The INVENTORY

Name	Date
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
Adrenal Blades	May-23
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 Divine Protection	Mar-23
Amulet of Equilibrium	May-19
Amulet of Immutability	Dec-20
Amulet of Initiative	Oct-23
Amulet of the Coldfire Pheonix	Jan-22
Amulet of the Lycanthrope	Oct-21
Amulet of the Platinum Fang	Sep-23
Amulet of the Sentinel	Oct-20
Amulet of the Spirit Naga	Sep-20
Amulet of the Wagoneer	Dec-22
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
Arkano Elite Visor	Oct-23
Arkanobow	Jul-23
Arkanotana	Oct-22
Armor of Icarus	Feb-21
Armor of the Reef Warden	Oct-23
Armor of the Stone Citadel	Dec-22
Arrow of Anchoring	Jul-21
Ashen Bloom	Apr-23
Astral Bracelet	Jul-19
Astral Caltrops	May-21
Astral Sea Piercer	Mar-19
Astronomer's Boon	Feb-21
Attack-In-The-Box	Jun-23
Augurer's Coin	Feb-23
Aurora Dust	Sep-20
Aurum and Argentum	Feb-19
Avian Circlet	Apr-19
Axe Beak Tomahawk	Jun-19
Axe of Hurricanes	Jul-23
Badge of the Savant	Sep-20
Badge of the Wayfarer	Jan-20
Bag of Bellstones	Apr-20
Bag of Gifts	Jan-23
Bag of Goodberry Gummy Fish	Jun-23
Bag of Magic Blocks	Jun-23
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
Bangle of Sun and Moon	Oct-23
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
Bastion Chain	Apr-23
Bath Potion	Apr-19
Baton of Many Sizes	Aug-19
Battery Shield	Sep-22
Battle Tax	May-19
Battleborn Gloves	Jul-22
Battlebrew Bomb	Dec-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 Orion	Jun-23
Belt of the Hell Hound	May-21
Belt of the Raid Leader	Jun-19
Big Cat Slippers	Jul-23
Bird of a Feather (common)	Nov-18
Bird of a Feather (uncommon)	Nov-18
Bird's-Eye Bolt	Oct-21
Birder's Sling Staff	Apr-23
Black Hole	Sep-23
Black Pudding Power Bomb	Jun-22
Blackthorn Spear of the Moonless Hunter	Mar-20
Blade of the Unbroken Circle	Jul-23
Blast Ooze	Nov-22
Blazeball Bat	Mar-22
Blazeblood Signet	Jul-23
Blizzard Sphere	Oct-19
Blood Moon Blade	Dec-19
Blood Pact Pendants	Aug-19
Bloodhound Amulet	Jul-20
Bloodmage Dagger	Jun-19
Bloodmire Phiale	Mar-20
Bloodmire Rod of the Witch Doctor	May-20
Bloodmire Soulflame Latern	Mar-21
Bloodscryer Oculus	Jul-19
Bloodshard Trident	Sep-20
Bloodthirster Scimitar	May-20
Bloodthirsty Bistoury	Mar-20
Bloodthirsty Trident	Sep-23
Bloody Marilith	Jan-20
Bloody Marilith	Jan-20
Blossoming Arrow	Aug-23
Blowfish Armor	Feb-23
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 Clother's Croquis	Mar-21
Book of instant Copying	Aug-21
Boots of Dendallen	Jul-19
Boots of the Cloud Jumper	May-19
Borbos's Joyous Wand of Color	Feb-19
Borbos's Marvelous Magic Marker	Nov-22
Boreal Pendant	Dec-18
Bottle of Spare Time	Jun-23
Bottled Abyss	Mar-19
Bounder's Ball	Jul-20
Bounty Hunter Enforcer	Feb-19
Bountyfinder's Tricorn	Jul-23
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
Bowstring Amulet	Mar-23
Bracelet of the Shattered Aegis	Dec-21
Bracers of Spell Reflection	Jun-23
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
Bullette Torpedo	Apr-20
Bullfrog Bugle	May-23
Bullfrog Totem	Jul-21
Bullseye Dart	Apr-23
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

Name	Date
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
Captain's Wright	Jun-23
Carrion Shroud	Mar-20
Cat Eye Glasses	Sep-23
Cathedral Armor	Oct-22
Catnip Amulet	Oct-19
Celestial Circlet	Oct-19
Celestial Sunrise	Dec-19
Celestial Sunrise	Dec-19
Celestial Tome of Healing	Feb-23
Censer Chime	Jun-22
Censer Chime	Jun-22
Censer Chime	Jun-22
Censer Chime	Jun-22
Centaur's Hunting Bow	Jan-23
Ceratopper	Oct-19
Chain Acolyte Robes	Jul-23
Chain Devil Gloves	Dec-19
Champion's Greatbow	Jan-20
Champion's Shield	Oct-23
Chapel Lantern	Jul-23
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
Cinnabar Rapier	Nov-18
Circlet of the Huntsman's Third Eye	Apr-19
Circlet of the Sharpened Mind	Feb-20
Clangor Helmet	Apr-23
Claw Sickle	Dec-22
Claws of Ursine Fury	Dec-22
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
Cloak of the Protector's Charge	May-23
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 Spyder	Feb-23
Clockwork Syrisquito	Feb-22
Cloth of Instant Tables	Aug-23
Cloudburst	Sep-23
Cloudkept Armor	Mar-23
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
Collar of the Crystal Veil	Apr-23
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
Coral Crasher	Sep-23
Coralshield Golem	Dec-18
Corsage of the Hidden Thorn	Oct-22
Corvus Pyre	Nov-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
Covolt Star	Feb-23
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
Crossbow of the Flying Fist	May-23
Crown of Deep Winter	Aug-19
Crown of Season's Embrace	Sep-23
Crown of the Cursed King	Aug-23
Crown of the Forgotten Circle	Sep-23
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
Cymrith	Mar-23
Daemonomicon	Nov-22
Dagger of First Light	Sep-21
Dagger of the Ogre Mage	Nov-18
Dark Fathom Armor	Sep-19
Dark Mantle	May-21
Dart of Caltrops	Jul-23
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
Deck of Dragons	Jan-23
Deer Hunter's Armor	Sep-22
Departed Helm	Oct-22
Detective's Monocle	Jun-23
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
Displacement Leathers	Jan-23
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
Doorway Rapier	Dec-22
Doorway Scepter	Jun-22
Doubloon Diver's Googles	Apr-21
Dragon Edge Weapons	Nov-18
Dragon Edge Weapons +1	Nov-18
Dragon Edge Weapons +2	Nov-18
Dragon Horn Pauldron	Jun-21
Dragon Tamer Lance	Mar-19
Dragon Turtle Barding	Apr-20
Dragon Turtle Gumbo	Apr-22
Dragon Turtle Shield	Jul-19
Dragon-Kindled Edge	Feb-19
Dragon's Call	May-19
Dragonband	Jul-20
Dragonbolt Blaster	Jan-23
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
Dragonwing Scimitars	May-23
Dramus' Dancing Shoes	May-20

Name	Date
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 Shape Charms	Jul-23
Druidic Throwing Club	Jan-19
Dryad's Key	Mar-22
Dryadleaf	May-19
Dune Cowl	Aug-20
Dune Duster	Mar-23
Dusk Cleaver	May-21
Dusk Dagger	Jun-20
Dusk Dagger	Jun-20
Dusk Dagger	Jun-20
Dwarven Boozehound's Backpack	May-21
Dwarven Iron Axe	Mar-23
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
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
Emberheart Hammer	Mar-23
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 Bookwurm	Nov-18
Eyedrops of Clarity	Mar-21
Fable's End	Dec-18
Faeflame Torch	Aug-20
Faerie Firework Launcher	Nov-22
Failed Purity Spear	May-20
Faithful Hound's Fetching Femur	Jan-23
Faithful Hound's Toy	Dec-21
Familiar Lens	Apr-22
Fanfare Ammunition	Oct-19
Fanfare Blowgun	Sep-23
Featherwhumpus	Mar-23
Featherwhumpus	Mar-23
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
Fey-Touched Armor	Mar-23
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
Fire Wand of the Unbroken Circle	Aug-19
Firecracker Crystals	Apr-19
Fireweaver Gloves	Jul-19
First Mate's Scabbard	May-22
Fish Ripper	Oct-23
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
Fool's Mantle	Mar-23
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
Freerunnner's Armor	Apr-20
Freezing Gauntlets	May-23
Frefil's Cookie Cutter	Dec-22
Frefil's Jolly Oozebean Sugarbombs	Jan-19
Frefil's Scrummy Trifection	Nov-21
Frefil's Tiny Tasty Tongue Twisty Sugar-bombs	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
Fūjin Reactor	Jun-23
Funeral Marchers	Jun-19
Furious Flail	Dec-19
Fused Chimeric Hide	Apr-20
Fyre Shredder	Jan-23
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
Gauntlets of Deliverance	Jan-20
Gauntlets of Eldritch Ferocity	Jan-21
Gauntlets of the Divine Feud	Nov-22
Gelatinous Whip	Jul-20
Gemini Mask	Jun-23
Gentleman's Saber	Jun-21
Ghostbow Bracer	Dec-22
Ghostly Blade	Aug-23
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
Gloom Shield	Jul-23
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 Potion	May-23
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
Grave Trodders	Mar-23
Gravity Goblet	Jun-19
Great Owl's Bow	Sep-22
Great Owl's Crown	Sep-22
Great Owl's Shroud	Oct-20
Great Owl's Staff	Feb-23
Greaves of Dendallen	May-19
Green Knight's Vow	Jul-20
Greenthumb Whittler	Oct-22
Griffon Coinpouch	Apr-20
Griffon Component Pack	Aug-20

Name	Date
Griffon Key Loop	Oct-20
Grimoire of the Green Acts	Jan-22
Grip of Dendallen	Jun-19
Gripping Perfume	Mar-23
Grower's Tape	Jul-23
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
Hag's Claw	Nov-22
Hagstone Amulets	May-23
Halberd of the Peacock	Dec-18
Half Plate of the Blind Martyr	Mar-20
Halo Circlet	Sep-23
Hammer of Whispers	Aug-23
Hammer of Willpower	Sep-22
Hand Mirror of the Medusa	Oct-23
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
Hedgewitch's Gardening Gloves	Feb-23
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
Herbalist's Journal	Sep-23
Hero's Goblet	Jul-23
Hexaxe	Mar-19
Hide of the Wild Guardian	Oct-22
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 Fog	Feb-23
Horn of the Wild Hunt	Dec-20
Hour and Minute	Jan-20
Hourglass of Slumber	Jun-21
Hunter Shark Cutlass	Mar-23
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
Illusionist's Gambit	Dec-22
Immovable Button	Dec-18
Immovable Cat	Mar-23
Impact Plate	Dec-20
Incendiary Caltrops	May-23
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
Ioun Blade	Jun-23
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 Frostcleaver	Jan-23
Jotun's Jodhpurs	Oct-19
Kestra's Bent Spoon	Nov-19
Kestra's Task List	Jul-23
Keycoin	Nov-22
Ki Blade	Jul-21
Killskull Longbow of Dread	Jun-19
Kindle Egg Sugarbombs	Jan-19
Kinetic Bowstring	Jul-21
King Crab Claymore	Nov-22
Knight's Standard of Valor	Apr-19
Knight's Standard of Vigor	May-19
Knight's Standard of Virtue	Apr-19
Knocking Boots	Feb-19
Kobold Diviner's Amulet	Aug-23
Kobold Diviner's Hand	May-23
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 Caltrops	Jun-23
Lightning Khopesh	Jan-21
Lightning Pylons	Jul-19
Lightning-Catching Bottle	May-22
Lightscreen Hover Boots	Jul-21
Lightseer's Gaze	Apr-21
Lionguard Chain	Apr-23
Locket of the Stolen Heart	Jan-21
Locklinks	Mar-23
Locksmith's Bane	Jun-19
Love's Embrace	Nov-18
Luckleaf	Jul-21
Lucky Bell	Jan-22
Lucky Golden Tooth	Mar-23
Lucky Horseshoes	Sep-23
Luna Moth Cape	Feb-20
Lunar Compass	Jul-23
Lunar Rapier	Mar-23
Lupine Mask	Jan-20
Mace of the Fish Tyrant	Dec-22
Mace of the Priest	Jul-20
Mace of the Pumpkin King	Oct-21
Mace of Vampire Slaying	May-23
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
Magmarath Molten Blaster	Apr-23
Magnificent Pocket Vanity	Aug-21
Mammoth Boots	Mar-19
Mandible Bident	Oct-21
Mantis Mitts	Sep-23
Mantle of Adaptivity	Mar-23
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
Mask of the Planeseeker	May-23

Name	Date
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
Midnight Dragon’s Ichor Candle	Sep-23
Midnight Oil	Jan-23
Midnight Smoke	Nov-22
Mimic's Smilemaker	Apr-23
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
Mithral Beast Charms	Sep-23
Mobius Scroll	Nov-22
Mockingblade	Sep-19
Molten Hammer	Jul-23
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
Moonfallen Maul	Dec-22
Moonlighter's Masquerade	May-22
Moonstone Bracers	Oct-20
Moonswaddled Armor	Dec-18
Moonwick Candle	Feb-23
Morath, Scepter of the Soul Vortex	May-21
Mosshide Troll Belt	Aug-20
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
Mousetrap Explosive	Aug-23
Mummy Lord Staff	Jun-22
Muralist's Mark	Mar-23
Murderous Arrow	Aug-22
Murk Blowgun	Jan-21
Myceliaweave Armor	Oct-20
Myceliaweave Circlet	Sep-22
Naga's Caduceus of Rebirth	Mar-22
Navis Anima	Jun-23
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
Obsidian Star	Jun-23
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
Ouroboros Rapier	Mar-19
Ouroboros Ring	Jul-22
Ouroboros Wand	Jun-23
Overseer's Spade	Apr-20
Overshield	Mar-19
Owl Helm	Oct-23
Owlbear Leather Armor	Oct-21
Owlbear-Fletched Arrow	Nov-22
Pack of Levibubble Sugarbombs	Jan-19
Pack of Revisibility Bombs	Oct-21
Pact Card	Nov-22
Pact Card	Nov-22
Pact Card	Nov-22
Pact Card	Nov-22
Pair of Tiny Violin Rings	Dec-18
Patch of the Mallard	Aug-22
Patch of the Open Eye	Jun-23
Patch of the Pail	Nov-22
Patch of the Tome	Apr-23
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
Pipe of the Mermaid	Aug-23
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
Pollen Pipe	Nov-22
Pollinator Carapace	Jun-21
Pollinator Paints	May-21
Pollinator Visor	Jun-21
Poltergeist Candle Holder	Sep-20
Pomade of Ten Thousand Styles	Dec-18
Pop-Up Business Card	May-23
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 Puddle Scrying	Jan-23
Potion of Spell Recovery	Sep-19
Pouch of Mephit Marbles	Jul-23
Power Collar	May-21
Powergem Pommel	Nov-21
Powergem Pommel	Nov-21
Powergem Pommel	Nov-21
Precipit, the Formless	Oct-19
Primordial Earth Heart	Apr-23
Prism Glasses	Jan-20
Prism Lantern	Jan-23
Prismatic Javelin	Jul-19
Prized Pet Protector	Feb-23
Prized Pet Protector	Feb-23
Profane Mask	Nov-19
Protector's Ward	Nov-22
Prototype Thunderberd	May-20
Prying Mace	Dec-20
Purging Dagger	Apr-19

