



*The*  
**INVENTORY**

<i>Name</i>	<i>Date</i>
Aberrant Nail	Mar-22
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 Firethrower	May-22
Alchemist's Potion Belt	Jul-20
Alcoholock	Aug-22
Ambitious Medic's Box	Nov-20
Amulet of Buoyancy	Sep-21
Amulet of Equilibrium	May-19
Amulet of Immutability	Dec-20
Amulet of the Coldfire Pheonix	Jan-22
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 Wand	Mar-22
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
Arkanotana	Oct-22
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

<i>Name</i>	<i>Date</i>
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
Bardic Boombox	May-22
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
Battery Shield	Sep-22
Battle Tax	May-19
Battleborn Gloves	Jul-22
Battlebrew Maul	May-19
Battlechef Buckler	Feb-19
Battlechef Field Dagger	May-20
Battlechef Pulverizers	Mar-22
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 Four Elements	Aug-22
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
Black Pudding Power Bomb	Jun-22
Blackthorn Spear of the Moonless Hunter	Mar-20
Blazeball Bat	Mar-22
Blizzard Sphere	Oct-19

<i>Name</i>	<i>Date</i>
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 Soulfame Latern	Mar-21
Bloodscreyer Oculus	Jul-19
Bloodshard Trident	Sep-20
Bloodthirster Scimitar	May-20
Bloodthirsty Bistoury	Mar-20
Bloody Marilith	Jan-20
Bloody Marilith	Jan-20
Blue Dragon Horn Shield	Jul-22
Blue Vanguard's Glory	Nov-21
Bolide Blade	Sep-22
Bolt	Mar-19
Bonfire Candle	Jan-22
Bonfire Charm	Sep-20
Book of Clothier'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
Bracelet of the Shattered Aegis	Dec-21
Bracers of the Iron Octopus	Jan-20
Braided Quarterstaff	Dec-18
Bramble Buckler	Apr-20
Bramble Token Cuff	Dec-21
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

<i>Name</i>	<i>Date</i>
Bulette Torpedo	Apr-20
Bullfrog Totem	Jul-21
Burrage's Collegiate Case	Jun-21
Cactus Mace	Jul-19
Caduceus Flail	Aug-20
Calligrapher's Shade	Apr-22
Camilla's Quicksilver Mirror	Jun-21
Camper's Crutch	Nov-19
Camper's Respite	Jun-20
Candelabra Scepter	Jul-22
Candle of Anti-light	Jan-19
Candlecoven Censer	Oct-22
Candlecoven Hat	Oct-22
Candleflame Bow	Jun-21
Candleflame Claymore	Aug-22
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
Cathedral Armor	Oct-22
Catnip Amulet	Oct-19
Celestial Circlet	Oct-19
Celestial Sunrise	Dec-19
Celestial Sunrise	Dec-19
Censer Chime	Jun-22
Censer Chime	Jun-22
Censer Chime	Jun-22
Censer Chime	Jun-22
Ceratopper	Oct-19
Chain Devil Gloves	Dec-19
Champion's Greatbow	Jan-20
Charged Rapier	Mar-20
Charging Bugle	Mar-22
Charlatan's Wardrobe	Sep-19
Cherry Blossom Wand	Feb-22
Chi-Balancing Tea	Jul-20
Chicken Tonic	Oct-22
Chillspike	Nov-19
Chimeric Collar	Aug-21
Chromacloth	Nov-18
Chromatic Obsidian Breastplate	Oct-22
Chromatic Obsidian Greataxe	Mar-20
Chronal Sphere	Dec-20
Chronomancer's Eyepiece	Nov-19

<i>Name</i>	<i>Date</i>
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 Daggers	Mar-22
Cloak of the Boundless Spirit	Jan-19
Cloak of the Djinni	Nov-21
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
Clockwork Syrisquito	Feb-22
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
Coldfire Phoenix Draft	Nov-21
Coldsnap	Nov-18
Comet Ballista	Aug-21
Companion's Band	May-19
Consecrated Hunter's Crossbow	May-22
Conspirator's Coat	Sep-20
Contact Lenses	Feb-22
Container of Heat and Frost	Jan-19
Contingency Band	Feb-21
Copyquill	Aug-22
Coralshield Golem	Dec-18
Corsage of the Hidden Thorn	Oct-22
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
Courtesan's Fanblade	Nov-19
Covolt Circlet	Aug-22
Covolt Dagger	Jul-21
Covolt Scythe	Jul-21

<i>Name</i>	<i>Date</i>
Crash and Burn	Apr-22
Crashing Tide Hammer	Apr-22
Cratering Quarterstaff	Apr-19
Criir's Blade	May-22
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
Dart of the Macaw	Mar-22
Davy Jones' Key	Jun-20
Dawn and Dusk	Jan-21
Daybreaker Katana	Apr-22
Dead Ringer	Dec-18
Dealmaker's Ring	Jul-22
Death Knell	Sep-19
Death's Shadow	Feb-20
Deathloop Watch	May-21
Deathly Diadem	Feb-20
Deer Hunter's Armor	Sep-22
Departed Helm	Oct-22
Detective's Notebook	Jan-21
Devil-Beating Brush	Aug-22
Devil's Detail Eyepatch	Sep-19
Devil's Golden Fiddle	Aug-22
Dimensional Quiver	Feb-22
Diorama Die	Nov-21
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
Domclavis	Feb-22
Dominic's Field Guide to Language	Oct-20
Doodle Ring	Oct-19
Doom Bloom	Feb-21
Doomsday Cookie	Jun-19

<i>Name</i>	<i>Date</i>
Doorway Scepter	Jun-22
Doubloon Diver's Goggles	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 Gumbo	Apr-22
Dragon Turtle Shield	Jul-19
Dragon-Kindled Edge	Feb-19
Dragon's Call	May-19
Dragonband	Jul-20
Dragonbreath Ammunition	Feb-20
Dragonkin Weapon +1	Jun-19
Dragonkin Weapon +2	Jun-19
Dragonkin Weapon +3	Jun-19
Dragonscale Whetstone	Jul-22
Dragonscale Whetstone	Jul-22
Dragonscale Whetstone	Jul-22
Dragonscale Whetstone	Jul-22
Dramus' Dancing Shoes	May-20
Dramus' Wand of Noises	Nov-21
Dream Catcher	Mar-22
Dream Mantle	Dec-18
Dream Saber	Oct-21
Dress of Defense	Nov-20
Dress of Many Pockets	May-20
Drill Lance	Aug-22
Drowner's Pearl	Oct-20
Druidic Throwing Club	Jan-19
Dryad's Key	Mar-22
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
Echo of the Oni	Apr-22
Eclipse Spear	Dec-19
Edible Book of Recipes	Mar-19

<i>Name</i>	<i>Date</i>
Efreeti Bangles	Jul-22
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
Enervating Crystal Sword	Jun-22
Enzymatic Gastrostaff	Dec-19
Essence of Rage	Sep-19
Eternal Slayer	Mar-20
Ether Spear	Jan-19
Etherean Torch	Mar-22
Everglacier Prosthesis	Apr-21
Everice Box	Nov-19
Everlasting Sugarbomb	Feb-19
Evoker's Exchange	Nov-19
Executioner's Mercy	Dec-21
Explosive Flail	Feb-22
Eye of Dendallen	Feb-19
Eye of the Beheld	Feb-21
Eye of the Bookworm	Nov-18
Eyedrops of Clarity	Mar-21
Fable's End	Dec-18
Faeflame Torch	Aug-20
Failed Purity Spear	May-20
Faithful Hound's Toy	Dec-21
Familiar Lens	Apr-22
Fanfare Ammunition	Oct-19
Fell-Rider Chariot	Jul-20
Felling Greataxe	Jan-21
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
Field Healer's Pauldron	Sep-22
Fife of Dragonsong	Oct-19
Fire Dervish Cloak	Feb-19
Fire Fire!	Sep-19

<i>Name</i>	<i>Date</i>
Fire Wand of the Unbroken Circle	Aug-19
Firecracker Crystals	Apr-19
Fireweaver Gloves	Jul-19
First Mate's Scabbard	May-22
Fists of the Guiding Star	Dec-19
Flame Slippers	May-22
Flamebreather Staff	Aug-20
Flesh of Dendallen	Mar-19
Flood Pauldron	Jun-20
Focus Breaker	Apr-20
Focus Circlet	Oct-20
Foldable Pet	Apr-22
Fool's Lamp	Sep-21
Force Gauntlet	Sep-19
Force Safe	Oct-22
Forecaster's Cloak	Oct-20
Forgekeeper's Spark	Jan-21
Forgemaster's Might	Jan-19
Forgework Dragon Sheild	Sep-21
Form of Order	Dec-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
Freerunner's Armor	Apr-20
Frefil's Jolly Oozebean Sugarbombs	Jan-19
Frefil's Scrummy Triflection	Nov-21
Frefil's Tiny Tasty Tongue Twisty Sugarbombs	Apr-19
Frost Giant Fork	Jan-19
Frostbitten Buckler	Nov-18
Frostburn Blade	Dec-21
Frostburn Spear	Oct-20
Frostfell Cloak	Apr-22
Frosty Top Hat	Jan-22
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
Game Changer's Eye	May-22
Gateway Ring	Mar-21

<i>Name</i>	<i>Date</i>
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
Giant Captain's Hook	Jun-22
Giantcraft Ambusher	Jul-20
Gibberbox	Jun-19
Gibbering Bell	Jun-22
Gilded Ticket	Oct-22
Give and Take	Oct-19
Gladius of the Everfighter	Dec-20
Glaive of the Forest Guardian	Nov-21
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 Barrier	May-22
Godsteel Wargauntlets	Feb-22
Godsteel Warplate	Apr-21
Godsteel Worldcarver	May-21
Golem Sapper	Aug-21
Gorget of the Holy Soldier	Jul-20
Gorgon War Pick	Feb-22
Gossiper's Ear Cuff	Apr-22
Grasping Seedling Necklace	Apr-22
Grasping Staff	Jan-20
Grass Carpet	May-19
Grass Whistle Blade	Aug-19
Gravity Goblet	Jun-19
Great Owl's Bow	Sep-22
Great Owl's Crown	Sep-22
Great Owl's Shroud	Oct-20
Greaves of Dendallen	May-19
Green Knight's Vow	Jul-20
Greenthumb Whittler	Oct-22
Griffon Coinpouch	Apr-20
Griffon Component Pack	Aug-20
Griffon Key Loop	Oct-20
Grimoire of the Green Acts	Jan-22

<i>Name</i>	<i>Date</i>
Grip of Dendallen	Jun-19
Guardian's Reliquary	Sep-21
Gusting Blowgun	Jun-20
H'rethi Cloak of Shielding	Nov-21
H'rethi Soul Scepter	May-20
Hadiya's Handy Quill	Feb-21
Halberd of the Peacock	Dec-18
Half Plate of the Blind Martyr	Mar-20
Hammer of Willpower	Sep-22
Hand of the Master	Feb-19
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
Heaven's Edge	Apr-21
Heaven's Gavel	Nov-19
Heavenly Chalice	Dec-20
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 Deep Sea Knight	Feb-22
Helm of the Justicars	Jul-21
Helm of the Lichfiend	Jan-22
Helm of the Platinum Dragon	Apr-20
Helm of the Ruby Dragon	Jun-20
Helmsman's Shelter	May-19
Hexaxe	Mar-19
Hide of the Wild Guardian	Oct-22

<i>Name</i>	<i>Date</i>
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
Hurricane Lance	Nov-18
Hushed Ring	Feb-20
Hydra Charm	May-20
Hydra Flail	Mar-20
Ice Sickle	Nov-19
Illusionist's Bookmark	Dec-21
Immovable Button	Dec-18
Impact Plate	Dec-20
Incredible Mending Tap	Jan-22
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
Instigator's Rod	Apr-22
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

<i>Name</i>	<i>Date</i>
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
Lance of the Statuemaker	Jan-22
Lantern of the Frost Watch	Sep-22
Lash of the Spelldrinker	Apr-21
Leatherbeard	Dec-20
Ledger Scroll	Aug-22
Leeching Lash	Jun-22
Leeching Quarterstaff	Apr-19
Legion of Brass Katars	Sep-22
Liar's Lyre	May-19
Life Tether Ankh	Nov-19
Life Turner	Nov-20
Life's Flower Restorative	Dec-20
Lifeburst	Sep-22
Light Sling	Dec-20
Lightning Khopesh	Jan-21
Lightning Pylons	Jul-19
Lightning-Catching Bottle	May-22
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
Lucky Bell	Jan-22
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 Mask	Jul-22
Magebane Poison	Aug-20
Magentan Sun-Saw	Jun-21
Magentan Sun-Saw	Jun-21
Mageplate Cap	May-19
Mageplate Ring	Jul-21
Magic Pocket	Jul-22
Magma War Pick	Nov-18
Magnificent Pocket Vanity	Aug-21
Mammoth Boots	Mar-19

<i>Name</i>	<i>Date</i>
Mandible Bident	Oct-21
Mantle of Security	Apr-20
Mantle of the Pack Lord	Dec-18
Mark of the Everglacier Monarch	Jan-22
Marlin Lunger	Feb-20
Mask of Dendallen	Jun-19
Mask of the Mimic	Mar-22
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
Maul of the Guiding Star	Apr-22
Medusan Lavalier	Apr-21
Medusan Signet	Jun-21
Medzo's Blade	Jun-22
Medzo's Crossbow	Mar-21
Memento of the Shapeless	Dec-18
Mercenary's Pauldron	Oct-22
Merry Berry	Nov-18
Meta Mantle	Aug-20
Meta Medallion	Jan-20
Meteoric Javelin	Feb-22
Mimicloak	Jun-20
Mindmaster's Monocle	Dec-19
Mirrorlight Edge	May-19
Mirrorlight Harbinger	Nov-21
Mirrorlight Piercer	Jul-19
Mirrorlight Stinger	Nov-21
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
Moonlighter's Masquerade	May-22
Moonstone Bracers	Oct-20
Moonswaddled Armor	Dec-18
Morath, Scepter of the Soul Vortex	May-21
Mosshide Troll Belt	Aug-20

<i>Name</i>	<i>Date</i>
Mourningsteel Barricade	May-22
Mourningsteel Demi-Gauntlets	Sep-21
Mourningsteel Eclipse	Mar-22
Mourningsteel Ghost Candle	Oct-21
Mourningsteel Half Plate	Aug-21
Mourningsteel Obol	Sep-22
Mourningsteel Saber	Nov-21
Mourningsteel Stiletto	Jun-22
Mourningsteel War Banner	Sep-21
Mummy Lord Staff	Jun-22
Murderous Arrow	Aug-22
Murk Blowgun	Jan-21
Myceliaweave Armor	Oct-20
Myceliaweave Circlet	Sep-22
Naga's Caduceus of Rebirth	Mar-22
Necrolace	Jan-19
Neutralizing Spray	Feb-22
Nexus Mirror	Jun-22
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
Nimblewrap Roll	Sep-22
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 Candle	Jun-22
Ogramau's Glass Eye	Mar-22
Ogramau's Graveyard	Mar-21
Ol' Stumpy	Sep-21
Omenbringer's Mantle	Sep-19
Orange Cicatrizer's Debt	Jul-22
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

<i>Name</i>	<i>Date</i>
Ouroboros Rapier	Mar-19
Ouroboros Ring	Jul-22
Overseer's Spade	Apr-20
Overshield	Mar-19
Owlbear Leather Armor	Oct-21
Pack of Levibubble Sugarbombs	Jan-19
Pack of Revisibility Bombs	Oct-21
Pair of Tiny Violin Rings	Dec-18
Patch of the Mallard	Aug-22
Pearl of Wisdom Quiver	Feb-19
Pearler's Blade	May-22
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
Phantom Fire Staff	Dec-21
Phanton Walkers	Sep-20
Phase Axe	Jan-19
Phasing Bow	Jun-20
Phoenix Arrow	Dec-18
Phoenix Breastplate	Sep-21
Phoenix Fan	Nov-21
Phoenix Rocket Sword	Jun-20
Phosphor Arrow	Mar-19
Pick and Pocket	Sep-21
Pike of the Forgotten Legion	Jun-19
Pipe of Delicious Smells	Sep-22
Pisces Shield	Mar-21
Plaguebane Mask	Mar-19
Planar Rapier	Jan-19
Pocket Poppet	Dec-21
Pointed Arrow	Oct-22
Poison Armor of Amphibios	Mar-21
Polaris Magistrate Codex	Nov-21
Polaris Magistrate Codex	Nov-21
Polaris Magistrate Gavel	Nov-21
Polaris Magistrate Robe	Nov-21
Pollinator Carapace	Jun-21

Name	Date
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 Nature's Growth	Jul-22
Potion of Spell Recovery	Sep-19
Power Collar	May-21
Powergem Pommel	Nov-21
Powergem Pommel	Nov-21
Powergem Pommel	Nov-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
Quicksilver Sword	Jun-22
Quiver of Elemental Chaos	May-20
Radiant Defender	Mar-19
Radiant Quiver	Feb-22
Radiant Quiver	Feb-22
Radiant Quiver	Feb-22
Radiant Teapot	Mar-22
Radiant War Pick	Nov-20
Rat King Crown	Mar-22
Rat King Rapier	Mar-22
Rat King Sphere	Mar-22
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 Carrying Pack	Apr-22

Name	Date
Redsmith Crucible Set	Jul-21
Redsmith Hammer	Mar-20
Rejuvenating Draft	Feb-20
Rejuvenating Draft	Feb-20
Rejuvenating Draft	Feb-20
Rejuvenating 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
Remorhaz Javelin	Jul-22
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 Eight Eyes	Dec-21
Ring of Eldritch Ire	Oct-19
Ring of Gestures	Dec-18
Ring of Healer's Heroism	Apr-20
Ring of Honor	Mar-22
Ring of Jailbreaking	Feb-22
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 Spell Sharing	Feb-22
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 Printless	Nov-21
Ring of the Sandskimmer	Jun-19
Ring of the Soul Harvest	Jan-22
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

Name	Date
Rings of Fire, Ice, Stone, and Wind (Wind)	Mar-19
Riptide Crossbow	Jan-21
Riptide Katana	Aug-22
Roaring Whip	Apr-21
Robe of the Altruist	Dec-21
Robe of the Sunless	Sep-22
Rocborne Hand Ballista	Oct-19
Rocborne Robe	Oct-19
Rocborne Rod	Oct-19
Rod of Endless Light	Aug-21
Rod of Instant Pillars	Dec-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 Scarecrow	Nov-21
Rod of the Thought Projection	Apr-21
Rod of Water Absorption	Jun-20
Rooting Arrows	Dec-21
Rope Caster	Dec-19
Rose Quartz Koi	Sep-20
Royal Blade of Amphibios	Sep-21
Royal Engineer's Greatcoat	Sep-22
Royal Incinerator	Oct-21
Rune-Marked Bracers	Apr-22
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
Scarab Mask	Sep-22
Scarecrow Armor	Jun-22
Scarlet Scourge	Nov-19
Scepter of Faith	Jul-20
Schematic Scroll	Sep-22
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

Name	Date
Screaming Longbow	Nov-18
Scroll of Comedic Endings	Jun-22
Scroll of Film	Dec-21
Scroll of Instant Cookies	Feb-22
Scroll of Mapping	Feb-21
Scroll of Mapping	Feb-21
Scroll of Miraculous Mail	Apr-22
Scroll of Momentary Omniscience	Nov-21
Scroll of Moving Performances	May-22
Scroll of Nightmares	Oct-21
Scroll of the Jester	Dec-20
Scroll of the New Dawn	Jun-22
Scroll of the Skyfallen	Jul-22
Scroll of the Eclipse	Dec-21
Scythe of the Grim Shepherd	Jul-22
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
Sentry Candle	May-22
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
Shamisen of the Changing Winds	Jul-22
Shapeshifter's Circlet	Jun-19
Shared Burden	Mar-19
Sharkrazor Mantle	Jun-19
Sheer Cold	Jun-19
Shield of the Everfighter	Mar-22
Shield of the Great Badger	Apr-22

<i>Name</i>	<i>Date</i>
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
Shrieking Chalk	Aug-22
Sickle of Cunning	Jan-22
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
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
Skirmisher's Bow	Jun-22
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
Snake Oil	Aug-22
Snake Oil	Aug-22
Snow Rider's Sleigh	Apr-20
Snowball Mittens	Jan-22
Snowstorm Blowgun	Jan-22
Snuff	Aug-19
Snugglebeast (Dragon)	May-19
Snugglebeast (Owlbear)	May-19
Snugglebeast (Tarrasque)	May-19

<i>Name</i>	<i>Date</i>
Snugglebeast (Unicorn)	May-19
Socks of Well-Rested	Jan-19
Solacesteel Mitigator	Dec-21
Solar Staff	Feb-22
Sorcery Marble	Nov-21
Soul Pendant	Dec-20
Soul-Searing Scythe	Feb-20
Sovereignseed Duffel	Jan-22
Sovereignseed Satchel	Oct-21
Spellfire Bow	Feb-21
Spellsword	Oct-20
Spellwoven Robes	Mar-19
Spellwriter's Brace	Mar-20
Spiderbite Daggers	Aug-19
Spiker and Striker	Feb-22
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
Spoken Letter	Aug-22
Squasher	Nov-18
Sream's Stoppered Oasis	Mar-20
Staff of Cubic Cultivation	Jan-21
Staff of Favorable Winds	Dec-18
Staff of Pigeons	Mar-22
Staff of the Black Raven	Sep-22
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 Snail	Jan-22
Staff of the Snail	Jan-22
Staff of the Vineyard	Mar-21
Stalaga Spear	Jun-19
Stalagmight Geode	Jul-21
Stalwart Staff	Feb-20
Starbreaker	Feb-19
Starmetal Blaster	Apr-22
Starmetal Flail	Oct-22

<i>Name</i>	<i>Date</i>
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
Steel Hawk Handaxe	Dec-21
Steps of the Trickster	Jan-19
Stinkbug Shield	Oct-22
Stonemason's Companion	May-20
Storm Seer Lamp	Dec-19
Storm Sickle	Jun-19
Storm's Eye Shield	Oct-20
Stormbrewer Bracers	Mar-20
Stormstruck Staff	Oct-19
Stormthrower Harpoon	Nov-18
Storyteller's Stein	Jan-21
Stuffy Familiar	May-21
Stylist's Circllet	May-20
Sun and Moon Shield	Dec-21
Sundersludge Net	Oct-19
Sunfire	Oct-22
Swashbuckler's Slippery Saber	Jul-22
Switch	Feb-19
Sword of Resonance	Apr-19
Sword of Sacrifice	Oct-22
Sword of the Pack Leader	Mar-22
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
Tempest Staff	Jul-22
Tengu Fan	Jun-22
Tether Tearer	Oct-19
Tethervine Quiver	Aug-19
Thalamus Thread	Nov-19
The Griffon's Saddlebag	Nov-19

<i>Name</i>	<i>Date</i>
The Rose Basket	Oct-19
This Hidden Agenda	Apr-22
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
Tome of Planar Wonderings and Wanderings	Oct-22
Tome of the Dragon's Hoard	Nov-21
Torchbearer's Reach	Dec-18
Tormentor's Flail	May-22
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
Trenchroller Armor	Jul-22
Trident of the Dryad	Jun-19
Trident of the Hydra	Feb-19
Tub of Churning and Fermentation	Nov-18
Turtle Brooch	Nov-20
Turtle Pack	Oct-22
Tyrannasaurus Rax	Oct-20
Underworld Asphodel Regalia	Jun-20
Unstable Arkanite Cluster	Nov-21
Uorik the Conqueror's Juice Cup	May-19
Urblade	Jun-20
Vagrant's Wrist Stiletto	Mar-22
Vain Virtuoso Violin	Mar-20
Vampiric Helm	Oct-22
Vancian Helm	Jul-19
Venombane Armor	Aug-19
Verax Weapon	Mar-21



# WELCOME TO YEAR 4

New PDF, who dis?

This document is the continuation of its hilariously long predecessor. The change came about begrudgingly, admittedly, as the change to multiple compendiums will surely confuse or otherwise disrupt some of you. For that, I'm sorry! Patreon has an upload limit that, toward the end of year 3, I was really struggling to keep ahead of. That, coupled with almost 400 pages to export in triplicate each month, had just become too accident- and frustration-prone.

Of course, if you're reading this, you likely also have access to the all-powerful Ledger+ platform, and can also use that to supplement whatever research you're doing with this file.

The fact that this has been a rolling series of documents for so long is also an incredible thing to reflect on. We're approaching 1,000 items (and will reach it midway through this year), and even now I can look back and remember working on the first item, the *thunderous flail*, like it was yesterday. For that, and for this gift you've given me with your support, thank you. I'll say it forever, but you truly are my heroes: the people

who have given me an opportunity unlike any other, and I'll continue working hard to make the most of the it.

Personal favorites from this month include the *cloak of the djinni*, *coldfire phoenix draft*, *dorama die*, *Dramus' wand of noises*, and *phoenix fan*.

## NOVEMBER, 2021

*Blue Vanguard's Glory*

*Cloak of the Djinni*

*Coldfire Phoenix Draft*

*Diorama Die*

*Dramus' Wand of Noises*

*Frefil's Scrummy Triflection*

*Glaive of the Forest Guardian*

*H'rethi Cloak of Shielding*

*Mirrorlight Harbinger*

*Mirrorlight Stinger*

*Mourningsteel Saber*

*Phoenix Fan*

*Polaris Magistrate Codex*

*Polaris Magistrate Gavel*

*Polaris Magistrate Robe*

*Powergem Pommel*

*Ring of the Printless*

*Rod of the Scarecrow*

*Scroll of Momentary Omniscience*

*Sorcery Marble*

*Tome of the Dragon's Hoard*

*Unstable Arkanite Cluster*



BLUE VANGUARD'S  
GLORY



CLOAK OF THE  
DJINNI



### BLUE VANGUARD'S GLORY

*Armor (medium or heavy, but not hide), very rare (requires attunement by a creature with a Constitution of 17 or higher)*

This brilliant deep blue armor is the bulwark for the king's royal front rank. While you have more than half your Hit Dice remaining, you can spend 1 of them as a bonus action to gain a +2 bonus to AC until the start of your next turn.

This armor has 7 charges for the following properties. It regains 1d4 + 3 expended charges daily at dawn.

**"At You!"** If you move at least 10 feet straight toward a target while wearing this armor, you can use a bonus action to expend up to 5 of its charges to move up to 10 more feet toward the target. If you hit the target with a melee weapon attack on the same turn, it must also succeed on a DC 15 Strength saving throw or be knocked prone. For each charge you spend in this way beyond the first, you can move an additional 5 feet toward the target, and on a hit, the save DC is increased by 1.

**"Back, Cur!"** When you hit a Large or smaller target with a melee weapon attack while wearing this armor, you can choose to expend up to 5 of its charges to push the creature 10 feet away from you. For each charge you spend in this way beyond the first, the target is pushed an additional 5 feet away from you. If the pushed target is stopped by a solid surface, the target takes an extra 1d6 bludgeoning damage for every 5 feet of movement it had left to move before it was stopped. If the target is pushed into another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage.

**"Nowhere to Run!"** As an action while wearing this armor, you can expend up to 5 of its charges to compel a creature into a duel. One creature within 30 feet of you that can hear and see you must succeed on a DC 15 Wisdom saving throw or be magically compelled by your command. The effect lasts for 1 minute or until you attack any other creature. For the duration, the compelled creature has disadvantage

on attack rolls against creatures other than you, and if it attempts to move away from you, it must spend 2 feet of movement for every 1 foot it moves. The creature can use an action to try to rid itself of your magical influence. When it does, it makes another Wisdom saving throw. On a success, the effect ends on the target. For each charge you spend in this way beyond the first, the save DC is increased by 1.

**Flaw.** The *Blue Vanguard's glory* compels its wearer to be aggressive and overprotective. While attuned to the armor, you gain the following flaw: "I will not tolerate violence towards my friends. I will separate the problem from them with myself." 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 principal charge and you are quick to separate them from acts of aggression, taking on the ire in their stead. 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 principal charge, 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.

### CLOAK OF THE DJINNI

*Wondrous item, rare (requires attunement)*

This floating, cloud-soft cloak flutters softly on its own even without wind. It has 3 charges and regains 1 charge whenever you finish your turn without using any movement or expending any of the cloak's charges. While wearing the cloak, you can use an action to expend 1 or more of its charges to spin around and emit a powerful twister. Each creature within a

5-foot radius of you must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from you and take 1d8 bludgeoning damage.

For each additional charge you expend after the first, you can choose to increase either the radius of the twister by 5 feet or the bludgeoning damage it deals by 1d8.

### COLDFIRE PHOENIX DRAFT

Potion, legendary

This frigid potion is made from Everglacier ice that's been boiled by the flames of a phoenix. A single, downy phoenix feather rests inside the bottle, which has turned blue from the potion's magic.

When you drink this potion using an action, you gain resistance to cold damage until you die. When you die, you are immediately returned to life with 1 hit point and 100 temporary hit points. While you have these temporary hit points, you are immune to cold damage, your speed is halved, and you have disadvantage on ability checks.

### DIORAMA DIE

Wondrous item, common

This six-sided die is an inch across and unfolds to reveal miniature scenes inside it. You can speak its command word using an action and choose to either roll the die or place it with a number of your choice facing up. If you roll the die, record whether you cast, drop, shake, or spin it when doing so. If the die is rolled in multiple ways, record each one.

When the die lands on a number, it opens up to expose a miniature, illusory diorama inside of it. The die either unfolds partially or completely when doing so (your choice). Use the table below to determine the nature of the die's scene, combining any relevant effects to determine the result. You can collect the *diorama die* (no action required), causing it to close when you do. A new scene is created each time you speak the die's command word and either roll or place the die.

d6	Scene	Cast	Dropped	Shaken	Spun	Placed
1	Marsh	Loud wildlife	Heavy rainfall	A hunting party	A whirlpool	Quiet and still
2	Library	Silence	Disturbed dust	Strewn books	Toppled bookshelves	Candlelit reading nook
3	Cave	Tumbling boulders	Dripping water	Caved in	Shimmering, glowing crystals	Empty with quiet echoes
4	Tavern	A singing bard	Filthy, wet floors	Patrons dancing and laughing	A drunken brawl	A person drinking alone
5	Forest	Singing birds	Large wildlife	Falling leaves and rustling wind	Floating will-o'-wisps	A windstill meadow
6	Castle	Throne room	Under siege	In ruins or disrepair	A gold-strewn royal treasury	A small castle on a hill

### DRAMUS' WAND OF NOISES

Wand, uncommon

This wand has a flared tip that leads down into the center of it. The wand has 3 charges and regains all expended charges daily at dawn. While holding the wand, you can use an action to expend 1 of its charges to use one of the following properties:

**Absorb Sound.** You point the wand at a non-living object that you can see within 30 feet of you, which can be no larger than 3 feet in any dimension. Until the end of your next turn, that object makes no noise (such as a squeaky door hinge or tumbling boulder), and any noise that it would have made for the duration is stored in the wand. A sound stored in this way can be released by the wand by using an action, without expending an additional charge from it. When you release a sound, you must also point the wand at a point that you can see within 30 feet of you. The stored sound then emanates once from that point for up to 6 seconds, after which the sound is lost from the wand. Unused stored sounds are lost daily at dawn.

**Thunderwave.** You cast the *thunderwave* spell from the wand (save DC 13).

DIORAMA DIE



COLDFIRE PHOENIX DRAFT

### FREFIL'S SCRUMMY TRIFECTION

Wondrous item, common

This chocolate cake is richly flavored with *merry berries* and *goodberries*. It weighs 6 pounds and is large enough for 12 servings. Each serving of the cake provides as much nourishment as 1 day of rations. You can eat additional servings of cake even while you're already nourished by it to increase the number of days you can go without eating again, extending the duration by 1 day per additional serving. However, at the GM's discretion, you must also make a DC 10 Constitution saving throw each time you eat another serving. On a failed save, you spend your next action retching and reeling, and you lose the cake's benefits. The saving throw DC increases by 2 for each additional serving you eat, after the first, while still under the effect of one or more other servings.

The cake remains fresh and delicious for three years, even when subjected to harsh temperatures or poor storage conditions, such as the inside of an adventurer's bag.

### GLAIVE OF THE FOREST GUARDIAN

Weapon (glaiive), rare (requires attunement)

The blade of this weapon is made of clear green crystal, and has decorative vines and flora wrapping around its metallic haft. While the weapon is on your person, you have advantage on saving throws against being charmed, and magic can't put you to sleep. If you're a fey or have the Fey Ancestry trait, you can use an action to cast the *plant growth* spell from the weapon while you're holding it. Once the glaiive has been used to cast this spell, it can't do so again until the next dawn.

In addition, while in a forest, you gain the following benefits while the glaiive is on your person:

- Moving through nonmagical difficult terrain costs you no extra movement.
- You can't become lost except by magical means.
- Whenever you make an Intelligence or Wisdom check related to the forest you're in, your proficiency bonus is doubled if it applies to the check.
- If you're a ranger, your climbing, swimming, and walking speeds also increase by 5 feet.

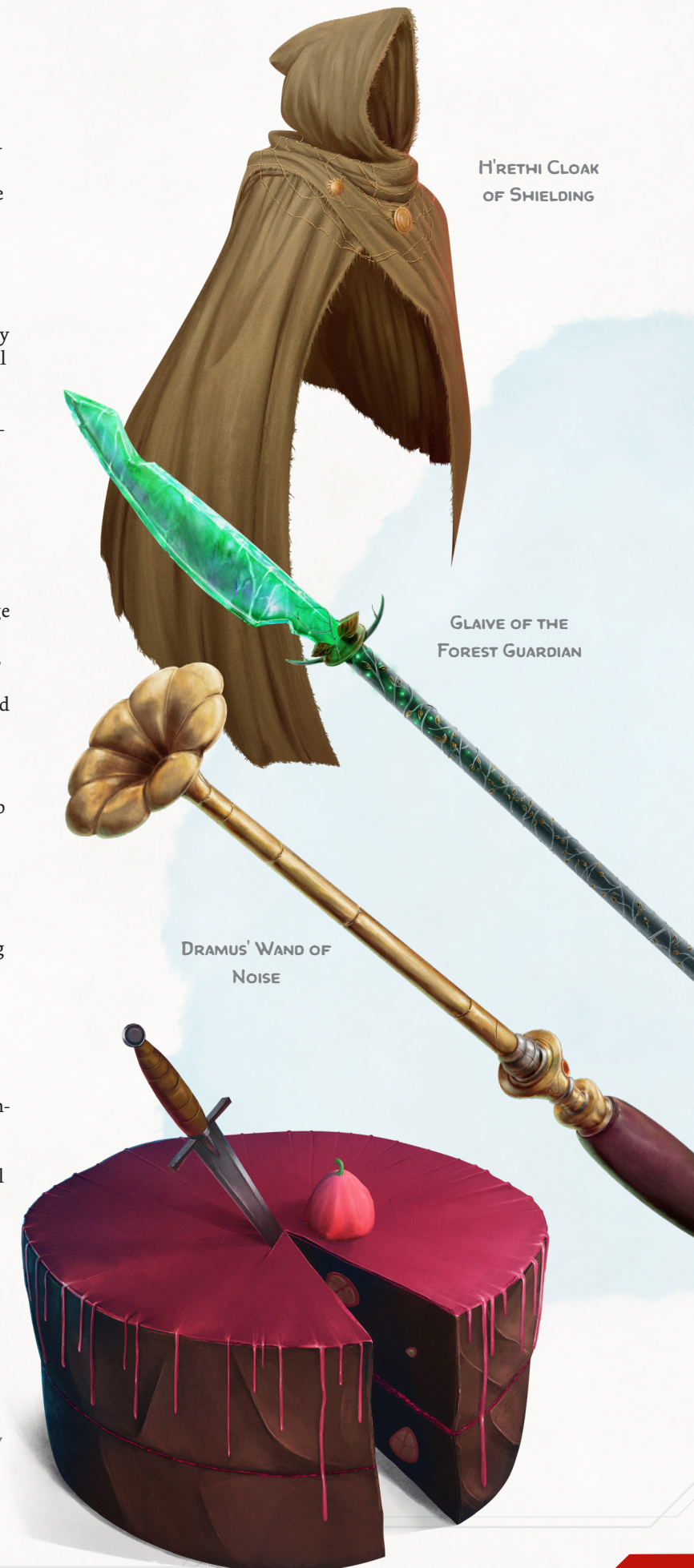
### H'RETHI CLOAK OF SHIELDING

Wondrous item, very rare (requires attunement)

This asymmetrical cloak is typically worn by desert nomads in place of more durable armor. Its woven fibers have been enchanted to be like the shifting sand of the desert, shrugging off extraordinary heat and devastating blows. While wearing the cloak, you have resistance to fire damage, and any critical hit against you becomes a normal hit. The cloak also has 4 charges and regains 1d4 expended charges daily at dawn. When a creature within 5 feet of you hits you with an attack (but before it deals damage), you can use your reaction to expend 1 of the cloak's charges to force that creature to reroll the attack. It must use the new roll.

### MIRRORLIGHT HARBINGER

FREFIL'S SCRUMMY TRIFECTION



H'RETHI CLOAK OF SHIELDING

GLAIVE OF THE FOREST GUARDIAN

DRAMUS' WAND OF NOISE

*Staff, uncommon (requires attunement by a spellcaster)*

This staff has a fist-sized mirrorlight crystal at its end and can also be used as a magic quarterstaff. While holding the staff, you can use an action to cause the staff's crystal to emit 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 to end it early.

The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters like glass and is destroyed.

**Spells.** While holding the staff, you can use an action to expend 1 or more of its charges to cast either *color spray* (2 charges) or *silent image* (1 charge), using your spell save DC.

**Illusory Attacker.** While holding the staff, you can use an action to expend 1 of its charges to create an illusory duplicate of yourself in an unoccupied space that you can see up to 60 feet away from you. The duplicate immediately makes two melee spell attacks with its illusory staff against a target within 5 feet of it, using your spell attack bonus. On a hit, the target takes force damage equal to 1d8 plus your spellcasting ability modifier. The duplicate then vanishes.

### MIRRORLIGHT STINGER

*Weapon (any bow), rare*

This bow is decorated with mirrorlight crystals, allowing it to recreate illusions of the arrows fired from it. When you take the Attack action using the bow, you can use a bonus action to make a special ranged weapon attack with it. This attack fires an illusory arrow from the bow, and on a hit, it deals force damage instead of piercing damage. You don't add your ability modifier to the damage of this special attack, unless that modifier is negative. The illusory arrow vanishes immediately after the attack.

### MOURNINGSTEEL SABER

*Weapon (rapier), rare (requires attunement)*

This once-rusted cavalry saber was reforged with mourningsteel scavenged from the same battlefield where it was separated from its long-dead owner. Attacks with this weapon deal slashing damage instead of piercing damage, and when you hit with it, the target takes an extra 1d6 necrotic damage. If you're mounted, the extra necrotic damage increases to 1d8.

