leather, studded leather, or hide), rare (requires attunement)

This naturally-sourced armor is interwoven with fibers and caps from a resilient strain of violet fungus that grows when exposed to rejuvenating magic. While wearing this armor, your Constitution score increases by 2, to a maximum of 20, and whenever a spell or magical effect causes you to regain hit points, you also gain a number of temporary hit points equal to half the number of hit points you recover, up to a maximum of 15 temporary hit points. While you have temporary hit points in this way, you also have resistance to necrotic damage.

Curse. Once you don and attune to this magic armor, you can't doff it unless you die or are targeted by the *remove curse* spell: a side effect of the violet fungus' magical and parasitic effects. When your attunement to the armor ends, your Constitution score is reduced by 2 (to a minimum score of 1) until 2d6 + 6 days have passed or until you attune to the armor again.

Rod of the Magicycle

Rod, rare

This sturdy antler rod is capped on either end with a plush leather handle. You can twist the two handles in opposite directions as an action, releasing an unearthly roar audible out to 100 feet and causing the rod to magically split apart and form a powerful, two-wheeled vehicle made of wood, with the rod's handles at its front. You can twist the handles again as an action to return the vehicle to its rod form. The vehicle can appear underneath you, with you standing astride it, or in an empty space within 5 feet of you (your choice). The vehicle is a Medium magical object, called a magicycle, and has the following properties:

- The vehicle has AC 14, 40 hit points, and a speed of 60 feet. While moving, its AC becomes 17. When underwater, it ceases to function and immediately reverts to its rod form.
- The vehicle weighs 200 pounds. If it falls prone, it can't right itself until a creature within reach pulls it upright as an action.
- One Small or Medium creature drives and steers the vehicle. It can carry up to 300 pounds and comfortably fits either one Medium creature or two smaller ones.
- If the vehicle moves in a straight line for 600 feet, its speed increases to 100 feet until the next time it makes a significant turn or until it slows down or comes to a stop.
- For every uninterrupted period of 8 hours that the vehicle is in its rod form or goes unmoved, it regains 1d8 hit points. If it drops to 0 hit points, it reverts to its rod form and can't be used again until 5 days have passed.
- When you make a Dexterity saving throw while riding the vehicle, you can use your reaction to gain advantage on the roll. On a successful save, you can drive the vehicle up to 20 feet as part of the reaction. If moving in this way causes you to no longer be in the triggering effect's area, such as an ancient red dragon's fiery breath or an ice storm spell, you instead take no damage, instead of half damage, from the effect. On a failed save, you and the vehicle fall prone.

Spellsword

Weapon (shortsword), rare

This item appears to be a shortsword hilt. While grasping the hilt, you can use a bonus action to expend a spell slot of 1st level or higher to activate the sword, causing a blade of pure energy to spring into existence. The sword remains activated for 8 hours, or until you deactivate it early using an action. Once you activate the sword in this way, you can use it as a spellcasting focus, and you are proficient with the *spellsword* for the duration.

You can use your spellcasting ability, instead of Strength or Dexterity, for your attack and damage rolls using this weapon, which deals force damage instead of piercing damage. If you activate the sword using a 3rd- or 4th-level spell slot, its damage die becomes a d8, and you gain a +1 bonus to attack and damage rolls made with it. If you use a 5th-level slot or higher, its damage die becomes a d10, and the bonus increases to +2 instead.

When you deactivate the weapon early using an action, the remaining magic stored within the blade erupts into a wave of energy. Each creature in a 10-foot cone must make a DC 15 Dexterity saving throw. A creature takes 3d6 force damage on a failed save, or half as much damage on a successful one. If the sword was activated using a 3rd- or 4th-level spell slot, the force damage becomes 4d8, or 5d10 if it was activated with a 5th-level slot or higher.

The blade emits bright light in a 20-foot radius and dim light for an additional 20 feet, and disappears if the sword is no longer activated or if you let go of the weapon. While holding the activated sword, you can use a bonus action to cause the blade to vanish or reappear.



Starmetal Sliver

Weapon (dagger), very rare (requires attunement)

This slim blade was forged using strange, unearthly metals from a meteorite. When you use an action to toss this magic dagger into the air, it orbits your body at a distance of 1d3 feet. Another creature can use an action to grasp the dagger to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and either wield or stow the dagger.

When you take the Attack action while the dagger is orbiting you, you can use a bonus action to cause the dagger to attack a target within 10 feet of you. The dagger uses your attack roll and ability score modifier to damage rolls. Immediately after the attack, the dagger returns to orbit you.

In addition, the dagger creates a small gravitational field that wards off harm. While the dagger orbits you, when you are hit by a ranged weapon attack, the damage you take from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the missile slows to a stop without hitting you and falls to the ground at your feet.

Storm's Eye Shield

Armor (shield), rare (requires attunement)

Emblazoned on the face of this round shield is a cyclone design that magically swirls based on the likelihood and proximity of thunderstorms. While holding this shield, you have resistance to lightning damage. When you take lightning damage from a hostile source while holding this shield, you can use your reaction to cast the *thunderwave* spell (save DC 15) from it. This property can't be used again until the next dawn.

In addition, while the shield is flat on the ground, you can perform a 1 minute ritual to cast the *augury* spell from it. When you do, the omens are represented by how the cyclone's design changes:

- ***Calm clouds***, for good results
- ***Roiling clouds***, for bad results
- ***A flash of lightning***, for both good and bad results
- ***Nothing***, for results that aren't especially good or bad

Once this property of the shield has been used, it can't be used again until it's been in the presence of another thunderstorm for at least 1 hour.

Tyrannosaurus Rax

Weapon (greataxe), rare (requires attunement)

This bone-carved axe can channel the might of a rampaging tyrannosaurus rex. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the axe, you can use a bonus action to rampage. While rampaging, you can move through the space of any creature of your size or smaller. When you move through a creature's space in this way while rampaging, your movement doesn't provoke opportunity attacks from that creature for the rest of the turn. Once on each of your turns while rampaging, you can force a creature whose space you move through in this way to make a DC 15 Strength or Dexterity saving throw (its choice). On a failed save, that creature takes 1d6 bludgeoning damage and is knocked prone. In addition, while you're rampaging, your weapon attacks with this weapon score a critical hit against objects, structures, and prone creatures on a roll of 19 or 20.

Your rampage lasts for up to 1 minute. It ends early if you don't move through a hostile creature's space on your turn or if you drop to 0 hit points. This property of the axe can be used twice and regains all expended uses daily at dawn.

The INVENTORY

Many of you will remember this as the month as the one where I contracted the coronavirus, but I'd like to remember it more as the one where we wrapped up year 2 and I finally took a (forced) week off at the start of the next month.

Favorites from this month include the *ambitious medic's box*, *cleaning cube*, *hat of the sanguine coven*, *spirit cleaver*, and *wisp cloak*.

NOVEMBER, 2020

Aciurgist's Blade
Ambitious Medic's Box
Bartender's Armistice
Cleaning Cube
Dress of Defense
Hat of the Sanguine Coven
Inspector's Silverware
Life Turner
Radiant War Pick
Siege Staff
Sir Varion's Helm
Sir Varion's Mantle
Sky Anchor
Spirit Cleaver
Traitor's Gauntlet
Turtle Brooch
Wand of Necrosis
Wind and Whirl
Wisp Cloak
Xorn-Sole Boots



Spirit Cleaver



Cleaning Cube



Ambitious Medic's Box



Aciurgist's Blade

Ambitious Medic's Box

Bartendeder's Armistice

Aciurgist's Blade

Weapon (glaive), very rare (requires attunement by a paladin)

This smooth, magic glaive bears holy sigils and oaths down the length of its haft and is always impeccably clean. While holding it, your reach increases by 5 feet when using your Lay on Hands feature.

Once on each of your turns when you expend a spell slot to use your Divine Smite feature on an attack made with this glaive, you can choose one of the following effects to inflict on the target until the start of your next turn. When you expend a spell slot of 2nd level or higher, you can inflict an additional effect for each slot level above 1st, choosing each effect no more than once.

- The target has disadvantage on the next attack roll it makes.
- The target's speed is reduced by 10 feet.
- The next time the target takes damage, it takes an additional 1d8 necrotic or radiant damage (your choice).
- The next attack made against the target is made with advantage.
- The target can't regain hit points.

Ambitious Medic's Box

Wondrous item, uncommon (requires attunement)

This wooden box has two halves which are magically locked by ornamental clasps that can only be opened during certain times of the day. The box is 1 foot wide, 2 feet long, and weighs 3 pounds. You can open and use the box as normal, as described below, even if you aren't attuned to it.

The left side is locked by a metal clasp decorated with a sun. From dawn until dusk, you can open the left side of the box, which contains the same contents and functions identically to a healer's kit. Each day at dusk, the left side of the box magically closes and regains all expended uses of its healer's kit.

The right side is locked by a metal clasp decorated with a moon smoking a pipe. From dusk until dawn, you can open the right side of the box, which contains three pewter steins, a flask, and a wooden pipe. While holding the flask, you can use an action to speak its command word followed by either "beer", "wine", or "whiskey". When you do, the flask magically fills with up to 4 gallons of beer, 1 gallon of wine, or 8 ounces of liquor, depending on the chosen drink, which can be poured out as an action, up to 1 gallon per minute. Once this property of the flask has been used, it can't be used again until the next dusk. The wooden pipe is magically refilled with tobacco daily at dusk. Each day at dawn, the right side of the box magically closes, and anything removed from the box is magically returned to it.

While attuned to the box, you are proficient in the Medicine skill and can open either side of the box at any time. If you're already proficient in the Medicine skill, your proficiency bonus is doubled for any ability check you make that uses that skill.

Bartender's Armistice

Wondrous item, rare

A *bartender's armistice* is a magical coaster typically kept by wary tavernkeepers for cases of extreme danger. When found, a *bartender's armistice* comes in a set of 1d3 + 1 coasters. Each coaster is 4 inches across, and its weight is negligible.

As an action, you can speak the coaster's command word and throw it at a point on the ground you can see within 30 feet of you. When you do, the coaster becomes fixed in place at the point and emits a magical field in a 30-foot-radius, 15-foot-high cylinder that's centered on it. Each creature within the area must make a DC 15 Charisma saving throw when the field appears or when it enters the area for the first time on a turn or starts its turn there. A creature can choose to fail this saving throw if it wishes. On a failed save, a creature is charmed by you while it remains within the field. A charmed creature is indifferent about creatures it can see that it's hostile toward. This indifference ends if the target is attacked or harmed by a spell, or if it witnesses any of its friends being harmed. If you or your companions harm a charmed creature or its friends, the charm ends. When the charm or field ends, the creature becomes hostile again, unless the GM rules otherwise.

When a creature makes an attack or casts a harmful spell that either affects a target within the field or enters or leaves the field's area, that creature must first make a DC 15 Wisdom saving throw. On a failed save, the attack or spell fails and is expended, and the action is wasted.

Each creature within the field has advantage on any Charisma (Persuasion) check it makes to deescalate a violent situation. In addition, if a creature in the area is unconscious when the field appears, it immediately stabilizes if it has 0 hit points.

The coaster has AC 15 and 25 hit points. The field remains for 10 minutes or until the coaster drops to 0 hit points, at which point the coaster is destroyed and the field ends. If the field ends after the full duration, there is a 10 percent chance that the coaster remains magical and can be used again. Otherwise, the coaster becomes nonmagical.

Cleaning Cube

Wondrous item, common

This Tiny, sentient piece of an enchanted gelatinous cube is harmlessly soapy, instead of acidic, and enjoys cleaning the surfaces it travels across. When found, the *cleaning cube* is a dehydrated, 2-inch cube. While dehydrated, the cube is inanimate and its weight is negligible. You can place the dehydrated cube in 1 or more gallons of water as an action, causing it to animate and grow in size to become a 1-foot cube that weighs 6 pounds. The rehydrated cube moves slowly while animated in this way, methodically cleaning objects and surfaces it comes into contact with. The cube remains hydrated for up to 8 hours, but can be squeezed as an action (as if it were a sponge) to dehydrate it again early.

The *cleaning cube* is considered a magical object and is not a creature. It has a speed of 1 foot and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It has AC 10, 10 hit points, and resistance to all damage. The cube dehydrates when it drops to 0 hit points, but regains all its hit points when hydrated again.

Sentience. The *cleaning cube* is a sentient unaligned item with an Intelligence of 1, a Wisdom of 6, and a Charisma of 1. It has hearing and blindsight out to a range of 60 feet. It can't speak or read, but obeys your commands as best as it can understand them.

Personality. The *cleaning cube* is happiest finding and dissolving dirt and other grime, and enjoys the feeling of moving across clean, polished surfaces. It doesn't concern itself with combat, preferring to continue its cleaning instead of involving itself in confrontation. If the cube finds a stray coin, gemstone, or other similar small item out of place while it cleans, it will absorb and clean the item until it's removed by a creature as an action or until it becomes dehydrated once again.

Dress of Defense

Wondrous item, rare (requires attunement)

This dress has several decorative armor plates adorning it, but is otherwise made of layers of lush and sheer fabric. While wearing this dress, you gain a +1 bonus to AC if you are wearing no armor. You can use a shield and still gain this benefit. As a bonus action, you can speak the dress' command word to cause its armored plates to emit a protective magical force, causing the bonus to increase to +3 for 1 minute. Once this property of the dress has been used, it can't be used again until the next dawn.

Hat of the Sanguine Coven

Wondrous item, uncommon (requires attunement by a sorcerer, warlock, or wizard)

This red hat is worn by a coven of witches known for their familiarity with death's doorstep. While wearing this hat, you can cast the *chill touch spell* at will. Whenever you have 0 hit points while wearing this hat, you gain the following benefits:

- You stabilize or die after your sixth successful or failed death saving throw, instead of your third, but only succeed on the saving throw on a roll of 15 or higher.
- When you roll a death saving throw, you can immediately cause the hat to cast the *chill touch* spell (+5 to hit, no action required) against a creature within 30 feet of you that isn't behind total cover or heavily obscured. If it hits, you gain a +5 bonus to the saving throw.



Dress of Defense

Cleaning Cube

Hat of the Sanguine Coven

Inspector's Silverware

Wondrous item, common

This array of polished magic silverware typically comes in sets of three pieces of cutlery: a knife, a spoon, and a fork. Each piece of cutlery has 1 charge. When a piece of cutlery that has a charge comes into contact with a food or drink that's poisonous (either naturally or magically), it loses its charge and immediately begins to tarnish and corrode. A piece of tarnished cutlery regains its expended charge and becomes polished again when a creature holding it is targeted by a *lesser restoration* spell or similar magic. If a creature is holding multiple pieces of this cutlery when targeted by the spell, only one of them regains an expended charge.

Life Turner

Wondrous item, legendary

This tiny, spinning hourglass has six seconds' worth of sand inside it and can be easily held or worn as a pendant. When a creature that you can see within 120 feet of you dies, you can use your reaction to speak the hourglass's command word and spin it, allowing you to immediately take an extra turn, interrupting the current turn. At the end of your turn, the dead creature returns to life with a number of hit points equal to your current hit point total (up to its hit point maximum), and you die. If the dead creature was prone, it can immediately stand up (no action required). Once this property has been used, it can't be used again until 1 year has passed.

When you die as a result of using the hourglass, your body is enchanted by protective magic for 3 hours. During this time, if a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you. In addition, while you're protected by this magic, you are also under the effect of the *gentle repose* spell.

Radiant War Pick

Weapon (war pick), very rare (requires attunement by a cleric or paladin)

This silver and golden weapon is wrapped in fragments of holy vestments and glimmers spectacularly in sun and moonlight. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this war pick, the target takes an extra 1d8 radiant damage. If the target is a shapechanger or undead, this radiant damage is maximized.

In addition, while holding the war pick, you can use an action to expend a use of your Channel Divinity to cast the *moonbeam* (6th-level version) or *sunbeam* spell from it (save DC 16). Once this property of the weapon has been used, it can't be used again until the next dawn.

You can use an action to speak the war pick's command word to cause it to shed bright light in a 20-foot radius and dim light for an additional 20 feet. Speaking the command word again puts out the light.

Siege Staff

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This stony staff has been carved into the shape of a castle tower. The staff has 10 charges for the following properties, which use your spell save DC and spell attack bonus, and regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a the staff crumbles into rubble and is destroyed.

Battering Strike. This staff can be wielded as a magic quarterstaff. When you hit with a melee attack using this staff, you can expend 1 of its charges to cause the target to take an extra 1d6 bludgeoning damage. If the target is a creature, it's also pushed 5 feet away from you. In addition, when you attack an object with the staff and hit, maximize your weapon damage dice against the target.

Fire Pot. While holding the staff, you can use an action and expend 1 or more charges to cast the *grease* spell from it. You can increase the size of the square covered by the spell by 5 feet for each additional charge you expend in this way (up to a 20-foot square). When you expend 2 or more charges to cast the spell in this way, creatures also take 2d6 fire damage on a failed save, or half as much damage on a successful one.

Trebuchet. While holding the staff, you can use an action and expend 3 charges to magically create and fling a boulder at a point you can see within 60 feet of you. Any target within 5 feet of the point must make a Dexterity saving throw. On a failed save, a target takes 4d8 bludgeoning damage, and if it's Medium or smaller, it is also pushed 10 feet away from the point. On a successful save, a target takes half as much bludgeoning damage and isn't pushed. Maximize the bludgeoning damage dice against any object or structure hit by the boulder. After it lands, the boulder disappears.

Sir Varion's Helm

Wondrous item, uncommon

This helm was worn by the iconic hero Sir Varion, whose feats of fearlessness preceded him wherever he traveled. While wearing the helm, you can hold your breath for up to three times the normal duration.

In addition, when you make a saving throw against being frightened, you can roll a d6 and add the number rolled to the save. This property can't be used again until the next dawn.

Sir Varion's Mantle

Wondrous item, uncommon (requires attunement)

This sturdy, waterproof riding cape once belonged to Sir Varion, a famed knight known for his charm and eccentricity. While wearing this cape, you can spend 10 minutes to cast the *find steed* spell from it. When you do, the summoned steed is in the form of a giant toad. The steed remains for the duration or until your attunement to the mantle ends. When the steed drops to 0 hit points, this property can't be used again until 2 days have passed.

In addition, while you're mounted, you have advantage on Charisma (Persuasion) checks.

Sky Anchor

Weapon (spear), rare

This barbed spear was designed to hunt and trap flying creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has a normal throwing range of 40 feet. When you hit with a ranged attack using this weapon, you can speak its command word to create a magical chain that extends from the spear to a point on the ground within 5 feet of you. When you do, the spear remains lodged in the target. Until the spear is dislodged, that target can't move farther away from the point, and at the end of each of its turns, the target is pulled up to 10 feet closer to the point. An object that weighs more than 4,000 pounds can't be pulled in this way. The spear is dislodged from the target after 1 minute, or when a creature uses its action to make a DC 15 Strength check, dislodging the spear from itself or another target within its reach on a success. When the spear is dislodged, it deals 2d8 piercing damage to the target it was lodged in and is immediately pulled back to the point. The magical chain then disappears. You can dislodge the spear on your turn by speaking its command word again as a bonus action. Once this property has been used, it can't be used again until the next dawn.





Spirit Cleaver

Weapon (dagger), legendary (requires attunement by a rogue)

This dark metal blade can slip between a person and their spirit to sever their connection to one another. You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals slashing damage instead of piercing damage.

While holding this weapon, you can use an action to cast the *etherealness* spell from it with the following changes:

- While on the Ethereal Plane, you can attack targets that you can see on the plane you originated from with the *spirit cleaver*. These attacks are made with advantage. If a target has 75 hit points or fewer after taking Sneak Attack damage in this way and isn't a construct or undead, it must succeed on a DC 17 Constitution saving throw or die.
- The spell has a duration of 1 minute, but ends early if you attack a creature on the plane you originated from with the *spirit cleaver*.

Once this property of the weapon has been used, it can't be used again until the next dawn.

Traitor's Gauntlet

Wondrous item, rare (requires attunement)

This pair of gloves is matched with one dark metal gauntlet, which once belonged to a traitorous knight who was burned for his treason. While wearing these gloves and gauntlet, your unarmed strikes with your hands are turned into magic weapons that deal 1d8 necrotic damage.

In addition, you can use a bonus action to speak the gauntlet's command word while holding a nonmagical melee weapon in the hand that's wearing it. When you do, the weapon becomes magical while you hold it in that hand. The weapon ceases to be magical if you throw, drop, or stow it. While the weapon is magical in this way, it's wreathed in dark flames that cause any target hit by it to take necrotic damage, instead of the weapon's normal damage, as well as an extra 1d8 fire damage.

While unworn, the gauntlet can be magically altered to fit over either hand by speaking its other command word as an action.

Curse. This gauntlet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the gauntlet, keeping it within reach at all times, and you can't remove the gloves. In addition, while you're cursed, you gain the following flaw: "Everyone has an ulterior motive, so I can only count on myself." While you have this flaw, you have disadvantage on Wisdom (Insight) and Charisma (Persuasion) checks made to interact with friendly creatures, and you can't take the Help action.

Turtle Brooch

Wondrous item, common

This gold and amber brooch resembles a turtle that's been flipped on its back. While you're wearing it, standing up from being prone costs 5 feet less of your movement (to a minimum of 5 feet).



Wand of Necrosis

Wand, very rare (requires attunement by a sorcerer, warlock, or wizard)

This gnarled, wooden branch has grown over one of the severed fingers of a powerful lich, creating a gruesome and deadly wand. The wand has 7 charges. If the wand has at least 1 charge remaining, you have resistance to necrotic damage while you hold it.

While holding this wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 15, attack bonus +7): *blight* (4 charges), *finger of death* (7 charges), *inflict wounds* (1 charge per spell level, plus 1 additional charge to make its range 30 feet), or *ray of enfeeblement* (2 charges).

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes, destroying the wand in a flash of green light that duplicates the effect of the *finger of death* spell, targeting only you. If you become a zombie as a result of this effect, you are under the command of the nearest lich within 100 miles of you, if any.

Wind and Whirl

Weapon (scimitar), very rare (requires attunement)

This pair of scimitars was forged in the Elemental Plane of Air and cut effortlessly through the air in tandem. Attuning to one of the scimitars automatically attunes you to both of them, which count as one attuned item.

You gain a +1 bonus to attack and damage rolls made with these magic weapons, which have the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after you make a ranged attack with one of the scimitars, it flies back to your hand. In addition, when you engage in two-weapon fighting using both scimitars, you can add your ability modifier to the damage of the second attack.

As an action, you can speak the scimitars' command words and throw the two swords at a point you can see within 60 feet of you. The two weapons spin wildly and create a sudden whirlwind in a 15-foot-radius, 30-foot-high cylinder centered on the point. A target caught in the whirlwind's area must make a DC 15 Strength saving throw. On a failed save, a target takes 6d6 bludgeoning damage and is flung up 20 feet away from the point in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. On a successful save, a target takes half as much bludgeoning damage and isn't flung away or knocked prone. The scimitars fly back to your hands immediately after the effect. Once this property of the scimitars has been used, it can't be used again until the next dawn.



Wisp Cloak

Wondrous item, uncommon (requires attunement)

This near-weightless cloak billows softly even without wind. While wearing this cloak, you have advantage on death saving throws and can move normally through the space of any Medium or smaller creature once on each of your turns, but can't stop there.

Curse. This cloak is cursed by the spirit of a person who was betrayed by a close friend. Once you wear this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, whenever you move or end your turn within 10 feet of a friendly creature with 0 hit points for the first time on each of your turns, that creature must succeed on a DC 13 Constitution saving throw or suffer a failed death saving throw.

Xorn-Sole Boots

Wondrous item, rare (requires attunement)

This pair of iron-toed boots is made with the rocky leather hide of a xorn. Each boot is secured with three golden buttons bearing the icon of an eye and has several claw-like spikes extending from its toe and heel. While wearing these boots, you can use a bonus action to speak their command word and click the boots' heels together. If you do, you gain tremorsense out to a range of 30 feet and a burrowing speed equal to your walking speed. If you click your heels together again, you end the effect.

You can use this property for up to 10 minutes, all at once or in several shorter bursts, each one using a minimum of 1 minute from the duration. During this time, you can pinpoint the location of precious metals and stones, such as coins and gems, within the range of your tremorsense.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.



The INVENTORY

I had a long December. A fitting end of the year for a painful 2020, to be sure, in which I contracted COVID-19 through a series of unfortunate events and was forced to live separately from both the people I love and take a week off from the Saddlebag. Fortunately, you and the rest of the community were overwhelmingly supportive, and my good friends in the 5e content creation community were there to help supply you with content in my absence. Thank you, again, so much for all of your kind words, patience, and support during those difficult weeks.

That said, there were some really cool items this week, including the Saddlebag's first scroll item! There was also a week filled with common items, which are always favorites for giving to players of all levels.

Favorites from this month include the *air render*, *horn of the wild hunt*, *impact plate*, and *scroll of the jester.*

DECEMBER, 2020

Air Render
Amulet of Immutability
Arcanist's Magnificent Magnifier
Bane Shield
Bell of Alarm
Chronal Sphere
Club of Dancing
Gladius of the Everfighter
Heavenly Chalice
Horn of the Wild Hunt
Impact Plate
Leatherbeard
Life's Flower Restorative
Light Sling
Oaken Candle
Prying Mace
Ring of Changing Shapes
Scroll of the Jester
Soul Pendant



Scroll of the Jester

Impact Plate

Air Render

Air Render

Weapon (shortbow), rare (requires attunement)

When you make a ranged attack with this magic bow, you can choose to fire a mote of wind instead of using an arrow. When you do, you gain a +1 bonus to the attack and damage rolls, and you can choose the form the wind takes, causing it to deal either bludgeoning, piercing, or slashing damage (your choice). When you roll a 20 on an attack roll made in this way, the target also suffers from one of the following effects:

Bludgeoning Gust. If the mote of wind dealt bludgeoning damage, the target must succeed on a DC 15 Strength saving throw or be knocked prone or pushed 15 feet away from you (your choice). If the target is Huge or larger, it automatically succeeds on the saving throw.

Piercing Wind. If the mote of wind dealt piercing damage, you can immediately make another attack with the same mote of wind against a different creature that is within 15 feet of the original target. This attack deals piercing damage.

Slashing Tornado. If the mote of wind dealt slashing damage, each other creature within 5 feet of the original target must succeed on a DC 15 Dexterity saving throw or take 2d6 slashing damage.

Amulet of Immutability

Wondrous item, rare (requires attunement)

This adamantine amulet protects you from magic that would threaten to alter your form against your will. While wearing the amulet, you have advantage on saving throws against transmutation spells of 5th level or lower that would transform or control you, such as *enlarge/reduce*, *levitate*, or *slow*.

In addition, when you are targeted by the *polymorph* spell, you can choose to automatically succeed on the saving throw.

Arcanist's Magnificent Magnifier

Wondrous item, uncommon

This magical magnifying glass helps deduce the arcane nature of items. While looking through the glass at an object within 1 foot of you, your proficiency bonus is doubled for any Intelligence (Arcana) or Intelligence (Investigation) check you make regarding that object's magical properties. In addition, you can speak the glass's command word as an action to cast the *identify* spell from it, targeting an object with the spell that you can see through the glass within 1 foot of you. Each time you do, there is a cumulative 5 percent chance that the glass shatters and is destroyed after casting the spell.

Bane Shield

Armor (shield), uncommon (requires attunement)

This classic iron shield is emblazoned with the skull-like face of a demon. The shield has 3 charges and regains 1d3 expended charges daily at dawn. When you take damage from a creature within 5 feet of you while holding this shield, you can use your reaction to expend 1 of its charges to curse that creature. The next time that creature makes an ability check or attack roll before the end of its next turn, it must roll a d4 and subtract the number rolled from the total.



Amulet of Immutability

Bell of Alarm

Wondrous item, common

This brass bell doesn't have a clapper inside it and has 4 charges. As an action, you can expend 1 of the bell's charges to shake it and speak its command word, followed by a total number of hours, minutes, or seconds equal to no more than 8 hours. After the specified amount of time has passed, the bell emits a loud ringing in your ears that's audible to only you, provided that you're within 1 mile of the bell and are on the same plane of existence. You can mentally end a timer at any time using a bonus action.

The bell regains all expended charges daily at dawn.

Chronal Sphere

Wondrous item, very rare

This brass sphere is roughly fist-sized and weighs 1 pound. It vibrates gently while you hold it as tiny mechanisms whir inside. While holding the sphere, you can use a bonus action to speak its command word, causing spectral clock hands to appear on its curved surface and indicate the current time. The hands remain on the surface of the sphere until you speak the command word again. This property only functions on the Material Plane.

Spells. While holding the sphere, you can use an action to cast either the *haste* or *slow* spell (save DC 18, no concentration required) from it. Once the sphere has been used to cast a spell in this way, it can't be used to cast that spell again. When the sphere has been used to cast both of these spells, it loses this property.

Club of Dancing

Weapon (club), uncommon (requires attunement)

This metallic club emits prismatic flashes of light whenever it hits a target. While you're holding this weapon, you can use an action to cast the *dancing lights* spell from it. In addition, the club has 3 charges and regains 1d3 expended charges daily at dusk. When you hit with an attack using this weapon, you can expend 1 of its charges to deal an extra 1d6 thunder damage. If the target is a creature, it must also make a DC 13 Wisdom saving throw. On a failed save, that creature's speed becomes 0 until the start of your next turn, and it spends its action on its next turn dancing in place: shuffling, tapping its feet, and capering.



Arcanist's Magnificent Magnifier



Bane Shield

Gladius of the Everfighter

Weapon (shortsword), legendary (requires attunement by a fighter)

This worn gladius has been used by numerous famed warriors over centuries. When swung, the sound of a valiant battlecry can be faintly heard. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While holding this weapon, you gain an additional use of your Second Wind and Action Surge class features, but can use Action Surge only once on a turn.

As an action, you can speak the weapon's command word to transform it into a different simple or martial melee weapon of your choice. When you do, the weapon glimmers with a golden sheen and becomes mutable, allowing you to use a bonus action to mentally change the weapon's form again for the duration. The weapon remains mutable for 1 minute or until you use a bonus action to end the effect early. It reverts to its normal form when it's no longer mutable.

While the gladius is transformed into a weapon with the thrown property, it flies back to your hand immediately after you make a ranged attack with it.

Sentience. The *gladius of the everfighter* is a sentient weapon of lawful neutral alignment with an Intelligence of 12, a Wisdom of 15, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common. It has a stern and commanding voice.

Personality. The *gladius of the everfighter* is sworn to do battle for eternity. It grows tired of diplomacy quickly and believes that disputes are best settled through combat, either lethal or otherwise. It only finds comradery with its wielder after overcoming a powerful adversary together. It strongly resists being parted from its wielder for any length of time, preferring instead to search out new tests of strength.

If the gladius enjoys a fight that would normally end in the death of the opposing creature, it can choose to knock the creature out instead of killing it.



Air Render

Gladius of the Everfighter

Bell of Alarm

Chronal Sphere

Club of Dancing

Heavenly Chalice

Wondrous item, rare

This golden goblet is ornamented with 4 glimmering gems and stripes of jet and ivory. It weighs 2 pounds and can hold the contents of one potion. When a *potion of healing* (of any rarity) is poured into the cup, a cleric, paladin, or other creature with a magical connection to a celestial can spend 1 minute reciting a prayer over it. At the end of the prayer, the potion becomes sanctified and begins to glow with a calming blue light. When a *potion of healing* becomes sanctified, it creates a pool of hit points equal to the maximum number of potential regained hit points possible for that potion.

When a creature drinks from a sanctified *potion of healing*, that creature can restore a number of hit points of its choice, up to the maximum amount remaining in the pool. When the pool is reduced to 0 hit points, the potion is gone.

A potion remains sanctified for 24 hours or until it's spilled or poured into another vessel. Once this property of the goblet has been used, it can't be used again for 24 hours.

Horn of the Wild Hunt

Wondrous item, very rare (requires attunement)

This large, spiraling warhorn has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to expend 1 charge and blow the horn, summoning a war elk as if you had cast the *find steed* spell. A war elk uses the same statistics as a giant elk with the following changes: its size is Large, it has AC 14 (hide barding), and has 37 hit points. The steed disappears if your attunement to the horn ends.

Alternatively, you can use an action to expend 1 of the horn's charges to speak its command word and then blow the horn. When you do, a spectral stampede of elk trample the area in a line 60 feet long and 15 feet wide that extends from you in a direction you choose. Each creature in the line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d10 force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

When you blow the horn, it emits a deep, rumbling tone that is audible 300 feet away.