Name	Date
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
Quarterstaff of the Elk	Aug-23
Quick Change Ring	Sep-20
Quickdraw	Dec-18
Quicksilver Clay	Aug-19
Quicksilver Sword	Jun-22
Quiver of Elemental Chaos	May-20
Quiver of Seasons	Dec-22
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
Ramp-Up Ring	May-23
Rat King Crown	Mar-22
Rat King Rapier	Mar-22
Rat King Sphere	Mar-22
Ravenheart's Origami Ravens	Dec-22
Ravenous Ring	Nov-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
Redsmith Crucible Set	Jul-21
Redsmith Hammer	Mar-20
Regraftable Construct Arm	Apr-23
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Rejuvinating Draft	Feb-20
Relentless Bulwark	Apr-19
Relentless Stinger	Jul-23
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 Cloak	Oct-23
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
Rime of the Justicar	Feb-23
Ring of Anchoring	Dec-18
Ring of Changing Shapes	Dec-20
Ring of Dagger Ice	Oct-23
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 Names	Dec-22
Ring of Perching	Jan-23
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 Five Lights	Nov-22
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
Ringmaster's Cape	Oct-23
Ringmaster's Signet	Oct-23
Ringmaster's Top Hat	Oct-23
Rings of Fire, Ice, Stone, and Wind (Fire or Stone)	Mar-19
Rings of Fire, Ice, Stone, and Wind (Ice)	Mar-19
Rings of Fire, Ice, Stone, and Wind (Wind)	Mar-19
Rings of the Secret Scribe	Sep-23
Riptide Crossbow	Jan-21
Riptide Katana	Aug-22
Roaring Whip	Apr-21
Robe of Cunning	Jul-23
Robe of the Altuist	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
Rope Cobra	Jun-23
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
Sahuagin Sabatons	May-23
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
Scarf of Snow's Sanctum	Jan-23
Scarlet Scourge	Nov-19
Scepter of Faith	Jul-20
Scepter of the Tyrant's Gaze	Jul-23
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
Screaming Longbow	Nov-18
Scroll of Comedic Endings	Jun-22
Scroll of Film	Dec-21
Scroll of Fleeting Attunement	May-23
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 Proclamation	Feb-23
Scroll of Rugs	Jun-23
Scroll of the Jester	Dec-20
Scroll of the New Dawn	Jun-22
Scroll of the Skyfallen	Jul-22
Scrolll of the Eclipse	Dec-21
Scythe of the Grim Shepherd	Jul-22
Sea Serpent Hairpin	Jun-19
Seadevil's Fang	Jan-23
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
Sending Slates	Aug-23
Sentry Candle	May-22
Septum Ring of the Great Minotaur	Sep-19
Seraphim's Stiletto	Apr-20
Serpent Dart	Dec-18
Serpentine Horn	Feb-23
Servitude Choker	Jan-19
Set of Numat's Trick Tubes	Dec-18
Set of Secret Scribe Candles	Dec-18
Shade and Shine	Mar-23
Shadow Drinker	Dec-18
Shadow Ink	Sep-19
Shadow Tag	May-21
Shadow Ward	Feb-19
Shadow Weaver's Guise	Jul-21
Shadow-Fletched Arrow	Apr-23
Shadowscale Shroud	Jan-21

Name	Date
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
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
Shipwrecker	Jun-23
Shipwright's Watch	May-21
Shooting Star	Mar-21
Shrieking Chalk	Aug-22
Shroud of the Unburied	Apr-23
Sickle of Cunning	Jan-22
Sickle of the Sphinx	Sep-23
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 Acolyte Robe	Nov-22
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
Snugglebeast (Unicorn)	May-19
Socks of Well-Rested	Jan-19
Solacesteel Mitigator	Dec-21
Solacesteel Plate	Aug-23
Solacesteel Requiem	Aug-23
Solar Staff	Feb-22
Solar Torch	Apr-23
Sonar Arrow	Aug-23
Sorcery Marble	Nov-21
Soul Pendant	Dec-20
Soul Sword	Oct-23
Soul-Searing Scythe	Feb-20
Sovereignseed Duffel	Jan-22
Sovereignseed Satchel	Oct-21
Spatha of Martial Mastery	Jun-23
Spellfire Bow	Feb-21
Spellforge Scabbard	May-23
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
Spool of Shadow	Dec-22
Squasher	Nov-18
Sream's Stoppered Oasis	Mar-20
Staff of Awakening	May-23
Staff of Cubic Cultivation	Jan-21
Staff of Favorable Winds	Dec-18
Staff of Pigeons	Mar-22
Staff of the Arcanum	Sep-23
Staff of the Black Raven	Sep-22
Staff of the Cauldron Carrier	Sep-23
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
Staff of the Whirling Wyrm	May-23
Stalaga Spear	Jun-19
Stalagmight Geode	Jul-21
Stalwart Staff	Feb-20
Starbreaker	Feb-19
Starmetal Blaster	Apr-22
Starmetal Constellation Scepter	Jan-23
Starmetal Flail	Oct-22
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 Elite Lance	Nov-22
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 Circlet	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
Teleportation Circle Stamp	Oct-23
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
The Rose Basket	Oct-19
The Timekeeper's Pendulum	Apr-23
This Hidden Agenda	Apr-22
Thomas' Dimensional Trousers	Mar-20
Thornpiercer	May-19
Thunderous Flail	Nov-18
Thwackstaff	Aug-19
Tidal Fan	Aug-23
Tide Turner	Aug-20
Tideborn Trident	Sep-23
Timber	Dec-18
Time Warden Armor	May-23
Timepiercer	Jul-19
Timeshifter's Mantle	Oct-19
Titan Cricket Greaves	Apr-21
Titan's Tooth Claymore	Dec-19

Name	Date
Toadstone	Jul-19
Toadstool Veil	Apr-23
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
Torchbearer's Sling	Mar-23
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
Trap Sweeper	Sep-23
Trapper's Bag	Aug-23
Treblecuff	Feb-23
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
Unicorn Diadem	May-23
Unstable Arkanite Cluster	Nov-21
Uorik the Conqueror's Juice Cup	May-19
Urnblade	Jun-20
Vagrant's Wrist Stiletto	Mar-22
Vain Virtuoso Violin	Mar-20
Vainglorious Armor	Jul-23
Valkyrian Scale	Nov-22
Vampiric Helm	Oct-22
Vancian Helm	Jul-19
Venombane Armor	Aug-19
Verax Weapon	Mar-21
Vial Ring	Aug-22
Vigilus	Mar-19
Vineyard Amulet	Aug-22
Violet King's Promise	Jun-20
Viper Bracers	Jan-23
Viper Khopesh	Sep-20
Viper's Katana	May-22
Visage of Delight and Disaster	Jul-19
Void Arrow	Aug-19
Void Render	Apr-22
Volcanic Boots	Apr-19
Volt Gauntlets	Apr-19
Voltedge	Jun-19
Vortex Elixir	Aug-23
Vox Helm	May-19
Voyage Collar	Aug-21
Vyra's Broken Path	Jan-21
Wailing Ring	Aug-23
Wand Charging Station	Nov-22
Wand of Branding	Apr-23
Wand of Bubbles	May-22
Wand of Dowsing	Nov-19
Wand of Entombment	May-23
Wand of Eyes	Jul-22
Wand of Flares	Sep-22
Wand of Gilding	May-20
Wand of Incense	Aug-23
Wand of Meadow's Rest	Jun-22
Wand of Merriment	Dec-19
Wand of Necrosis	Nov-20
Wand of Puppetry	May-21
Wand of Shadows	Dec-22
Wand of Stars	Nov-19
Wand of Steam	Jul-22
Wand of Termites	Apr-22
Wand of the Alicorn	Aug-20
Wand of the Dragon Queen	Feb-22
Wand of the Frostrose	May-20
Wand of the Plagueswarm	May-23
Wand of Whispers	Oct-19
Wandblade	Mar-23
War Pick of Corrosion	Oct-23
War Standard of Battlecries	Mar-19
War Thorn	Jan-23
War's Wager	Nov-19
Wardancer's Spear	Apr-21
Warden's Armor	Feb-22
Warding Armor	Sep-22
Warding Armor	Sep-22
Warding Armor	Sep-22
Warding Staff	Mar-21
Warding Weapon	Mar-23
Warhammer of Eruptions	Apr-21
Warhorn of the Bronze Dragon	Feb-23
Warmind Wand	Jul-19
Warp Anchor	Sep-21
Waterskin of Voices	Jul-21
Wavebender's Leiomano	Sep-19
Wavecutter	Jul-21
Wayfinder Sphere	Feb-20
Weapon of Blind Faith	Jun-23
Weapon of Mooring	May-19
Weapon of Showmanship	Jul-19
Weapon of Spite	Jul-19
Weapon of Verdict	Jan-20
Weaving Wasp Needles	Feb-20
Webgrip Bow	Sep-21
Webgrip Rucksack	Aug-19
Whalefall Armor	Oct-23
Whiffwater Potion	Dec-22
Whip of the Copper Eel	Jun-23
Whirling Weapons	Sep-20
Whirlpool Dart	Sep-20
Whispergust Mote	Sep-21
Whistle of Dog Command	Apr-23
Widemouth Bucket	Mar-21
Widow's Tea	Mar-20
Wild Dice	Aug-22
Wildfire Ammunition	Mar-20
Wildman's Spinning Cleaver	Aug-19
Wildskin Armor	Jul-20
Williwig's Time Stopper	Jul-21
Wind and Whirl	Nov-20
Wind Riders	Dec-19
Wind-Up Merchant	Mar-21
Windrazor	Jan-19
Windswept Wyvernplate	Nov-18
Winter Ward	Jan-22
Winter's Embrace	Aug-19
Wisp Cloak	Nov-20
Wisplight Lantern	Mar-19
Wispy Sour	Jan-20
Wispy Sour	Jan-20
Wizards' Bout Top	Apr-23
Wooden Chain of the Unbroken Circle	Apr-19
Worldbreaker	Jul-22
Wraith's Circlet	Jun-22
Wraith's Garb	Jun-22
Wraith's Ring	Jun-22
Wraps of the Restless	Apr-21
Wretched Ring	Sep-22
Wyrmling Wristlet	Jun-21
Wyrmshide Bow	Sep-21
Wyvernblade	Feb-22
Wyvernwing	Jan-19
Xibalban Blade	Jun-20
Xorn-Sole Boots	Nov-20
Yellow Harminger's Path	Jun-21
Zafu of the Wandering Mind	Sep-19

WELCOME TO YEAR 5

As with all new years, there are a few changes introduced with the coming of another anniversary. Comparatively few this year, to be clear, but it's always a nice opportunity to reevaluate what's working, what isn't, and what can be better.

This year brought about the introduction of my secondary project: a videogame called Daemons. Like the Saddlebag, this project is also one born of passion. The things I love give way to new ways to share and express it like this, and I am so grateful that you're here to be a part of it. If you follow along with it, thank you: it's another project I truly believe in.

Personal favorites from this month include the *blast ooze*, *corvus pyre*, *Daemonomicon*, *hag's claw*, *keycoin*, *pact card*, *steel hawk elite lance*, and *valkyrian scale*.

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Blast Ooze

Wondrous item, uncommon

A blast ooze is a 4-inch slab of ooze from a gelatinous cube that's been subjected to volatile alchemy. You can place the ooze on a solid surface using an action; it then sticks to that surface and remains there until a creature within reach of the ooze uses an action to remove it. If the target surface is a hostile creature or an object that's being worn or carried by one, you must make a Dexterity check contested by the creature's Dexterity (Acrobatics) check. You add your proficiency bonus to this check, and you succeed automatically if the target is incapacitated. On a success, you place the ooze on the target.

You can use an action to carefully ignite a fuse that sticks out from the ooze using a torch, tinderbox, or similar method. This action can be done as part of the one used to place the ooze on a solid surface. If the ooze takes fire damage from a spell or other effect, such as a fireball blast, it remains unharmed but nevertheless lights the fuse. The lit fuse burns down into the center of the ooze after 1d4 rounds. When it reaches the center, the ooze explodes and is destroyed. Each creature within 10 feet of the ooze must make a DC 13 Dexterity saving throw. A creature takes 4d6 fire damage and is pushed 5 feet away from the ooze on a failed save. On a successful save, a creature takes half as much fire damage and isn't pushed. If the ooze was placed on an object that was being neither worn nor carried, that object takes the maximum amount of damage from the explosion. If the object is a door, it's forced open as part of the explosion, provided that the door could have also been opened with a successful DC 25 Strength check or lower.

If you use an action to carefully ignite the fuse, you can choose the number of rounds it takes for the fuse to burn (up to 4), instead of rolling a d4. If the fuse is lit another way, the GM rolls the d4 in secret. A lit fuse can be extinguished by a creature within reach as normal or if it's doused with water.

Borbos's Marvelous Magic Marker

Wondrous item, common

This quill-like tool has a narrow brush that extends from its end, which produces its own ink. You can use this marker in place of ink and a quill as calligrapher's supplies. While holding it, you can use a bonus action to mentally change the color of the ink that flows from the brush. Decorating the marker's metal casing is a dazzling spectrum of colors, which move and shimmer while the marker is being used. The brush can be retracted into the metal casing to keep it from leaving errant marks by clicking a button at the top of the marker.

While holding the marker, you can use a bonus action to triple-click its button. For the next minute, the marker magically erases any ink it's brushed across without a trace, instead of leaving ink behind. This effect ends early if you use a bonus action to triple-click the button again. For the duration, you can erase up to 1 square foot of ink, containing no more than 150 characters or 25 words. Once this property of the pen has been used, it can't be used again until the next dawn.

Corvus Pyre

Weapon (quarterstaff), legendary (requires attunement)

This black cane is made of gnarled wood and has a silvered raven's skull at its top. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property, regardless of which form it's in.

While in its cane form, it functions as a quarterstaff. While holding it, you can use a bonus action to transform it into its scythe form. When you do, a large, shadowy sickle blade erupts from the raven's beak and the cane glows with fiery embers.

While in its scythe form, the weapon functions as a halberd that lacks the heavy property, although it's still considered to be a quarterstaff for the purposes of weapon proficiency. When you hit with an attack using the scythe, the target takes an extra 2d6 fire damage. You gain temporary hit points equal to the fire damage dealt, which last until the start of your next turn. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 fire damage. The weapon remains in this form until you use a bonus action to transform it back into its cane form or until you drop or sheathe it. When you reduce a creature to 0 hit points using the scythe, you can choose to reduce it to ash. A creature with legendary actions can't be turned to ash in this way.

Death's Vigil. As an action, you can touch a corpse with the weapon to create a harmless, flaming mantle around it. The mantle duplicates the effect of the *gentle repose* spell, which lasts until this property is used again or until your at-

tunement to the weapon ends. While protected by the mantle, a corpse has a damage threshold of 20, which means it has immunity to all damage unless it takes 20 damage or more from a single attack or effect, in which case it takes damage as normal.

Fate's Bond. While holding the weapon, you can use a bonus action to curse a creature that you can see with a grim fate. The curse remains for 1 minute or until the creature is reduced to 0 hit points. While cursed, your attacks with this weapon against that creature are made with advantage, and you magically know the exact distance and direction of the creature from you, provided that you're on the same plane of existence. This property of the weapon can't be used again until the next dusk.

If the curse lasts for its full duration, it rebounds; you take 4d10 fire damage, which can't be reduced or prevented in any way. If you're reduced to 0 hit points when this happens, your body is incinerated and turned to ash.