In addition, you can use a bonus action while holding the weapon to inspire your allies into a rallying charge. Choose up to six creatures that can see and hear you. Until the start of your next turn, those creatures' speeds increase by 10 feet, and the first target that each of them hit before the start of your turn takes an extra 1d6 necrotic damage. If a chosen creature is frightened, the effects of that condition are suppressed until the start of your next turn. Once this property of the weapon has been used, it can't be used again until the next dusk.

### PHOENIX FAN

*Wondrous item, rare*

This vibrant paper fan bears a gilded phoenix design and fire opals along its wooden clasp. The fan has 4 charges and regains 1d4 expended charges daily at dawn. While holding the fan, 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, spell attack bonus +7): *fire shield* (4 charges), *fog cloud* (1 charge; the cloud is made of smoke), *scorching ray* (2 charges), or *wall of fire* (4 charges). Alternatively, you can use a reaction when you or a creature within 60 feet of you falls to expend 1 of the fan's charges to cast the *feather fall* spell on up to five falling creatures within range.

You can cast these spells from the fan even if it doesn't have enough charges. When you do, there is a cumulative 20% chance that the fan is destroyed for each spent charge beyond the number of remaining charges in the fan. If the fan is destroyed in this way, the spell fails and the action to cast it is wasted, and the fan is consumed by flame as it turns to ash and is destroyed.

### POLARIS MAGISTRATE CODEX

*Wondrous item, rare or legendary (requires attunement by a lawful creature)*

This gilded book of law is a rare magic item that's filled with detailed ordinances regarding Polaris, a city held aloft by astral magic. Through the city's dedicated magistrate, this book has been given the following magical properties.

The book can be used as an improvised light hammer, which you are proficient with while attuned to it. On a hit, the target takes an extra 1d6 psychic damage, or half as much psychic damage if it's lawful.

While holding the book, you can use an action to read from it aloud and wrack nearby creatures with guilt for their wrongdoing. When you do, each creature within 15 feet of you must succeed on a DC 15 Wisdom saving throw or take 2d6 psychic damage. On a success, the creature is immune to this effect for 24 hours. If a creature is lawful, it has a +5 bonus to the saving throw.

Original copies of a *Polaris Magistrate codex* are almost unheard of, but the ones that exist have spent centuries steeped in their own powerful scripture—intensifying their magic. The following codex variant is a legendary item with additional properties:

**Amendments.** The book deals an extra 2d6 psychic damage on a hit, instead of 1d6, and returns to your hand immediately after making a ranged attack with it. In addition, the saving throw DC for when you read from the book increases to 17, and deals 4d6 psychic damage instead of 2d6.

**Bound by Law.** You can use an action while holding the book to cast the *hold person* spell (save DC 17). On a success, the creature is immune to this effect for 24 hours. If a creature is lawful, it has a +5 bonus to the saving throw.

**Objection.** While holding the book, you can use your reaction to cast *counterspell* (5th-level version) from it. If the triggering spell was cast at 6th level or higher, the *counterspell* automatically fails. Once the book has been used to cast this spell, it can't do so again until the next dawn.

### POLARIS MAGISTRATE GAVEL

*Weapon (light hammer), rare (requires attunement by a lawful creature)*

This wooden gavel is from Polaris, a floating city suspended by astral magic. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which you are proficient

POLARIS MAGISTRATE ROBE



with while you're attuned to it.

The gavel has 3 charges and regains all expended charges daily at dawn. As an action while holding the gavel, you can expend 1 of its charges to cast the *command* spell from it, or 2 charges to cast the *zone of truth* spell, using a spell save DC of 15. Alternatively, you can expend 2 charges to cast the *command* spell from the gavel at 2nd level.

Creatures you hit with this weapon have disadvantage on saving throws against spells you cast from the gavel until the end of your next turn.

### POLARIS MAGISTRATE ROBE

Wondrous item, rare (requires attunement by a lawful creature)

These robes are worn by the elected officials of Polaris, a floating city held aloft by astral magic. While wearing the robe, you can't be charmed, and you have advantage on Wisdom (Insight) checks made to determine if a creature is lying. In addition, you can choose to intensify your voice at will, causing it to boom up to three times as loud as normal each time you speak.

### POWERGEM POMMEL

Wondrous item, rarity varies (requires attunement)

A *powergem pommel* is a magical attachment for a weapon's handle. While you're attuned to it, you can fasten the pommel onto a melee weapon over the course of 1 hour, which can be done during a short rest or while attuning to the item. A pommel can have 1 (uncommon), 2 (rare), or 3 (very rare) slots around it designed for holding precious gemstones. You can use an action to place or remove a gemstone worth at least 1,000 gp in a slot, which magically resizes to fit the stone. When you hit a target with a melee weapon with the pommel attached, it deals an extra 2 damage for each gemstone you place in it. The damage types for this extra damage depend on the placed gemstones' dominant colors (at the GM's discretion), as shown in the table below.

Color (Example)	Damage Type
Black (Black sapphire, large black pearl)	Necrotic
Blue (Blue sapphire, blue spinel)	Lightning
Colorless (Diamond)	Radiant
Green (Emerald, peridot)	Poison
Purple (Large amethyst)	Psychic
Red (Fire opal, ruby)	Fire
White (Large pearl, opal)	Cold
Yellow (Large amber, topaz)	Acid

### RING OF THE PRINTLESS

Ring, common

This patinaed copper ring has a waving pattern etched inside it that resembles a traditional fingerprint. While wearing the ring, your hands leave no fingerprints or natural oil behind on objects you touch.

### ROD OF THE SCARECROW

Rod, uncommon

This wooden rod has a small stuffed scarecrow head on its end. You can use an action while holding the rod to speak its first command word. When you do, the rod's head transforms into a full scarecrow and leaps from your hand, landing in an unoccupied space that you can see within 5 feet of you and balancing on the rod. The summoned scarecrow uses the zombie's statistics with the following changes:

- The scarecrow is a construct, instead of undead, and can't understand any languages.
- The scarecrow holds a farmer's sickle. It can use its action to make two attacks with its sickle (+3 to hit). On a hit, it deals 1d4 + 1 slashing damage.
- Small and Tiny beasts have disadvantage on attack rolls against the scarecrow.

The scarecrow obeys your mental commands (no action required by you) and takes its turn immediately after yours. If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. The scarecrow remains for 1 hour or until it dies or you use an action to speak its first command word again. The scarecrow reverts to the rod form at the end of the duration.

You can use a bonus action to speak the rod's second command word. If you're holding the rod, each creature within a 15-foot cone must succeed on a DC 13 Wisdom saving throw or be frightened of you for 1 minute or until it takes damage. Small and Tiny beasts have disadvantage on the saving throw. If the scarecrow is summoned when you speak the command word, each creature within 15 feet of it must make the saving throw instead.

Once a command word has been used, it can't be used again until the next dawn.

### SCROLL OF MOMENTARY OMNISCIENCE

Scroll, rare

When you use an action to read this scroll, everything becomes perfectly clear in a moment of fascinating realization. Despite the arcane phrase's manageable length, the scroll itself is outrageously long and filled with nonsensical grids, lists, smudged diagrams, and other strange musings. Choose one of the following benefits:

**Answer.** When you finish reading the scroll, you must also ask a question to a creature that can hear you. The question needn't be answerable with a yes or no, but can only include one question. The target must make a DC 20 Charisma saving throw. You know whether the creature succeeds or fails on its saving throw. On a failure, you mentally learn the truthful answer to the question from the creature's perspective (if any). The knowledge and awareness of a creature is limited by its intelligence, but at minimum, a creature can give you information about nearby locations and monsters, including whatever it can perceive or has perceived within the past day. You learn the answer to this question even if the creature is unable to speak. If the question has multiple parts, or if the creature can't hear or doesn't understand the language in which you asked the question, the scroll fails and the effect is wasted.

**Direction.** You immediately learn the most direct physical route to a creature, location, or object on your plane of existence at the time of reading the scroll. You must have at

least secondhand knowledge of the target. You retain this information for 7 days, after which time the knowledge is lost. If the target moves during the duration, the route remains unchanged from when you first learned it.

**Solution.** You immediately learn the solution to a cypher, puzzle, riddle, or similar quandary. If you decode a cypher in this way, such as a secret message or series of ancient glyphs, you also know how to speak, read, and write it for the next 7 days, after which time the knowledge is lost.

The scroll magically unrolls and tears itself in half once it's used, destroying the scroll.

### SORCERY MARBLE

Wondrous item, uncommon (requires attunement by a spellcaster)



ROD OF THE SCARECROW



SCROLL OF MOMENTARY OMNISCIENCE



RING OF THE PRINTLESS



POWERGEM POMMEL

This hollow blue marble has 3 grooves that run along its shell and contains a faint glimmer of sorcerous spirit at its center. The marble can store up to 3 sorcery points and regains 1d3 spent sorcery points daily at dawn. Any creature that has sorcery points can use an action to store one or more of them in the marble, up to the maximum amount. If a creature other than you stores sorcery points in the marble, it can't do so again for 24 hours. You can spend sorcery points from the marble as normal while it's on your person.

A mote of magical energy swirls around inside of the marble for each sorcery point stored inside it. When a mote appears, it causes the marble to split apart along one of its grooves, keeping any separated portions ever-so-slightly apart from the rest, but nevertheless connected.

### TOME OF THE DRAGON'S HOARD

*Wondrous item, rare*

This gilded tome is bound with a dragon wing's leather. When found, the book has 10d10 pages in it.

While holding the open book, you can use an action to speak its command word and press an object weighing no more than 25 pounds into one of its exposed pages. When you do, the object is magically transformed into a two-dimensional illustration of itself on the page. The number of objects you can store on a page in this way depends on its value in gold. A page can hold up to 5 objects on it whose total value is no more than 25 gp, such as an array of trinkets, trophies, or other mundane keepsakes. Alternatively, an object worth more than 25 gp, such as a satchel of coins or magical item, must be stored on its own page.

You can use an action to tear out a sheet from the book with one or more illustrations on it to cause all the illustrated objects from the page to materialize and appear on the ground within 5 feet of you.

Adding an object to the book causes it to grumble satisfyingly, whereas removing a page from it results in a threatening growl. Once all the book's pages have been torn from the tome, it loses its magic. Attempting to store a *tome of the dragon's hoard* on the page of another *tome of the dragon's hoard* causes both books' pages to tear themselves out of the books, destroying them, and sending any stored items contained by them toppling out of the pages around you. Similarly, storing a *bag of holding* or similar extradimensional item in the book causes the page it's placed in to immediately tear itself out of the book and spew the item onto the floor beside you again, wasting the page.

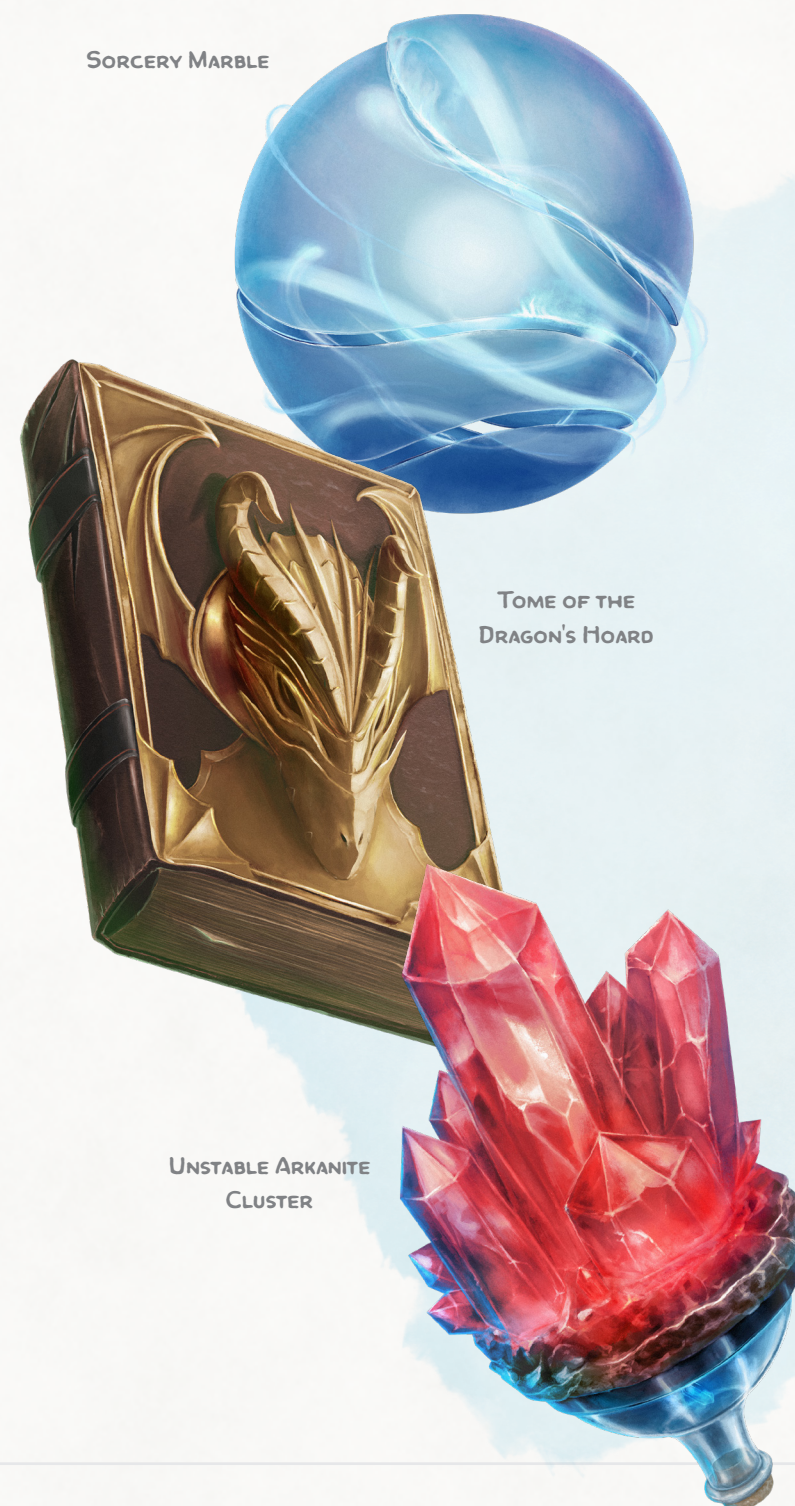
### UNSTABLE ARKANITE CLUSTER

*Wondrous item, uncommon*

Arkanite crystals are brittle red gems that are volatile when subjected to certain reagents. This cluster of arkanite is fused to a delicate glass vial of one such reagent. You can use an action to throw the cluster at a point you can see within 30 feet of you. When you do, the cluster and reagent vial shatter, resulting in an explosive reaction. Each creature within 20 feet of the point must make a DC 13 Dexterity saving throw, taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.

Immediately following the reaction, a single red crystal grows from the point of impact. The crystal grows in a cyl-

inder that is 20 feet tall with a 5-foot radius, centered on the point where the vial shattered. It has 20 hit points, AC 13, and resistance to all damage except thunder damage or damage from siege weapons. A creature in the area of the crystal when it appears is either pushed to the nearest unoccupied space within 5 feet of it or is lifted on top of the crystal (its choice). The crystal is transparent, but lightly obscures everything behind it. It remains for 1 hour or until it drops to 0 hit points. At the end of the duration, the crystal crumbles to dust and vanishes into smoke as it finishes its reactive process.



SORCERY MARBLE

TOME OF THE DRAGON'S HOARD

UNSTABLE ARKANITE CLUSTER

## DECEMBER 2021

The holidays have come and gone, at least for me. I took a sorely-needed 2-week break from content creation, but only sort of. The first week was completely taken off, but the second was spent doing a lot of work on the next book and other administrative tasks that had started to pile up.

Thank you all for allowing me that time off and space to get a little ahead again. From here on out until the second book is released, it's a mad dash for the metaphorical finish line to get it completed.

Personal favorites from this month include the *faithful hound's toy*, *form of order*, *phantom fire staff*, *pocket poppet*, and *sun and moon shield*.

## MAGIC ITEMS

*Bracelet of the Shattered Aegis*

*Bramble Token Cuff*

*Executioner's Mercy*

*Faithful Hound's Toy*

*Form of Order*

*Frostburn Blade*

*Illusionist's Bookmark*

*Phantom Fire Staff*

*Pocket Poppet*

*Ring of Eight Eyes*

*Robe of the Altruist*

*Rod of Instant Pillars*

*Rooting Arrows*

*Scroll of Film*

*Scroll of the Eclipse*

*Solacesteel Mitigator*

*Steel Hawk Handaxe*

*Sun and Moon Shield*



PHANTOM FIRE STAFF

FAITHFUL HOUND'S TOY

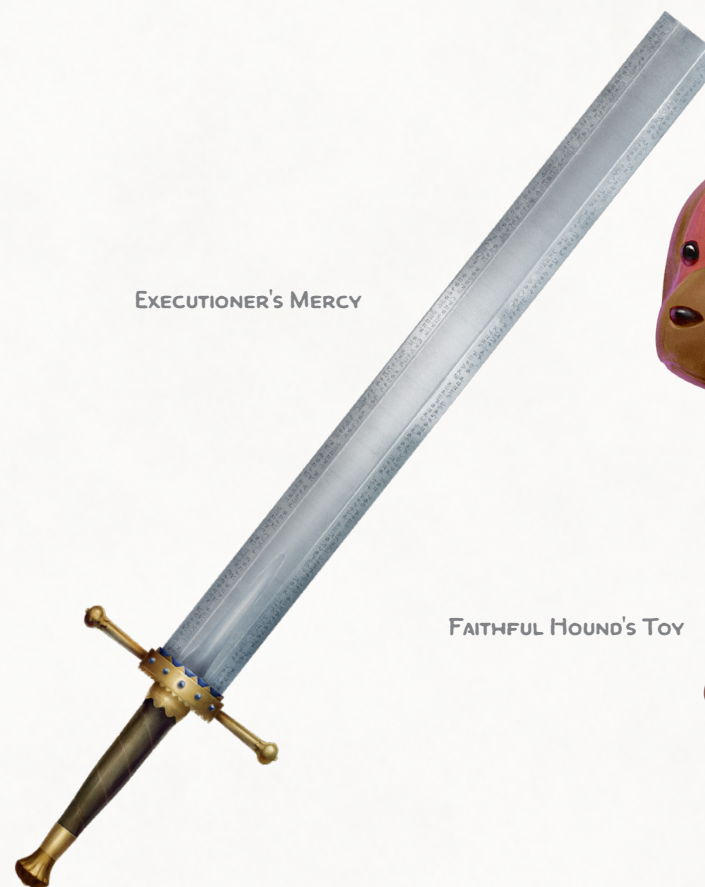
POCKET POPPET



BRACELET OF THE SHATTERED AEGIS



BRAMBLE TOKEN CUFF



EXECUTIONER'S MERCY



FAITHFUL HOUND'S TOY

FORM OF ORDER

### BRACELET OF THE SHATTERED AEGIS

*Wondrous item, rare (requires attunement by a spellcaster)*

A smoldering, defensive insignia burns at the center of the cracked glass sphere that rests atop this woven bracelet. The bracelet has 2 charges and regains all expended charges daily at dawn. If the bracelet has at least 1 charge, you gain a +1 bonus to AC while wearing it.

While wearing the bracelet, you can expend 1 of its charges as a reaction when a friendly creature that you can see within 30 feet of you is hit by an attack. That creature gains a bonus to its AC equal to your spellcasting ability modifier (minimum +1) until the start of your next turn, including against the triggering attack, as a shimmering, magical barrier protects it from harm. If the creature is already under the effect of the *shield* spell, this property has no effect, and the charge is wasted. If an attacker hits the creature while it's protected by this barrier, the barrier shatters, and any hostile creature within 5 feet of it must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 3d8 fire damage, or half as much damage on a successful one. When the barrier shatters, the creature loses this bonus to its AC.

### BRAMBLE TOKEN CUFF

*Wondrous item, uncommon*

This green ear cuff magically grips and coils around your ear while you're wearing it. You can use an action to speak the cuff's command word and throw it on the ground at a point you can see within 30 feet of you. The cuff then shatters, destroying it, and immediately grows into a mass of twisting vines and thorns in one of the following shapes of your choice:

**Circle.** The thorns grow in a 20-foot-radius circle on the ground that's centered on the point where the cuff landed. The area becomes difficult terrain for the duration, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

**Cone.** The thorns extend in a 30-foot cone originating from the point where the cuff landed in a direction of your choice. Each creature in the area must make a DC 13 Strength saving throw. On a failed save, a creature takes 2d8 piercing damage and is grappled for the duration. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach from the thorns on a success. Dealing 10 fire or slashing damage to the thorns (AC 10) also frees the creature without harming it, ending the effect. On a successful save, a creature takes half as much piercing damage and isn't grappled.

**Cylinder.** The thorns erupt into a towering pillar of scraggly vines. The pillar is a 5-foot-radius, 40-foot-high cylinder. If the space isn't large enough for the vines, they harmlessly grow to fit the space. A creature in the area of the cylinder when it appears is either pushed to the nearest unoccupied space within 5 feet of it or is lifted on top of the pillar (its choice).

**Line.** The thorns create a dense wall of bramble-like brush in a straight line up to 30 feet long, 10 feet high, and 6 inches thick. A creature can move through the wall using an action to pull and fight through the tangled mass of painful thorns. When it does, the creature takes 2d8 piercing damage and can't move until the start of its next turn. Dealing 10 fire or slashing damage to the wall (AC 10) temporarily destroys a 5-foot-wide portion of it until the end of the turn, at which point it magically regrows.

The vines and thorns remain for 1 minute, at which point they decompose and turn to rich soil.

### EXECUTIONER'S MERCY

*Weapon (greatsword), very rare (requires attunement by a lawful creature)*

This heavy blade is inscribed with old tenets of justice and mercy. When you hit a prone or restrained creature for the first time on each of your turns with an attack using this magic weapon, it deals an extra 10 force damage, and one creature of your choice that you can see within 10 feet of you gains 10 temporary hit points.

The sword has 4 charges and regains all expended charges daily at dawn. As a bonus action, you can expend 1 of the weapon's charges to touch a creature within your reach with the flat of the blade. For 1 minute, that creature becomes warded against death. While this ward is active, the creature has resistance to slashing damage, and if it is reduced to 0 hit points but not killed outright, the ward is consumed and the creature drops to 1 hit point instead. The effect then ends.

### FAITHFUL HOUND'S TOY

*Wondrous item, rare (requires attunement)*

This well-chewed dog toy has a small bell inside it. As an action, you can shake the toy and throw it into an unoccupied space within 30 feet of you. When you do, the sound of a panting dog can be briefly heard as the toy vanishes, duplicating the effect of the *faithful hound* spell as if you cast it in that space (attack bonus +7). The spell lasts for the full duration or until you use an action to dismiss it or move more than 100 feet away from the space. Regardless of when the spell ends, the toy reappears on your person after 8 hours.

### FORM OF ORDER

*Weapon (longsword), legendary (requires attunement)*

The whirring of countless gears can be heard faintly from within this weapon's brass fixtures. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and if your AC is an odd number without the sword, you also gain a +1 bonus to AC while you're attuned to it. AC bonuses from a spell or other temporary magical effect don't affect the bonus given by the sword.

**Equalize.** When a creature that you can see within 30 feet of you makes an attack roll, ability check, or saving throw with advantage or disadvantage, you can use your reaction to force that creature to make a DC 16 Charisma saving throw. On a failed save, the creature makes the roll without advantage or disadvantage. A willing creature can choose to fail this saving throw.

**Field of Predictability.** You can use a bonus action to cause the blade to emit a field of predictability for 1 minute. The field is invisible and remains centered on the weapon, affecting each creature within 20 feet of it. For the duration, the first time that a creature within the field makes an attack roll or ability check on its turn, it must also make a DC 16 Charisma saving throw. On a failed save, the d20 is treated as a 10. A willing creature can choose to fail this saving throw, but must choose to do so before rolling the d20. Once this property of the sword has been used, it can't be used again until the next dawn.

**Sentience.** The *form of order* is a sentient lawful neutral weapon with an Intelligence of 16, a Wisdom of 14, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The weapon can understand all languages and can communicate with the creature attuned to it telepathically.

while being held. However, it rarely feels the need to, and normally only communicates when prompted.

**Personality.** The *form of order* has an unwaveringly logical personality and is devoid of emotion. Its only directive is to uphold order in the universe, and urges the attuned creature to do what it must to preserve order. If it feels that its attuned creature will not follow that ideal, a conflict may arise.

### FROSTBURN BLADE

*Weapon (any sword), very rare (requires attunement)*

This sword's blade is made entirely of ice and remains perfectly frozen regardless of temperature. A single flame licks at the ice from above the weapon's hilt. While holding the sword, the fire expands to cover the weapon's edge with flame, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage and 1d6 fire damage.

When you take the Attack action using this weapon, you can choose to forgo one of the attacks to sweep the blade in front of you, causing a wave of either cold or fire to erupt from the blade in a 30-foot cone. Each creature in the cone must make a DC 16 Dexterity saving throw, taking 4d6 cold or fire damage (your choice) on a failed save, or half as much damage on a successful one. Once this property of the sword has been used, it can't be used again until the next dawn.

### ILLUSIONIST'S BOOKMARK

*Wondrous item, very rare (requires attunement by a wizard)*

This well-worn bookmark is cut from an old illusionist's scroll. While you're attuned to the bookmark, you can leave it wedged between the pages of your spellbook to cause its own magic to empower your illusions. When you use a spell slot to cast an illusion spell that you have prepared in your spellbook, other creatures take a -5 penalty to ability checks made to examine it or determine the nature of the effect. If the illusion spell is capable of dealing damage, you can also reroll any 1 or 2 on the damage dice. When you do, you must use the new roll. If you remove the bookmark from your spellbook, you no longer gain this benefit.

### PHANTOM FIRE STAFF

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

This wooden staff is made from the gnarled branch of a tree. While holding it, a swirling blue flame appears at the center of its burnt, claw-shaped head. The flame sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the fire burns, will-o'-wisps are indifferent toward any creature within the flame's bright light and will not attack you unless you threaten or harm them. You can use a bonus action while holding the staff to snuff out the light or rekindle it.

The staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast the *invisibility* or *scorching ray* spell from it, using your spell attack bonus. For 1 charge, you cast the 2nd-level version of



FROSTBURN BLADE

PHANTOM FIRE STAFF



RING OF EIGHT EYES

ILLUSIONIST'S BOOKMARK

POCKET POPPET

the spell. You can increase the spell slot level by one for each additional charge you expend.

Once on each of your turns when you hit the same creature with three or more rays from the same *scorching ray* spell from the staff, you can choose to force that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes affected by the *phantasmal killer* spell as if you cast it, requiring you to concentrate on the effect as normal. This version of the spell creates a nightmare of hellish, all-consuming flames that are only visible to the affected creature. If a creature is reduced to 0 hit points due to this damage from *phantasmal killer*, you regain 10 hit points.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a plume of blue fire, destroying it, and emits a ghostly, disembodied laugh.

### POCKET POPPET

*Wondrous item, uncommon*

This little stuffed doll is featureless and has a small pocket sewn onto its belly. The pocket is large enough for a single coin, ring, or similarly sized object. You can link the poppet to a creature by attaching one or more defining objects to it using pins, wax, and so on. For each defining object, such as a clump of hair, an illustration of the creature's face, or a shred of worn clothing, the connection to the creature becomes stronger.

While holding the poppet, you can use an action to place an object inside its pocket and speak the command word. If the creature linked to the poppet is on the same plane of existence as you, it must make a DC 15 Charisma saving throw, which is modified by the sort of physical connections the poppet has to it. Even if multiple connections of the same type are attached to the poppet, each save modifier can only be applied once. If a target knows you're using this property, it can fail the saving throw voluntarily.

On a failed save, the object magically vanishes from the poppet's pocket and reappears in the bag or pocket (your choice) of the creature linked to the poppet. If the creature has neither a bag nor pocket on it, the object clatters to the ground at its feet instead. On a successful save, or if the creature isn't on the same plane of existence as you, the object remains in the poppet's pocket. This property can't be used again until the next dawn.

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-8

### RING OF EIGHT EYES

*Ring, uncommon*

This ring has a silver web design running along it with eight smooth gems placed throughout its pattern. The ring has 8 charges and regains 1d8 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of the ring's charges to summon a Tiny spider in an unoccupied space within 5 feet of you.

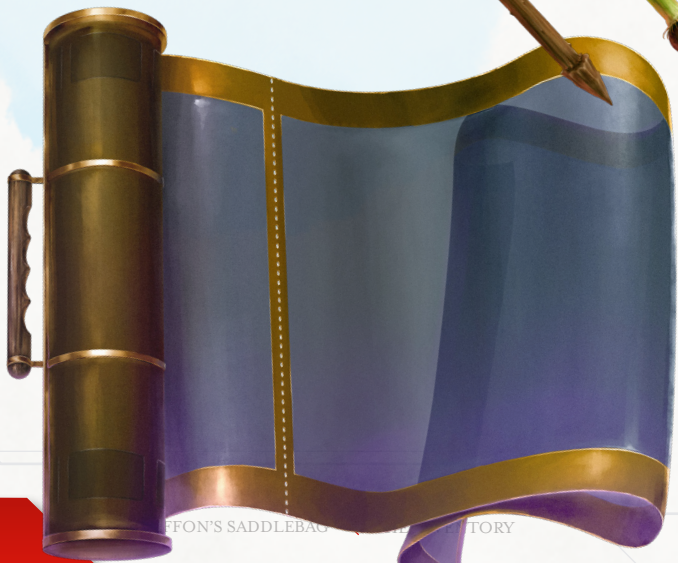
ROBE OF THE ALTRUIST



ROD OF INSTANT PILLARS



ROOTING ARROWS



SCROLL OF FILM

The spider has a +7 bonus to its Dexterity (Stealth) checks, instead of its normal bonus, and it disappears after 10 minutes or when it drops to 0 hit points. It disappears early if you dismiss it (no action required), if the spider is ever more than 120 feet away from you, or if the ring is used to summon another spider. The spider is friendly to you and your companions. In combat, the spider shares your initiative count, but it takes its turn immediately after yours and can't attack or take any action other than the Dash or Dodge action. For the duration, the spider obeys your mental commands (no action required by you). You can use an action to see through the spider's eyes as if you were in its space.

### ROBE OF THE ALTRUIST

*Wondrous item, uncommon (requires attunement)*

This journeyman's robe is lined with comforting wool. As an action while wearing the robe, you can expend 1 Hit Die to reach out and touch a willing creature other than yourself, causing it to regain 1d8 + 2 hit points. When you do, that creature also gains advantage on the next ability check or attack roll it makes before the start of your next turn. Once this property of the cloak has been used on a target, it can't be used on that target again until the next dawn.

### ROD OF INSTANT PILLARS

*Rod, uncommon*

This rod looks like a miniature stone pillar. You can use an action to set it down in an unoccupied space on solid ground within 5 feet of you and speak its command word. The rod then expands upward, creating a vertical pillar made of stone in that space. The pillar is a 5-foot-diameter cylinder and grows upward to fill the available space, up to 20 feet tall. Regardless of its size, it always weighs 500 pounds while in its pillar form. A creature can use an action to make a DC 20 Strength check, moving the pillar on a success. If the pillar is moved in any way, it magically returns to its normal rod form.

The pillar remains until it's moved. When you speak the rod's command word, you can choose the style, color, and apparent quality of the pillar it creates.

### ROOTING ARROWS

*Weapon (arrow), uncommon*

*Rooting arrows* are a type of arrow created by militant druid circles and ranger conclaves. There are multiple types of these arrows, which are described below. After a *rooting arrow's* been fired from a bow as part of a weapon attack, it continues to grow until its effect occurs at the start of your next turn. Once the effect ends, the arrow withers away and is destroyed. If an arrow hits a target, it remains centered on the target until a creature within reach uses an action to remove it. If an arrow misses a target, it lands in a space at the GM's discretion.

**Floral.** This arrow grows into a beautiful, enchanting flower. When its effect occurs, each humanoid within 10 feet of the arrow must make a DC 13 Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. On a failed save, the humanoid is charmed by the creature who fired it for 1 minute or until the creature takes any damage.

**Ivy.** This arrow grows into a writhing mass of vines. When its effect occurs, each creature within 5 feet of the arrow must make a DC 13 Strength saving throw. On a failed save, a creature is grappled by the vine for 1 minute. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the vine (AC 10) also frees the creature without harming it, ending the effect and destroying the vine. On a successful save, a creature's speed is halved until the end of its next turn as it struggles against the vines.

**Spruce.** This arrow grows painful tree needles that burst from it when it finishes growing. When the effect occurs, each creature within 10 feet of the arrow must make a DC 13 Dexterity saving throw. A creature takes 2d8 piercing damage on a failed save, or half as much damage on a successful one.

### SCROLL OF THE ECLIPSE

*Scroll, legendary*

When you use an action to read this scroll, any sun or moonlight within a 3-mile radius of you (whether natural or created by a magical effect) is magically suppressed. For the duration, everything in the area is in darkness unless illuminated by another source, such as a torch or the *light* spell. The effect lasts for 8 hours and can only be ended early by a *wish* spell. You must be outdoors when you use the scroll, or nothing happens and the scroll is wasted. Looking at the sky during this time shows no sign of the sun or moon, and if you can normally see the stars, they're nowhere to be seen for the duration.

### SCROLL OF FILM

*Scroll, common*

Unlike normal scrolls, a *scroll of film* has multiple uses. Each use requires you to pull out a perforated length of the scroll from its leather case. When found the scroll has 1d6 + 4 lengths.

The scroll is partially transparent at its center with gilded edges. While holding a length of the scroll taut out in front of you, you can use an action to speak its command word to cause the transparent portion of the scroll to become opaque. When it does, it records the two-dimensional image of what was seen at that time through the scroll's center on your side of the now opaque paper. The recorded image can be in black and white or color (your choice).

SCROLL OF THE ECLIPSE



### SOLACESTEEL MITIGATOR

*Weapon (any sword), rare (requires attunement)*

This weapon is made of sanctified mourningsteel. When you hit with an attack using this magic sword, the target takes an extra 1d8 radiant damage. If the target is undead, the extra radiant damage increases to 2d8. In addition, while the blade is sheathed on your person, you have advantage on Charisma (Persuasion) checks made to deescalate or avoid initiating combat.

### STEEL HAWK HANDAXE

*Weapon (handaxe), uncommon*

When you hurl this magic axe and speak its command word, choose up to 4 different creatures that you can see, recording the order in which you choose each one. The first target must be within the weapon's range; each subsequent one must be within 20 feet of the previous target. Make a ranged attack against each target using the handaxe, treating each one after the first as if the weapon was thrown from the previous target's space. Immediately after the last attack, the weapon flies back to your hand.

This property can't be used again until the next dawn. In the meantime, the handaxe can still be used as a magic weapon.

### SUN AND MOON SHIELD

*Armor (shield), common*

This shield is embossed with personified sun and moon designs. The sun's eyes magically open between dawn and dusk, and the moon's eyes open between dusk and dawn. While holding the shield, you can use an action to cause the shield to shed bright light in a 20-foot radius, and dim light for an additional 20 feet. The light is warmly colored while the sun's eyes are open, but cool while the moon's are. The light remains for 1 hour or until you use an action to end it.

STEEL HAWK HANDAXE

SUN AND MOON SHIELD



SOLACESTEEL MITIGATOR

January was hard.

I've started working 7 days a week again in preparation for the second Kickstarter. I've also been doubling up on some item days through the week to afford myself another book day in between them. It's been a lot.

It's a sobering look back at how much work went into the first year of the Saddlebag and its book. I've learned a lot since then, and become a better artist in the process, but the amount of work that goes into it still remains the same. It just means that, hopefully, I can accomplish more with the same effort.

The Kickstarter launches in March. Like I said in the intro of last month, it's still the same mad dash from then. It'll be nice to return to a more normal work schedule again in the future. These intermittent sprints are a worthwhile challenge, for sure, but they're definitely somewhat aging, haha.

Personal favorites from this month include the *grimoire of the green arts*, *incredible mending tape*, *lance of the statuemaker*, *sickle of cunning*, *snowball mittens*, and *staff of the snail*,

## MAGIC ITEMS

*Amulet of the Coldfire Phoenix*

*Bonfire Candle*

*Frosty Top Hat*

*Grimoire of the Green Arts*

*Helm of the Lichfiend*

*Incredible Mending Tape*

*Lance of the Statuemaker*

*Lucky Bell*

*Mark of the Everglacier Monarch*

*Ring of the Soul Harvest*

*Sickle of Cunning*

*Snowball Mittens*

*Snowstorm Blowgun*

*Sovereignseed Duffel*

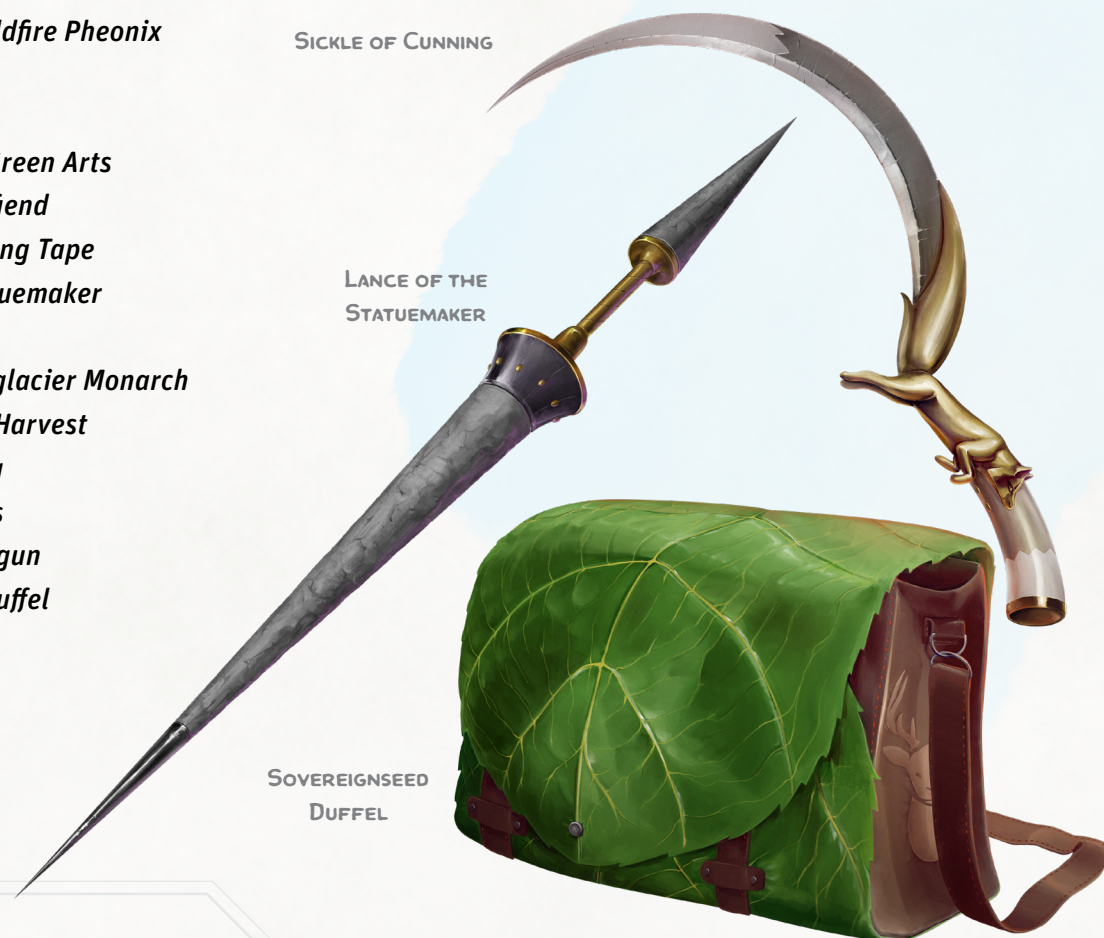
*Staff of the Snail*

*Winter Ward*

SICKLE OF CUNNING

LANCE OF THE STATUEMAKER

SOVEREIGNSEED DUFFEL



AMULET OF THE COLDFIRE PHOENIX

BONFIRE CANDLE

GRIMOIRE OF THE GREEN ARTS

### AMULET OF THE COLDFIRE PHOENIX

*Wondrous item, very rare (requires attunement)*

A blue pendant in the shape of a phoenix clutching a shimmering blue orb hangs from this leather cord. While wearing the necklace, you emit a frigid aura that grants you and creatures of your choice within 10 feet of you resistance to cold damage.