Impact Plate

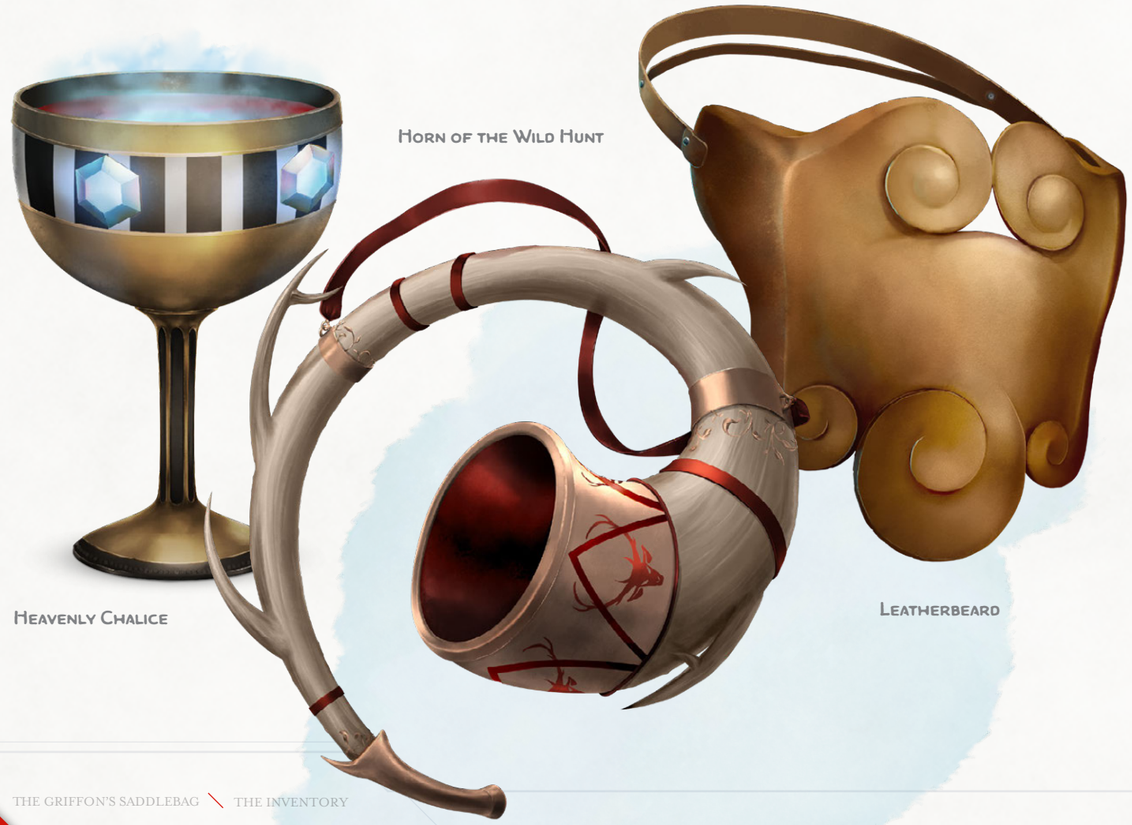
Armor (plate), very rare (requires attunement)

This resilient plate mail was made by dwarves but magically resizes to fit the wearer's stature. While wearing it, you have resistance to bludgeoning damage, and you don't take any falling damage when you fall no farther than 100 feet.

Leatherbeard

Wondrous item, common

This leather mask sits over your mouth and chin and can be worn or removed using an action. While wearing the mask, you grow an illusory beard. You choose the color and style of the beard each time you wear the mask. The beard can be up to 2 feet long. A DC 10 Intelligence (Investigation) check reveals the beard is an illusion.



For every 7 consecutive days that pass in which you do not remove the mask, there is a cumulative 25 percent chance that the beard becomes real. When it does, the mask is destroyed. The real beard doesn't continue to grow unless you can already naturally grow a beard.

Life's Flower Restorative

Wondrous item, rare (requires attunement by a creature missing a hand, arm, or leg)

This vital branch pulses with life and resembles a crude limb. To attune to this item, you must attach it to the end of your missing arm or leg, at which point the branch magically forms an elegant copy of the appendage it's replacing. This prosthetic is a fully capable part of your body and can't be removed against your will as long as you're attuned to it.

The prosthetic branch has 10 flowers and regrows 1d6 + 4 missing flowers daily at dawn. While attached, the branch provides these benefits:

- When you regain hit points as part of a spell or magical effect, you can choose to expend any number of flowers to regain an extra 5 hit points for each flower spent. This property can restore you to no more than half of your hit point maximum.
- If you start your turn with 0 hit points while the prosthetic has 3 or more remaining flowers, you can choose to expend 3 flowers to regain 5 hit points. This property can't be used again until the next dawn.

Light Sling

Weapon (sling), common

As an action, you can speak this magic sling's command word and hurl a tiny ball of light at a point or target you can see within 30 feet of you. The ball of light sheds bright light in a 20-foot radius and dim light for an additional 20 feet. On a hit, the ball deals no damage and sticks to the target for up to 1 minute, until the sling is used to hurl another ball of light, or until a creature within reach of the light uses its action to snuff it out (as if snuffing out a candle). If the target is an unwilling creature or an object being worn or carried by one, the creature must also make a DC 10 Dexterity saving throw. On a failed save, the ball sticks to the target for the duration. On a successful save, the ball of light winks out.



Oaken Candle

Wondrous item, common

This magic, bark-like candle emits a green flame when burned, which sheds bright light in a 5-foot radius and dim light for an additional 5 feet. You can light the candle as an action. After burning for 1d8 + 4 hours, the candle is destroyed and an oak tree no more than 30 feet tall grows in its place over the course of 10 minutes. If there isn't enough room for a tree to grow or the candle isn't placed on solid ground, the candle is destroyed without creating a tree.

Prying Mace

Weapon (mace), uncommon

This mace was used by ruthless inquisitors during the Upheaval, a century-long war against magical secrets. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you roll a 20 on an attack roll made with this weapon against a living creature with an Intelligence of 6 or higher that speaks at least one language, you immediately learn what the last lie was that it told. You don't learn the truth behind the lie, only the phrase or phrases that were used when telling it. If the phrase is in a language you don't understand, you still learn the phrase, but not its meaning.

Ring of Changing Shapes

Ring, rare (requires attunement by a sorcerer)

This magic ring is made of solid mercury that bubbles and flows freely around your finger whenever you cast a spell. While wearing the ring, you gain the following benefits:

Shift Spell. When a spell you are casting fails because of a *counterspell* cast by another creature, you can spend 3 sorcery points as a reaction to immediately cast a different spell of the same level or lower without expending another spell slot. This property can't be used again until the next dawn.

To be eligible, the new spell must have the same casting time as the first one and can't consume any material components.

Spell Surge. As a bonus action, you can spend 5 sorcery points to cast a spell no higher than 5th level that has a casting time of 1 action, even if you've already used your action to cast a spell on this turn. When you do, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. This property can't be used again until the next dawn.

Scroll of the Jester

Scroll, rare

Using an action to read this scroll, your appearance magically changes to become a jester. At the same time, 8 perfect illusions of jesters that are identical to you appear in random unoccupied spaces within 30 feet of you. When the jesters appear, each creature of your choice within 60 feet of you must succeed on a DC 15 Wisdom saving throw or be charmed by you as if you had cast the *enthrall* spell (no concentration required).

Each jester is indistinguishable from you and shares your AC, initiative, speed, and bonuses to saving throws. On your turn, you can mentally command each jester where to move (no action required). You can choose to see through a jester's eyes, hear what it hears, or speak through it in your own voice. A creature with truesight can determine which jester is you.

The jesters remain as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. A jester disappears early in a plume of confetti if it takes any damage, if it's more than 120 feet away from you, or if you choose to expend it in order to create one of the following effects:

- As an action, you can expend 1 or more jesters to cast one of the following spells (save DC 15, no concentration required): *charm person* (1 jester), *color spray* (1 jester), *confusion* (4 jesters), *greater invisibility* (4 jesters), *hideous laughter* (1 jester), *hypnotic pattern* (3 jesters), *levitate* (2 jesters), or *major image* (3 jesters). When you cast a spell in this way, you can cause the spell to originate from you or from a jester that you can see.
- As a bonus action or as a reaction when you take damage, you can expend 1 jester to immediately and imperceptibly teleport, swapping places with it. The jester disappears after it arrives in your original space.

When the last jester disappears, any effects or spells created by the scroll or its jesters end.

Soul Pendant

Wondrous item, rare (requires attunement)

This mithral pendant holds a cleanly cut diamond at its center and hangs from a string of polished prayer beads. The pendant has 3 charges and regains 1d3 expended charges daily at dawn. When a creature that you can see within 60 feet of you dies while you're wearing this necklace, you can use your reaction to expend 1 of the pendant's charges and speak its command word. When you do, that creature's soul becomes trapped in the pendant for 24 hours or until you use this property of the pendant again as a reaction or you choose to release it as a bonus action on your turn. A nonliving creature or creature without a soul, such as a construct or undead, is immune to this effect. While a soul is trapped in the pendant, you gain a +2 bonus to Wisdom ability checks and Wisdom saving throws while you're wearing it.

In addition, you can use an action to telepathically ask the soul a question, as if by the *speak with dead* spell, regardless of what the form of its physical body was. Once a soul has been asked 3 questions in this way, it's released from the pendant.

While a creature's soul is trapped in the pendant, its body is under the effect of the *gentle repose* spell. If the creature is returned to life while you have its spirit trapped in this way, the spirit is released from the pendant and returned to its body.



Soul Pendant

Oaken Candle



Prying Mace

Ring of Changing Shapes

Scroll of the Jester

The INVENTORY

A new year! A fresh calendar is always exciting. So much potential! So much opportunity for exploration and ideas and magical items!

I spent a good deal of time online with other content creators on Discord. Just talking and screensharing work we were doing through the month. The online community is growing larger and closer together, which has been beautiful to be a part of and witness. If you haven't looked farther afield for magic items, definitely consider seeing who else is out there! There's some serious talent!

It was a good month for art and items, I think! Heck, even some of these writeupes were very unusual and fun to write. Personal favorites include *dawn and dusk*, *detective's notebook*, *forgekeeper's spark*, *Nimbus, first staff of the thunderbirds*, *riptide crossbow*, *sagittarian vestments*, *storyteller's stein*, and *Vyra's broken path*.

JANUARY, 2021

Dawn and Dusk
Detective's Notebook
Direstone Runic Wand
Felling Greataxe
Forgekeeper's Spark
Gauntlets of Eldrithch Ferocity
Glass Carver
Lightning Khopesh
Locket of the Stolen Heart
Murk Blowgun
Nimbus, First Staff of the Thunderbirds
Redeemer's Regards
Ring of Stolen Alacrity
Riptide Crossbow
Rod of Refstophobia
Sagittarian Vestments
Shadowscale Shroud
Staff of Cubic Cultivation
Storyteller's Stein
Tome of Advanced Fighting Styles
Vyra's Broken Path



Detective's Notebook



Forgekeeper's Spark

Sagittarian Vestments



Dawn and Dusk

Weapon (mace or sickle), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which also has the light property. The weapon transforms at different times of the day. At dawn, the weapon's form becomes a mace, whose head is ringed with a line of radiating spikes. At dusk, it becomes a sickle with star designs along its crescent edge. A target hit with the mace takes an extra 1d4 radiant damage. A target hit with the sickle takes an extra 1d6 necrotic damage.

Detective's Notebook

Wondrous item, uncommon (requires attunement)

This worn notebook is filled with pages of scribbled notes, addendums, and sketches—many of which seem to be added by different sources. While holding the book, whenever you make an Intelligence (Investigation) or Wisdom (Insight) check, you gain a +1 bonus to the roll. If you spend at least 10 minutes investigating or interacting with the subject of these checks while writing notes in the book, you make the roll with advantage.

In addition, you can use an action to cast the *comprehend languages*, *detect thoughts*, or *locate object* spell from the book (save DC 13). Once the book has been used to cast one of these spells, it shouldn't be used to cast a spell again in this way until the next dawn. Each time it is used again before then, the book has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Direstone Runic Wand

Wand, rare (requires attunement by a spellcaster)

A rigid stone wand used by the arcane dwarves of the Direstone mines. The wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to trace one of the following runes in the air to invoke its properties (spell save DC 15):

Algiz. You can expend 3 charges to grant 1 creature you can see within 10 feet of you resistance to fire damage for 1 hour.

Eihwaz. You can expend 2 charges to cast the *arcane lock* spell. When you use this spell to lock a second object, the spell ends on the first one.

Hagalaz. You can expend 2 charges to cast the *shatter* spell.

Kenaz. You can expend 1 charge to cast the *burning hands* spell, or 2 charges to cast the *heat metal spell.*

Raidho. You can expend 4 charges to cast the *stone shape* spell. This version of the spell can alter the form of either stone or natural metal (such as iron or silver).

Alternatively, you can use the wand to cast the *illusory script* spell over the course of 1 minute by expending 1 of its charges, but can only use it to write on stone or metal surfaces.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into stone dust. If you are not a dwarf when this happens, you must also succeed on a DC 20 Constitution saving throw or be petrified until freed by the *greater restoration* spell or similar magic.

Felling Greataxe

Weapon (greataxe), uncommon

This large axe has felled thousands of trees since its creation, giving it a ring-like pattern on its blade and a unique enchantment. As an action, you can speak the axe's command word and swing it to cause a large, spectral tree to fall down in a line 60 feet long and 5 feet wide. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The spectral tree vanishes immediately after the effect. This property can't be used again until the next dawn. In the meantime, the axe can still be used as a magic weapon.

In addition, you have advantage on any ability check you make to cut down a tree when you're using the axe to chop it down.

Forgekeeper's Spark

Wondrous item, uncommon

A lingering fragment of a fire spirit remains attached to this piece of coal, keeping it covered in harmless blue embers that are pleasantly warm to the touch. When surrounded by fire, the coal burns with a magical blue flame and the spirit within it emerges. The spirit remains until the fire goes out or is doused, at which point the spirit hides within its coal until immersed in flames once more. If removed from the fire, the spirit moves with the burning coal and remains for up to 1 minute.

While the spirit is present, it helps tend to the fire it's placed in. The spirit can maintain a fire that fills up to a 5-foot cube. A fire tended to by the spirit gains the following benefits:

- It can't be extinguished by strong winds.
- It produces no smoke, unless you want it to.
- It burns for twice the normal duration with the same amount of fuel.
- Any food being cooked in the fire is kept at an ideal temperature.

In addition, you have advantage on any ability check you make that uses either cook's utensils or glassblower's, smith's, or tinker's tools to heat and craft items in the fire. If you roll a 15 or higher on the d20, the time it takes to use the tools in this way is halved.

Sentience. The *forgekeeper's spark* is a sentient lawful neutral item with an Intelligence of 1, a Wisdom of 6, and a Charisma of 1. It is immune to fire damage and has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Common and Ignan.

Personality. The *forgekeeper's spark* is happiest in the fires of a forge, but also enjoys maintaining campfires. It is strict with the boundaries of its fire, preventing it from spreading uncontrollably, and is resourceful with how it manages any fuel that it's given. It enjoys assisting with tasks, such as cooking and metalworking, and snaps and pops with excited sparks when given something new to heat up.

Gauntlets of Eldritch Ferocity

Wondrous item, rare (requires attunement)

These leather gloves are protected with ancient stone plates inscribed with indecipherable runes. When you hit a target with the *eldritch blast* spell while wearing these gauntlets and roll damage, you can treat any 1 on a damage die as a 2.

Additionally, while wearing these gauntlets, you can choose to create an additional beam of energy and make an extra attack whenever you cast *eldritch blast*. When you roll a 1 or 2 on an attack roll made with this extra beam, you take 3d12 necrotic damage, and until you finish a short or long rest, your hit point maximum is reduced by an amount equal to the necrotic damage you take. This necrotic damage ignores resistance and immunity, and if it reduces you to 0 hit points, you die.



Glass Carver

Weapon (dagger), uncommon

This magic dagger's edge is lined with a sharp, enchanted crystal that magically pierces through glass. While holding the dagger, you can use an action to cut a straight line up to 1 foot long into a piece of nonmagical glass no more than 1 inch thick. Each line emits a faint glow, allowing you to see any lines you've made. Making these lines requires you to focus, as if concentrating on a spell. Your concentration ends early if you are no longer holding the dagger or aren't within reach of the glass. When your concentration ends, any line you made with the dagger magically vanishes and repairs itself.

You can connect these lines to form a cutout shape in the glass. As part of the action to complete this shape, make a Dexterity (Sleight of Hand) check. The DC for this check is equal to 8 plus half the number of actions it took to form the shape. On a success, you silently remove the cutout glass shape. On a failure, the cutout glass shatters. Once the shape is removed in this way, either in one piece or as shattered glass, your concentration ends without repairing the glass.

If the original glass shape is returned to the hole, you can spend 1 minute retracing the cuts made to the glass with the dagger to seamlessly repair the damage done to it, as if by the *mending* spell.

Lightning Khopesh

Weapon (scimitar), rare

This bolt-like blade crackles with electric energy. When you hit with an attack using this magic weapon, the target takes an extra 1d6 lightning damage. In addition, the first time you have advantage on an attack roll and miss using this weapon on each of your turns, the target takes 1d6 lightning damage as stray sparks leap from the blade to shock the target.

Locket of the Stolen Heart

Wondrous item, uncommon (requires attunement)

The portrait inside this tiny golden locket transforms to depict the creature you love most (living or dead) once you attune to it. The love can be familial, romantic, or otherwise devotional. If your feelings change and you fall in love with a different creature while wearing the locket, the portrait transforms again to reflect your current feelings. While wearing the locket, you're immune to being charmed.

Curse. This locket is cursed, and if the creature you love most is dead while you're attuned to it, the curse is extended to you. Even if the attunement ends or the target of your love changes, the curse remains. While cursed, your dreams are riddled with forlorn whispers and memories from your lost love. If you die while cursed in this way, you must also make a DC 13 Wisdom saving throw whenever you're targeted by a spell or other effect that returns you to life. On a failed save, your soul is lost forever as it joins the soul of your lost love.

You remain cursed until you're targeted by the *greater restoration* or *remove curse* spell, if the creature you love is restored to life, or if a creature casts the *dream* spell and enters your dreams to dissolve the locket's illusions.

Murk Blowgun

Weapon (blowgun), uncommon

A hefty blowgun used by the inhabitants of the Murk: a series of deadly swamps whose waters are polluted with an uncanny poison. When you hit a creature with a ranged attack using this magic blowgun, that creature takes an extra 1d4 poison damage. When you roll a 20 on a ranged attack roll made with the blowgun, the target must also succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. It is incapacitated while poisoned in this way.

In addition, this blowgun can be wielded as a magic club.

Nimbus, First Staff of the Thunderbirds

Staff, artifact (requires attunement)

This ancient staff was created when a piece of driftwood was struck by lightning, fusing it to a twisted length of glass made from the sand on which it laid. Revered by the Rocborne nomads and other worldly travelers, this one-of-a-kind crook carries with it the power of storms, tempests, and the wind spirits that control them. When it appears, it falls from the sky in the eye of a storm or a flash of lightning.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. In addition, when you attack with the staff, you can choose to make a special ranged attack with it instead. This attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. On a hit, it deals 1d6 bludgeoning damage as a gust of magical wind batters the target.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This staff can have up to 3 of the following properties active at a time. When you attune to *Nimbus*, you can choose to activate up to 3 of its variant properties whose prerequisites you meet. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- ○ The staff can be used as a *broom of flying*.
- ○ *(Prerequisite: 5th level)* While holding the staff, you can use a bonus action to cast the shillelagh spell with it.
- ○ *(Prerequisite: 5th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *create or destroy water* (1 charge), *fog cloud* (1 charge), *misty step* (2 charges), *sleet storm* (3 charges), or *thunderwave* (2nd-level version, 2 charges). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- ○ *(Prerequisite: 9th level)* Your bonus to attack and damage rolls with this weapon increases to +2, and the special ranged attack's damage die becomes a d8. When you reach 17th level, the bonus increases to +3, and the ranged attack's damage die becomes a d10.
- ○ *(Prerequisite: 9th level)* The first target hit by the staff on each of your turns takes an extra 1d6 cold, lightning, or thunder damage (your choice).
- ○ *(Prerequisite: 13th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *lightning bolt* (3 charges), *shatter* (2 charges), *spirit guardians* (3 charges), or *wind wall* (3 charges). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- ○ *(Prerequisite: 13th level)* While holding the staff, you have resistance to cold, lightning, or thunder damage (your choice). When you finish a long rest, you can change this resistance to a different one.
- ○ *(Prerequisite: 17th level)* While holding the staff, you can take the Dash action as a bonus action on your turn, as wind spirits help usher you forward.
- ○ *(Prerequisite: 17th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *chain lightning* (6 charges), *cloudkill* (5 charges), *cone of cold* (5 charges), *control weather* (8 charges), or *fly* (3 charges, or 6 charges to cast at 6th level). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- ○ *(Prerequisite: 20th level druid or ranger)* You gain the benefits of all of this staff's variant properties. In addition, if you are a ranger, you can summon a roc to your location by spending 8 hours performing an ancient Rocborne ritual. The roc is friendly toward you and your companions, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Once this property of the staff has been used, it can't be used again until you dismiss the roc using an action or until the roc dies. If the roc dies, this property can't be used again for 30 days.

Destroying Nimbus. The only way to destroy *Nimbus, First Staff of the Thunderbirds* is to keep it in a vacuum for 10 years, depriving it of any air, at which point the staff cracks open to release the swirling storm inside it. If the force of the released storm causes the vacuum to end, the storm escapes and continues to rage above that location for 1 year.



Redeemer's Regards

Weapon (longbow), rare (requires attunement by a paladin)

A bow designed for holy warriors who prefer to keep evil at a distance. Any ranged attack you make with this weapon is considered to be a melee weapon attack for the purposes of using your Divine Smite feature and meeting the requirements of any paladin spell you cast with "smite" in its name.

In addition, when you expend a 1st-level spell slot to use your Divine Smite feature on an attack made with this bow, you can choose to not expend the spell slot instead. This property can't be used again until the next dawn.

Ring of Stolen Alacrity

Ring, uncommon

This ring has a loose outer layer that's covered with illustrations of a person caught in various stages of running. If you spin the outer layer, the person appears to animate and run.

If you aren't surprised while wearing this ring, you can use your reaction when you roll for initiative to spin the ring and speak its command word. You use this reaction after you know the initiative order, if the GM shares it with you, but before any creature takes its turn. Choose a creature that you can see within 30 feet of you that also rolled for initiative. That creature must succeed on a DC 13 Charisma saving throw or swap the total of its initiative roll with yours. A willing creature can choose to fail this saving throw. Once this property of the ring has been used, it can't be used again until the next dawn.

If the GM doesn't share the initiative order with you, you can choose up to three creatures that you can see within 30 feet of you as part of this reaction. You immediately learn whether each of those creatures acts before or after you in the initiative order. Afterward, choose one of those creatures to make the saving throw as normal.

Riptide Crossbow

Weapon (crossbow, heavy), rare (requires attunement)

This magic crossbow has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can expend 1 of the crossbow's charges to speak its command word and fire a bolt at a point on the ground you can see within the weapon's normal range. The bolt creates a magical vacuum in a 20-foot-radius circle centered on that point, causing strange, spectral tides to pull creatures toward it. Each creature in the area must make a DC 15 Strength saving throw. A creature is pulled up to 15 feet toward the point on a failed save, or only 5 feet on a successful one. Until the start of your next turn, the area becomes difficult terrain.

At the start of your next turn, the point erupts, sending out a powerful wave of water in a 20-foot radius that extinguishes all nonmagical flames within the area. The water then vanishes. Any creature in the area when the point erupts must make a DC 15 Strength saving throw. On a failure, a creature takes 3d10 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.













Rod of Refstophobia

Rod, rare

This heavy stake can magically repel liquids in contact with it and always feels uncomfortably dry. While holding the rod, you can use an action to speak its command word to cause any freestanding, nonliving liquids within 10 feet of the rod to be pushed away. You can use the rod in this way for up to 1 hour, all at once or in several shorter increments, each one using a minimum of 1 minute from the duration. The rod regains 15 minutes of use for every 12 hours it remains inactive.

Sagittarian Vestments

Armor (any), uncommon (requires attunement by a cleric or paladin)

This armor is covered by a tabard that bears a cross-like symbol with an arrow at its top. While attuned to the armor, its symbol changes to represent the mark of your deity. You can benefit from the armor, as described below, even if you aren't attuned to it.

While wearing this armor, you have advantage on Wisdom (Medicine) checks, and you can use a bonus action to speak the armor's command word and touch a dying creature to magically stabilize them.

While attuned to this armor and wearing it, you can use a bonus action to cast the *spiritual weapon* spell from it, using a spell attack bonus of +5 and spellcasting ability modifier of +2. This version of the spell causes the summoned weapon to take the form of a bow that shares your space and moves with you, as opposed to moving independently. The bow makes ranged spell attacks, instead of melee ones, with spectral arrows that have a range of 30 feet. Once the armor has been used to cast this spell, it can't cast it again until the next dawn. Additionally, when you stabilize a creature using this armor's command word, roll a d20. On a 20, the creature regains 1 hit point.

Curse. This armor is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell. While cursed, your legs magically change shape to become hooved and equine, unless they already are, and you take a –5 penalty to Dexterity (Stealth) checks. In addition, while cursed, the distance you can jump without a running start is halved.

Shadowscale Shroud

Armor (scale mail), legendary (requires attunement)

Enchanted by powerful drow, this dark and shadowy dragon scale armor protects you from both damage and light. While wearing this armor, you have a +2 bonus to AC and resistance to necrotic damage, and if you have the Sunlight Sensitivity trait, you are unaffected by it.

In addition, this armor doesn't impose disadvantage on your Dexterity (Stealth) checks, and when you attempt to hide in areas of dim light or darkness while wearing it, you gain a +5 bonus to the roll.

Shadow Shift. While in an area of dim light or darkness, you can use an action to turn invisible. You remain invisible for up to 10 minutes or until you use a bonus action to become visible again. You become visible early if you enter an area of bright light or if you attack or cast a spell. While

you're invisible in this way, you have resistance to all damage except force and radiant, and you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. In addition, while you're invisible in this way, you can't be targeted by any divination magic or perceived through magical scrying sensors against your will.

Once this property of the armor has been used, it shouldn't be used again until the next dusk. Each time it is used again before then, you must expend either 6 Hit Dice, rolling each one and taking force damage equal to the total rolled, or suffer one level of exhaustion (your choice). Force damage taken in this way ignores resistance and immunity.

Staff of Cubic Cultivation

Staff, uncommon

This staff has a perfect cube of blue crystal at its top that slowly drips with a viscous ooze. The staff has 10 charges. As an action, you can tap the head of the staff on the ground and expend 1 or more of its charges to create a 5-foot cube of a mysterious, gelatinous material for each expended charge. Each cube appears in an unoccupied space within 5 feet of you or adjacent to another cube you create as part of this action. The cubes are translucent objects that have AC 10, 20 hit points, and resistance to acid damage. Creating a cube in a space smaller than 5 feet across causes the cube to squeeze and fit the space. A cube remains for 1 minute or until it's reduced to 0 hit points, after which it dissolves into a puddle of slime and vanishes.

You can climb or walk on the cubes. However, their sticky surfaces are considered difficult terrain.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the gem on top of the staff shatters and is destroyed, creating a gelatinous cube in its place that's hostile toward you. When this happens, the staff becomes a nonmagical quarterstaff.

Storyteller's Stein

Wondrous item, common

These steins are enchanted with a clever version of the *prestidigitation* spell that reacts when in the company of a good story. Whenever you tell a story while holding this stein, its lid opens and closes like a mouth to emit sounds and other harmless sensory effects that accompany the tale. For example, if you're telling the story of a thunderstorm at sea, the stein can create the sounds of rumbling thunder and creaking floorboards, or allow you to spew illusory flames after taking a drink from the stein when you tell the story of an ancient red dragon's deadly breath.

Tome of Advanced Fighting Styles

Wondrous item, very rare

This book's magically charged pages are filled with detailed descriptions and illustrations that teach unique styles of combat. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you gain one of the following Advanced Fighting Styles:

Advanced Simplicity. Your attacks made with simple weapons score a critical hit on a roll of 19 or 20.

Crushing Blows. When you score a critical hit using a melee weapon that has the heavy property, the target takes extra bludgeoning damage equal to 5 + the ability score modifier you used for your attack and damage rolls.

Net Mastery. When you throw a net, its normal and long range is doubled. In addition, the first time that a creature attempts to escape from a net that you threw, the escape DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice), unless it's already higher.

Quick Shot. You gain a special reach with ranged weapons called a firing reach that's a number of feet equal to 5 + your normal reach. While you are wielding a ranged weapon, other creatures provoke an opportunity attack from you when they move out of your firing reach.

Readied Bulwark. You gain a +2 bonus to AC against opportunity attacks while holding a shield.

Versatile Expert. When you hit with an attack using a weapon that has the versatile property, you can use the two-handed damage die even if you're only wielding the weapon with one hand.

You can't take an Advanced Fighting Style option more than once, even if you later get to choose again. Once the book has been used to grant an Advanced Fighting Style, it loses its magic, but regains it in a century.

Garold had received some of the most rigorous training available to his kind. He was stoic in the face of pain and resolute in his decisions to finish fights. The only teachers that could teach him now were the ones long lost to time. He needed ancient guidance. He needed magic.

Vyra's Broken Path

Wondrous item, very rare (requires attunement by an elf or half-elf)

This cloak once belonged to an elven archer of masterful skill. Its shoulders are ornamented with furs and seasonal leaves, and it bears a clasp at its center made from intertwined branches. While wearing the cloak, you have advantage on Dexterity (Stealth) checks. As a bonus action, you can use a free hand to break the cloak's clasp and transform the cloak into a +3 longbow that appears in your hand. While attuned to the cloak, you are proficient with this magical longbow, and your ranged attacks with it ignore half cover. While holding the bow, you can use a bonus action to speak its command phrase in Elvish, "The arrow's path was true." When you do, the bow transforms into the cloak again and appears draped around your shoulders or in your hand (your choice).

While the cloak or bow is on your person, you can use an action to focus your awareness on the surrounding region. For 1 hour, you can sense if any of the following creature types are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. You know the type of any being whose presence you sense, but not its identity. This property doesn't reveal the creatures' location or number. Once this property of the cloak has been used, it can't be used again until the next dawn.



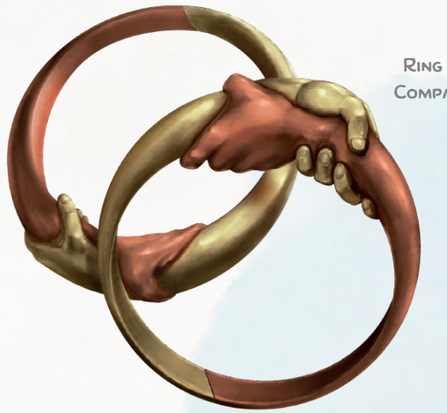
This month had some fun stuff. Some clever new mechanics and satisfying art to match. I also learned or picked up some new techniques when making these illustrations that helped push them forward a bit more, too, which are always satisfying.

Personal favorites from this month were the *contingency band*, *crown of storms*, *cuff of captions*, *doom bloom*, *Octavius' saber*, *scroll of mapping*, and *second fiddle*.

FEBRUARY, 2021

Arista, Wand of the Spire
Armor of Icarus
Astronomer's Boon
Bow of the Cobra
Club of the Forest Drake
Contingency Band
Crown of the Storms
Cuff of Captions
Doom Bloom
Eye of the Beheld
Feywood Ivy
Gloves of Mimicry
Hadiya's Handy Quill
Nightmare Flask
Octavius' Saber
Ring of the True Companions
Scroll of Mapping
Scroll of Mapping
Second Fiddle
Spellfire Bow
Steam Harpoon

Ring of True Companionship



Crown of Storms



Arista, Wand of the Spire

Wand, artifact (requires attunement by a spellcaster)

This elegant silver and gold wand was crafted by the archmages that first arrived in Orostead centuries ago, well before the magical fallout of the Upheaval. It has been carefully used by only the extremely powerful or clever for generations. The wand has 7 charges for some of the following properties. It regains all expended charges daily at dawn. If you expend the wand's last charge and are not a wizard, roll a d20. On a 1, the wand vanishes and returns to a secret vault within The Spire of Aristaeus, the legendary wizarding tower in Orostead.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This wand can have up to 3 of the following properties active at a time. When you attune to *Arista*, you can choose to activate up to 3 of its variant properties whose prerequisites you meet. Whenever you finish a long rest, you can replace any of the activated properties with another one.

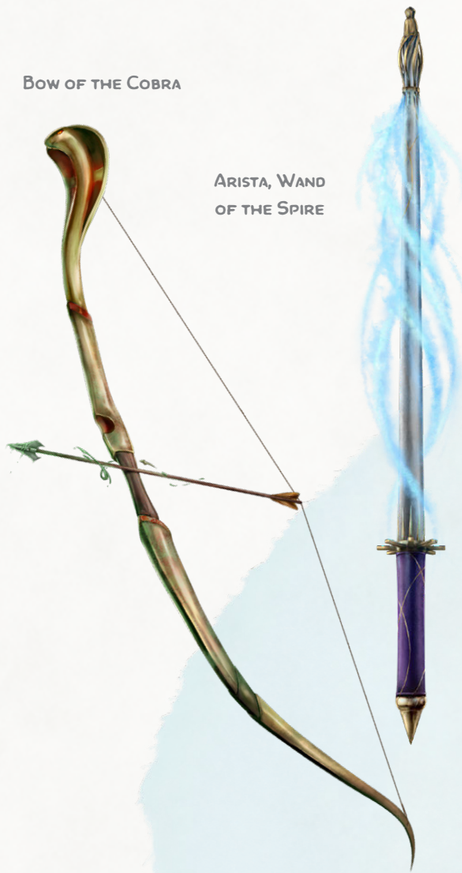
- ○ While holding the wand, you can use an action to cast one of the following spells from it, using your spell save DC: *create or destroy water*, *floating disk*, *fog cloud*, *gaseous form*, *identify*, or *sanctuary*. Once the wand has been used to cast a spell, it can't be used to cast that spell again until the next dawn.
- ○ While holding the wand, you can use an action to expend 1 of its charges to cast the *magic missile* spell. When you reach 9th level, this spell is cast at 2nd level instead, and is cast at 3rd level once you reach 13th.
- ○ *(Prerequisite: 5th level)* You gain a +1 bonus to spell attack rolls and spell save DC. This bonus increases to +2 when you reach 9th level, and +3 when you reach 17th.
- ○ *(Prerequisite: 5th-level wizard)* While holding the wand, you can use an action to cast the *unseen servant* spell.
- ○ *(Prerequisite: 9th level)* While holding the wand, you can use an action to expend 2 of its charges to create one of the following effects, using your spell save DC:

  Drilling Gust. You harness the ever-present winds of Lake Ils and tighten them into a magic, twisting spear. The spear flies from the wand and forms a line 60 feet long and 5 feet wide, piercing through any creature in the area. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 3d6 piercing damage and 3d6 cold damage and is pushed 15 feet away from you. If a creature fails the saving throw by 5 or more, it is also knocked prone. On a successful save, a creature takes half as much damage from the effect and isn't pushed.