Daemonomicon

Wondrous item, very rare

This leather tome is filled with demonic lore and occult secrets, which are written in Abyssal. You can spend 10 minutes reading through its pages to learn information about an aberration, demon, or cult. At the end of that time, make an Intelligence saving throw. The DC is equal to 10 + half the aberration's or demon's challenge rating (rounded up), or 16 if you used it to learn information about a cult. On a failed save, you take 4d6 psychic damage, which can't be reduced or prevented in any way, and learn nothing from the book. You have advantage on the saving throw if you're a warlock with an eldritch or fiendish patron. On a successful save, you learn up to three of the following pieces of information of your choice about an aberration or demon:

- Up to three of its ability scores of your choice
- Any damage resistances, immunities, or vulnerabilities it has
- Any condition immunities it has
- Its armor class
- Its hit point maximum
- Its challenge rating

Alternatively, if you read the book to learn about a cult and succeed on the saving throw, you have a +10 bonus to the next ability check you make to uncover such information related to the cult.

Curse. This book is cursed, and failing the Intelligence saving throw extends the curse to you. While cursed, you are unwilling to part with the book, keeping it within reach at all times, and you have disadvantage on attack rolls against aberrations and demons and on saving throws against their spells and special abilities. If you're a warlock, you also learn the following spells, which don't count against the number of spells you know: *banishment*, *bestow curse*, *hellish rebuke*, and *scorching ray*. Charisma is your spellcasting ability for these spells, which you know for as long as you remain cursed. If you have a Book of Shadows, this book replaces it, and whenever you have to make an Intelligence saving throw when reading the book, you can make a Charisma saving throw instead.

Faerie Firework Launcher

Weapon (crossbow, light or heavy), rare (requires attunement)

This crossbow's wood shifts from golden yellows to vibrant reds and has a dimly lit fuse at its top. It has 6 charges and regains 1d6 expended charges daily at dawn. You can expend 1 of the weapon's charges once on each of your turns when you make a ranged attack roll with it. When you do, the bolt sizzles and sparks with festive colors, and whistles loudly as it flies through the air. On a hit, the target takes an extra 2d10 fire damage. Hit or miss, the bolt then explodes in an eruption of magical fireworks. The target of the attack and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 1d10 fire damage and be under the effects of the *faerie fire* spell until the start of your next turn (no concentration required). The whistling bolt and firework's explosion can be heard out to a range of 300 feet. The bolt is then destroyed, provided it wasn't magical.

Gauntlets of the Divine Feud

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

These paired gauntlets are the last remnants of a conflict between ancient rivals, one a holy warrior and the other a grim zealot, and remain linked by their feud. You have a +1 bonus to AC and saving throws while wearing these gloves.

The gloves have a total of 2 charges and regain 1 expended charge daily at dawn. While wearing them, you can use an action to expend 1 of the gauntlets' charges to cast either the *harm* or *heal* spell from them, using your spell save DC. Once you cast a spell from the gauntlets, it can't be cast in this way again until the next dawn. Alternatively, you can expend 2 charges as an action to cast both spells from the gauntlets at the same time. When you do, the spells each have a range of touch.

Faerie Firework Launcher

Daemonomicon

Hag's Claw

Weapon (dagger), legendary (requires attunement)

The metal of this wicked knife is said to be folded with the hair of a hag, giving it a dark, wave-like pattern that sizzles with corrupting magic. Its handle, curved like the blade, is made from long finger bones that ever-so-slightly curl to hold your hand.

You have a +2 bonus to attack and damage rolls made with this magic weapon. Once on each of your turns when you hit a creature with the dagger, it takes an extra 1d8 acid damage. If you had advantage on the attack roll, the target must also succeed on a DC 17 Constitution saving throw or take an additional 1d8 acid damage and be poisoned until the end of your next turn. While poisoned in this way, a creature makes Constitution saving throws with disadvantage. If you reduce a Small or larger hostile creature to 0 hit points with this weapon, you gain the benefits of the greater invisibility spell (no concentration required) until the end of your next turn.

Curse. This dagger 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 dagger, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever you reduce a creature to 0 hit points using the dagger, there's a 10 percent chance that your appearance changes to more closely resemble the hag that was used to make the weapon. For example, your teeth show signs of decay, your laugh turns to a cackle, and your hair loses its color and grows stringy. Once this happens for a third time, you become possessed by the spirit of the hag: your alignment changes to neutral evil, and you regard your allies as manipulatable threats. You remain possessed by the hag until the curse ends.

A single *remove curse* spell (or similar magic) fails to end the dagger's curse if your appearance has begun to change as a result of it. For each time your appearance has changed in this way, an additional use of *remove curse* or similar spell must be cast within a 24-hour period in order to end the curse. Ending the curse returns your appearance to normal.

Keycoin

Wondrous item, uncommon

This brass coin is 1 inch in diameter and has a keyhole-shaped hole at its center. You can use an action to insert the coin into a keyhole within your reach, causing the door to magically unlock. The coin disappears once it enters the keyhole, even if the door was already unlocked. The coin magically shrinks to fit a smaller keyhole.

If the door or lock is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the door or lock can be opened and shut normally.

A *keycoin's* magic isn't lost after it's been used. Instead, it magically reappears in a random location 1d100 miles away from you.

King Crab Claymore

Weapon (greatsword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. While you're attuned to the weapon, crabs and giant crabs are indifferent toward you and will not attack you unless you threaten or harm them. In addition, crabs and giant crabs understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on ability checks you make to influence or interact with crabs.

The sword emits a brief, fiery glow when you roll initiative. Until the end of your first turn of combat, attacks with the sword score a critical hit on a roll of 18, 19, or 20. When you score a critical hit with the sword for the first time on a turn, the target of the attack is also assaulted with crab-like claws made of fire. That target must make a DC 15 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. On a failed saving throw, the target is magically grappled (escape DC 15) by the flaming pincers for 1 minute or until it successfully escapes using an action. Until the grapple ends, that target takes 1d6 fire damage at the end of each of its turns.

Hag's Claw

Keycoin

King Crab Claymore

Gauntlets of the Divine Feud

Midnight Smoke

Weapon (dagger), rare (requires attunement)

This thin stiletto is sheathed within the barrel of a star-filled medwakh pipe. The dagger itself has a hollow handle and mouthpiece that connects to the rest of the pipe, allowing you to smoke the pipe using the dagger while it's sheathed. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

A small, dark ember ignites at the center of the dagger's blade daily at dusk. You can use an action to sheathe the dagger (if it isn't already) and breathe deeply from the pipe. When you do, a thick black smoke emanates from the pipe, which you can exhale in front of you in a 10-foot cone. Each creature within the cone must succeed on a DC 15 Constitution saving throw or be blinded until the end of your next turn. The ember is then extinguished, and the smoke vanishes. If you slay a Small or larger hostile creature with the dagger, the dagger's dark ember is relit and this property can be used again.

Mobius Scroll

Scroll, rare (requires attunement by a spellcaster)

Unlike most scrolls having a dowel at its center or some means of a carrying case, a *mobius scroll* is a half-twisted length of paper that's been magically connected to itself to form an infinite, continuous sheet.

The scroll is blank when found. A spell appears on it when you first attune to the scroll and then again daily at dawn; roll a d8 each time and use the table below to determine what spell is written on the scroll. On a 1 or 8, an extra spell appears on the scroll (as determined by the table). While you're attuned to the scroll, you can use a bonus action to shunt it to a special demiplane or summon it to your free hand. You can read from the scroll to cast a spell from it using an action.

d8	Spell	Extra Spell
1	*Slow*; roll a second d8 and consult the Extra Spell column to determine what extra spell appears on the scroll.	*Rope Trick*
2	*Call lightning*	*Bane*
3	*Hypnotic pattern*	*Bless*
4	*Spirit guardians*	*Disguise self*
5	*Dimension door*	*Magic missile*
6	*Fireball*	*Invisibility*
7	*Ice storm*	*Flaming sphere*
8	*Haste*; roll a second d8 and consult the Extra Spell column to determine what extra spell appears on the scroll.	*Pass without trace*

You can cast a spell from the scroll as normal while you're attuned to it, even if that spell isn't on your spell list, using your spellcasting ability modifier, spell save DC, and spell attack bonus. Once a spell has been cast from the scroll, the ink in which it was written vanishes from the paper, and that spell can't be cast again until the next time it appears on the scroll. Any spell remaining on the scroll is replaced by the new spell or spells daily at dawn.

A spell that's copied from the scroll into a spellbook is permanently removed from the scroll. If that spell is rolled on the table above after it's been copied in this way, nothing happens, and the scroll remains blank until the next dawn.

Owlbear-Fletched Arrow

Weapon (arrow), uncommon

This magic arrow is fletched with the feathers of an owlbear. When you use this arrow as part of making a ranged weapon attack against a creature that's behind half or three-quarters cover, that creature gains no benefit from that cover. If the attack hits, the target takes extra piercing damage equal to the bonus to AC that the target would have normally received from being behind cover. Once the arrow deals its extra damage to a creature, it becomes a nonmagical arrow.

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

Pact Card

Wondrous item, rarity varies

Pact cards are used to temporarily bind the souls of aberrations and demons to your will. When you reduce an aberration or demon to 0 hit points, you can use your reaction to hold out a *pact card* on your person. That creature must succeed on a Charisma saving throw or instantly disappear, regaining all its hit points and becoming trapped inside the card. A creature with legendary actions automatically succeeds on this saving throw. The card's save DC and the maximum challenge rating creature the card can contain depend on its rarity, as shown on the table below:

Rarity	Save DC	Max CR
Uncommon	13	2
Rare	15	6
Very rare	16	13
Legendary	17	—

You can use an action to hold out a *pact card* with a creature trapped inside it. When you do, the trapped aberration or demon appears in an unoccupied space of your choice that you can see within 30 feet of you. It disappears when it drops to 0 hit points or after 1 hour. The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the aberration or demon, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the creature's statistics. Once the creature is summoned, the card burns away in a harmless blue flame and is destroyed.

Patch of the Pail

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. While it's attached to a piece of clothing, the patch's water design magically reshapes itself to always remain level.

You can remove this patch as an action. When you do, choose one of the following effects:

Bail. You magically move up to 30 gallons of water that you can see within 30 feet of you. The water must come from open containers. The affected water vanishes from its container and reappears 10 feet above a space that you can see within 30 feet of you, as if poured from an invisible bucket.

Douse. You extinguish all exposed, nonmagical flames of your choice that you can see within 30 feet of you.

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.

Pollen Pipe

Wondrous item, common

This wooden pipe's bowl is carved in the shape of a flower blossom and dipped in a perfumed wax. Smoking the pipe while there isn't anything packed into the bowl creates an aromatic plume of pollen, which lazily drifts from the pipe's bowl. Any flower that's within 10 feet of the pipe blooms and turns toward it while the pipe is being smoked in this way.

Protector's Ward

Armor (shield), uncommon

This shield depicts a pair of knights reflected across its center. While holding this shield, you can use your reaction when a friendly creature that you can see within 15 feet of you is hit by an attack from a hostile creature. You then teleport to the friendly creature's space, pushing it 5 feet away from you to an unoccupied space of your choice when you do. You take the damage from the attack, even if the total of the attack roll doesn't meet or exceed your AC. Once this property of the shield has been used, it can't be used again until the next dawn.

Ravenous Ring

Ring, uncommon

While wearing this ring, you can use an action to transform your hand into a kraken-like maw and touch a creature within 5 feet of you. When you do, the creature must make a DC 13 Dexterity saving throw, taking 3d6 necrotic damage on a failed save, or half as much damage on a successful one. Your hand then returns to normal. If the creature fails the saving throw, you also gain a number of temporary hit points equal to half the necrotic damage dealt. These temporary hit points remain for 1 minute. Once this property of the ring has been used, it can't be used again until the next dawn.

Ring of the Five Lights

Ring, uncommon (requires attunement)

While wearing this ring, you can use an action to cast the *dancing lights* spell from it. When you do, the spell creates five orbs of light, instead of four. You can combine four of the lights to form the glowing humanoid form, as described by the spell, or combine all five lights to form one of the following options.

Greater Humanoid. The lights combine to form the same Medium humanoid form as described in the spell, but the fifth light appears as a gleaming eye in the center of its head. For the duration of the form, you can use an action to see through its eyes and hear what it hears until the start of your next turn, using your normal senses as if you were in the form's space. During this time, you are deaf and blind with regard to your own senses. This version of the humanoid form emits bright light in a 20-foot radius and dim light for an additional 20 feet. This property of the ring can't be used again until the next dawn.

Hand. The lights combine to form a glowing, five-fingered hand, which duplicates the effects of the *mage hand* spell with the following changes: the spell's range is 120 feet, instead of 30, and the hand emits bright light in a 20-foot radius and dim light for an additional 20 feet. This property of the ring can't be used again until the next dawn.

Alternatively, if you use the ring to cast the *dancing lights* spell, you can use a bonus action on each of your turns for the duration of the spell to send one of its glowing lights out toward a target that you can see within 120 feet of you. When you do, each light you send is a single *magic missile* dart, which deals radiant damage instead of force damage. Doing so reduces the total number of glowing lights from that *dancing lights* spell by one. The ring can send up to 5 *magic missile* darts in this way, and it regains all expended uses daily at dawn.

Silver Eagle Acolyte Robe

Wondrous item, uncommon (requires attunement)

This robe is worn by religious and administrative members of the Silver Eagle Forge Coalition. You gain a +1 bonus to saving throws you make while wearing this robe. In addition, whenever you make an attack roll, ability check, or saving throw with advantage or disadvantage and roll the same number on both d20s, you can combine the two rolls and use their sum as the result. If a combined result would equal 20 or higher, it is instead treated as a 20, but is not treated as a critical hit or critical success.

Steel Hawk Elite Lance

Weapon (lance), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As an action, you can thrust the lance in a direction to cause a line of powerful wind to erupt from the lance. The line is 5 feet wide and 30 feet long. Each creature in the line is buffeted by the wind and must make a DC 15 Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage and is pushed 10 feet in a random direction that's perpendicular to the line. On a successful save, a creature takes half as much bludgeoning damage and isn't pushed. You then fly up to 30 feet in a straight line in that same direction. This movement doesn't provoke opportunity attacks. Once this property of the lance has been used, it can't be used again until the next dawn.

Valkyrian Scale

Armor (scale mail), rare (requires attunement)

The large scales of this armor resemble feathers, which are actually part of magical metal wings that curl around your torso to protect you. While wearing the armor, you can use a bonus action to cause the wings to unfurl and extend from the armor, allowing you to fly up to 30 feet using your movement. You fall to the ground at the end of your turn or when you stop moving in this way.

You gain a +2 bonus to your Constitution score, up to a maximum of 20, while wearing this armor. In addition, when a creature that you can see within 5 feet of you takes damage, you can use your reaction to magically reduce that damage by 1d8. You take the same amount of damage that was reduced in this way, which ignores resistance and immunity. Record the damage taken in this way, which resets to 0 when you finish a long rest.

Any damage you take using this property of the armor is magically converted into energy by the wings. If you have no more than half your hit points left, you can attack up to two targets using the wings as an action, provided that the targets are each within 5 feet of you. This special weapon attack has a +7 bonus to hit. On a hit, a target takes force damage equal to the total amount of damage you reduced using the wings. Hit or miss, the recorded damage resets to 0 at the end of this action. This attack doesn't interrupt your flight using the armor's wings.