In addition, when you are reduced to 0 hit points while wearing the necklace but not killed outright, you can drop to 1 hit point instead. When you do, you gain 25 temporary hit points. If a creature hits you with a melee attack while you have these hit points, that creature takes 25 cold damage. Once this property has been used, it can't be used again until 3 days have passed.

### BONFIRE CANDLE

*Wondrous item, common*

The flame of this candle gives off light like a normal candle, but keeps every creature within its light at a comfortably warm temperature.

### FROSTY TOP HAT

*Wondrous item, uncommon*

A light dusting of snow covers the brim of this bent and beaten top hat. While wearing it, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

As an action, you can speak the hat's command word and throw it into an unoccupied space that you can see within 10 feet of you. When you do, a snowman magically appears from below the hat. Its body is made from three stacked spheres of snow, two arms made of forked branches, and pieces of coal

in place of its eyes and mouth. The snowman uses the ice mephit's statistics with the following changes:

- The snowman understands Common but can't speak.
- The snowman is a Medium creature, instead of Small, and can't fly. It moves by rolling its bottom-most snow sphere like a wheel.
- While the snowman remains motionless, it is indistinguishable from an ordinary snowman.

The snowman obeys your verbal commands (no action required by you) and takes its turn immediately after yours. If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. The snowman remains for 1 hour, until it dies, or until you use an action to speak its command word again, at which point it crumbles to powdery snow. Once this property of the hat has been used, it can't be used again until the next dawn.

### GRIMOIRE OF THE GREEN ARTS

*Wondrous item, very rare (requires attunement by a wizard)*

This green leather book has a gilded cover and painted imagery of sage and witch hazel. The following spells are written in the book using a strange form of Druidic that's only legible to the creature attuned to it: *conjure animals*, *dominate beast*, *goodberry*, *pass without trace*, *speak with plants*, *transport via plants*, and *wall of thorns*. While attuned to the book, you know the *druidcraft* cantrip, and you can prepare the book's spells as if they were wizard spells whenever you finish a long rest.

If you have the *polymorph* spell prepared while the book is on your person and cast it on yourself, you can choose to retain your Intelligence, Wisdom, and Charisma scores for the duration of the spell. Once this property has been used, it can't be used again until the next dawn.

## HELM OF THE LICHFIEND

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

This helm is made of carved bone and gilded horns from a powerful demon. While wearing it, you have resistance to fire and necrotic damage. In addition, once on each of your turns when you slay a Medium or smaller fiend or humanoid, you can cause that creature to erupt in a pillar of hellfire. Each other creature of your choice within 10 feet of the slain target must make a DC 16 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. When this happens, the slain creature's fleshy remains are incinerated, leaving only an animated skeleton behind with the following changes:

- The skeleton is on fire, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. It has immunity to fire damage.
- The skeleton deals an extra 1d6 fire damage to any target it hits.
- A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 1d6 fire damage.

The skeleton remains until you finish a long rest or you use an action to dismiss it, or until it's reduced to 0 hit points. You can have up to three skeletons at a time in this way. If you already have three skeletons when you slay a fiend or humanoid, you can't use the helm to create a pillar of flame or skeleton. The skeleton obeys your verbal commands (no action required by you) and takes its turn immediately after yours. If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. At the end of its duration, the skeleton's bones crumble away and collapse into a small pile of coal.

## INCREDIBLE MENDING TAPE

Wondrous item, uncommon

This roll of waxy parchment has a thin layer of adhesive on its underside. The top of the parchment has a repeating series of sigils on it, similar to a spell scroll, which duplicates the effect of the *mending* spell. The roll has 30 feet of 1-inch-wide tape. You can use an action to apply the tape over any break or tear of an object within your reach, connecting the length of tape to either side of the broken area across its largest dimension. At the end of the action, the object is repaired and the tape falls off as its magic is expended. Each application of the tape requires you to use at least 1 foot of the roll's total remaining length.

Applying the tape in this way can allow you to repair longer breaks and tears, such as a long tear on a sail or a running split on a wooden plank, provided that it's larger than 1 foot in only a single dimension. When you use an action to apply the tape to such an object, you must also use any required movement in order to cover the length of the area to be repaired, attaching one end of the tape to either side of it.

## LANCE OF THE STATUEMAKER

Weapon (lance), very rare

This lance is made of a stalactite mounted to a brass handle. Its razor-fine point is made of pitch-dark jet. Despite its material, the weapon magically weighs the same as a normal lance. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you reduce a creature to 0 hit points using the lance and choose to knock the creature out instead of killing it, you can leave the lance embedded within the creature as part of the attack. When you do, the target is petrified until another creature uses an action to make a DC 30 Strength (Athletics) check to pull out the lance or frees it with a *greater restoration* spell or similar magic, at which point the lance falls to the ground and can be used to make attacks again. Once a creature has been petrified in this way, it can't be petrified by the lance again until 7 days have passed.

HELM OF THE LICHFIEND



INCREDIBLE MENDING TAPE

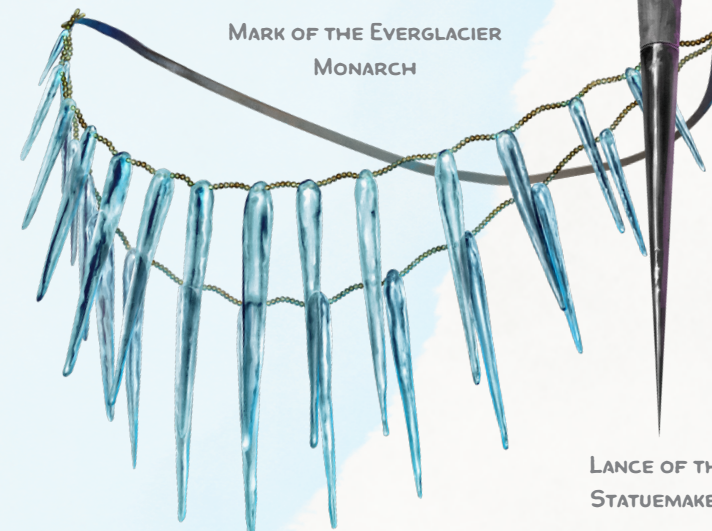
LUCKY BELL



RING OF THE SOUL HARVEST



MARK OF THE EVERGLACIER MONARCH



LANCE OF THE STATUEMAKER

## LUCKY BELL

Wondrous item, uncommon

This miniscule brass bell is in the shape of an upturned four-leaf clover whose clapper is actually a delicate flower. When rung normally, the flower silently patters side-to-side of the bell. However, when you use an action to speak the bell's command word and ring it, it emits a sound like an invigorating jig that's audible out to a range of 60 feet. Up to four friendly creatures of your choice that can hear the bell gain a mote of luck. Once within the next 10 minutes, when a creature with a mote of luck rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll. The mote is then lost. This property of the bell can't be used again until the next dawn.

## MARK OF THE EVERGLACIER MONARCH

Wondrous item, legendary (requires attunement by a spellcaster)

This wide necklace is adorned with forever-cold icicles that hang from it. While wearing the necklace, your skin develops a resilient layer of frost, granting you immunity to cold damage and resistance to slashing damage.

When you cast a spell that deals either acid, fire, lightning, poison, or thunder damage, you can choose to change the spell's damage type to cold instead. When you deal 35 or more cold damage to a creature with a single spell, that creature must also make a DC 15 Constitution saving throw. On a failed save, the creature is restrained by ice and must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for 1 hour. If a restrained or petrified creature takes 10 or more fire damage (ignoring resistance and immunity), the effect ends early.

**Curse.** This necklace is cursed, and attuning to it extends that curse to you until you're targeted by a *greater restoration* spell or similar magic. Removing the necklace fails to end the curse. While cursed, your icy skin can splinter painfully when hit in certain ways: you are vulnerable to bludgeoning damage. If you die while cursed in this way, your body shatters into icy shrapnel. Each creature within 30 feet of you must make a DC 15 Dexterity saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one. Your body leaves behind only a shimmering pile of snow-like dust, and you can only be brought back to life with a *resurrection*, *true resurrection*, or *wish* spell.

## RING OF THE SOUL HARVEST

Ring, uncommon (requires attunement)

This ring has a design of a sickle and wheat at the top. Reversing the ring shows a design of longboats sailing toward a sunset, representing the afterlife. While wearing the ring, you regain 1 hit point whenever a Small or larger hostile creature is slain within 30 feet of you, provided that you're not unconscious and the creature isn't a construct or undead. You can't regain more than 1 hit point per turn in this way.

## SICKLE OF CUNNING

Weapon (sickle), rare

This crescent sickle has a brass fox figurine embedded in its ivory handle. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. Whenever you make an attack with this weapon using a bonus action, you have advantage on the attack roll.

## SNOWBALL MITTENS

Wondrous item, common

These cozy, knitted mittens have been enchanted to always bring a touch of winter with them. As an action while wearing the mittens, you can clamp your hands together, as if you were forming a snowball. When you open your hands again, a perfectly formed snowball appears in them. Any snow created in this way vanishes after 1 minute.

## SNOWSTORM BLOWGUN

Weapon (blowgun), rare

This cold, metal blowgun is 3 feet long and has a vented chamber at its end that billows with a frigid mist. You can use an action to make a special ranged weapon attack using this magic blowgun, targeting one creature or object within the weapon's range. When you do so, you fire three icicle darts from it, with a separate attack roll for each dart. On a hit, a dart deals cold damage equal to 1d4 + your Dexterity modifier, instead of the weapon's normal damage.

SNOWBALL MITTENS

SNOWSTORM BLOWGUN

SICKLE OF CUNNING

## SOVEREIGNSEED DUFFEL

Wondrous item, legendary

This messenger bag is linked to an extraplanar garden. You can use an action to pull a seed from the bag and place or throw it at a target or point that you can see within 30 feet of you. Alternatively, you can pull a seed from the bag when you make a ranged attack with a sling, using the seed as a sling bullet once on each of your turns. You choose which seed to draw from the bag each time; each one has an effect that triggers upon impact. A seed's effect is centered at the point of impact or at a point of your choice within 5 feet of the target it hits, unless otherwise specified. A seed's effect fails if there isn't a point on the ground within 5 feet of the point of impact or target. At the end of a seed's duration, it turns to a small pile of fertile soil.

The following seeds can be pulled from the duffel. Up to 5 seeds can be pulled from the duffel in this way each day, regaining all expended seeds daily at dawn.

- **Bamboo Colonnade.** A dense copse of bamboo erupts from the ground in a 5-foot-radius cylinder that's up to 60 feet tall. Its area is heavily obscured, and it provides total cover. Any creature in the area when it appears is pushed to an adjacent unoccupied space and must succeed on a DC 17 Dexterity saving throw or take 3d10 piercing damage. The bamboo has AC 17, 60 hit points, and is vulnerable to fire damage. It lasts for 1 hour or until it's reduced to 0 hit points.
- **Haze Bloom.** When the seed impacts, you dissolve into mist and reappear in an unoccupied space within 5 feet of the point.
- **Mossglove.** The seed grows into an animal woven from reeds and covered in soft moss. It takes the form of a beast of challenge rating 1 or lower and appears in an unoccupied space within 5 feet of the point of impact. You choose the form in which it takes. If the beast normally has a flying speed, this one doesn't. It's considered a plant, is vulnerable to fire damage, and is friendly to you and your companions. The animal obeys your verbal commands (no action required by you) and takes its turn immediately after yours. If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. The animal remains for 1 hour, until it's reduced to 0 hit points, or until this seed is used again.
- **Seismycelium.** Mycelium weaves through the ground in a 20-foot cube. When a creature other than you enters this area or moves inside it, the mycelium bursts: destroying itself and blasting debris outward. Each creature within 10 feet of the cube must make a DC 17 Dexterity saving throw, taking 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. The mycelium lasts for 1 hour if it isn't triggered.
- **Twisting Thistle.** This seed replicates the effects of the *entangle* spell (save DC 17), centered on the seed, with the following change: a creature restrained by the weeds and vines takes 2d6 piercing damage from the plants' thorns at the start of each of its turns.

**Sovereign Synergy.** If you have a *sovereignseed satchel*, you can use an action to transplant one of its seeds to the duffel. If you spend at least 1 hour per day for the next 7 days tending to the seed, it takes root and is added to the *sover-*

*ignseed duffel's* seed options. If the transplanted seed has a saving throw, its DC is increased to 17. Only one transplanted seed can grow in the duffel at a time, which can be removed with 8 hours of work.

## STAFF OF THE SNAIL

Staff, uncommon or rare (requires attunement by a spellcaster)

This wooden crook has a large snail shell at its top. While holding it, the wood by the shell softens and turns into the body of a large snail, which aimlessly looks around as if to take in its surroundings. The staff can be used as a magical quarterstaff. When found, this staff is an uncommon magic item with the following properties.

**Slowing Attack.** The first creature you hit with an attack with this staff on each of your turns has its walking speed reduced by 5 feet until the start of your next turn.

**Slow.** While holding the staff, you can use an action to cast the *slow* spell from it, using your spell save DC. This property can't be used again until the next dawn.

**Curse.** This staff 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 staff, keeping it within reach at all times. While cursed, your walking speed is reduced by 5 feet, and you can feel a sense of sadness from the magically embedded snail in the staff. An *identify* spell reveals the staff has a spirit bound to it, but not the fact that it's cursed.

You remain cursed until targeted by the *remove curse* spell or until either a *banishment* or *dispel magic* spell of 5th-level or higher is cast on the staff. If the staff is banished or dispelled, you can feel a great sense of relief wash over the staff as its trapped spirit is allowed to depart at last. When this happens, the staff becomes a rare magic item that isn't cursed with the alternate properties below.

**Charges.** The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. When you expend the last charge, roll a d20. On a 1, the staff withers and turns to dust, leaving only a nonmagical snail shell behind.

**Improved Slowing Attack.** While holding this staff, the first creature you hit with an attack on each of your turns has its walking speed reduced by 5 feet until the start of your next turn. When this happens, you can choose to expend 1 of the staff's charges to halve the creature's speed until the start of your next turn instead.

**Spells.** While holding the staff, 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: *antilife shell* (5 charges), *polymorph* (4 charges; the form of a Tiny snail), *resilient sphere* (4 charges), or *slow* (3 charges).

## WINTER WARD

Wondrous item, very rare (requires attunement)

This warm ushanka bears the symbol of a clan of winter wolves, made as a gift to a hunter who aided them against an invasion of giants. While wearing the hat, you gain resistance to cold damage. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing or smell and on Dexterity (Stealth) checks made to hide in snowy terrain. You can speak and understand Winter Wolf, and you have advantage on Charisma checks made to interact with winter wolves.

**Summon Winter Wolf.** This hat is bound to a celestial spirit loyal to the winter wolf clan. While wearing the hat, you can cast the *find steed* spell with the following changes:

- The spirit assumes the form of a winter wolf and its creature type is always celestial.
- The spirit acts independently of you, but it always obeys your commands. In combat, it takes its turn immediately after yours. When summoned in this way, the spirit's Cold Breath recharges after it finishes a short or long rest.
- When you dismiss the spirit as an action, it can't be summoned again until the next dawn.
- If the spirit drops to 0 hit points, it bursts into a flurry of snow and can't be summoned again until 7 days have passed.

WINTER WARD

SNAIL STAFF

SOVEREIGNSEED DUFFEL



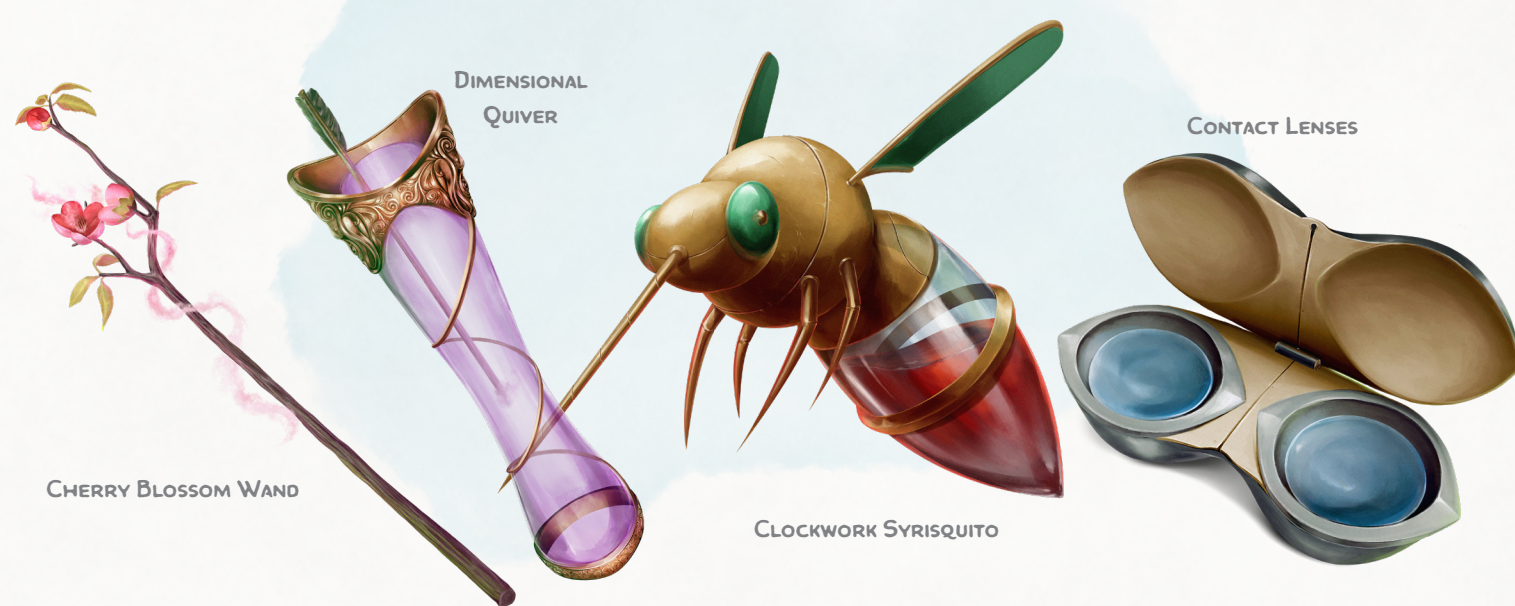
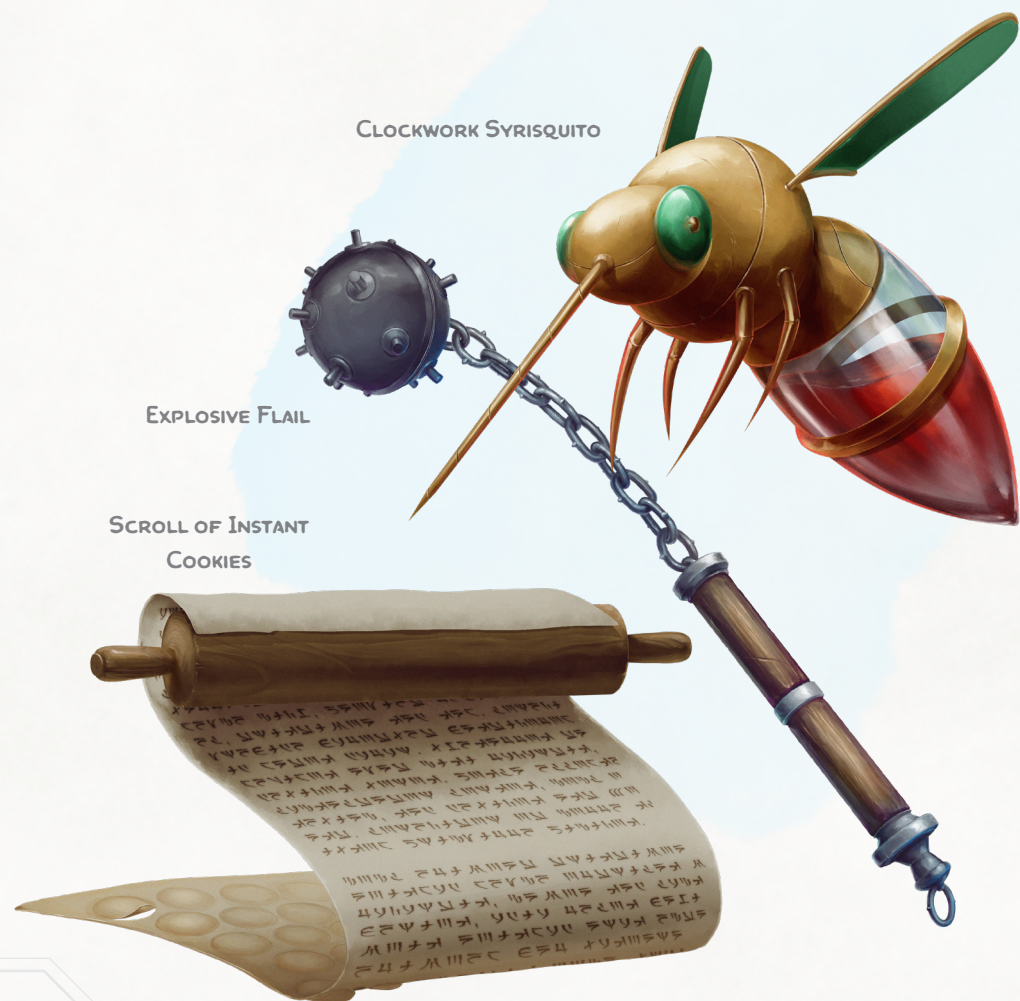
Unsurprisingly, February was also hard.

Nothing's changed since my January update, although perhaps I'd just be delivering it in a comparatively more frantic demeanor were we in person. Imagine frizzed up and burnt hair with soot all over my face and you'll get a decent picture of it. I started early with my preparations this time and I'm still scrambling in some places to get everything properly buttoned up and presentable.

Anyway, personal favorites from this month include the *clockwork syrisquito*, *explosive flail*, *gorgon war pick*, *scroll of instant cookies*, *spiker and striker*, and the *wand of the dragon queen*.

## MAGIC ITEMS

- Cherry Blossom Wand*
- Clockwork Syrisquito*
- Contact Lenses*
- Dimensional Quiver*
- Domclavis*
- Explosive Flail*
- Godsteel Wargautlets*
- Gorgon War Pick*
- Helm of the Deep Sea Knight*
- Meteoric Javelin*
- Neutralizing Spray*
- Radiant Quiver*
- Ring of Jailbreaking*
- Ring of Spell Sharing*
- Scroll of Instant Cookies*
- Solar Staff*
- Spiker and Striker*
- Wand of the Dragon Queen*
- Warden's Armor*
- Wyvernblade*



### CHERRY BLOSSOM WAND

*Wand, common*

This wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. As an action while holding the wand, you can expend 1 of its charges to target a point that you can see within 60 feet of you. The air in a 20-foot cube centered on that point stirs into a light, dramatic breeze that carries a flurry of delicate pink cherry blossoms on it. The wind and the blossoms vanish immediately at the end of your turn.

### CLOCKWORK SYRISQUITO

*Wondrous item, rare (requires attunement)*

This mechanical insect is three inches long and has the resemblance of a mosquito. 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 syrisquito can enter and pass through another creature's space and doesn't provoke opportunity attacks.

The syrisquito has a glass vial at its end that holds up to one ounce of liquid. You can use an action to command the syrisquito to ingest a potion or poison you provide, such as a *potion of healing* or basic poison, which is then stored in the attached vial. You can use another action to remove the glass vial from the syrisquito to retrieve its held contents or replace the vial.

The syrisquito has 10 charges and regains all expended charges daily at dawn. While the syrisquito is within your space, you can use a bonus action to speak its command word to expend 1 of its charges and cause it to fly to a creature's space within 60 feet of you and inject the target with the entirety of the contents from the vial. If there are no contents in the vial, it siphons one ounce of the creature's blood instead. If the target is unwilling, it must succeed on a DC 15 Dexterity saving throw to avoid the syrisquito. The syrisquito then returns to your space.

You choose whether the syrisquito's injection or siphoning is harmful or not each time you command it. If it's harmful, the creature takes 1d6 piercing damage from the syrisquito.

If the syrisquito injects a living target with another creature's blood, the target takes 1d10 necrotic damage. If the syrisquito injects the target with something else, such as a potion or poison, the creature gains the effects of those contents instead.

If the syrisquito holds a creature's blood for at least 1 minute, it can determine and magically share with you the following properties about that creature:

- Its creature type
- Any poison or disease already affecting the creature
- Any resistance or immunity to poison or disease it has

The syrisquito is considered a magical object and is not a creature. It has AC 15, 20 hit points, and resistance to all damage. If the mending spell is cast on the syrisquito while it has at least 1 hit point, it regains 2d6 hit points. If the syrisquito drops to 0 hit points, it can't be used again for 24 hours, at which point it regains all its hit points.

### CONTACT LENSES

*Wondrous item, uncommon (requires attunement)*

These small glass lenses fit comfortably over your eyes, becoming invisible while worn. While you're wearing them, you can use a bonus action to alter the appearance of your eyes. The change remains until you use another bonus action to change them again or remove the lenses. When you make a Wisdom (Perception) check that relies on sight while wearing the lenses, your bonus to the roll can't be negative.

In addition, while maintaining eye contact with a creature within 120 feet of you, both you and that creature can speak telepathically with each other. To understand each other, you each must speak mentally in a language you share.

### DIMENSIONAL QUIVER

*Wondrous item, very rare (requires attunement)*

This purple glass quiver is open on both ends and doesn't have a strap. While attuned to it, the quiver floats comfortably within your reach whenever you place it against your body. While attuned to the quiver, you're immune to the *banishment* spell and similar magic that would transport you to another plane of existence against your will.

The quiver also functions as an *efficient quiver*. The first time you hit a target on each of your turns using a piece of ammunition or a weapon drawn from the quiver, that target takes an extra 1d12 force damage from the attack.

In addition, you can use an action to cast either the *blink* or *dimension door* spell from the quiver while it's on your person. When you cast *blink* in this way, you can see up to 60

feet into the Ethereal Plane and can attack targets there as if they were on your current plane of existence for the duration. Once the quiver has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

### DOMCLAVIS

*Wondrous item, uncommon*

This brass key's head is in the shape of a small doorknob and has a keyhole cut into its bit. You can use an action to insert the key into a closed door's keyhole and speak the key's command word while turning it. When you do, the door magically opens to reveal an extradimensional room that's 20 feet on a side with 10-foot-high ceilings. The room is comfortable and dry with various fur rugs and six well-worn armchairs. A fire always burns in its hearth. Furnishings and other objects created by this effect dissipate into smoke if removed from the room. A creature inside the room can open the door to allow other creatures inside. Opening the door from the outside as normal, without the key in its lock, doesn't reveal the extradimensional space.

The room remains for up to 1 hour. At the end of the duration, anything not original to the room is shunted out of the space. The effect ends early if the door used to create the extradimensional space is destroyed. Once this property of the key has been used, it can't be used again until the next dawn.

### EXPLOSIVE FLAIL

*Weapon (flail), uncommon*

The head of this magic flail floats softly on its own, as if by a gentle current, and is covered in blunt metal prongs. The weapon's head releases a controlled explosion when it impacts a target. The first target you hit with this flail on each of your turns takes an extra 1d4 fire damage. If you roll a 4 on the fire damage die in this way, any creature within 5 feet of the target (other than you) also takes 4 fire damage.

### GODSTEEL WARGAUNTLETS

*Wondrous item, legendary (requires attunement)*

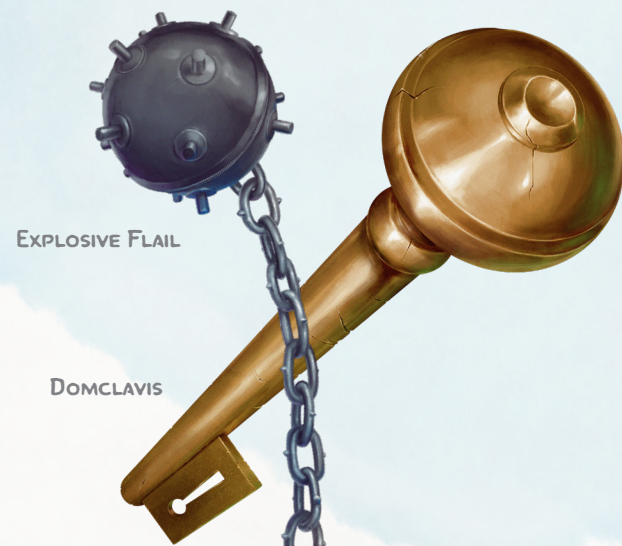
These golden gauntlets carry a powerful force within them. The gauntlets have 10 charges. While wearing the gauntlets, you gain a +1 bonus to AC, and any target you hit with an unarmed strike or damage-dealing spell with a range of touch takes an extra 1d6 force damage. When you deal this bonus force damage, you can choose to expend up to 5 of the gauntlets' charges, dealing an extra 1d10 force damage to the target for each expended charge.

The gauntlets regain all expended charges daily at dawn. If you're attuned to one or more other magic items with "godsteel" in the name, you don't need to be attuned to these gauntlets in order to use them.

### GORGON WAR PICK

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

This war pick is made from the metal armor of a gorgon and designed in its visage. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you move at least 20 feet straight toward a target and then hit it with this weapon on the same turn, that target takes an extra 1d6 piercing damage from the attack. You can deal this extra damage only once per turn.

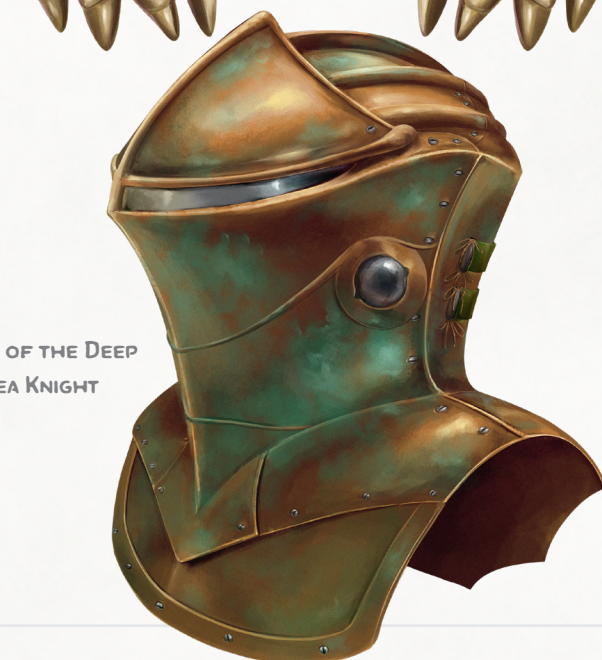


EXPLOSIVE FLAIL

DOMCLAVIS



GODSTEEL  
WARGAUNTLETS



HELM OF THE DEEP  
SEA KNIGHT



GORGON WAR PICK

METEORIC  
JAVELIN

NEUTRALIZING  
SPRAY

When you roll a 20 on an attack roll against a creature with this weapon, the war pick's metal emits a small plume of weakened gorgon breath. When it does, the target's body begins to stiffen, and it takes a cumulative -10 foot penalty to its speed until it finishes a short or long rest, or until it's targeted by the *lesser restoration* spell or similar magic. This penalty can't reduce a creature's speed lower than 5 feet.

### HELM OF THE DEEP SEA KNIGHT

*Wondrous item, uncommon*

This patinaed knight's helm has subtle frog-like elements worked into its otherwise functional design. Its narrow visor rests at eye level and is covered by a curved pane of thick glass. The helm weighs 6 pounds and takes 1 minute to don or doff. While wearing this helmet, you can breathe underwater, and you can walk normally on the bottom of any lake, sea, or other body of water. In addition, your weapon attacks suffer none of the penalties of underwater combat.

### METEORIC JAVELIN

*Weapon (javelin), rare*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has three command words, which activate the following properties. Once a property has been used, that property can't be used again until the next dawn.

**Orbital Maneuver.** When you make a ranged attack with the javelin and miss, you can speak the javelin's first command word (no action required) to repeat the attack against a different target that you can see. You make this attack as if you were standing in the original target's space.

**Recall.** While the javelin is within 120 feet of you and not being held by another creature, you can use a bonus action to speak the javelin's second command word to cause it to fly to your open hand or fall to the ground at your feet (your choice).

**Satellite Crash.** While holding the javelin, you can use an action to speak the javelin's third command word and throw it 120 feet into the air, where it follows and hovers above you. You can use a bonus action on a subsequent turn to speak this command word again to cause it to plummet down in a fiery blast onto a target that you can see within 120 feet of you. Make a ranged weapon attack against the target. The javelin then flies toward the target from its location above you, ignoring the disadvantage imposed on long range attacks and potentially the effects of certain types of cover. On a hit, the target takes damage from the javelin plus an extra 2d6 piercing damage. Hit or miss, the javelin creates a flaming impact on the ground. The target and each creature within 15 feet of it must make a DC 15 Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one. If there isn't 120 feet of space above you, or if you don't speak the command word again within 1 minute of using this property, the javelin falls harmlessly back to the ground in a random location within 120 feet of you.

### NEUTRALIZING SPRAY

*Wondrous item, common*

This small bottle contains a mysterious clear liquid. It has an inflated cushion on its stopper that can be squeezed to spray the liquid from a small nozzle. You can use an action to

spray the bottle into a space within 5 feet of you, dousing the area in a 5-foot cube. Any creature or object within the area becomes magically cleaned, as if by the *prestidigitation* spell, and if it would still have an odor even after being cleaned, the smell is suppressed for 10 minutes.

The bottle contains enough liquid for 4 uses and regains any used liquid daily at dawn. If you use the last of the liquid, roll a d4. On a 1, the liquid no longer magically replenishes.

## RADIANT QUIVER

*Wondrous item, rarity varies (requires attunement)*

A *radiant quiver* produces special ammunition for your ranged weapon attacks. The ammunition is made of pure light, and appears in your hand when you reach into it without picking a different piece of ammunition. If the quiver is kept in direct sunlight for at least 1 hour, it magically produces up to 20 pieces of the special ammunition at the end of the hour.

The quiver can hold up to 20 pieces of this ammunition at a time, which remain until used and don't count toward the total amount you can normally store in a quiver. A piece of this ammunition is lost if another creature attempts to use it or if it's removed from the quiver and not fired before the start of your next turn. On a hit, the ammunition deals radiant damage, instead of its normal damage type, and it deals extra damage based on the quiver's rarity, as shown in the table below. The ammunition is then lost. This bonus damage is doubled if the target is a fiend or undead.

Once fired, the ammunition sheds bright light in a 10-foot radius and dim light for an additional 10 feet while flying through the air. Very rare versions of the quiver produce ammunition made of sunlight. A creature hit by ammunition made of sunlight in this way is considered to be in sunlight until the end of your next turn.

**Light Cannon.** While holding the quiver, you can use an action to point it at a target and speak its command word. When you do, it releases all the remaining special ammunition in a single blast, expending them. The blast creates a line of light that is 5 feet wide, and each creature in the line must make a Constitution saving throw. The length of the line and the DC for the saving throw are based on the quiver's rarity, as shown in the table below. On a failed save, a creature takes radiant damage equal to the ammunition's bonus damage for each of the remaining pieces left in the quiver, which is doubled if the creature is a fiend or undead, up to a maximum of 50 radiant damage. On a successful save, a creature takes half as much radiant damage. If the quiver is a very rare version, a creature that fails the saving throw is also considered to be in sunlight until the end of your next turn. Once this property of the quiver has been used, it can't be used again until the next dawn.

Rarity	Bonus Damage	Light Cannon Line Length	Light Cannon DC
Uncommon	+1	30 feet	13
Rare	+2	60 feet	15
Very Rare	+3	90 feet	16

## RING OF JAILBREAKING

*Ring, uncommon*

This ring is made of a simple metal ball and chain. The chain is looped around and attached to either side of the ball, allowing it to be worn on your finger. While wearing the ring, you can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. When you do, the ring's chain breaks and becomes nonmagical.

## RINGS OF SPELL SHARING

*Ring, legendary (requires attunement by a spellcaster)*

This pair of purple rings are linked by a magical force. Each ring displays an outstretched hand. One ring's hand looks to be casting a spell from a gemstone, while the other ring's hand levitates a larger gem above it; the former is a Siphoning ring, and the latter is a Channeling ring. Only the Channeling ring can be attuned to.

The ring has 4 charges and regains 1d3 + 1 expended charges daily at dawn. If you're wearing the Channeling ring while the other ring is being worn by another willing spellcaster on the same plane of existence as you, you can use an action to expend 1 of the ring's charges to cast a spell from the other creature's known or prepared spells, using your own spell slot, spell save DC, spell attack bonus, and spell-casting ability to do so. The spell must have a casting time of one action or bonus action, and you must provide any material components required by the spell. If the creature wearing the Siphoning ring is willing, you are magically aware of its known or prepared spells while wearing the Channeling ring.

If the rings have been more than 1 mile away from one another for 24 hours, the Siphoning ring magically appears next to the Channeling ring again.



RADIANT QUIVER

SOLAR STAFF



SPIKER AND STRIKER

RING OF JAILBREAKING

RINGS OF SPELL SHARING

SCROLL OF INSTANT COOKIES

## SCROLL OF INSTANT COOKIES

*Scroll, common*

This 5-foot scroll of parchment is wrapped around a rolling pin. You can use an action to unroll 1 or more feet of the parchment, pressing it against a solid surface while you do. The pressed parchment immediately transforms into a pastry dough that's been freshly baked and cut into rows of delicious cookies. You choose the shape and flavor of the cookies each time you use the scroll. Every foot of scroll creates 18 cookies when pressed.

When the last of the scroll has been used, it leaves behind the rolling pin, which can be used as a magical club.

## SOLAR STAFF

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

This staff ends in an open semi-circle at its head. While holding it, you can use a bonus action to cause a floating orb of pure radiance to spring into existence at the center of the half-circle, or to make the orb disappear. The orb sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight.

You can use a bonus action while holding the staff to cause the orb to fly up to 20 feet. If you drop or stow the staff, or if the orb is ever farther than 150 feet away from you, the orb flickers out and disappears.