  Siphoning Vortex. You conjure the strange undercurrents of Lake Ils and create a magical whirlpool in a 15-foot-radius circle at a point on the ground you can see within 60 feet of you. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature takes 4d6 bludgeoning damage and is pulled up to 10 feet toward the point. If a creature fails the saving throw by 5 or more, it is also knocked prone and spends its action on its next turn coughing and sputtering water. On a successful save, a creature takes half as much bludgeoning damage and isn't pulled. The water spreads out across the ground, extinguishing unprotected flames in its area, and then it vanishes.
- ○ *(Prerequisite: 9th-level wizard)* While holding the wand, you can expend 3 of its charges to cast the *banishment* spell, using your spell save DC. In addition, you are always under the effects of the *see invisibility* spell.
- ○ *(Prerequisite: 13th level)* While holding the wand, you gain truesight out to a range of 10 feet.
- ○ *(Prerequisite: 13th-level wizard)* While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC: *arcanist's magic aura* (1 charge), *dimension door* (2 charges), *etherealness* (5 charges), *fog cloud* (4 charges; 1 mile-radius sphere that remains for the duration of the spell), *guards and wards* (4 charges), *private sanctum* (2 charges), *teleport* (5 charges).
- ○ *(Prerequisite: 20th-level wizard)* You gain the benefits of all of this wand's variant properties.

Destroying Arista. The only way to destroy *Arista, Wand of the Spire* is to leave it in an *antimagic field* on the Ethereal Plane for 100 years, at which point it finally succumbs and becomes nonmagical, allowing it to be easily snapped in two.

Bow of the Cobra



Arista, Wand of the Spire

Armor of Icarus

Armor (breastplate), rare (requires attunement)

This sculpted breastplate has a pair of small mechanical wings attached to its back. You gain a +1 bonus to AC while wearing this armor. The armor has 6 charges and regains 1d4 + 2 expended charges daily at dawn. While wearing the armor, you can use an action to expend 1 of its charges to magically unfurl the mechanical wings and fly up to 60 feet in a straight line toward a point of bright light that you can see (such as a torch, *light* spell, or the sun) without provoking opportunity attacks. The wings remain unfurled until you touch the ground, during which time you fall at a rate of 30 feet per round and gain a flying speed of 30 feet, which you can use to glide horizontally as you descend. While gliding in this way, you cannot fly upwards unless you use the armor to fly toward a point of bright light again. When you land on the ground while falling in this way, the mechanical wings refold themselves to your back, and you take no damage from falling.

Armor of Icarus



Astronomer's Boon

Astronomer's Boon

Wondrous item, uncommon

This brass astrolabe has a glass back that sparkles softly when light shines through it. While looking through the glass at the night sky, the names and patterns of any constellation you can see appear alongside their stars on the astrolabe. At the GM's discretion, you may find one or more of the following constellations while looking through the glass. When you do, the astrolabe begins to glow, and you can use an action to speak the item's command word to gain the constellation's respective benefit:

The Drum. 3 stars appear on your back in the shape of a drum. When you roll for initiative, you can expend 1 of the stars as a reaction to grant you and any other friendly creature within 10 feet of you a +1 bonus to the roll. In addition, any creature that gains this bonus to initiative can use a bonus action on its first turn of combat to take either the Dash or Disengage action.

The Knight. 5 stars appear on your arm in the shape of a sword. When you hit with a melee attack, you can choose to expend 1 of the stars as part of the attack to cause the target to take an extra 1d4 radiant damage. Alternatively, if a friendly creature within 30 feet of you that you can see hits a target with a melee attack, you can use your reaction to expend 1 of the stars and empower the attack with light, causing the target to take an extra 1d4 radiant damage.

The Seer. 4 stars appear on your forehead in the shape of an eye. You can use a bonus action to expend 1 of the stars and touch a creature. Once within the next 10 minutes, that creature can choose to add 1d4 to an ability check or saving throw that it makes. It can choose to roll the die before or after making the ability check or saving throw.

The stars remain until the next dusk, at which point any unused stars vanish and are lost. Once the astrolabe has granted a benefit in this way, it can't be used again until the next dusk.

Bow of the Cobra

Weapon (any bow), rare (requires attunement)

This metallic bow resembles the shape of a mighty cobra and is covered in spots of patina. When you fire an arrow from the bow, you can choose to coat the arrow in a thin layer of acid. A target hit with the acid-coated arrow takes an extra 1d4 acid damage. Hit or miss, a nonmagical coated arrow is destroyed after the attack.

In addition, the bow has 4 charges and regains 1d4 expended charges daily at dawn. When you take the Attack action using this bow, you can expend 1 of its charges to replace one of your weapon attacks with a special attack. This special attack duplicates the effect of the *acid arrow* spell and uses the same attack bonus as your normal weapon attacks with the bow.



Club of the Forest Drake

Weapon (club), uncommon

This wooden club's head has been naturally formed into the shape of a dragon's maw. As an action, you can speak the club's command word and strike the ground with it to cause a wave of thorns and thrashing vines to spring up from the ground in a 15-foot cone in front of you. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 2d6 slashing damage and be grappled by the thorns and vines for up to 1 minute. A grappled creature can use its action to make a DC 13 Strength or Dexterity check, freeing itself on a success. At the end of each of its turns, a grappled creature takes 1d6 piercing damage as it's constricted by the thorny vines. Once this property of the club has been used, it can't be used again until the next dawn.

Contingency Band

Ring, rare

Each of this leather ring's three braided bands bears the design of a dark, winding serpent. You can use an action to submerge the ring in a *potion of healing* or similar healing draft. If the ring is left to sit in a potion for 1 minute in this way, the ring magically consumes it and any of its healing properties. For each potion the ring has consumed, one of its dark serpents glows with a faint red light. The ring can have up to 3 consumed potions at a time.

Immediately after you take damage while wearing the ring, you can use your reaction to speak its command word and gain the healing effects of one of the ring's consumed potions (your choice). The consumed potion is then lost, and one of the ring's serpents becomes dark once more.

Crown of Storms

Wondrous item, legendary (requires attunement)

This crown was created by storm giants as a reward for a brave band of much smaller adventurers. While wearing this crown, you have resistance to lightning and thunder damage. If you are subjected to an effect that deals lightning or thunder damage and allows you to make a saving throw to take only half damage, you instead take no lightning or thunder damage if you succeed on the saving throw. If you are a giant, you can choose to wear this crown as a ring, instead.

In addition, you can use a bonus action to take on the aspect of the stormbringer. When you do, you spark with electrical power and your eyes glow bright white. The aspect lasts for 1 minute or until you end it early using a bonus action. While the aspect persists, you gain a flying speed of 30 feet and can hover. For the duration, you also gain the following benefits:

- You can use an action to release a bolt of lightning at a point on the ground that you can see that's within 60 feet of you and at least 15 feet below you. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much damage on a successful one.
- You can use an action to cast the *thunderwave* spell (2nd-level version, save DC 17). The first time you cast this spell each time you take on the aspect, it's cast at 4th level instead.
- When an attacker within 30 feet hits you with a weapon attack, you can use your reaction to send out a bolt of lightning at the attacker. The attacker must make a DC 17 Dexterity saving throw, taking 1d10 lightning damage on a failed save, or half as much damage on a successful one. Each time the attacker hits you again before the end of this turn, it must repeat the saving throw.

Once this property of the crown has been used, it can't be used again until the next dawn.



Cuff of Captions

Wondrous item, uncommon (requires attunement)

While wearing this platinum ear cuff, any audible sound or spoken language that you're within earshot of is magically transcribed, appearing as unobtrusive, illusory text that only you can see in the corner of your vision. While wearing the cuff, you gain a +2 bonus to Wisdom (Perception) checks that rely on hearing, even if you're deafened, as you can sometimes read the transcriptions of sounds that are otherwise inaudible. The transcriptions are written in Common, and vary in size and form depending on the nature of the sound. The text conveys the literal meaning of any spoken language that it transcribes, but can suggest similar Common idioms in place of the ones it translates from other languages. You can choose to ignore certain sounds and transcriptions, causing the text to vanish, in order to better focus on the ones you're interested in.

Doom Bloom

Wondrous item, rare

This dark, velvety lotus has tiny pinpricks of starlight in its petals and releases lofting, magical pollen. Once picked, a *doom bloom* withers and is destroyed after 1d6 + 1 days. As an action, you can inhale the magical pollen from a picked flower and speak the name of a creature or location that's on the same plane of existence as you, duplicating the effect of the *scrying* spell (save DC 15).

If the target of the effect fails the saving throw, the spell succeeds and the flower explodes into a burst of pollen and is destroyed. If the target succeeds on the saving throw, you instead witness hundreds of brief, painful visions until the start of your next turn that show you untold ways that you might die. When the visions end, you take 6d6 psychic damage, but the flower isn't destroyed. Once this property of the flower has been used, it can't be used again for 24 hours.

Doom blooms typically grow on their own, but can sometimes be found near others. When the flower dies or is destroyed, a new one grows after 1d6 + 1 days in the same place in which it last grew. If the flower was successfully used to duplicate the effect of the *scrying* spell, the new flower grows at the location where the spell's sensor first appeared instead. If the sensor followed a creature, there is a 10 percent chance that an additional flower will grow after 1d6 + 1 days at the sensor's location at the end of each minute of the spell's duration.

Eyes of the Beheld

Wondrous item, uncommon

These button-sized metal trinkets typically come in sets of two and resemble the fearsome visage of a one-eyed monster. As an action, you can place one firmly on a solid surface—such as a wall, table, or boot—where it remains until destroyed. While you're within 5 feet of one, you can use a bonus action to speak the command word to cause its eye to open. The opening is about the size of a keyhole, and by peering through it, you can open and see through another eye's opening of your choice. You choose which eye to look through the first time you peer into the hole and can change it again using a bonus action.

The eyes you can choose to see through in this way must be a part of the set, be placed on a solid surface, and be on the same plane of existence as the one you're looking through. You can only see through one eye at a time, which operates both ways, and nothing can pass through the hole. If another eye attempts to look through one you're already using, the connection between the first two ends and is replaced by the new one. An eye closes when it's no longer being looked through.

Each eye has AC 10 and 5 hit points. If it drops to 0 hit points, the eye is destroyed. If a target or area is immune to divination magic or can't be perceived through scrying sensors, it doesn't appear through the hole. If you find another *eye of the beheld*, you can connect it to an existing set by holding it against another eye from the set for 1 minute.

Feywood Ivy

Wondrous item, uncommon (requires attunement by a druid, ranger, or fey creature)

This tiny seed has a glowing rune on its shell. While holding the seed against a weapon or similar held object, you can speak its first command word as an action to cause the seed to sprout and cover the object with green and purple vines. The vines form a comfortable grip with which to hold the object and also create a protective cover for it, such as a sheath or carrying case, that automatically stows the object while it isn't being held, unless you decide for it not to. You can use an action to speak the first command word again to cause the vines to retreat from the object and return to the seed.

While an object is covered by the vines, you can't be disarmed of that object unless you are incapacitated. In addition, the object can be used as a spellcasting focus for you.

While the vine-covered object is on your person, you can use a bonus action to speak the vines' second command word to cause them to lash out at a Medium or smaller target that you can see within 5 feet of you. The target must succeed on a DC 13 Dexterity saving throw or be grappled for 1 minute. While grappled, the target is restrained and can use an action on each of its turns to make a DC 13 Strength or Dexterity check (its choice), freeing itself and ending the effect on a success. The effect ends early and frees the target if you move more than 5 feet away from it. Once this property has been used, it can't be used again until the next dawn.

Gloves of Mimicry

Wondrous item, very rare (requires attunement by a bard)

These brightly colored gloves extend a peculiar psychic magic to your hands and fingers. While wearing the gloves, you can use an action to cast the *mage hand* spell from them. In addition, you can use an action to cast the *arcane hand* spell from the gloves (save DC 16, spell attack +8). Once the gloves have been used to cast this spell, they can't be used to cast it again until the next dawn.

The gloves have 5 charges for the following properties. They regain 1d4 + 1 expended charges daily at dawn.

Applaud. When a creature other than you that can see and hear you rolls a Bardic Inspiration die, you can use your reaction to expend 1 of the gloves' charges to clap your hands together and add your Charisma modifier to the total of the roll. You can choose to use this reaction after the creature rolls the die, but before the GM determines whether the roll succeeds or fails.

Barrier. When you're hit by an attack, you can use your reaction to expend 1 of the gloves' charges and hold your hands out in front of you, as if you were pressed against an invisible barrier. You gain a +5 bonus to AC for that attack, potentially causing the attack to miss you.

Pinch. By holding your thumb and forefinger less than an inch apart, you can use an action to expend 1 of the gloves' charges to visually pinch a creature within 60 feet of you that you can see. That creature must must make a DC 16 Intelligence saving throw. The creature takes 3d4 psychic damage and 3d4 force damage on a failed save, or half as much damage on a successful one. If the creature was concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Taunt. You can use an action to remove one of the gloves and expend 1 of their charges to visually slap a creature that you can see within 30 feet of you with it—as if you were challenging it to a duel. That creature must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 2d4 psychic damage and 2d4 force damage and has disadvantage on attack rolls against creatures other than you until the start of your next turn. On a successful save, the creature takes half as much damage and doesn't suffer disadvantage on its attack rolls. Immediately after the effect, you replace the glove on your hand.



Hadiya's Handy Quill

Weapon (dart), uncommon (requires attunement)

This dart doubles as a magical quill and is fletched with three iridescent crow feathers. Immediately after you make a ranged attack with this magic weapon, it flies back to your hand. When you make a ranged attack with the dart, you can speak its first command word as part of the attack to cause the dart to release a splatter of ink. If the attack hits, the target is blind until the end of its next turn. A creature can use its action to clear away the ink on itself or another creature within its reach, allowing it to see again. This property can't be used again until the next dawn.

When used as a quill, the dart produces its own ink unless you provide it with a different one. You can choose what color ink the quill produces by speaking its second command word as a bonus action.

In addition, you can use a bonus action to speak the quill's third command word to cause it to vanish and reappear as a feather-like tattoo on your body. You choose the design and placement of the tattoo each time. You can use a bonus action to speak the command word again while you have the tattoo to cause it to vanish and reappear as a dart in a free hand or at your feet (your choice).



Nightmare Flask

Wondrous item, rare

This glass orb has a special funnel at its top that traps bad dreams. When you finish a long rest in which you sleep while the orb is on your person, there is a 25 percent chance that the orb is filled with a small amount of dark, swirling smoke: a visual representation of a collected nightmare. The orb can collect 1 nightmare every 24 hours and can hold up to 10 nightmares in this way.

You can use an action to throw the flask at a point you can see within 30 feet of you, shattering and destroying it upon impact. When the flask shatters, each creature within 20 feet of the point must succeed on a DC 13 Wisdom saving throw or be magically put to sleep. If a creature has less than half its hit points left, it makes the saving throw with disadvantage. Each creature that falls asleep is unconscious for up to 1 minute or until it takes any damage other than psychic damage or someone uses an action to shake or slap the sleeper awake. A creature that's asleep in this way takes 1d10 psychic damage at the start of each of its turns, up to a number of turns equal to the number of nightmares collected by the orb. This psychic damage can't reduce a creature's hit points below 1.

Alternatively, the orb can be used as a preventative measure against the *dream* spell. When you're targeted by the *dream* spell, the caster of the spell must make a DC 17 Wisdom saving throw. On a failed save, the caster takes 1d10 psychic damage for each collected nightmare in the flask. The flask then cracks and is destroyed, and the spell fails. On a successful save, the spell takes effect, and the orb isn't destroyed.

Octavius' Saber

Weapon (rapier), legendary (requires attunement by a rogue)

The swirling guard of this powerful blade is a mesh of floral and serpentine sculpture. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you deal Sneak Attack damage with an attack using this weapon, you treat any 1 on a Sneak Attack damage die as an 8.

Rings of the True Companions

Ring, rare (requires attunement)

These rings typically come in pairs but have been known to come in sets of up to four. Each ring is magically connected and can be attuned to by a different creature. While wearing one of the rings, you can use the following property even if you aren't attuned to it:

When another creature that you can see who is also wearing one of the rings drops to 0 hit points, you can use your reaction to cause that creature to drop to 1 hit point instead. Once this property of the rings has been used, it can't be used again until the next dawn.

If you find an additional ring of the true companions, you can add it to an existing set by holding all of the rings together for 1 minute. A ring can only be a part of one set at a time, and is removed from a set if it's more than 1 mile away from the other rings for 24 consecutive hours.

If you are the only creature attuned to one of the rings, it gains 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action expend 1

of its charges to cast the *cure wounds* spell (spellcasting modifier +3). If the target of the spell is another creature wearing one of the rings, the spell's range increases to 30 feet.

If additional creatures are attuned to rings from the set, the rings' collective strength grows and they share a pool of charges instead. For each attuned creature after the first, the rings gain an extra 2 charges and regain another 2 expended charges daily at dawn. The rings can share a maximum of 9 charges in this way (1d3 + 6).

The following properties are shared among all attuned creatures who are also wearing one of the rings from the set. The effects are cumulative and are determined by the number of attuned wearers:

2 attuned wearers: When you use the rings to cast *cure wounds* on another wearer, you can choose to cast it using a bonus action instead, but can only cast it once on the same turn.

3 attuned wearers: When you use the rings to *cast cure* wounds on another wearer, its range increases to 60 feet, and you can increase the spell slot level by one for each additional charge you expend, up to 4th level.

4 or more attuned wearers: When you use the rings to cast *cure wounds* on another wearer, you also gain 1d4 + 1 temporary hit points for each charge you spend.

Scroll of Mapping

Scroll, uncommon or very rare

By using an action to read the scroll, you cause the arcane script on the page to vanish and become an inked map of the surrounding area. The map shows the area in a 1-mile radius centered on the point where you read the scroll and indicates both structures and topography. By touching the map, a small light appears at your location to indicate where you are. Using a series of natural gestures when touching the page, you can cause the map to change its scale or displayed portion of the area. The scroll isn't destroyed when you read it, but can't be used again to create a different map.

The following *scroll of mapping* is a very rare variant with additional properties.

This map is in color and displays the names of large and small locations, depending on the map's scale, such as the name of the region, street, or nearby shop. In addition, you can use an action to touch the map and ask it where a familiar person or place is that you can name or clearly describe. If the person or place is somewhere that can be shown on the map, an X appears on it at the target's location. If there are multiple targets with the same name or description within the area, multiple marks appear. If the target is a creature that's in a different form, such as being under the effects of a *polymorph* spell, or can't be detected by divination magic or scrying sensors, the map doesn't display its location. If the target is moving, the X follows its movements for the duration. The marked target remains shown on the map for 10 minutes, after which time the X vanishes. Once this property of the map has been used, it can't be used again until 12 hours have passed.

Second Fiddle

Wondrous item, uncommon

A hand-me-down fiddle that's been enchanted over time by the sheer number of bards to have played it. You have a +3 bonus to Charisma (Performance) checks made with this fiddle. In addition, if you're a bard and are holding the fiddle when a creature other than you who can see and hear you rolls a Bardic Inspiration die, you can use your reaction to play a magical note on the fiddle. When you do, the creature can roll the Bardic Inspiration die again and choose either result. You can use this reaction before or after the creature rolls the Bardic Inspiration die, but before the GM says whether the roll succeeds or fails. Once this property has been used, it can't be used again until the next dawn.

Spellfire Bow

Weapon (longbow), legendary (requires attunement by a spellcaster)

This richly polished wooden longbow is ornamented with a silver trim and bowstring. Even if you aren't attuned to the bow, it creates a special arcane arrow when you draw it back without nocking one. When you fire the bow using one of these arcane arrows, you gain a +3 bonus to attack and damage rolls made with this weapon, which deals force damage instead of piercing damage.

If you're attuned to the bow, you are proficient with it and can use it as a spellcasting focus. While holding the weapon, you gain a +3 bonus to any ranged spell attack you make, as the spell is launched through the bow. When you do, you perform any somatic component for the spell by drawing the bow. In addition, when you cast a spell of 1st level or higher that has a range of 5 feet or greater, its range increases by 30 feet.

Steam Harpoon

Weapon (spear), rare

A curious mesh of magic and steam-powered mechanism, this spear's barbed head can be launched from its shaft and quickly retrieved using the attached chain. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Once on each of your turns when you attack with the spear, you can choose to make a special ranged attack with it, firing the spear head toward a target within 20 feet of you. This ranged attack uses your Dexterity modifier for its attack and damage rolls. On a hit, the target must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet toward you. A Huge or larger target automatically succeeds on the saving throw. Hit or miss, the spear's head then reels back and reattaches to the top of the weapon immediately after the attack.



Steam Harpoon



Scroll of Mapping

Second Fiddle

Spellfire Bow

After some back and forth in February following some feedback from the community, I made a new card design. It was a lot of fun going back and forth with the community to make sure that it fit the bill nicely, and was an overdue quality of life change. I also, personally, really just like looking at them. My background is in design, so whenever I get the chance to make something new like that, it feels really good. Especially when I'm happy with the end result, too!

It was a challenging month, though. Just kinda overall felt pretty overwhelmed for most of it. I always chalk it up to the final month before a birthday, which is in early April for me, giving me a final test (or boss battle) before advancing to the next year of life. I'm of the opinion that once I cross that threshold, life should feel more normal again.

Well, as normal as anything is these days, I suppose.

Anyway, personal favorite items from this month were the *bloodmire soulflame lantern*, *candleflame helm*, *canister of Vreyval's soothing tea*, *eldritch bident*, *gateway ring*, *Ogramau's graveyard*, and *wind-up merchant*.

MARCH, 2021

Adventurer's Overcoat
Bellhop Topper
Bloodmire Soulflame Latern
Book of Clother's Croquis
Candleflame Helm
Canister of Vreyval's Soothing Tea
Cloche of Surprise Treats
Eldritch Bident
Eyedrops of Clarity
Gateway Ring
Ironleaf Impaler
Medzo's Crossbow
Ogramau's Graveyard
Pisces Shield
Poison Armor of Amphibios
Seer's Starlight Cloak
Shooting Star
Staff of the Vineyard
Tempest Griffon Bracers
Verax Weapon
Warding Staff
Widemouth Bucket
Wind-Up Merchant





Adventurer's Overcoat



Bellhop Topper



Bloodmire Soulflame Lanter



Book of Clothier's Croquis



Candleflame Helm



Canister of Vreyval's Soothing Tea

Adventurer's Overcoat

Wondrous item, rare (requires attunement)

This well-traveled and now faded overcoat has been worn by countless other mountaineering adventurers. A thin layer of frost hangs along the coat's hem. While wearing the coat, you and friendly creatures within 5 feet of you have resistance to cold damage.

Bellhop Topper

Wondrous item, uncommon

This deep purple top hat is ringed with a velvet ribbon and secured with leather straps and belts. The hat has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of the hat's charges and speak its command word, tossing it onto the ground in an unoccupied space within 5 feet of you. When you do, the hat magically flattens and expands into a purple, circular disk 3 feet in diameter and 1 inch thick. The disk duplicates the effect of the *floating disk* spell, except that the disk is opaque and remains within 10 feet of you, instead of 20. You can end the spell early using an action to speak the hat's command word again. When the spell ends, the disk transforms back into the hat.

Bloodmire Soulflame Lantern

Wondrous item, legendary (requires attunement)

This iron lantern is surrounded by six glass panels and has a sharp spike in its center where a wick would normally be. When you attune to the lantern, it suddenly springs to life with a crimson flame at the top of the spike, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The flame is magical and can't be extinguished by any means while it burns within the lantern. While the lantern is on your person, you can use a bonus action to mentally expand or reduce the lantern's light, to a maximum of 30 feet each or a minimum of 10 feet each. As part of this bonus action, you can also cause the lantern's glass panels to magically turn black or clear, allowing you to choose whether the lantern's light is shed in a radius, a cone, or entirely hidden by the darkened glass.

While the lantern is on your person, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks that rely on sight.
- You have resistance to necrotic damage and are immune to disease.
- When you are reduced to 0 hit points but not killed outright, you can use your reaction to spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). This property can't be used again for 1d12 hours.
- When a creature within the lantern's light (including you) reduces a living target to 0 hit points, that creature gains 1d8 temporary hit points.
- You see anything within the lantern's bright light as if you had truesight.
- Any fiend or undead creature within the lantern's bright light doesn't gain the benefits of any damage resistances it may have, and if it has an ability that would normally take effect when the creature is reduced to 0 hit points, it doesn't.

Curse. This lantern is cursed, and attuning to it extends that curse to you. You remain cursed as long as you remain attuned to the lantern, which can only be ended with a *wish* spell or by the touch of a powerful fey creature. Even if you die, your attunement to the lantern doesn't end until 7 days have passed.

As long as you remain cursed, you are unwilling to part with the lantern, keeping it within reach at all times. In addition, you must continuously feed the lantern's flame using your own vitality. Whenever you gain or spend any number of Hit Dice, you must also sacrifice one Hit Die to the lantern (if you have any). Alternatively, you can use an action to open the lantern's door and hold your hand over the flame, sacrificing one of your Hit Dice when you do. If the lantern isn't given any Hit Dice for 24 hours, you die, and the flame goes out until the lantern is attuned to by another creature or you return to life while still attuned to it.

Book of Clothier's Croquis

Wondrous item, uncommon

This magic book has only the basic outline of a humanoid drawn on each of its pages. When found, the book has 2d6 + 8 remaining pages inside. If you spend at least 10 minutes drawing a detailed set of clothes on the outlined humanoid, the page becomes charged with magic. A creature holding a torn-out sheet of charged paper can use its action to speak the book's command phrase, causing the drawn clothes to either magically appear on its body or transform any similar, overlapping garment it's already wearing to match the new appearance. The sheet of paper then turns to dust and is destroyed. If the creature isn't humanoid, the clothes fit as best they can as determined by the GM.

A transformed garment loses any magical or nonmagical property it may have until it returns to its normal form, unless that garment's function is completely unchanged by the new appearance. For example, a set of plate armor that's transformed into a leather vest would no longer grant any benefit to AC, but a chain shirt that's been transformed to match the ones worn by the royal guard still would.

The drawn clothes and transformed garments remain for up to 4 hours but magically disappear or return to their normal form if you remove them or use an action to speak the command phrase again. The drawn clothes are physical but offer no benefits to AC. Although the drawn clothes and transformed garments can duplicate the appearance of other magic clothes, they don't gain their magical properties.

Candleflame Helm

Wondrous item, common

While wearing this helm, you can use a bonus action to mentally create a tiny flame just above your head. The flame sheds bright light in a 15-foot radius and dim light for an additional 15 feet. While the flame persists, you can use an action to mentally expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each. The flame remains until you use a bonus action to extinguish it, until you remove the helm, or you're incapacitated.

Canister of Vreyval's Soothing Tea

Wondrous item, uncommon

This small metal canister contains 2d4 + 2 bags of magical tea when found. You can steep a bag of tea for 1 minute in a cup of boiling water to transform the water into a rich, flavorful tea that calms the nerves and revitalizes the spirit. When you drink a cup of the hot tea, you regain 1d6 + 2 hit points and gain the same amount as temporary hit points. In addition, any effect causing you to be charmed or frightened is suppressed for 1 hour, after which any suppressed effect resumes, provided that its duration hasn't expired in the meantime.

You can drink the tea using an action, although it's most commonly finished over the course of at least 1 minute. If the tea has been left to cool before you drink it, you regain only half the amount of hit points and temporary hit points, and no other effects are suppressed.

Cloche of Surprise Treats

Wondrous item, very rare

This magic silver cloche covers a large dinner platter. You can use an action to speak the cloche's command word and remove it from the platter. When you do, use the table below to determine what kind of meal appears.

d12	Meal
1	A delicious meal appears on the platter large enough for one creature and provides as much nourishment as 1 day of rations.
2 – 5	A number of decadent, perfectly ripe mixed berries equal to twice the number rolled on the d12 appear on the platter. Eating one of these berries duplicates the effect of eating a berry from the *goodberry* spell. These berries remain potent for up to 10 days.
6 – 12	The cloche magically conjures a great feast, as if by the *heroes' feast* spell. This version of the spell can feed a number of creatures equal to the number rolled on the d12.

Once the cloche has been used to conjure a meal in this way, it can't be used again until a number of days have passed equal to the number rolled on the d12.

Eldritch Bident

Weapon (trident), rare (requires attunement)

This two-pronged weapon has a sickly connection to another plane of existence. While holding the bident, you can use an action to release 2 simultaneous beams of eldritch force from it, with each beam originating from one of the weapon's prongs. Make a ranged spell attack for each beam, using a spell attack bonus of +7, against either one or two targets that you can see within 60 feet of you. On a hit, a target takes 1d8 force damage.

If you're a warlock, you are proficient with this weapon while you're attuned to it and gain the following benefits:

- When you make an attack with the bident's eldritch beams, you can choose to use your warlock spell attack bonus instead of the weapon's normal one.
- When you hit a target with one of the eldritch beams, you add your Charisma modifier to the damage dealt by each beam, which deal 1d12 force damage instead of 1d8.
- When you roll a 20 on an attack roll made with one of the eldritch beams against a creature, that creature must succeed on a DC 10 Charisma saving throw or be shunted to another plane of existence occupied by eldritch horrors. While there, the target is incapacitated. At the start of your next turn, the creature takes 2d12 psychic damage and reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Additionally, if you're a warlock, you can use an action to cast the *plane shift* spell from the bident while holding it to transport yourself only to the plane of existence and location of your warlock patron. You remain there for up to 24 hours or until you use an action to return to your previous location on your original plane of existence. Once this property of the bident has been used, it can't be used again for one year.



Eyedrops of Clarity

Wondrous item, uncommon

This eyedropper is stoppered with a cork at the opening of its spherical top, which is designed in the likeness of an eye. When found, the eyedropper contains 1d4 + 2 doses of magical solution. When uncorked, the solution inside begins to drip from the eyedropper. A creature can use its action to uncork and apply 1 dose of the eyedrops to itself or another willing creature that it can see within reach, stoppering the eyedropper again once finished. A blinded creature that has eyes and receives a dose of the eyedrops ceases to be blinded. In addition, that creature gains darkvision out to a range of 30 feet and has advantage on Wisdom (Perception) checks that rely on sight for 1 hour. If the creature already has darkvision, its range increases by 30 feet for the duration.

Gateway Ring

Ring, very rare

Made from tiny, moss-covered stones, this ring is enchanted with ancient fey magic. You can use an action to speak the ring's command word, followed by the name or description of a precise location on any plane of existence, and toss it into an unoccupied space within 10 feet of you. The ring expands into a 5-foot circular stone portal that's 1 foot thick in the space where it lands, floating 1 foot off the ground, where it remains for up to 1 minute.

The portal duplicates the effect of the *gate* spell, creating another stone portal at the destination. This version of the spell can't target an individual creature, but can be used to target a precise location on the same plane of existence as you.

You can end the spell and close the portal early by speaking the ring's command word again as an action while touching it with your hand. When you do, the ring returns to its normal size and reappears on your hand. If the portal remains for the full duration, the ring returns to its normal size and falls to the ground on a random side of the portal. Once the ring has been used, it can't be used again until 10 days have passed.

Ironleaf Impaler

Weapon (a javelin or spear), rare (requires attunement)

This wooden weapon is sprouted from a roughly fist-sized seed that's still attached to its base. A large, red thorn creates the weapon's pointed tip. Dense, thorny vines coil around the top and bottom of the haft, with small, glowing splits appearing in the wood beneath them. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, this weapon has 5 charges and regains all expended charges daily at dawn. When you make a ranged attack with the weapon, you can choose to expend 1 of its charges. Hit or miss, the weapon explodes into thorny shrapnel after it reaches the target. The target and each creature within 10 feet of it must make a DC 15 Dexterity saving throw. A creatures takes 1d8 piercing damage on a failed save, or half as much damage on a successful one. If the target was hit by the attack, it automatically fails the saving throw. Immediately after the weapon explodes, the seed reappears at your location and regrows the weapon into your hand.