Wand Charging Station

Wondrous item, rare

A wand that's left in this wooden device for 8 consecutive hours regains 2d4 expended charges the next time it would normally regain charges within 24 hours. This 2d4 replaces the normal number of charges the wand regains each day. If a wand doesn't regain charges daily at dawn, dusk, or a similar time, this item has no effect on the wand. An artifact can't benefit from this item. Only one wand can be in the charging station at a time.

If you roll a 4 on both d4s, the wand's maximum number of charges increases by 1 for 24 hours. For example, if a *wand of fireballs* is placed in the charging station and you roll a 4 on both dice to regain its expended charges, the wand begins the day with a total of 8 charges, instead of its normal 7.

If having an extra charge would potentially allow you to cast a spell from the wand at a level higher than 9th, the spell can nevertheless not exceed 9th level.

If you're not familiar with what's going on with the Open Gaming License, which is the legal document I and all other 5e creators rely on to make content, there's a massive upset on the imminent horizon. As of posting, version 1.1 of this document is not yet released, but I have every conceivable reason to believe the worst is coming for creators like me.

I hope that, with enough resistance, the document will be changed to one that's mutually agreeable. The existing OGL has existed unchanged for two decades, and the latest rhetoric by Wizards of the Coast has expertly clouded the waters and turned the argument into a different one. One that targets creators, rather than Wizard's greed.

I am obviously not at liberty to discuss what's covered in it, but I know that it will come to light before long. At the time of writing, I'm still investigating options forward for me and the Saddlebag to continue delivering the same kind of content you've come to expect. It is an extremely complicated task, despite what the Wizards PR has suggested. The legal landscape of this changes daily, so who knows what the case will be next week. Or tomorrow.

Doom and gloom aside, please know that I am relentlessly pursuing the best possible outcomes for all of us: players and creators. Thank you for your trust and belief in me. I am, truly, just a person who loves this game with everything I have to give, and want only to defend its future for you and all creators.

I may not legally be permitted to continue releasing Inventory updates, at least not behind a Patreon benefit. In fact, it's extremely unlikely that I will. But, again, with sufficient pushback (using the #OneDnD hashtag), we can make a sufficient push to save Fifth Edition.

In any case, there were some really fun items in December. Also included are some from January for legal purposes. Personal favorites include the *amulet of the wagoneer*, *armor of the stone citadel*, *displacement leathers*, *doorway rapier*, *faithful hound's fetching femur*, *illusionist's gambit*, *mace of the fish tyrant*, and *quiver of seasons*.

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Amulet of the Wagoneer
Armor of the Stone Citadel
Battlebrew Bomb
Claw Sickle
Claws of Ursine Fury
Displacement Leathers
Doorway Rapier
Faithful Hound's Fetching Femur
Frefil's Cookie Cutter
Fyre Shredder
Ghostbow Bracer
Illusionist's Gambit
Mace of the Fish Tyrant
Moonfallen Maul
Quiver of Seasons
Ravenheart's Origami Ravens
Ring of Names
Spool of Shadow
Wand of Shadows
War Thorn
Whiffwater Potion

Amulet of the Wagoneer

Wondrous item, uncommon

You're considered to be proficient with land vehicles while wearing this amulet, and you can add your proficiency bonus to any check you make to perform either repairs or routine maintenance on such a vehicle. In addition, traveling by way of a land vehicle at a normal pace doesn't prevent you from using stealth, nor does traveling at a fast pace in one give you a penalty to your passive Wisdom (Perception) score. You have advantage on Wisdom (Animal Handling) checks made with any mount pulling the vehicle.

Lastly, while wearing this amulet, any mount that's pulling a land vehicle you control gains a +2 bonus to any Constitution saving throw it makes to endure a forced march.

Armor of the Stone Citadel

Armor (plate), legendary (requires attunement)

This armor is made of stone and reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than 17, instead of 15. Castle-like crenellations run along the tops of the armor's various pieces. While wearing the armor, you can't be petrified, and you have a damage threshold of 10. In addition, if you are blocking a friendly creature enough to grant it half cover against an attack or hostile effect, that creature instead has three-quarters cover against it.

Living Citadel. While wearing the armor, you can use an action to transform into a Huge stone tower. The tower is a 15-foot-square that's 30 feet tall, centered on you. It resembles your head and upper torso, complete with a pair of powerful stone arms. If there isn't space for the tower, you don't transform, and the action (but not the use of this property) is wasted. Your equipment merges into this form when you transform and has no effect for the duration. For the duration, you use your normal senses, but your speed is reduced to 0. While in this form, you gain 100 temporary hit points and have an AC of 18, your damage threshold increases to 20, and you can't be moved or knocked prone. You are also immune to any spell or effect that would alter your form. You remain in this form for up to 8 hours, at which point you return to your normal form. You return to your normal form early if you lose all of these temporary hit points or if you end the effect using an action. While in this form, you can't cast spells, and your normal attacks are replaced by unarmed strikes using your massive stone fists. These unarmed strikes have a reach of 30 feet and deal 4d8 bludgeoning damage on a hit. You can make two unarmed strike attacks on each of your turns when you take the Attack action, even if you can normally make more. Alternatively, you can use an action to hurl a boulder from your arm. The boulder is a ranged weapon attack with a normal range of 60 feet and a long range of 180 feet. On a hit, it deals 6d8 bludgeoning damage. You are proficient with these attacks, which use your Strength modifier for their attack and damage rolls.

You can choose to contain any willing or unconscious creatures that would be in your space when you transform into the tower. Other creatures are pushed to the nearest unoccupied space outside the tower. When you revert to your normal form, any creatures within the tower reappear in the nearest unoccupied space. A door large enough for Medium creatures to enter the tower appears on the ground. Creatures of your choice can open the door easily, but any other creature must make a DC 20 Dexterity check using thieves' tools or a DC 25 Strength (Athletics) check to open it. The tower has no windows, but has two floors and a staircase connecting them inside.

Once this property of the armor has been used, it can't be used again until the next dawn. If you're reduced to 0 temporary hit points and revert to your normal form, it can't be used again until 1d6 + 1 days have passed, instead.

Battlebrew Bomb

Wondrous item, uncommon

This fist-sized keg contains 1 ounce of extremely old dwarven liquor which is as strong as it is explosive. A built-in locking mechanism keeps the barrel sealed until it's ready to be used. You can use an action to twist the sides of the keg and throw it at a point that you can see up to 20 feet away from you, splitting the keg open on impact and spraying the area with a fine mist of the liquor. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw, taking

2d8 poison damage on a failed saving throw, or half as much damage on a successful one.

The next time that a target that was sprayed by the liquor takes fire damage within 1 minute, it takes an extra 2d8 fire damage as the liquor ignites.

Claw Sickle

Weapon (sickle), uncommon (requires attunement by a creature cursed with lycanthropy)

You can benefit from this magic weapon's following properties even if you aren't attuned to it. The sickle deals 2d4 slashing damage on a hit, instead of 1d4, and if you're wielding a *claw sickle* in either hand and engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

If you're attuned to a *claw sickle*, you also gain a +1 bonus to any attack or damage rolls you make with any *claw sickles* you're holding.

Claws of Ursine Fury

Wondrous item, rare (requires attunement by a barbarian)

These clawed gauntlets were fashioned from the remains of a mighty bear, whose essence empowers you while you're raging. Their claws turn your unarmed strikes with your hands into magic weapons that deal slashing damage with a damage die of 1d8 (unless your unarmed strike damage is already higher). You must be raging to gain this benefit. When you take the Attack action and make one or more unarmed strikes with the claws, you can make one additional unarmed strike with them as a bonus action.

When you roll a 20 on an attack roll made with the claws, the target must succeed on a DC 15 Constitution saving throw or be knocked prone and maimed. A maimed target takes 1d6 necrotic damage at the start of each of its turns for 1 minute. This damage ignores resistance and immunity. The effect ends early if the target receives magical healing or if a creature within reach of the target uses its action to make a successful DC 15 Wisdom (Medicine) check. A creature can't be maimed more than once at a time, and a construct or undead creature can't be maimed.

Displacement Leathers

Armor (leather), uncommon (requires attunement)

This armor creates a blurry afterimage of you while you move. When a creature hits you with an opportunity attack while wearing this armor, roll a d20 (no action required). On an 11 or higher, the attack misses and hits a nearby illusion of you instead. On a 10 or lower, the attack hits you. Once this property of the armor has been used for the tenth time, it can't be used again until you finish a long rest.

Doorway Rapier

Weapon (rapier), rare (requires attunement)

The guard and pommel of this blade resemble elegant doorknobs. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with a melee attack using this rapier, you can immediately teleport to an unoccupied space on the other side of the creature. The space you teleport to must be within 5 feet of the target and must be on the target's opposite border or opposite corner from where you made the attack.

When in doubt about whether a space can be teleported to, trace an imaginary line between your current space and the new one. If the line passes through opposite borders of the target creature's space (including corners of those borders), then the new space can be teleported to.

Faithful Hound's Fetching Femur

Rod, very rare (requires attunement)

This rod is actually a large bone from a nondescript beast. A small bell and engraved tag hang from its side by a leather strap. The rod can also be used as a magic club that grants a +2 bonus to attack and damage rolls made with it.

The rod has 6 charges and regains 1d6 expended charges daily at dawn. While holding the rod, you can use an action to expend 1 of its charges to cast the *faithful hound* spell with the following changes:

- The spell ends early if you cast the spell again.
- The hound has an attack bonus of +10.
- You can use a bonus action to move the hound to another space that you can see within 30 feet of you.
- You can use an action to look through the invisible hound's eyes until the start of your next turn. The hound has darkvision out to 30 feet, can see invisible creatures, and can see into the Ethereal Plane. During this time, you are blind with regard to your own senses.
- You can use an action to throw the rod at a target that you can see within 30 feet of you (attack bonus +10). On a hit, the rod deals 1d4 + 2 bludgeoning damage, plus your Strength or Dexterity modifier (your choice), and the hound immediately moves to the target's space and attacks it. Hit or miss, the hound then returns the rod to your hand or drops it at your feet (your choice). It then remains in a space of your choice within 5 feet of you until it's moved again.

When you expend the last charge from the rod, roll a d20. On a 1, the hound wrenches the bone from your hand and runs away with it, ending the spell early and wasting the action to cast it. The bone then reappears in a random location 1,000 feet away from you after 1 hour.

Frefil's Cookie Cutter

Wondrous item, uncommon

This iron cookie cutter has 4 charges and regains 1d4 expended charges daily at dawn. You can use an action to expend 1 of its charges to press the cutter into a suitably thin and pliable material (such as cookie dough or soft leather), cutting a Tiny humanoid figure out of it. The figure is animated, as if by the *animate objects* spell, for 10 minutes or until it's reduced to 0 hit points. The figure obeys any verbal commands you issue to it (no action required by you), instead of the mental commands described by the spell. Further, the figure's hit point maximum and any damage dealt by it are halved. If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions. If a different creature uses the cookie cutter to create another animated figure, each one that you created ceases to obey you and becomes hostile to you instead.

The figures are magically coated in decorative material upon springing to life, such as icing on cookies or paint on leather. If the figures are made of cookie dough (or similar pastry), they're magically cooked once animated in this way. You decide the appearance of each figure when you create it, even if it doesn't resemble the shape of the cookie cutter itself. Regardless of its shape, it's always Tiny.

Fyre Shredder

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

You are proficient with this weapon while you're attuned to it. The sharpened head of this battleaxe doubles as a metal lyre, which can be used as a spellcasting focus for you. When played, its notes resound with an electric, tinny sound. Small licks of harmless fire spark from the weapon while it's played.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, as well as any bard spell attack roll you make while holding it.

Fiery Entrance. While holding the axe, you can use a bonus action to cast the *misty step* spell from it. When you do, the mist is replaced with harmless flames. When you reappear in the new space, each creature of your choice within 10 feet of you takes fire damage equal to your Bardic Inspiration die. This property of the axe can't be used again until the next dawn.

Pyrotechnical Performance. You can use an action to play this lyre and expend a use of your Bardic Inspiration. When you do, you release an energizing wave of harmless fire from the axe. The fire clings to the weapons of any friendly creature within 15 feet of you until the end of your next turn. The first target that each affected creature hits with a weapon attack before the end of your next turn takes extra fire damage equal to your Bardic Inspiration die.

Ghostbow Bracer

Wondrous item, very rare (requires attunement)

This leather bracer has a blue gemstone embedded on its wrist, which glimmers with an ethereal light. While wearing it, you gain a +2 bonus to damage rolls on ranged attacks made with longbows and shortbows.

Summon Bow. You can use a bonus action to summon a spectral longbow or shortbow from the bracer's gemstone. The bow is weightless, allowing you to ignore the longbow's normal heavy property while holding it. The bow remains until you're holding another weapon, until you drop it, or until you dismiss it (no action required). While the weapon persists, it sheds dim light in a 20-foot radius. It creates its own arrows, which magically appear in a nocked position whenever you draw the bow. Hit or miss, an arrow disappears after the attack or if you release the bowstring without firing the arrow.

Regardless of what bow you summon, it deals force damage instead of piercing damage.

Charges. The bracer has 4 charges for the following properties. It regains all expended charges daily at dawn. The available properties are determined by the type of summoned bow.

Grim Shot (Longbow or Shortbow). When you hit a target with an arrow that was created by the summoned bow, you can expend 1 charge to deal an extra 2d8 force damage to the target. This damage is in addition to the attack's normal damage.

Piercing Blast (Longbow). When you take the Attack action using the summoned bow, you can replace one or more of your attacks with a special attack using the bow. You expend 2 charges per attack you replace in this way. When you do, you draw forth a cool beam of light from the weapon, instead of a spectral arrow. You fire this beam of light in a line from you that's 5 feet wide and 100 feet long. Each creature within the line must succeed on a DC 16 Dexterity saving throw or take 4d8 force damage.

Stepshot (Shortbow). You can expend 1 charge as a bonus action to make one ranged attack against a creature using the summoned bow. On a hit, you teleport to an unoccupied space that you can see that's within 15 feet of you. You can't teleport to a space that's closer to the target of the attack in this way.

Illusionist's Gambit

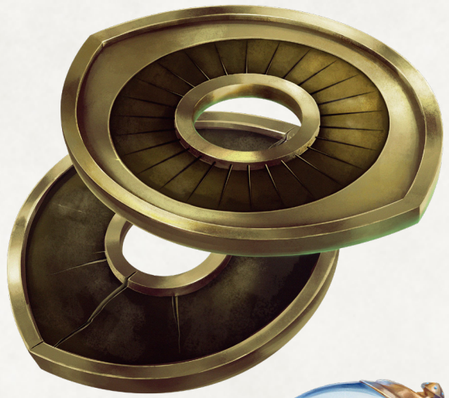
Wondrous item, uncommon

This eye-shaped brass coin depicts an open iris on one side (heads) and a blackened, scratched-out one on the other (tails). While holding it, you can use an action to speak the coin's command word. Then, flip the coin. If it's tails, you vanish and become invisible until the start of your next turn. If it's heads, nothing happens. Continue to flip the coin again at the start of each of your turns for 1 minute (no action required). The effect ends early if you make an attack or cast a spell while you're invisible. It also ends early if you're incapacitated or are otherwise unable to flip the coin at the start of your turn.

The coin can't be used again until the next dawn.