This staff has 10 charges for the following properties:

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast either the daylight (2 charges) or sunbeam spell (4 charges) from it, using your spell save DC. Each spell can originate from either you or the orb of light when cast in this way.

**Purifying Light.** While holding the staff, you can use an action to expend 1 of its charges to cause the orb to glow with a purifying brilliance. Until the start of your next turn, any hostile creature that enters the orb's bright light for the first time on a turn or starts its turn there must succeed on a Constitution saving throw against your spell save DC or take 3d6 radiant damage. Undead creatures have disadvantage on the saving throw.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge from the staff, roll a d20. On a 1, the staff glows brilliant white before it turns to dust and is destroyed.

## SPIKER AND STRIKER

*Weapon (dagger and warhammer), rare (requires attunement)*

This warhammer and nail-like dagger share a magical bond. Despite being a pair of weapons, they are considered to be a single item for the purposes of attuning to them. You gain a +1 bonus to attack and damage rolls made with these magic weapons. While wielding only the warhammer or both it and the dagger in either hand, the warhammer also has the light property.

When you hit a target with Spiker (the dagger), you can choose to leave the weapon embedded in the target. The first time you hit that target using Striker (the warhammer) while the dagger is embedded in it, the target takes an extra 1d12

piercing damage from the attack. The dagger then magically returns to your hand. It returns early if you don't deal this extra damage before the end of your next turn or if a creature uses an action to remove it from the target. If you don't have a free hand when Spiker returns to you, it lands at your feet instead.

### WAND OF THE DRAGON QUEEN

*Wand, rare (requires attunement)*

Five chromatic dragon heads coil up toward the tip of this wand, which has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to release a gout of dragon's breath from the wand. For 1 charge, the area of dragon's breath is a 15-foot cone. You can increase the size of the cone by 5 feet for each additional charge you expend. Each creature in the breath's area must make a DC 15 Dexterity saving throw. A creature takes 1d10 acid damage, 1d10 cold damage, 1d10 fire damage, 1d10 lightning damage, and 1d10 poison damage on a failed save, or half as much damage on a successful one.

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 is consumed by its own elements and is destroyed.



WAND OF THE DRAGON QUEEN



WARDEN'S ARMOR

### WARDEN'S ARMOR

*Armor (heavy, but not plate), rare*

This heavy armor feels natural to wear, as if you've had it for years. If you are proficient with medium armor (but not heavy), you are proficient with *warden's armor*, and it is considered medium armor for you while you wear it. If the armor normally has a Strength requirement, the requirement for this version of the armor is reduced by 2.

### WYVERNBLADE

*Weapon (rapier or shortsword), rare (requires attunement)*

This blade's guard is fashioned after a wyvern in its design. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The weapon has 3 charges and regains all expended charges daily at dawn. While holding the weapon, you can use an action to expend 1 of its charges to fly up to 60 feet in a straight line toward a point or target that you can see. If the target is a creature, you can also make a special attack against it using the blade. On a hit, the target takes an extra 4d6 poison damage, and it can't use its reaction until the start of its next turn. You have advantage on the attack if you fly at least 30 feet toward the target in this way. At the end of your turn, you can choose to fly up to another 30 feet either horizontally or downward.



WYVERNBLADE

## MARCH 2022

The Kickstarter launched! And it's doing so well! Thank you all so much for your enthusiasm and support. I am so glad to be able to provide this content for you every week and month. It's truly an honor to see it culminate in books and more.

Personal favorites from this month include the *aberrant nail*, *blazeball bat*, *cloak of daggers*, *dart of the macaw*, *mask of the mimic*, *mourningsteel eclipse*, *rat king crown*, and the *staff of pigeons*.

## MAGIC ITEMS

- Aberrant Nail*
- Angler's Wand*
- Battlechef Pulverizers*
- Blazeball Bat*
- Charging Bugle*
- Cloak of Daggers*
- Dart of the Macaw*
- Dream Catcher*
- Dryad's Key*
- Etherean Torch*
- Mask of the Mimic*
- Mourningsteel Eclipse*
- Naga's Caduceus of Rebirth*
- Ogramau's Glass Eye*
- Radiant Teapot*
- Rat King Crown*
- Rat King Rapier*
- Rat King Sphere*
- Ring of Honor*
- Shield of the Everfighter*
- Staff of Pigeons*
- Sword of the Pack Leader*
- Vagrant's Wrist Stiletto*



CLOAK OF DAGGERS

MASK OF THE MIMIC

RAT KING CROWN



ABERRANT NAIL

ANGLER'S WAND

BATTLECHEF PULVERIZERS

BLAZEBALL BAT

CLOAK OF DAGGERS

CHARGING BUGLE

### ABERRANT NAIL

Weapon (longsword), legendary (requires attunement)

This greenish blade was forged under the command of a powerful aboleth as a reward for one of its strongest mortal thralls. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to this sword, your Intelligence score is 19. It has no effect on you if your Intelligence is already 19 or higher without it. When you hit with an attack using this weapon, the target takes an extra 1d8 psychic damage. While holding the sword, you have resistance to psychic damage.

In addition, when you roll a 20 on an attack roll made with this sword, the target must succeed on a DC 17 Intelligence saving throw or be stunned until the start of your next turn, as it's bombarded by a deluge of unintelligible images and thoughts from a realm beyond comprehension.

### ANGLER'S WAND

Wand, uncommon

While holding this wand, you can use an action to speak its command word to transform it into a fishing rod, complete with line and tackle. It remains in this form until you use an action to speak its command word again to transform it back into the wand.

The wand has 7 charges for the following properties. The number of charges remaining are represented by the amount of spectral fish that swim around you while holding it.

**Fish Slap.** While holding the wand, you can use an action to expend 1 of the wand's charges to send one of the spectral fish toward a target that you can see within 60 feet of you. The fish then grows in size, swims through the air to the target, and smacks the target with its oversized tail or fins. Make a ranged spell attack against the target, using an attack bonus

of +5. On a hit, the target takes 1d12 + 3 force damage. The fish then swims away and disappears.

**Reel In.** While holding the wand, you can use an action to point it at a target that you can see within 60 feet of you and expend 1 of its charges. The target must succeed on a DC 13 Strength saving throw. On a failed save, it's pulled up to 30 feet toward you and is considered hooked for 1 minute or until the target is more than 120 feet away from you. For the duration, you can use a bonus action on each of your turns to force the hooked creature to repeat the saving throw, pulling it up to 30 feet toward you again on a failed save, or ending the effect early on a successful one. You can only have one creature hooked at a time in this way. The effect ends early if you are no longer 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 dissolves into water and is destroyed.

### BATTLECHEF PULVERIZERS

Wondrous item, uncommon

This pair of brass knuckles resemble meat tenderizers and smell like blood, butter, salt, and caramelized onions. If you use the knuckles to prepare a meat dish, the food is magically tender and perfectly seasoned to taste.

While wearing the knuckles, you gain a +1 bonus to damage rolls made with unarmed strikes using them, which count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If you're proficient with cooking utensils, you also gain a +1 bonus to attack rolls with the knuckles.

### BLAZEBALL BAT

Weapon (club or greatclub), rare

This wooden club is held together by iron rings and smolders with crackling embers while held. When you hit a target with a melee attack using this magic weapon, that target takes an extra 1d4 fire damage.

You can use an action while holding the club to speak its command phrase. A ball of fire condenses from the weapon's embers and leaps into the air in front of you. You then strike the ball of fire with the club, launching it toward a target that you can see within range. Make a ranged weapon attack against the target, using your Strength modifier for the attack roll. This special attack has a normal range of 30 feet and a long range of 120 feet. On a hit, the target takes 1d8 + 5 fire damage. Hit or miss, the target and each creature within 10 feet of it must succeed on a DC 15 Dexterity saving throw or take 1d8 fire damage. A creature has advantage on the saving throw if the attack was made at long range.

If you roll a 1 when you make this special attack, the ball of fire lands at your feet and detonates. You take 1d8 + 5 fire damage, and each creature within 10 feet of you (including yourself) must also succeed on a DC 15 Dexterity saving throw or take 1d8 fire damage.

### CHARGING BUGLE

Wondrous item, uncommon

This blue bugle horn is lined in enchanted copper that can transform sound into electrical force. You can blow a percussive note from the bugle in place of the verbal component when casting a spell of 1st level or higher that deals thunder damage, such as *shatter* or *thunderwave*. When you do, any creature or object affected by the spell also takes an extra 1d6 lightning damage. If the spell's damage would be halved on a

successful saving throw, this lightning damage is also halved on a successful one.

In addition, you can use a bonus action on your first turn of combat to blow an invigorating call from the bugle. Any friendly creature within 30 feet of you (including yourself) that can hear the bugle gains a 5-foot bonus to its speed until the start of your next turn.

### CLOAK OF DAGGERS

Wondrous item, uncommon (requires attunement)

This asymmetrical cloak has a ring of silver daggers along its bottom hem. While wearing the cloak, you have advantage on Dexterity (Stealth) checks while in dim light or darkness.

In addition, you can use a bonus action to summon a magic silver dagger to one or both of your hands, provided that they're empty. Each dagger disappears in a puff of smoke after 1 minute or at the end of your turn if you aren't holding it.

### DART OF THE MACAW

Weapon (blowgun needle or dart), uncommon

This magic dart has a vibrant macaw at its base, which springs to life when you throw or launch it. Hit or miss, the dart flies back to the space it was thrown or launched from at the end of your turn. If you're in that space, the dart lands in your open hand or at your feet (your choice). The bird then becomes immobile once more.

DART OF THE MACAW



## DREAM CATCHER

Weapon (net), very rare

This circular net is stylized with large white feathers around its edge. Unlike a normal net, the *dream catcher* can restrain a formless creature such as a ghost or water elemental. The net is immune to slashing damage, and it requires a DC 16 Strength check, instead of DC 10, to free a creature from the net.

The net has 8 charges, which are represented by the number of feathers around the net. When you throw the net, you can speak its command word to expend up to 4 of its charges. If the net hits and restrains a creature, that creature is also affected by the *sleep* spell. The spell targets only the creature within the net, and its spell level is equal to the number of charges expended from the net when it was thrown. If a creature falls unconscious as a result of this effect, it can't be woken up early until the net is removed.

When you expend a charge, one of the feathers disappears in a dream-like cloud of smoke. The net regains 1d8 expended charges daily at dawn.

## DRYAD'S KEY

Wondrous item, rare

This lush, green leaf has a bug-bitten, key-like tooth at the bottom of its stem. While holding the leaf, you can use an action to speak its command word and place it into or against a large or larger tree, turning it like a key and casting the *transport via plants* spell from it, using the tree as the entrance for the spell. Once the leaf has been used in this way, it withers and becomes a nonmagical leaf.

## ETHEREAN TORCH

Wondrous item, uncommon

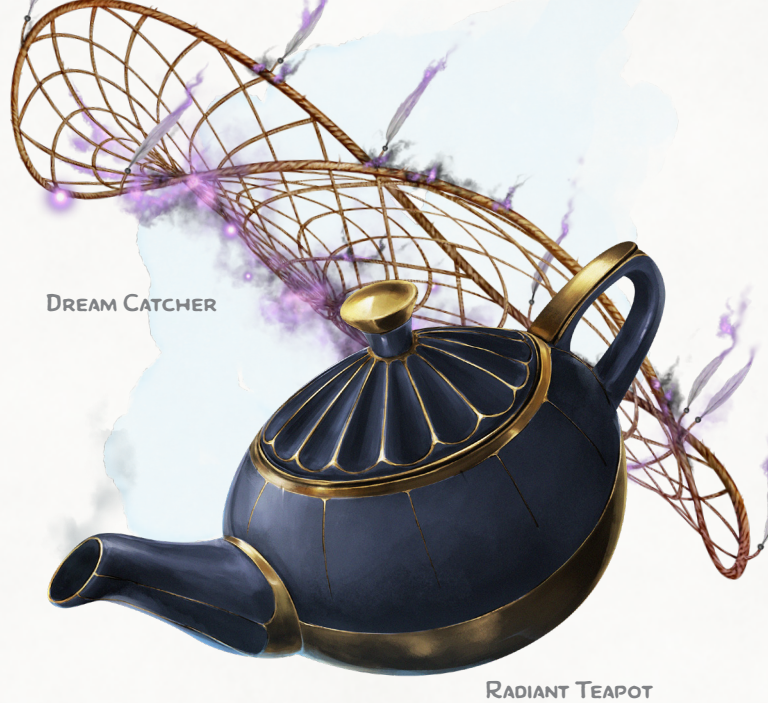
This torch's handle is made of oemmock, a plant that only grows in the Border Ethereal. While holding the torch, you can use an action to speak its command word to make it ignite with a purple flame. The flame produces as much light as a normal torch and can only be extinguished by using an action to speak its command word again. While holding the lit torch, you can see into the Ethereal Plane within the torch's bright light. The torch's light stays purple on the Ethereal Plane, despite everything else being in shades of gray.

While holding the lit torch, you can use an action to take a deep breath and blow into the flame, causing a 15-foot cone of purple fire to erupt from the torch in the same direction. Each creature within the cone must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. Any object in the cone that isn't being worn or carried, as well as any creature that failed the saving throw, is outlined in a purple light that glows for 1 minute. For the duration, a glowing creature or object can't benefit from being invisible. Once this property of the torch has been used, it can't be used again until the next dawn.

## MASK OF THE MIMIC

Wondrous item, uncommon (requires attunement)

This mask is designed in the likeness of a mimic: the bane (and untimely end) of many adventurers. The mask effortless-



ly sticks to your face when you put it on. While wearing this mask, mimics are indifferent toward you and will not attack you unless you threaten or harm them. Touching or otherwise interacting with a mimic harmlessly reveals its nature to you. In addition, you can use an action to cast the *disguise self* spell from the mask at will. The spell ends if the mask is removed.

**Curse.** Once you place this mask on your face, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the mask, you gain the following flaw: "If I see something of value that I think I can steal, it only makes sense to try."

## MOURNINGSTEEL ECLIPSE

Weapon (morningstar), rare

This dreadful spiked weapon is designed to represent the sting of the moon-covered sun. Forged from mourningsteel, the metal that makes this weapon has been steeped in the blood and misery of fallen warriors of brutal conflicts. When you hit with an attack using this magic weapon, the target takes an extra 1d6 necrotic damage.

While holding this morningstar, you can use an action to speak its command word to cast the *darkness* spell from it with the following changes:

- The darkness extends from you in a 10-foot-radius sphere and moves with you
- While holding the morningstar, you can see through this magical darkness as if it were dim light.
- When you hit a creature within the darkness using the morningstar, its bonus necrotic damage increases to 1d8.

The spell ends early if you drop or stow the morningstar. Once used, this property of the weapon can't be used again until the next dusk.

## NAGA'S CADUCEUS OF REBIRTH

Rod, rare

This scepter has a skull at its top with a diamond fitted into each of its two eye sockets. When found, the rod has 1d2 dia-

monds remaining. While holding the scepter, you can use an action to cast the *revivify* spell from it, without consuming any costly components. When you do, one of the diamonds in the scepter's skull shatters. Once the second diamond shatters, it can't be used to cast the spell again. The scepter can also be used as a magic mace, which has a +1 bonus to attack and damage rolls made with it.

**The Naga Within.** The following properties are only discovered 24 hours after the second diamond has been shattered, or by a *legend lore* spell. An *identify* spell fails to reveal them.

A spirit naga is held captive within this rod. 24 hours after the second diamond shatters, the rod turns black and ashen as the naga is released, appearing in the nearest unoccupied space within 30 feet of the rod. The naga is hostile, and is determined to end the lives of any creature that was revived using the rod's magic. The naga always knows the general direction to the nearest creature revived in this way.

The only way to prevent the naga from returning to life after 1d6 days (short of a *wish* spell), is to slay it with the rod. When you do, both the rod and naga are destroyed.

## OGRAMAU'S GLASS EYE

Wondrous item, uncommon (requires attunement)

This glass eye has an oozy sheen and seems to be filled with a smoky, viscous liquid inside. Spinning the eye causes the dark liquid to billow within it. It functions like a normal eye while it's in your socket, even if you aren't attuned to it. While using the glass eye in this way, any tears that come from that socket are magically turned black.

If you're attuned to the eye and are either holding it or using it to replace a missing one, you always know if there's an undead within 30 feet of you, as well as where it's located. Such a creature isn't detected if it's behind 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## RADIANT TEAPOT

Wondrous item, common

This small, ceramic teapot can hold up to two cups of liquid. When left in direct sunlight for 1 minute, any water or similar liquid inside it begins to boil. While the teapot has water boiling inside, you can use an action to speak its command word to cause the water to become a rich tea. Each *radiant teapot* creates a different kind of tea, which can typically be deduced by smelling the inside. Choose or roll on the table below to determine what kind of tea the pot makes.

d6	Type of Tea
1	Black (assam, chai, or similar)
2	Green (jasmine, matcha, or similar)
3	Herbal (chamomile, mint, or similar)
4	Oolong
5	Rooibos (green or red)
6	White

While a *tea weird* rests inside the teapot, it's immune to all damage and can change the temperature of the water inside the pot at will.



## RAT KING CROWN

*Wondrous item, uncommon (requires attunement)*

This dark silver circlet is embossed with the heads and tails of many rats. While wearing it, ordinary rats, giant rats, and swarms of rats are indifferent toward you and will not attack you unless you threaten or harm them.

In addition, you can comprehend and verbally communicate with rats, as if by the *speak with animals* spell.

**Mark of the Rat King.** While you're attuned to one or more other items with "rat king" in its name, the crown gains the following additional property.

Whenever you roll initiative, roll a d6. On a 5 or 6, a swarm of rats gathers at your location, provided that enough rats are within a half mile of you (as determined by the GM). The swarm is friendly to you and your companions. It remains with you until the combat ends or you die. If the swarm is reduced to half its hit point maximum or less, it scatters and leaves early.

The friendly swarm shares your initiative but takes its turn immediately after yours. On its turn, it attacks the nearest hostile creature within 30 feet of you. If there isn't a creature to attack, it shares your space and takes the Dodge action.

The swarm becomes hostile if you remove the crown or if you or your companions harm it.

## RAT KING RAPIER

*Weapon (rapier), uncommon (requires attunement)*

This dark silver rapier is detailed with rat illustrations along its handle. Bands of metal forged in the likeness of rat tails form its twisted guard. While the rapier is on your person, ordinary rats, giant rats, and swarms of rats are indifferent toward you and will not attack you unless you threaten or harm them.

In addition, when you attack a creature with this magic rapier and have advantage on the attack roll, the target takes an extra 1d6 piercing damage on a hit. You can deal this extra damage only once on each of your turns.

**Mark of the Rat King.** While you're attuned to one or more other items with "rat king" in its name, the rapier gains the following additional property.

When you roll a 1 or 2 on the bonus piercing damage die, you can reroll the die. You must use the new roll, even if it is a 1 or a 2.

## RAT KING SPHERE

*Wondrous item, uncommon (requires attunement)*

This hollow metal sphere is covered with illustrations of rats, one of which is gilded and wears a small crown. The sphere is 6 inches in diameter and weighs 3 pounds. Holes of various sizes dot its surface, allowing you to peer inside. The sphere is completely empty while a creature isn't attuned to it.

While you're attuned to the sphere and it's on your person, ordinary rats, giant rats, and swarms of rats are indifferent toward you and will not attack you unless you threaten or harm them.

The sphere contains a special demiplane made for rats. If a creature is attuned to the sphere at dawn, or the first time a creature attunes to the sphere each day, it magically summons a swarm of rats to the demiplane within. The rats can

peer through the demiplane and see outside of the sphere through its various holes.

You can use an action while holding the sphere to speak one of its three command words as described below. To do so, the sphere must have a swarm of rats inside it.

**Summon Giant Rat.** When you speak the first command word, the swarm of rats coalesces into a giant rat, which magically appears in an unoccupied space that you can see within 10 feet of you. This giant rat has 24 hit points and is friendly to you and your companions. It shares your initiative but takes its turn immediately after yours. On your turn, you can mentally command the rat (no action required) if it is within 60 feet of you and you aren't incapacitated. You decide what action the rat 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. By using a bonus action to speak the command word again, you return the rat to the sphere's demiplane, at which point it becomes a swarm again. It then regains all its hit points. If the rat is reduced to 0 hit points, it and the swarm that created it disappear.

**Swarm Tether.** When you speak the second command word, you also throw the sphere at a creature you can see within 30 feet of you. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the swarm of rats exits the sphere and clings to the creature, forcing that creature to make a DC 13 Strength saving throw. On a failed save, it takes 2d6 piercing damage, and if the creature is Large or smaller, it's also grappled until the start of its next turn. The creature repeats this saving throw at the start of each of its turns for 1 minute or until it succeeds three times, at which point the swarm scatters and disappears. If the sphere misses the creature when you throw it, the action is wasted, but the swarm remains inside the sphere.

**Visage of the Wererat.** When you speak the third command word, the swarm inside the sphere disappears, but you gain the following benefits for 1 hour:

- You have advantage on Wisdom (Perception) checks that rely on smell.
- You have darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet instead.
- You can use an action to transform into a giant rat (as if by the polymorph spell) or revert back to your normal form. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores while in giant rat form. If you're reduced to 0 hit points while in giant rat form, you revert to your normal form and can't transform again in this way for the remainder of the effect.

**Mark of the Rat King.** While you're attuned to one or more other items with "rat king" in its name, the sphere gains the following additional property.

You can summon a swarm of rats to the empty sphere using a special ritual, which takes 1 hour to perform and can be done during a short rest. Once this property has been used, it can't be used again until the next dawn.



## RING OF HONOR

*Ring, rare*

This golden ring is shaped like a crown. It can hold up to 5 charges and gains 1 charge each time you slay a Small or larger hostile creature while wearing it. The ring loses all charges if you're reduced to 0 hit points or remove it.

When the ring gains its 5th charge, you can use a bonus action once within the next 24 hours to expend all 5 charges. When you do, a spectral, golden crown appears on your head for 1 minute. For the duration, you gain the following benefits:

- You gain a +1 bonus to AC.
- You gain a +1 bonus to attack and damage rolls.
- You gain 5 temporary hit points at the start of each of your turns.
- You're immune to the frightened condition.

The effect ends early if you're reduced to 0 hit points. If you don't use this property within 24 hours of the ring gaining its 5th charge, the ring loses all charges.

## SHIELD OF THE EVERFIGHTER

*Armor (shield), very rare (requires attunement)*

This heater shield's center is made of plated sheets of armor. While holding it, you can use a bonus action to speak the shield's command word to cause it to magically collapse and reshape itself into a metal-plated bracer on your arm. While in bracer form, the shield provides no benefit to your AC but leaves your hand free. Speaking the command word again as a bonus action or removing the bracer causes it to become a shield again.

Alternatively, you can return the bracer to its shield form as a reaction when you're hit by an attack, dropping anything held in that hand and applying the shield's bonus to your AC as normal, potentially causing the triggering attack to miss you. At the start of your next turn after using this reaction, you can choose to have the shield become a bracer again (no action required).

In addition, if you're a fighter, you gain 1d10 temporary hit points when you use either your Action Surge or Second Wind class feature. If you are also holding the *gladius of the everfighter*, you can transform the shield as part of the same action or bonus action used to transform the weapon.

## STAFF OF PIGEONS

*Staff, uncommon (requires attunement)*

This roughly hewn wooden staff cradles a wooden birdhouse at its top. A soft cooing noise can be heard from within the birdhouse. The staff has 10 charges for the following properties.

**Animal Messenger.** You can use an action to expend 2 charges from the staff to cast the *animal messenger* spell. When cast in this way, instead of targeting a creature within range, you can cause a spectral courier pigeon to step from the staff's birdhouse to carry out the message. The pigeon disappears in a small cloud of feathers once the message has been delivered or if the magic is lost.

**Manifest Greater Pigeon.** You can choose to expend 1 or more additional charges from the staff as part of the action to

cast *animal messenger* on the spectral courier pigeon. When you do, the spectral pigeon physically manifests, becoming material and visibly stronger.

- For 1 extra charge, the pigeon becomes a Small creature. It covers twice as many miles within 24 hours, and it can deliver a small scrap of parchment or similarly sized item of negligible weight.
- For 2 extra charges, the pigeon becomes a Medium creature. It covers three times as many miles within 24 hours, and it can deliver a small parcel weighing no more than 10 pounds.
- For 3 extra charges, the pigeon becomes a Large creature. It covers four times as many miles within 24 hours, and it can deliver a larger parcel weighing no more than 25 pounds.

Regardless of the manifested pigeon's size, its statistics remain the same, and it refuses to move while another creature is sitting or otherwise mounted on it.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge from the staff, roll a d20. On a 1, the birdhouse cracks apart and the staff's magic is lost.

### SWORD OF THE PACK LEADER

Weapon (any sword), uncommon

This magic sword carries the unspoken leadership of a mighty wolf. When you hit a creature with the weapon, you can choose to mark it for your allies to strike. The creature remains marked until the start of your next turn or until you attack a different creature or are no longer holding the sword. For the duration, the first attack roll against the marked creature on each of your allies' turns is made with advantage. If the marked creature is slain, the sword releases a magical howl, and each hostile creature within 15 feet of you must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn. Once the sword has been used to mark a creature, it can't do so again until the next dawn.

### VAGRANT'S WRIST STILETTO

Wondrous item, rare

This single bracer has a hidden compartment on its underside. Within it lies a thin blade, which can be magically extended from the bracer on your turn (no action required, or as part of the Attack action) or retracted again using a bonus action. While the blade is extended, it can be used as a magic dagger, but only if that hand is empty. You gain a +1 bonus to attack and damage rolls made with this dagger, which can't be thrown, and you are considered to be holding it while it is extended.

If you're a rogue and extend the blade from the bracer as part of the Attack action, you can use your Sneak Attack when you make an attack with the magic dagger this turn even if you don't have advantage on the attack roll, but not if you have disadvantage on it. When you deal your Sneak Attack damage in this way, the target takes an extra 1d6 damage. All the other rules for Sneak Attack still apply to you.

A creature inspecting the bracer to find the hidden dagger while it's retracted must succeed on a DC 15 Intelligence (Investigation) check in order to discover it.

VAGRANT'S WRIST  
STILETTO



SWORD OF THE  
PACK LEADER

## APRIL 2022

The Kickstarter finished! What a thrilling whirlwind, and I can't begin to thank you all enough for your support. Thank you, thank you, thank you! Thank you all so much for your enthusiasm and support. I feel so much more equipped to deliver an even better end product (and series of products) now than I did two years ago, and it's thanks to your continued excitement and support that I'm able to improve and continue to make bigger and better things for you and the rest of the 5e community. Again, thank you!

Personal favorites from this month include *crash and burn*, *crashing tide hammer*, *daybreaker katana*, *echo of the oni*, *frostfell cloak*, *gossiper's ear cuff*, *instigator's rod*, *scroll of miraculous mail*, and the *starmetal blaster*.

## MAGIC ITEMS

*Calligrapher's Shade*

*Crash and Burn*

*Crashing Tide Hammer*

*Daybreaker Katana*

*Dragon Turtle Gumbo*

*Echo of the Oni*

*Familiar Lens*

*Foldable Pet*

*Frostfell Cloak*

*Gossiper's Ear Cuff*

*Grasping Seedling Necklace*

*Instigator's Rod*

*Maul of the Guiding Star*

*Redsmith Carrying Pack*

*Rune-Marked Bracers*

*Scroll of Miraculous Mail*

*Shield of the Great Badger*

*Starmetal Blaster*

*This Hidden Agenda*

*Void Render*

*Wand of Termites*

STARMETAL BLASTER



CRASH AND BURN

FROSTFELL CLOAK





CALLIGRAPHER'S SHADE

CRASH AND BURN

CRASHING TIDE HAMMER

### CALLIGRAPHER'S SHADE

*Wondrous item, uncommon (requires attunement)*

This fountain pen is a favorite among calligraphers and tattoo artists in Ilridun. A small vial is built into the pen as part of its bulbous, yet strangely comfortable handle, and can be filled with ink to supply the pen with a constant flow of it while writing. You gain a +1 bonus to ability checks with calligrapher's supplies while using this pen, even if you aren't attuned to it.

If you're attuned to the *calligrapher's shade*, you're also proficient with calligrapher's supplies, and you have advantage on any ability check you make with them while using the pen.

In addition, if you're attuned to the pen, you can fill it with 10 gp worth of fine ink to tattoo yourself over the course of 8 hours. When you do, the tattoo can be magically brought to life, mimicking the effects of the *find familiar* spell with the following changes:

- The familiar is an ooze and appears as an inky black silhouette.
- Regardless of the form you choose for the familiar, it can't gain the benefits of a flying speed.
- The familiar can't be used to deliver spells.
- While the familiar remains motionless against a solid surface, its form magically solidifies and becomes indistinguishable from a normal inked illustration.
- When you temporarily dismiss the familiar, it returns to your body as an inanimate tattoo in a location of your choice.

While a familiar exists in this way, the pen can't be used to create another one. The familiar disappears when it drops to 0 hit points or if your attunement to the pen ends, leaving behind a small pool of nonmagical ink.

### CRASH AND BURN

*Wondrous item, rare (requires attunement)*

These blocky metal gloves have a small magical furnace burning inside them. While wearing this pair of magic gloves, you gain a +1 bonus to the attack and damage rolls of any unarmed strikes made with them, which deal 1d4 bludgeoning damage on a hit (unless your unarmed strike damage is already higher). The gloves have 4 charges for the following properties and regain all expended charges daily at dawn.

**Burn.** While wearing the gloves, you can use an action to expend 1 of the gloves' charges to cast the *burning hands* spell from them (save DC 15). When you do, you can also move up to 10 feet in the opposite direction in which the spell was cast. This movement doesn't provoke opportunity attacks. If you use this property immediately after using *Crash*, the spell's fire damage increases by 1d6.

**Crash.** While wearing the gloves, you can use a bonus action to expend 1 of their charges to release a propulsive jet from them, rocketing yourself up to 10 feet in a direction of your choice without provoking opportunity attacks. As part of this bonus action, you can immediately make a single unarmed strike with the gloves against a target within your reach at the end of this movement. On a hit, the target takes an extra 2d4 bludgeoning damage. If you use this property immediately after using *Burn*, you have advantage on the attack roll, and on a hit, the target also takes an additional 2d4 fire damage from the attack.

**Exhaust.** You can continue to use the *Burn* and *Crash* properties even after you've expended the last charge from the gloves. Each time you do, there is a 50 percent chance that the gloves sputter and backfire. When it does, you take 4d4 fire damage, the action or bonus action is wasted, and the *Exhaust* property can't be used again until the next dawn; at which point you regain 2 expended charges the next dawn instead of 4.



DAYBREAKER KATANA

ECHO OF THE ONI

DRAGON TURTLE GUMBO

### CRASHING TIDE HAMMER

*Weapon (maul or warhammer), rare (requires attunement)*

This item takes the form of a metal rod with a slightly weighted, porous end. While grasping the rod, you can use a bonus action to cause a hammer head of swirling salt water to gush forth from the rod and spring into existence. You can use another bonus action while holding it to make the hammer's head disappear. While the hammer's head is summoned, it gains the following properties.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which extinguishes any nonmagical flame that it hits. In addition, when you hit a target primarily made of fire with the weapon, such as a fire elemental or magma mephit, you treat the weapon's damage dice as having rolled their maximum value.

The first time on each of your turns when you have advantage on an attack roll against a creature and hit it with the hammer, that creature must succeed on a DC 13 Strength saving throw or be knocked prone. Whenever you hit a prone creature with the hammer, you can choose to push it up to 10 feet away from you, sweeping it away in a roiling tide of salt water.

### DAYBREAKER KATANA

*Weapon (longsword), very rare (requires attunement)*

This curved blade is a dusky metal with gilded waves dancing along its edge. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with this weapon, that creature gains a mark from the blade. If you attack a different creature or attack using a different weapon, all of the marks disappear. When a creature gains its third mark, it takes 3d6 radiant damage and must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded until the end of your

next turn, and it can't be blinded in this way again for 24 hours. A creature with the Sunlight Sensitivity or Sunlight Hypersensitivity trait has disadvantage on this saving throw. Regardless of whether the creature succeeds on or fails the saving throw, it then loses all marks.

### DRAGON TURTLE GUMBO

*Wondrous item, rare*

This spicy dish is made with dragon turtle meat and an assortment of flavorful herbs and vegetables that enrich its savory broth. It takes 1 minute to eat. Once you've eaten the gumbo, you can breathe underwater for 8 hours.

For the same duration, you can use an action to summon forth the heat and power of a dragon turtle, exhaling a scalding wave of steam and spice in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. Once you exhale in this way three times, you can't do so again for the rest of the duration.

### ECHO OF THE ONI

*Wondrous item, very rare (requires attunement)*

This tattered leather cloak is lined with a blue, silken lining with gold and white patterns. The cloak contains the lingering power of an oni. While wearing it, you gain a flying speed equal to your walking speed and can hover, but can only fly up to 1 foot off the ground while doing so. In addition, you have advantage on Dexterity (Stealth) checks, and when you reduce a hostile creature to 0 hit points, you become invisible until the start of your next turn or until you make an attack or cast a spell.

**Avatar of the Oni.** You can use an action while wearing the cloak to draw more of the oni's power from the cloak.

When you do, you cast a version of the *enlarge/reduce* spell on yourself from the cloak, using only the spell's enlarge option, with the following changes:

- You immediately gain 10 temporary hit points, which last until the spell ends.
- You're no longer limited in how high you can fly while wearing the cloak.

**Curse.** This cloak is cursed, a fact that is only revealed when the curse is extended to you. Each time you use the Avatar of the Oni property of this cloak, there is a permanent and cumulative 5 percent chance that the cloak's curse is extended to you. While cursed, the oni's malevolence takes hold of you: your skin turns blue and a pair of sharp ivory horns extends from your forehead, and you are unwilling to part with the cloak. In addition, the cloak casts *suggestion* on you at will (save DC 16), urging you to work toward whatever evil the oni's will desires at the GM's discretion. You remain cursed in this way until the cloak is targeted by a *dispel evil and good* spell, at which point your form returns to normal and the cloak loses this curse and the Avatar of the Oni property. A *remove curse* spell fails to end your attunement to the cloak or any of these effects, but does magically reveal the nature of the curse to the creature who cast the spell.

### FAMILIAR LENS

*Wondrous item, uncommon*

This charming wood and brass box has a pair of domed glass lenses on its front. A small button sits on top of the box. While you're looking through another creature's senses or through a magical sensor, such as by the *find familiar* or *scrying* spell or a similar magical effect, you can use a bonus action to press the button on top of the box. While the button remains pressed, the box's lenses light up to project a silent duplicate of what you see through the other creature's senses or magical sensor. The projection can only be seen when it's pointed toward a wall or other solid surface within 10 feet of the box. The projection's size depends on the distance of the solid surface, spanning up to 5 feet across and 3 feet tall when shown at 10 feet away, or as small as 1 foot across and 7 inches tall when shown at 1 foot away. When you return to your normal senses or are no longer holding the button, the projection ends.

### FOLDABLE PET

*Wondrous item, rare*

This magical piece of paper is folded into an animated origami creature. When found, it is either in the folded form of a bird, a cat, or a fish. While holding the pet, you can use an action to speak its command word to magically refold the paper into one of its other forms.

Tiny, fading words cover the pet's paper form, recording everything that it's seen or heard in the last 10 minutes. You can use an action to unfold the pet and read the transcription of what it's seen and heard in this way. Once you do, it takes 10 minutes for the pet to magically refold itself and reanimate.

The pet is considered a magical object and is not a creature. The pet's movement changes in each form. Its bird form has a flying speed of 30 feet, its cat form has a walking speed of 30

feet, and its fish form has a swimming speed of 30 feet. While it remains motionless, the pet is indistinguishable from a normal origami figurine, but a successful DC 15 Intelligence (Investigation) check reveals that the writing on its paper changes to record its immediate surroundings.

Dealing 10 piercing, slashing, acid, or fire damage to the pet (AC 15) causes it to unfold and remain motionless for 24 hours, after which it magically reanimates and folds itself into the last form it was in. If the pet unfolds in this way, any writing on the paper is lost.

**Sentience.** The *foldable pet* is a sentient neutral item with an Intelligence of 2, a Wisdom of 12, and a Charisma of 7. It has hearing and darkvision out to a range of 60 feet. Regardless of the form it's in, the pet has a +5 Dexterity (Stealth) modifier and a +5 Wisdom (Perception) modifier, and it has a passive Wisdom (Perception) score of 15. It can't speak or read, but understands Common. If you write an instruction on its paper, it understands the command regardless of what language it was written in (although it needn't obey it). The instructions fade into the paper after 10 minutes.

**Personality.** The *foldable pet* is incredibly curious and loves to explore, finding joy in taking notes of everything it sees. It avoids combat as best as it can, preferring to instead examine every nook and cranny of wherever it happens to be.

### FROSTFELL CLOAK

*Wondrous item, rare (requires attunement)*

This cloak has an icy, geometric pattern of a snowflake inside its warm lining. While wearing the cloak, you have resistance to cold damage and ignore difficult terrain created by ice or snow. As you walk, snowflakes drift behind you and vanish upon touching the ground.

The cloak has 5 charges and regains all expended charges daily at dawn. Once on each of your turns while wearing the cloak, you can expend 1, 2, or 3 charges from the cloak (no action required) by forfeiting 10, 20, or 30 feet of your walking speed for that turn, respectively, in order to spin in place instead. If your maximum walking speed is 25 feet, you can choose to forfeit 25 feet instead of 30. As you spin in place, a wave of bitter cold spreads out from the cloak, causing the ground in a 5-foot radius around you to become covered in thick snow. The radius increases by 5 feet for each additional charge you expend, up to 15 feet. Each other creature within the area must make a DC 15 Constitution saving throw or take 1d8 cold damage.

The snow is difficult terrain and remains for 1d4 rounds, disappearing at the start of your turn on the round that it would end.

### GOSSIPER'S EAR CUFF

*Wondrous item, rare*

While wearing this ear cuff, you can use an action to cast the *message* cantrip from it. In addition, you automatically hear the message of any spell that targets a creature within 120 feet of you, such as by a *message* or *sending* spell. Messages overheard in this way sound like whispers to you, regardless of the original message.

### GRASPING SEEDLING NECKLACE

*Wondrous item, common*

This necklace features a tiny teardrop glass bauble connected to a metal stopper. It hangs from a plain string or bit of leather cording. Inside the bauble is a single seed, which grows a little bit each day and into a small seedling. The seedling gains 1 charge daily at dawn, up to a maximum of 7 charges. The seedling has 1 leaf for each charge it has. When found, it has 1d6 + 1 charges.

If the seedling has 7 charges, you can use an action to detach the necklace's bauble from its metal stopper and speak the exposed seed's command word. You can throw the seedling into an unoccupied space that you can see within 30 feet of you as part of this action, where it immediately takes root and grows into a grasping mass of creeping vines. Each Medium or smaller creature within 5 feet of the seedling's space when it lands must succeed on a DC 10 Strength or Dexterity saving throw (its choice) or be grappled by the vines for 1 minute. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the vines on a grappled creature (AC 10) also frees the creature without harming it, ending the effect on that creature.