Medzo's Crossbow

Weapon (crossbow, hand), rare

This crossbow once belonged to a savage gambler. Scoring a critical hit with this magic weapon doesn't double the weapon's damage dice, and when you roll a 1 on an attack roll made with it, the weapon jams and can't be used again until the end of your next turn.

A target hit with a ranged attack from this crossbow takes 3d4 piercing damage, instead of its normal damage. When you hit with an attack using this weapon and roll three of the same number on its damage dice, use the matching number to determine what effect occurs using the table below. When this happens, the target takes an extra 1d6 piercing damage.

Matching Number	Effect
1	You can reroll one of the weapon's damage dice, even if it was a matching number. You must use the new roll.
2	The next attack roll made against the target before the end of your next turn has advantage.
3	The target has disadvantage on attack rolls it makes until the end of your next turn.
4	If the target is a hostile creature, 30gp magically appears at your feet.

Ogramau's Graveyard

Wondrous item, very rare (requires attunement by a cleric or wizard)

This glass orb has a miniature graveyard inside and has a base made from a hollowed humanoid skull. It's roughly fist-sized and weighs 1 pound. While the orb is on your person, undead creatures have disadvantage on attack rolls against you. If you're holding the orb, you can use an action to speak one of its two command words.

The first command word shunts a Medium or Small humanoid corpse that you can see within 5 feet of you into a special demiplane contained within the orb. A corpse within this demiplane doesn't age, effectively extending the time limit on raising it from the dead. If you shunt a second corpse into the demiplane while another one is there, the first corpse reappears in the space left behind by the new one.

The second command word duplicates the effect of the *animate dead* spell, using a corpse stored within the orb's demiplane as the target of the spell. A skeleton or zombie created in this way appears in an unoccupied space that you can see within 15 feet of you and turns to dust and is destroyed after either 24 hours have passed or it drops to 0 hit points. If you speak this command word again to create a second skeleton or zombie while the first one remains, the first skeleton or zombie turns to dust and is destroyed when the new one appears.

Pisces Shield

Armor (shield), uncommon

This round iron shield is emblazoned with two spiraling golden koi. If the shield is submerged in water for at least 1 minute, the koi begin to animate and swim across the surface of the shield for up to 24 hours. While the koi are swimming in this way, the next time you roll a 1 on the d20 for an attack roll, ability check, or saving throw while holding the shield, you can treat the roll as if it were a 20 instead. When you do, the koi stop swimming, and they can't swim again until 24 hours have passed.

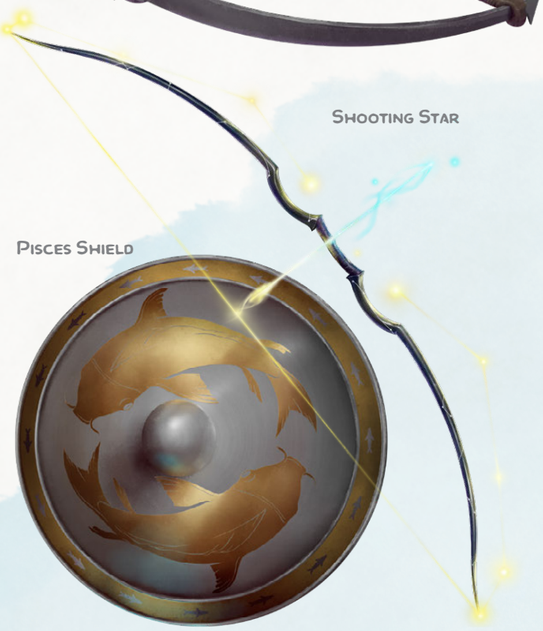
Poison Armor of Amphibios

Armor (any light armor), rare (requires attunement)

This armor is enriched by poisonous frog toxins. While wearing this armor, you have advantage on saving throws against poison, and you have resistance to poison damage. In addition, the armor has 3 charges and regains all expended charges daily at dawn. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to expend 1 of the armor's charges to release a spray of poison from the armor at the attacker. The attacker must make a DC 15 Constitution saving throw. On a failed save, the target takes 2d6 poison damage and is poisoned until the end of its next turn. On a successful save, the target takes half as much poison damage and isn't poisoned.



Medzo's Crossbow



Shooting Star

Pisces Shield

Seer's Starlight Cloak

Wondrous item, uncommon (requires attunement by a cleric, druid, or wizard)

This deep purple cloak is hemmed with a silver lining that radiates into starburst patterns around the head and arms. When in darkness, tiny stars can be seen from within the cloak's fabric. A constellation of stars in the shape of an eye can always be seen on the front of the cloak's dramatic hood. While wearing the cloak, you can use an action to cast the *guidance* spell.

While you can see the night sky and are wearing the cloak, you can use an action to cast the *augury* spell. When you do, the omens are represented by the number of shooting stars that appear in the sky:

- **Three or more shooting stars**, for good results
- **One shooting star**, for bad results
- **Two shooting stars**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

Once this property of the cloak has been used, it can't be used again until the next dusk.



Poison Armor of Amphibios



Seer's Starlight Cloak

Shooting Star

Weapon (longbow), very rare (requires attunement)

Tiny specks of starlight gleam from the dark surface of this magic longbow at night. The bow is strung with an invisible string that appears only when it's drawn. When pulled, the string emits a soft yellow glow as motes of starlight appear and float around the bow's frame. Drawing the bow without first nocking an arrow creates a magic arrow of pure starlight in its place and intensifies the bow's glow. The starlit arrow shines bright light in a 20-foot radius and dim light for an additional 20 feet. You gain a +2 bonus to attack and damage rolls made with this weapon when you use a starlit arrow, which deals radiant damage instead of piercing damage. Hit or miss, the starlit arrow disappears immediately after the attack.

Falling Stars. As an action, you can speak the bow's command word and fire a starlit arrow into the air above you, choosing a point that you can see within 60 feet of you. The arrow immediately vanishes and creates a shower of tiny, magical stars that fall and land in a 30-foot-radius circle on the ground centered on the point you chose. Each creature of your choice within the area must make a DC 16 Dexterity saving throw. A target takes 3d6 radiant damage and 3d6 force damage on a failed save, or half as much damage on a successful one, as a shower of magical stars slam into the ground around them. This property can't be used again until the next dusk.

In addition, when you use a starlit arrow and roll a 20 on an attack roll made with this weapon, a tiny magical star appears and strikes the target. The target must make a DC 16 Dexterity saving throw, taking 1d6 radiant damage and 1d6 force damage on a failed save, or half as much damage on a successful one.

Immediately after a falling star hits the ground or a target, it disappears.

Ogramau's Graveyard



Staff of the Vineyard

Staff, uncommon (requires attunement by a cleric, druid, monk, or ranger)

This staff can be wielded as a magic quarterstaff. A clutch of up to 10 grapes hangs from the end of the staff's magical length of vine. A creature within reach of the staff can use an action to eat one of the grapes, which duplicates the effect of eating a berry from the *goodberry* spell. 1d10 eaten grapes regrow on the clutch daily at dawn.

While holding the staff, you can use an action to cast the *entangle* spell from it (save DC 13), causing twisting grapevines to sprout from the ground in the target area. If a creature restrained by these vines makes a Strength check to free itself and fails, that creature becomes magically drunk until the end of its next turn. A drunk creature is poisoned for the duration. Once this property of the staff has been used, it can't be used again until the next dawn.

Tempest Griffon Bracers

Wondrous item, rare (requires attunement)

While wearing these oiled bracers lined with magic griffon feathers, your speed increases by 5 feet.

In addition, you can use an action to speak the bracers' command word to vanish into a plume of sparks and feathers. Choose up to 3 different creatures that you can see within 60 feet of you. Make a melee weapon attack against each target, briefly appearing next to each one before making the attack. A target takes an extra 2d8 lightning damage on a hit, or half as much lightning damage on a miss. You can then teleport to an unoccupied space you can see within 5 feet of one of the targets or return to your original space, reappearing in a flourish of electricity, feathers, and wind. Once this property of the bracers has been used, it can't be used again until the next dawn.

Verax Weapon

Weapon (any metal melee weapon), rare

A *verax weapon* has been made by quenching its metal in the blood of a particular creature while being forged, enchanting the weapon with a magic that hunts down creatures of the chosen type. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Use the table below to choose or randomly determine what creature type's blood was used to enchant the weapon. When you use this weapon to attack a creature of the chosen type and are forced to make the attack roll with disadvantage, you make the attack roll as normal instead.

d10	Creature Type
1	Aberration
2	Beast
3	Celestial
4	Dragon
5	Fey
8	Fiend
7	Giant
8	Humanoid
9	Monstrosity
10	Undead

Warding Staff

Staff, very rare (requires attunement by a cleric or paladin)

This platinum staff has a wide brazier on top with a small crystal orb that floats above it. While holding the staff, its brazier is lit with harmless, holy flames that shed bright light in a 20-foot radius and dim light for an additional 20 feet. The staff can be wielded as a magic quarterstaff. On a hit, it deals an extra 1d6 radiant damage.

A friendly creature within reach of the staff can use its bonus action to remove the crystal orb that floats above the brazier. While the orb is on their person, that creature is under the effect of the *warding bond* spell as if you cast it. The spell lasts until the orb is more than 60 feet away from you, until you're no longer holding the staff, or until you die or are incapacitated. You can also choose to mentally end the spell at any time (no action required). When the spell ends, the orb teleports back to the head of the staff.

In addition, while a creature other than you that you can see is carrying the orb, you can use a bonus action to speak the orb's command word and teleport up to 60 feet to an unoccupied space that you can see within 5 feet of that creature. Alternatively, a creature holding the orb can use its bonus action to speak the orb's command word and teleport to an unoccupied space that it can see within 5 feet of you instead. This property of the orb can't be used again until the next dawn.





Widemouth Bucket

Wondrous item, common

This brass bucket in the shape of a fish's open mouth is 12-inches across and tall and weighs 3 pounds while it isn't filled. The bucket can hold up to 10 gallons of liquid, even though it appears to hold only 1. Regardless of how much liquid is inside, the bucket's weight is only increased by the weight of up to 1 gallon of the liquid.

Wind-Up Merchant

Wondrous item, rare

This soft toy figurine is 5 inches tall and weighs 1 pound. You can use an action to wind up the toy using a crank in the back, causing it to release a thin strip of parchment listing 3 magic items and their costs from the list below. The toy then whirs and animates slowly, walking and bowing slightly, and can't be wound up again until 24 hours have passed.

Roll 3d12, recording each number rolled, to determine which of the following magic items are listed on the parchment. At the GM's discretion, reroll duplicate results.

	Item Name	Cost
1	*Potion of climbing*	25gp
2	*Potion of healing, common*	25gp
3	*Spell scroll,* 1st level: *comprehend languages (25%), detect magic (25%), feather fall (25%),* or *identify (25%)*	25gp
4	*Broom of flying*	50gp
5	*Dust of disappearance*	50gp
6	*Eversmoking bottle*	50gp
7	*Goggles of night*	50gp
8	*Immovable rod*	50gp
9	*Potion of growth*	50gp
10	*Potion of resistance*	50gp
11	*Restorative ointment,* 2 uses	50gp
12	*Ring of water walking*	50gp

While the toy is animated, you can use an action to deposit any number of coins into the slot on the toy's belly and speak the name of an item listed on the parchment. If the value of the coins deposited in the toy is equal to or greater than the cost of the named item, the item magically appears in your hand or at your feet (your choice) and is removed from the parchment. The spent coins are then lost.

The toy remains animated for 5 minutes or until each item has been purchased from the list. When the toy stops animating, any deposited coins that weren't spent on the listed items clatter to the ground below it, converting them into smaller denominations as needed, and the parchment turns to dust and is destroyed.

An item purchased from the *wind-up merchant* disappears after 24 hours, or early if you attempt to sell or trade it to another creature.

April was a fine month. Nothing too crazy, overall. The weather here is starting to even out and become spring, which has been very welcome. The later sunsets, in particular, are great, so I don't feel as though I lose entire days working.

Personal favorites this month were the *gi of shifting seasons*, *godsteel warplate*, *lash of the spelldrinker*, *medusan lavalier*, *orostead iced tea*, and *shield of the justicars*.

APRIL, 2021

Bandolier of the Elements
Captain's Pride
Doubloon Diver's Googles
Everglacier Prosthesis
Gi of Shifting Seasons
Gloves of the Great Badger
Godsteel Warplate
Headband of the Sweatless
Heaven's Edge
Lash of the Spelldrinker
Lightseer's Gaze
Medusan Lavalier
Orostead Iced Tea
Ring of the Split Mind
Roaring Whip
Rod of the Thought Projection
Shield of the Justicars
Staff of the Dream Shepherd
Titan Cricket Greaves
Wardancer's Spear
Warhammer of Eruptions
Wraps of the Restless





Bandolier of the Elements



Captain's Pride



Doubloon Diver's Goggles



Everglacier Prosthesis



Gi of Shifting Seasons

Bandolier of the Elements

Wondrous item, rare (requires attunement)

This cross-chest bandolier has 6 magic daggers sheathed across it. When you take the Attack action while wearing this bandolier, you can use a bonus action to throw 1 of the daggers, making a ranged attack with it, provided you have a free hand. When you hit a target with one of these daggers, roll a d6 and consult the table below. The target takes an extra 1d6 damage of the type determined by the table, in addition to the weapon's damage, and the dagger disappears. On a miss, the dagger vanishes and reappears in the bandolier.

A dagger vanishes if you don't hurl it right away and immediately reappears in the bandolier. 1d6 missing daggers reappear in the bandolier's empty sheaths daily at dawn.

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder

Captain's Pride

Armor (leather or studded leather), rare (requires attunement)

This well-crafted leather armor comes with a sturdy, enveloping longcoat, bearing on its back the insignia of a well-known pirate captain. When you attune to it, the insignia changes to one that represents you instead. While wearing this armor, climbing and swimming don't cost you extra movement, and you can breathe underwater.

In addition, you can use a bonus action to shift into a watery, elemental form, gaining the following benefits for the duration:

- Your speed increases by 10 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as resistance to acid damage.
- You have advantage on ability checks to avoid or escape being grappled or restrained. If you're already grappled or restrained when shift into this form, you automatically escape.
- While you're underwater, Wisdom (Perception) checks made to see you have disadvantage.

This form lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. Once this property of the armor has been used, it can't be used again until the next dawn.

Doubloon Diver's Goggles

Wondrous item, uncommon

These leather and shell-covered goggles have peculiarly narrow lenses. While wearing the goggles, you have darkvision out to a range of 120 feet while underwater. In addition, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks you make that rely on sight while underwater.

Everglacier Prosthesis

Wondrous item, rare (requires attunement by a creature missing a hand, arm, or leg)

When found, this item appears to be a roughly hewn length of ice with runes etched into its side. To attune to this item, you must attach it to the end of your missing arm or leg, at which point the ice magically attaches to you and forms an icy copy of the appendage it's replacing. The prosthetic is a fully capable part of your body and can't be removed against your will as long as you're attuned to it.

While the prosthetic is attached, you have resistance to cold damage, and your unarmed strikes with the limb deal cold damage instead of bludgeoning damage.

In addition, the prosthesis has 6 icy spikes protruding from its surface. You can use an action while the prosthetic is attached to launch up to 3 of the spikes at one or more targets within 30 feet of you. Make a ranged spell attack for each spike, using an attack bonus of +7. On a hit, the target takes 2d6 cold damage. 1d4 + 2 launched spikes regrow daily at dawn.

Gi of Shifting Seasons

Wondrous item, rare (requires attunement by a monk)

When found, this gi is gray with a large tree design at its bottom hem. When you attune to the gi, its color and tree design changes to resemble the current season: Winter (blue, leafless), Spring (green, pink blossoms), Summer (red, green leaves), or Autumn (Yellow, red leaves along the bottom hem). While the gi resembles a season, it gains the following respective benefits:

Winter. You are immune to the effects of extreme cold, and whenever you hit a creature with one of the attacks granted by your Flurry of Blows, that creature's speed is reduced by 5 feet (to a minimum speed of 15 feet) until the start of your next turn.

Spring. When the gi changes to this season, you gain 1d4 + 4 temporary hit points. In addition, when you use your Step of the Wind, your jump distance is tripled, instead of doubled, and you ignore the effects of difficult terrain until the end of your turn.

Summer. You are immune to the effects of extreme heat, and whenever you hit a target with an unarmed strike, the target takes an additional 2 fire damage. If you are outside during the day, the target takes an additional 3 fire damage, instead.

Autumn. You have advantage on Constitution saving throws. When you use your Patient Defense, creatures provoke an opportunity attack from you when they move within 5 feet of you until the start of your next turn.

You can change the gi's season to another one of your choice by spending 1 minute in silent meditation. Alternatively, whenever you use an action, bonus action, or reaction to spend 1 or more ki points, you can choose to shift the gi's season by one, moving in chronological order. When you do, you choose whether to gain the season's benefits before or after the action. For example, if the gi is in Autumn and you spend 1 ki point to use Flurry of Blows, the gi can immediately change to represent Winter and grant the season's benefits to your Flurry of Blows.

Gloves of the Great Badger

Wondrous item, uncommon (requires attunement)

This pair of fingerless gloves is decorated with badger-like stripes and fitted with razor-sharp claws. While wearing the gloves, your unarmed strikes with them deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, you gain a burrowing speed of 5 feet.

While wearing the gloves, you can use a bonus action to invoke the might of a giant badger, granting the following benefits for 1 minute:

- Your burrowing speed is doubled, and you can burrow through nonmagical, unworked stone.
- You gain a +1 bonus to your attack and damage rolls whenever you make an unarmed strike with the gloves.
- Your unarmed strikes score a critical hit on a roll of 19 or 20.

Once this property has been used, it can't be used again until the next dawn.

Godsteel Warplate

Armor (plate), legendary (requires attunement)

While wearing this shimmering armor, you gain a supernatural buffer to your vitality and resilience. The first time you don and attune to this armor, and whenever you finish a long rest while attuned to it, you gain 50 temporary hit points. You lose these temporary hit points if you remove the armor. While wearing this armor, you gain a +1 bonus to AC, and if you have temporary hit points, you also have resistance to nonmagical damage.

Headband of the Sweatless

Wondrous item, common

These vibrant silk headbands come in a variety of colors and patterns. While wearing the headband, you magically don't get wet when you perspire, but are still naturally cooled as if you had. In addition, the first time you make a Constitution saving throw to resist the effects of extreme heat, add 1d4 to the total of the roll. This property can't be used again until the next dawn.

Heaven's Edge

Weapon (dagger), legendary (requires attunement)

This ornate dagger is made of multiple pieces that magically hover together, but move as if they were solidly connected. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d4 radiant damage to any creature it hits. This extra damage increases to 4d4 radiant damage if the creature is a fiend or undead.

When you roll a 20 on an attack roll made with this weapon against a fiend, the target must make a DC 15 Charisma saving throw. On a failed save, the creature is banished, as if by the *banishment* spell. This version of the spell doesn't require concentration but ends early if you become incapacitated or die within the next minute. On a successful save, the creature is blinded until the start of your next turn and isn't banished.

Lash of the Spelldrinker

Weapon (whip), rare (requires attunement by a spellcaster)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to this whip, you are considered proficient with it and can use it as a spellcasting focus. In addition, you can use your spellcasting ability modifier for any attack or damage roll made with it, instead of Strength or Dexterity.

When a hostile creature within the whip's reach casts a spell, you can use your reaction to make a weapon attack against that creature with the whip. On a hit, the target must make a saving throw using its spellcasting ability against your spell save DC. On a failed save, you learn the level of the creature's highest remaining spell slot, and the creature takes extra force damage equal to that number.

When a creature takes force damage from the whip in this way, you can choose to recover an expended spell slot of a level equal to or less than the force damage dealt, up to 3rd level. Once the whip has been used to recover a spell slot in this way, it can't do so again until the next dusk.





Lightseer's Gaze

Wondrous item, legendary (requires attunement by a monk)

This flourished mask obscures your eyes and magically stays in place while worn. It once belonged to a wise spiritual leader whose name has been lost to time, but was said to have eschewed personal belongings. While wearing the mask and attuned to it, you gain the following benefits:

- You have blindsight out to a range of 120 feet, and truesight out to a range of 60 feet. You are blind beyond this radius. Despite being blind, you can still see the moon, stars, and sun when they're in the sky above you.
- Your Wisdom score changes to 21. This property has no effect on you if your Wisdom is already 21 or higher without the mask.
- You have advantage on Wisdom (Insight) checks.
- You can spend 3 ki points as an action to cast the *spirit guardians* spell (save DC 16).
- You can use an action to spend 2 ki points to cast the *calm emotions* spell (save DC 16). Alternatively, if you speak to a hostile creature for 1 minute, it must succeed on a DC 20 Charisma saving throw or become indifferent about creatures of your choice that it is hostile toward, as if affected by the *calm emotions* spell (no concentration required). If a creature succeeds on the saving throw in this way, it's immune to the effects of this property for 24 hours.

Curse. This item is cursed, and attuning to it extends that curse to you. You can't remove the mask while cursed in this way. You remain cursed until it's ended by a *wish* spell or similar magic. When you become cursed, your name remains known to only you but becomes lost to the rest of the universe, at the GM's discretion. You must choose a new name. This new name replaces every instance of your lost name throughout history, and becomes the only known name for you among all creatures who once knew your lost name. While cursed, you take 5d10 psychic damage whenever you attempt to speak, write, or otherwise share or communicate your lost name. Regardless of how you attempt to share the lost name, it always comes across as your new one.

Medusan Lavalier

Wondrous item, rare

This pair of metallic snakes forms a twisting necklace that hangs around your neck. It coils and moves almost imperceptibly, keeping latched together at the nape of your neck where the snakes' tails intertwine. You can wear or remove the necklace using an action. While wearing this necklace, you can't become petrified or otherwise turned to stone against your will. If you are already petrified or turning to stone when you wear the necklace, the effect is suppressed until you remove it, provided that its duration has not expired in the meantime.

Orostead Iced Tea

Potion, common or very rare

The typical *Orostead iced tea*, a common potion, is a specialty alcoholic beverage that creates harmless sensory effects with each sip. When made, a tea has enough for 6 + 1d4 sips before it's used up, instead of a single use. You can take a sip as an action. When you drink this potion, roll on the table below to determine which one of the following effects occur:

d8	Common Effect
1	You suddenly become drenched with illusory salt water. After 1 minute, it dries.
2	You're suddenly overwhelmingly warm (50%) or cold (50%) for 1 minute.
3	You remain frozen in place for 1 second, as if briefly removed from time.
4	You gain the effect of the *speak with animals* spell for 1 minute.
5	You suddenly teleport 5 feet into an unoccupied space next to you.
6	Any clothing you wear becomes various shades of gray for 1 minute.
7	Static charge builds up on you. Touching or being touched by anything for the next minute causes a sharp shock of electricity to leap between you.
8	Your skin, hair, and eye colors are inverted. In addition, roll a d12. You grow or shrink a number of inches equal to the result of the die, shrinking by odd numbers or growing by even ones. After 1 minute, your appearance returns to normal.

The drink is incredibly refreshing with notes of lemon, tea, and cherry, and has virtually no alcoholic bite to it. Regardless, due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *Orostead iced tea* is a very rare variant with additional properties. It also tastes better.

When you take a sip of this potion, roll a d8 and consult the table below instead to determine which one of the following benefits you gain. Once you've gained a benefit from the table, you can't gain that same benefit again until you finish a long rest.

d8	Very Rare Effect
1	For 1 hour, you gain a +2 bonus to Strength ability checks and saving throws, as well as attack and damage rolls for weapons that use Strength.
2	For 1 hour, you gain a +2 bonus to Dexterity ability checks and saving throws, as well as attack and damage rolls for weapons that use Dexterity.
3	You gain 2d10 + 20 temporary hit points.
4	For 1 hour, you gain a +2 bonus to Intelligence ability checks and saving throws. If Intelligence is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
5	For 1 hour, you gain a +2 bonus to Wisdom ability checks and saving throws. If Wisdom is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
6	For 1 hour, you gain a +2 bonus to Charisma ability checks and saving throws. If Charisma is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
7	Choose a benefit from the table, even if you've already gained it since you finished your last long rest.
8	You recover expended spells slots with a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. If you don't have any expended spell slots, you can use an action to cast the *fireball* spell once within the next 8 hours, casting the spell at 6th level and using a spell save DC of 16 when you do.



Orostead Iced Tea



Ring of the Split Mind

Ring of the Split Mind

Ring, very rare (requires attunement by a spellcaster)

This crimson ring is split into two half-circles that magically hover a hair's breadth apart. While wearing the ring and concentrating on only one spell, you have advantage on Constitution saving throws that you make to maintain your concentration on that spell when you take damage.

If you're concentrating on a spell of 3rd level or lower and wearing the ring, you can choose to cast another spell of 3rd level or lower that also requires concentration without losing concentration on the first one. While concentrating on two spells in this way, make a Constitution saving throw for each spell as normal whenever you take damage to maintain your concentration. When you do, roll the d20 for each spell's saving throw in the order in which you cast them. You are vulnerable to psychic damage while concentrating on two spells in this way. Once this property of the ring has been used, it can't be used again until the next dawn.

Roaring Whip

Weapon (whip), uncommon

This magic whip releases a thunderous burst of sound from it when snapped that can damage faraway targets with its ferocity.

When you take the Attack action while holding this whip, you can use it to attack a target that's up to 5 feet outside your normal reach with the weapon. On a hit, the weapon's damage die changes to a d6 and deals thunder damage instead of slashing damage. Hit or miss, it emits the sound of a roaring lion audible out to 100 feet.

Rod of Thought Projection

Rod, uncommon

While holding this rod, you can use an action to create a mental connection with a willing humanoid creature that you can see within 120 feet of you. The connection lasts as long as you concentrate (as if concentrating on a spell), or until the other creature chooses to close it or moves farther than 120 feet away from you. For the duration, you can communicate with it telepathically. In addition, as part of the action to open this connection or as an action on a subsequent turn while it remains open, you can choose to see through the creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

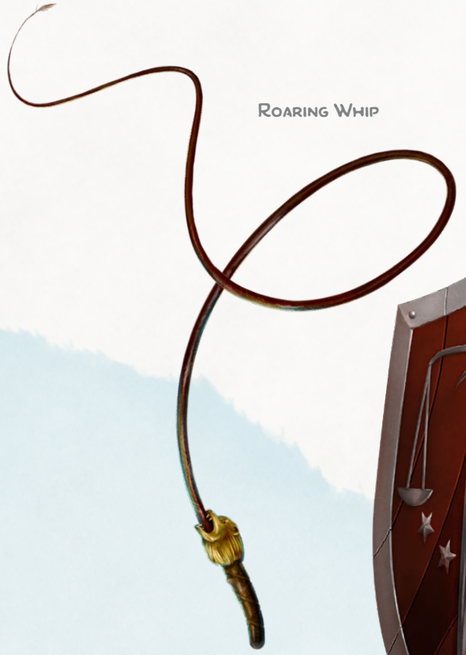
If the creature is unwilling, it must succeed on a DC 13 Wisdom saving throw or have the mental connection be established anyway. The creature is aware of the effect when it makes the saving throw. At the end of each of the creature's turns, it can make another Wisdom saving throw. On a success, the connection is severed, and the effect ends. Once the rod has been used on an unwilling creature in this way, it can't do so again until the next dawn.

Shield of the Justicars

Armor (shield), rare

One of the original arms from the Upheaval, this shield can be used to release a magically discordant pulse. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, the shield has 4 charges and regains 1d4 expended charges daily at dawn. While holding it, when a creature that you can see within 30 feet of you casts a spell, you can use your reaction to expend 1 of the shield's charges and speak its command word. When you do, the target must make a DC 15 Constitution saving throw. On a failed save, the target takes a –2 penalty to its spell attack bonus and saving throw DC until the end of the turn, including against the triggering spell.



Roaring Whip



Shield of the Justicars



Rod of Thought Projection

Staff of the Dream Shepherd

Staff, uncommon (requires attunement by a spellcaster)

This staff's cushioned handle is lined with soft wool and decorated with star and moon patches. While the staff is within 5 feet of you, you can use an action to immediately fall asleep, but otherwise can't be put to sleep by magical means. While attuned to the staff, you regain 1 extra Hit Die whenever you finish a long rest.

In addition, while holding the staff, you can use an action to summon a flock of spectral sheep. The sheep run in a line 20 feet long and 10 feet wide originating from you before disappearing. Each creature of your choice in the area must make a Wisdom saving throw against your spell save DC, taking 2d6 psychic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw and has 20 hit points or fewer after taking this damage, it also falls asleep. Undead and creatures immune to being charmed can't be put to sleep in this way. A sleeping creature is unconscious and stays asleep for 1 minute, until it takes damage, or until someone uses an action to shake or slap the creature awake. Once this property of the staff has been used, it can't be used again until the next dawn.

Titan Cricket Greaves

Wondrous item, uncommon (requires attunement)

These unusual leg braces are crafted from the legs of a giant cricket. While wearing the braces, your long jump is up to 25 feet and your high jump is up to 15 feet, unless it's already higher, with or without a running start. Further, your walking speed increases by 5 feet.

In addition, you can use an action to rub your legs together while wearing the braces to create the signature sound of one or many crickets. The sound can be as quiet as a whisper or as loud as a scream.

Wardancer's Spear

Weapon (spear), rare

This double-bladed spear is extraordinarily light and perfectly balanced for use with one hand. While holding this magic spear with one hand, it has the finesse property. Whenever you take the Attack action and make a melee attack with the spear using only one hand, you can use a bonus action to make an additional attack with the spear. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Immediately after you use your bonus action in this way, you can move up to 10 feet without provoking opportunity attacks, though you can't move farther than your remaining movement would allow.

Warhammer of Eruptions

Weapon (warhammer), rare (requires attunement)

This sturdy warhammer has a core of magma at its center that heats up during combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Eruption. The first time that the warhammer hits a target in combat, it starts to release a steady stream of embers and smoke. When this happens, and while the hammer is smoldering in this way, it deals an extra 1d6 fire damage to any target it hits. At the end of each of your turns while the hammer is smoldering, its fire becomes increasingly unstable. At the end of the third turn, the hammer erupts, spraying lava and releasing a volcanic storm from it in a 30-foot cone in a direction of your choice (no action required). Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 3d6 fire damage and 3d6 lightning damage on a failed save, or half as much damage on a successful one. The lava then vanishes. The warhammer cools and doesn't erupt if combat ends or if you drop or stow the weapon before it erupts. Once the warhammer erupts, it loses this property until 2d6 hours have passed.

Wraps of the Restless

Wondrous item, very rare (requires attunement)

These salvaged wrappings from the arms of a mummy lord hang loosely from your arms but never seem to slide off. While wearing the wraps, you have resistance to necrotic damage.

In addition, when you take the Attack action while wearing the wraps, you can use a bonus action immediately before or after one of your attacks to cause a piece of the wrapping to lash out at a target within 10 feet of you. Make a melee spell attack for the wrapping, using an attack bonus of +7. On a hit, the target takes 1d8 necrotic damage.

The wraps have 3 charges and regain 1d3 expended charges daily at dawn. As an action, you can hold out your hand and expend 1 or more of the wraps' charges to release a blast of sand from it in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature is blinded until the start of your next turn, and for each charge you spend, it takes 1d6 bludgeoning damage plus 2d8 necrotic damage. On a successful save, a creature takes half as much damage and isn't blinded.

Curse. Once you don these cursed wraps, you can't doff them unless you are targeted by the *remove curse* spell or similar magic. While wearing the wraps, you have disadvantage on attack rolls against undead and on saving throws against their spells and special abilities. In addition, while cursed, you don't recover as much from resting. When you roll Hit Dice to regain hit points, roll each one of the dice twice and use the lower result.



May, unlike Aprile, was challenging. I somehow started ruining my work schedule again, so my normal 50- to 60-hour work weeks are back around 65 to 75. Been really pushing myself, but to some noticable deficite. It's a skill, knowing your boundaries and limits, while still being able to push them in a healthy way.

The change in the CDC's rulings in regards to social distancing and safety protocols around masks was a shock to me, and to many other that live here in the States. Both me and my partner are fully vaccinated (Pfizer), and are still growing comfortable with the adjustments. The daily cases in my state continue to trend down, so we're feeling pretty good, still. But that's just our situation: my heart goes out to everyone around the world who doesn't have this glimmer of normalcy yet. It's coming. You've been so strong to get this far.