Fyre Shredder

Ghostbow Bracer



Illusionist's Gambit

Mace of the Fish Tyrant

Moonfallen Maul

Mace of the Fish Tyrant

Weapon (mace), very rare (requires attunement)

The glass head of this mace is a hollow orb filled with water. Inside the orb is a brilliantly colored fish. Despite the movement of the water sloshing about inside the weapon, the fish remains perfectly still inside it. The fish is immortal while it remains within the mace and can't be affected by magic.

When found, the mace is a very rare magic item with the following properties:

- You have resistance to psychic damage.
- You gain a +1 bonus to attack and damage rolls made with it.
- Targets hit with the mace take an extra 1d4 psychic damage.
- If you make an attack with the mace while not attuned to it, you take 1d4 psychic damage as the fish magically exerts its frustration upon you.

Sentience. While the weapon itself is not sentient, the fish within it is lawful evil with an Intelligence of 18, a Wisdom of 15, and a Charisma of 18. It has hearing and darkvision out to a range of 60 feet.

The fish can speak, read, and understand Deep Speech, and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to the mace, the fish also understands every language you know.

Personality. While the fish doesn't need to eat, it hungers to be near the minds of intelligent creatures. The more creatures that are near it, the happier it becomes. It speaks with grim certainty of all things and expects to be obeyed. While you are attuned to the mace, the fish knows your greatest desires.

Curse. This mace 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 mace, keeping it within reach at all times.

You remain cursed until targeted by the *remove curse* spell or until a *banishment* spell of 5th level or higher is cast on the mace. When banished in this way, the mace remains, but the fish is returned to its home plane. You can feel a great sense of relief from the fish as it leaves the mace. When this happens, the weapon becomes a regular *+1 mace*. However, you are granted a permanent boon by the fish as it departs: you gain resistance to psychic damage.

Moonfallen Maul

Weapon (maul), rare

This maul's stone head is carved from fallen moon rock. A howling wolf and pockmarked moon are carved into the weapon. You gain a +1 bonus to attack and damage rolls made with this magic weapon, or a +2 bonus if it's between dusk and dawn. When you roll a 20 on an attack roll made with this weapon, the target of the attack must succeed on a DC 15 Wisdom saving throw or be frightened of you until the end of your next turn. The target has disadvantage on the saving throw if it can see the moon or if it's cursed with lycanthropy. A frightened creature immediately falls prone as it recoils.

Quiver of Seasons

Ravenheart's Origami Ravens

Ring of Names

Spool of Shadow

Wand of Shadows

War Thorn

Whiffwater Potion

Quiver of Seasons

Wondrous item, rare (requires attunement)

This slender quiver is decorated with a forest of silhouetted trees. You can use a bonus action on each of your turns to speak the quiver's command word to change its season, which also changes its color and design: Spring (green, trees with silver leaves), Summer (yellow, rays of silver sunlight), Autumn (orange, silver leaves falling), or Winter (blue, silver veins on trees).

The quiver has 8 charges and regains 1d6 + 2 expended charges daily at dawn. When you make a ranged attack using a weapon to fire ammunition drawn from this quiver, you can expend 1 of the quiver's charges to infuse that ammunition with the quiver's seasonal magic. That ammunition gains the following benefits depending on the quiver's associated season:

Spring. The ammunition is wrapped by verdant brambles. On a hit, the brambles wrap around the target and deal an extra 1d10 piercing damage. The target must succeed on a DC 15 Strength saving throw or be restrained by the brambles until the end of your next turn. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach from the brambles on a success.

Summer. The ammunition is scorched by wildfire. On a hit, flames erupt from it that deal an extra 1d10 fire damage to the target. The target must succeed on a DC 15 Dexterity saving throw or take an extra 1d10 fire damage at the start of its next turn.

Autumn. The ammunition is touched by decaying fungus. On a hit, a cloud of sickening spores bursts from it that deals an extra 1d10 necrotic damage to the target. The target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of your next turn. This has no effect on undead or constructs.

Winter. The ammunition is covered in biting frost. On a hit, ice splinters outward from it that deals an extra 1d10 cold damage. The target must make a DC 15 Constitution saving throw. On a failed save, the target's speed is halved until the end of your next turn. For the duration of this effect, it can't use reactions, and on its turn, it can use either an action or a bonus action, but not both. Regardless of the target's abilities, it can't make more than one attack during its turn for the duration.

The ammunition returns to normal after the attack.

Other types of magic ammunition containers of this kind exist, such as a *bolt case of seasons* meant for crossbows, though quivers are most common.

Ravenheart's Origami Ravens

Wondrous item, uncommon

This slim wooden carrying case holds three dark paper birds. While holding a paper bird, you can use an action to speak its command phrase, "By fold and feather, fly." When you do, the paper springs to life and transforms into a raven for 1 hour. For the duration, the raven is treated as if it were your familiar summoned by the *find familiar* spell. Its animal form can't be changed. The raven reverts to its paper form at the end of the hour, if it's reduced to 0 hit points, or if you dismiss it. When it does, it immediately tears itself to tiny paper shreds and is destroyed.

Ring of Names

Ring, common

A thin strip of parchment lines the inside of this brass signet ring. When you shake hands with a humanoid, you can make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. On a success, the target's name becomes written on the ring's parchment, which you magically learn. If the creature has multiple names or is secretive about its true identity, the written name is the one that it would be willing to share with a casual acquaintance. Regardless, a creature is unaware of this effect.

Once a name has been written on the parchment, this property of the ring can't be used again until the next dawn, at which time the name disappears from the ring's parchment.

Spool of Shadow

Wondrous item, common

Thin wisps of smoke gently rise from this spool of magic black thread. You can use the entire spool of thread to repair an article of clothing or embroider a design on one instead. In either case, it takes 1 hour to sew the entire spool's thread on an article of clothing, at which point the thread's magic is transferred to it. While a creature is wearing the article of clothing, it can add 1d4 to the total of any Dexterity (Stealth) check it makes. Once this property has been used for a third time, its magic is lost.

Wand of Shadows

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

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the wand evaporates into black mist and is destroyed.

Shadow Claw. As an action, you can expend 1 charge to summon a shadowy claw to crush a target that you can see within 120 feet of you. The target must make a Strength saving throw against your spell save DC. On a failed save, it takes 4d6 necrotic damage. The necrotic damage is increased to 5d6 if either you or the target are in dim light or darkness, and 6d6 if both you and the target are in dim light or darkness.

Shadow Sneak. As a bonus action, you can expend 2 of the wand's charges to teleport up to 120 feet to an unoccupied space you can see that is in dim light or darkness. Alternately, you can expend 1 charge to teleport to the same space as the shadow from the wand's Split Shadow property, provided that you can see it within 120 feet of you.

Split Shadow. As an action, you can expend 1 charge to remove your shadow from yourself. The shadow then appears in an unoccupied space that you can see within 5 feet of you, which uses the statistics for a shadow. The shadow is friendly to you and your companions. It obeys your mental commands (no action required by you) and acts on your initiative, but takes its turn immediately after you. It remains for 10 minutes, and it vanishes early if it's reduced to 0 hit points or if it's ever in your space. If the shadow remains for the full duration or if it's reduced to 0 hit points, this property of the wand can't be used again until the next dusk. A humanoid that dies from the shadow's Strength Drain does not create a new shadow.

War Thorn

Weapon (war pick), uncommon

A large thorn grows from this magic war pick's wooden haft to form the head of the weapon. When you use this weapon to hit a creature with an opportunity attack as the result of that creature's movement, that creature's speed is reduced by 10 feet until the end of the turn.

If you are a druid and can cast the *shillelagh* spell, you can also cast that spell on this weapon. For the duration of the spell, you are considered to be proficient with this weapon.

Whiffwater Potion

Potion, common

This small glass bottle is in the shape of a nose. The potion inside is a tasteless, gelatinous goo. When you use an action to drink the potion, your breath becomes visible for 1 hour. During that time, you can change what color your breath appears to be. In addition, when you describe a smell using sensory language, your breath's smell changes to reflect the smell you're describing.

If a described smell would normally cause a creature to retch or have a magical property (such as the *stinking cloud* spell or hezrou's Stench trait), your breath has a smell reminiscent of such an effect, but is otherwise harmless.

Man, what a difference a month makes.

With your unanimous wave of support, we managed to beat back an ancient coporate dragon and save the future of this game. I am elated and so, so proud of this community.

With Fifth Edition's SRD (the legalese I need to make this content) safely protected under the Creative Commons, I know that we all have a bright future ahead of us. It is unambiguously good news and something that we can look back on and feel empowered by.

You can look forward to more 5e content for a long time to come. I can't wait to make it for you.

There were some items also posted in the December update, which I'll double up with here for the sake of simpler bookkeeping. Personal favorites include the *bag of gifts*, *deck of dragons*, *dragonbolt blaster*, *faithful hound's fetching femur*, *potion of puddle scrying*, *scarf of snow's sanctum*, and *viper bracers*.

JANUARY, 2023

Bag of Gifts
Centaur's Hunting Bow
Deck of Dragons
Displacement Leathers
Dragonbolt Blaster
Faithful Hound's Fetching Femur
Fyre Shredder
Jotun Frostcleaver
Midnight Oil
Potion of Puddle Scrying
Prism Lantern
Ring of Perching
Scarf of Snow's Sanctum
Seadevil's Fang
Starmetal Constellation Scepter
Viper Bracers
War Thorn

Bag of Gifts

Wondrous item, uncommon

This soft bag is decorated with tiny illustrations of small trinkets and gifts. Striped ribbons line its side and an empty paper tag hangs from its drawstring. The bag is 6 inches across but weighs just over 12 pounds, even if nothing is kept inside it.

While holding the empty bag, you can use an action to cinch its top closed and lightly shake it. When you do, the bag magically feels full. When a creature other than you opens the bag, roll a d12 and use the table below to determine what the gift is inside.

	Gift
1	A small bottle of sweet berry juice that is irresistible to mundane insects when poured out.
2	A palm-sized lantern that magically glows in a variety of colors to reflect your mood while held.
3	A bag of 10 seeds that, when grown, produce flowers that emit a beautiful, melodic chorus in the wind. The flowers have a 50 percent chance to regrow each year, but never produce new seeds.
4	A decorative teacup that magically prevents tea from being oversteeped in it.
5	A pair of eyeglasses that create a loud popping sound whenever you cross your eyes while wearing them.
6	A fist-sized ball that bounces back up exactly as high as it was dropped, up to 10 feet high.
7	A pair of nondescript socks that are always dry when worn and smell of lavender.
8	A paper fan that shows a different painted landscape each time it's opened.
9	A chunk of waxy honeycomb that never loses its sweet flavor when chewed.
10	A silk scarf that flutters dramatically in even the slightest breeze.
11	An empty snowglobe whose snow changes to pollen in the spring, petals in the summer, and leaves in the autumn.
12	A brass bracelet with a timepiece attached that can only tell the time while outside

Each time that a gift is received from the bag, the bag becomes 1 pound lighter, and the item is removed from the list. If you roll an item on the list that's already been received by a creature, you instead get the item listed in the nearest available row. Once a creature opens a *bag of gifts*, it can't open another one in this way until it gives the bag to a different creature that hasn't yet opened it. When the last gift has been given, it becomes a nonmagical bag.

Centaur's Hunting Bow

Weapon (shortbow), rare (requires attunement)

This hefty wooden hunting bow was fashioned in the likeness of a centaur deity of wisdom. The bow has 4 charges and regains all expended charges daily at dawn.

When you hit a creature with a ranged attack using the bow, you can expend 1 of its charges to magically mark that target for 1 minute (no action required). For the duration, the first time you make an attack with the bow on your turn, a single *magic missile* dart streaks out from the bow toward each marked creature within 80 feet of you. A target can't have more than one mark on it at a time.

Deck of Dragons

Wondrous item, rare (requires attunement)

This deck of cards can be used as a standard playing card set. Each card bears one of four types of dragons: black, red, bronze, or silver. The deck is made of 52 cards and comes in a wooden carrying case, which depicts each of the four dragons battling for control over their respective corners. While attuned to the deck, you gain a +3 bonus to any check you make using it as a playing card set. You can use a bonus action to magically shuffle the cards of the deck, tapping either the top of the cards or its box when you do.

You can use each card from the shuffled deck as if it were a magic dart. On a hit, a card deals an extra 1d6 damage to the target of a type depending on its suit. Roll a d8 to determine

the card's suit using the table below, or draw from a real deck of cards to determine the suit instead.

d8	Suit	Dragon	Damage Type
1–2	Clubs	Black	Acid
3–4	Dia-monds	Red	Fire
5–6	Hearts	Bronze	Lightning
7–8	Spades	Silver	Cold

A thrown card magically reappears on the bottom of the card case immediately after the attack. When you score a critical hit using one of the cards, you can roll the bonus acid, cold, fire, or lightning damage dice two additional times and add them to the extra damage of the critical hit.

Displacement Leathers

Armor (leather), uncommon (requires attunement)

This armor creates a blurry afterimage of you while you move. When a creature hits you with an opportunity attack while wearing this armor, roll a d20 (no action required). On an 11 or higher, the attack misses and hits a nearby illusion of you instead. On a 10 or lower, the attack hits you. Once this property of the armor has been used for the fourth time, it can't be used again until you finish a long rest.

Dragonbolt Blaster

Weapon, rare

This magic item is a unique, two-handed ranged weapon. If you are proficient with light or heavy crossbows, you are proficient with the *dragonbolt blaster*. A broken piece of a blue dragon's horn is set at the weapon's center, releasing tendrils of shimmering electricity from its point.

The weapon doesn't require physical ammunition, and it has a normal range of 150 feet and a long range of 600 feet. On a hit, a target takes 2d10 lightning damage. You don't add your Dexterity modifier to the damage of this attack (unless it's negative). You have advantage on the attack roll if the target is wearing armor made of metal.

If you take 10 or more lightning damage from a single attack or effect while holding this weapon, roll a d20. On a 1, the weapon breaks, but can be repaired with 100gp worth of materials and 8 hours of work. On any other result, the next target hit by the weapon within the next minute takes an extra 1d10 lightning damage.

Faithful Hound's Fetching Femur

Rod, very rare (requires attunement)

This rod is actually a large bone from a nondescript beast. A small bell and engraved tag hang from its side by a leather strap. The rod can also be used as a magic club that grants a +2 bonus to attack and damage rolls made with it.

The rod has 6 charges and regains 1d6 expended charges daily at dawn. While holding the rod, you can use an action to expend 1 of its charges to cast the *faithful hound* spell with the following changes:

- The spell ends early if you cast the spell again.
- The hound has an attack bonus of +10.
- You can use a bonus action to move the hound to another space that you can see within 30 feet of you.
- You can use an action to look through the invisible hound's eyes until the start of your next turn. The hound has darkvision out to 30 feet, can see invisible creatures, and can see into the Ethereal Plane. During this time, you are blind with regard to your own senses.
- You can use an action to throw the rod at a target that you can see within 30 feet of you (attack bonus +10). On a hit, the rod deals 1d4 + 2 bludgeoning damage, plus your Strength or Dexterity modifier (your choice), and the hound immediately moves to the target's space and attacks it. Hit or miss, the hound then returns the rod to your hand or drops it at your feet (your choice). It then remains in a space of your choice within 5 feet of you until it's moved again.

When you expend the last charge from the rod, roll a d20. On a 1, the hound wrenches the bone from your hand and runs away with it, ending the spell early and wasting the action to cast it. The bone then reappears in a random location 1,000 feet away from you after 1 hour.