The vines wither away and are destroyed after 1 minute. When they do, there is a 50 percent chance that they leave behind a new seed. You can place the seed in the necklace's empty glass bauble to begin growing it into a seedling once again.

### INSTIGATOR'S ROD

*Rod, common*

This rod looks like a normal torch with a brazier made of four metal prongs. While holding the rod, you can use an action to speak either of its two command words.

The first command word causes the torch's brazier to sputter and ignite, creating a small magical flame at its center. The lit torch sheds as much light as a normal torch. Using an action to speak the command word again extinguishes the light.

The second command word causes the rod to transform into a pitchfork, which functions as a magic trident. Using an action to speak the command word again returns the rod to its normal torch form. If the torch was lit when you first spoke this command word, it's extinguished as part of the transformation.

When you make an ability check to intimidate or coerce a creature while holding the rod, you gain a bonus to the roll equal to the number of other creatures within 15 feet of you who are also holding an *instigator's rod*, up to a maximum bonus of +5. Once you benefit from this bonus, neither you nor any other creature that was involved in determining the bonus of that check can benefit from an *instigator's rod* again in this way for 24 hours.



FAMILIAR LENS



GOSSIPER'S EAR CUFF

INSTIGATOR'S ROD

FROSTFELL CLOAK

GRASPING SEEDLING NECKLACE

## MAUL OF THE GUIDING STAR

Weapon (maul), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The maul has 4 charges and regains 1d3 + 1 expended charges daily at dawn. Once on each of your turns when you hit a target with this weapon, you can choose to expend 1 of the weapon's charges. When you do, the target becomes dusted in glimmering starlight, which lasts until the end of your next turn. While glimmering in this way, the next attack roll against that target is made with advantage. Hit or miss, the starlight condenses around the target and then erupts in a flare of astral energy. The target takes 4d6 radiant damage if the attack hits, or half as much damage if it misses. Either way, the starlight then ends, and the target is no longer glimmering. This radiant damage is separate from the triggering attack's damage.

## REDSMITH CARRYING PACK

Wondrous item, common

This rough leather backpack has red binding straps and anvil emblem on its front. Even if it's empty, it sounds like various clattering tools can be found inside it. The bag has a limited demiplane inside of it that's used for carrying impractically heavy artisan's tools from place to place. You can use an action to reach into the bag and magically remove one or more tools from either a glassblower's, smith's, or tinker's tool set from the demiplane. Alternatively, you can choose to remove a miniature anvil from it that's 1 foot long and weighs 20 pounds. A tool or anvil removed from the bag in this way magically disappears and returns to the bag if it's ever more than 60 feet away from the bag or if it goes untouched for 10 minutes. While a tool is within the bag's demiplane, its weight is reduced to 0.

If you have a different magic item with "Redsmith" in the name, you can perform a special ritual while holding the item to store it within the bag's limited demiplanar space. You perform the ritual over the course of 1 hour, which can be done during a short rest, and the bag must be within your reach throughout the ritual. Afterwards, the item can be magically withdrawn and returned to the bag as with any other. Performing the ritual with the same item again severs the connection between the bag and item. Only one of each Redsmith item can be added to the bag in this way.

The bag can also be used as a normal backpack.

REDSMITH CARRYING PACK



## RUNE-MARKED BRACERS

Wondrous item, very rare (requires attunement)

These bracers were made by giant stone carvers and enchanters. Five elemental runes are carved into the sides of this pair of stone bracers, which magically loosen or tighten around your forearms to fit. Each bracer weighs 10 pounds, but they miraculously become weightless once you attune to them. While wearing the bracers, you gain a +1 bonus to AC.

If you're wearing the bracers, you can use your reaction when a creature hits you with a melee attack to activate one of the runes on the bracers. Once a rune has been activated, that rune can't be used again until the next dawn.

**Cloud.** The attacker must succeed on a DC 15 Strength saving throw or be pushed up to 30 feet away from you.

**Fire.** The attacker must succeed on a DC 15 Dexterity saving throw or take 2d8 fire damage. The creature repeats the saving throw at the start of each of its turns for 1 minute, taking another 1d8 fire damage on a failed save, or ending the effect on a successful one. Alternatively, a creature within reach of the original attacker can use an action to extinguish the flames and end the effect.

**Frost.** The attacker must succeed on a DC 15 Constitution saving throw or take 3d8 cold damage and have its speed halved until the end of your next turn.

**Stone.** The attacker must succeed on a DC 15 Constitution saving throw or become sluggish and stone-like, causing the creature to be restrained until the end of your next turn.

**Storm.** The attacker must succeed on a DC 15 Dexterity saving throw or take 3d8 lightning damage and it can't take reactions until the end of your next turn.

MAUL OF THE GUIDING STAR



RUNE-MARKED BRACERS



## SCROLL OF MIRACULOUS MAIL

Scroll, common

This scroll of parchment is completely blank except for a small eye-shaped stamp in its corner. When held up to the light, instructions for using the scroll can be read hidden within the paper, which also include its unique command word. You can use an action to speak the scroll's command word, followed by the name of a person or place with which you're familiar on the same plane of existence as you. The scroll then folds itself into a perfect, self-containing envelope with a red wax seal, complete with the eye's shape pressed into it. Anything other than the scroll falls out of the envelope when it folds itself, and any magical effects on it (other than the scroll's normal ones) are also lost.

The scroll then vanishes, magically reappearing at the location of the person or place whose name you spoke as part of the command word. The scroll then loses its magic.

When the scroll vanishes, there's a 10 percent chance that it reappears in a random location on the same plane of existence, instead of its intended destination.

## SHIELD OF THE GREAT BADGER

Armor (shield), uncommon (requires attunement)

This dark silver shield is stylized in the striped likeness of a badger's face. While holding this shield, you can't be moved more than 5 feet against your will at a time.

The shield has 3 charges and regains 1d3 expended charges daily at dawn. When a creature within 5 feet of you hits you with an attack, you can use your reaction to expend 1 of the shield's charges to cause a spectral badger to emerge from the shield and lash back out at the attacker. The attacking creature must succeed on a DC 13 Dexterity saving throw or take 2d4 + 3 slashing damage.

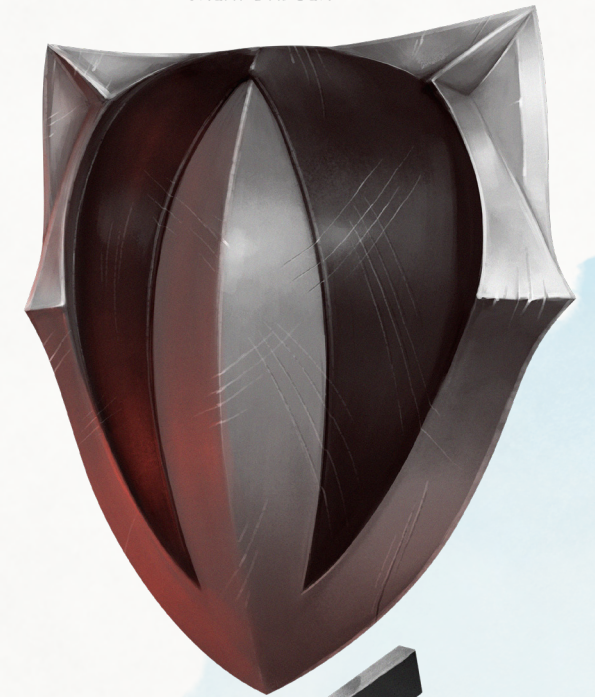
## STARMETAL BLASTER

Weapon (any crossbow), rare

This crossbow doesn't use a standard bowstring or groove for loading bolts. Instead, it uses a pair of electrically charged metal arms to suspend sling bullets above a third strip of charged metal along the weapon's body. When the crossbow's trigger is pulled, a sling bullet is electrically propelled from the weapon at dizzying speeds. Ranged attacks with this magic weapon deal bludgeoning damage instead of their normal damage type, and the first target hit by it on each of your turns takes an extra 1d6 lightning damage.

You can use an action to preload the crossbow with up to 4 sling bullets, which hover in a single-file line above its charged metal strip until they're fired. While the crossbow is preloaded in this way, you can choose to ignore its loading property. When you do, you fire one of the preloaded bullets for each attack you make with it after the first. Alternatively, you can choose to fire any number of preloaded bullets from the weapon as part of a ranged attack you make with it, making a single roll for the attack regardless of the number of bullets fired. On a hit, the target takes the weapon's damage plus an extra 1d4 bludgeoning damage for each bullet that was fired from the crossbow after the first.

SHIELD OF THE GREAT BADGER



STARMETAL BLASTER



SCROLL OF MIRACULOUS MAIL



## THE HIDDEN AGENDA

*Wondrous item, very rare (requires attunement)*

This paired brooch and signet ring are typically found together in a fine wooden case, and are a favorite among elite spies and unscrupulous politicians. While wearing the brooch and ring together, you have advantage on Dexterity (Sleight of Hand) and Charisma (Deception) checks. The brooch resembles a gilded quill, and the ring has a pair of feathers on either side that encircle a deep blue sapphire.

While holding or wearing the brooch, you can use a bonus action to speak its command word to transform it into a golden feather quill. You gain a +5 bonus to any ability check you make with the quill to make a forgery, such as a signature or letter. While holding the quill, you can use a bonus action again to transform it back into the brooch. Alternatively, you can use the brooch as if it were a quill (without transforming it) to write a message on parchment, paper, or some other suitable material, duplicating the effects of the *illusory script* spell from it. This version of the spell lasts for 24 hours, instead of its normal duration, and once the quill has been used in this way, it can't do so again until the next dawn.

While wearing the ring, you can use an action to speak its command word to shunt an object that you're holding into a special demiplane contained in the ring. The object must weigh no more than 10 pounds and be no larger than 1 foot in any direction. It remains in the demiplane until the ring is removed (either willingly or by force) or until you use an action to speak the command word again, at which point it reappears in your hand or at your feet (your choice). Only one object can be stored in the demiplane at a time, during which time the ring's sapphire softly glows. You can wear or remove the ring using an action.

## VOID RENDER

*Weapon (battleaxe), very rare*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this weapon, the axe creates an instantaneous temporal rift at the target's location, which appears as a brief void in space. The target must make a DC 16 Strength saving throw. On a failed save, the target is warped by the rift, taking 6d6 force damage and suffering the effects of the *slow* spell until the end of your next turn. On a successful save, the target isn't warped by the rift, taking half as much force damage and suffering no other effects. Regardless of whether the target succeeds or fails, the rift then immediately closes, and the void disappears.

## WAND OF TERMITES

*Wand, rare (requires attunement by a spellcaster)*

This wand is made of a partially rotted tree branch with a polished, bug-bitten handle. A gem is fixed at the bottom of the handle clenched between two termite-like wooden pincers. The wand has 7 charges for the following properties.

**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: *blight* (3 charges) or *insect plague* (4 charges).

**Termite Assault.** While holding the wand, you can use an action to expend 1 of the wand's charges to target a creature

that you can see within 60 feet of you. That creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 3d8 piercing damage and has disadvantage on the next attack roll it makes before the end of its next turn, as bugs crawl and bite at it distractingly.

Alternatively, you can expend 1 of the wand's charges to target a nonmagical wooden object you can see within 60 feet of you that isn't being worn or carried. This effect automatically destroys the object if it is Tiny. If the object is Small or larger, this effect destroys a 3-foot-cube portion of it. A magic item is unaffected by this effect.

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 soil and is destroyed.

THE HIDDEN AGENDA



WAND OF TERMITES



VOID RENDER

## MAY 2022

I had a lovely week-long vacation in Vermont this month, which accounts for the lower item count this month. Because of the nature of what I do, finding ways to actively combat burnout is really important. You see it all the time with creators online, and I'm pretty proud of myself for avoiding it for over 4 and a half years so far. I suspect we'll see these week vacations every three months or so.

Personal favorites from this month include the *alchemist's firethrower*, *Criir's Blade*, *flame slippers*, *sentry candle*, *tormentor's flail*, and the *viper's katana*.

## MAGIC ITEMS

*Alchemist's Firethrower*  
*Bardic Boombox*  
*Consecrated Hunter's Crossbow*  
*Criir's Blade*  
*First Mate's Scabbard*  
*Flame Slippers*  
*Game Changer's Eye*  
*Godsteel Barrier*  
*Lightning-Catching Bottle*  
*Moonlighter's Masquerade*  
*Mourningsteel Barricade*  
*Pearler's Blade*  
*Scroll of Moving Performances*  
*Sentry Candle*  
*Tormentor's Flail*  
*Viper's Katana*  
*Wand of Bubbles*

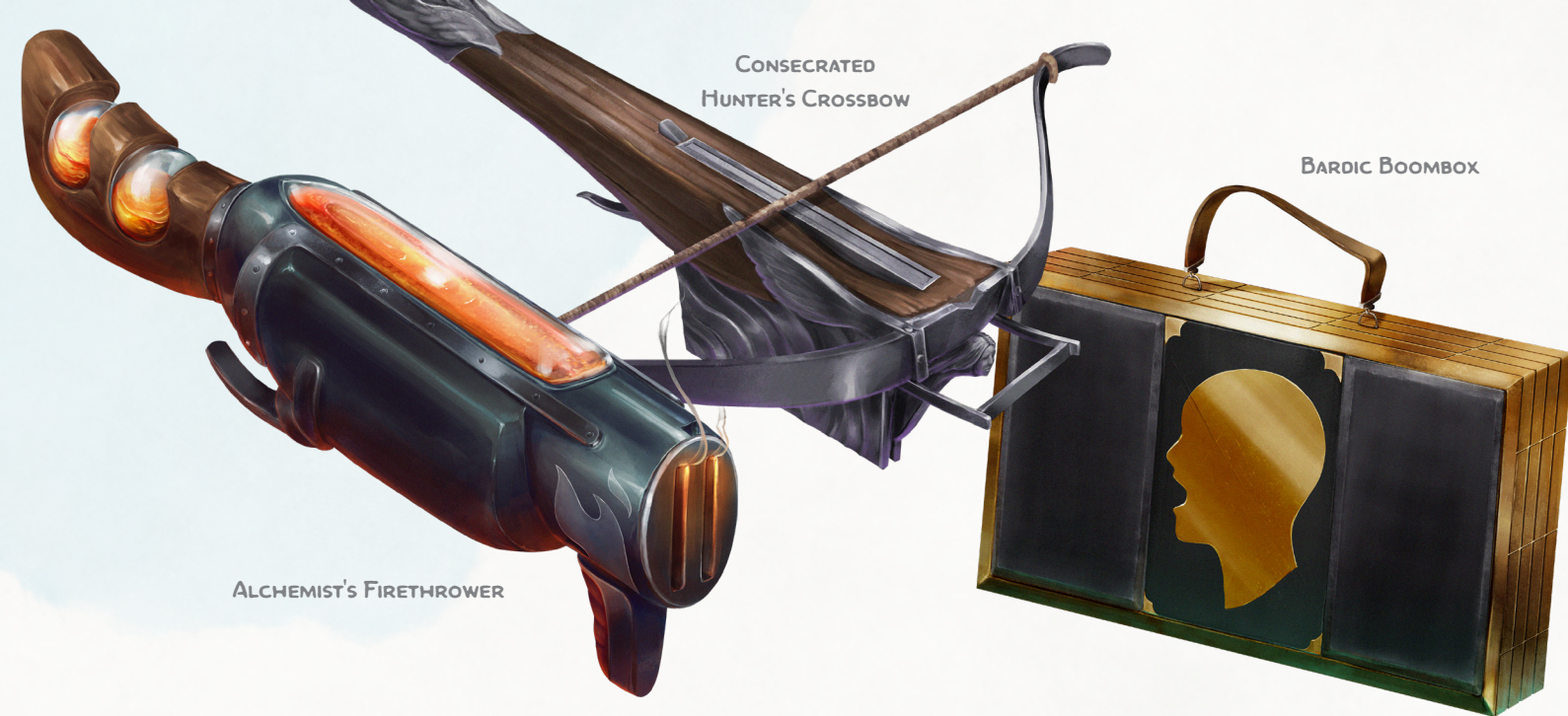
CRIIR'S BLADE



FLAME SLIPPERS



SENTRY CANDLE



ALCHEMIST'S FIRETHROWER

CONSECRATED  
HUNTER'S CROSSBOW

BARDIC BOOMBOX

### ALCHEMIST'S FIRETHROWER

*Wondrous item, rare*

This handheld metal device weighs 8 pounds and measures about 2 feet long and 6 inches across at its widest point. Parts of it resemble a crossbow, such as its stock and trigger, but is otherwise unique in its design. It has a pair of gaps in its wooden stock which can hold two flasks of alchemist's fire, fitting the flasks' mouths into a hole in the bottom of the space. Upending a flask into one of the gaps in this way allows its contents to run through a hidden pipeline within the stock and into the rest of the machine, causing a glass-covered chamber on the top of the device to fill with bubbling liquid. When filled in this way, the two vertical slots at the front of the machine give off a warm and foreboding glow.

This item is a unique ranged weapon with the two-handed property. If you are proficient with light or heavy crossbows, you are proficient with the *alchemist's firethrower*.

The device can hold a maximum of 100 charges, and gains 50 charges for each bottle of alchemist's fire that's loaded into its stock. You can use an action to load a new flask into the stock, discarding the previous one as part of the same action. While a flask of alchemist's fire is typically thrown, this device converts and concentrates a tiny portion of the sticky solution into a superheated discus that flies from the weapon instead, allowing the normally single-use flasks to power the machine for many attacks instead.

The device loses 1 charge each time you use it to make a ranged weapon attack, which has a normal range of 30 feet and a long range of 90 feet. On a hit, a target takes fire damage equal to 1d6 plus your Dexterity modifier. For each attack that hits, the target also takes 1d6 fire damage at the end of its next turn as the alchemist's fire smolders and evaporates from its body.

Alternatively, while holding the machine, you can use an action to expend 10 of its charges to magically release a belching stream of concentrated alchemist's fire from it in a 30-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 8d6 fire damage. Once this property has been used, it can't be used again until the next dawn.

### BARDIC BOOMBOX

*Wondrous item, very rare (requires attunement by a bard)*

This gilded box is roughly two feet long, one foot tall, and 6 inches deep. It weighs 5 pounds. While holding the box, you can use it as a spellcasting focus for your bard spells. When you cast a bard spell with a verbal component while holding the box, you gain a +2 bonus to that spell's attack roll or save DC, but the spell's verbal component can be heard out to a range twice as far as normal. If the spell deals thunder damage, you can reroll any 1s or 2s on the damage dice. When you do, you must use the new roll. In addition, you can use the box to inspire a creature up to twice as far as normal with your Bardic Inspiration die, doubling its normal audible range as well.

You can use the box as an amplifier while it's within 120 feet of you, causing your voice or any instrument you play to become up to five times as loud as normal at will (no action required). The amplified sound originates from the box. Alternatively, while the box is within 120 feet of you, you can use an action to speak through it in your own voice. You don't need to move your mouth in order to speak through the box in this way.

### CONSECRATED HUNTER'S CROSSBOW

*Weapon (crossbow, heavy or light), rare*

This magic crossbow is detailed with wings and an angelic face at its end. A metal box of crossbow bolts fits into the base of the weapon, which automatically lifts a new bolt into place each time its string is pulled back again to fire. The box holds up to six bolts and can be refilled using an action. While the box holds at least one bolt, the weapon ignores its normal loading property, but must use the next bolt from the box with each attack it makes.

When the weapon is drawn, radiant, celestial runes appear on the front of the crossbow. A target hit by a bolt fired from this weapon takes an extra 1d4 radiant damage. If the target is a fiend, undead, or shapeshifter, you deal the maximum extra radiant damage, instead of rolling.

### CRIIR'S BLADE

*Weapon (longsword), artifact (requires attunement)*

This mighty blade belongs to the Astral Griffon Criir, a patron deity of artisans and craftsmen. Only a creature chosen by Criir can attune to this weapon, which is shared by those deemed worthy across the multiverse. Heroes selected to wield the blade are often set on great adventures across the planes of existence, and typically share at least some of the astral griffon's passion for creation.

While attuned to the sword, you can use a bonus action to summon it to your empty hand from a special demiplane. You are proficient with this weapon while you're attuned to it, which has the finesse property and is seemingly weightless in your grasp. The blade returns to its demiplane if it is more than 30 feet away from you for 1 minute or more or if you dismiss it (no action required).

**Magic Weapon.** *Criir's Blade* is a magic weapon that grants a +2 bonus to attack and damage rolls made with it. It also functions as a *dancing sword*.

**Charges.** The sword has 5 charges for the following properties. It regains all expended charges daily at dawn.

**Spells.** While holding the sword, you can use an action to expend 1 of its charges to cast either the *creation* or *fabricate* spell from it.

**Starlight Crash.** While holding the sword, you can use an action to cause it to teleport up to 40 feet in the air above a point that you can see within 120 feet of you. As part of this action, you can expend up to 3 of the sword's charges to cause it to then release an incinerating pillar of light from it in a 40-foot-radius, 40-foot-high cylinder toward the ground. Each creature within the pillar must make a DC 17 Constitution saving throw, taking 3d8 radiant damage for each expended charge on a failed save, or half as much damage on a successful one. Regardless of whether or not you expended any charges, the sword then plummets to the ground at the point below it, creating a blast upon impact in a 10-foot radius. Each creature within that radius must make a DC 17 Dexterity saving throw, taking 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one. The sword then returns to your hand. Once this property of the sword has been used, it can't be used again until the next dawn.

**Warping Strike.** While holding the sword, you can expend 1 of its charges as part of making an attack with it. When you do, you can teleport to an unoccupied space that you can see within 30 feet of you either before or after making the attack. If the attack hits, the target also takes an extra 4d6 force damage.

**Destroying the Blade.** Only Criir can destroy the weapon, which requires it to be unmade while within the extradimensional space of a *Griffon's Saddlebag*.



CRIIR'S BLADE

FIRST MATE'S  
SCABBARD

### FIRST MATE'S SCABBARD

*Wondrous item, uncommon*

This emerald green scabbard has been enchanted with the element of surprise. You can use a bonus action to speak the scabbard's command word to cause a sword that's sheathed in it to magically spring forward and strike at a target within 5 feet of either you or a friendly creature you can see within 30 feet of you. The sword makes a melee attack against the target (+5 bonus to hit, +2 bonus to the damage roll). If the target of the attack is a creature that hasn't seen this property of the scabbard before or is otherwise unaware of it, the attack roll is made with advantage. Hit or miss, the sword then flies to the open hand of a friendly creature of your choice within 5 feet of the target (which can include yourself) or lands on the ground at that creature's feet if its hands are full.

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

## FLAME SLIPPERS

Wondrous item, uncommon

These red shoes have flames adorning them along the heels and by the ankles. While wearing the shoes, you can use a bonus action to click their heels together and activate their magic. While active, the shoes produce harmless flames from the soles of your feet whenever you take a step, which shed bright light in a 5-foot radius and dim light for an additional 5 feet. In addition, if you take damage as a result of falling while the shoes are active, flames blast outward from where you land. Each other creature within 5 feet of you when you land must succeed on a DC 15 Dexterity saving throw or take fire damage equal to half the amount of bludgeoning damage you took as a result of falling (up to a maximum of 20 fire damage). If you fall prone while the shoes are active as a result of falling, standing up before the end of your next turn only costs you 5 feet of movement, rather than an amount equal to half your speed. The shoes remain active until you use another bonus action to click their heels together again, or until you're no longer wearing them.

## GAME CHANGER'S EYE

Wondrous item, rare (requires attunement by a creature missing an eye)

This rubbery prosthetic eye has a dark polyhedral die at its center, as if it were a pupil. When found, the die has 20 sides. The following properties of the eye can be used even if you aren't attuned to it:

- If you're missing an eye, you can use an action to place the prosthetic in the empty socket. While it's in your eye socket, it can't be removed unless you're willing, and you can see through it as if it were a normal eye.
- You can use an action to speak the eye's command word to change the number of sides on the die at its center. The eye must be in your socket or hand in order to use this property.
- Whether it's in your socket or your hand, you can shake the prosthetic to cause the die at its center to roll around and reveal a random number, allowing it to be used as part of a gaming set. If you're attuned to the eye, you also have advantage on ability checks related to gaming sets that involve dice.

While you're attuned to the eye, the die at its center can be used to change elements of your fate, often to chaotic results. When you make an ability check, attack roll, or saving throw while the eye is in your socket, you can choose to reroll the d20. You must use the new result. You make this decision after seeing the result of the initial roll, but before the GM says whether the roll succeeds or fails. Each time you use this property, there is a cumulative 50 percent chance that you can't use it again until the next dawn.

The eye releases a burst of chaotic magic each time you use it to reroll a d20. When it does, roll a d10 and consult the table below to determine what additional effects occur. If an effect specifies a duration of a number of rounds, the effect ends at the start of your turn on the round that it would end.

### d10 Effect

- |    |   |
|----|---|
| 1  | You are confused for 1d4 rounds, as if you were affected by the <i>confusion</i> spell.   |
| 2  | Each creature within 30 feet of you (including yourself) takes a -2 penalty to its AC for 1d4 rounds.   |
| 3  | You transform into a stuffed toy resembling yourself for 1d4 rounds, during which time you are considered petrified. While petrified in this way, your weight decreases by a factor of 10, rather than increases. |
| 4  | You and every creature within 30 feet of you becomes vulnerable to bludgeoning damage for 1d4 rounds.   |
| 5  | For the next day, your skin changes color every 30 minutes, cycling through the colors of the rainbow in order starting with red.   |
| 6  | A random creature within 60 feet of you is affected by the <i>fly</i> spell for 1 minute, without requiring concentration.  |
| 7  | You gain the use of an <i>unseen servant</i> for 1 hour.  |
| 8  | You can breathe underwater for 24 hours.  |
| 9  | Flowers and vines grow around you; for 1 minute, the ground within 15 feet of you is considered difficult terrain for hostile creatures. The effect remains centered on you and moves with you.                   |
| 10 | You can immediately take one additional action, interrupting the current turn if it's not already your turn.  |

## GODSTEEL BARRIER

Armor (shield), legendary (requires attunement)

This golden tower shield emits an almost impenetrable aura of protection from it. While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, if you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can choose to use your Strength modifier for it, instead of Dexterity. If you succeed on the saving throw using your Strength modifier in this way, you take no damage from the effect, as you interpose your shield between yourself and the source of the effect.

While holding the shield, you can use a bonus action to gain 25 temporary hit points and extend the shield's aura to protect your nearby allies. Choose up to four other creatures that you can see within 60 feet of you. The extended aura lasts for 10 minutes or until your concentration ends (as if concentrating on a spell); it ends early if the effect is targeted by a *dispel magic* spell of 5th level or higher, or if you're no longer holding the shield. For the duration, each of those creatures gains a +3 bonus to AC. A creature loses this bonus if it's ever more than 60 feet away from you. In addition, you can use a bonus action on each of your turns to change which creatures within the aura's range gain this bonus to AC. If you have any temporary hit points granted by this or another item with "godsteel" in the name, your concentration on this effect can't be broken as a result of taking damage. Once this property of the shield has been used, it can't be used again until the next dawn.

## LIGHTNING-CATCHING BOTTLE

Wondrous item, rare

This bottle is stoppered with a pronged metal contraption that magically attracts bolts of electricity to it. When you take lightning damage from a hostile source while the bottle is on your person and not completely covered (such as by a bag or cloak), you can use your reaction to speak the bottle's command word to redirect and contain that lightning within the bottle. When you do, roll 3d10, reducing the lightning damage you take in this way by an amount equal to the total (to a minimum of 0) and harmlessly containing that lightning within the bottle. The bottle can contain up to 30 points of lightning damage in this way.

While holding the bottle, you can use an action to unstopper it and release the trapped lightning inside, duplicating the effect of the *lightning bolt* spell (save DC 15) with the following changes:

- The spell deals lightning damage equal to the amount contained in the bottle on a failed save, or half as much damage on a successful one.
- The line is 60 feet long, instead of 100.

You can restopper the bottle immediately after releasing the lightning in this way as part of the same action.

Once the bottle contains its maximum amount of lightning damage, any additional damage that's redirected to it isn't contained or reduced. Instead, when the bottle redirects lightning damage that would cause it to exceed the maximum amount it can hold, there is a 50 percent chance that the bottle and stopper shatter and are destroyed. When they're destroyed, each creature within 30 feet of the bottle must make a DC 15 Dexterity saving throw. A creature takes 30 lightning damage on a failed save, or 15 lightning damage on a successful one.

## MOONLIGHTER'S MASQUERADE

Wondrous item, uncommon (requires attunement)

This midnight blue mask has been delicately gilded with swirling designs. While wearing it, you can use an action to don an illusory outfit of finery. You choose the appearance of the outfit each time, and you can change the colors of the mask as part of this illusion. The outfit magically hides any armor or clothes you're already wearing, provided that the armor doesn't normally impose disadvantage on Dexterity (Stealth) checks. The illusion remains until you dismiss it (no action required) or until you're no longer wearing the mask.

If you're wearing the mask between dusk and dawn, you can also use an action to cast the *charm person* spell (save DC 13) from it. The spell ends early if you successfully charm another creature with it in this way or if the mask is removed. When the spell ends on a creature or if it succeeds on the saving throw, that creature is immune to this effect for the next 24 hours.



GAME CHANGER'S EYE

GODSTEEL BARRIER

MOONLIGHTER'S MASQUERADE

FLAME SLIPPERS

LIGHTNING-CATCHING BOTTLE

### MOURNINGSTEEL BARRICADE

Armor (shield), rare (requires attunement)

This kite shield was once part of a shield wall that fell while allowing the evacuation of innocent townsfolk. The agony and blood of that battle seeped into the metal, allowing it to be reforged years later into a reimagined bulwark.

When you successfully shove a creature, using the shield to push it, that creature also takes 1d6 necrotic damage.

In addition, while holding the shield, you can use an action to shout its command phrase, “My conviction is greater than your might.” When you do, each hostile creature within 30 feet of you that can hear you must make a DC 15 Wisdom saving throw. Creatures that can’t be charmed automatically succeed on the saving throw. On a failed save, a creature is compelled to use its action to attack you on its next turn. If the creature can make multiple attacks on its turn, it makes all of them against you. A creature that fails the saving throw also takes a –2 penalty to its AC until the end of your next turn; for each creature that takes this penalty, you gain a +1 bonus to your AC for the same duration (up to a maximum bonus of +5). Once this property of the shield has been used, it can’t be used again until the next dusk or until you take 15 or more necrotic damage from a single attack or effect from a hostile creature.

### PEARLER’S BLADE

Weapon (dagger), uncommon

This peculiar blade is made with a clamped-together pair of sharpened oyster shells. Its handle has been patinaed from use near the water over time and has a pearlized, wave-like design just above its wooden grip. A single pearl is implanted within the blade and always has a watery sheen.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If the dagger is left to rest in water for 8 consecutive hours, there is a chance that the blade opens up at the end of that time to reveal a single white pearl worth 100 gp. The percent chance to open is equal to 10 times the highest challenge rating of any creature slain with the dagger since it was last left to rest in the water, up to a maximum of 50 percent. The blade closes again once the pearl is removed.

### SCROLL OF MOVING PERFORMANCES

Scroll, uncommon

By using an action to read the mysterious lyrics on this scroll aloud, your words transform into a magical, enchanting song. You can continue to sing from the scroll as an action on each of your following turns for up to 5 minutes. If you sing for at least 1 minute, you gain a +5 bonus to any Charisma (Performance) check you make to sing using the scroll, or a +10 bonus if you sing for the scroll’s full duration.

When you sing for at least 1 minute using the scroll in this way, you can lace the song with some of your intention. Choose up to three creatures that you can see within 60 feet of you that can hear your performance. Those creatures must make a DC 13 Wisdom saving throw or be charmed by you for 1 hour. This effect ends early on a target if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

When you stop singing, the words on the scroll fade, and its magic is lost.

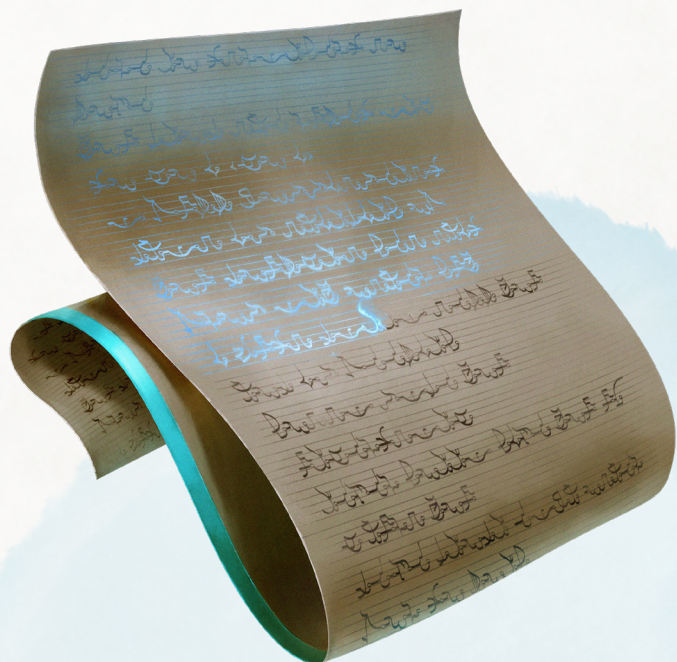


MOURNINGSTEEL  
BARRICADE



PEARLER'S BLADE

SCROLL OF MOVING  
PERFORMANCES



TORMENTER'S FLAIL



VIPER'S KATANA



WAND OF BUBBLES

SENTRY CANDLE

### SENTRY CANDLE

Wondrous item, common

This dark candle has a crenelated rim that remains even as the candle melts. While lit, small windows seemingly glow from within the candle’s dark wax. The candle’s magic is activated when the candle is lit, which requires an action. After burning for 8 hours, the candle is destroyed. You can snuff it out early for use at a later time. Moving the lit candle immediately snuffs it. Deduct the time it burned in increments of 1 minute from the candle’s total burn time.

While lit, the candle sheds dim light in a 15-foot radius. Any creature within that light is mentally alerted whenever another Tiny or larger creature enters the area within 60 feet of the candle.

### TORMENTER’S FLAIL

Weapon (flail), rare

The head of this flail is in the shape of a metal skull that’s pierced with large construction spikes. When you hit a creature that’s missing any of its hit points with this magic weapon, the creature takes an extra 1d6 psychic damage.

In addition, when you roll a 20 on an attack roll made with this weapon against a creature, that creature must succeed on a DC 15 Wisdom saving throw or be frightened of you until the end of your next turn.

### VIPER’S KATANA

Weapon (longsword), rare (requires attunement)

This menacing curved blade is detailed with hundreds of metallic scales and has a serpentine hilt. When you hit a creature with an attack using this magic weapon, that creature takes an extra 1d6 poison damage. This weapon has the finesse property.

Once on each of your turns when you hit a creature with this weapon, you can choose to deal no damage to it. You make this decision after determining that the attack hits, but before rolling the damage for it. Instead, that creature must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn. If the target was surprised, it has disadvantage on this saving throw. When the poison ends, the creature takes 2d8 piercing damage and 2d6 poison damage, as if a great serpent had suddenly struck it. Once a creature has been poisoned in this way, it automatically succeeds on its saving throw against this property for the next 24 hours.

### WAND OF BUBBLES

Wand, common

While holding this wand, you can use an action to swing it through the air and create either 2d6 bubbles up to 6 inches in diameter or 1d4 bubbles up to 3 feet in diameter. The bubbles remain until the start of your next turn and float harmlessly through the air. A bubble created by the wand magically resists bursting upon impact, but can be destroyed early by dealing any damage to it. When a bubble bursts, you can choose for it to release a faint, musical note. You choose what color the bubbles are each time you use the wand (although they are always transparent), as well as the kind of musical sound or note that’s released each time, if any.

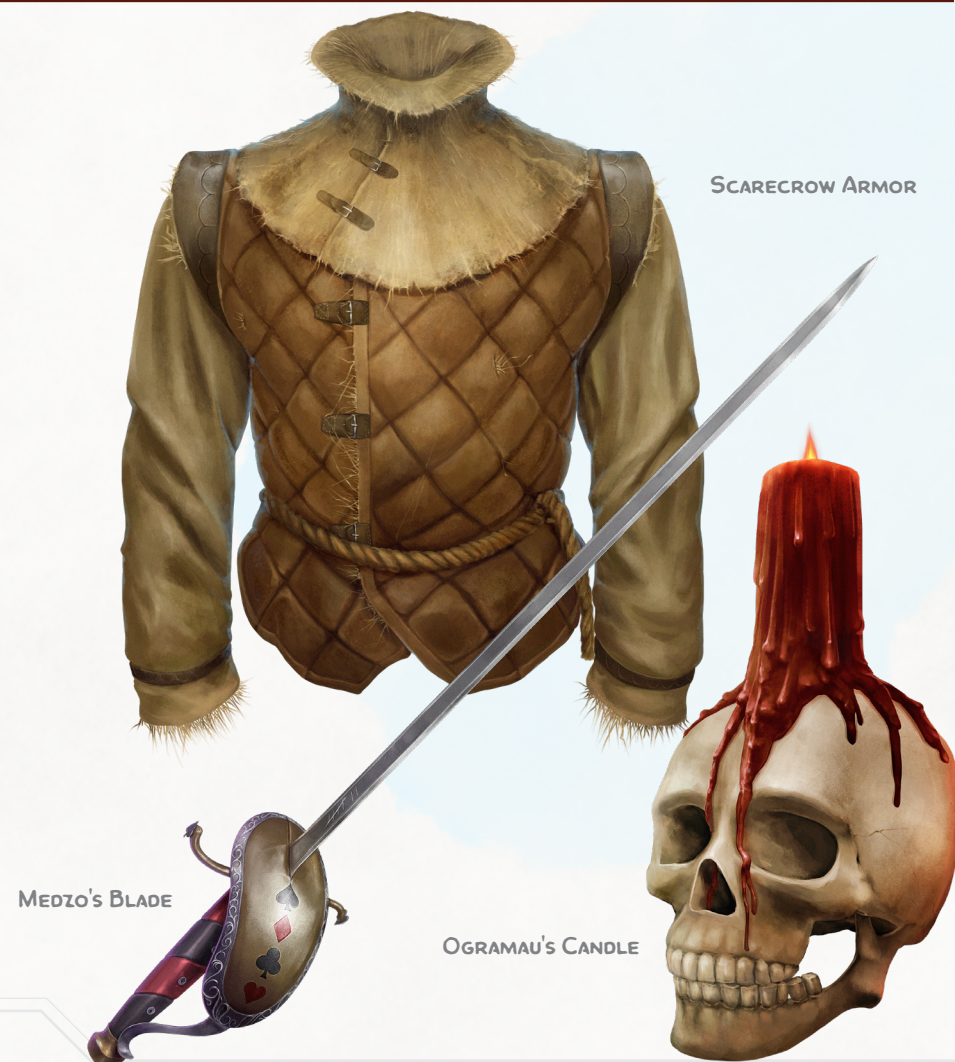
Taking a week off in May was very helpful. June was pretty nice! I did find a few days and weeks harder than others, but that's just part of the human experience.