Anyway, the least I can do is keep going, and say that everyone will be able to play D&D again in person again in the coming months. Personal favorites this month were the *deathloop watch*, *Morath, Scepter of the Soul Vortex*, the whole *pollinator* series of items (the last two of which are included here, rather than in June's update, to keep them all together), and the *stuffy familiar.*

MAY, 2021

Arc of the Alicorn
Astral Caltrops
Belt of the Hell Hound
Dark Mantle
Deathloop Watch
Dusk Cleaver
Dwarven Boozehound's Backpack
Godsteel Worldcarver
Hoarder's Haul
Infernal Chain
Morath, Scepter of the Soul Vortex
Pollinator Carapace
Pollinator Pants
Pollinator Visor
Power Collar
Rift Sheath
Ring of the Mute Mage
Rod of Reverberation
Shadow Tag
Shipwright's Watch
Stuffy Familiar
Torrdok's Magnificent Forgery
Wand of Puppetry

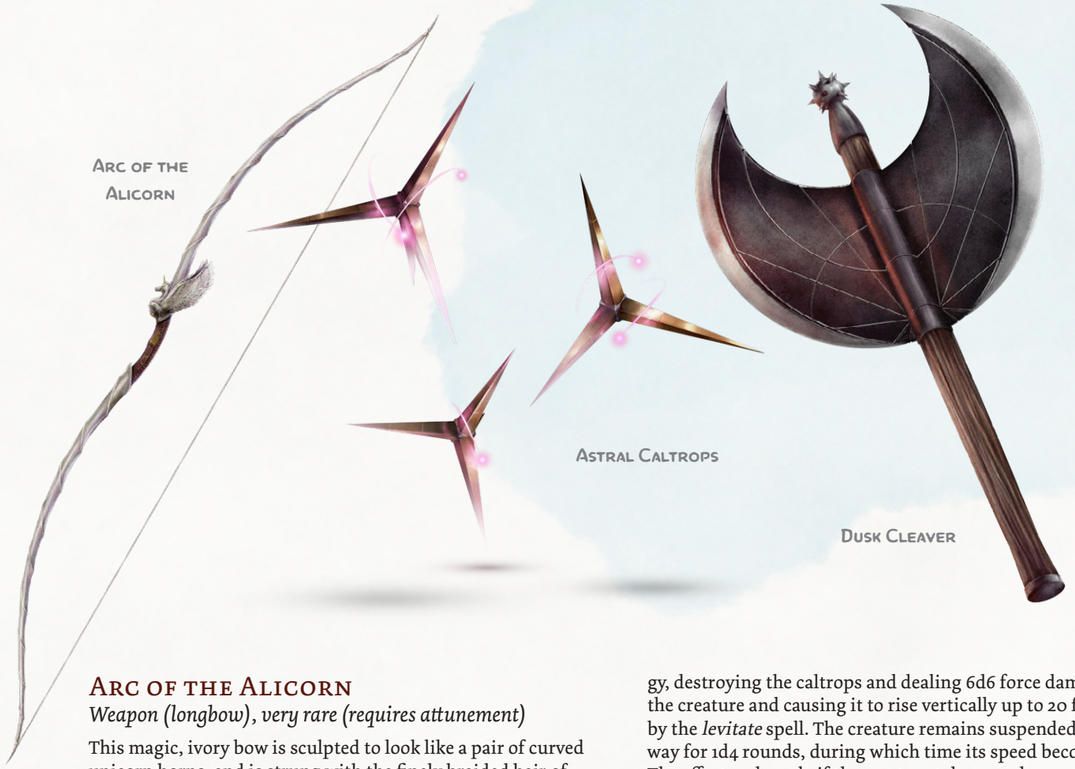
Pollinator Carapace



Deathloop Watch



Stuffy Familiar





Arc of the Alicorn

Weapon (longbow), very rare (requires attunement)

This magic, ivory bow is sculpted to look like a pair of curved unicorn horns, and is strung with the finely braided hair of a pegasus' mane. This bow's damage die is a d10, instead of a d8.

The bow has 4 charges for the following properties. It regains all expended charges daily at dawn.

Flight. While holding the bow, you can use a bonus action to expend 1 of its charges to cause small wings to appear on your feet that last until the end of your turn. For the duration, you have a flying speed of 90 feet. While the wings remain, you can choose to expend another charge from the bow at the end of each of your turns (no action required) to extend the wings' duration until the end of your next turn.

Healing Horn. While holding the bow, you can use a bonus action to expend 1 of its charges to fire a magical arrow of pure light at a creature that you can see within 60 feet of you, causing that creature to regain 2d6 + 2 hit points.

Trampling Arrow. When you make a ranged attack with the bow, you can expend 1 of its charges to cause the fired arrow to transform into a spectral, charging pegasus. On a hit, the target takes an extra 3d6 force damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target of the attack is already prone, you ignore the normal disadvantage imposed on ranged attack rolls against prone creatures and make the roll with advantage instead.

Astral Caltrops

Wondrous item, rare

As an action, you can spread these magic caltrops over a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. When this happens, the caltrops explode in a burst of extraplanar energy, destroying the caltrops and dealing 6d6 force damage to the creature and causing it to rise vertically up to 20 feet, as if by the *levitate* spell. The creature remains suspended in this way for 1d4 rounds, during which time its speed becomes 0. The effect ends early if the creature takes any damage.

When the caltrops are spread on the ground, they become nearly invisible and float up to 1 inch off the ground. A creature notices the caltrops with a successful DC 20 Wisdom (Perception) check. You can reclaim the invisible caltrops for later use with 1 minute of careful searching and collecting. The caltrops stop floating and become visible once they're reclaimed in this way.

Belt of the Hell Hound

Wondrous item, rare (requires attunement)

When you wear this belt, you can feel the fires of the lower planes burn inside you. While wearing the belt, when you make a melee attack against a creature and have advantage on the attack, the target takes an extra 1d6 fire damage from the attack on a hit.

In addition, while wearing this belt, you can use an action to release a hellish howl. When you do, you exhale a plume of flames from your mouth in a 15-foot cone. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried. Once this property has been used, it can't be used again until the next dawn.

Curse. Once you wear this belt, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the belt, you must eat twice the normal amount of food each day (a minimum of 2 pounds) to avoid exhaustion. In addition, while wearing the belt, there is a cumulative 10 percent chance when you die and again at the end of each hour you remain dead that you immediately immolate and turn to ash.

Dark Mantle

Wondrous item, uncommon (requires attunement)

This leathery cloak is made from the remains of a darkmantle. While wearing it, climbing doesn't cost you extra movement, and you have advantage on Strength (Athletics) check made to climb.

In addition, while wearing this cloak, you can use an action to speak its command word to emit an aura of magical darkness. This aura extends from you in a 15-foot radius, moves with you, and spreads around corners. The darkness lasts as long as you maintain concentration (as if concentrating on a spell), up to 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Once this property of the cloak has been used, it can't be used again until the next dawn.

Deathloop Watch

Wondrous item, rare (requires attunement)

This golden pocket watch has a skull-shaped lid with three panes of blue glass that cover its two eyes and nose. At the center of the watch is a secondary dial with a small, skeletal hand that indicates the amount of hit points you have remaining. If you die while the watch is on your person, the watch reverses your personal time stream just long enough to keep you alive, returning you to life with 1 hit point and allowing you to immediately stand up. When the watch reverses time in this way, one of the watch's three glass panes cracks and can't be repaired by mundane or magical means. For each pane of cracked glass, there is a cumulative 25 percent chance that the watch fails to reverse time when you die. When all three panes of glass are cracked, the watch becomes nonmagical, although it can still be used to tell the time.

Dusk Cleaver

Weapon (handaxe), rare

This dark iron axe head is shaped like a crescent moon. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to swing the axe at an area of magical darkness within 5 feet of you, making an attack roll against the darkness (AC 10). If the magical darkness was created by a spell, add the spell's level to its AC. If you're inside the area of magical darkness, you ignore the disadvantage normally imposed on this attack roll as a result of not being able to see. On a hit, the darkness is dispelled. If the darkness fills a space that's larger than 60 feet on a side, the darkness in a 60-foot cube originating from you is dispelled instead. Once this property has been used, it can't be used again until the next dusk.

Dwarven Boozehound's Backpack

Wondrous item, rare (requires attunement)

This large, silver tank is nearly 3 feet tall and produces its own magical ale. It has several knobs alongside it and a tapered hose attached to the bottom. The tank holds 8 gallons of ale and completely refills daily at dawn. When you attune to the tank for the first time, it immediately fills with the magical ale. The tank is supported with several leather straps, allowing it to be easily carried. Regardless of how much ale is inside the tank, it always weighs 10 pounds.

You can dispense the magical ale as you would a normal keg, with the exception that this alcohol affects a creature twice as much as normal due to its magical nature. Alternatively, you can spend 10 minutes focusing on the tank and adjusting its various knobs to produce up to 4 special elixirs, expending 1 gallon of ale for each elixir you make. If you are a dwarf or are proficient with brewer's supplies, you can produce this elixir over the course of 1 minute instead. Each

elixir contains one ounce of concentrated liquid. A creature can drink the elixir using an action, granting it advantage on saving throws against poison and resistance to poison damage for 8 hours. If the creature is a dwarf, it gains 10 temporary hit points instead. If an elixir isn't consumed before the next dawn, it becomes a nonmagical, albeit strongly alcoholic, beverage.

While carrying the tank, you can use an action to point its hose at a target you can see within 30 feet of you, provided you have a free hand. When you do, the tank expels 1 gallon of the ale in a powerful blast at the target. If the target is an object that isn't being worn or carried and weighs no more than 300 pounds, it is either knocked over or pushed up to 15 feet away from you. If the target is a creature, make a ranged spell attack against it, using an attack bonus of +7. On a hit, the creature takes 1d8 bludgeoning damage, is pushed 5 feet away from you, and must succeed on a DC 15 Constitution saving throw or be poisoned until the start of your next turn.

Godsteel Worldcarver

Weapon (a greatsword or longsword), legendary (requires attunement)

This hefty blade becomes miraculously nimble in hand, as if a portion of its weight were displaced elsewhere. If the weapon is a greatsword, Small creatures don't make attack rolls with disadvantage using this weapon as a result of its heavy property. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 radiant damage to any target it hits.

While holding the weapon, you can use a bonus action to magically store it in a special extradimensional space. While the weapon is stored in this space, you can use a bonus action to magically retrieve it again, causing the weapon to reappear in your hand. If the sword is ever more than 30 feet away from you, it magically vanishes into the space on its own.

When you roll a 20 on an attack roll made with this weapon, you can force the target to make a DC 17 Charisma saving throw. On a failed save, the target takes an extra 3d8 radiant damage, and if the target is a creature, it is incapacitated and banished to a special demiplane until the start of your next turn, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. On a successful save, the target takes half as much radiant damage and isn't incapacitated or transported. If you are a cleric or paladin, you and each creature of your choice within 30 feet of you regains a number of hit points equal to half the radiant damage dealt in this way.

Hoarder's Haul

Wondrous item, rarity varies

This magical cart is made from the large, hollow horn of a fallen dragon. While all *hoarder's hauls* are made from the horns of dragons, their true magic stems from the strength of the dragon's greed. Uncommon and rare carts have handles and a single wheel at their front and must be physically moved. Very rare versions have a flying speed of 10 feet, can hover up to 20 feet off the ground, and move according to your spoken directions, provided that you are within 30 feet of the cart.

The cart has two command words. The first command word can be spoken using an action and causes the cart to shrink or enlarge, becoming as small as 1 foot long and 7 inches across or as large as 5 feet long and 3 feet across. Regardless of its size, the cart always weighs 5 pounds without anything inside it. Anything contained by the cart does not resize to fit its new size, potentially spilling onto the ground if the cart becomes too small.

When you place a nonliving object in the cart, you can speak the cart's second command word as an action to cause the object to become locked in place. A locked object can't be removed or interacted with against your will, unless the cart becomes too small to contain it. A creature that attempts to remove an object locked in this way must succeed on a Wisdom saving throw or become frightened of the cart for 1 minute. A frightened creature is unwilling to move toward the cart or interact with it for the duration. If the cart is a rare or very rare version, the creature also takes psychic damage on a failed saving throw. A creature that succeeds on the saving throw is immune to this effect for 24 hours. You can speak the second command word as an action again to unlock any number of objects within the cart.

The cart's properties depend on the item's rarity, as shown in the table below:

Rarity	Capacity	Save DC	Psychic Damage
Uncommon	250 lb.	13	—
Rare	500 lb.	15	3d6
Very Rare	750 lb.	16	6d6



Godsteel Worldcarver

Hoarder's Haul

Infernal Chain

Weapon (flail), very rare (requires attunement)

This length of heavy chain has a weight at its end and is always warm to the touch. The chain is 10 feet long and weighs 10 pounds. When you attune to the chain, it magically coils up one of your arms (your choice) and secures itself in place. When you swing it, the chain magically extends from you before returning to coil around your arm once again. You must use a hand in order to swing and use the chain.

When swung, the chain releases flames and billowing smoke. This magic weapon has the reach and heavy properties, and any target hit with it takes an extra 1d8 fire damage.

You can choose to use this chain instead of your normal reach when you grapple a target on your turn. While a target is grappled by the chain, you can't use the chain to make a weapon attack, but you can use a bonus action to pull the target 5 feet toward you. At the start of each of its turns, a creature grappled by the chain takes 2d8 fire damage. A creature grappled by the chain doesn't have its speed reduced as a result of the grapple, but it can't move farther than 10 feet away from you until the grapple ends.

Curse. This chain is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unable to remove the chain from your arm, and at the start of each of your turns while a celestial is within 30 feet of you (that you are aware of), you must succeed on a DC 16 Wisdom saving throw or be compelled to use your action to attack the nearest celestial. In addition, while cursed, you gain the following flaw: "I delight in exploiting my enemy's flaws and fears to make them suffer."



Infernal Chain

Morath, Scepter of the Soul Vortex

Morath, Scepter of the Soul Vortex

Rod, artifact (requires attunement by a sorcerer, warlock, or wizard)

This torch-like scepter almost hums with necrotic energy and appeared when the first soul was returned to the Material Plane after its death. Since then, it has been lost and found throughout its gruesome, storied history.

While attuned to the rod, you have resistance to necrotic damage, and you know the *chill touch* cantrip as if it were from your class's spell list. If you are a warlock, you also gain a +3 bonus to your spell attack rolls and saving throw DCs of your warlock spells while holding the rod.

An eerie, green flame erupts from the head of this rod when you hold it, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. While holding the rod, you can use a bonus action to mentally snuff out or relight the flames. While the flames are lit, you can use an action to make a ranged spell attack with it, using your spell attack bonus and spell save DC, out to a range of 30 feet. When you do, the flaming rod emits a phantasmal skull that flies out to attack the target. On a hit, the target takes 3d8 necrotic damage, and if the target is a creature, you regain hit points equal to half the amount of necrotic damage dealt. The skull disappears immediately after the attack.

Random Properties. *Morath, Scepter of the Soul Vortex* has the following random properties:

- 1 minor beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Spells. The rod has 8 charges and regains 1d3 + 1 expended charges daily at dawn. When you reduce a humanoid to 0 hit points, the rod regains 1 expended charge. While holding the rod, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack bonus and spell save DC: *bestow curse* (1 charge), *circle of death* (4 charges), *confusion* (2 charges), *insect plague* (3 charges), *ray of enfeeblement* (1 charge), or *speak with dead* (1 charge).

Bestow Greater Curse. When you cast the *bestow curse* spell while holding the rod using either the rod or a spell slot, you can choose to force the creature to make the saving throw with disadvantage. On a failed save, the target is simultaneously cursed by all four of the spell's listed options. Once this property has been used, it can't be used again until the next dawn.

Death Grip. While holding the rod, you can use an action to cast the *finger of death* spell from it, using your spell save DC. Once the rod has been used to cast this spell, it can't do so again until the next dawn.

Sentience. *Morath, Scepter of the Soul Vortex* is a sentient chaotic evil rod with an Intelligence of 17, a Wisdom of 13, and Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The rod communicates telepathically with its wielder and can speak, read, and understand Common. While you are attuned to it, it also understands every language you know. It can choose to communicate with other creatures by manifesting the phantasmal skull above the rod and using it to speak.

Personality. The rod is possessed by Morath, the first human to ever die, and is an independent spirit from within the Thousand Voices, the largest collection of discordant lost souls found within the multiverse. Morath's time on the Material Plane was short, but filled with pain and confusion. As a result, Morath seeks to experience humankind's most base desires vicariously through the actions of the rod's wielder, often attempting to compel the wielder to give in to such urges in moments of weakness.

Curse. The rod bears a curse that affects any non-human that becomes attuned to it. Even if the attunement ends, the curse remains. When you die while cursed in this way, you must make a Charisma saving throw against your own spell save DC. On a failed save, or if the rod is more than 100 feet away from you when you die, your soul is immediately siphoned into and becomes a part of the Thousand Voices, leaving your body a vacant husk and unable to return to life by any means short of a *wish* spell. On a successful save, your soul leaves your body and enters the rod, as if you had cast the *magic jar* spell, using the rod as a container. You can only return to your body if it's holding the rod, but can otherwise gain the benefits of the spell as normal. If your soul returns to your body, you return to life with 1 hit point. While your soul is detached from your body in this way, your attunement to the rod is carried over to any other creature you possess for the duration.

Destroying the Scepter. The only way to destroy the rod is to destroy Morath while your soul is contained within the rod. When you do, use your original body's statistics for your soul, with the exception that your hit point maximum is halved. Morath's soul has the statistics of an archmage. From outside the rod, this combat resolves instantaneously, regardless of how much time passed within the rod during the battle. If you die while within the rod in this way, your soul is lost to the Thousand Voices. If Morath dies, the rod is destroyed and you return to your body with 1 hit point, regardless of where your body is at the time.

Pollinator Carapace

Armor (leather, studded leather, or hide), uncommon (requires attunement by a druid or ranger)

This black and yellow armor has a billowing plume of soft fur around its neck and chest. Draped over its shoulders is a scalloped cape that's split into two translucent, wing-like ends.

The armor has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the armor, you can expend 1 of its charges (no action required) to activate the cape, transforming it into a pair of insect-like wings for 1 hour. For the duration of the wings, you gain a flying speed of 30 feet and can hover.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the armor regains all expended charges daily at dawn, instead of 1d3, and gains the following benefit:

Pollinator. While the armor's cape is transformed, it releases a sparkling mist of enchanting pollen. For the duration, any insect or plant creature that targets you with an attack or harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Pollinator Pants

Wondrous item, uncommon (requires attunement by a druid or ranger)

While wearing this pair of black-and-yellow striped pants, any flower you move within 5 feet of magically blossoms, as if by the *druidcraft* spell.

The pants have 3 charges and regain 1d3 expended charges daily at dawn. While wearing the pants, you can use an action to expend 1 of their charges to cast the *speak with plants* spell from them. This version of the spell only affects plants within the spell's range that have at least one flower on them. When you speak with a plant in this way, you do so by making a combination of somatic gestures and dance-like steps, rather than using your voice. These movements come naturally to you for the duration of the spell and magically convey your message.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the pants regain all expended charges daily at dawn, instead of 1d3, and gain the following benefit:

Sting. When you take the Attack action on each of your turns, you can use a bonus action to make a special unarmed strike against a creature within 5 feet of you. On a hit, the target takes an extra 1d4 piercing damage from the attack. When you roll a 20 on an attack roll made with this unarmed strike, the target takes an extra 10 poison damage from the attack and must succeed on a DC 15 Constitution saving throw or be poisoned until the end of your next turn.

Power Collar



Pollinator Visor



Pollinator Carapace



Pollinator Pants

Pollinator Visor

Wondrous item, uncommon (requires attunement by a druid or ranger)

This chitinous mask rests over your ears and can be raised or lowered using an action to sit on top of your head or in front of your eyes. The mask has two large, eye-like lenses that improve your vision and allow you to visualize scents. While wearing the mask over your eyes, you gain advantage on Wisdom (Perception) checks that rely on sight and smell.

The mask has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the mask over your eyes, you can expend 1 of its charges as an action to cast the *animal messenger* spell from it, targeting a Tiny insect or similar creature within range, such as a centipede, spider, wasp, or scorpion. When cast in this way, the insect covers about 25 miles per 24 hours for a flying messenger, or 12 miles for other insects.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the mask regains all expended charges daily at dawn, instead of 1d3, and gains the following benefit:

Bug. When you use the mask to cast the *animal messenger* spell, you can direct the insect to surreptitiously follow the spell's recipient for the duration instead. When you do, you must also provide the insect with a trigger word or phrase. When the recipient speaks the trigger word or phrase, the insect magically begins to record the following words spoken by the recipient and any other creature it's speaking to. The insect can record up to 25 total words in this way, or up to 6 second's worth of other sounds. Once it has a recording, you hear it in your mind as the insect magically communicates it to you across any distance, provided that you're on the same plane of existence. The message replicates the sound of any recorded creature's voice. The spell then ends, and the insect makes its way back to where you cast the spell.

Power Collar

Wondrous item, rare

This spiked leather collar is adjustable in size and has a buckle on its side in the shape of a bear's head. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or a familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed. While the bonded creature is wearing the collar, its hit point maximum increases by an amount equal to your character level.

In addition, you can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature gains the effect of the enlarge option from the enlarge/reduce spell (no concentration required). Alternatively, if you drop to 0 hit points while the bonded creature is within 30 feet of you, it can use its reaction to gain the spell's effect instead. Once this property of the collar has been used, it can't be used again until 2 days have passed.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the polymorph spell or similar magic, the bond fails when you speak the com-

mand word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind.

Rift Sheath

Weapon (quarterstaff or shortsword), rare (requires attunement)

This dark, wooden staff is actually a two-sided sheath for a pair of equally dark shortswords. While holding the staff with two hands, you can use a bonus action to twist the staff to sheath or unsheath the two swords from it. When unsheathing the swords, the wooden sheath is shunted into a special extradimensional space until you decide to sheath the swords again, at which point it magically reappears between the swords.

The weapon has the following properties depending on whether the swords are sheathed as a quarterstaff or unsheathed as a pair of shortswords.

Quarterstaff. While wielded as a quarterstaff, you gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. While holding it, you can use a bonus action to speak the staff's command word to create a spatial rift around you that lasts as long as you concentrate (as if concentrating on a spell), up to 1 minute. For the duration of the rift, other creatures within 15 feet of you must spend 2 feet of movement for every 1 foot they move. Once this property has been used, it can't be used again until the next dawn.

Shortswords. These magic shortswords have the thrown property with a normal range of 15 feet and a long range of 30 feet. Hit or miss, the shortsword vanishes in a mirage-like distortion and immediately reappears in your hand after the attack. When you hit with a ranged attack using one of the swords, you can use your reaction to teleport to an unoccupied space that you can see within 5 feet of the target. When you do, you have advantage on the next attack roll you make against that target before the end of your next turn. Once this property has been used, it can't be used again until 1 hour has passed.

Ring of the Mute Mage

Ring, uncommon (requires attunement by a spellcaster)

This dark silver ring looks like a tongue wrapped around your finger with an amethyst pressed into it. The Undercommon word for "silent" is inscribed into the ring's tongue. While wearing the ring, the same word becomes harmlessly written on your own tongue, and when you cast a spell of 3rd level or lower that requires only verbal components, you can choose to cast the spell using somatic ones instead. Any spell that requires a target to hear its verbal component gains no benefit from this property. Once this property of the ring has been used, it can't be used again until the next dawn.

Rod of Reverberation

Rod, rare (requires attunement)

This rod bears the embossed likeness of an ox at its top, where it splits into two horn-like prongs. When struck, the prongs reverberate with a magical force and electricity.

The rod has 3 charges and regains all expended charges daily at dawn. While holding the rod, you can use your reaction when another creature hits you with a melee attack to expend 1 of the rod's charges to increase your AC by 1d6 for that attack, potentially causing the attack to miss you. If the attack misses you as a result of using this property, the attacker must also make a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 lightning damage and 1d10 thunder damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, the creature takes half as much damage and makes its next attack as normal.



Rift Sheath

Rod of Reverberation

Shadow Tag

Shadow Tag

Wondrous item, rare

This silver coin is embossed with the visage of a hooded, near-faceless figure with eyes that are always dark. While holding the coin, you can use an action to whisper its command word and toss it into a creature's shadow that you can see within 10 feet of you. When you do, the coin magically dissolves and tags the creature's shadow, causing a smoky, pitch-dark copy of the coin to appear in your hand instead.

While you're within 1000 feet of the tagged creature's shadow, small points of light appear within the dark coin's eyes that look in the shadow's direction. If the dark coin's eyes are looking toward the shadow, you can grasp the coin and use an action to speak its command word again, destroying the coin and immediately teleporting you to an unoccupied space within 5 feet of the tagged creature. Alternatively, when you destroy the coin, you can force the tagged creature to make a DC 15 Charisma saving throw. On a failed save, the creature teleports to an unoccupied space on solid ground that you can see within 15 feet of you. A creature can choose to fail the saving throw.

If the tagged creature doesn't have a shadow, such as if it becomes invisible, the dark coin's eyes disappear until the creature's shadow reappears. The dark coin remains for 24 hours or until you destroy it. If the dark coin lasts for its full duration, there is a 50 percent chance that the normal coin reappears and replaces it. If the coin doesn't reappear at the end of the duration, it's destroyed.

Shipwright's Watch

Wondrous item, common

This glimmering spyglass is actually coated in a fine layer of fool's gold. While peering through the spyglass, you can rotate a ring at the front of the telescope to toggle between looking directly ahead of you or directly behind you, as if you were turned around.

Stuffy Familiar

Wondrous item, uncommon

This small stuffed animal is soft to the touch and perfect for hugging. If you can cast the *find familiar* spell, you can use the animal as the material component for the spell, without it being consumed. When you do, the familiar inhabits the form of the stuffed animal, whose appearance you can change as part of casting the spell in this way. The familiar is a construct, in addition to being either a celestial, fey, or fiend, but its statistics are otherwise unchanged from its normal form. The familiar's stuffed animal form must be appropriate to the statistics of its normal animal one. For example, a familiar within a griffon stuffed animal could use the statistics for a cat or hawk, but not a poisonous snake. The stuffed animal grows or shrinks to match the size of the familiar's normal form.

While the familiar remains motionless, it is indistinguishable from a normal stuffed animal. If you temporarily dismiss the familiar, the stuffed animal and familiar disappear into a pocket dimension together. If the familiar is dismissed forever or drops to 0 hit points, it leaves the stuffed animal behind.



Stuffy Familiar

Ring of the Mute Mage

Shipwright's Watch

Torrdok's Magnificent Forgery

Wondrous item, rare

This large, gilded mirror is 5 feet tall, 3 feet across, and weighs 20 pounds. While the mirror is against a wall or similar vertical surface, you can speak its first command word using an action to magically fasten the mirror to the wall. You can unfasten the mirror by speaking the command word again using another action.

While the mirror is fastened to a wall, its reflective surface becomes oily and moves ever so slightly. If the fastened mirror is facing a room that's no larger than 40 feet on a side for 24 hours, the reflection stiffens and becomes a beautiful painting of the room's reflection. The painting remains until the mirror is removed from the wall. While the painting remains, a creature can use an action to touch its surface and speak the mirror's second command word to be magically transported to a special demiplane identical to the room the mirror is facing, including any of its furniture and decorations. Doing so again from within the demiplane transports you back to the nearest unoccupied space to the mirror in the original room. Any furniture or decoration created by the demiplane can't be removed from it, and if a piece of furniture or decoration was magical in the original room, the copy of it is not. Further, any doors or windows found in the original room don't appear in the demiplane's version.

Anything brought into the demiplane is shunted back to the original room when the mirror is removed from the wall. While the painting remains, it is indistinguishable from a regular painting. A successful DC 15 Intelligence (Arcana) or Intelligence (Investigation) check can reveal the true nature of the painting, but not what command words are required to use it

Wand of Puppetry

Wand, very rare (requires attunement by a spellcaster)

This wand is made of wood and looks like the handle of a marionette. The wand has 7 charges. While holding the wand, you can use an action to expend 1 or more of its charges to attach a number of magical strings equal to the charges spent to a humanoid that you can see within 60 feet of you. You can attach 1 string to each of the creature's limbs, including its head. For example, a humanoid with two legs, two arms, and only one head could have a maximum of 5 strings attached to it. The strings are invisible, but can be seen by a creature with a successful DC 16 Intelligence (Arcana) check. Dealing 10 slashing damage with a magical weapon attack to one of the strings (AC 10) causes it to detach and disappear. At the end of each of its turns, a strung creature can make a DC 16 Strength saving throw, breaking free of and destroying any number of the strings connected to it on a success. The strings break early if the creature is more than 100 feet away from you.

While a creature has a string attached to one or more of its limbs, the following effects occur depending on the location of the strings:

Arm or Hand. A creature with a string attached to one of its arms or hands must succeed on a DC 16 Strength saving throw each time it attempts to use it, such as making a weapon attack, climbing a wall, or using an item. On a failed save, the action, attack, check, or saving throw fails and is lost. If an action requires multiple arms and only one of the creature's arms has a string attached, it makes this saving throw with advantage. If the strung arm is holding a shield, the creature doesn't gain the benefits of holding it for the duration. In addition, you can use an action to force the creature to make a DC 16 Strength saving throw, dropping any number of items it's holding with the strung arms or hands on a failure.

Head. A creature with a string attached to its head has disadvantage on Intelligence checks, Wisdom (Perception) checks, and Constitution saving throws made to maintain concentration on a spell when it takes damage. You can use an action to force the creature to speak on your turn, saying a word or phrase no longer than twenty-five words.

Leg. A creature with a string attached to one or more of its legs (or similar limbs) has its speed reduced by 15 feet for each strung limb. If a flying creature's speed is reduced to 0 in this way, it falls to the ground at a rate of 60 feet per round and takes no falling damage when it lands. A creature with a string attached to each of its legs has disadvantage on Dexterity (Acrobatics) checks and Dexterity saving throws.

Spell. Alternatively, you can expend 5 charges to cast the *dominate person* spell (save DC 16) from the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand becomes nonmagical.



Wand of Puppetry

Torrdok's Magnificent Forgery

Somehow this month vanished from my documents! As a result, this month has been remade from its original entry. Don't know how that happened!

In June, though, my partner and I successfully won a bid on what is now our house. It's thanks to your support that we were able to take this monumental leap in our lives together, and we couldn't be more thankful for your continued support. As always your my, and our, heroes. Not a day goes by where we don't appreciate your enthusiasm and generousity!

Favorites from this month were the *beads of meditation*, *candleflame bow*, *hourglass of slumber*, *pennypuncher slinger*, and *snake charmer's flute*.

JUNE, 2021

Beads of Meditation
Beard Cannon
Burrage's Collegiate Case
Camilla's Quicksilver Mirror
Candleflame Bow
Cube of Teleportation
Dragon Horn Pauldron
Gentleman's Saber
Homeroot
Hourglass of Slumber
Lady Phantasma's Material Anchor
Magentan Sun-Saw
Medusan Signet
Pennypuncher Slinger
Skyglider Shield
Snake Charmer's Flute
Spinterguard
Spiritwalker Breastplate
Wyrmling Wristlet
Yellow Harminger's Path



Candleflame Bow



Hourglass of Slumber



Pennypuncher Slinger



Beads of Meditation



Beard Cannon



Burrage's Collegiate Case



Camilla's Quicksiler Mirror

Candleflame Bow

Beads of Meditation

Wondrous item, rare (requires attunement)

This beaded necklace can be used as a set of prayer beads or special rosary. While wearing or holding the beads, you can use an action to end one effect on yourself that is causing you to be charmed or frightened.

If you're a cleric, monk, or paladin, you can use an action to hold onto the beads to further channel your spirituality. If you're a monk, you regain 1d4 + 1 expended ki points. If you're a cleric or paladin, you regain one use of your Channel Divinity. This property can't be used again until the next dawn.

Beard Cannon

Wondrous item, uncommon (requires attunement)

This item appears to be a wide, cylindrical hair cuff used for taming unruly hair. The cuff is 4 inches in height and diameter and weighs 1 pound. As part of attuning to the cuff, you must pull it onto your hair or beard, which must be at least one foot long in order to fit. When you finish attuning to the cuff, 6 smaller, spherical beads appear and weave themselves into the hair nearby.

When you take the Attack action, you can forgo one of your attacks to point the hair cuff at a target within range and speak its command word. When you do, the cuff magically retracts any hair pulled through it and fires 1 of the smaller beads through its exposed opening. Make a ranged weapon attack using the magic cuff, which has a normal range of 15 feet and a long range of 30 feet. You are proficient with the attack. When fired, the spherical bead magically grows to become fist-sized, and it deals 2d6 bludgeoning damage on a hit.

After the attack, the retracted hair magically reappears through the cuff, and the fired bead is lost. 1d6 fired beads magically reappear in your hair daily at dawn. When not in use as a weapon, the item is indistinguishable from a normal hair cuff.

Burrage's Collegiate Case

Wondrous item, uncommon

This lute case is made from a rich, dark wood and is decorated with 33 mithral stars along its lid, with its largest star along the top. The case has five compartments. Four of the case's compartments connect to an extradimensional space that allows it to hold numerous items while never weighing more than 7 pounds. You choose which compartment you access by holding one of the large star's five points whenever you open the lid. The smallest compartment can hold up to 7 flutes or similar small instruments. The midsize compartment holds up to 3 large instruments, such as a bagpipe, drum, or dulcimer. The largest compartment holds up to 4 small stools and a music stand. The fourth compartment doesn't have a defined size, but can hold and categorize up to 60 sheets of written music. If you don't choose a compartment, the case automatically opens to the fifth one, which doesn't connect to an extradimensional space. The fifth compartment has enough room to hold a lute inside it.

Retrieving an item from the case requires an action. If you place something other than an instrument or musical object within one of the case's extradimensional compartments, it magically appears next to the case again when you close the lid.