Fyre Shredder

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

You are proficient with this weapon while you're attuned to it. The sharpened head of this battleaxe doubles as a metal lyre, which can be used as a spellcasting focus for you. When played, its notes resound with an electric, tinny sound. Small licks of harmless fire spark from the weapon while it's played.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, as well as any bard spell attack roll you make while holding it.

Fiery Entrance. While holding the axe, you can use a bonus action to cast the *misty step* spell from it. When you do, the mist is replaced with harmless flames. When you reappear in the new space, each creature of your choice within 10 feet of you takes fire damage equal to your Bardic Inspiration die. This property of the axe can't be used again until the next dawn.

Pyrotechnical Performance. You can use an action to play this lyre and expend a use of your Bardic Inspiration. When you do, you release an energizing wave of harmless fire from the axe. The fire clings to the weapons of any friendly creature within 15 feet of you until the end of your next turn. The first target that each affected creature hits with a weapon attack before the end of your next turn takes extra fire damage equal to your Bardic Inspiration die.

Jotun Frostcleaver

Weapon (greataxe), rare (requires attunement)

When you hit with an attack using this magic greataxe, the target takes an extra 1d6 cold damage. While holding it, you can speak its command word using a bonus action to cast the *enlarge/reduce* spell (Enlarge only) on yourself. For the duration, the weapon's cold damage die is a d8, and whenever you make a Constitution saving throw to maintain concentration on the spell, you can roll a d8 and add the number rolled to the saving throw. In addition, when you roll a 7 or 8 on the weapon's cold damage die, the target's speed is reduced by 10 feet until the start of your next turn. Once the axe has been used to cast this spell, it can't do so again until the next dawn.

Midnight Oil

Wondrous item, uncommon

This iridescent pitcher carries 8 ounces of magic oil, which looks like a starry night sky. You can use an action to pour out 1 or more ounces of the oil on the ground at your feet. Choose a point on the ground within 5 feet of you. The oil creates a sphere of darkness centered on that point. This darkness duplicates the effect of the *darkness* spell (no concentration required). The effect remains for a number of rounds equal to the number of ounces poured from the pitcher, ending at the end of your turn on the round that it would end. It ends early if any target within the darkness takes fire damage. In addition, the magical darkness is serenely focusing: creatures within the darkness have advantage on Constitution saving throws made to maintain concentration.

Potion of Puddle Scrying

Potion, rare

This potion is filled with a silvery solution. When you use an action to drink this potion, your eyes become as clear as water for 10 minutes. For the duration, whenever you open your eyes underwater, you can see and hear any recent event that's occurred from the water's perspective, up to 24 hours ago, reviewing the entirety of those events over the course of 1 minute. When you do, you relive these events as if you were just below the water's surface in the same space your head is in. You can only review events that occurred since the pool of water first appeared. You are deaf and blind to your surroundings while reviewing the events in this way.

Prism Lantern

Wondrous item, rare

This lantern has a triangular hatch and lens for its light to shine through. A small, clear prism floats at its center. While holding the lantern, you can use a bonus action to cause the prism to glow, shedding bright light in a 30-foot cone and dim light for an additional 30 feet from the lantern. You choose the light's color, using the table below. It remains lit for 1 hour or until you use a bonus action to end the effect. You can change the light's color using a bonus action.

If the lantern is shedding this cone of light, you can use an action while holding the lantern to point it in a single direction and speak its command word. Until the start of your next turn or until the lantern is moved (whichever comes first), whenever a creature that's within the lantern's bright light takes damage of a type associated with the light's color, that damage is reduced by 4d6, or half as much if the creature is in the lantern's dim light. Once the lantern has prevented 50 damage in this way, starting with the creature closest to the lantern each time, it can't be used again until the next dawn.

Color	Damage Type
Red	Fire
Orange	Acid
Yellow	Lightning
Green	Poison
Blue	Cold
Purple	Necrotic
White	Radiant

Ring of Perching

Ring, common

This copper ring is twisted to look like a wooden branch and oxidized in places to color its leaves green. While wearing the ring, you can use an action to hold the finger wearing it aloft and whistle the ring's command melody. When you do, the nearest harmless Tiny bird within 60 feet of you flies to your outstretched finger and perches there. The bird is not magically bound to your finger and can fly away again at its discretion. However, you gain a +1d4 bonus to any Wisdom (Animal Handling) check you make to interact with a bird perched on your finger in this way.

Scarf of Snow's Sanctum

Wondrous item, rare (requires attunement)

This scarf is incredibly warm and pinned together with a silvered snowflake brooch. While wearing this scarf, you have resistance to cold damage. In addition, you can use an action to cast the *wall of ice* spell from it (save DC 15). When you do, the ice wall creates a hemispherical dome around you in a 15-foot diameter, centered on your location. The wall remains for up to 1 hour, instead of 10 minutes, and any cold damage it deals is halved. When you create the dome, you can choose for the hemisphere to have a small entryway leading into it that a Medium creature can squeeze through. Once this property of the scarf has been used, it can't be used again until the next dawn.

Seadevil's Fang

Weapon (greatsword), rare

This watery blue blade feels like a rumbling tide while held. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding it, you can use a bonus action to cause its blade to become inky and black until the start of your next turn. For the duration, creatures hit by the blade are marked with the black ink for 1 minute.

If a creature becomes invisible while marked or is already invisible, it instead becomes pitch dark and is outlined by a mystical purple aura for the duration of the invisibility. That creature gains no benefit from being invisible, and magical, inky tentacles reach up from the ground to grapple it for 1 minute (escape DC 15). Once a creature has been grappled in this way, it can't be grappled by the tentacles again for 24 hours.

Starmetal Constellation Scepter

Rod, very rare (requires attunement)

This metal scepter has a pair of floating astrolabe rings rotating around its head. Small stars connected by silver lines decorate its surface.

You can use a bonus action while holding this scepter to create a floating, 5-foot-diameter sphere of light in an unoccupied space that you can see within 60 feet of you. The sphere sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light is sunlight. You can move one or more of the spheres up to 20 feet as part of this bonus action. You can have up to four spheres at a time. Each sphere remains for 1 minute or until you dismiss it (no action

required). If you make a fifth sphere, the first one winks out.

A creature that starts its turn within the bright light or enters it for the first time on its turn must succeed on a DC 15 Constitution saving throw or take 2d6 radiant damage.

You can use an action on your turn while holding this scepter to cause two or more of the spheres to emit a beam of light between them, provided that the spheres are no more than 60 feet away from one another. Each beam connects any two spheres, creating a line of light between them that's 1 inch thick. Any creature caught in one or more of the lines must succeed on a DC 15 Dexterity saving throw or take 4d6 radiant damage. The beams then vanish.

Viper Bracers

Wondrous item, uncommon (requires attunement by a monk)

While wearing these twisted, emerald green bracers, you can use your reaction when a creature targets you with a melee attack to make two unarmed strikes against it. For each attack that hits, that creature is poisoned for 1 round, ending at the start of its turn on the round that it would end. This property of the bracers can't be used again until the next dawn.

War Thorn

Weapon (war pick), uncommon

A large thorn grows from this magic war pick's wooden haft to form the head of the weapon. When you use this weapon to hit a creature with an opportunity attack as the result of that creature's movement, that creature's speed is reduced by 10 feet until the end of the turn.

If you are a druid and can cast the *shillelagh* spell, you can also cast that spell on this weapon. For the duration of the spell, you are considered to be proficient with this weapon.

Viper Bracers

War Thorn

I managed to take a week off in February, which was wonderful and restorative. Thank you to everyone who has been with me through the events of the past couple months, as well as to everyone new to the community as a result of it. Thank you also for being accomodating for my vacation time.

Personal favorites include the *covolt star*, *hedgewitch's gardening gloves*, *horn of fog*, *serpenting horn*, and *warhorn of the bronze dragon*.

FEBRUARY, 2023

Augurer's Coin
Blowfish Armor
Celestial Tome of Healing
Clockwork Spyder
Covolt Star
Great Owl's Staff
Hedgewitch's Gardening Gloves
Horn of Fog
Moonwick Candle
Prized Pet Protector
Rime of the Justicar
Scroll of Proclamation
Serpentine Horn
Treblecuff
Warhorn of the Bronze Dragon

Hedgewitch's Gardening Gloves

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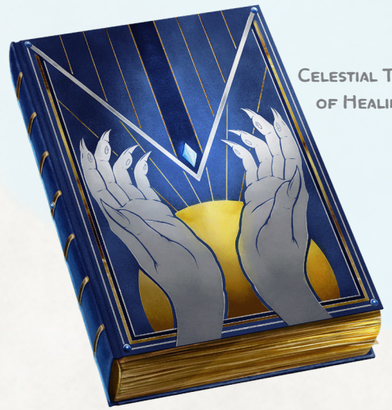
Blowfish Armor



Celestial Tome of Healing

Augurer's Coin

Wondrous item, uncommon

This triangular coin depicts a fair-faced goddess on one side, representing "weal," and a grim specter on the other, representing "woe." "Weal and Woe" is written in Common along the coin's topmost edge.

You can use an action to flip the coin and hold a question in your mind, allowing the coin to hit the ground when it falls. The coin then duplicates the effect of the *augury* spell. Depending on the outcome of the spell, the coin lands in one of the following orientations:

- If the coin lands with either the goddess or specter facing you, the answer to your question is "weal" or "woe," depending on the shown face.
- If "Weal and Woe" is facing you, the answer to your question is "weal and woe."
- If the coin lands upright on its edge, the answer is "nothing" instead.

Each time you flip the coin, roll a d20. On a 1 or lower, the coin shatters and is destroyed. The maximum number that needs to be rolled to destroy the coin in this way increases by 1 each time the coin is flipped after the first. When found, the coin has already been flipped 1d4 – 1 times.

Blowfish Armor

Armor (padded), uncommon

This padded armor is adorned with spiked, leathery shoulder guards. At the center of each patch of armor is a darkened spot, which feels slightly firmer than the rest of the armor. While wearing this armor, you can use an action to magically inflate and transform into a padded, 10-foot-diameter sphere. You remain in this form for 10 minutes or until you end the effect (no action required). Your body and other equipment are engulfed by the sphere for the duration. You can't see what occurs outside the sphere, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You can speak, but your voice is muffled by the padded sphere. Your speed is reduced to 0, although another creature can carefully push the sphere to roll it; doing so requires the creature to spend 2 feet of movement for every 1 foot it moves while rolling the sphere.

While inflated in this way, spikes extrude from the sphere. Any creature within 5 feet of the sphere that hits it with a melee attack or grapples it takes 1d6 piercing damage from the spikes. The sphere has 15 hit points, AC 10, resistance to all damage (except for piercing and slashing), and immunity to bludgeoning, poison, and psychic damage. When the sphere is reduced to 0 hit points, it deflates, and you return to your normal form. Any damage dealt to the sphere is not carried over to you. This property of the armor can't be used again until the next dawn.

Any creature within 5 feet of you when you transform must succeed on a DC 13 Dexterity saving throw or take 3d6 piercing damage from the sudden spikes. Regardless, any creature within the sphere's new space is pushed into the nearest unoccupied one. If there isn't enough room for the transformation, the sphere attains the maximum possible size in the space available.

If you transform into the sphere while underwater, you immediately rise 60 feet toward the surface. While you remain transformed, you rise 60 feet toward the surface again at the start of each of your turns.

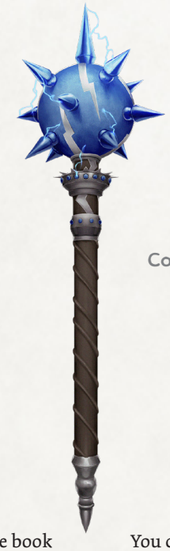
Celestial Tome of Healing

Wondrous item, rare (requires attunement by a wizard)

This golden-paged tome has a diamond embedded in its cover, which emits a soft glow whenever the book is held. The following spells are written in the book using a strange form of Celestial that's only legible to the creature attuned to it: *cure wounds*, *guiding bolt*, *healing word*, and *mass healing word*. While attuned to the book, you know the *sacred flame* cantrip, and you can prepare the book's spells as if they were wizard spells whenever you finish a long rest. Whenever you expend a spell slot to cast one of these spells, you must expend a slot one level higher than the level at which you cast the spell.

In addition, your connection to the book gives you magical insight to theology. While the book is on your person, you have advantage on Intelligence (Religion) checks and on ability checks regarding celestials.

Clockwork Spyder



Covolt Star

Great Owl's Staff

When you use your Arcane Recovery feature while the book is on your person, you also regain 1d4 hit points for each spell slot level you expended to cast a spell from the book since the last time you finished a long rest.

Clockwork Spyder

Wondrous item, rare (requires attunement)

This brass mechanical spider can fold its legs inward, allowing it to be worn as a brooch, hair pin, or similar. While being worn in this way, the spider appears as a normal pin. You can use a bonus action to speak the spider's command word followed by a single word instruction, such as "unlock" or "disarm." The spider then springs to life and carries out the task to the best of its ability, using its numerous legs as thieves' tools. The spider has a +7 bonus to Dexterity (Stealth) checks, as well as any ability check it makes using thieves' tools. The spider can remain animated for up to 10 minutes. Each time it's given a new spoken command, it uses a minimum of 1 minute from the duration. When you give the spider an instruction, and again on each of your turns as a bonus action while it remains animated, you can mentally command the spider to move up to 20 feet.

Other than using its legs as thieves' tools, the spider can perform two unique tasks:

Record. The spider can record audio, up to its remaining animation time, for later playback. You can cause previously recorded audio to play from a small speaker on the spider by tapping it twice. Tapping it twice again stops the recording. Any recording the spider has is lost when it's commanded to record again.

Tripwire. The spider creates a tripwire up to 10 feet in length using a spool of thread from its mechanical abdomen, connecting either end of the tripwire to a solid surface. The tripwire is nearly invisible, requiring a passive Wisdom (Perception) score of 17 or higher to notice it, and it gives no resistance when broken. While you're within 1,000 feet of a tripwire created in this way, you are magically made aware of it when it's broken, such as if a creature walks through it. When this happens, you only know which wire is broken, but not what caused it to break. You can have up to three tripwires at a time, which remain for up to 8 hours. Creating a fourth tripwire causes the first one to break.

You can mentally deactivate the spider early using a bonus action. The spider regains all its used animation time daily at dawn.

The spider is considered a magical object and is not a creature. It has AC 15, 10 hit points, a walking and climbing speed of 20 feet, and has resistance to all damage. If the *mending* spell is cast on the spider while it has at least 1 hit point, it regains 2d6 hit points. If the spider drops to 0 hit points, it can't be used again for 24 hours, at which point it regains all its hit points.

Covolt Star

Weapon (morningstar), rare

The head and spikes of this morningstar are made of covolt. Arcs of electricity snap between its spikes while you hold it. When you hit with an attack using this magic weapon, the target takes an extra 1d6 lightning damage.

As an action, you can hold the morningstar aloft and speak its command word, causing powerful tendrils of lightning to explode from its spikes. Each creature of your choice within 20 feet of you that you can see 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. Once used, this property can't be used again until the next dawn.

Great Owl's Staff

Staff, uncommon (requires attunement by a spellcaster)

While holding this staff, you understand the literal meaning of any spoken language that you hear.

The staff has 5 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *darkvision* (2 charges), *enhance ability* (2 charges; "owl's wisdom" only), or *vicious mockery* (no charges, or 1 charge to cast at 5th level).

The staff regains 1d4 + 1 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff vanishes in a puff of downy feathers and is destroyed.