Kickstarter merchandise prototypes are being made, and I'm wrapping up the final technical drawings that need doing. Those are just so the manufacturers have very clear ideas of what it is they're being asked to make, so you waste as little time as possible with revisions and iterations. It's a nice change of pace from painting, and lets me lean back on my original design school material.

Favorites from this month include the *enervating crystal sword*, *gibbering bell*, *Medzo's blade*, *nexus mirror*, *Ogramau's candle*, *scarecrow armor*, *scroll of comedic endings*, and the *wraith's* series as a whole.

## MAGIC ITEMS

- Black Pudding Power Bomb*
- Censer Chime*
- Doorway Scepter*
- Enervating Crystal Sword*
- Giant Captain's Hook*
- Gibbering Bell*
- Leeching Lash*
- Medzo's Blade*
- Mourningsteel Stiletto*
- Mummy Lord Staff*
- Nexus Mirror*
- Ogramau's Candle*
- Quicksilver Sword*
- Scarecrow Armor*
- Scroll of Comedic Endings*
- Scroll of the New Dawn*
- Skirmisher's Bow*
- Tengu Fan*
- Wand of Meadow's Rest*
- Wraith's Cirlet*
- Wraith's Garb*
- Wraith's Ring*



### BLACK PUDDING POWER BOMB

*Wondrous item, rare*

This magic iron bomb is the size of a large fist and weighs 6 pounds. A black, sticky ooze has partially leaked from the bomb's top. Holding the bomb and touching the ooze for longer than a few seconds begins to numb your hand.

You can use an action to throw the bomb at a point that you can see within 60 feet of you. Its cap splits open upon impact, releasing a blast of electricity from it in a 20-foot-radius sphere and allowing its contents to spill out. The bomb is then destroyed. Each creature within the area of the electric blast must make a DC 15 Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. Immediately after the blast, two Medium black puddings appear in the nearest unoccupied spaces within 10 feet of the point of impact. Each Medium pudding's hit point maximum is half of a normal Large one's (rounded down). The puddings are hostile to all creatures except each other, and they remain until reduced to 0 hit points.

### CENSER CHIME

*Wondrous item, rarity varies*

This tiny, handheld bell produces a sweet chime when rung. A pinch of fine incense worth at least 1 gp can be placed inside the bell's clapper, which magically burns when you use an action to ring it, consuming the incense. You can use an action to refill the clapper with another pinch of incense. Both the bell and clapper have a series of small holes that allow the incense to burn, allowing the magical smell to fill the surrounding area. Any undead within range of the bell that can hear it when it's rung must make a Constitution saving throw. The range, saving throw DC, and other cumulative effects are determined by the bell's rarity. On a failed save, the creature is turned from the bell until the end of its next turn and subjected to the bell's cumulative effects (if any). While turned, it can't move any closer to the bell, and must spend its action on its next turn cowering and clutching its ears and nose (if it has them), as the smoke and chime magically overwhelm its senses.

Once a creature fails this saving throw, it automatically

succeeds on subsequent saving throws against the effect for the next 24 hours.

Rarity	Cumulative Effects		
Uncommon	15 ft.	13	—
Rare	20 ft.	15	If the creature is on the Ethereal Plane, it returns to the Material Plane for the duration.
Very Rare	25 ft.	16	If the creature's challenge rating is 1/2 or lower, it's destroyed.
Legendary	30 ft.	17	The creature is turned for 1 minute (instead of the normal duration) or until it takes any damage.

### DOORWAY SCEPTER

*Rod, rare (requires attunement)*

A silver and brass door knocker hangs from the top of this rod. While holding the rod, you can use an action to cast either the *dimension door*, *knock*, or *passwall* spell from it. Once a spell has been cast in this way, that spell can't be cast from the rod again until the next dawn.

Alternatively, you can use a bonus action to minimize and transform the rod into a lockpick, which functions as a set of thieves' tools and grants a +2 bonus to any ability check you make that uses it. The rod remains in this form until you use a bonus action to return it to its normal form or until you're no longer holding it.

### ENERVATING CRYSTAL SWORD

*Weapon (any sword), rare (requires attunement)*

The blade of this sword is made of a sickly green crystal. It pulses with an unsettling light while held, which sheds bright light in a 10-foot radius and dim light for an additional 10 feet. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This sword has 5 charges and regains  $1d4 + 1$  expended charges daily at dawn. You can choose to expend 1 of the sword's charges when you hit a creature with it. When you do, the crystalline light flashes, and the target of the attack must make a DC 15 Constitution saving throw. On a failed save, the creature takes  $2d8$  radiant damage and is weakened until the start of your next turn. On a successful save, the creature takes half as much radiant damage and isn't weakened. A weakened creature deals only half damage with weapon attacks that use Strength and has disadvantage on Strength checks.

Alternatively, you can use an action to hold the sword aloft and expend 2 of its charges to intensify its sickening light, doubling the radius of its bright and dim light to 20 feet, instead of 10. Each creature within the bright light, including yourself, must succeed on a DC 13 Constitution saving throw or be weakened until the end of its next turn. You have advantage on this saving throw. The light then returns to normal.

### GIANT CAPTAIN'S HOOK

Weapon (sickle), rare

This sickle is made from a giant sea captain's pilfered, sharpened hook. Its wooden handle resembles a tiny barrel. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you don't suffer the negative effects of underwater combat when you make an attack with it. This weapon's damage die is a d6, it deals piercing damage instead of slashing damage on a hit, and it has the heavy property instead of light. It deals maximum damage to creatures underwater.

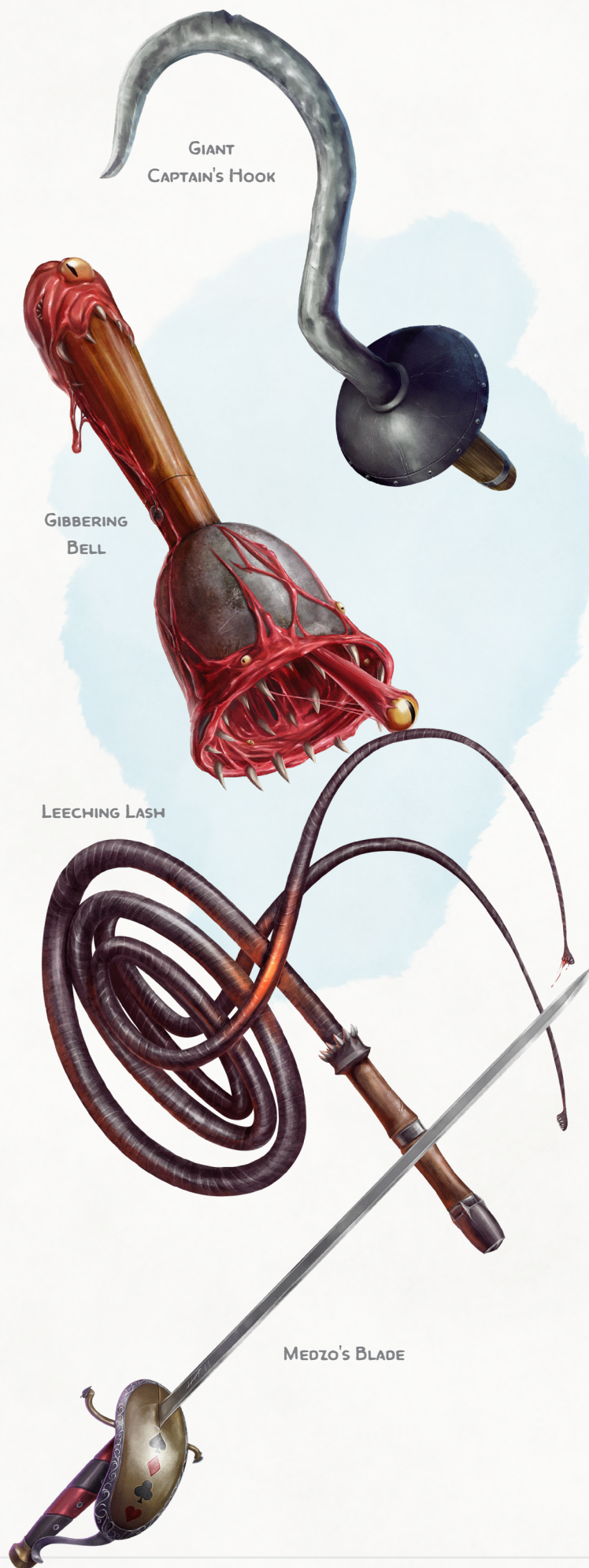
### GIBBERING BELL

Wondrous item, uncommon

A piece of gibbering moulder has been latched onto this rusted handbell. When swung through the air, the bell produces a grotesque, fleshy sound instead of a bell's typical metallic clamor. The mouth of the bell also serves as the mouth of the attached monster, biting down on anything that comes too close. As a result, you can use this bell as a makeshift club that deals  $1d6$  piercing damage, instead of its normal damage die, as the moulder bites down on the target as opposed to bludgeoning it.

While holding the bell, you can use an action to speak its command word and vigorously ring it, agitating the gibbering moulder and causing it to emit its infamous babbling sound. Any creature within 20 feet of the bell that can hear it must succeed on a DC 10 Wisdom saving throw. On a failed save, 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. Once this property of the bell has been used, it can't be used again until  $1d6$  hours have passed.

If you fail the saving throw against the bell's gibbering effect, you treat a roll of 5 or 6 on the d8 as if it were a 1 to 4, and if you roll a 7 or 8, you ignore the effect and can immediately make a single weapon attack with the bell against a creature of your choice within your reach.



### LEECHING LASH

Weapon (whip), rare (requires attunement)

The head of this whip is split into two leech-like heads, each complete with a set of barbed teeth. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with an attack using this whip, the target takes an extra  $1d4$  necrotic damage. If you took damage from a hostile source since the start of your last turn and hit a creature with the whip, you regain a number of hit points equal to the necrotic damage dealt, up to the damage you took. You can't regain hit points in this way more than once per turn. If the creature is a construct, ooze, or undead, you don't regain any hit points in this way.

### MEDZO'S BLADE

Weapon (rapier), rare

The red and black hilt of this weapon is decorated with four card suits, and its blade has seven hash marks carved into its side. This magic weapon deals  $2d6$  piercing damage on a hit, instead of  $1d8$ . When you hit with an attack using this weapon and roll a 7 on the damage dice, the next attack roll you make with it before the end of your next turn is made with advantage.

### MOURNINGSTEEL STILETTO

Weapon (dagger), rare (requires attunement)

This narrow, finely serrated blade is made of mourningsteel, a metal that's been tinged with the blood of countless fallen warriors. The first creature you hit with this weapon on each of your turns takes an extra  $1d4$  necrotic damage from the attack, and it takes a penalty to the first saving throw that it makes before the start of your next turn. The penalty is equal to the necrotic damage dealt in this way. A creature is immune to this effect if it is a construct, undead, or has legendary actions.

### MUMMY LORD STAFF

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

This staff is wrapped in old mummy wrappings salvaged from an unknown burial ground. Its sinewy haft is made from a flesh-colored wood. It can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

**Charges.** The staff has 10 charges. It regains  $1d6 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed and turns to dust.

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast either *blight* (4 charges) or *ray of enfeeblement* (2 charges) from it, using your spell attack bonus and spell save DC. Alternatively, you can expend 3 or more of the staff's charges to cast the *bestow curse* spell from it, using your spell save DC. For 3 charges, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend, up to 7th level.

**Rotting Touch.** Once per turn when you hit a creature with the staff, you can expend 1 charge to deal an extra  $3d6$  necrotic damage to the target. Until it finishes a long rest,

that target's hit point maximum is reduced by the amount of necrotic damage dealt by this property. If the target's hit point maximum is reduced to 0 in this way, it dies, and its body is turned to dust.

**Curse.** This staff is cursed, and attuning to it extends the curse to you. You remain cursed until you're targeted by the *remove curse* spell or similar magic. While cursed, your hit point maximum is reduced by  $3d6$  each time you drop to 0 hit points. If your hit point maximum is reduced to 0 in this way, you die, and your body is turned to dust. Your hit point maximum remains reduced in this way until you're targeted by the *greater restoration* spell, even if the curse on you ends.



## NEXUS MIRROR

Armor (shield), rare (requires attunement)

This silver shield is polished to a mirror finish. Its front is made from a pair of metal doors with lion-headed fixtures. Reflections seen in the shield's surface appear distorted, as if they're seen through a strange fog. While attuned to the shield, you suffer none of the appearance or frailty of old age, although you can still die from it.

The shield has 4 charges and regains all expended charges daily at dawn. While holding the shield, you can cast either *dimension door* (4 charges) from it as an action, or *misty step* (2 charges) as a bonus action. When used to cast a spell in this way, the shield's doors open up to reveal a swirling portal through which you, the shield itself, and any other teleported creature or object are pulled as part of the spell. The doors close again when you reappear in the new location.

In addition, while you're attuned to the shield, a creature can use it as a tuning fork required for the *plane shift* spell, although the shield itself can't be used to cast the spell. You must be a willing creature that's also targeted by the spell in order for it to be used in this way. The shield can be magically attuned to any plane of existence you choose as part of the spell, which you determine at the time the spell is cast.

**Curse.** This item is cursed, and attuning to it extends that curse to you. This curse doesn't prevent you from ending your attunement to the shield, but you remain cursed by it until you're targeted by a *greater restoration* spell or similar magic. While cursed, you age 1d10 years each time the shield is used as a tuning fork as part of the *plane shift* spell. You are only made aware of this curse when you are magically aged by it for the first time.

## OGRAMAU'S CANDLE

Wondrous item, very rare

This blood red candle is made from a sickly combination of necrotic organs, but smells like heady herbs while lit. After burning for 1 hour, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any undead that enters the candle's dim light for the first time on a turn or starts its turn there must make a DC 15 Constitution saving throw. On a failed save, the creature is turned for 1 minute or until it takes any damage. On a successful save, 1 minute is deducted from the candle's total burn time and the creature must immediately repeat the saving throw. If it succeeds for a second time in this way, it ignores the candle's effects until the start of its next turn. A creature that's turned ignores this property of the candle.

A turned creature must spend its turns trying to move as far away from the candle as it can, and it can't willingly move to a space within the candle's dim light. 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 there's nowhere to move, the creature can use the Dodge action.

Alternatively, you can use an action to plant the candle on the skull or head of a corpse, allowing its wax to affix itself to the new base. While it's affixed to the head, you can speak the candle's command word to deduct 5 minutes from its total burn time to ask the corpse up to five questions, as described by the *Speak with Dead* spell.

## QUICKSILVER SWORD

Weapon (longsword or shortsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. As the blade moves, its reflective surface shimmers like water on a mirror.

The longsword deals an extra 1d6 poison damage to any creature hit by it. It transforms into a shortsword that doesn't deal extra poison damage as part of using either of the named properties below. Once a property has been used, it can't be used again until the next dawn.

**Silver Sickness.** When you hit a creature with the longsword, you can choose to transform the weapon into its shortsword form and leave some of its metal inside the wounded target. The creature must make a DC 16 Constitution saving throw. On a failed save, it takes 3d6 poison damage and is poisoned for 1 minute. On a success, the creature takes half as much poison damage and isn't poisoned. While poisoned, a creature takes 1d6 poison damage at the start of each of its turns. At the end of each of its turns, the creature can repeat the saving throw, ending the effect and expelling the leftover metal on a success.

**Toxic Armor.** You can use a bonus action to allow yourself to be poisoned by the blade instead, transforming the weapon into its shortsword form in the process. You remain poisoned for 1 minute or until you end the effect early (no action required). While poisoned, you have resistance to bludgeoning, piercing, and slashing damage, as the metal within your body helps defend it against attacks.

When a creature is no longer poisoned by one of these properties, the weapon's metal is expelled from the creature and returns to the blade, transforming it back into its longsword form.

## SCARECROW ARMOR

Armor (padded), very rare (requires attunement)

Stray bits of old straw poke out from the seams and edges of this armor. While wearing it, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. This armor doesn't impose disadvantage on your Dexterity (Stealth) checks while you're attuned to it.

While wearing the armor, you can spend one Hit Die when the *mending* spell is cast on it to regain hit points. When you do, use the maximum number possible on the Hit Die, add your Constitution modifier, and regain a number of hit points equal to the total. In addition, when you regain hit points from spent Hit Dice while wearing the armor, you can magically reattach a limb you've lost by holding it to the place that it was severed from.

**Curse.** This armor is cursed, and attuning to it extends that curse to you. You remain cursed until targeted by the *greater restoration* spell or similar magic. Removing the armor fails to end the curse. While cursed, you are vulnerable to fire damage and your insides are turned to straw. Your physical appearance remains unchanged and you no longer need food or water, but you have a 50 percent chance to lose a limb (at the GM's option) as part of suffering a critical hit or as the result of dropping to 0 hit points.

## SCROLL OF COMEDIC ENDINGS

Scroll, rare

This scroll has been carelessly flattened, folded, and scrawled on with childlike scribbles. In doing so, some of its original scripts and diagrams have been covered or replaced, and a large anvil has been proudly drawn at its center. A creature investigating the scroll can make a DC 15 Intelligence (Arcana) check. On a success, it determines that, while the scroll's original spell is no longer usable, its magic has merely been changed.

Using an action to read the scroll summons a massive anvil 20 to 60 feet in the air centered above a point that you can see within 120 feet of you. The anvil is roughly a 10-foot cube and requires enough space in the air to accommodate it when it appears. If there isn't enough space, the effect fails, and both the scroll and the action to read it are wasted. Once used, the scroll bursts into a small plume of colorful confetti.

Once the anvil appears, it hovers briefly in the air before falling to the ground below. The anvil weighs 500 pounds and has similarly scrawled designs on it to match the contents of the scroll. Each creature below the anvil in a 10-foot square centered on the point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 5d10 bludgeoning damage and is knocked prone and restrained by the anvil. On a success, a creature takes half as much bludgeoning damage, is not knocked prone or restrained, and is pushed to the nearest unoccupied space away from the anvil. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success and moving it to the nearest unoccupied space.

The anvil remains on the ground for 1 minute, at which point it vanishes with a comedic pop.

NEXUS MIRROR

QUICKSILVER BLADE

SCROLL OF COMEDIC ENDINGS

OGRAMAU'S CANDLE

SCARECROW ARMOR





### SCROLL OF THE NEW DAWN

Scroll, very rare

This narrow parchment always feels sun-warmed to the touch and gives off a faint glow. Reading the scroll aloud takes 1 minute, at which point the words on the scroll fade and it bursts into an instantaneous flash of sunlight. The scroll is then destroyed. If the reading is interrupted, the scroll is not destroyed.

When the scroll bursts into sunlight, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Any magic item within the bright light that would normally regain a number of expended charges at dawn instantly regains all expended charges. When this happens, a creature that's attuned to an item in the light that regains 1 or more charges takes 1d4 radiant damage for each charge regained by the item in this way, even if the creature isn't in the bright light. This damage ignores resistance and immunity. Legendary items and artifacts are unaffected by the light.

### SKIRMISHER'S BOW

Weapon (any bow), rare

This dark bow has a series of smooth red gemstones running down its length. A magic bowstring of pure energy forms between the top- and bottom-most gems while held, allowing the otherwise unstrung weapon to be used as a magic bow. Even while unstrung, the weapon remains slightly curved.

Before or after making an attack with the weapon, you can speak its command word to cause the bowstring to fade and create a blade of energy that extends from the front of the bow. While the blade persists, the bow is considered to be a two-handed melee weapon with the finesse property. If you are proficient with shortswords or longswords, you are proficient with this weapon. Its damage die is a d8, and it deals radiant damage on a hit. The blade persists until you speak the weapon's command word again to reform the bowstring, allowing it to be used as a ranged weapon once more, or until you're no longer holding the weapon.

A target hit by this weapon, regardless of its form, takes an extra 1d6 radiant damage from the attack.

### TENGU FAN

Wondrous item, rare

Typically carried by oni, a *tengu fan* functions as a *wind fan* with the following changes:

- Its save DC is 15, instead of 13.
- It can be used twice before the next dawn, instead of once, without the risk of destroying it. However, when it's used for a third time or more, the cumulative chance to be destroyed is 50 percent, instead of 20.
- When used to cast the *gust of wind* spell, razor-sharp leaves fill the line of wind. A creature that fails the saving throw against the wind at the start of its turn also takes 2d4 slashing damage from the sharp leaves. On a successful save, the creature instead takes half as much slashing damage.
- The fan can also be used as a magic sickle with a +1 bonus to attack and damage rolls made with it.

### WAND OF MEADOW'S REST

Wand, rare

This wand looks and smells like a flourishing sprig of lavender. It 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 petals and is destroyed.

**Sleep.** While holding the wand, you can use an action to expend 1 or more of its charges to cast the *sleep* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend, up to 5th level. Creatures that have a trait that grants them advantage on Wisdom (Perception) checks that rely on smell are considered to have half as many current hit points for the purposes of determining the number of creatures affected by the spell.

**Nature's Respite.** While holding the wand, you can use an action to expend 7 of its charges and wave it in the air above you. You and up to five willing creatures you choose

WAND OF MEADOW'S REST

WRAITH'S GARB

WRAITH'S RING

WRAITH'S CIRCLET

within 20 feet of you are lulled into a restful sleep. A sleeping creature remains unconscious for 10 minutes. It wakes up early if it takes damage or someone uses an action to shake or slap the sleeper awake. If a creature remains asleep for the full duration, it wakes up and gains the benefit of a short rest. This property of the wand fails if you aren't outside.

### WRAITH'S CIRCLET

Wondrous item, uncommon (requires attunement)

While wearing this dark silver circlet in dim light or darkness, a smoky mantle of shadow covers your head like a dark hood. While covered in this way, you can move through creatures as if they were difficult terrain, regardless of their size, and you have advantage on Dexterity (Stealth) checks. If you end your turn in another creature's space, you are shunted to the last unoccupied space you occupied, and you take 1d10 force damage.

**Wraith's Ensemble.** Dying doesn't end your attunement to this magic item. In addition, if you're attuned to three items with this named property, you treat bright light (but not sunlight) as if it were dim light or darkness for the purposes of the items' various properties, and you can use a bonus action to reveal or suppress one or more of the items' visual effects. While an item's visual effects are suppressed, you don't gain the benefits of that item's other properties.

### WRAITH'S GARB

Armor (leather), uncommon (requires attunement)

While wearing this dark leather armor in dim light or darkness, a shadowy cape billows behind you and obscures your movements. While the armor's cape is flowing behind you in this way, opportunity attacks against you are made with disadvantage. While attuned, you are considered proficient with this armor even if you lack proficiency with light armor.

In addition, if you are in dim light or darkness, you can use a bonus action to cast the *misty step* spell from the armor, reappearing in a plume of dark smoke that immediately dissipates. Once the armor has been used to cast this spell, it can't do so again until the next dusk.

**Wraith's Ensemble.** Dying doesn't end your attunement to this magic item. In addition, if you're attuned to three items with this named property, you treat bright light (but not sunlight) as if it were dim light or darkness for the purposes of the items' various properties, and you can use a bonus action to reveal or suppress one or more of the items' visual effects. While an item's visual effects are suppressed, you don't gain the benefits of that item's other properties.

### WRAITH'S RING

Ring, uncommon (requires attunement)

This ring is made of four shrunken, skeletal fingers that clamp around yours while worn. One of the fingers holds a cracked black pearl, from which faint tufts of smoke curl up. While wearing this ring in dim light or darkness, your forearms and hands appear magically skeletal and ghostly. The effects are illusory.

While wearing the ring, you can use an action to cast the *chill touch* spell from it, using a spell attack bonus of +5. This version of the spell uses your level to determine the spell's damage, instead of only casting it at its lowest level. You gain a +1 bonus to the spell's attack and damage rolls if you're in dim light, or a +2 bonus if you're in darkness. In addition, while you're in dim light or darkness, you can choose to cast the spell as a melee attack, instead of a ranged one, against a target within your reach. If you already know the *chill touch* spell, you can still gain these benefits even if you cast the spell without using the ring.

**Wraith's Ensemble.** Dying doesn't end your attunement to this magic item. In addition, if you're attuned to three items with this named property, you treat bright light (but not sunlight) as if it were dim light or darkness for the purposes of the items' various properties, and you can use a bonus action to reveal or suppress one or more of the items' visual effects. While an item's visual effects are suppressed, you don't gain the benefits of that item's other properties.

Whew! What a whirlwind of a month. Felt like 6 weeks instead of 4, which, now that I look at it, is kind of true. July split a lot of weekends! But in any case, it was a good month of resolving some loose ends and getting things made. Progress is being made on Kickstarter materials at an alright clip. As I'm typing this, I'm getting ready to leave for GenCon for first time since 2019. I love Indianapolis and am really excited to spend my time there with friends.

Favorites from this month include the *blue dragon horn shield*, *dealmaker's ring*, *magebane mask*, *magic pocket*, *ouroboros ring*, *scythe of the grim shepherd*, *shamisen of the changing winds*, *swashbuckler's slippery saber*, *tempest staff*, *wand of eyes*, and the *wand of steam*.

## MAGIC ITEMS

- Battleborn Gloves*
- Blue Dragon Horn Shield*
- Candelabra Scepter*
- Dealmaker's Ring*
- Dragonscale Whetstone*
- Efreeti Bangles*
- Magebane Mask*
- Magic Pocket*
- Orange Cicatrizer's Debt*
- Ouroboros Ring*
- Potion of Nature's Growth*
- Remorhaz Javelin*
- Scroll of the Skyfallen*
- Scythe of the Grim Shepherd*
- Shamisen of the Changing Winds*
- Swashbuckler's Slippery Saber*
- Tempest Staff*
- Trenchroller Armor*
- Wand of Eyes*
- Wand of Steam*
- Worldbreaker*



### BATTLEBORN GLOVES

*Wondrous item, legendary (requires attunement)*

These gloves have been worn by generations of great warriors and bear the marks and remembrances of their prowess. While wearing the gloves, your Strength or Dexterity score increases by 2 (your choice), up to a maximum of 22. Alternatively, you can increase both your Strength and Dexterity scores by 1. You make this decision when you first attune to the gloves.

The gloves have 10 charges. While wearing them, you can expend 1 or more of their charges for the following properties.

**Fighting Style Master.** You can use an action to expend 1 charge to gain one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different. You can use this property to gain up to two Fighting styles; if you use it to choose a third style, it replaces one of the other two (your choice which one). Runes that line the metal cuffs of the gloves indicate which Fighting Styles you've chosen.

**Single-Handed.** You can expend 3 of the glove's charges as a bonus action to temporarily bolster your might: you can wield a two-handed weapon with one hand instead for 1 minute. Alternatively, you can use a bonus action to expend 1 of the gloves' charges to make a single attack with a weapon you're wielding with one hand.

**Warrior's Spirit.** If you are a fighter, you can expend 2 charges (no action required) to regain a use of your Action Surge or Second Wind feature. Once you do, you can't regain another use of that feature with this property again until you finish a long rest.

The gloves regain all expended charges when you finish a long rest. When this happens, any Fighting Style you gained with them is lost until you expend a charge to select it again. If you use the last charge from the gloves, make a DC 15 Constitution saving throw. On a failed save, you gain one level of exhaustion.

**Sentience.** The *battleborn gloves* are a sentient lawful neutral item with an Intelligence of 12, a Wisdom of 17, and a Charisma of 15. They have hearing and darkvision out to a range of 120 feet.

The gloves communicate telepathically with their wearer and can speak, read, and understand Common. When the gloves communicate, they speak with a chorus of voices from countless warriors past. While you are attuned to them, the battleborn gloves also understand every language you know.

**Personality.** The *battleborn gloves* are inhabited by the souls of battle from the fallen warriors who once wore the gloves. They share stories, tactics, and skills with the wearer in order to feel a semblance of life even after death.

As a result, the gloves will gently urge the wearer into com-

BLUE DRAGON HORN SHIELD

bat. The longer it's been since they've been in battle, the less gentle the gloves become with their chiding. To the gloves, it doesn't matter if a battle ends in death; it only seeks the thrill of clashing willpower and strength found in combat. If left without battle for long enough, the gloves may prevent the wearer from using their properties.

**Curse.** These gloves are cursed, and attuning to them extends that curse to you. You remain cursed until you're targeted by a *greater restoration* spell or similar magic. While cursed, you refuse to remove the gloves, and if you die while wearing them, your soul is immediately drawn into the gloves to join the chorus of other warriors within them. If your body is targeted by a *revivify* spell or similar magic, you must make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, your spirit escapes the gloves' trapped warriors, allowing the magic to resurrect you. On a failure, the spell fails, your spirit is drawn further into the gloves, and the escape DC increases by 5, up to a maximum of 30.

### BLUE DRAGON HORN SHIELD

*Armor (shield), legendary (requires attunement)*

This shield is carved out of the horn of an adult blue dragon. While holding it, you gain resistance to lightning damage and a +2 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC. While holding the shield, you can use the following properties.

**Lightning Weapon.** You can use a bonus action to drag a weapon you're wielding across the face of the shield to charge it with electricity. The first time you hit a target with the charged weapon in the next minute, the attack deals an extra 4d6 lightning damage to the target. Once this property of the shield has been used, it can't be used again until the next dawn or until you take 10 or more lightning damage from a single source while holding the shield.

**Shield Charge.** If you move at least 20 feet in a straight line toward a target and immediately make a melee weapon attack against it, you can make the attack using the shield instead. You are proficient with the attack, which uses your Strength modifier for its attack and damage rolls. On a hit, the target takes 1d6 bludgeoning damage and 1d6 lightning damage and must succeed on a DC 16 Strength saving throw or be knocked prone.

## CANDELABRA SCEPTER

Rod, legendary (requires attunement by a spellcaster)

This brass scepter has four magic candles at its top, which spring alight while the scepter is held. The candles shed bright light in a 20-foot radius and dim light for an additional 20 feet. You can use a bonus action to expand or reduce its radius of bright and dim light, to a maximum of 40 feet each or a minimum of 5 feet each. Regardless of how long the candles burn for, their height never changes. Neither water nor wind can extinguish the candles.

While the scepter has at least one magic candle, you can use an action while holding it to cast the *scorching ray* spell from it, using your spell attack bonus. Alternatively, you can point the scepter and unleash a wide torrent of flame from it, creating a line of fire 5 feet wide and 60 feet long, which consumes and incinerates one of the magical candles as part of the effect. Each creature within the line must make a Dexterity saving throw against your spell save DC. A creature takes 10d6 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. Even when a candle is lost in this way, its firelight remains floating above the empty candleholder.

When there are no candles in the scepter, you can use an action to create a cloud of smoke around you. The smoke heavily obscures the area in a 20-foot-radius sphere, centered on the scepter, which spreads around corners and moves with the scepter. The cloud lasts for 1 hour or until dispersed by magical wind. While holding the scepter, the smoke doesn't impede your vision. Once this property of the scepter has been used, it can't be used again until the next dawn.

The scepter regains 1d4 expended candles daily at dawn.

## DEALMAKER'S RING

Ring, common

A silver piece has been pressed and shaped into this magic ring. A pair of outstretched hands reach across the surface of the ring towards the center. When you make a Charisma (Deception) or Charisma (Persuasion) check with another humanoid and offer out your hand for a handshake, you can roll a d4 and add the number rolled to the ability check. Once this property has been used, it can't be used again until the next dawn.

## DRAGONSCALE WHETSTONE

Wondrous item, rarity varies

Certain preserved dragon scales can take on magical properties, either naturally on their own or with the help of a skilled artificer or enchanter. These whetstones are made of such a scale and appear almost gem-like in appearance.

You can use a *dragonscale whetstone* over the course of 1 minute to sharpen a bladed weapon (such as a longsword, battleaxe, or spear), granting it a variety of bonuses as shown on the table below. The bonuses remain for 1 hour and depend on the whetstone's rarity and the kind of dragon it originally came from. These bonuses are in addition to any other bonuses a weapon may have.

A whetstone has 5 uses. When you use the last use, it loses its gem-like shine and becomes a nonmagical scale.

Dragon Age	Bonus Damage	Rarity
Wyrmling	+1d4	Uncommon
Young	+2d4	Rare
Adult	+3d4	Very Rare
Ancient	+4d4	Legendary

Dragon	Bonus Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold



## EFREETI BANGLES

Wondrous item, legendary (requires attunement)

While wearing these iron and brass bangles, you can use a bonus action to speak their command word to cause your arms to become ensconced in flames. The flames shed bright light in a 40-foot radius and dim light for an additional 40 feet, and last until you use a bonus action to speak the command word again, or until you drop to 0 hit points or die. The flames are harmless to you.

While your arms are alight, the first target you hit with a melee attack on a turn takes an extra 3d6 fire damage from the attack, and any creature that you grapple or are grappled by takes the same amount of fire damage at the start of each of its turns for the grapple's duration. In addition, while you have at least one hand free, you gain a flying speed of 30 feet, using your arms to propel your flight. If both of your hands are free, the flying speed is doubled.



## MAGEBANE MASK

Wondrous item, very rare

This dark iron mask was used in the mage realm during the Upheaval, when arcanists were persecuted for their gifts. While holding the mask, you can use an action to place it on the head of a humanoid (or similarly shaped) creature, whereupon it magically resizes and clasps down. If the creature is unwilling, you must make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the mask is successfully placed on the creature's head. The mask can only be removed by a creature that uses an action to speak its command word or to make a successful DC 30 Strength check. A creature that removes the mask by force with a successful Strength check also destroys the mask.

The mask prevents a creature wearing it from casting most spells and being affected by most beneficial magic. A creature wearing the mask can't speak or cast any spell of 5th level or lower. It also can't speak or be spoken to telepathically, nor can it benefit from any magical effects. While wearing the mask, a creature doesn't need to eat or drink.

## MAGIC POCKET

Wondrous item, uncommon

This pocket can be tied onto a belt or similarly worn as extra storage. On its own, the pocket can hold up to 6 cubic inches of total volume. However, if the pocket is left in an extradimensional space such as a *bag of holding* or *handy haversack* for at least one hour, it forms a magical connection to that space. You can reach into a *magic pocket* with such a connection using an action to access the extradimensional space, provided that the source of that space is within 60 feet of you.

The hole to the pocket is 4 inches wide, preventing larger objects from being withdrawn from or deposited into the extradimensional space. Destroying the *magic pocket* has no impact on the extradimensional space it's connected to, or vice versa, nor can anything living within the space exit through the pocket without first being accessed by it.

Placing the pocket in an extradimensional space while it's already connected to another one immediately severs the connection. After an hour in the new space, the pocket forms a new connection to the space as normal.

## ORANGE CICATRIZER'S DEBT

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

This wide-collared necklace is made with beads, precious metals, and amber. While you have at least half your Hit Dice remaining, you can use an action to spend 1 of them and regain a number of hit points equal to your Constitution modifier plus the maximum number possible on the die.

The necklace has 7 charges and regains all expended charges daily at dawn. While wearing it, ritualistic burn scars appear on your chest and upper arms: the mark of the fireweaver. The scars are painless, but remain until you're no longer attuned to the necklace and are targeted by the *greater restoration* spell or similar magic.

While wearing the necklace, you can expend 1 or more of

its charges to call upon the fireweaver's talents using the following commands:

**"Burn the Affliction!"** When a creature that you can see within 60 feet of you makes a saving throw against being blinded, deafened, diseased, paralyzed, petrified, or poisoned, you can expend 1 of the necklace's charges as a reaction to grant that creature a bonus to the save equal to 1d10. Regardless of whether the saving throw succeeds or fails, the creature also gains a number of temporary hit points equal to the roll's bonus.

**"Let the Flame Protect You!"** As a bonus action, you can expend 2 of the necklace's charges to ward a creature that you can see within 60 feet of you against harm. A warded creature has resistance to all damage. Each time it takes damage, you take the same amount of damage. If the damage was dealt by an attacker within 5 feet of the warded creature, the attacker also takes 2d10 fire damage. The ward lasts for 1 hour or until you end it using another bonus action. You can only have one ward active at a time. When another creature that you can see within 60 feet of you takes damage, you can use your reaction to transfer the ward to that creature instead. You make this decision before the damage is dealt. Alternatively, you can transfer the ward as a bonus action to another creature within range.

**"Ravage and Weave!"** If you've taken damage from a hostile creature since the end of your last turn, you can use an action to expend 3 of the necklace's charges to call upon a magical fire. Roll 6d8 and record the total. You can assign any of that roll to either "ravage" or "weave," up to the total amount, which are described below.

- **Ravage.** Each hostile creature within 30 feet of you must make a DC 17 Dexterity saving throw. A creature takes fire damage equal to the "ravage" number on a failed save, or half as much damage on a successful one. This damage ignores resistance and immunity. A creature that has total cover from you is not affected.
- **Weave.** Each friendly creature within 30 feet of you regains a number of hit points equal to the "weave" number. If a creature is suffering from a condition or effect, such as blindness or a charm, that creature can immediately make a saving throw with advantage against it. On a success, the condition or effect ends.

**Flaw.** The *Orange Cicatrizer's debt* compels its wearer to treat and tend to those who are injured the best way they know how. While attuned to the necklace, you gain the following flaw: "I will mend the flesh together by any means necessary." In addition, if you are attuned to the necklace for 24 consecutive hours, your commitment to duty drives you to hyperfocus your craft onto one person. You or your GM determine who your "eternal patient" is and you put their healing needs before all. 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 *Red Queen's burden* 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 necklace.

## OUROBOROS RING

Ring, rare

A silver serpent twists around itself three times to form the shape of this ring. Its tail is bitten by its jeweled head. While wearing the ring, when a creature that you can see (including yourself) rolls a d20, you can use your reaction to speak the ring's command word and roll a d8. You make this decision after knowing the result of the roll, but before the GM declares the outcome.

When you do, you alter the number rolled on the d20, before any modifiers are added to it. You can choose to either add or subtract the number you rolled on the d8 to or from the d20. The d20 is treated as if it had originally rolled the altered number. If the d8 would cause the number rolled on the d20 to be greater than 20 or less than 1, continue to count up or down as though the next number after 20 were 1, or the number below 1 were 20. For example, a creature rolls a 19 on its d20 for an attack roll against you, before any modifiers are added to the roll. You use your reaction to roll a 4 on the d8 and add it to the 19, causing the d20 to be treated as if it had rolled a 3.

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

## POTION OF NATURE'S GROWTH

Potion, uncommon

The muddy slurry at the bottom of this green potion bottle is filled with plant-growing magic. The bottle itself is in the shape of an upside-down tree, with its canopy creating the rounded base of the vessel. You can use an action to either drink the potion or upend it, pouring it onto soil.

If you drink the potion, you gain the benefits of the *barkskin* spell for 1 hour (no concentration required). In addition, sunlight gives you nutrients for the next 1d4 + 3 days: for the duration, you don't need to eat, provided that you spend at least 1 hour in sunlight each day. If you pour the potion on the ground and plant the bottle there, all plants in a 300-foot radius centered on the potion become enriched for 30 days. The plants yield twice the normal amount of food when harvested.

## REMORHAZ JAVELIN

Weapon (javelin), uncommon

This javelin is decorated with the frill spines and teeth of a slain remorhaz. Targets hit by this magic weapon take an extra 1d4 damage. The type of bonus damage is cold if the total of the attack roll is even, or fire damage if the total is odd.