Camilla's Quicksilver Mirror

Wondrous item, very rare (requires attunement)

This hand mirror is roughly 1 foot tall and weighs 1 pound. While gazing into its reflective surface, you see a version of yourself that's ever-so-slightly different. For example, your legs may bend the opposite direction, your eyes may be pitch black, or your reflection simply takes a moment to match whatever it is you're doing. If you look at your reflection in the mirror while holding it and aren't attuned to the mirror, you are forced to make a DC 16 Wisdom saving throw. On a failed save, you are frightened of the mirror, are unable to look away from or let go of it, and your speed becomes 0 for the duration. You can repeat this saving throw at the start of each of your turns or whenever you take damage while frightened in this way, ending the effect on a success. If you can't see the mirror, you have advantage on the saving throw. On a successful save, you are immune to this effect for 24 hours.

While attuned to the mirror, you can use an action to hold it out and force another creature within 30 feet of you that can see you to see its own reflection. That creature must succeed on a DC 16 Wisdom saving throw or suffer from one of the following effects (your choice):

Frighten. The creature is frightened of the mirror for up to 1 minute, is unable to look away from it, and its speed becomes 0 for the duration. The creature can repeat this saving throw at the start of each of its turns while frightened in this way, ending the effect on a success. If it can't see the mirror at the start of its turn, it has advantage on the saving throw. On a successful save, the creature is immune to this effect for 24 hours.

Store Reflection. The creature's reflection is stored within the mirror. While stored, you can use an action to look into the mirror and cause your own reflection to become the stored one, simultaneously changing the appearance of your physical form as if you had cast the *alter self* spell (Change Appearance option). This version of the spell lasts until it's dispelled. You can have up to 3 stored reflections in this way. A stored reflection is lost after it's used to alter your form. An affected creature is aware that its reflection has been stored, but not its or the mirror's purpose.

These properties can be used a combined total of three times and regain all expended uses daily at dawn. Using a stored reflection to alter your appearance doesn't count against the mirror's total number of uses.

Candleflame Bow

Weapon (any bow or crossbow), uncommon (requires attunement)

Wrought from metal in the likeness of a brazier, this ranged weapon's grip has been covered in wax and has a simple candle positioned in front of where the arrow or bolt is fired from. The candle is magic and never runs out of wax, nor can it be removed from the weapon. You can use a bonus action to speak the weapon's command word to cause the candle to light itself, shedding bright light in a 15-foot radius and dim light for an additional 15 feet while it's ablaze. While the candle is lit, this magic weapon deals an extra 2 fire damage to any target it hits with a ranged attack. The candle's flame lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon.

If you roll the same number on both d20s when you make a ranged attack roll with advantage or disadvantage using this weapon while its candle is lit, the ammunition becomes wreathed in a conflagration of uncontrollable flames. The

arrow or bolt flies toward the target and explodes, destroying the ammunition and dealing 4d6 fire damage to the target on a hit (instead of the attack's normal damage), or half as much damage if the result of the attack roll was less than the target's AC. This fire ignites flammable objects within 5 feet of the target that aren't being worn or carried. This property can't be used again until the next dawn.

Cube of Teleportation

Wondrous item, rare

This hefty, metal cube is about 6 inches on a side and weighs 3 pounds. One of the cube's sides looks like a metallic stamp, and is made of countless interlocking and shifting panels that reconfigure themselves to magically generate a new, unique sigil sequence daily at dawn, as described in the *teleportation circle* spell. Its five other sides are flat and blank, or, at the GM's discretion, have up to 5 different sigil sequences recorded onto them.

If you find a permanent teleportation circle, you can place and hold one of the cube's flat sides against the circle for 1 hour, focusing on it for the duration (as if concentrating on a spell). If you hold and focus on the cube for the full duration, the circle's sigil sequence is recorded onto the cube's face. If a sigil was already on the cube's face, it's replaced by the new one.

The cube has 3 charges and regains 1d3 expended charges daily at dawn. If you hold one of the cube's recorded sigil sequences on the ground face-down and focus on it for 1 minute (as if concentrating on a spell), the cube expends 1 of its charges and duplicates the effect of the *teleportation circle* spell, using the sigil sequence from the cube's face to form the spell's teleportation circle on the ground below it.

Alternatively, you can hold the stamp side of the cube on the ground and focus on it for 1 minute (as if concentrating on a spell). If you hold and focus on the cube for the full duration, it magically applies its unique sigil sequence onto the ground in a 10-foot-diameter teleportation circle, provided that there's enough space to do so. This circle remains for 1 hour, and can only be used as a destination circle for the duration. Once this property has been used, it can't be used again until the next dawn, unless you use an action to expend 1 of the cube's charges to generate a new sigil sequence and regain the use of this property. Once you've placed a unique teleportation circle in this way, you can use this side of the cube as if it were a normal sigil sequence recording for the generated circle.

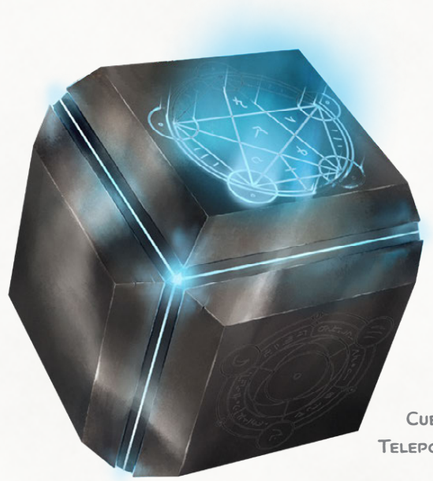
Dragon Horn Pauldron

Wondrous item, very rare (requires attunement)

This single pauldron is made from the horn of a fallen dragon. While wearing it, you gain a +1 bonus to AC and have resistance to one damage type, which is determined by the kind of dragon that provided the horn, as shown on the table below.

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

In addition, when you are subjected to an effect that allows you to make a saving throw to take only half damage of this resisted type, you can use your reaction to instead take no damage if you succeed on the saving throw.



Cube of Teleportation



Dragon Horn Pauldron

Gentleman's Saber

Weapon (a longsword or scimitar), rare (requires attunement)

This elegant blade has a gently curved handle and a guard in the shape of a shield. Even if you aren't attuned to the sword, you gain a +1 bonus to attack and damage rolls made with this magic weapon, and if you make an opportunity attack with the weapon and hit, the target takes an extra 1d6 slashing damage from the attack.

If you're attuned to the weapon, the weapon's shield-like guard changes its design to match your family crest. In addition, the sword has 3 charges, which you can use only if you're attuned to it. When you're hit by a ranged attack while holding the sword, you can use your reaction to expend 1 of its charges to hold the blade in front of you. Roll a d6. A domed, spectral barrier appears from the blade's tip, granting you a bonus to AC against ranged attacks equal to the number rolled on the d6 until the start of your next turn, including against the triggering attack. The sword regains 1d3 expended charges daily at dawn.



Homeroot

Homeroot

Wondrous item, rare

This piece of gnarled root has several bulbous openings along its twisted length. Enchanted by powerful druids, this root has a tiny door and a small, chimney-like protrusion from its larger end. While holding it, a tiny plume of illusory smoke emanates from the chimney.

You can bury and plant this root in soil over the course of 1 minute. If the root remains buried for 1 hour, it then immediately grows underground to create a comfortable, wooden dwelling (provided that there's enough room to grow), and a stump appears from the ground where the root was buried. The stump has a simple round door carved into it that is large enough for a Medium or smaller creature to enter. The door appears and opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*. The door opens to reveal a tunnel 15 feet deep and lined with ladder-like rungs made of twisting roots. At the bottom of the tunnel is a large, circular room that's 30 feet in diameter with 10-foot-high ceilings. The room is brightly lit by bioluminescent fungi that grow along its wooden walls and ceiling. You can magically control the light in the room by touching the luminous fungi, allowing you to fill the room with total darkness, dim light, or bright light.

A single hallway leads away from the room. Four doors line the hallway, which each lead to a room that's 10 feet in diameter with a 10-foot-high ceiling. Every room is decorated with various pieces of wooden furniture made from coiled roots and other magically occurring plant growth, such as tables, chairs, or a bed, depending on the needs of the creature who planted the root.

At the end of the hallway hangs a single red root. You can use a bonus action to pull the root to cause the hallway to extend upward into a tunnel, complete with a root-like ladder, and create a second, temporary entrance to the dwelling in an unoccupied space 60 feet away from the entrance stump. The temporary entrance is well-hidden, noticeable only with a successful DC 15 Wisdom (Perception) check, and remains until the start of your next turn.

A creature that casts the *plant growth* spell as an action can redesign the appearance and furniture in one of the dwelling's rooms. If the spell is cast over the course of 8 hours, the creature can redesign the appearance and furniture of the entire dwelling instead, except for the location of the entrance stump. A conscious druid or ranger inside the dwelling is aware of any Small or larger creature that comes within 60 feet of the dwelling's entrance, and magically knows only the creature's size and gait, such as the gallop of a horse or walk of a humanoid.

The entrance stump has 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *plant growth* spell cast on the stump can repair it, with each casting restoring 10 hit points to it, or all its hit points if cast over the course of 8 hours. If the stump is destroyed, the dwelling collapses and magically shunts anything inside it (other than the furniture) to the nearest unoccupied space next to where the root was buried. When this happens, the earth magically returns to the way it was before the root was buried.

Hourglass of Slumber

Wondrous item, very rare

This ebony and gold hourglass is filled with nebulous clouds of dreamy smoke instead of sand. The hourglass can act as a 1-minute timer, allowing the smoke to filter from one chamber to the next for the duration.

The hourglass has 3 charges and regains 1d3 expended charges daily at dusk. While holding it, you can expend 1 or more of the glass's charges to turn it over and cast the *sleep* spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. This version of the spell has the following changes:

- The spell lasts until the hourglass's timer ends or is stopped, or until the hourglass is flipped again.
- Each time a sleeping creature takes damage, it must make a Constitution saving throw, waking up on a success. The DC is equal to 20 minus half the damage dealt (minimum DC 10). After 3 failed saves, a creature automatically wakes up.

Lady Phantasma's Material Anchor

Wondrous item, very rare

This small and rusted anchor charm is bound to a famous, lost ship: the *Lady Phantasma*. This ship and its crew was lost to the Ethereal Plane centuries ago, cursed to remain there for all eternity as punishment for stealing a powerful sea hag's treasured relic. However, this small charm can act as the ship's sole remaining tether to the Material Plane.

As an action, you can call out to the ship while holding the charm aloft. If you're within 30 feet of a body of water on the Material Plane, a full-sized anchor appears on the ground in an unoccupied space within 5 feet of the water. A wispy, green chain appears on the anchor that extends into nothingness for 1 minute. At the end of the minute, the *Lady Phantasma* emerges from the Ethereal Plane, pulled by the anchor's chain, and comes to rest in the water nearby. The ship is a longship 70 feet long and 20 feet wide. It's piloted by thirty-four crewmembers and five officers, all of whom are long-dead, ghostly remains of their former selves. They are formless and harmless, but are nevertheless visible and friendly to you and your companions. They can interact with the rigging, sails, and other equipment on the ship, but nothing else while they remain on the Material Plane. While the ship remains, you are considered the captain of the vessel while the charm is on your person.

At dawn, the ship's crew is shunted back to the Ethereal Plane, leaving the ship behind, until the following dusk when they reappear on the vessel once more. The ship's anchor is immovable while the crew is on the Ethereal Plane, holding the ship in place until they return each night. While the ship can move, it moves at a speed of 10 miles per hour, even when there isn't any wind.

If the charm is removed from the *Lady Phantasma* for 24 hours, the ship and its crew vanish and return to the Ethereal Plane until they're summoned again. You can speak the charm's command phrase "Until the tides call once more," to cause the ship and crew to return to the Ethereal Plane early. Any objects on the ship other than what was there when it came from the Ethereal Plane are dropped into the water below the ship when it disappears. If the ship is destroyed while on the Material Plane, the charm is destroyed and turns to flecks of nonmagical rust.

Magentan Sun-Saw

Weapon (scimitar), uncommon or very rare (requires attunement)

The typical *magentan sun-saw*, an uncommon item, is a falchion with a curved metal guard that protects your hand. The sword has 7 charges and regains 1d6 + 1 expended charges daily at dawn.

When you hit a target with this magic sword, you can expend 1 of its charges as part of the attack to reach your fingers around the weapon's curved guard and pull it like a trigger. When you do, a line of whirring blades of light springs from the weapon's edge and rips around the length of the sword, rending and tearing into the target to deal an extra 1d6 radiant damage to it. The light is a vibrant magenta.

The following *magentan sun-saw* is a very rare variant with more powerful properties. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when you expend 1 of the weapon's charges when you hit with an attack, the light is sunlight (albeit still magenta in color) and deals an extra 2d6 radiant damage to the target, instead of 1d6. If the target has the Sunlight Sensitivity or Sunlight Hypersensitivity trait, such as a drow or vampire, it's considered to be in sunlight until the end of its next turn.

Medusan Signet

Ring, uncommon (requires attunement)

When you are reduced to 0 hit points but not killed outright while wearing this ring, you don't fall prone but are immediately turned to stone and are petrified. You remain petrified until you die or are targeted by the *greater restoration* spell, or until you regain any number of hit points, regaining consciousness and returning to your normal form when you do. While petrified in this way, you don't make death saving throws at the start of each of your turns, although you still suffer failures if you take damage. In addition, critical hits against you while petrified become normal hits, as your stone form offers some protection. When you regain consciousness, you also gain 2d6 + 3 temporary hit points that last for 1 minute as the stone form's lingering protection slowly fades. Once this property has been used 3 times, the ring turns to dust and is destroyed.



Lady Phantasma's Material Anchor

Medusan Signet

Pennypuncher Slingshot

Weapon (sling), rare

This slingshot requires two hands to attack and is adorned with coin-like designs. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you make a ranged attack with this weapon and use a coin as its ammunition, it deals extra damage on a hit based on the value of the coin you use:

Coin	Damage Bonus
1cp	+1
1sp	+1d4
1ep	+1d6
1gp	+1d8
1pp	+1d12

Recovering coins fired in this way follows the normal rules for recovering ammunition. Depending on the nature of the battlefield, you may recover more or fewer coins than normal as determined by the GM.

Skyglider Shield

Armor (shield), rare (requires attunement)

This rust-colored shield is made from the scales and leathery hide of a wyvern. While holding the shield, you have resistance to poison damage. In addition, the shield has 3 charges and regains all expended charges daily at dawn. When you fall while holding the shield, you can use your reaction to expend 1 of the shield's charges to cause a pair of wyvern wings to magically outstretch from the shield. While the wings remain outstretched, you fall at a rate of 10 feet per round and gain a flying speed of 30 feet, which you can use to glide horizontally as you descend so long as you hold onto the shield. If you land on the ground while falling in this way, you take no damage from falling. You can't Dash while using the shield to fly, and this flying speed can't be increased in any way. You can use the shield to gain altitude when flying in this way, but must spend 3 feet of movement for every 1 foot you fly upward. The wings refold immediately if you land or at the end of your turn if you didn't fly at least 15 feet on that turn.



Pennypuncher Slingshot



Hourglass of Slumber



Magentan Sun-Saw

Skyglider Shield

Snake Charmer's Flute

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use this flute. While you are attuned to the flute, ordinary snakes are indifferent toward you and will not attack you unless you threaten or harm them. For the purposes of this item, this includes flying snakes, poisonous snakes, and constrictor snakes, although swarms and giant versions of such creatures have a 50 percent chance of being indifferent to you instead.

You can use an action to play the flute. While you continue to play the flute each round as an action, any snake that comes within 30 feet of you and isn't under another creature's control must make a Wisdom check contested by your Charisma check. If you lose the contest, the snake behaves as it normally would and can't be swayed by the flute's music for the next 24 hours. If you win the contest, the snake is swayed by the flute's music and becomes friendly to you and your companions for as long as you continue to play the instrument. A friendly snake obeys your mental commands. If you issue no commands to a friendly snake, it defends itself but otherwise takes no actions. If a friendly snake starts its turn and can't hear the flute's music, your control over that snake ends, and the snake behaves as it normally would and can't be swayed by the flute's music for the next 24 hours. Your control over a snake ends early if you or your companions do anything harmful to it.

Spiritwalker Breastplate

Armor (breastplate), rare (requires attunement)

When you drop to 0 hit points while wearing this armor, your spirit leaves your body and appears as a floating, ghostly version of yourself. The spirit remains there for 1 minute or until you regain consciousness, at which point the spirit returns to your body. For the duration, you don't suffer a death saving throw failure as a result of taking damage, and you can only die from damage if the total damage you take on a turn equals or exceeds your hit point maximum. You still make death saving throws at the start of each of your turns while in this state; however, the number you must roll to succeed on a death saving throw increases by 1 for every 5 feet away from your physical body your spirit is at the start of each of your turns.

Your spirit is tethered to your physical body and can't be farther than 30 feet away from it at any time. The spirit has your senses, a flying speed of 30 feet, and can hover. On your turn, it can only move and take the Help action. The spirit is immune to all damage and is incorporeal, but an effect that turns undead will automatically send your spirit back to your physical body and end the effect early.

Once this property has been used, it can't be used again until the next dawn.

Splinterguard

Armor (splint), rare (requires attunement by a druid or ranger)

The protective panels that adorn this splint armor are made from carefully molded pieces of ironleaf lumber, a wood renowned for its remarkable durability. Even if you aren't attuned to the armor, you gain the following benefits:

While you're wearing this armor, any critical hit against you becomes a normal hit. In addition, the first time each day you're struck by a critical hit, the armor's panels splinter into countless shards of painful, wooden shrapnel. Other creatures within 10 feet of you must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failed save, or half as much damage on a successful one. Once this happens, the armor's wooden panels are cracked until the following dawn, at which point they magically regrow. Until the panels regrow, the armor can't be splintered again and suffers a –2 penalty to the AC it offers. The panels can't be repaired by magical or mundane means, but a *plant growth* spell can cause the panels to regrow early once before each dawn.

If you're attuned to this armor, you're considered proficient with it, and you don't suffer disadvantage on Dexterity (Stealth) checks you make as a result of wearing it. In addition, creatures hit by the armor's shrapnel when it splinters take 5d8 piercing damage, instead of 3d8, and you can choose which creatures in the area are affected by it when it happens.

Spiritwalker Breastplate



Splinterguard



Yellow Harbinger's Path



Wyrmling Wristlet

Wondrous item, rare (requires attunement)

This bracelet has 1d6 + 3 colorful, egg-shaped beads hanging from it. Ten types of beads exist. The GM decides the type of each bead on the bracelet or determines it randomly. A bracelet can have more than one bead of the same type. You can use an action to detach a bead and throw it into an unoccupied space that you can see up to 30 feet away from you. When it reaches the end of its trajectory, the bead cracks open, destroying the bead, and summons a dragon wyrmling in the space. The type of wyrmling is determined by the bead's color.

1d10	Bead Color and Wyrmling Type
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White

A summoned wyrmling disappears after 1 hour, when it drops to 0 hit points, or when you summon another wyrmling. The wyrmling shares your initiative count, but it takes its turn immediately after yours. It is friendly to you and your companions until you threaten or harm it. The wyrmling obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

When the last bead has been used, the wristlet becomes nonmagical.

Yellow Harbinger's Path

Armor (light or medium), very rare (requires attunement by a creature with a Dexterity of 17 or higher)

This burnt yellow armor is the mark of a royal scout. Its magical construction is unyielding to all but the most lithe and capable of scouts and huntsmen.

While wearing the armor, you gain a +5 bonus to any Dexterity (Stealth) check you make. While you have more than half your Hit Dice remaining, you can choose to expend 2 of them as an action to extend this property to creatures of your choice within 30 feet of you for 1 hour. When you do, each affected creature, including yourself, has advantage on initiative rolls and can't be tracked except by magical means. A creature only benefits from this effect if it remains within 30 feet of you.

The armor has 7 charges and regains all expended charges daily at dawn. While wearing the armor, you can expend 1 or more of its charges to use one of the following properties:

"At Arrow's Length!" When a creature that you can see within 60 feet of you uses its reaction to make an opportunity attack, you can use your reaction to expend 1 of the armor's charges to summon a spectral arrow from the air above it. The arrow flies harmlessly in front of the attacking creature and disappears, distracting them from the attack and causing the roll to be made with disadvantage. If the attacking creature has blindsight, this property has no effect. If you're concentrating on the hunter's mark spell, you can choose to move your mark to this creature as part of your reaction.

Alternatively, if a hostile creature ends its turn within 5 feet of you, you can use your reaction to expend 2 charges to immediately move up to half your speed, without provoking opportunity attacks.

"From Sky to Earth!" As an action, you can expend 4 charges from the armor to summon a volley of spectral arrows from the sky, choosing a point that you can see within 120 feet of you when you do. The arrows fall in a 30-foot radius, 60-foot high cylinder centered on that point and then disappear. Each creature in the area must make a DC 16 Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.

"There Is No Escape!" You can use a bonus action to expend up to 3 of the armor's charges to cast the *hunter's mark* spell from it. If you choose to expend 2 charges, you cast the spell at 3rd level, or 5th level if you choose to expend 3.

Flaw. The *Yellow Harbinger's path* compels its wearer to be cautious and overprepared. While attuned to the armor, you gain the following flaw: "I am duty-bound to lay out the perfect plan for every situation. Uncertainty is unacceptable." In addition, if you are attuned to the armor for 24 consecutive hours, your commitment to duty extends to the person you trust most. You or your GM determine who this person is. You consider this person your field commander and put their plans ahead of your own and trust them implicitly. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you're already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to either of these weapons becomes your field commander, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the armor.

Wyrmling Wristlet



Snake Charmer's Flute

July was pretty frantic. There were some health concerns, hundreds of boxes, stressful due-dates for signed documents, side projects, and more. I'll also say that I think I made some of my favorite illustrations to date in this month. It's always satisfying to look back on your progress in a craft to see how you grow. It shows very tangible evidence of time and effort, which is very fulfilling.

I'm taking a 2 week vacation at the start of August — a first. The last time I took time off was to recover from contracting COVID-19, which, obviously, wasn't a tremendously relaxing bit of time off.

This vacation will be spent at home with my small family unpacking boxes and assembling furniture as we move into our first house together. We're so eager to move! July has been spent almost entirely among boxes. So much so that our apartment looks more like a shpiping warehouse more than a living space in its final days.

Anyway, thank you as always for your support. I'm been comforted by your kind words and encouragement to take this time off and make the most of it, and I'm so grateful to have a community like you that sees me for the human behind the keyboard and online content. It is heart-warming, to say the least. Again, thank you.

Favorites from this month were the *bullfrog totem*, *covolt scythe*, *headhunter's bullseye lantern*, *helm of the justicars*, *ki blade*, *mageplate ring*, *peregrine spear*, *ring of lunar might*, *shadow weaver's guise*, and *wavecutter*.

JULY, 2021

Arrow of Anchoring
Bullfrog Totem
Covolt Dagger
Covolt Scythe
Headhunter's Bullseye Lantern
Hedgewitch's Gardening Cane
Helm of the Justicars
Ki Blade
Kinetic Bowstring
Lightscreen Hover Boots
Luckleaf
Mageplate Ring
Monarch Mantle
Peregrine Spear
Redsmith Crucible Set
Ring of Lunar Might
Ring of Misdirection
Shadow Weaver's Guise
Stalagmight Geode
Waterskin of Voices
Wavecutter
Williwig's Time Stopper



Helm of the Justicars

Ring of Lunar Might

Headhunter's Bullseye Lantern





Arrow of Anchoring

Weapon (arrow or bolt), uncommon

This magic piece of ammunition weighs 1 pound but otherwise flies exactly like a normal arrow or bolt. When you hit a creature with a ranged attack using this ammunition, that creature must make a DC 13 Strength saving throw. On a failed save, the creature is grappled by the arrow for 1 minute as the chain magically extends and wraps around the target. On a success, the creature's speed is halved until the start of your next turn instead. A creature grappled by the arrow in this way can use an action to repeat the saving throw, ending the effect and freeing itself on a success.

After this effect ends, the ammunition clatters to the ground and becomes a 2-foot length of nonmagical chain.

Bullfrog Totem

Wondrous item, common

The magical fey spirit of a bullfrog inhabits this moss-covered stone statue. A creature that can see invisible objects can see this spirit swimming through the air around the statue. The statue is 9 inches tall and weighs 3 pounds. Harmless, mundane insects such as flies, gnats, and mosquitos are magically repelled from the statue in a 30-foot-radius sphere that remains centered on it.

Covolt Dagger

Weapon (dagger), uncommon

This angular dagger is forged with covolt, an elemental blue metal that carries storm-like properties. When you score a critical hit against a target with an attack made with this magic weapon, the target takes an extra 1d8 lightning damage and can't take reactions until the start of its next turn.

Covolt Scythe

Weapon (glaive), rare (requires attunement)

This jagged scythe is forged with covolt, an elemental blue metal that carries storm-like properties. When you hit a creature with an attack using this magic weapon, it takes an extra 1d8 lightning damage. Once on each of your turns when you hit a creature with this weapon, you can choose a different creature within 10 feet of the target. That creature must succeed on a DC 15 Dexterity saving throw or take 1d8 lightning damage as an arc of electricity lashes out at it from the original target.

Headhunter's Bullseye Lantern

Wondrous item, uncommon

This bullseye lantern magically creates its own light, which is always a brilliant red. It emits bright light in a 60-foot cone and dim light for an additional 60 feet. While holding the lantern, you can use a bonus action to speak its command word to release an intense burst of light from the lantern's lens. Each hostile creature within the lantern's bright light must succeed on a DC 13 Dexterity saving throw or be marked for 1 minute. For the duration, marked creatures shed dim light in a 10-foot radius. Marked creatures can't benefit from being invisible, and any attack roll made with disadvantage against a marked creature is made normally instead, provided that the attacker can see it. You choose the direction of the light when you use this property, which can't be used again until the next dawn.





Hedgewitch's Gardening Cane

Staff, common

This wooden walking stick has a silver flower at either end. The flower is blooming on the handle, but merely a bud towards the bottom. While holding the cane, you can use an action to tap it against the ground and mentally command the bottom portion to magically transform into a broom, a hoe, a rake, a shovel, or back into a normal cane.

Helm of the Justicars

Wondrous item, legendary (requires attunement)

This helm once belonged to Grand Mage-Arbiter Elodie Scolian, the preeminent leader of the surviving Justicar order. Designed to eliminate the threat that all mages pose to the nonmagical populace, the wearer of this helmet has an uncanny resilience against spells of all kinds. While wearing this helmet, you gain a +1 bonus to AC, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

In addition, the helm has 12 charges and regains 2d6 expended charges daily at dawn. Whenever you're affected by a spell while wearing this helmet, you can use your reaction to learn the level of the spell and expend any number of charges from the helm (minimum 1 charge). If the number of charges is equal to or greater than the level of the triggering spell, you are unaffected by it. A cantrip is considered to be a 1st-level spell for the purposes of this property.

Ki Blade

Weapon (shortsword), very rare (requires attunement by a monk)

This gently curved blade resonates with the force of your ki. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and while you're attuned to it, your ki point maximum increases by 2.

When you use your Deflect Missiles feature and are holding the *ki blade*, you can choose to use the weapon to attack the missile instead of capturing it. If you do, the damage you take from the ranged attack is reduced by an extra 1d10. If you reduce the damage to 0, the missile is destroyed unless it was magical, in which case it clatters to the ground at your feet. Once you use this property, you can spend 1 ki point to use your Deflect Missiles feature again on the same turn, potentially destroying multiple missiles from the same attacker.

Kinetic Bowstring

Wondrous item, rare

This magic bowstring can be used to string a nonmagical bow or crossbow, turning any attack made with it into a magical one. A *kinetic bowstring* magically amplifies some of the stored kinetic force that it releases when it fires an arrow or bolt. The first ranged attack you make on each of your turns using a weapon strung with this item has twice its normal range, and on a hit, the attack deals one extra die of its damage.



Lightscreen Hover Boots

Wondrous item, rare (requires attunement)

These hefty boots are miraculously light to walk in. As a bonus action, you can click your heels together while wearing the boots to hover 1 foot off the floor. You can move as normal while hovering in this way using your walking speed, skating above the ground on a plume of blue light. The light sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

As an action, you can speak the boots' command word to cause their light to shine brighter, emitting bright light in a 40-foot radius and dim light for another 40 feet until the end of your turn. As part of this action, you can immediately move up to your walking speed across any horizontal or vertical surface, including walls or upside down along ceilings. This movement doesn't provoke opportunity attacks and leaves a trail of blue light behind you. At the end of this movement, the trail of light solidifies, becoming a radiant blue wall that extends perpendicularly from the surface on which you moved, excluding your current space. The wall is translucent, 1/4 inch thick, and up to 10 feet tall. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however.

The wall lasts until the start of your next turn. Once you use this property, it can't be used again for 1d4 hours.

Luckleaf

Wondrous item, uncommon

This plant is commonly thought to be a special kind of clover. However, a *luckleaf* is a separate, magical species that grows in random locations across the Material Plane and has 5 leaves. While a *luckleaf* is on your person, you can choose to expend any number of its leaves (no action required). When you do so, you gain a +1 bonus or take a –1 penalty to any roll you make for each expended leaf. This bonus or penalty can't change the total result beyond the highest or lowest number possible for the die you rolled. You can wait to use this property until after seeing the total of the roll, but before the GM determines the outcome of it. An expended leaf withers and turns to dust. When the last leaf is expended, the plant becomes a nonmagical stem.

Mageplate Ring

Ring, rare (requires attunement)

This thin iron ring has a helm-like visor at its top. The ring has 3 charges and regains all expended charges daily at dawn. While wearing this ring, you can use a bonus action to expend 1 or more charges from it to become magically protected by an illusory set of spectral armor. For 1 charge, your base AC becomes 16 (your Dexterity modifier doesn't affect this number). You can increase this base AC by 1 for each additional charge you expend. The illusory armor lasts for 1 minute and sheds bright light in a 20-foot radius and dim light for another 20 feet for the duration.



Monarch Mantle

Wondrous item, rare (requires attunement)

While wearing this silky, scalloped cloak, you can use a bonus action to gain a flying speed of 30 feet until the end of your turn. The cloak flaps behind you like butterfly wings while flying in this way.

In addition, the cloak has 3 charges and regains 1d3 expended charges daily at dawn. When a creature that you can see hits you with an attack while you're wearing this cloak, you can use your reaction to expend 1 of its charges to take half as much damage from the attack and teleport up to 15 feet to an unoccupied space that you can see. When you do, you reappear in a flourish of butterflies that remain in that space until the end of the current turn, imposing disadvantage on any attack roll against you while you remain in that space for the duration.

Peregrine Spear

Weapon (spear), rare

You gain a +1 bonus to attack and damage rolls made with this magic spear. When you make a ranged attack with this spear, you can speak its command word to cause the weapon to soar through the air straight toward the target and magically build momentum. Hit or miss, the spear flies back to your hand immediately after the attack. On a hit, the target takes an extra 1d4 piercing damage for every 5 feet the spear flew before hitting it, up to a maximum of 12d4 extra damage. This property can't be used again until the next dawn.

Redsmith Crucible Set

Wondrous item, common

This set of magic smith's tools from the dwarven Redsmith family includes a stone crucible that's been enchanted with minor transmutation magic. If you are proficient with smith's tools or are a dwarf, you can use an action to speak the tools' command word and lower a nonmagical weapon made of metal into the crucible and hold it there for 10 minutes. At the end of that time, make a DC 10 Strength check using the smith's tools. On a success, the weapon is magically reforged. A reforged weapon counts as magical, and when you pull the reforged weapon from the crucible, you can change it into another type of weapon that shares the same properties as the original one. For example, a light hammer could become a handaxe, or a longsword could become a warhammer. These benefits last for 24 hours, at which point the weapon becomes nonmagical once more and returns to its original form.

Once this property of the tools has been used, it can't be used again for 24 hours. In the meantime, the tools can still be used as magic smith's tools.

Ring of Lunar Might

Ring, very rare (requires attunement)

This intricate ring has various flowing designs that are both entropic and patterned in nature. While wearing the ring, you can use an action to create an area of gravitational force that extends from you in a 20-foot-radius, 40-foot-high cylinder. The area moves with you and remains as long as you concentrate (as if concentrating on a spell), to a maximum of 10 minutes. You have a semblance of control of the gravity within

this cylinder. A friendly creature other than you spends 1 foot of movement for every 2 feet it moves within the area, while hostile creatures must spend 2 feet of movement for every 1 foot moved instead.

For the duration, you can use a bonus action on each of your turns to try and overwhelm a creature that you can see within the cylinder with a wave of intense gravity. Such a creature must succeed on a DC 16 Strength saving throw or take 2d10 bludgeoning damage and be knocked prone. In addition, you can use a bonus action on your turn to pull or push any water within the area up to 20 feet toward you or away from you, up to the outside of the cylinder. This effect lasts for the duration of the cylinder or until you use a bonus action to change the water's direction or end the effect.

Once the ring has been used to create an area of gravitational force, it can't do so again until the next dusk.

Alternatively, you can use an action to speak the ring's command word to cast the *reverse gravity* spell (spell DC 16) from it. Once the ring has been used in this way, it loses this property.

Ring of Misdirection

Ring, rare

This dark silver ring is covered in chiseled, dune-like swirls that seem to shift and change throughout the day. When found, this ring has 1d3 + 3 charges. While wearing the ring, you can use your reaction whenever you're hit by an opportunity attack to expend 1 of the ring's charges to cast the *mislead* spell. When you do, your illusory double is hit by the attack, instead of you, and you and the double can immediately move up to your remaining speed without provoking opportunity attacks. This version of the spell doesn't require concentration, but lasts until the end of your next turn, instead of 1 hour. The ring becomes nonmagical when you use the last charge.