Hedgewitch's Gardening Gloves

Wondrous item, uncommon (requires attunement)

These leafy, long gardening gloves are adorned with enchanted vines that cinch its sides together. While wearing the gloves, you gain a +3 bonus to Intelligence (Nature) and Wisdom (Survival) checks made to interact with plants.

In addition, the gloves have 2 magical bunches of herbs, one on each glove, that regrow daily at dawn. When you cast a spell that requires concentration, you can speak the gloves' command word to consume 1 bunch of herbs. When you do, the herbs dry and crumble, duplicating the effect of the *barkskin* spell on yourself. This effect lasts for as long as you concentrate on the original spell, up to a maximum of 1 hour. It ends early if you remove either of the gloves.

Horn of Fog

Wondrous item, uncommon

You can use an action to blow this horn, which is audible out to 300 feet. When you do, you can choose one of the following effects:

Create Fog. You cast the *fog cloud* spell (2nd-level version; no concentration required) from the horn, centered on your location. The fog remains for 1 minute.

Defog. Any fog, mist, or similar atmospheric effect within 300 feet of you is dispersed. If the fog extends beyond that range, only the space within that radius is cleared of it. The space remains magically clear of the fog for 1 minute, after which time the fog can re-enter the space.

Once either of the properties of the horn have been used, the horn can't be used again until the next dawn.

Moonwick Candle

Wondrous item, uncommon

This candle is made from a gritty wax that, when burnt, creates a cool blue flame. Its hollow silver base is shaped in a crescent with star-shaped holes punched in its sides. While the candle burns, the holes in its base softly glow, and small twinkles of starlight burst from the flickering flame.

The candle's magic is activated when the candle is lit, which requires an action. While lit, the candle sheds dim light in a 15-foot radius. Each creature within the candle's light gains darkvision out to a range of 60 feet.

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.

Prized Pet Protector

Wondrous item, uncommon or rare

A typical *prized pet protector*, an uncommon item, is a colorful bandana featuring swirling paisleys and various pet-themed designs. You can tie this bandana around the neck of a willing beast with a challenge rating of 1 or lower using an action. The bandana changes size to comfortably fit around the creature's neck and can't be removed against its will. When the beast is reduced to 0 hit points while wearing the bandana, but not killed outright, the creature is harmlessly shunted to a special demiplane. The creature reappears after 8 hours in an empty space within 10 feet of you with all its hit points. The bandana's magic then ceases to function until 2 days have passed.

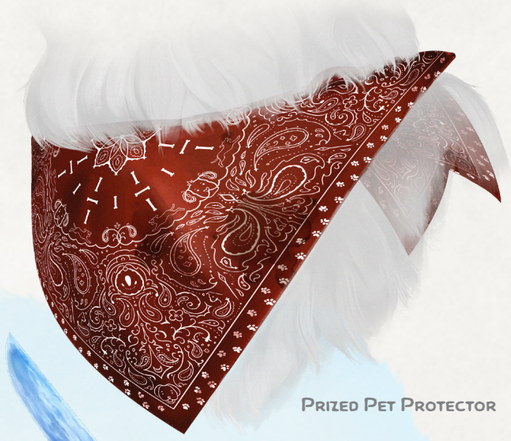
The following *prized pet protector* is a rare variant with additional properties. It's made of fine silk, and its designs are embroidered with golden thread. A beast that wears it also gains a +2 bonus to saving throws.

If the beast wearing the bandana is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bandana has no effect on it. The bandana can be worn over a collar.

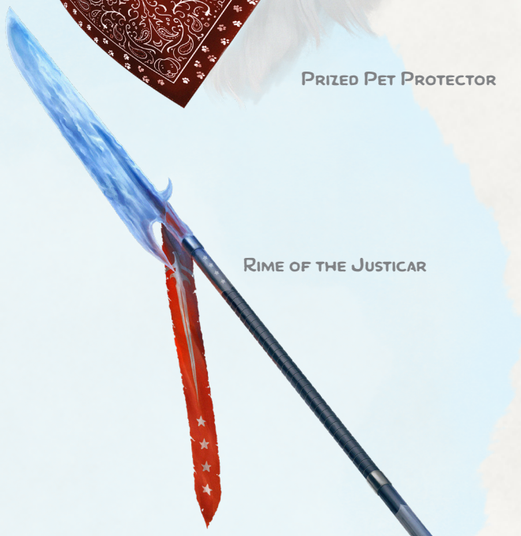
Hedgewitch's Gardening Gloves

Horn of Fog

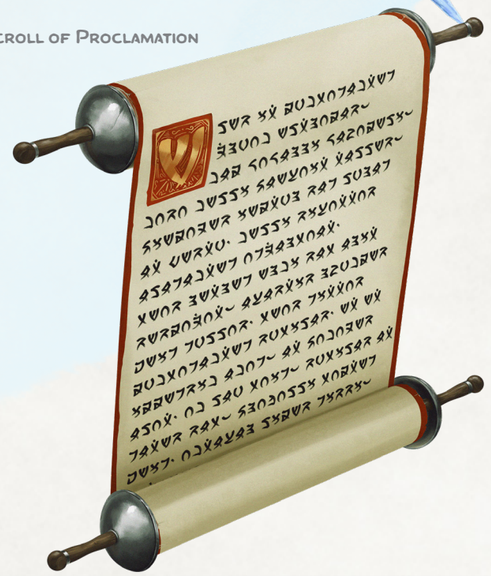
Moonwick Candle



Prized Pet Protector



Rime of the Justicar



Scroll of Proclamation

Rime of the Justicar

Weapon (glaive), rare (requires attunement)

The icy blade of this glaive has been formed atop a ruined spear haft. A tattered emblem hangs at its side.

The weapon has 3 charges and regains all expended charges daily at dawn. When you take cold or fire damage while holding this magic weapon, you can use your reaction to expend 1 of its charges and gain resistance to that damage type until the end of your next turn, including against the triggering damage. For the duration, the first target you hit with the glaive takes an extra 1d8 cold damage from the attack.

Hateful Storm. While holding the glaive, you can use a bonus action to cast the *sleet storm* spell (save DC 15) with the following changes:

- The spell remains centered on you and swirls around you in a sphere. It affects all other creatures within 10 feet of you, instead of its normal area.
- You are immune to the spell's effects.
- A creature only makes the saving throw against the storm's effects on its turn, even if the storm enters its space on your turn.
- For the duration, the first time you hit a creature on each of your turns with the glaive, that creature takes an extra 1d8 cold damage.

The spell ends early if you are no longer holding the glaive. When you take damage while concentrating on the spell, you can use your reaction to expend 1 of the weapon's charges and roll a d8, adding the number rolled to the Constitution saving throw you make to maintain concentration on the spell.

This property of the weapon can't be used again until the next dawn.

Scroll of Proclamation

Scroll, common

This long magic scroll is empty when found. You can hold the scroll in front of you and read anything written on it aloud using an action. When you do, each spoken word is magically projected outward and is clearly audible out to a range of 300 feet. Up to 250 words can be spoken aloud from the scroll in this way, reading up to 25 words from it on each of your turns. You can continue to read aloud from the scroll on each of your consecutive turns, using an action each time. When you stop, deduct the number of spoken words from the scroll's total, rounding up to the nearest 25.

Once the 250th word has been projected from the scroll, its magic is lost.

Serpentine Horn

Wondrous item, uncommon

This metal warhorn is coiled in a tight spiral and sculpted in the shape of a lunging serpent. You can use an action to blow the horn, which is audible out to a range of 150 feet. Each creature within 30 feet of you that can hear the horn must make a DC 13 Wisdom saving throw. On a failed save, a creature can't move in a straight line, and must zigzag, moving back and forth diagonally, toward its destination whenever it moves until the end of your next turn.

When measuring range or moving diagonally on a grid in this way, the first diagonal square counts as 5 feet, but the second diagonal square counts as 10 feet. This pattern of 5 feet and then 10 feet continues whenever you're counting diagonally, even if you move horizontally or vertically between different bits of diagonal movement.

Each use of the horn's magic has a 10 percent chance of causing the horn to transform into a giant constrictor snake in the nearest unoccupied space, destroying the horn. The snake is hostile to you. It shares your initiative count but takes its turn immediately after yours.

Treblecuff

Wondrous item, uncommon

While wearing this ear cuff, you can add half your proficiency bonus to any ability check you make to play an instrument if you aren't proficient with it. In addition, you can magically discern (and consequently recreate) the note of any sound you hear.

Warhorn of the Bronze Dragon

Wondrous item, rare

This warhorn is made from the tip of a bronze dragon's horn and decorated with an elaborate, draconic maw at its end. You can use an action to blow the horn and release an ear-splitting roar that is audible 600 feet away. When this happens, you can choose to cause the horn to release one of the draconic breaths from the options below:

Lightning Breath. The horn releases a wave of electrified power in a 30-foot cone. Each creature within the cone must make a DC 15 Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The horn releases a wave of repelling force in a 30-foot cone. Each creature within the cone must make a DC 15 Strength saving throw. On a failed save, a creature is pushed up to 30 feet away from you.

Once a breath has been used, that breath can't be used again until the next dawn.

Serpentine Horn

Treblecuff

Warhorn of the Bronze Dragon

March was a good month! I'm finally managing to get final production underway for the second Kickstarter, and I, in general, felt really good about the art.

Personal favorites include the *amulet of divine protection*, *bowstring amulet*, *cloudkept armor*, *Cymrith*, *dune duster*, *Emberheart hammer*, *fool's mantle*, *lunar rapier*, *mantle of adaptivity*, and *wandblade*.

MARCH, 2023

Amulet of Divine Protection
Bowstring Amulet
Cloudkept Armor
Cymrith
Dune Duster
Dwarven Iron Axe
Emberheart Hammer
Featherwhumpus
Fey-Touched Armor
Fool's Mantle
Grave Trodders
Gripping Perfume
Hunter Shark Cutlass
Immovable Cat
Locklinks
Lucky Golden Tooth
Lunar Rapier
Mantle of Adaptivity
Muralist's Mark
Shade and Shine
Torchbearer's Sling
Wandblade
Warding Weapon

Fool's Mantle

Lunar Rapier

Mantle of Adaptivity

Amulet of Divine Protection

Wondrous item, rare (requires attunement by a cleric or paladin)

While wearing this amulet, you gain the effect of the *shield of faith* spell, granting you a +2 to bonus to AC. Whenever you take damage for the first time on a turn while wearing it, you must make a Constitution saving throw (as if you were concentrating on a spell). On a failed save, the amulet's effect is suppressed for 1 minute. Maintaining the effect of this amulet does not prevent you from concentrating on a different spell.

Bowstring Amulet

Wondrous item, uncommon (requires attunement)

This amulet's bow and arrow pendant is strung with a length of well-worn bowstring. Once on each of your turns while wearing the amulet, you can speak its command word as part of making a ranged attack with a bow or crossbow. When you do, the fired arrow or bolt magically creates a length of weightless hempen rope behind it. One end of the rope is tied to the arrow or bolt, and the other end appears in an open hand or at your feet (your choice). The rope remains for 10 minutes, until it's cut or untied, or until you use this property of the amulet again, at which point the rope instantly unravels and disappears. The rope also disappears early if it becomes longer than 300 feet before the arrow or bolt hits a target. For the rope's duration, the arrow or bolt can hold up to 500 pounds without breaking or dislodging from its point of impact.

Cloudkept Armor

Armor (padded or hide), very rare (requires attunement)

This armor is buoyed by motes of captured clouds, which have been woven together into a fabric-like hide. While wearing it, you gain a +2 bonus to AC, and your jump distance is increased by 10 feet. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the *cloudkept* version of the armor doesn't. In addition, the maximum amount of bludgeoning damage you can take from falling is reduced to 1d6.

You can use an action to cast the *gaseous form* spell from the armor while wearing it, targeting only yourself. This version of the spell has the following changes:

- The spell lasts for 1 minute, instead of 1 hour.
- You retain your normal form, instead of becoming a cloud, but look as though you're made of mist. While in your misty form, you retain your normal walking speed and gain a flying speed equal to it.
- For the duration, you can use a bonus action to revert to your physical form, or back into your misty form again.

Once cast in this way, the spell can't be cast from the armor again until the next dawn.

Cymrith

Weapon (rapier), legendary (requires attunement)

Forged by elven smiths to thwart the rising tide of evil among them, *Cymrith* has played a pivotal role in numerous fey confrontations. Thanks to its powerful magic, relentless bloodshed could be turned to peaceful negotiation. If you are fey or have the Fey Ancestry trait, you are proficient with *Cymrith* and can use your Charisma modifier for attack and damage rolls with it, instead of Strength or Dexterity.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which ignores resistance to piercing damage. Any fey hit with this weapon takes an extra 2d6 psychic damage from the attack. You also gain a +3 bonus to any Charisma check made to interact with fey.

This weapon has 3 charges and regains 1d3 expended charges daily at dawn. When you reduce a creature to 0 hit points and choose to knock it out, you can expend 1 or more of the weapon's charges to force that creature to make a Wisdom saving throw (save DC 17). On a successful save, the creature is immune to this effect for the next 24 hours. On a failed save, that creature is affected by the *modify memory* spell (no concentration required). You can speak to the unconscious creature for the duration of the spell to describe how its memories are affected. When the spell ends after 1 minute, the creature regains consciousness with 1 hit point. For 1 charge, you cast the 5th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Sentience. *Cymrith* is a sentient chaotic good rapier with an Intelligence of 10, a Wisdom of 14, and a Charisma of 18. It can hear and has darkvision out to a range of 120 feet. It can speak, read, and understand Common, Elvish, and Sylvan, and can communicate with its wielder telepathically. Its voice sounds silvery and melodic.

Personality. *Cymrith* yearns for the destruction of evil fey creatures and urges you to seek out these creatures and either kill them or turn them toward the path of good.

Dune Duster

Wondrous item, very rare (requires attunement)

While wearing this rugged cloak, you can withstand temperatures as hot as 200 degrees Fahrenheit and are unaffected by difficult terrain created by sand. You also can't be surprised, and when you roll initiative, you gain a +5 bonus to the roll as long as you aren't incapacitated.

On your first turn of each combat, your speed is increased by 10 feet, and you can use a bonus action to make a single weapon attack against a creature that hasn't taken its turn yet. If you're first in the initiative order, your speed is increased by 20 feet instead, and the bonus weapon attack is made with advantage.

Dwarven Iron Axe

Weapon (battleaxe), rare (requires attunement)

This hefty iron axe represents a commitment to order and law. At its top is a bust of a dwarven champion renowned for their battles against fey lords.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the axe to attack a fey (including creatures with the Fey Ancestry trait) or illusion. While holding the weapon, you can use an action to end one effect on yourself that is causing you to be charmed.

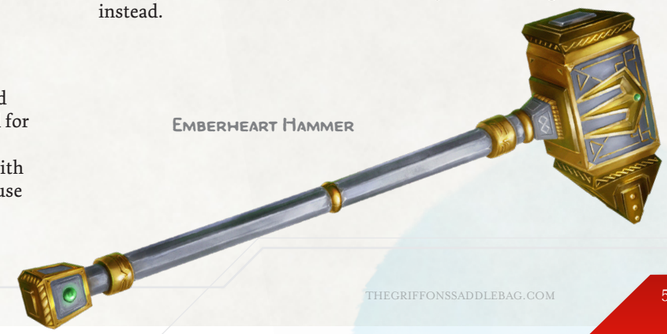
Rend Illusion. The axe has 3 charges and regains all expended charges daily at dawn. When you make an attack roll against an illusion using the axe, the illusion is dispelled (as if by the *dispel magic* spell) if the total of the attack roll meets or exceeds 10 + the spell's level. An illusion created by a spell of 6th level or higher is unaffected. When an illusion is dispelled in this way, the axe loses 1 charge.