## SCROLL OF THE SKYFALLEN

Scroll, rare

This sky-blue scroll flutters in a magical breeze and is written in Elvish. Faraway clouds can be seen floating in the background of its parchment and magically sputter into existence upon reaching the edge. Miniscule birds soar through the clouds, both on the paper and off.

By using an action to read this scroll, your words ring out to magically rip the wind out from beneath the wings of creatures around you. Any hovering, levitating, or otherwise flying creature within 120 feet of you must make a DC 16 Dex-



terity saving throw. A flying creature falls to the ground on a failed save, and its flying speed is reduced to 0 for 1 minute. On a successful save, any flying speed it has (or similar means of flight) is halved for 1 minute instead. If the creature was levitating or can hover, the creature safely descends at a rate of 60 feet per round until it reaches the ground instead. A creature with legendary actions is unaffected by the scroll. The scroll then vanishes in a plume of vapor, and is destroyed.

## SCYTHE OF THE GRIM SHEPHERD

Weapon (quarterstaff), very rare (requires attunement)

The sharpened horns and skull of a great ram rest atop this gnarled staff to form a twin-bladed scythe. On a hit, this weapon deals either bludgeoning or slashing damage (your choice), plus an extra 1d8 necrotic damage. It gains 1 charge whenever a creature with a challenge rating of 1 or higher within 60 feet of you is slain, up to a maximum of 10 charges. The staff loses all charges whenever you finish a long rest or if your attunement to it ends. While holding the staff, you can expend 1 or more of its charges for the following properties:

**Circle of Death.** You can use an action to expend 6 of the weapon's charges to cast the *circle of death* spell from it (save DC 16).

**Consume Soul.** You can use a bonus action to expend up to 3 of the weapon's charges to regain 1d6 + 2 hit points for each expended charge. If the grim ram is summoned, it also regains any lost hit points.

**Lead the Damned.** You can use an action to expend 1 of the weapon's charges to attempt to bring an undead creature that you can see under your control. The target must succeed on a DC 16 Wisdom saving throw or become charmed by you for 1 hour or until it takes any damage. A creature with immunity to the charmed condition still makes this saving throw, becoming charmed as normal on a failure, but makes the roll with advantage. An undead charmed in this way is indifferent toward you and your companions and automatically fails any saving throw against an effect that would turn it, such as by a cleric's Channel Divinity.

**Summon Grim Ram.** You can use an action to expend 2 of the weapon's charges to summon a grim ram: an all-black goat with four horns. The goat appears in an unoccupied space that you can see within 30 feet of you, and remains until it's reduced to 0 hit points or until you use this property of the weapon again. The goat is friendly to you and your companions. It uses the statistics for a giant goat, but has immunity to necrotic damage and deals an extra 1d6 necrotic damage to any creature it hits with a melee attack. The goat obeys any verbal commands that you issue to it. In combat, the goat shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action.

### SHAMISEN OF THE CHANGING WINDS

Wondrous item, rare (requires attunement by a bard)

This shamisen has a tiny cherry tree growing along its base. When played, the tree's leaves rustle in a magical breeze. You must be proficient with a string instrument to use this shamisen.

You can use an action to play the instrument and release a flurry of cutting wind from it. When you do, you can choose to make a ranged spell attack against a target you can see within 60 feet of you, using your spell attack bonus, as part of that action. On a hit, the target takes slashing damage equal to 1d6 + your Charisma modifier.

When you score a critical hit with a ranged attack using the shamisen, make a Charisma (Performance) check using the instrument. If the total of the roll exceeds the target's AC, the target is incapacitated until the end of your next turn, as if it's transfixed by the music. A deafened creature or creature that can't hear is immune to this effect.

Whenever you expend a use of your Bardic Inspiration, you can magically change the instrument's tuning. Whenever you use an action to play the instrument, you also gain a benefit associated with its tuning, which lasts until the end of your next turn. Alternatively, you can spend 1 minute to retune the instrument. When found, the instrument is set to a random tuning.

**Honchoshi.** While set to this tuning, the summoned wind swirls around you in a protective breeze, granting you a +2 bonus to AC against ranged attacks.

**Ni Agari.** While set to this tuning, your walking speed increases by 10 feet.

**San Sagari.** While set to this tuning, your spell attacks with the shamisen score a critical hit on a roll of 19 or 20.

Alternatively, you can spend at least 1 minute playing the instrument. When you do, the air around you in a 40-foot radius grows still. The atmosphere within that area becomes comfortable and dry (regardless of the weather), and any creature that isn't deafened and can hear the instrument that starts its turn within the area must succeed on a Wisdom saving throw against your bard spell save DC. On a failed save, a creature is indifferent about targets of your choice that it is hostile toward. This indifference ends if the creature is attacked or harmed by a spell or if it witnesses any of its friends being harmed. The effect lasts until you move, stop playing, or lose concentration (as if concentrating on a spell). When the effect ends, the creature becomes hostile again, unless the GM rules otherwise. A creature is immune to this effect if it can't be charmed. Once this property has been used, it can't be used again until the next dawn.

### SWASHBUCKLER'S SLIPPERY SABER

Weapon (scimitar or shortsword), uncommon (requires attunement)

The handle of this well-worn blade looks like a peeled banana made of brass. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this weapon and roll a 6 on its damage die, the target of the attack must succeed on a DC 13 Dexterity saving throw or fall prone.

### TEMPEST STAFF

Staff, uncommon (requires attunement by a cleric, druid, sorcerer, or wizard)

This staff is made from a branch from a tree that's been struck by lightning. The staff has 3 charges and regains 1d3 expended charges daily at dawn. While holding the staff, you can use an action to expend 1 of its charges to summon a bolt of lightning from the air above a point that you can see within 120 feet of you. Each creature within 5 feet of that point must make a Dexterity saving throw against your spell save DC. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a successful one. There must be at least 20 feet of space above the point for the bolt to appear. If there isn't enough space to accommodate the bolt, the action is wasted, but the charge is not expended.

If you are outdoors in stormy conditions when you use this staff, the lightning damage increases by 1d6.

### TRENCHROLLER ARMOR

Armor (half plate or plate), very rare (requires attunement)

This heavy, rounded armor is marked by a glowing crystal at its center. While wearing the armor, you gain a +1 bonus to your AC. As a bonus action, you can transform into a 2-foot-diameter metallic sphere. Your equipment melds into the new form. While transformed, your size is Small, and opportunity attacks against you are made with disadvantage. Your senses are unaffected while in this form, although you don't need to breathe for the duration. Your AC also remains the same, but you can only take the Dash, Disengage, or Dodge action. You can use a bonus action to take the Dash action while transformed.

You can remain in this form for up to 1 hour, until you drop to 0 hit points, or until you use a bonus action to return to your normal form. Deduct a minimum of 1 minute from the armor's total transformation time each time you transform, even if you aren't transformed for the full minute. The armor regains all of its expended transformation time daily at dawn.

### WAND OF EYES

Wand, uncommon

This wand's glistening white haft has eye-like veins tracing down its length. The wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can use an action to expend 1 of its charges to cast the *clairvoyance* spell from it. This version of the spell remains for 1 minute, and can only be used to see through the sensor. The spell ends early if you are no longer holding the wand.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a floating, ghostly eyeball.

### WAND OF STEAM

Wand, uncommon

The shaft of this wand is a clear glass tube filled with bubbling water. This wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding the wand, you can use an action to expend 1 of its charges to cast the *fog cloud* spell from it, which has the following changes:

- When cast, the wand emits a spray of superheated mist in a 30-foot cone from it. Creatures within the cone must make a DC 13 Constitution saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.
- Choose a point within the cone of steam. The sphere of fog created by the spell forms immediately after the cone of steam is released from the wand, centered on that point.
- The spell has a duration of 1 minute, instead of 1 hour.

If you expend the wand's last charge, roll a d20. On a 1, the wand disappears in a plume of steam and is destroyed.

### WORLDBREAKER

Weapon (maul), legendary (requires attunement by a creature with a Strength score of 17 or higher)

This titanic hammer resembles a darkened globe of impenetrable black iron. When you hit with an attack made with this magic hammer, it deals 2d12 bludgeoning damage, instead of 2d6. This weapon deals double damage to objects and structures.

In addition, you can use an action to cast the *earthquake* spell from the hammer (save DC 17), slamming the weapon into the ground as part of the action to cast it. You and up to ten other creatures of your choice that you can see automatically succeed on the saving throw against being knocked prone by the spell. This version of the spell extends from you in a 100-foot radius and doesn't require concentration, but ends at the end of your next turn. Once this property of the hammer has been used, it can't be used again until a number of days have passed equal to half the number of fissures created by the spell (minimum of 1 day).



TEMPEST STAFF

WAND OF EYES

WAND OF STEAM

WORLDBREAKER

SWASHBUCKLER'S SLIPPERY SABER

SHAMISEN OF THE CHANGING WINDS

TRENCHROLLER ARMOR

GenCon was a nice work trip. It's hard to call it a vacation, because while it's fun, it's still busy to be there and talking so much. I did get sick following the event, but it wasn't too bad, aside from the normal frustrations involved with it.

Favorites from this month include the *alcoholock*, *candleflame claymore*, *copyquill*, *drill lance*, *murderous arrow*, *patch of the mallard*, *spoken letter*, and *vial ring*.

## MAGIC ITEMS

*Alcoholock*

*Belt of Four Elements*

*Candleflame Claymore*

*Copyquill*

*Covolt Circlet*

*Devil-Beating Brush*

*Devil's Golden Fiddle*

*Drill Lance*

*Ledger Scroll*

*Murderous Arrow*

*Patch of the Mallard*

*Riptide Katana*

*Shrieking Chalk*

*Snake Oil*

*Spoken Letter*

*Vial Ring*

*Vineyard Amulet*

*Wild Dice*



MURDEROUS ARROW

VIAL RING

CANDLEFLAME  
CLAYMORE



ALCOHOLOCK

CANDLEFLAME  
CLAYMORE

BELT OF FOUR ELEMENTS

COPYQUILL

### ALCOHOLOCK

*Wondrous item, common*

This lock looks like a small metal tankard, using its handle as the shackle. While it has a keyhole, it doesn't open with a key and can't be picked using thieves' tools. Instead, the lock only opens when at least 1 ounce of a particular kind of alcohol is poured into the keyhole.

You can bind an *alcoholock* to an alcohol by submerging it in the drink for 1 hour. The drink can be made of one or several kinds of alcohol, potentially complicating the lock. Once bound, the lock can't be bound to a different kind of drink. You can identify what drink the lock is bound to with a successful DC 15 Wisdom (Perception) check, using your sense of smell to detect what's been poured into the lock. The DC increases by 2 for each additional kind of alcohol used to bind the lock after the first, up to a maximum DC of 25. An *identify* spell also determines what drink the lock is bound to. Alternatively, the lock can be broken with a successful DC 25 Strength check.

The poured drink needn't match the exact age, ingredients, or maker of the bound one. For example, if the lock is bound to mead, any mead of the same or similar flavor that's poured into the lock will open it. If the bound drink is a mixture of two or more ingredients, a close approximation of the mixture will open the lock (at the GM's discretion).

### BELT OF FOUR ELEMENTS

*Wondrous item, very rare (requires attunement by a monk)*

This belt is made from stone plates harvested from the Elemental Plane of Earth. In it are four gemstones, which are each attuned to and associated with a different element and damage type: air (lightning), earth (thunder), fire (fire), and water (cold). When found, the belt's planar energy is channeled through one of these gemstones.

While wearing the belt, you gain resistance to the chan-

neled gem's associated damage type and deal an extra 1d4 damage of that same type to any target you hit with a melee attack. Whenever you use an action, bonus action, or reaction to spend 1 or more ki points, you can choose to shift its planar energy to a different gem of your choice.

### CANDLEFLAME CLAYMORE

*Weapon (greatsword), rare*

This weighty blade has an iron candelabra as its hilt. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target and roll two of the same number on the weapon's slashing damage dice, the target takes an extra 2d6 fire damage. If you've taken fire damage from a hostile source since the end of your last turn, the first target you hit with this weapon on your turn automatically takes this extra fire damage.

You can use an action to place up to two candles in the candelabra hilt, adding one to each of its twin candle holders. Candles placed and lit in the hilt can burn for up to 8 hours, instead of 1, and shed bright light in a 20-foot radius and dim light for an additional 20 feet.

### COPYQUILL

*Wondrous item, common*

This quill is made from a single feather that splits into two towards the top. While writing with the quill on a piece of parchment, it magically makes an identical copy on a second paired one, provided that the two are within 30 feet of each other. You can pair up to two pieces of parchment to the quill by tapping one of its feathered ends to either piece and speaking the quill's command word one at a time, using an action for each piece of parchment. Speaking the command word without touching the quill to parchment ends the paired connection.

The quill requires twice as much ink as normal when making a copy in this way.

## COVOLT CIRCLET

Wondrous item, very rare (requires attunement)

This jagged circlet is made from covolt, an elemental blue metal that carries storm-like properties. You have resistance to lightning damage while wearing the circlet, and whenever you or another creature that you can see within 60 feet of you takes lightning damage, you can use your reaction to reduce that damage by 2d8. When you do, the electricity leaps towards the circlet before being immediately discharged as a beam of lightning in another direction. Choose a different target that you can see within 60 feet of you. That target must succeed on a DC 16 Dexterity saving throw or take lightning damage equal to the amount reduced.

If you cast a spell that deals either acid, cold, fire, or thunder damage while wearing the circlet, you can choose to use the circlet as a spellcasting focus for that spell. When you do, the damage becomes lightning damage, instead of its original type. Once this property has been used, you shouldn't use it again until the next dawn. Each time you do, there's a cumulative 20 percent chance that you also take 1d8 lightning damage for each level of the spell that you transmute. This damage ignores resistance and immunity and can't be reduced or redirected by the circlet. For the purposes of this property, a cantrip counts as a 1st-level spell.

## DEVIL-BEATING BRUSH

Wondrous item, rare

Many temple murals depicting great gods and deities have been painted by artists wielding *devil-beating brushes*, which are blessed by divine magic. While the brush is being held, a constant stream of paint coats its pegasus-hair tip. While holding it, you can use a bonus action to change the paint's color. You gain a +5 bonus to any ability check you make with the brush to paint. The paintbrush counts as a set of painter's supplies.

You can use an action to paint on a devil. Make a Dexterity or Charisma check using the paintbrush against the devil's AC. On a success, the devil takes 4d6 radiant damage. If you roll a 20 on the ability check, the devil must also succeed on a DC 15 Charisma saving throw or be banished to its home plane of existence, unless it's already there.

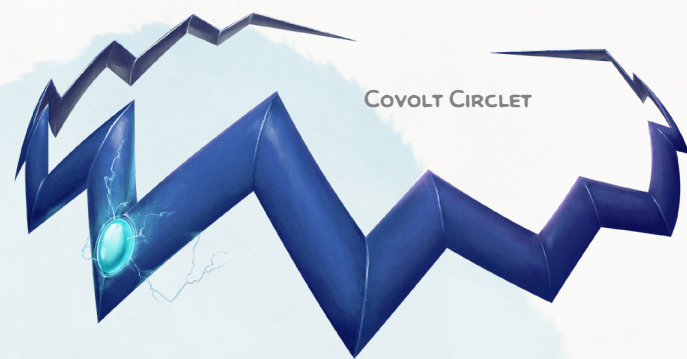
## DEVIL'S GOLDEN FIDDLE

Wondrous item, rare (requires attunement)

A *devil's golden fiddle* is a magical trophy among accomplished musicians. Its gilded exterior is marked by embossed, bat-like wings and a carved devil's head. If you're not attuned to the instrument and attempt to play it, you must succeed on a DC 15 Charisma saving throw or take 1d6 psychic damage. Regardless, the fiddle remains silent.

While holding it, you can use a bonus action to play a magical note on it that causes the fiddle to float in the air beside you. While floating in this way, the fiddle magically plays a soft but jaunty tune. The fiddle's tune can be used in place of the verbal component for any bard spell, even if it's floating and playing itself. A creature benefiting from *see invisibility* or with truesight sees a spectral imp playing the fiddle while it floats.

**Charges.** The fiddle has 4 charges for the following properties and regains all expended charges daily at dawn.



COVOLT CIRCLET



DEVIL-BEATING BRUSH

DRILL LANCE

DEVIL'S GOLDEN FIDDLE

**Spells.** If you're holding the fiddle, or if the fiddle is playing on its own, you can use an action to expend some charges to cast either the *invisibility* (2 charges) or *polymorph* spell (3 charges, transforming the target into either a rat, raven, or spider; save DC 15) from it. Alternatively, when a creature within 30 feet of you that you can see misses with an attack or fails an ability check, you can use a reaction to expend 1 of the fiddle's charges to cast the *vicious mockery* cantrip from it (save DC 15) against that creature. The creature has disadvantage on the saving throw.

**Play Like Hell.** When you make a Charisma (Performance) check using the fiddle, you can expend 1 or more of its charges to add 1d6 to the check for each expended charge. If you're a bard, this bonus uses your Bardic Inspiration die instead, but doesn't expend any uses of your Bardic Inspiration feature.

**Dance of the Devil.** This property is only revealed when you lose in a musical competition against another creature. When you do, your attunement to the fiddle ends, and the fiddle immediately becomes attuned to the winning creature, provided that it can be attuned to. The fiddle then immediately begins to play on its own and flies to the side of the attuned creature.

## DRILL LANCE

Weapon (lance), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a hit, the lance's point whirs as it rapidly spins. When you attack a creature or object made of stone or wood with this magic lance and hit, maximize your weapon damage dice against the target.

**Overcharge.** The lance magically stores your movement into its own, spinning faster as you charge forward. Once per turn, if you move at least 20 feet straight toward a target and then attack it with the lance on the same turn, the weapon releases a superheated line of energy from it in the direction of the target. The line is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 1d10 fire damage. If the triggering attack also hits, this fire damage is in addition to the weapon's damage against the target.

## LEDGER SCROLL

Scroll, uncommon

This scroll is wound around a wooden dowel with owl faces on either end. When you use an action to read this scroll, choose a trigger for the scroll, centered on a point you can see within 30 feet of you, as well as up to five pieces of information to be recorded when that circumstance occurs. An invisible sensor appears at that point.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the point. For example, the trigger could be when a person that's at least five feet tall walks past the point in a northward direction, or if a creature says the word "Hello" nearby it.

Whenever that circumstance occurs, the scroll unfurls slightly and magically scribes the specified pieces of information onto one line. For example, the scroll can record a triggering creature's color, apparent age, if it's visibly armed, its

travel speed, and so on. Alternatively, it can track how many purchases are made in a shop, or the amount of coin that changes hands at a tavern. Or, if the trigger for the scroll is an audible one, the scroll can record what language the triggering creature is speaking. The scroll can't determine information not immediately apparent, such as a creature's name.

The scroll has 60 inches of parchment, and each added line takes up 1 inch of it. When the last of parchment has been used in this way, the effect ends and the scroll loses its magic, although any information recorded on the parchment remains.

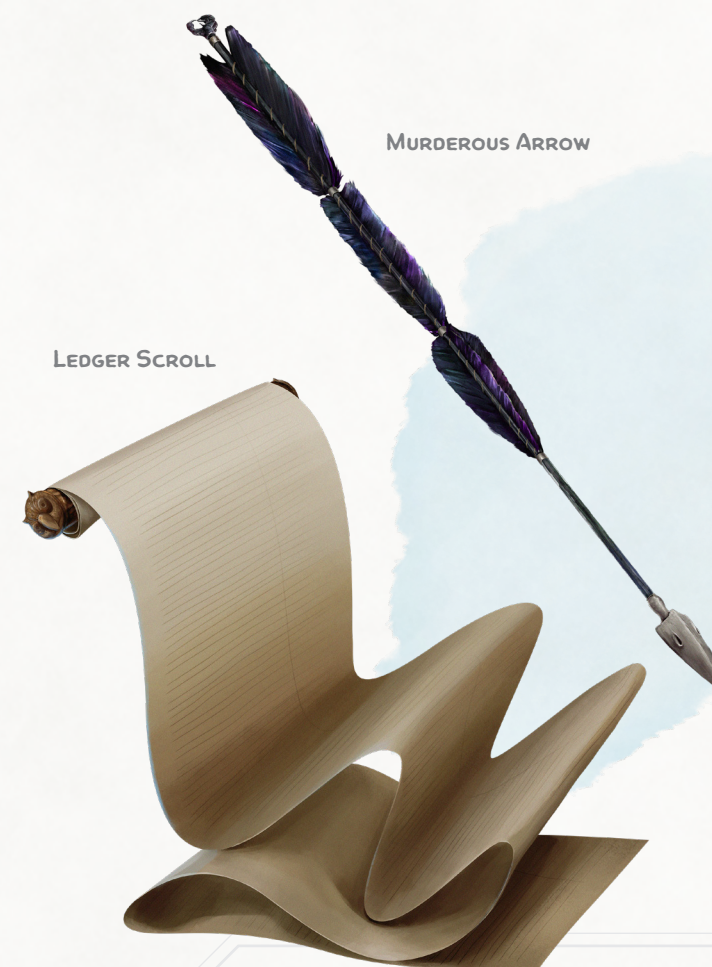
A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a watchful owl. The sensor is considered to have a passive Wisdom (Perception) score of 15 for the purposes of detecting a triggering creature or effect.

## MURDEROUS ARROW

Weapon (arrow), rare

When this magic arrow hits a creature, it immediately explodes into a plume of crow feathers and is destroyed, instead of dealing its normal damage. A flock of ten crows then appears at the target's location. Each crow makes one melee attack against the target, using a +7 attack bonus. On a hit, a crow deals 5 slashing damage as it rakes the target with its sharp talons and beak. The crows fly away and vanish after making the attacks.

Other types of magic ammunition of this kind exist, such as *murderous bolts* meant for a crossbow, though arrows are most common.



MURDEROUS ARROW

LEDGER SCROLL

## PATCH OF THE MALLARD

*Wondrous item, common*

This canvas patch can be magically attached to a piece of clothing by pressing it against the clothing for 1 minute. The patch remains on the clothing until you remove it.

You can remove this patch as a reaction when you fall. When you do, your rate of descent slows to 60 feet per round for 1 hour or until you land. If you land before the effect ends, you take no falling damage and can land on your feet. If you land in water, you remain buoyant for the rest of the duration. Alternatively, you can remove this patch using an action to become magically buoyant in water for 1 hour, floating on the water's surface for the duration. If you start your turn underwater during this effect, you rise up to 30 feet toward the water's surface. If you are carrying more than twice your weight, you lose this buoyancy.

Once a patch has been removed from a piece of clothing it's attached to, the patch loses its magic and becomes a mundane patch. If the magic patch is removed from a *robe of useful items*, the patch has a 50 percent chance to keep its magical properties and can be reattached to a piece of clothing again.

## RIPTIDE KATANA

*Weapon (longsword), uncommon (requires attunement)*

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of silently churning water to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. Despite the nature of this watery blade, it cuts through material like any other sword. A fire elemental or similar creature made of fire that's hit with the weapon takes an extra 5 cold damage from the attack.

While the weapon is on your person, you have a swimming speed of 30 feet. If you make an attack with the weapon while underwater, you're considered to have a reach of 15 feet with the attack. In addition, the first time on each of your turns when you hit an underwater creature with this weapon, you can choose to move it 5 feet in any direction.

## SHRIEKING CHALK

*Wondrous item, rare*

This piece of chalk doesn't make any marks when used to write with. Instead, it only releases an ear-splitting shriek, which is audible out to a range of 300 feet. You can use an action to scrape the chalk against a solid surface within your reach. When you do, any creature that can hear the chalk within 30 feet of it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 2d10 psychic damage and is incapacitated until the start of your next turn, as it's overwhelmed by the horrific sound. On a success, a creature takes half as much psychic damage and isn't incapacitated. If a creature is holding anything when it fails the saving throw, it immediately drops what it's holding and cover its ears (provided that it has them). Creatures that have a trait which grants them advantage on Wisdom (Perception) checks that rely on hearing have disadvantage on this saving throw.

There's enough chalk for three uses. It grows smaller with each use. Once the chalk is used a third time, any remaining fragments are turned to dust and destroyed.

## SNAKE OIL

*Potion, rarity varies*

*Snake oil* is an unreliable concoction of alchemy, druidic knowledge, and luck. When found, the potion's rarity is random: Common (90 percent) or Rare (10 percent). Only an *identify* spell or similar magic can determine the rarity of the potion.

When you use an action to drink the potion, roll a d6 to determine its effects based on the rarity of the potion. Unless it says otherwise, an effect remains for 1 hour. If the potion is a rare variant, it gains both the Common and Rare effects of the potion.

1d6	Common	Rare
1	Nothing happens.	—
2	Your eyes become yellow and reptilian.	You have blindsight out to a range of 10 feet for 1d4 hours.
3	Your tongue becomes forked.	You have advantage on Wisdom (Perception) checks that rely on smell for 24 hours.
4	Your skin becomes scaled, like a snake.	You have resistance to poison and acid damage.
5	Your footsteps create gentle rattling noises.	You gain the benefits of the <i>freedom of movement</i> spell.
6	Whenever you make an "S" sound, it's pronounced like a hiss.	You grow snakelike fangs. You can use a bonus action to make a bite attack using these fangs. On a hit, the target takes 1d4 piercing damage, plus an extra 2d8 poison damage.

PATCH OF THE MALLARD



SHRIEKING CHALK

SNAKE OIL

## SPOKEN LETTER

*Scroll, uncommon*

This scroll resembles a normal sheet of parchment, but magically prevents anything from being written or marked on it. Instead, while holding the scroll, you can speak aloud to record the words you speak onto the parchment, which appear as a neatly written script. Only one side of the parchment can be filled in this way: typically no more than 250 words or 1 minute's worth of speaking. When you're finished with the recording and release the parchment, it magically folds and seals itself into a self-containing envelope. Once a message has been recorded, it can't be replaced with a new one. You also decide what triggers the scroll to relay the recording, as well as what happens to it afterwards.

The trigger can be as general or as detailed as you like, though it must be based on tactile conditions that occur with relation to the scroll. For example, the trigger could be at the touch of an intended recipient, or if a secret pattern is drawn on it with a finger.

When that circumstance occurs, the envelope opens up and recites the message in your voice and at the same volume you spoke. To do so, it crumples and folds itself to form a makeshift face while it speaks. You choose whether the scroll is destroyed, becomes a nonmagical piece of parchment, or remains unchanged and magical after it delivers the message.

A creature can use an action to make a DC 30 Strength check, opening the letter by force on a success. When this happens, the scroll's magic is lost, but the written recording remains.

## VIAL RING

*Ring, common*

This ring is made of glass and has a cork stopper at its top like a set gemstone. You can unstopper the ring (no action required) to magically transform it into a small glass vial. The vial holds up to 1 ounce of liquid. The mouth of the vial and ring are both a half inch wide, allowing the cork to remain the same size even when the ring is transformed. When the vial is stoppered, it magically returns to its ring form. Anything contained by the vial magically fits within the ring while it's transformed.

While the ring itself is magical, the cork is not. Any cork of the right size can be used to stopper the ring or vial, allowing you to mark the corks as needed or replace them, should they become lost or destroyed by acid or other similar hazardous (albeit bottleable) materials.

## VINEYARD AMULET

*Wondrous item, common*

This necklace is a sprig of an enchanted grapevine that magically grows in a loop. A small grape cluster hangs from it like a pendant, which carries 1d12 + 10 grapes on it when found. You can pull one of the berries from the necklace using an action, which magically transforms the grape into a bottle of fine wine worth no more than 10 gp. You choose the color and kind of wine each time.

When the last grape is removed, the bundle's stem falls off and is destroyed. The amulet loses its magic, but can still be planted to sprout a new, nonmagical grape vine.



SPOKEN LETTER

RIPTIDE KATANA



VIAL RING



VINEYARD AMULET

## WILD DICE

Wondrous item, rare

This set of two chipped and weathered wood six-sided dice are infused with unpredictable magic. They come in a small velvet bag whose pattern changes based on the dice's last roll. Otherwise, the dice appear completely unassuming.

The dice have a total of 6 charges and regain 1d6 expended charges daily at dawn. As an action, you can expend 1 of their charges to roll them, tossing them at a point you can see within 30 feet of you when you do. The dice's effect is determined by the total of the roll as listed in the table and described below. Unless the effect says otherwise, the dice disappear at the end of the effect and reappear in the pouch at the start of the following turn. Rolling the dice again while an effect is still active does nothing. An effect that requires a saving throw has a DC of 15.

2d6	Effect	2d6	Effect
2	Slither	8	Bramble
3	Nullify	9	Alarm
4	Slick	10	Revelry
5	Misty	11	Zap
6	Jelly	12	Explode
7	Lucky		

**Alarm.** As the dice come to a halt, an ear-piercing alarm rings out from them for 1 minute, audible out to a range of 300 feet. Any sleeping creatures within that range are immediately awakened, and every creature that can hear the alarm is immune to any effect that would put it to sleep for the duration.

**Bramble.** The dice crack open like seeds and grow into gnarled brambles, casting the *entangle* spell from them (no concentration required) centered on the point where they landed. The dice are then lost until the next dawn, at which point they reappear in the velvet bag.

**Explode.** The dice glow red hot and smoke before detonating into a fiery blaze, as if by the *fireball* spell centered on the point where they landed. The dice are then lost until the next dawn, at which point they reappear in the velvet bag.

**Jelly.** The dice ripple and jiggle, then dissolve into a pale slime. At the start of your next turn, the slime grows into a gelatinous cube with half its normal hit points in an unoccupied space nearest to the point where the dice landed. This cube remains for 1 minute or until it's reduced to 0 hit points, at which point it melts away. The dice are then lost until the next dawn, at which point they reappear in the velvet bag.

**Lucky.** Seven shiny gold coins materialize and clatter loudly to the ground around the dice. In addition, the next attack roll or ability check you make before the end of your next turn is made with advantage.

**Misty.** The dice begin to spew a dense mist, casting the *fog cloud* spell from them (no concentration required) centered on the point where they landed.

**Nullify.** The sound of clattering chimes follow the dice

as they roll before sounding like shattering glass when they come to a stop. A magic-nullifying field bursts forth from the dice in a 30-foot sphere, centered on the point where they landed. The field lasts until the start of your next turn. For the duration, all spells and magical effects of 3rd level and lower within the sphere are dispelled or fail, and any rare, uncommon, or common magic items in the area cease to function for the duration. The dice are then lost until the next dawn, at which point they reappear in the velvet bag.

**Revelry.** The *silence* spell is cast from the dice (no concentration required) centered on the point where they landed. This version of the spell functions the same as a normal *silence* spell, but creates a sphere wherein the only sound that can be heard in the area is loud tavern music and the sounds of cheering patrons for the duration. Other sounds made within the sphere are seemingly drowned out by the revelry.

**Slick.** Slippery oil begins to seep out of the cracks in the dice, casting the *grease* spell from them centered on the point where they landed.

**Slither.** The dice elongate and their dots become a sinister yellow. Each die turns into a poisonous snake, which remains for 1 minute or until it's reduced to 0 hit points. A snake attacks the closest target to it other than you and the other snake.

**Zap.** The dice pop and crackle with electricity. Up to three creatures of your choice that you can see within 30 feet of the point where the dice landed are struck by lightning, which originates from the dice. Each creature must make a Dexterity saving throw, taking 2d10 lightning damage on a failed save, or half as much damage on a successful one.



WILD DICE

## SEPTEMBER 2022

The follow-up of August really did a number on my schedule for September. I accomplished a lot, creatively, but some other things were pushed back as a result. It's all part of the normal swing of things, I suppose.

Personal favorites from this month include the *bolide blade*, *deer hunter's armor*, *field healer's pauldron*, *lifeburst*, *royal engineer's greatcoat*, and *staff of the black raven*.

## MAGIC ITEMS

*Battery Shield*

*Bolide Blade*

*Deer Hunter's Armor*

*Field Healer's Pauldron*

*Great Owl's Bow*

*Great Owl's Crown*

*Hammer of Willpower*

*Lantern of the Frost Watch*

*Legion of Brass Katars*

*Lifeburst*

*Mourningsteel Obol*

*Myceliaweave Circlet*

*Nimblewrap Roll*

*Pipe of Delicious Smells*

*Robe of the Sunless*

*Royal Engineer's Greatcoat*

*Scarab Mask*

*Schematic Scroll*

*Staff of the Black Raven*

*Wand of Flares*

*Warding Armor*

*Wretched Ring*



DEER HUNTER'S ARMOR

FIELD HEALER'S PAULDRON

BOLIDE BLADE

### BATTERY SHIELD

Armor (shield), uncommon

This shield builds up a small electrostatic charge while worn. When a creature makes a melee attack against you using a metal weapon and the attack roll misses by 2 or less, that creature takes 1d4 lightning damage.

### BOLIDE BLADE

Weapon (longsword), legendary (requires attunement)

This black blade was forged from the metal of a meteor. When swung, a cosmic plume of shooting stars and distant galaxies can be seen in its dark afterimage. You gain a +3 bonus to attack and damage rolls made with this magic weapon, which also has the finesse property.

**Cosmic Dilation.** Each day at dusk, you gain the benefits of the *mirror image* spell. This version of the spell only has two duplicates, instead of three, and remains until both duplicates are destroyed or until the blade isn't on your person.

**Starshower Saya.** As an action, you can sheath the blade immediately before making a special attack with it. Choose an unoccupied space that you can see within 30 feet of you that's also within 5 feet of another creature that you can see. You then draw the blade and shoot forward in a streak of light, harmlessly passing through any creature between you and the space. This movement doesn't provoke opportunity attacks. When you arrive at the new space, make an attack roll with advantage using the sword against a creature within 5 feet of you. On a hit, the target takes an extra 4d12 radiant damage and releases seven motes of starlight from it, or four motes on a miss. The motes of starlight are *magic missiles*, which can each target the same or different targets of your choice within 60 feet of the target of the attack. Hit or miss, you then regain the effects of the *mirror image* from the weapon's Cosmic Dilation. Once this property has been used, it can't be used again until the next dusk.

### DEER HUNTER'S ARMOR

Armor (light), rare (requires attunement)

This set of gray and green armor carries the spirit of the forest within it. While wearing it, you can use it to cast the *phantom steed* spell, but only as a ritual. The steed from this version of the spell has half the normal speed and takes the form of a ghostly deer with many-pointed antlers. If the steed is hit by an attack, roll a d20. On a 6 or higher, the attack misses. If the steed takes any damage, the spell ends and this property of the armor can't be used again until the next dawn.

While wearing the armor, your ranged weapon attacks ignore half and three-quarters cover when the target is using another creature as cover. Your attacks become ghostly as they pass through such creatures, only becoming real again when they reach the target.

### FIELD HEALER'S PAULDRON

Wondrous item, rare (requires attunement)

This iron pauldron bears a faded healer's emblem and holds up a rugged shoulder cape. When you roll a 1 or 2 on a die to restore hit points to a creature (including yourself), you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. In addition, once on each of your turns when you



restore hit points to a creature using a spell of 1st level or higher, you can grant that creature the benefits of the *bless* spell until the start of your next turn. If the spell targets multiple creatures, you choose one of them to gain the benefits.

### GREAT OWL'S BOW

Weapon (any bow), uncommon (requires attunement)

Arrows fired from this magic bow between dusk and dawn are silent while in flight. The bow has 5 charges and regains all expended charges daily at dawn. Once on each of your turns when you hit a creature with a ranged weapon attack using the bow, you can expend 1 of its charges to cause the arrow to split into a spray of magical feathers. Each other creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take 1d4 + 3 force damage.

### GREAT OWL'S CROWN

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to Wisdom checks and Wisdom saving throws while wearing this crown, and you can understand and speak to owls and owlbears.

The crown has 5 charges and regains all expended charges daily at dawn. While wearing the crown, you can use an action to expend 1 of its charges to detect if there are any owls or owlbears within 1000 feet of you. If you detect any owls or owlbears within the crown's range, you learn the direction and distance to the closest one. Alternatively, you can expend 1 of the crown's charges to cast the *animal messenger* spell from it, which must target a beast with a flying speed.

### HAMMER OF WILLPOWER

Weapon (any hammer), very rare (requires attunement)

The might of this hammer changes to reflect your nature, using your innermost morality to overpower those that would oppose you. A creature hit by the hammer takes an extra 1d8 damage for each half of your alignment, for a total of 2d8 extra damage. The extra damages' type or types are determined by their associated alignments, as shown on the table below.

Align-ment 1	Damage Type 1	Align-ment 2	Damage Type 2
Lawful	Thunder	Good	Radiant
Neutral	Force	Neutral	Force
Chaotic	Fire	Evil	Necrotic

You can choose to suppress one or both halves of your alignment each time you hit a target with the hammer (no action required). When you do, the creature doesn't take the suppressed alignment's associated damage.

### LANTERN OF THE FROST WATCH

Wondrous item, rare

This dark steel lantern is always cold to the touch, and its cold blue flame releases fine snow instead of smoke. Its magical flame appears over a spike at the lantern's center, which is perpetually covered in ice. While touching the lantern, you can use an action to speak one of the following five command words.

**Aduro.** The lantern's flame is ignited or extinguished. The



LIFEBURST

MOURNINGSTEEL OBOL



MYCELIWEAVE CIRCLET



NIMBLEWRAP ROLL

lit lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

**Calidum.** The lantern's flame glows orange for up to 10 minutes. For the duration, each creature within the lantern's bright light has resistance to cold damage. Once this command word has been used, it can't be used again until the next dawn.

**Micare.** The lantern's flame glows impossibly bright. Each creature that isn't shielding its eyes within the lantern's bright light must make a DC 15 Constitution saving throw. A creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one. You can shield your eyes as part of the action to use this property. Once this command word has been used, it can't be used again until the next dawn.

**Revelare.** The lantern's flame glows green for up to 10 minutes. Magical objects and effects within the lantern's bright light are outlined with a faint green glow for the duration. Magical darkness and fog within this range is suppressed for the duration. Once this command word has been used, it can't be used again until the next dawn.

**Vide.** The lantern's flame glows magenta for up to 10 minutes. Invisible creatures and creatures on the Ethereal Plane become visible within the lantern's bright light for the duration. Ethereal creatures and objects appear ghostly and translucent. Once this command word has been used, it can't be used again until the next dawn.

If you speak one of the lantern's command words in this way while its flame is extinguished, it magically lights itself as part of speaking the command word. If you extinguish the lantern's flame while one or more of its effects are active, those effects immediately end.

### LIFEBURST

*Weapon (mace), rare (requires attunement by a cleric or paladin)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This mace can be used to channel your holy magic. When you hit a creature with this mace, you can expend one spell slot to restore hit points to up to four creatures of your choice within 5 feet of the target of the attack. The amount of hit points restored is equal to 1d6 per spell level you expend, up to 3rd. Once you expend a spell slot in this way, you can't expend another spell slot of the same level using the mace again until the next dawn.

### MOURNINGSTEEL OBOL

*Wondrous item, rare*

This coin is made from mourningsteel, a metal found below battlefields that have been steeped in blood. A hole at the top allows it to be worn as a soldier's pendant.