Shadow Weaver's Guise

Wondrous item, uncommon (requires attunement by a spellcaster)

This patchwork gray cloak has three bone clasps at its neck. Whenever you cast an evocation spell that deals damage while wearing this cloak, you can choose to change its damage type to necrotic for that casting of the spell.

Curse. Once you don this cursed cloak, you are unwilling to remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, you are considered to be undead whenever you are in dim light or darkness. In addition, if you can normally cast the *light* or *dancing lights* cantrips, you are unable to cast them while wearing the cloak.

Stalagmight Geode

Weapon (greatclub), rare

This snapped-off rock formation has a cache of magical, growing crystals inside it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon and roll the maximum number possible on the weapon's damage die, the crystals rapidly grow and increase the weapon's damage die by one size, up to a d12. For example, when you roll an 8 on the weapon's normal d8 damage die, its damage die magically becomes a d10 after the attack. Immediately after you roll a 12 on a d12 damage die in this way, each creature within 5 feet of the greatclub (other than yourself) must make a DC 15 Dexterity saving throw. A creature takes 1d12 piercing damage on a failed save, or half as much damage on a successful one, as the weapon's crystals explode into shrapnel. Once the crystal explodes, the weapon's damage die becomes a d8 again.



Ring of Misdirection



Shadow Weaver's Guise

Stalagmight Geode

Waterskin of Voices

Wondrous item, uncommon

This leather waterskin has a magical beverage inside that allows you to briefly alter your voice. When found, the waterskin has 1d6 + 4 servings. You can drink 1 of the servings while holding the waterskin using an action. When you do, choose a voice from a creature you've heard or one from your imagination. The next 25 words you speak within 10 minutes sound virtually indistinguishable from the voice you chose, though a successful DC 20 Wisdom (Insight) check reveals that the voice is magically altered. If the voice you chose belongs to another creature, that creature automatically knows that the voice is altered.

Wavecutter

Weapon (any axe), rare

This axe has a single pearl set at the center of its blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you take the Attack action using this axe, you can forgo one of your attacks to swing the axe in front of you and speak its command word. When you do, the axe emits a crashing wave of magical water. The wave is 10 feet tall and extends from you in a 30-foot cone, after which it spreads out across the ground in all directions, extinguishing unprotected flames in the area within 30 feet of it before the water vanishes. Each creature within the cone must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. This property can't be used again until the next dawn.

Williwig's Time Stopper

Wondrous item, common

This magic bottle stopper's base is made of a mixture of cork and metal, but a stony, gargoyle figurine with a bored expression rests atop it. You can seal or unseal a bottle, flask, jar, waterskin, or similar container with the stopper as an action. When you do, the stopper magically resizes to fit the container's opening (up to 6 inches in diameter). While a container is stoppered in this way, any nonliving liquid inside it doesn't age, decay, rot, or spoil. If the container has a tap or similar means of dispensing the liquid without unstoppering it (such as a keg), the effect on the liquid ends once it leaves the vessel.



Waterskin of Voices



Wavecutter

Williwig's Time Stopper

I took a vacation this month for the first time! It was spent moving into a new home, which on its own is virtually a full-time job. It was nice not needing to be beholden to posting at the same time each day, as I was able to schedule 2 weeks' worth of content ahead of time by calling on the talents of other great content creators out there. It was a delightful time spent with my partner leading our transitioning lives into this new home, and it's thanks to you that we are able to do so. So, as always, thanks for being my — our — heroes. Truly.

So, since this month had roughly half as much content from me as normal, this is a pretty light Inventory update! My personal favorites from this month include the *appraise's eye*, *book of instant copying*, and the *golem sapper*. I also really liked the idea of using a crossbow to fire sling bullets, as seen in the *comet ballista*, so I'll probably revisit that sometime soon!

AUGUST, 2021

Appraiser's Eye
Book of instant Copying
Chimeric Collar
Comet Ballista
Golem Sapper
Hatred, The Wrathful Edge
Kraken Band
Magnificent Pocket Vanity
Mourningsteel Half Plate
Rod of Endless Light
Satchel of Beast Chow
Voyage Collar



Appraiser's Eye



Book of Instant Copying

Golem Sapper



Appraiser's Eye

Wondrous item, rare (requires attunement by a creature missing an eye)

This golden sphere is the size of an eyeball with a bejeweled iris. Its weight is negligible. The sphere has 3 charges and regains 1d3 expended charges daily at dawn. Even if you aren't attuned to the sphere, you can use it and its charges for the following properties.

While holding the eye, you can use an action to expend 1 of its charges to cast the *identify* spell from it. Alternatively, you can use the eye as the material component required for the *legend lore* spell. When you do, there is only a cumulative 10 percent chance that the sphere is consumed by the spell.

While you're attuned to the sphere, it also functions like a normal eye while it's in your socket, and you have advantage on Intelligence checks you make to determine an item's value, as well as on Wisdom (Perception) checks that rely on sight. In addition, if you cast *legend lore* and use the sphere as the material component for the spell while you're attuned to it, the 10 percent chance that the sphere is consumed by the spell isn't cumulative, and in the event that the sphere is consumed by the spell, it loses this property and can no longer be used as a component for the spell, but isn't destroyed.

Book of Instant Copying

Wondrous item, common

This book has a glass cover and is typically found with 2d10 + 30 blank pages. As an action, you can place a piece of paper or similar object (such as a leaf or patterned fabric) between the book's glass and the page below it and speak the book's command word. When you do, the book magically inscribes an image of the placed object in black ink as it appears pressed against the glass on the first blank page of the book.

Copied magic scrolls or spellbooks appear as nonsensical glyphs when copied in this way. When the last page of the book has been used, you can rebind it with 50 blank new pages using 50 gp of fine materials and 8 hours of work.

Chimeric Collar

Wondrous item, rare

This magic collar has three sections of sculpted metal bound by a strip of leather, with each section representing the head of a dragon, lion, and ram. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed.

You can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature grows in size to become Large, provided there's enough space. When it becomes enlarged, the creature gains 2d10 + 4 temporary hit points, can understand Draconic (but can't speak it), and magically grows a second, identical head next to its own that lasts for the duration of the effect. Whenever the enlarged creature takes the Attack action, it can make two attacks, or it can take the Multiattack action instead if it has that action. The creature remains enlarged for up to 1 minute, until it drops to 0 hit points, or until you end the effect using a bonus action. Once this property of the collar has been used, it can't be used again until the next dawn.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bond fails when you speak the command word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind. A creature can only gain the benefits of one magical collar at a time.



Comet Ballista

Weapon (crossbow, heavy), rare (requires attunement)

This crossbow is partially covered in cold shards of stone and metal and uses sling bullets as ammunition instead of crossbow bolts. When you fire a sling bullet from this magic crossbow, it flashes with blue light and leaves behind a brief, glimmering trail of cold, sparkling dust. Ranged attacks with this weapon deal bludgeoning damage, instead of piercing damage, and any target hit by it takes an extra 1d6 cold damage. In addition, the first time you hit a target on each of your turns with a ranged attack using this weapon, each creature within 10 feet of the target must succeed on a DC 13 Constitution saving throw or take 1d6 cold damage.

Hailing Comets. You can use an action to fire the crossbow into the air and speak its command word, choosing a point that you can see within 120 feet of you when you do. The sling bullet scatters into icy dust and is destroyed, but magically conjures a barrage of miniscule falling comets above the point. The comets fall in a 20-foot-radius, 40-foot-tall cylinder centered on that point and disappear once they hit the ground. Each creature within the area must make a DC 13 Dexterity saving throw, taking 8d6 cold 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 the next dawn.

Golem Sapper

Wondrous item, rare

This octagonal device is roughly fist sized and weighs 1/2 pound. As an action, you can place the device on a construct within your reach. When you do, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature takes 2d10 necrotic damage and is stunned until the start of your next turn, at which point it can repeat the saving throw. Each time the creature makes this saving throw after the first, the DC is reduced by 2 (to a minimum DC of 10). On a successful save, the device falls from the creature and can't be used again for 1 hour.

The device's saving throw DC remains reduced after being used. The DC increases by 2 for every 24 hours it isn't in use, up to a maximum DC of 18.

Hatred, the Wrathful Edge

Weapon (greataxe), artifact (requires attunement by a creature the axe deems worthy)

This black iron axe was forged in the scorching fires of the Magmarath Caldera and has been the decisive end for countless mortal souls. Used as the mark of a Tribunal in the caldera's city, the weapon is an embodiment of anger and spite, and has been enchanted with blood magic that bubbles to the surface each time it's used to end a life. Glimmering veins of lava flicker from its dark metal surface, and roiling, volcanic sparks trail behind it in its wake when swung.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d6 fire or lightning damage (your choice) to any target it hits. When you reduce a living creature to 0 hit points using this weapon, you gain a number of temporary hit points equal to the fire or lightning damage dealt as part of the attack.

Explosive Rage. If you're a barbarian, the first time you enter a rage after finishing a short or long rest, up to 6 creatures of your choice within 10 feet of you take 4d6 fire or lightning damage (your choice). In addition, while raging, any creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire or lightning damage (your choice).

Fiendish Mind. You can speak, read, and write Abyssal and Infernal while attuned to this weapon.

Random Properties. *Hatred, the Wrathful Edge* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Volcanic Immunity. You are immune to fire damage while attuned to this weapon. In addition, you can stand on and walk across molten rock as if it were solid ground.

Sentience. *Hatred, the Wrathful Edge* is a sentient chaotic evil weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Abyssal, Common and Infernal.

Personality. The weapon enjoys the sensation of anger. It sees all conflict eventually reaching the same violent conclusion, and encourages its wielder to seek out such hasty and bloody resolutions.

Destroying the Axe. The only way to destroy the axe is to dispel the malevolent spirit within it over time from the Upper Planes. Casting *dispel evil and good* on the weapon every day for 5 years while on an Upper Plane causes the wrathful spirit within it to eventually succumb and perish. When the spirit leaves the axe, it loses all of its properties except for its bonus to attack and damage rolls, but becomes no harder to destroy than a normal magic weapon.

Kraken Band

Wondrous item, very rare (requires attunement)

This metal sculpture of a tentacle coils around your arm as part of attuning to it. While you're attuned to the band, it can't be removed against your will, and you can magically transform the arm wearing it into a lashing tentacle as part of your attacks. When you take the Attack action, you can use your bonus action to make an unarmed strike using this tentacle, which has a reach of 15 feet. On a hit, the tentacle deals an extra 1d6 acid damage. When you attempt to grapple a creature on your turn as part of the Attack action, you can use the tentacle to target a creature within 15 feet of you that you can see, instead of within your normal reach. On a successful grapple, the creature takes 1d6 acid damage and is pulled up to 10 feet in a straight line toward you.

Magnificent Pocket Vanity

Wondrous item, common

This palm-sized brass device contains enough magical makeup for 3 uses. A creature holding the vanity can use an action to expend 1 of its uses to apply the makeup to itself or another willing creature within reach, at which point the creature's appearance magically changes to one of the following forms, as if by the *disguise self* spell (save DC 13). This version of the spell can visually alter a creature's height by up to 5 feet, although the creature's size does not change, and you roll on the table below to determine which random appearance the creature assumes:

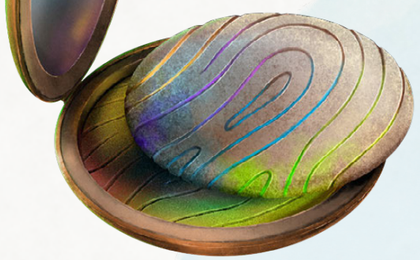
d6	Random Appearance
1	A hunched-over, elderly gnomish woman with graying hair, missing teeth, and wearing a ragged, faded dress.
2	An intimidating half-orc man with deep green skin, black hair pulled back in a bun, and battle-worn hide armor.
3	A regal and androgynous elf with a tan complexion and golden hair wearing fine leathers and a shimmering cape of red and silver.
4	A dust-covered human boy of no more than 13 years with messy blonde hair wearing a flimsy cap and half-torn overalls.
5	A strikingly red tiefling woman with white hair wearing silver plate armor and wielding a polished longsword.
6	A bald, dwarven man with a peg leg and scar-covered face wearing the garb of a well-traveled sailor.

When the last use of the makeup has been used, the vanity and its makeup become nonmagical.

Kraken Band



Magnificent Pocket Vanity



Mourningsteel Half Plate



Satchel of Beast Chow



Mourningsteel Half Plate

Armor (half plate), legendary (requires attunement)

This dark armor has been made from mourningsteel, a metal refined from ore found beneath the battlefields of particularly vicious wars. Steeped in the blood from relentless battles, this metal carries with it a magical aversion to all things holy. While wearing this armor, you gain a +1 bonus to AC and have resistance to radiant damage. While you wear it, you gain the following benefits:

Death Transference. Whenever you are subjected to necrotic damage, you can use your reaction to take no damage and instead gain a number of temporary hit points equal to half the necrotic damage dealt. This property of the armor can't be used again until the next dusk.

Spells. You can use an action to cast one of the following spells (save DC 17) from the armor: *bestow curse*, *divine word*, or *nondetection*. Once the armor has been used to cast a spell, it can't be used to cast that spell again until the next dusk.

The Battlefield Remembers. You can use an action to touch a weapon, piece of armor, or similar object that's seen blood and battle to recreate the effect of the *legend lore* spell, using the touched object as the subject of the effect. Once this property of the armor has been used, it can't be used again until 7 days have passed.

Unholy Aura. As a bonus action, you can speak the armor's command word to surround yourself with an aura of grim blasphemy. The aura remains for 1 minute or until you are incapacitated or die. For the duration, celestials have disadvantage on attack rolls against you, and the first time that a celestial moves within 5 feet of you on its turn or starts its turn there, that creature takes 1d10 necrotic damage. This damage ignores resistance and immunity. In addition, once before the aura ends, if you fail a saving throw against an effect from a celestial (such as a solar's Slaying Longbow), you can choose to succeed instead. Once the aura ends, it can't be used again until the next dusk.

Rod of Endless Light

Rod, common

While holding this rod, you can use an action to speak its command word. When you do, the rod sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light remains for 1 hour or until you use an action speak the rod's command word again while holding it. For the duration, you can use a bonus action to mentally change the color of the light while holding the rod.

Satchel of Beast Chow

Wondrous item, uncommon

This hefty satchel is 1 foot tall, weighs 2 pounds, and has 2d4 + 2 servings of magical, nondescript food inside it when found. The morsels of food come in small, half-inch cubes and smell as if they could have been made of either savory meats, enriched plants, or both. If a beast or monstrosity with a challenge rating of 2 or lower and an Intelligence of 3 or lower eats a serving of this food from your hand or similar outstretched vessel, it must succeed on a DC 15 Wisdom saving throw or be charmed by you for 1 hour. While charmed, the creature regards you and your companions as friends, and you have advantage on Wisdom (Animal Handling) and Charisma checks made to interact with the creature. If the creature takes any damage from you or your companions for the duration, the charm ends early. If the charm lasts for the full duration, the creature remains nonhostile toward you until you threaten it.

Voyage Collar

Wondrous item, rare

This cushioned leather and rope collar is easily adjustable to fit the necks of all manner of creatures. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed.

You can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature grows in size to become Large, provided there's enough space. The enlarged creature gains a +2 bonus to AC (provided it isn't wearing armor), its speed increases by 10 feet, and is magically equipped with a bridle, reins, and saddle. The enlarged creature can understand the directions of any friendly creature that's riding it, and its carrying capacity magically becomes the same as a riding horse. The creature remains enlarged for up to 8 hours, until it drops to 0 hit points, or until you end the effect using a bonus action. Once this property of the collar has been used, it can't be used again until the next dawn.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bond fails when you speak the command word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind. A creature can only gain the benefits of one magical collar at a time.

Voyage Collar



Rod of Endless Light



Pretty standard fare this month, but with some pretty awesome content. In my personal life, things continued to move forward with the new house, including trying to figure out some water quality issues. There's always something, I've always been told, and I can start to see that as truth more now than ever.

Personal favorites from this month were the *dagger of first light*, *fool's lamp*, *Horatio's impossible ship in a bottle*, *ol' stumpy*, *ring of solar's sight*, and the *royal blade of amphibios*.

SEPTEMBER, 2021

Amulet of Buoyancy
Ball of Wild Earth
Claymore of the Great Badger
Dagger of First Light
Fool's Lamp
Forgework Dragon Sheild
Foxfire Charm
Guardian's Reliquary
Horatio's Impossible Ship in a Bottle
Indigo Stray's Conviction
Mourningsteel Demi-Gauntlets
Mourningsteel War Banner
Ol' Stumpy
Phoenix Breastplate
Pick and Pocket
Ring of Solar's Sight
Royal Blade of Amphibios
Starmetal Shard Spear
Warp Anchor
Webgrip Bow
Whispergust Mote
Wyrmshide Bow



Ol' Stumpy

Ring of Solar's Sight



Fool's Lamp



Amulet of Buoyancy

Ball of Wild Earth

Claymore of the Great Badger

Amulet of Buoyancy

Wondrous item, uncommon

This well-worn necklace is adorned with the bow of a ship and a crashing wave of blue glass. While wearing this amulet, you can use your reaction to immediately stand up when you're knocked prone. When you do, your speed is halved until the end of your next turn. In addition, if you start your turn underwater with 0 hit points, you immediately rise 60 feet toward the surface.

Ball of Wild Earth

Wondrous item, common

This Tiny, sentient pebble is covered in dirt and is likely a remnant of a charmed earth elemental. It rolls about on its own in search of new and unique sources of dirt. When it finds a patch of particularly rich soil, the ball rolls around in it to incorporate the dirt into its form. The ball carries captured moisture inside itself, allowing it to make its form either dusty or clay-like in texture, as well as hard or soft to the touch. A friendly *ball of wild earth* can magically reshape the dirt it's covered in to form a variety of shapes at will, such as a tiny figurine or a large die, provided that the dirt continues to cover the pebble at its center by doing so.

The *ball of wild earth* is considered a magical object and is not a creature. It has a speed of 10 feet and can only move by rolling across the ground. It has AC 10, 15 hit points, and has resistance to all damage. The ball regains all its hit points if it's left buried underground for at least 1 hour.

Sentience. The *ball of wild earth* is a sentient neutral item with an Intelligence of 2, a Wisdom of 6, and a Charisma of 4. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Common and Terran.

Personality. The *ball of wild earth* is most happy when rolling through rich, healthy soil. Most can be found, at least initially, in mountainous farmlands, but even urban ones can enjoy the dust and traces of weird, foreign dirt that are ever-present in well-traveled cities. The quickest way to make a *ball of wild earth* happy is to give it gemstone dust to roll in, whereas removing the dirt and mud that surround its central pebble is certain to upset it. By reforming the dirt covering its form, the ball can make vague facial expressions based on the emotions its seen other creatures make.

Claymore of the Great Badger

Weapon (greatsword), uncommon (requires attunement)

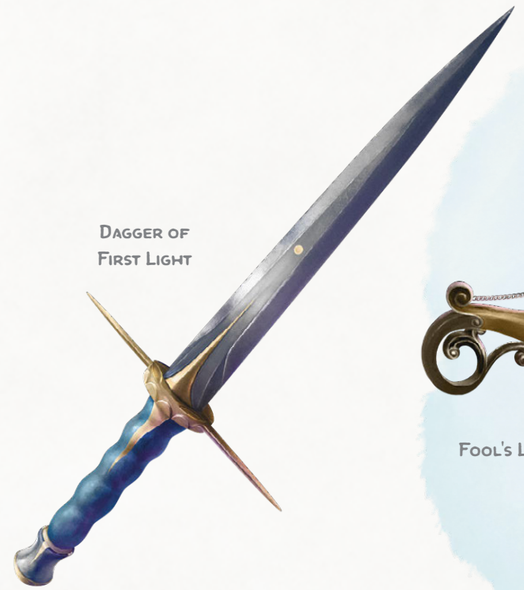
This weighty blade carries with it the strength of the mighty badger. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 3 charges and regains all expended charges daily at dawn. When you hit a Large or smaller creature with this weapon, you can expend 1 charge from it to push that creature 5 feet away from you.

Dagger of First Light

Weapon (dagger), uncommon

You have advantage on initiative rolls while holding this weapon. If you're first in the initiative order, your speed is increased by 15 feet for the first round of combat.

In addition, you can use a bonus action to speak the weapon's command word to cause its blade to glow. The glowing weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the weapon is glowing, it deals radiant damage instead of piercing. You can use a bonus action to speak the weapon's command word again to cause its light to fade and return to normal.



Dagger of First Light



Fool's Lamp

Fool's Lamp

Wondrous item, very rare

This brass lamp is decorated with flowing patterns around a blue, glass chamber at its center. Swirling, magenta clouds drift within the lamp and billow eagerly whenever it's held. Created as a grim sculpture by a spiteful djinni, this lamp offers no benefit to those foolish enough to encounter it.

An *identify* or *legend lore* spell correctly reveals the lamp to be empty, as well as its true nature. However, identifying the lamp by any other means will reveal that the lamp has a djinni trapped inside it, allowing it to function as a *ring of djinni summoning* while held and without requiring attunement. It also reveals that the only way to summon the djinni is to ask it for a wish (such as a *wish* spell or general command), treating the wish as a command phrase.

When a creature holding the lamp speaks such a phrase using an action, the GM uses the table below to choose the outcome or determine it randomly:

d10	Effect
1	You're shunted to a harmless demiplane inside the lamp for 1 hour, during which time you can see as if you were in the lamp's space, but are otherwise incapacitated and deafened. At the end of each of your turns while you're in the demiplane, you can make a DC 20 Charisma saving throw, ending the effect early on a success. At the end of the duration, you return to the nearest unoccupied space within 5 feet of the lamp.
2	A *fireball* (5th-level version, save DC 16) erupts, centered on you.
3	You're unintelligible for 2d6 hours, during which time you only speak in nonsensical sounds.
4	You're under the effect of the *faerie fire* spell for 24 hours.
5	A hostile air (40%), earth (20%), fire (20%), or water (20%) elemental appears in an unoccupied space within 30 feet of you.
6	Your legs become unstable for 1d6 hours, during which time you have disadvantage on Dexterity checks and Dexterity saving throws, and if you move your full speed on a turn, you must succeed on a DC 16 Dexterity check or fall prone.
7	You're affected by the *levitate* spell for 1 minute. At the start of each of your turns, flip a coin and roll a d4. If it's heads, you float up a number of feet equal to 5 times the number rolled on the d4. If it's tails, you float down the same number of feet.
8	You are under the effect of the *suggestion* spell for 1d6 hours. If you are asked to do something that isn't harmful, accompanied by the word "please" or a similar phrase, you are compelled to obey.
9	You age 1d10 years, taking 5 necrotic damage for each year that you age in this way. Your age returns to normal when you finish a long rest.
10	Roll twice on the table and use both effects, re-rolling any 10s.

If a creature affected by the lamp is targeted by the *greater restoration* spell or similar magic, one of the lamp's effects on the creature ends.

Forgework Dragon Shield

Armor (shield), rare

While holding this plated brass shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has a metallic maw in the visage of a dragon forged into the face of the shield, and small plumes of flame occasionally leap from openings in the shield's plates.

When a creature within 5 feet of you misses you with an attack, you can use your reaction to retaliate with the shield. When you do, a gout of flame erupts from the shield, forcing the attacker to make a DC 15 Dexterity saving throw. On a failed save, the target takes 3d10 fire damage and ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't ignite. Once this property has been used, it can't be used again until the next dawn.

Foxfire Charm

Wondrous item, common

This ebony charm is decoratively shaped into a fox's head and is always slightly warm to the touch. It measures 4 inches across and weighs 1/2 pound. If the charm is placed in a sufficiently hot fire, such as in a campfire, forge, or oven that fills up to a 10-foot cube, the charm begins to glow red-hot and creates a harmless, but comfortably warm, fire elemental in an unoccupied space within 5 feet of the fire. The elemental is in the form of a fox and can't move farther than 100 feet from the fire in which its charm is kept. The elemental's singular goal is to supply this fire with fuel. If the fire begins to burn out, the elemental will search the surrounding area for fuel that isn't being worn or carried.

The fox uses the statistics for a cat, except that it's an elemental instead of a beast, is immune to fire and poison damage, and understands Common and Ignan but can't speak. The elemental has advantage on ability checks to find fuel for its source fire and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. It can carry fuel back to the fire as normal, provided that it's appropriate to the elemental's size. If the elemental drops to 0 hit points, touches fire, or its source fire goes out, it vanishes and the charm grows cold and dark again until it's placed in a new fire.

Guardian's Reliquary

Wondrous item, legendary (requires attunement by a creature missing an arm)

This ornate prosthetic arm is a reliquary set with glass windows, revealing the suspended skeletal hand and arm of a saint devoted to protecting others. The prosthesis attaches to your arm at the elbow or the shoulder, and it can't be removed against your will as long as you're attuned to it. To attune to this item, you must hold it against your arm for the entire attunement period. While attuned to the prosthesis, you can use an action to remove or reattach it. The prosthetic is a fully capable part of your body.

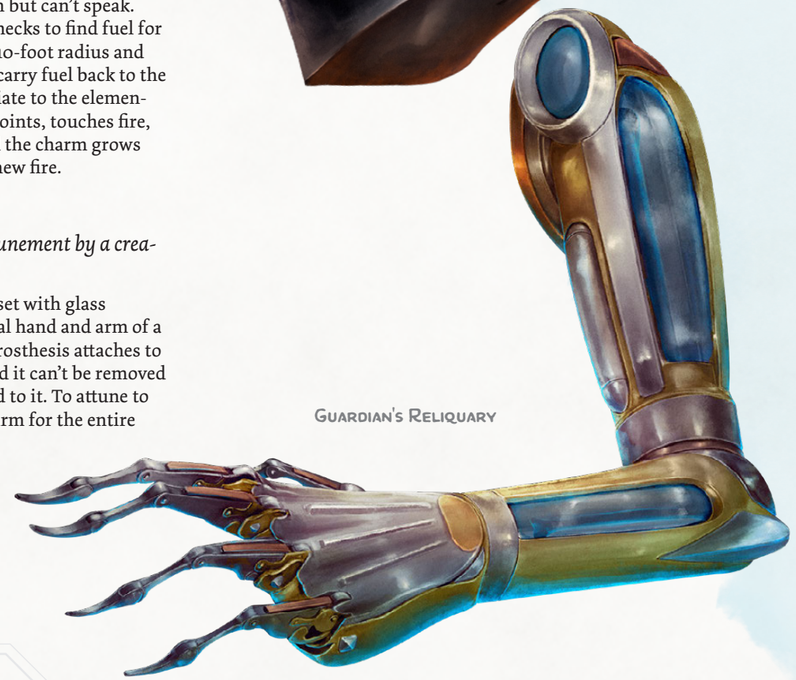
While the prosthesis is attached, you gain a +3 bonus to saving throws. As a bonus action, you can touch a creature to transfer this bonus to it. When you do, the bonus remains on that creature, instead of you, for 1 minute, until it dies, or until you use a bonus action to return the bonus to yourself.

In addition, the prosthetic has 10 charges. You can use an action to expend 1 or more of its charges to cast one of the following spells from it: *greater restoration* (5 charges), *lesser restoration* (2 charges), *protection from evil and good* (1 charge), *remove curse* (3 charges), or *warding bond* (2 charges). The prosthetic regains all expended charges daily at dawn.

Final Sacrifice. As an action, you can use the prosthetic to cast either *mass heal* or *true resurrection*. When you do, the prosthetic releases a massive burst of divine light as the bones inside it are destroyed. The prosthetic then loses all its properties, but it can still be used as a magical prosthetic that functions as a fully capable part of your body and no longer requires attunement.



Foxfire Charm



Guardian's Reliquary



Forgework Dragon Shield

Indigo Stray's Conviction



Horatio's Impossible Ship in a Bottle

Horatio's Impossible Ship in a Bottle

Wondrous item, rare

This sea-tumbled glass bottle has a miniature sailing ship assembled inside it. The bottle weighs 1 pound and is magically sealed with red wax. Despite there being no wind in the bottle, the vessel's sails seemingly billow and turn on their own.

You can speak the bottle's command word to cause the wax to come apart and open the bottle. When the open bottle is submerged in a large enough body of water, the ship inside it magically slips out, destroying the bottle, and becomes a sailing ship 50 feet long and 15 feet wide. A crew of 10 *unseen servants* remain on the ship at all times and can be commanded by you or any creature that is friendly to you while on board to adjust the ship's sails and direction. The ship's reduced size halves the vessel's normal creature and cargo capacity, but is otherwise treated as if it were a normal sailing ship.

If you keep a similarly sized glass bottle aboard the vessel, the ship and its unseen crew magically reduce in size and appear inside the newly sealed bottle when the ship is run aground. The bottle must have been submerged in the ocean for at least 10 years, and anything on board the ship when it is resealed falls to the water or ground below.

Indigo Stray's Conviction

Wondrous item, legendary (requires attunement)

This set of midnight-colored gloves effervesce with slow wisps of smoke, and were famously worn by a royal assassin who had been freed of their bindings. At the hems are old, well-worn manacles that have been fastened to the gloves and magically clasp onto your forearms when worn. If you're missing any arms, hands, or fingers when you attune to the gloves, dark, smoky copies of the missing appendages magically rematerialize. The limbs are fully capable parts of your body and remain as long as you're attuned to the gloves.

While attuned to the gloves, you have darkvision out to a range of 60 feet. You can see normally in magical and nonmagical darkness within this range. If you already have darkvision, wearing the gloves increases its range by 60 feet, although you can only see within magical darkness within the first 60 feet of its range.

The gloves have 7 charges which are used for the following properties while wearing them. They regain all expended charges daily at dawn.

"Allow Me!" When an attacker that you can see within 15 feet of you deals damage to a friendly creature, you can use your reaction to expend 1 of the gloves' charges to immediately move up to 15 feet, and make one weapon attack against the attacker. On a hit, you have advantage on attack rolls against that target until the end of your next turn.

"By His Will!" You can use a bonus action to expend 3 of the gloves' charges to surround yourself with a dark, smoking aura of retribution. The aura extends from you in a 15-foot radius, creating an area of magical darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. When a hostile creature enters this darkness for the first time on a turn or starts its turn there, it takes 2d8 necrotic damage. If you roll an 8 on both of the damage dice for this effect, the creature becomes magically

grappled by the aura's smoky tendrils. The creature remains grappled until it's no longer within the aura, or until it uses an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check (its choice), escaping the grapple on a success. The aura remains for 1 minute or until you die, are incapacitated, or end the effect early using a bonus action.

"The Price of Freedom!" When a creature that you can see within 30 feet of you takes damage, you can use your reaction to expend 2 of the gloves' charge to magically take that damage, instead of the creature taking it. Alternatively, if a creature that you can see within this range becomes blinded, deafened, paralyzed, petrified, or poisoned, you can use this reaction to suffer the effects of that condition instead of the target creature.

Flaw. The *Indigo Stray's conviction* compels its wearer to take swift, decisive action to prove themselves. While attuned to the gloves, you gain the following flaw: "I will do what I must to demonstrate my ability, and I won't stop until a job is done." In addition, if you are attuned to the bracers for 24 consecutive hours, your commitment to prove yourself drives you to obsession, and even minor acts of kindness compel you to feel heavily indebted. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you are already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to the *Violet King's promise* becomes your sovereign leader, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or the *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the gloves.

Mourningsteel Demi-Gauntlets

Wondrous item, very rare (requires attunement)

This pair of dark, open-fingered gauntlets are made from mourningsteel, a metal whose ore has been steeped in the blood of countless fallen creatures. While wearing the gauntlets, you have resistance to necrotic damage.

The gauntlets have 12 charges and regain 1d6 + 6 expended charges daily at dawn. While wearing the gauntlets, you can use an action to cast one of the following spells from them using a spell attack bonus of +8: *chill touch* (no charges, or 1 to cast at 5th level), *inflict wounds* (1 charge per spell level, up to 5th), or *vampiric touch* (3 charges). Damage dealt by these spells ignores resistance to necrotic damage.

In addition, if you spend a charge to cast *chill touch* from the gauntlets and hit a creature, you can immediately choose to expend additional charges to cast either the *inflict wounds* or *vampiric touch* spell from them as part of the action to cast the cantrip. When you do, the cantrip's skeletal hand delivers the spell to the target, instead of requiring you to touch it. If you were already concentrating on the *vampiric touch* spell when you hit a creature with *chill touch* in this way (after spending a charge to cast it), you don't need to expend any additional charges to deliver your *vampiric touch* spell to the target. Necrotic damage dealt by *chill touch* doesn't count toward the amount dealt by *vampiric touch* for the purpose of calculating the number of hit points you regain from the spell.

Mourningsteel War Banner

Wondrous item, rare (requires attunement)

This war standard is adorned with a tattered, bloodied banner of an army long lost to time. The standard is 6 feet tall and weighs 7 pounds, but can be collapsed down to 3 feet tall or extended up to its full length by using a bonus action. While the banner is on your person, you have advantage on saving throws against being frightened.