When the coin is placed in the mouth of a dead creature, that creature gains the benefits of the *gentle repose* spell, provided that the creature hasn't been dead for longer than 1 day. Once placed, the coin can't be removed from the creature's mouth until the effects of the spell end. For the duration of the spell, if the creature is attacked or its body is in some way desecrated, a *spiritual weapon* is summoned from the coin, which remains for 1 minute. The ghostly weapon takes the form of a weapon wielded by the dead creature in

life or some other form that represents the values that creature held. This version of the spell is cast at 4th level and has a +7 spell attack bonus and +4 spellcasting ability modifier. The weapon acts on initiative count 20 and is controlled by the GM. On its turn, it can move up to 60 feet, instead of 20, although it can't move farther than 60 feet away from the coin. Once summoned in this way, the *spiritual weapon* can't reappear for 1d4 hours.

If the dead creature is returned to life while the coin is in its mouth, the coin is magically transformed into a lustrous metal called solacesteel and then loses its magic. Otherwise, the coin simply loses its magic and remains as mourningsteel after 10 days when the *gentle repose* spell ends.

### MYCELIWEAVE CIRCLET

*Wondrous item, legendary (requires attunement)*

This fungus-covered wooden circlet is riddled with a tangled web of mycelia. While wearing it, you are always under the effects of the *speak with plants* spell. This version of the spell only allows you to understand and speak to fungi, instead of all plants. In addition, your Constitution score increases by 2, to a maximum of 22, and you are immune to poison damage. Whenever you would take poison damage, you can instead spend one Hit Die to magically regain hit points (no action required). When you do, roll the Hit Die, add your Constitution modifier, and regain a number of hit points equal to the total.

The circlet can also be used to cause new fungal growth to spring forth under your command. While wearing it, you can cause a patch of mushrooms and other fungi to grow from a 5-foot square of soil that you touch over the course of 1 minute. Alternatively, you can use this property to grow this fungus on a Large or smaller corpse. When you do, you can choose to reanimate that creature. This creature uses the statistics for a shambling mound, regardless of its previous form or abilities, with the exception that it has immunity to poison damage and regains hit points when subjected to poison damage, instead of lightning damage. It remains for 8 hours or until it's reduced to 0 hit points, at which point it collapses and can't be used as a target for this property again.

The reanimated creature is considered a fungus for the purposes of being able to communicate with it and is friendly to you and your companions. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. In combat, it shares your initiative count, but takes its turn immediately after yours. Once the circlet has been used to reanimate a creature in this way, it can't do so again until the next dawn.

**Curse.** Once you attune to this magic circlet and wear it, you can't remove it unless you die or are targeted by the *remove curse* spell, as the fungal growth and mycelium network latch onto your body. When your attunement to the circlet 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 circlet again. Further, a creature reanimated by the circlet becomes hostile to you and your companions and no longer obeys your commands if your attunement to the circlet ends.

### NIMBLEWRAP ROLL

*Wondrous item, uncommon*

A *nimblewrap roll* is a roll of gauze, leather, or fabric detailed with flowing patterns. The roll can be wound around the handle of a weapon over the course of 1 minute to magically grant it the finesse property, as the weapon's movements become smooth and fluid, provided that the weapon doesn't have the two handed, heavy, or special property. The roll can be applied in this way to a mundane weapon or a common magic weapon without any risk of failure. However, magic weapons of higher rarities may not accept the roll's enchantment, removing the roll's magic properties on a failure: uncommon (20 percent failure chance), rare (60 percent), very rare (80 percent), or legendary (90 percent). The roll automatically fails when applied to artifacts.

You can remove the roll from a weapon over the course of 1 minute.

### PIPE OF DELICIOUS SMELLS

*Wondrous item, common*

Smoke from this pipe is normally odorless. While smoking it, you can use an action to exhale a puff of smoke that magically smells like delicious food. You choose what food it smells like, such as a freshly baked pie, stew, or tea. The smell dissipates after a few seconds.

### ROBE OF THE SUNLESS

*Wondrous item, rare (requires attunement)*

The folds of this robe are virtually undetectable, as any light that touches it is mysteriously absorbed. Whenever you take radiant damage while wearing this cloak, you can use your reaction to reduce that damage by 1d10 + 10. If you have the Sunlight Sensitivity trait, you are unaffected by that trait while wearing the robe.

In addition, you can use an action to cast either the *pass without trace* or *unseen servant* spell from the robe while wearing it. The *unseen servant* created by the robe appears as a shadowy figure in dim and bright light, but is invisible in darkness. The servant remains for the duration of the spell, until it's reduced to 0 hit points, or until the cloak is used to cast the spell again. If the servant is destroyed, the robe can't be used to cast the spell again until the next dusk. Once the robe is used to cast *pass without trace*, it can't do so again until the next dusk. Any spell cast from the robe ends early if you remove the robe.

PIPE OF DELICIOUS SMELLS



ROBE OF THE SUNLESS

## ROYAL ENGINEER'S GREATCOAT

*Wondrous item, rare*

This stained maroon greatcoat is well worn and decorated with gilded linework and screw-like buttons. You can use an action to put on or remove the coat. While wearing it, you can use an action to reach into one of its oversized sleeves and pull out one of the following sets of tools: carpenter's tools, leatherworker's tools, mason's tools, potter's tools, smith's tools, tinker's tools, or woodcarver's tools. The tools remain until you pull another set from the coat's sleeves, until they're more than 15 feet away from you, or until you remove the coat. You gain a +1 bonus to any ability check you make using a set of tools pulled from the coat.

In addition, if you cast a spell that normally restores hit points to one or more creatures, you can choose to target a damaged construct or object with the spell. If you target a construct, it regains hit points as if it were a living creature. If you target an object, it regains half the number of hit points from the spell and magically repairs itself.

## SCARAB MASK

*Wondrous item, uncommon*

This mask is made of iridescent brass and is designed in the likeness of a scarab beetle. Its two green gemstone eyes glow dimly while the mask is worn.

While wearing this mask, Medium and smaller insects and insect swarms (such as centipedes, spiders, wasps, scorpions, or similar creatures) are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you're immune to any insect-borne disease. If you're already suffering from such a disease, its effects are suppressed while you wear the mask.

## SCHEMATIC SCROLL

*Scroll, uncommon*

This scroll comes in a leather tube, and its rich blue surface is covered with thin gridlines. Any mark you make on the surface becomes magically white.

You can tap the scroll twice to cause it to project an illusory three-dimensional projection of whatever's drawn on the scroll. The illusion appears a foot above the scroll's surface and shows any of the illustration's separate components as glowing outlines. The projection can be enlarged or reduced to be as large as 3 feet across in any dimension or as small as 4 inches using a series of intuitive gestures with the illusion. You can also take apart any of the illusion's components to mold or reshape them using these gestures. Similarly, you can interact with the components of the projection as if they were physical objects, and they behave in a reasonable facsimile of reality. You can speak the scroll's command word to record any changes made to the projection in this way, causing them to be reflected in what's drawn on the scroll. The projection remains until you tap the scroll twice again or until it's folded, rolled up, or otherwise put away.

You can make the illustration or schematic drawn on the scroll permanent and unalterable as an action by stamping it anywhere with a signed wax seal. An illustration sealed in this way can't be updated by magic or mundane means, although its illusory components can still be interacted with while the projection persists. A creature using the scroll as a

reference has advantage on any ability check made to repair or build an object patterned after an illustration on this scroll.

## STAFF OF THE BLACK RAVEN

*Staff, uncommon (requires attunement)*

This staff has a crystalline black raven perched at its top. It can be wielded as a magic quarterstaff. While holding it, you can speak one of the staff's four command words using an action to animate the raven:

**"Attack!"** The raven flies out and makes a melee weapon attack against a target that you can see within 30 feet of you, using an attack bonus of +5. On a hit, it deals 1d10 magical piercing or slashing damage (your choice) as the raven pecks and slashes at the target. The target gains no benefit from cover, as the raven flies around any obstacle to attack. The raven then returns and perches atop the staff.

**"Collect!"** The raven flies toward an object that you can see within 30 feet of you that isn't being worn or carried and collects it in its beak or talons. The object can be no more than 6 inches in any dimension and weigh no more than 5 pounds. The raven then flies back to you carrying the object, dropping it either in your empty hand or at your feet (your choice) before perching atop the staff again.

**"Mimic!"** The raven opens its beak and replays the last 6 seconds of sound. The raven records this sound for the next 24 hours, playing it again each time this command word is spoken for the duration.

**"Watch!"** The raven leaves the staff, flying or remaining perched within 30 feet of you for 8 hours or until you speak this command word again. For the duration, the raven keeps watch, using a passive Wisdom (Perception) score of 13. The raven caws loudly when a creature other than one you've designated comes within 30 feet of you, at which point it flies back and returns to the top of the staff.

The detached raven has AC 13, 10 hit points, and its movement doesn't provoke opportunity attacks. If it's reduced to 0 hit points, it splits apart into a handful of pieces and stops moving. A *mending* cantrip can restore the broken raven to its hit point maximum. If the raven returns to the staff, it regains any hit points it lost. Otherwise, the raven magically re-materializes on the staff the next day at dawn, at which point any of its broken pieces are turned to dust and are destroyed.

## WAND OF FLARES

*Wand, uncommon*

This wand resembles a small torch and brazier. While holding it, you can use an action to cause its brazier-like metal end to alight with a *continual flame*, which remains until you dispel it (no action required) or until you're no longer holding the wand.

The wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding the wand, you can use an action to expend 1 or more of its charges to cast the *sacred flame* (1 charge; save DC 13) or *scorching ray* spell (2 charges; spell attack bonus +5) from it. Alternatively, you can expend 1 charge as an action while holding it to send out a flare in the direction the wand is pointing. The flare can be any color you choose, and flies out from the wand in a straight line up to 300 feet in the air before extinguishing. If the flare travels the full 300 feet, it hovers in the air until the end of your next turn before winking out. The flare is harmless and extinguishes early if it hits a creature or object. The flare sheds bright light in a 60-foot radius and dim light for an additional 60 feet while it's in flight.

## WARDING ARMOR

*Armor (light, medium, or heavy), rarity varies*

While wearing this armor, any bludgeoning, piercing, or slashing damage you take from nonmagical attacks is reduced by 1 (uncommon), 3 (rare), or 4 (very rare). The very rare version of this armor can also reduce damage in this way from magical attacks, in addition to nonmagical ones.

## WRETCHED RING

*Ring, very rare (requires attunement)*

This ring is carved from blackened bone. The first time you touch it, you can momentarily hear the wails of countless lost souls. You have resistance to necrotic damage and can use the following properties while wearing the ring.

**Smoke Step.** You can use a bonus action to cast the *misty step* spell from the ring. When you do, the mist appears as a dark smoke instead.

**Raise Horde.** You can use an action to summon up to 8 skeletons. When you do, you can choose to replace 2 skeletons with a warhorse skeleton, or 4 skeletons with a minotaur skeleton instead. Each creature remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points, at which point the creature collapses and disappears in a plume of bone dust. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its 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 creatures' statistics. Once this property of the ring has been used, it can't be used again until you finish a long rest.

**Curse.** This ring is cursed, and becoming attuned to it extends the curse to you. When you begin a long rest, make a Wisdom saving throw. The DC is equal to four times the number of times you've used the ring's Smoke Step property since the last time you finished a long rest. On a failed save, you gain one level of exhaustion and don't gain any benefit from the long rest, as horrific nightmares keep you awake and restless. The DC then resets to 0.



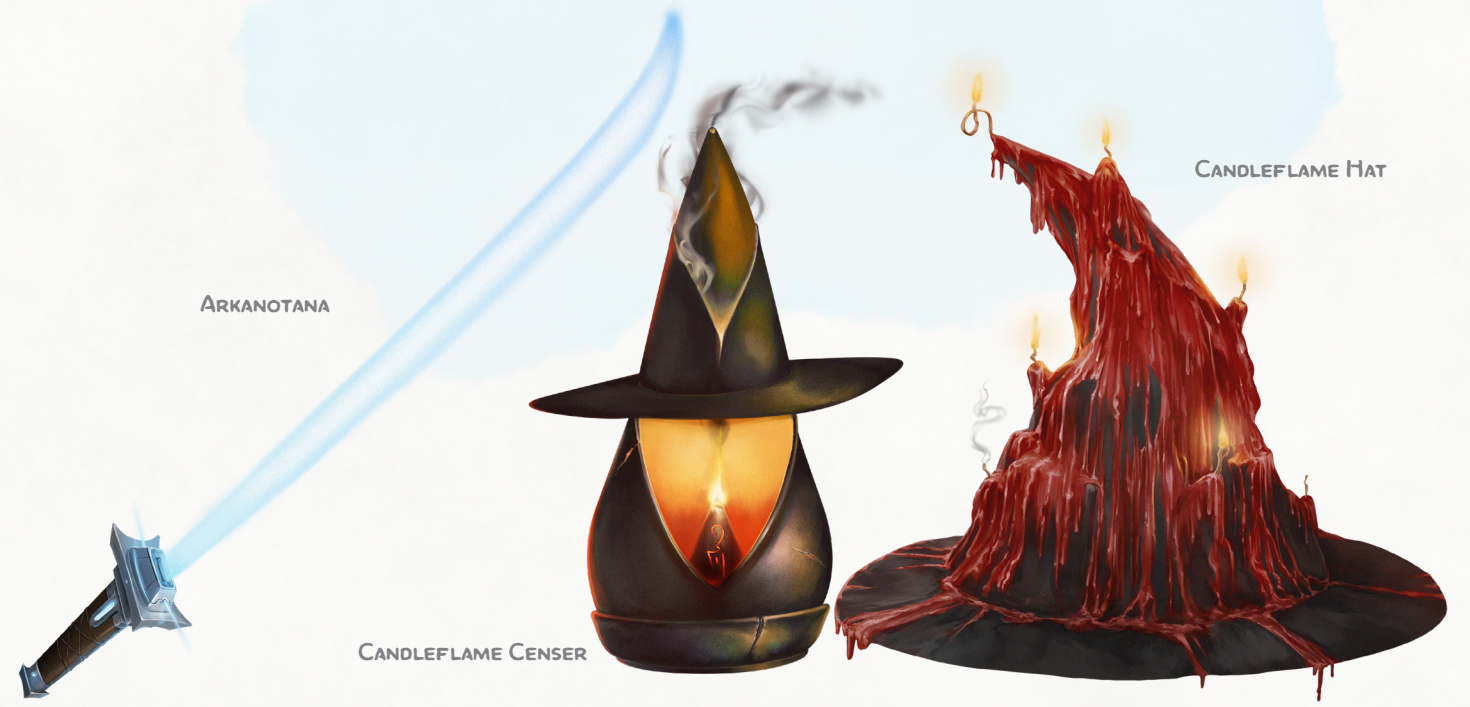
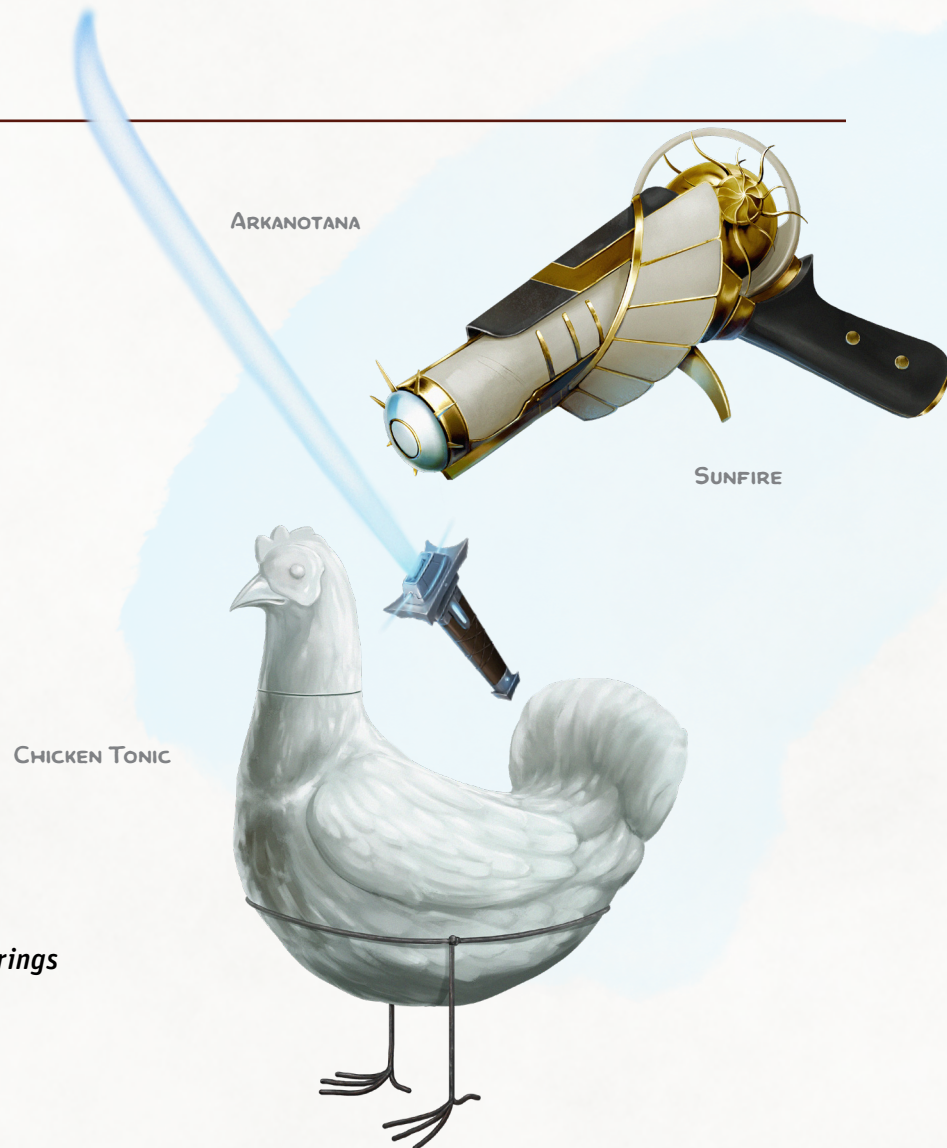
Here lies the final month from the Saddlebag's fourth year. Thanks for coming along on this ride with me! It's always a joy to look back where the year started and reflect on what's new and what's the same.

I juggled a lot of Kickstarter stuff this month, as well as the work involved with launching the (now announced) Daemons Patreon. It was a tremendously busy month, and I'm glad to have made it out the other side in one piece.

Favorites from this month include the *arkanotana*, *chicken tonic*, *corsage of the hidden thorn*, *starmetal flail*, *sunfire*, *sword of sacrifice*, and *vampiric helm*.

## MAGIC ITEMS

- Arkanotana*
- Candlecoven Censer*
- Candlecoven Hat*
- Cathedral Armor*
- Chicken Tonic*
- Chromatic Obsidian Breastplate*
- Corsage of the Hidden Thorn*
- Departed Helm*
- Force Safe*
- Gilded Ticket*
- Greenthumb Whittler*
- Hide of the Wild Guardian*
- Mercenary's Pauldron*
- Pointed Arrow*
- Starmetal Flail*
- Stinkbug Shield*
- Sunfire*
- Sword of Sacrifice*
- Tome of Planar Wonderings and Wanderings*
- Turtle Pack*
- Vampiric Helm*



### ARKANOTANA

*Weapon (longsword), very rare*

*Arkanotanas* are blades from a far-flung age and can sometimes be found in the lairs of sphinxes that have traveled through time.

The item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of electrical force to spring into existence, or make the blade disappear. The sword's crackling blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the *arkanotana*.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals lightning damage instead of slashing damage. When a creature made of metal or wearing metal armor is hit by the sword, it takes an extra 1d6 lightning damage. When the sword deals this extra lightning damage, you can choose to shock the target. A shocked target's speed is reduced by 10 feet until the start of your next turn, and it can't take reactions for the duration. Once the sword shocks a creature in this way, it can't do so again until the start of your next turn.

The weapon runs on a power source that's fueled by magic. The blade can persist for up to 1 hour before the power source is empty. Deduct the time it persists in increments of 1 minute from the power source's total time. You know how much remaining time the source has while holding the weapon. Any creature can use an action to expend a spell slot level of 1st level or higher into the power source, adding to its total remaining time, by touching the sword as the spell slot is expended. The power source regains a number of minutes of power equal to the spell slot level that was expended into it. When found, an *arkanotana* has 3d20 minutes of power remaining.

### CANDLECOVEN CENSER

*Wondrous item, rare (requires attunement by a spellcaster)*

This incense burner is roughly 6 inches tall and resembles a tiny witch. A stick of incense can be placed inside the burner and lit using an action. The smoke drifts upward and disperses through the hat-like cap at its top. Creatures within 30 feet of the censer can smell its burning incense. Incense in the censer can burn for up to 10 minutes.

If the censer is burning fine incense worth at least 1 gp, any creature (other than you) that comes within 30 feet of it that can smell the incense must succeed on a Wisdom saving throw against your spell save DC or become cursed. While cursed, a creature can't willingly move toward the censer. The creature can repeat the saving throw at the start of each of its turns, ending the curse on a success. Once the curse ends on a creature, it's immune to the effect for the next 24 hours. A creature with a trait that grants it advantage on Wisdom (Perception) checks that rely on smell has disadvantage on the saving throw, and the curse ends early if the incense is extinguished.

Each time a creature fails the saving throw against the curse, deduct 1 minute from the incense's remaining burn time.

If you are attuned to the *candlecoven hat*, you don't need to be attuned to this item in order to use it. Any creature cursed by the censer is considered to be cursed by you for the purposes of using the hat's properties.

### CANDLECOVEN HAT

*Wondrous item, uncommon (requires attunement by a spellcaster)*

This pointed mage hat is weighed down and stiffened by the solidified wax of 7 candles set atop it. The candles are harmless, require no oxygen, and emit dim light in a 10-foot radius while lit. While wearing the hat, you can use a bonus action to mentally light or extinguish the candles, up to the



CATHEDRAL ARMOR



CHICKEN TONIC



CHROMATIC OBSIDIAN ARMOR



CORSAGE OF THE HIDDEN THORN

maximum amount. The candles can only be lit in this way. The maximum number of candles that can be lit depends on the number of times you've used the following property of the hat.

If a creature that you can see is cursed by you, such as by the *bestow curse* spell or other feature or property that uses "curse" in its name or description, you can use a bonus action to magically ignite that creature. You must be wearing the hat, and its candles must be lit. Each time you do, one of the candles on the hat is extinguished and can't be relit until the next dusk. The creature must make a Wisdom saving throw against your spell save DC, taking 1d8 fire damage on a failed save, or half as much damage on a successful one. If the creature is affected by a curse that causes it to take extra damage from attacks, this fire damage also triggers that extra damage on a failed save.

Alternatively, you can use an action to cast the *dancing lights* spell from the hat while wearing it. The maximum number of lights you can create with this version of the spell is equal to the number of lit candles atop the hat, up to seven. By combining all seven of these lights, you can create a vaguely humanoid form of Large size, or one of Medium size with six or fewer.

### CATHEDRAL ARMOR

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

The front of this magic armor is covered in a panel of stained glass. Attuning to the armor causes the design of the glass to change to depict your deity, oaths, or similar divine order. You have a +2 bonus to AC while wearing this armor.

While wearing the armor, you can use an action to cast the *prismatic spray* spell from it, using your spell save DC. Alternatively, you can cast this spell as part of using your Channel Divinity. The Channel Divinity must require an action to use, and you choose whether the spell is cast before or after the effects of the Channel Divinity resolve. If your deity is aligned to a particular damage type, such as fire or lightning, you can choose that damage type's respective color, instead of rolling a d8 to determine it, as part of casting the spell from the armor. The armor can't be used to cast this spell again until the next dawn.

### CHICKEN TONIC

Potion, common

A willing creature that drinks this tonic is magically transformed into a ceramic chicken for up to 10 minutes, as if by the *polymorph* spell, or until it ends the effect as a bonus action. The creature retains its Intelligence, Wisdom, and Charisma scores, as well as its skill and saving throw proficiencies (including those of the chicken). Use the raven's statistics for the chicken, with the exception that its flying speed is halved and it falls at the end of its turn if it's in the air and nothing else is holding it aloft. The tonic's container is a porcelain chicken, and the potion itself is a seemingly wretched mixture of eggs and gravy. The potion has no effect on an unwilling creature.

### CHROMATIC OBSIDIAN BREASTPLATE

Armor (breastplate), rare (requires attunement)

You gain a +1 bonus to AC while wearing this dark, prismatic armor. While wearing it, you can use your reaction to reduce any radiant damage you take by 1d8 + 5. When you do, you release a brilliant spectrum of colors. Each creature of your choice within 5 feet of you takes the same amount of damage you reduced in this way. The damage's type is random, depending on the color of the light that strikes each creature. Roll a d6 and use the table below to determine the damage type dealt to each creature.

d6	Light Color	Damage Type
1-2	Blue or Purple	Cold
3-4	Red or Orange	Fire
5-6	Yellow or Green	Lightning

### CORSAGE OF THE HIDDEN THORN

Wondrous item, uncommon

This corsage is teeming with all manner of verdant plant life. Four roses decorate the corsage, whose colors and arrangement can be magically changed using an action while wearing it. You always smell of fresh plants and roses while wearing the corsage.

You can remove a rose from the corsage as if you were unsheathing a weapon. When you do, the rose's stem magically extends from the flower, transforming into a long thorn at its tip. The rose is considered to be a +1 dagger and can't be returned to the corsage once removed. If a removed rose is more than 5 feet away from the corsage at the end of a turn, it withers and becomes an ordinary dead rose.

The corsage regrows 1d4 missing roses daily at dawn.

### DEPARTED HELM

Wondrous item, rare (requires attunement)

You have resistance to necrotic damage while wearing this helmet. Skeletons and creatures with a challenge rating of 5 or lower with "skeleton" or "skeletal" in the name are also indifferent toward you while you wear it. Such a creature won't attack you unless you threaten or harm them, or unless they're commanded to do so by a creature controlling them. In addition, you can also use an action to determine how long ago a corpse or creature you're touching died or was turned into an undead.

When determining the time of death or turning to undeath of a corpse or creature, the accuracy depends on the recency of the event. If the event happened within the last 24 hours, you know the exact minute when it occurred. Otherwise, you know only the hour (within 7 days), day (within 30 days), week (within 6 months), month (within 1 year), year (within 10 years), decade (within 100 years), or century for any time longer.

### FORCE SAFE

Wondrous item, rare

When not in use, this device appears like a square metallic tile. It's 6 inches on either side, 2 inches deep, and weighs 2 pounds. An indentation at the center of the tile opens into

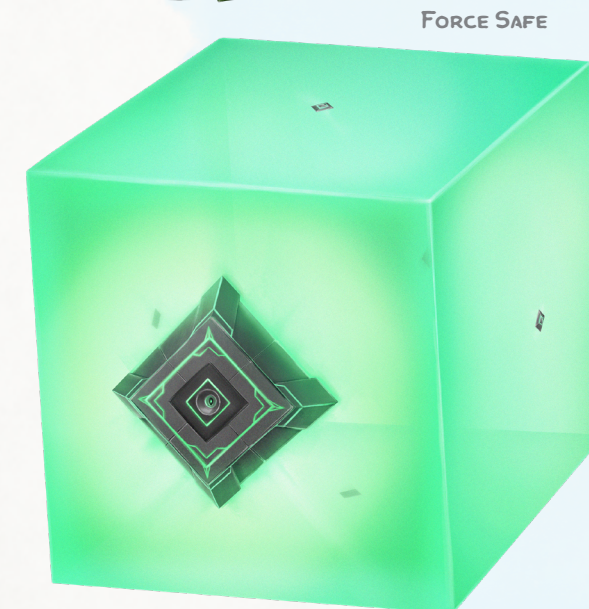
a small hole. When you use an action to place a finger in the indentation, the tile magically pricks it to extract a drop of blood.

If the tile isn't activated when it draws blood, it magically activates and creates a small, 1-foot cube of magical force below it, which can be used to contain objects for safe keeping. You can tap the tile to an object small enough to fit inside the cube that isn't being worn or carried as part of this action to specify that the cube encompass only that object. The cube is immobile and impenetrable, as if by the *resilient sphere* spell. Its walls emit a dim green light and hum with electrical power. A creature that touches the walls of the cube takes 1d6 lightning damage.

The tile remains active until the same creature's blood is dropped into the hole, at which point the walls of force vanish. A *disintegrate* spell destroys the walls and deactivates the tile immediately.



DEPARTED HELM



FORCE SAFE

## GILDED TICKET

*Wondrous item, rare*

A *gilded ticket* is a small strip of paper that's outlined with gold leaf. You can use an action to write in a destination along a blank line on the bottom of the paper. Once a destination has been written into the space, it can't be removed.

Once a destination is written on the ticket, you can use an action to speak its command word (typically written somewhere on the paper) to cast the *teleport* spell from it. When you do, the target of the teleportation spell is the same as the destination written on the ticket. This version of the spell allows you to teleport as if you were very familiar with the destination, even if you aren't. The ticket then bursts into golden confetti and is destroyed.

## GREENTHUMB WHITTLER

*Wondrous item, common*

This small whittling knife has a green blade and can be used in place of a set of woodcarver's tools. Its wooden handle is decorated with carvings of soft leaves and fitted with a verdant, opal-like gemstone ring.

Over the course of several hours, you can use the knife to carve a Tiny statue from fine wood, which can't be larger than 1 foot in any dimension. At the end of each hour you spend carving the statue, make a DC 10 Dexterity check, adding your proficiency bonus to the roll if you're proficient with woodcarver's tools. The statue is successfully completed if you succeed on four of these checks, or unfortunately mangled and destroyed if you fail two of them.

The statue can do minor feats of animation, which you decide upon completing it. If it moves, it can't leave its space on its own. For example, the statue can wave and turn its head back and forth robotically, or dance around in a circle within its space. You can start or stop the animation by tapping the statue twice in rapid succession (no action required).

Up to three statues can be animated at a time in this way. When a fourth statue is completed, the first one ceases to move and loses its magic. Destroying a statue ends the effect.

## HIDE OF THE WILD GUARDIAN

*Wondrous item, legendary (requires attunement by a druid)*

This well-worn gray bearskin cloak has been passed down from druid to druid for generations. While wearing it, you gain the following benefits:

- You gain a +1 bonus to ability checks and saving throws.
- You can use your Wild Shape feature up to three times between rests, instead of twice, unless you can already use it more.
- The maximum challenge rating beast you can transform into with your Wild Shape increases by 1.
- While transformed into a beast, you gain a +3 bonus to AC, as well as to attack and damage rolls with natural weapons, even if the cloak merges into your new form.

## MERCENARY'S PAULDRON

*Wondrous item, uncommon (requires attunement)*

This magic pauldron has 3 charges and regains all expended charges daily at dawn. You can use a bonus action while wearing the pauldron to expend 1 of its charges to divine its tactical insights, magically granting you advantage on the next weapon attack roll you make before the end of your next turn. On a hit, the attack deals an extra 1d6 damage of the weapon's type, and you gain that same amount of temporary hit points, which last until the end of your next turn.

## POINTED ARROW

*Weapon (arrow), rare*

A creature you hit with this magic arrow must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 3d6 psychic damage and must use as much of its movement as possible to move directly away from you on its next turn, using both its movement and Dash action in order to do so. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction. On a successful save, the creature takes half as much psychic damage and isn't compelled to move, as its mind is wracked in order to rid it of this compulsion. Once the arrow has hit a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *pointed bolts* meant for a crossbow, though arrows are most common.

## STARMETAL FLAIL

*Weapon (flail), very rare (requires attunement)*

This flail has no connecting chain between its handle and bludgeon. Instead, it's magically tethered a set distance apart through the metal's magical magnetism, causing the weapon's weight to be negligible. A small, star-like furnace rages inside the weapon, causing it to roar aflame whenever it's swung.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which also has the finesse property. Targets hit by the weapon take an extra 1d6 fire damage, as the fire within it burns with meteoric heat.

The weapon can be used to make ranged weapon attacks by flinging the bludgeon farther away than its normal reach, using either your Strength or Dexterity modifier for the attack and damage rolls when you do. The attack has a normal range of 30 feet and a long range of 90 feet. The first time on each of your turns that you hit a target farther than 30 feet away from you with the bludgeon, the weapon's extra fire damage is doubled as the bludgeon continues to erupt in flames. Immediately after the attack, the bludgeon returns to the flail.

## STINKBUG SHIELD

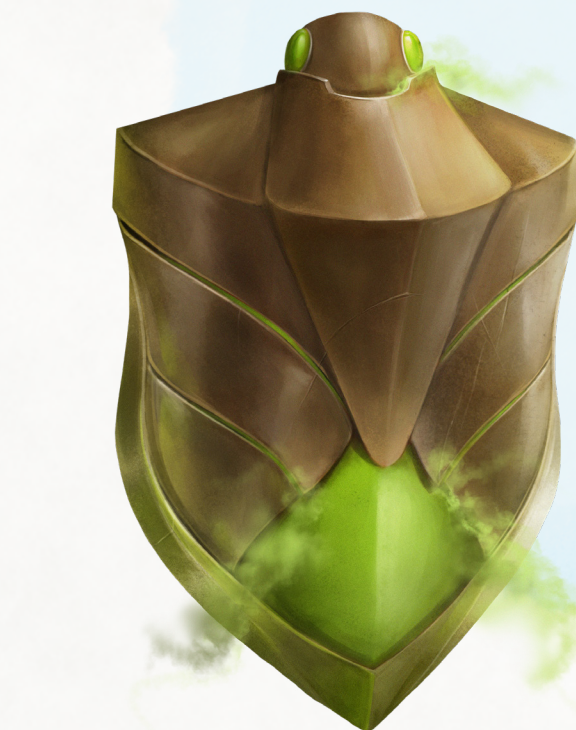
*Armor (shield), uncommon*

This shield is designed in the likeness of a brass stinkbug with green accents. While holding it, you can use your reaction when you're hit by a melee weapon attack to release a gaseous plume of stinking fog from the shield. The attacker must immediately succeed on a DC 13 Constitution saving throw or spend the rest of its action and bonus action retching and reeling. A creature that doesn't need to breathe is immune to this effect, but a creature with a trait that grants it advantage on Wisdom (Perception) checks that rely on smell has disadvantage on the saving throw. This property of the shield can't be used again until the next dawn.



POINTED ARROW

STARMETAL FLAIL



STINKBUG SHIELD



GILDED TICKET

MERCENARY PAULDRON

HIDE OF THE WILD GUARDIAN

GREENTHUMB WHITTLER

## SUNFIRE

Weapon, rare (requires attunement by a cleric or paladin)

This gilded device has an orb at its base with a pair of sunburst pendants. Each pendant is affixed to either side of the orb, which generates a carefully managed and concentrated source of magical sunlight within the orb. From there, the sunlight is channeled through a prismatic barrel into a narrow beam using a series of crystal lenses.

This item is a unique, one-handed ranged weapon, which can be used even if you aren't attuned to it. If you are proficient with hand crossbows or are attuned to the weapon, you are proficient with the *sunfire*.

The weapon has the light property, and it has a normal range of 100 feet and a long range of 400 feet. On a hit, a target takes 2d6 radiant damage, or 2d8 radiant damage if you are attuned to it. You don't add your Dexterity modifier to the damage of this attack (unless it's negative), but can add your spellcasting ability modifier if you're attuned to the weapon. 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.

If you're not attuned to the weapon and roll a 1 on the attack roll using the weapon, one of the attached sunburst pendants crumbles to dust and is destroyed. For each missing pendant, the weapon's radiant damage is reduced by one damage die. You can use an action to replace a pendant with a new one, which must be worth at least 100 gp.

## SWORD OF SACRIFICE

Weapon (any sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you take the Attack action, you can forgo one of your attacks to wound yourself with the sword instead. When you do, you take 1d6 + 1 necrotic damage, which can't be reduced or prevented in any way. Then, choose a creature that you can see within 60 feet of you. That creature becomes cursed by the sword for 1 minute or until your concentration ends (as if concentrating on a spell). The curse ends early if you end one of your subsequent turns without attacking the creature with the sword. Whenever you hit the cursed creature with the sword, it takes an extra 1d6 necrotic damage from the attack. If you slay a cursed creature with the sword, you regain 1d6 + 1 hit points. Dying doesn't end your attunement to the sword.

**Sacrifice.** As an action, or when you're reduced to 0 hit points (no action required), you can use the sword to end your life in an act of total sacrifice. When you do, you are killed outright, but the sword becomes a *dancing sword* that you magically control on your initiative count, as if you were alive and not incapacitated. The sword uses your attack bonus and ability modifier for its attack and damage rolls, and it has a +1 bonus to those rolls. The sword drops to the ground next to you and becomes a normal *sword of sacrifice* after 1 minute or if you're returned to life. Making more than four attacks with the *dancing sword* doesn't end the effect early. The sword deals an extra 1d6 necrotic damage to any target it hits for the duration. Once you've used this property of the sword, you can't do so again.



SUNFIRE

SWORD OF SACRIFICE

TOME OF PLANAR  
WANDERINGS AND WONDERINGS

## TOME OF PLANAR WONDERINGS AND WANDERINGS

Wondrous item, legendary

This book contains musings and detailed intricacies of the nature of the Planes of Existence throughout the multiverse. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence, Wisdom, and Charisma scores each increase by 1. If either your Intelligence, Wisdom, or Charisma score is already at its maximum, you can increase one of the other two scores by 2, instead of 1.

In addition, you gain the ability to magically sense the presence of planar portals or extradimensional spaces. As an action, you detect the distance and direction to either the closest planar portal within 3 miles of you or to the nearest opening to an extradimensional space within 30 feet of you. When you finish studying this book it loses its magic, but regains it in a century.

## TURTLE PACK

Wondrous item, rare

This backpack is armored with the shell of a mighty turtle. Wearing or removing the backpack requires an action. It functions as a handy haversack with the following changes and additional benefits:

- The backpack has only the central pouch of the haversack.
- The backpack always weighs 20 pounds, regardless of its contents.
- The backpack can't be destroyed by being torn or pierced.
- While wearing the backpack, you can hold your breath for up to 1 hour.
- While wearing the backpack, you gain a +2 bonus to AC until the start of your next turn whenever you take the Dodge action.

While useful, the bag is a little unwieldy. A creature wearing the backpack can only stand up from being prone by using an action unless another friendly creature is within 5 feet of it.

TURTLE PACK

## VAMPIRIC HELM

Wondrous item, rare (requires attunement)

While wearing this helmet, you have advantage on Wisdom (Perception) checks that rely on hearing and have blindsight out to 10 feet, provided that you're not deafened.

**Curse.** Once you don this cursed helmet, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the helmet, you have disadvantage on attack rolls against vampires (or vampire spawn) and on saving throws against their spells and special abilities.

In addition, your teeth grow pointed, and you hunger for blood. If you enter a space within 5 feet of a grappled or restrained creature on your turn or start your turn there, you must make a DC 15 Wisdom saving throw. You can choose to fail this saving throw. On a failure, you're compelled to use your action to make an unarmed strike against that creature, biting it on a hit. The bite deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike, plus 2d6 necrotic damage.

You then gain a number of temporary hit points equal to the necrotic damage dealt.

VAMPIRIC HELM