The standard has 3 charges and regains 1d3 expended charges daily at dawn. While holding the extended standard, you can use an action to speak its command word and plant it on the ground in an unoccupied space within your reach. While the standard is within your reach, you can use an action to remove it. Alternatively, another creature that can reach the standard can use an action to make a DC 25 Strength (Athletics) check, removing it on a success. While the standard remains there, the space becomes difficult terrain.

As part of the action to plant the standard, you can expend any number of its charges to magically summon one animated armor for each expended charge. When you do, the armors each appear in an unoccupied space that you can see within 20 feet of the standard. A summoned armor remains for 1 hour, until it drops to 0 hit points, or until the standard is removed. The armor vanishes when the effect ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the animated armors' statistics.

Phoenix Breastplate



Ol' Stumpy

Weapon (maul), uncommon

This lashed-together stump and stick carry an age-old enchantment from an unknown source. Over time, the strength of the magic has faded, but this heirloom of a weapon has remained in caring hands all the while. Creatures hit with this magic weapon take an extra 1d4 poison damage. If the creature is fey, you deal maximum poison damage instead of rolling.

Phoenix Breastplate

Armor (breastplate), very rare (requires attunement)

This golden breastplate has the shape of a phoenix worked into its design. While wearing this armor, you gain a +1 bonus to AC and resistance to fire damage.

When you're reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. When you do, a fiery explosion surrounds you. Hostile creatures within 30 feet of you must make a DC 16 Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one. You and other friendly creatures within the area regain a number of hit points equal to the same amount, instead of taking fire damage. Once this property of the armor has been used, it can't be used again until 1d6 + 1 days have passed.

Pick and Pocket

Weapon (dagger), rare

This brass and steel dagger can also be used as part of a set of thieves' tools when picking locks. You gain a +1 bonus to attack and damage rolls made with this magic weapon, as well as on any ability check you make using thieves' tools to pick open a lock, provided you use the dagger as part of the set of tools.

While holding the dagger in one hand and a small enough object in another, you can use an action to speak the dagger's command word and twist it in the air as if it were a key. When you do, the object is shunted into a special demiplane, where it remains until you use an action to speak the command

Mourningsteel Demi-Gauntlets



Mourningsteel War Banner

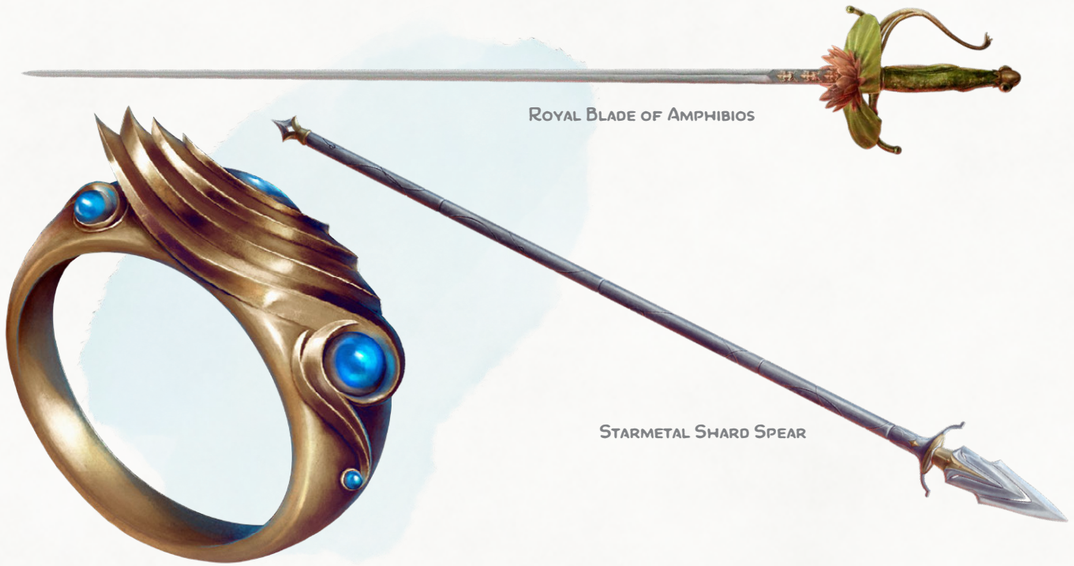


Pick and Pocket



Ol' Stumpy





word again and twist the dagger in the opposite direction. If you have a free hand, the stored object reappears in it when the object is removed from the demiplane in this way. Otherwise, it reappears at your feet. Only one object can be stored in the demiplane at a time. The object can't be magical and must be no more than 1 foot on a side and weigh no more than 10 pounds. If the dagger is destroyed, any object within the demiplane reappears in the nearest unoccupied space within 5 feet of where the weapon was.

Ring of Solar's Sight

Ring, rare (requires attunement)

This gilded ring has 4 charges and regains 1d3 + 1 expended charges daily at dawn. While wearing the ring, you can use a bonus action to expend 1 of its charges to cast the *hunter's mark* spell from it, which lasts for 1 minute. You gain a +2 bonus to weapon attack rolls made against any target you mark with the spell in this way, and on a hit, the attack deals radiant damage instead of the weapon's normal damage type.

Royal Blade of Amphibios

Weapon (rapier), very rare (requires attunement)

This expertly crafted blade is ornamented with rose gold designs of frogs and lily pads. While holding the rapier, you can stand on and move across any liquid surface as if it were solid ground, you can hold your breath for up to 30 minutes at a time, and you gain a swimming speed of 30 feet. In addition, any creature with the Amphibious trait can understand the meaning of your words when you speak, though you gain no special ability to understand them in return.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the blade has 3 charges and regains all expended charges daily at dawn. When you take the Attack action while holding the weapon, you can choose to expend 1 of its charges to transform the blade into a lashing, silver pseudopod that loosely resembles a frog's tongue. Until the end of your turn, the weapon adds 10 feet to your reach when you attack with it, it deals slashing damage, instead of piercing, and on a hit, the target must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet straight toward you.

Starmetal Shard Spear

Weapon (spear), rare (requires attunement)

This weapon's otherwise small blade is made larger by 3 sharp fragments of starmetal that remain magically connected to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you hit a creature with an attack using the head of this spear, you can choose to leave 1 of the fragments embedded in its body. As a bonus action, you can speak the spear's command word to cause all embedded shards to magically return to the blade of the spear, flying through the air and avoiding creatures and objects to do so. When you do, the target takes 1d6 slashing damage for each embedded shard as it leaves the body. If all 3 shards are embedded in the same creature when you speak the command word, the creature's speed is also halved until the end of your next turn. If the spear is ever more than 120 feet away from a shard, the shard magically returns to the spear without harming the creature it was embedded in.

Immediately after you make a ranged attack with the spear, the weapon flies back to your hand.

Warp Anchor

Rod, rare

This pair of batons magically link together to form a complete rod, causing a purple mist to swirl between the two glass orbs on either of its ends. While holding the rod or its batons, you can use an action to speak the rod's first command word to split it into the batons or recombine them again.

While holding one of the split batons, you can use an action to speak the rod's second command word to cast the *teleport* spell from it, teleporting only yourself to an unoccupied space within 5 feet of the other baton, even if it's on another plane of existence. Once this property has been used, it can't be used again until the batons have spent at least 12 hours recombined as the rod, at which point the swirling mist reappears within the orbs.

Webgrip Bow

Weapon (any bow), rare (requires attunement)

This 8-armed bow uses the remains of a spindly spider's legs and maw. The bow has 3 charges and regains all expended charges daily at dawn. When you make a ranged attack with the bow, you can expend 1 of its charges to lace it with sticky spider silk. On a hit, the arrow magically sheds the silk and releases it as a net-like web. If the target is a Medium or smaller creature, it and each Medium or smaller creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or be restrained until the end of your next turn. If the target is a Large creature, only it must succeed on the saving throw instead. Huge and larger creatures are unaffected by the web.

Summon Spiders. While holding the weapon, you can use an action to speak its command word to summon 2 swarms of insects (spiders) or 1 giant spider, which appear in unoccupied spaces that you can see within 10 feet of you. The GM has the creatures' statistics. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. A summoned creature disappears when it drops to 0 hit points, after 1 hour, or when you end the effect early as a bonus action. Once this property of the bow has been used, it can't be used again until the next dawn.

Whispergust Mote

Wondrous item, common

A *whispergust mote* is a sentient breath of air typically separated from a larger air elemental. When not invisible, its form resembles a dollop of blue whipped cream but is weightless and fluid to the touch. The mote can use an action to become invisible, but it typically only does so when it senses danger. When left to its own devices, the mote will gently tousle the hair of passing creatures or flip a fallen leaf. While it is a form that is defined by its wanderlust, it nevertheless enjoys the company and experiences of adventuring parties that travel to new and unique locations. Most owners of a *whispergust mote* are rarely so bold as to claim ownership of it at all.



The mote is considered a magical object and is not a creature. It has a flying speed of 20 feet and can hover. It has AC 10, 5 hit points, and has resistance to all damage. The *whispergust mote* regains all its hit points if affected by a gust of wind spell or similar magic.

Sentience. The *whispergust mote* is a sentient chaotic good item with an Intelligence of 1, a Wisdom of 8, and a Charisma of 7. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Auran and Common.

Personality. The *whispergust mote* ultimately travels where it wants to go, but knows that companionship is often worth the limitations that come with it. In even the most dull of places, the mote will find ways to entertain itself—often to the panic or frustration of the creatures it travels with.



Whispergust Mote

Wyrmshide Bow

Weapon (shortbow), rare (requires attunement)

This bow is crafted with delicate dragon scales and strung with a fiber from a dragon's heart. While holding the bow, you can use a bonus action to speak its command word and channel the energy of the dragon within. When you do, the bow forms a draconic cowl of elemental energy around you. For the duration of the cowl, you gain the following benefits:

- You gain 25 temporary hit points, which last for 1 minute.
- You have resistance to damage of the same type as the elemental energy of the cowl. The type of energy is determined by the kind of dragon that provided the bow's scales, as shown on the table below.
- On a hit, the bow deals an extra 1d8 damage of the same type as the cowl's energy. If the target is a dragon, this extra damage ignores any resistance or immunity it has against that damage type.

The cowl remains until you lose all these temporary points. Once this property has been used, it can't be used again until the next dawn or until the bow is used to slay or help slay a Large or larger dragon. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Wyrmshide Bow

October means spooky stuff, which I had a great time with this year. It also marks the final month of a Saddleyear, and even more so, the final month of multi-year PDF. From here we'll be moving to a simpler annual PDF, rather than a multiyear one, which will simplify the export process and take up less space on hard drives. Patreon also has an upload limit per file, which we have been encroaching on for a year at this point. This month also marks a slight shift in content timelines, as years are now going to be considered a November - November affair, rather than November 6th - November 6th one. This just makes it easier for tracking, labeling, and collecting items to put in various packs of content.

This also means that it's time to start working on the next book, huh?

Personal favorites from this month were the *abjurer's bangle*, *hat of osnomnosis*, *homeward boots*, *instrument of roses and thorns*, *mourningsteel ghost candle*, *pack of revisibility bombs*, *scorpio armor*, and *sleepytime sheep stuffy*.

OCTOBER, 2021

Abjurer's Bangle
Amulet of the Lycanthrope
Bird's-Eye Bolt
Candy Xorn
Cottage Chest
Dream Saber
Gnashing Key
Hat of Osnomnosis
Homeward Boots
Instrument of Roses and Thorns
Mace of the Pumpkin King
Mandible Bident
Mourningsteel Ghost Candle
Night Owl's Half-Moon Spectacles
Owlbear Leather Armor
Pack of Revisibility Bombs
Royal Incinerator
Scorpio Armor
Scroll of Nightmares
Sleepytime Sheep Stuffy
Sovereignseed Satchel





Abjurer's Bangle

Wondrous item, rarity varies

You can clasp or remove this metal bracelet around the wrist or ankle of yourself or a willing creature within your reach using an action. The bangle emits a ward of abjuration magic from it that has a number of hit points determined by its rarity. A creature wearing the bangle can use its reaction when it takes damage to speak the bangle's command word, causing the magical ward to take the damage instead. Any excess damage carries over to the creature when the bangle's ward is reduced to 0 hit points, at which point the bangle becomes a nonmagical bracelet.

Rarity	Ward Hit Points
Uncommon	30
Rare	75
Very Rare	120

Amulet of the Lycanthrope

Wondrous item, rare (requires attunement)

This rounded amulet depicts a harrowing crescent moon with blood-red claw marks running through its center. The markings emit a dim red light on the day of a full moon.

If you're not a lycanthrope, you can use a bonus action while wearing the amulet to assume a more bestial appearance, taking on the claws and defining features of either a bear, rat, tiger, or wolf (your choice). This transformation lasts for 1 minute or until you drop to 0 hit points or use a bonus action to revert to your normal form. For the duration, you can use your claws as natural weapons when making unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing or smell for the duration of the transformation. This property can't be used again for 12 hours or until the next dusk, whichever comes first. Alternatively, if it's within 24 hours of a full moon, this property can be used again after 6 hours, instead of 12.

If you're already a lycanthrope and are wearing the amulet, your claw and bite attacks while in your animal or hybrid forms deal an extra 1d8 necrotic damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your bite attack save DC increases by 3.

Curse. This amulet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you have disadvantage on saving throws made to resist becoming cursed by lycanthropy.

Bird's-Eye Bolt

Weapon (an arrow or bolt), common

As an action, you can fire this piece of magic ammunition into the air above you, causing it to disappear into a dusting of feathers and be destroyed. The ammunition creates an invisible sensor in an unoccupied space that you can see up to 120 feet directly above you. The sensor remains for 1 minute or until you move more than 120 feet away from where you first fired the ammunition. For the duration, you can use an action to see and hear through the sensor as if you were in its space until the start of your next turn. If the ammunition hits a target, it's no longer magical.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible bird about the size of a fist fluttering in the air.

Candy Xorn

Wondrous item, common

Candy xorn is a round, waxy candy that typically comes in small bags of 2d6 + 3 pieces. Each piece is traditionally either orange or yellow, but always has a narrow, reptilian pupil drawn at its center. Eating a *candy xorn* causes your eyes to turn orange or yellow (your choice), and your pupils to match the ones found on the piece of candy. After 1 minute, the effect ends and your eyes return to normal.



In addition, each piece of *candy xorn* has a 5 percent chance to not be candy at all, but actually a gemstone covered in the sugared coating. When you find a gemstone in this way, it can be either eye agate (40%, 10 gp), tiger's eye (40%, 10 gp), or amber (20%, 100 gp).

Cottage Chest

Wondrous item, rare

This 1-foot-long chest looks like a replica of a woodland cottage and is magically locked. You can use an action to place this chest on the ground and speak its command word. The chest immediately unlocks and grows into a cottage that remains until you use an action to speak the command word that dismisses it, which works only if the cottage is empty. When dismissed, the cottage returns to its normal chest form. If there isn't enough space for the cottage or there are creatures in its area when you speak the command word, the chest remains locked and the action is wasted.

The cottage is a wooden, two-story building that's 40 feet wide and 65 feet long. Inside is a kitchen, a dining room, and a large parlor with an ever-burning fire in its hearth. A curling stairway leads to the second floor, which has 4 bedrooms equipped with furniture you'd find in a modest to respectable inn. The first floor has six windows, and each bedroom on the second floor has one. When activated, the cottage has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

The cottage's kitchen is filled with magical utensils that automatically stir, measure, and heat all manner of cuisine. Any check made using cook's utensils within the cottage has advantage on the roll. When left to its own devices, the cottage magically produces an array of baked goods for up to 8 creatures when the cottage appears for the first time each day and again each day at dawn until it is dismissed. Eating the food within the cottage provides enough nourishment to sustain a creature for one day. If any baked goods are left uneaten, they vanish at dawn as the new goods appear. Any baked good, furniture, or similar object vanishes when taken outside the cottage and immediately reappears inside.

Further, fey and fiends can't enter the cottage unless you choose to let them, and creatures can't move or travel into it using teleportation or by extradimensional or interplanar means.

The cottage is made of wood and plaster, and its magic prevents it from being tipped over or moved. The roof, the door, and the walls (including the windows) each have 60 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the cottage (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the roof, the door, or one wall to regain all its hit points.

Dream Saber

Weapon (scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and any creature it hits takes an extra 1d4 psychic damage. When the damage you deal with this weapon would reduce a creature to 0 hit points, you can choose to magically cause it to fall asleep, instead of dealing the damage. The sleeping creature is unconscious for 10 minutes or until it takes damage or someone uses an action to shake or slap it awake. When you cause a creature to fall asleep in this way, you can also force it to make a DC 15 Wisdom saving throw. On a failed save, you immediately learn its surface thoughts and can decide what dreams it has while asleep. Once a creature falls asleep in this way, it is immune to this effect for the next 24 hours.

Gnashing Key

Wondrous item, uncommon

This curious brass key is animated by a weak enchantment. When placed in the keyhole of a lock, it magically begins to open and shut its mouth-like key bit, loudly destroying the inside of the lock over the course of 1 minute. At the end of the minute, the lock is destroyed and forced open. If the lock's DC is greater than 15, the key has a percent chance to break before the end of the minute. The percent chance is equal to 5 times the difference between the lock's DC and 15. If the key breaks, the lock is instead jammed shut and the key is destroyed, but can still be seen protruding from the keyhole.

While the key is destroying a lock, the sound of breaking tumblers and grating metal can be heard out to a range of 90 feet.

Hat of Osnomnosis

Wondrous item, common (requires attunement by a wizard)

This colorful, frumpy hat contains the animated and sentient spirit of a wizard's old pet. While unworn and immobile, it is indistinguishable from a normal hat. When the hat is worn and spoken to or otherwise interacted with, it springs to life and pulls its seams apart to form a stitch-ridden mouth and toothless smile.

You can use the hat as an arcane focus for your wizard spells while you're wearing it. In addition, you can feed one piece of paper to the hat using an action, destroying the paper. The hat happily accepts any paper it's fed and wiggles about as the page is chewed and swallowed. If you're wearing the hat, you immediately know any information that was contained on the piece of paper as if you had read it. If the paper or its contents were magical, it's immediately spat back out by the hat. If the paper contained a spell, such as a spell scroll or page from another wizard's spellbook, you also take 1d6 psychic damage for each level of the spell that was transcribed on the paper when it's spat out.

Sentience. The *hat of osnomnosis* is a sentient chaotic good item with an Intelligence of 4, a Wisdom of 8, and a Charisma of 6. It has hearing and darkvision out to a range of 30 feet. It can't speak or read, but can communicate with you telepathically while you're wearing it. When the hat communicates with you in this way, it can only transmit simple emotions and images. While you are attuned to it, the hat understands every language you know.

Personality. The hat loves nothing more than being worn and eating bits of paper and is easily befriended by creatures who pet it. The hat's button eyes can't move, but it uses its cloth folds to change its expression at will.

Homeward Boots

Wondrous item, rare (requires attunement)

These well-worn boots have an ever-changing arcane circle ingrained into their heels. While wearing the boots, you can use an action to speak their first command word to create an arcane circle, as per the *teleportation circle* spell, on the ground below you. The circle appears as a trail of dirt or similar muck from the bottom of the shoe, and is treated as a permanent one for the purposes of this spell. Speaking the first command word again destroys the first circle, magically cleaning the surface it was placed on, before creating a new one at your location.

You can speak the boots' second command word as an action while wearing them to cast the *teleportation circle* spell, except that this circle is only 5 feet in diameter. This circle's sigil sequence matches the one created by the first command word and links to its location. When it's created, the circle appears under your feet, centered on your location, and you immediately teleport through it. Only a circle created in this way can connect to the permanent one created by the boots' first command word. If the permanent circle is washed away or otherwise cleaned or destroyed before you speak the second command word, the spell fails and the circle isn't created.

Once you use the boots to teleport in this way, they can't do so again until 1d3 days have passed. In the meantime, you can still speak the boots' first command word.



Instrument of Roses and Thorns

Wondrous item, very rare (requires attunement by a bard)

This string instrument is ornamented with rose and thorn designs. Whenever you use this instrument to give a Bardic Inspiration die to a creature, you can also choose to force another creature within 60 feet of you that can hear you to make a Charisma saving throw against your spell save DC. On a failed save, the creature gains an Enervation die, which remains for 1 minute or until it's rolled. When a creature with one or more Enervation dice that you can see makes an ability check or attack roll, you can use your reaction to roll any number of its Enervation dice, which are the same as your Bardic Inspiration dice, and subtract the result from the total of the roll. The Enervation dice are then lost. You can wait to use this reaction until after the creature rolls the d20, but must decide before the GM says whether the roll succeeds or fails. If the total of the roll is reduced to 0 or lower as a result of the Enervation die, the creature also takes 6d6 necrotic damage.

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 16 Constitution saving throw or take 2d6 necrotic damage.

Mace of the Pumpkin King

Weapon (mace), uncommon

This magic mace is actually an enchanted pumpkin whose stem is used as a handle. Its orange exterior is carved into a frightening visage with a toothy maw and unforgiving eyes. Between dusk and dawn, the pumpkin is lit from within with a magical flame that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the flame is lit, targets hit by the mace take an extra 1d4 fire damage, and when you roll a 20 on an attack roll with the flaming weapon, the target must succeed on a DC 13 Wisdom saving throw or be frightened of you until the start of your next turn.

Mandible Bident

Weapon (trident), uncommon (requires attunement)

This chitinous, two-pronged weapon still shudders with predatory instinct, magically biting down on creatures it hits. Once on each of your turns when you hit a Medium or smaller creature with this magic bident with a melee attack, you can

force that creature to make a DC 13 Strength or Dexterity saving throw (its choice). On a failed save, the creature is grappled by you and is held in place by the weapon. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach from this grapple on a success. You can't use the weapon to attack another target while it's grappling a creature in this way, but you can choose to deal 1d8 bludgeoning damage to the grappled creature automatically in place of any attack you'd make with it as part of the Attack action, as the weapon's pincers clamp down tightly around the target.

You can release a creature from the bident's grapple on your turn (no action required). The weapon releases a creature from its grasp early if you let go of the weapon or are incapacitated.

Mourningsteel Ghost Candle

Wondrous item, uncommon (requires attunement)

This candle holder and its candle never run out of wax while it burns, even if you aren't attuned to it. Although wax runs down the sides of the candle, it never drips off it onto the holder, nor does it ever seem to be diminished or consumed. The candle can't be removed from the holder. While the candle burns, ghostly hands reach out from the holder as if to warm their hands by the tiny fire.

If you're holding the lit candle and its holder while attuned to it, will-o'-wisps are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you can use an action to cast the *blink* spell from it. For the duration of the spell, whenever you vanish from your current plane of existence, a will-o'-wisp appears in your space there instead. The will-o'-wisp's turn is immediately after your own, and it obeys your mental commands (no action required by you). The will-o'-wisp vanishes when you return from the Ethereal Plane or when it's reduced to 0 hit points, at which point you return early to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from.

Once the candle and holder have been used to cast this spell, it can't do so again until the next dusk.

Night Owl's Half-Moon Spectacles

Wondrous item, uncommon (requires attunement)

While attuned to these darkened, horned spectacles, you gain the following benefits:

- You can use an action while wearing the glasses to cast the *comprehend languages* spell from them. The spell ends early if you remove them.
- At the start of a long rest, you can place the glasses next to a book or stack of parchment, such as on a desk, to create a spectral copy of yourself. The copy appears after 10 minutes, sheds dim light in a 5-foot radius, and remains for the duration of the rest or until the glasses are moved or you move more than 30 feet away from them. It can perform light activity within the glasses' space, such as reading, writing, or copying spells into your spellbook, provided it has all the materials necessary to do so. You decide what the copy does at the start of the long rest. The copy can't speak, hear, or see anything outside of its space. When you finish the long rest, you learn any information the copy read or wrote about over the course of the rest.

Owlbear Leather Armor

Armor (leather), uncommon (requires attunement)

This set of leather armor was made from the remains of a hardy and ferocious owlbear. While wearing this armor, if you fail a Constitution saving throw against an effect from a hostile source, you can choose to succeed instead. Once this property of the armor has been used, it can't be used again until the next dawn.



Pack of Revisibility Bombs

Wondrous item, rare

A *pack of revisibility* bombs typically includes 1d3 + 3 fist-sized bombs when found. You can use an action to throw a bomb at a point that you can see within 60 feet of you. The bomb explodes at the point where it impacts, destroying the bomb and releasing a dispelling vapor in a cloud around it. When the bomb explodes, each creature within 30 feet of it must make a DC 20 Dexterity saving throw. On a failed save, the creature becomes visible if it isn't already, and can't become invisible for 1 minute. Objects within the area that aren't being worn or carried automatically become visible if they're invisible and can't become invisible for 1 minute.

Royal Incinerator

Staff, legendary (requires attunement by a druid, sorcerer, warlock, or wizard)

This crimson and gold staff exudes authority and is always warm to the touch. While held, a mote of harmless fire sparks into life and floats above its crown-like head.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. On a hit, the target takes an extra 1d8 fire damage. You have resistance to fire damage while you hold this staff.

The staff has 15 charges for the following properties. The staff regains 2d6 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff erupts into a pillar of flame and is destroyed. The flames erupt in a 20-foot-radius cylinder that's 80 feet tall. Each creature in the area must make a DC 17 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.

Protective Flame. When a creature that you can see hits you with an attack while you're holding the staff, you can use your reaction to expend any number of charges from the staff to reduce the attack's damage against you by an amount equal to 5 times the number of charges you expend. If the attacker is within 5 feet of you, it also takes fire damage equal to the amount of damage that was reduced in this way.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *fire shield* (4 charges, warm shield only), *fireball* (3 or more charges), or *scorching ray* (2 or more charges). When you cast *fireball* or *scorching ray* from the staff in this way, you can increase the spell slot level by one for each additional charge you expend.

Scorpio Armor

Armor (half plate or plate), uncommon (requires attunement)

This armor is made from the treated carapace of a giant scorpion. You can benefit from the armor, as described below, even if you aren't attuned to it.

While wearing this armor, it doesn't impose disadvantage on your Dexterity (Stealth) checks while you're in dim light or darkness. However, your speed is reduced by 5 feet while you're in sunlight, as the armored husk recoils and constricts from it.

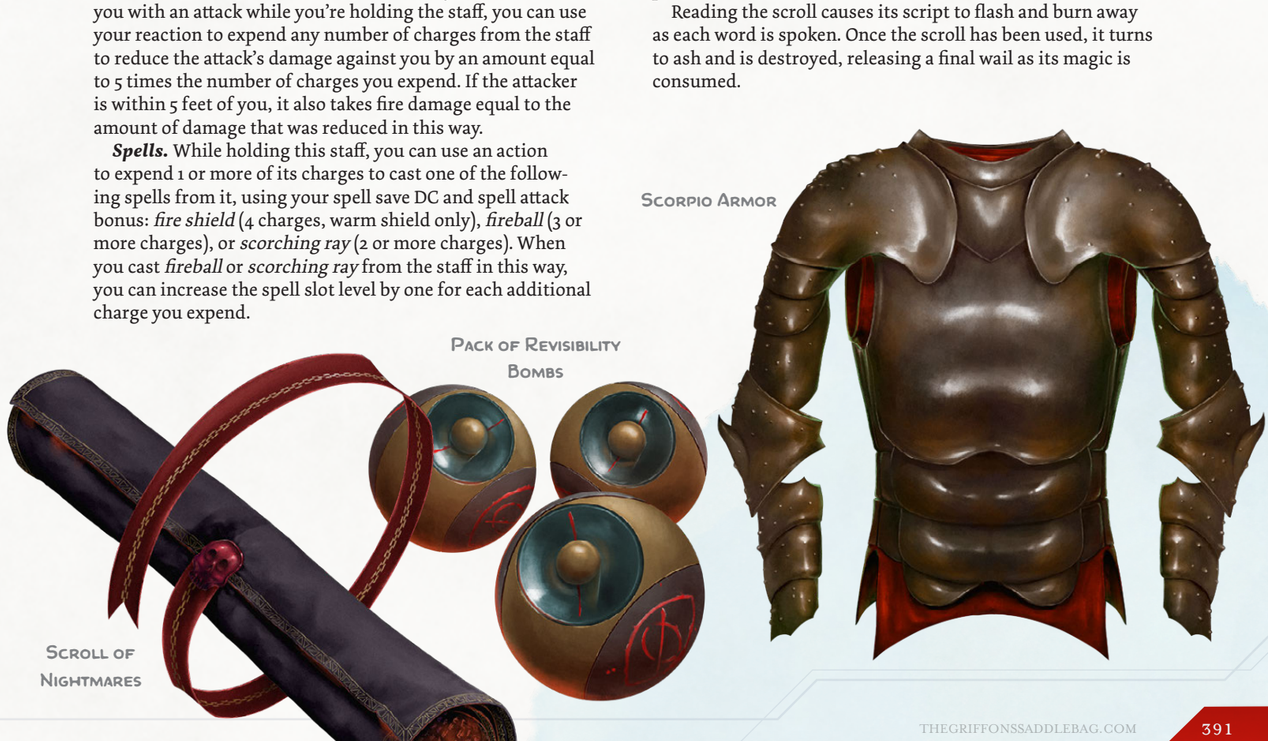
While attuned to this armor and wearing it, you have advantage on saving throws against poison. In addition, you can use a bonus action to close your eyes and speak the armor's command word. When you do, you create an instantaneous pulse of awareness around you, immediately alerting you to the presence and location of any creature within 30 feet of you that's on the ground as if you had tremorsense out to a range of 30 feet. Once the armor's command word has been used, it can't be used again until the next dusk.

Scroll of Nightmares

Scroll, rare

Using an action to read this dark scroll causes horrifying memories, fears, and regrets to violently invade the minds of up to 10 creatures of your choice that you can see within 60 feet of you. Each creature must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 5d10 psychic damage and becomes frightened of you for 1 minute or until it takes damage. On a successful save, a creature takes half as much psychic damage and isn't frightened. At the GM's discretion, non-sentient creatures, such as some constructs, oozes, plants, and undead, are immune to this effect.

Reading the scroll causes its script to flash and burn away as each word is spoken. Once the scroll has been used, it turns to ash and is destroyed, releasing a final wail as its magic is consumed.



Sleepytime Sheep Stuffy

Wondrous item, common

This small, soft stuffed sheep toy is 6 inches from head to tail and smells like lavender. A willing creature holding the stuffy can use an action to speak its command word to immediately fall asleep. This property can't be used again for 8 hours.

Sovereignseed Satchel

Wondrous item, rare

This unassuming leather satchel is embroidered with a floral pattern and is connected to a strange garden on a special demiplane. The garden produces 4 magical seeds daily at dawn, which automatically appear at the bottom of the bag each day. When you open the bag to retrieve the seeds for the first time each day, roll 4d6 and consult the table below to determine the nature of each seed. Any unused seeds turn to dust and are destroyed daily at dawn when the bag produces a new batch of seeds.

d6	Seed
1	**Binding Bur.** You can throw this jagged bur as if it were a dart or use it as a sling bullet. A Large or smaller creature hit by the bur must succeed on a DC 15 Strength saving throw or be restrained by it for 1 minute, as the bur rapidly grows to form a series of entangling plants around it. A creature restrained in this way can use its action to make a DC 15 Strength check, freeing itself on a success. The bur withers and is destroyed once a creature succeeds on the saving throw or is no longer restrained by it.
2	**Bouncing Bloom.** You can use an action to plant this seed in the ground in an unoccupied space within your reach. When you do, a 5-foot-radius flower immediately grows in the space. A creature that jumps from the flower is propelled three times the normal distance, up to the creature's remaining movement, without the need for a running start. The flower withers away and is destroyed after 10 minutes or after it's been used to propel a creature in this way ten times.
3	**Cloaking Cotton.** You can use an action to hurl this boll into the air at a point within 5 feet of you. When you do, the boll erupts into an opaque cloud in a 20-foot-radius sphere, centered on that point. The sphere spreads around corners, and its area is heavily obscured. The sphere does not move with you. The cloud remains for 1 minute, until it's dispersed by a wind of moderate or greater speed (at least 10 miles per hour), or until 5 or more fire damage is dealt to a target within the area.
4	**Fiddle-Ferry Fig.** You can use an action to plant this seed in the ground or place it in a body of water in an unoccupied space within your reach. When you do, the seed immediately grows into a single, large leaf. A creature can break the leaf off its stem using an action. The leaf is 10 feet long and 5 feet across and can support up to 300 pounds. Creatures standing or sitting in the leaf while it's falling descend at a rate of 60 feet per round, or are supported by the leaf when floating in the water. If the leaf is carrying more than 300 pounds, it immediately falls or sinks as normal. After 1 hour, the leaf and stem wither away and are destroyed.
5	**Rose of Radiance.** While held, this seed emits a warm glow, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Alternatively, you can use an action to plant the seed in the ground at a point within your reach. When you do, a single, golden rose grows at the start of your next turn that sheds light twice as far as the seed. The effect lasts for 8 hours or until the flower is moved or destroyed.
6	**Spanning Sprout.** You can use an action to plant this seed in the ground in an unoccupied space within your reach. When you do, a bridge made of twisting vines grows horizontally in a line that's 5 feet wide and up to 30 feet long in a direction of your choice. The vines are sturdy and can support up to 500 pounds at a time, provided that both ends of the bridge connect to a solid surface, such as a point on the ground or a wall. The bridge withers away and is destroyed after 1 hour, or if it takes 15 slashing or fire damage (AC 10).

Sovereignseed Satchel



Sleepytime Sheep Stuffy