Emberheart Hammer

Weapon (warhammer), legendary (requires attunement)

This hammer was forged by Loth'remar, one of the founding dwarves of the city of Direstone. It was then given to the Emberheart clan of the same city, where it has served as a token to the lasting bond between their two families. When swung, the head of the hammer emits a flash of forgefire before immediately cooling once more. You can use this weapon as part of a smith's tools set. When you do, any check you make using those tools is made with advantage.

You gain a +2 bonus to attack and damage rolls made with this magic hammer, which deals an extra 1d8 fire damage to any target it hits. If the target is made of stone, the weapon's bludgeoning damage is doubled. If it's made of metal or is wearing metal armor, the fire damage is doubled. In addition, you have resistance to fire damage while attuned to the hammer. If you are a dwarf, you have immunity to fire damage instead.



Featherwhumpus

Wondrous item, common or legendary

A *featherwhumpus*, a common magic item, is a pillow that releases a seemingly endless stream of feathers behind it when swung. You can use the pillow as if it were a magic club. On a hit, the target takes no damage, and a feathery plume erupts from the pillow, which lightly obscures the target until the end of the turn, at which point the feathers vanish.

The first time you find a *featherwhumpus*, roll a d100. On a 100, it's actually a legendary magic item with the additional properties:

- A neutral evil ghost is trapped inside the pillow. It can speak and understand any languages it knew in life (usually Common), and can communicate with its wielder telepathically. Its voice sounds drowsy and sluggish. It wants nothing more than to be left alone to sleep, but admits that it hasn't been able to feel rested since being trapped inside the pillow.
- On a hit, roll 10d10. If the total is greater than the target's remaining number of hit points, the target falls asleep and is unconscious for 1 hour, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.
- If you hit a sleeping creature with the pillow, it takes 10d10 psychic damage (instead of no damage), down to a minimum of 1 hit point. A creature that's reduced to 1 hit point in this way is possessed by the ghost inhabiting the pillow, as if by its Possession feature.
- While the pillow's ghost is inhabiting another creature, it's treated as if it were a common *featherwhumpus*. The ghost magically returns to the pillow if it's forced out of the creature while on the same plane of existence as the pillow, at which point it regains its legendary properties.

Fey-Touched Armor

Armor (light, medium, or heavy), uncommon

While wearing the armor, you are immune to the *faerie fire* spell, and other creatures have disadvantage on any check made to discern a disguise you're wearing, such as by a mundane disguise or the *disguise self* spell.

If you are a fey or have the Fey Ancestry trait, you can use an action to cast the *disguise self* spell from the armor while wearing it (save DC 13). The spell ends early if the armor is removed. Once this property of the armor has been used, it can't be used again until the next dawn.

Fool's Mantle

Wondrous item, rare (requires attunement)

This hooded mantle of bells and pomp jingles with every step you take. While wearing the mantle, you can use a bonus action to change its appearance, even if you aren't attuned to it. The new appearance is illusory, which doesn't hold up to physical inspection, and must be either a cape, hat, hood, or mantle. The mantle's appearance remains this way until you use a bonus action to change it again or remove the mantle. If you're attuned to it, the bells only jingle when you choose.

While attuned to the mantle and wearing it, you gain a bonus to any Dexterity (Acrobatics) check you make equal to your Charisma modifier (maximum +2). Similarly, you gain a bonus to any Charisma (Performance) check you make equal to your Dexterity modifier (maximum +2).

Masterful Tumble. You can use your reaction whenever you take damage from an attack to make a Dexterity (Acrobatics) check. The DC for this check is equal to the damage you take, with a minimum DC of 10. On a success, the damage is halved, and if you would have fallen prone as part of taking that damage, you don't. On a failure, you take the damage as normal, and this property of the mantle can't be used again for 1 hour. If you are a rogue with the Uncanny Dodge feature, you automatically succeed on the Dexterity (Acrobatics) check, and if your speed isn't 0, you can immediately move up to 10 feet without provoking opportunity attacks.

Featherwhumpus

Fey-Touched Armor

Fool's Mantle

Grave Trodders

Grave Trodders

Wondrous item, rare (requires attunement)

While wearing these boots, you have resistance to necrotic damage. In addition, the boots have 5 charges and regain 1d4 + 1 expended charges daily at dawn. You can use an action while touching a corpse with your foot or standing no more than 10 feet above its grave to cast the *speak with dead* spell on it. If more than one corpse is directly below you, the closest one is affected by the spell.

This version of the *speak with dead* spell has the following changes:

- Instead of asking a corpse five questions, you instead expend 1 charge whenever you ask it a question. When the boots are reduced to 0 charges and the corpse has finished answering the last question it was asked, the spell ends. The spell ends early if you use the boots to ask a different corpse a question.
- This version of the spell doesn't fail if the target has been affected by this spell within the last 10 days.
- If you can't hear the corpse (such as if you're standing above its grave), you still know how the corpse responded to your question.
- If the boots have 0 charges, they can't be used to cast the spell. If you cast the spell from the boots and don't ask the affected corpse any questions, it still expends 1 charge from the boots.

Gripping Perfume

Gripping Perfume

Wondrous item, uncommon

This 1-ounce bottle of perfume is decorated with a ceramic octopus at its top. Its head is actually a fabric balloon, which allows the holder to spray the perfume through one of the octopus's tentacles. The perfume looks like a dark ink when sprayed, but immediately absorbs into the skin and disappears. It does, however, stain clothing.

You can use an action to spray the perfume on a willing creature within 5 feet of you. For 1 hour, that creature can't be disarmed of any item against its will. For the duration, it also gains a +2 bonus to any ability check it makes to hold onto something, such as pulling an item out of another creature's hands, pickpocketing a key from a guard, or holding onto a stone ledge while climbing.

The bottle has enough perfume for 4 uses.

Hunter Shark Cutlass

Weapon (scimitar), very rare (requires attunement)

The blade of this sword is carved from the tooth of a giant shark. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If the target is a creature that's missing any of its hit points, it takes an extra 1d6 slashing damage from the attack. You have advantage on any Wisdom (Survival) check made to track a creature you've hit with the sword within the last hour.

In addition, while the sword is on your person, you gain a swimming speed equal to your walking speed and can breathe underwater. Further, sharks are indifferent toward you and will not attack you unless you threaten or harm them.

Immovable Cat

Wondrous item, rare

This life-sized marble statue of a cat normally weighs only 1 pound. You can use an action to speak one of its two command words while holding it, causing the statue to spring to life.

The first command word causes the cat to immediately lie down and seemingly go to sleep. A creature within reach of the cat can use an action to make a DC 30 Strength check, moving the cat up to 5 feet on a success.

The second command word causes the cat to run toward and pounce on a target that you can see within 30 feet of you. The target must then succeed on a DC 15 Strength saving throw or be knocked prone and restrained by the cat. The cat then lies down on the target and seemingly goes to sleep. A creature within reach of the cat can use an action to make a DC 30 Strength check, moving the cat to the nearest unoccupied space on a success.

The cat returns to its normal weight, sits up, and ceases to be animated when you speak its command word again using an action, even if you aren't holding it. Only the creature that first spoke the cat's command word to animate it can end the effect by speaking the command word again; even if another creature speaks the word, the cat does not respond to it.

While animated, the cat has AC 15, 20 hit points, and resistance to all damage. If the *mending* spell is cast on the cat while it has at least 1 hit point, it regains 2d6 hit points. If the cat drops to 0 hit points, it reverts to its normal weight and can't be used again for 24 hours, at which point it regains all its hit points.

Locklinks

Wondrous item, uncommon

This pair of brass cufflinks look like miniature locks. While wearing them, you can use a bonus action to use one of the following properties:

Secret Knock. You cast the *knock* spell from the cufflinks with the following changes: the spell has a range of touch, its knock is only audible out to a range of 30 feet, and it has no effect if the target is held shut with arcane lock. The cufflinks lose this property once it's been used for a second time.

Sleeve's Tools. You flick your wrist to cause a matching set of thieves' tools to appear in that hand. The tools disappear again if you are no longer holding them.

Lucky Golden Tooth

Wondrous item, uncommon (requires attunement)

This golden tooth fits snugly in your mouth, making space for itself as if it had grown there naturally. If you're missing a tooth, it takes its place and changes shape to match the original one's. Even if you're not attuned to the tooth, you can use its following properties.

While the tooth is in your mouth, you can speak its command word and close your mouth, as if you were eating something. When you do, any nonliving object in your mouth is shunted into an extradimensional space within the tooth, provided that there's space for it. The space can hold up to 30 pounds of material, not exceeding a volume of 3 cubic feet. You magically know how much room is remaining within the tooth's space.

You can remove the tooth from your mouth or place it there again using an action. While holding the tooth in your hand, you can open its miniature latch to reveal a hidden compartment within the tooth. When you do, anything stored within the extradimensional space spills out into the nearest available space.

If you're attuned to the tooth, you gain a +1 bonus to Wisdom saving throws, and you don't need to remove the tooth in order to retrieve an item from it. Instead, you can use an action to spit out one item of your choice from the extradimensional space.

If the tooth isn't in your mouth, placing the tooth inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Lunar Rapier

Weapon (rapier), rare

The dark silver blade of this rapier resonates with a quiet ripple, like the moon's pull on the tide. You gain a +1 bonus to attack and damage rolls made with this magic weapon, or a +2 bonus if it's between dusk and dawn.

While holding the weapon, you can use an action to teleport up to 60 feet to an unoccupied space that you can see. If another creature is within 5 feet of that space, you can immediately make a single attack against it using the rapier. If it's between dusk and dawn, you also become invisible immediately after you teleport in this way, and you remain invisible until the end of your next turn or until you make an attack or cast a spell. Once this property of the rapier has been used, it can't be used again until the next dusk.

Mantle of Adaptivity

Wondrous item, rare (requires attunement by a human)

This cloak brings out the tenacity and adaptivity of any human who wears it. Choose one of the following options daily at dawn. You gain the benefits of that property while wearing the mantle.

Desert Folk. You gain resistance to fire damage and ignore difficult terrain created by sand or fire (such as lava or a similar hot surface). The cloak's pattern becomes a series of thin white lines dotted across an otherwise plain tan backdrop.

Forest Folk. You can hide when only lightly obscured by branches, grasses, or similar forest foliage. You also have advantage on Wisdom (Survival) checks to track creatures in these areas. The cloak's pattern becomes filled with amorphous brown and green shapes.

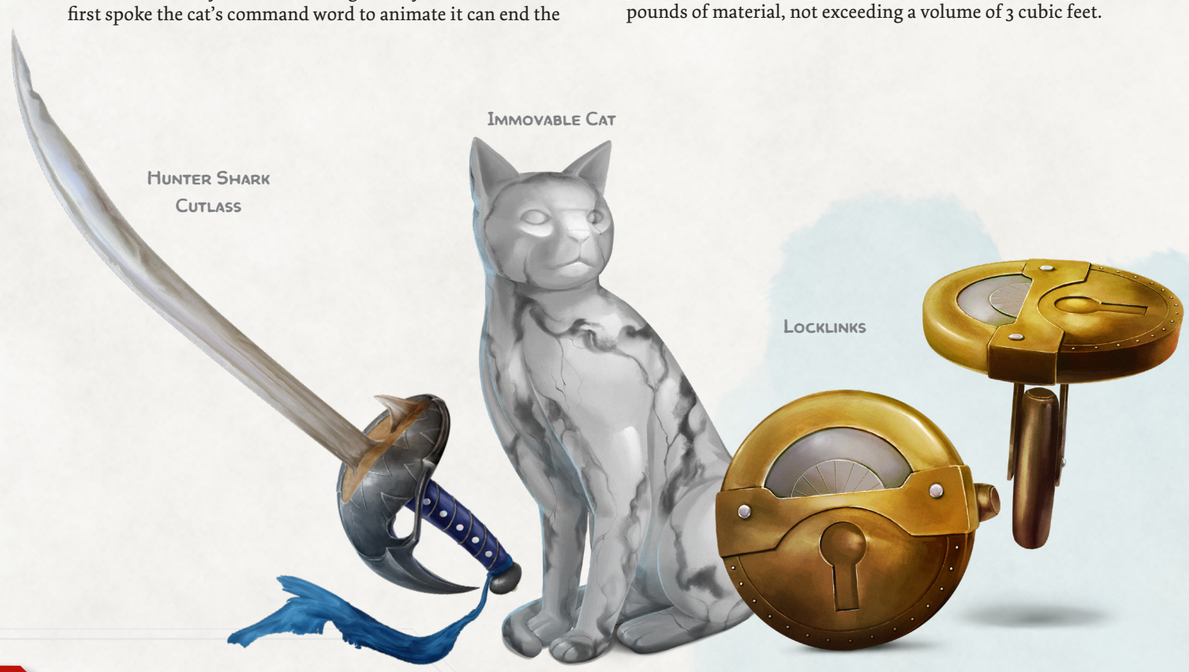
Mountain Folk. You gain a climbing speed equal to your walking speed, and you have advantage on Strength and Dexterity saving throws made against effects that would knock you prone. The cloak's pattern becomes a series of gray and brown triangles.

Prairie Folk. Your walking speed increases by 5 feet. In addition, you have advantage on any Wisdom (Animal Handling) check made to interact with mounts, and when you mount or dismount such a creature, it only costs you 5 feet of movement, instead of half your speed. The cloak's pattern becomes checkered and orange.

Sea Folk. You gain a swimming speed equal to your walking speed and can hold your breath for twice as long. The cloak's pattern becomes a shifting gradient of light to dark blue.

Tundra Folk. You gain resistance to cold damage and ignore difficult terrain created by ice or snow. The cloak's pattern becomes an icy blue with scattered silver dots.

When found, the mantle's property and appearance are from a random property.



Muralist's Mark

Wondrous item, very rare (requires attunement)

This painter's apron is covered with smears of paint, which never entirely dry. While wearing the apron, you can use it and the paints on it as if it were a painter's palette, mixing and manipulating the colors on it indefinitely. The apron magically produces paints in whatever colors you need.

While wearing the apron, you gain a +5 bonus to any ability check made using a set of painter's supplies. Using the apron's paints and your hands, the *muralist's mark* can be used on its own as a set of painter's supplies.

Impression. While touching a flat surface and wearing the apron, you can use an action to meld yourself and all the equipment you carry with the surface. The surface must be large enough to fully contain your body. For the duration, you remain visible on the melded surface, but only as a painted rendering of your appearance.

This rendering moves with you along the surface. You are indistinguishable from a normal painting while you remain motionless in this form. You retain your normal movement while melded with the surface, obeying gravity as if you were in your normal form. If the surface you're melded with is rotated or turned upside down, you move in such a way according to gravity's pull. While in this form, you can only interact with objects that are flush against the surface (such as a table, frame, or painted line), treating each one as if it were a ledge, wall, or similar surface. For example, you could use a series of hanging picture frames to climb up a tall gallery wall, or slide back down along a painted line.

You can use a bonus action to change your rendering's artistic style and size, down to a minimum height of 1 foot or up to your normal height, proportionally. You can only move along the flat surface if it can fit your painted form. By doing so, you can follow a surface around corners or climb onto ceilings or floors, provided that the two surfaces are contiguous.

While merged with the surface, you can see and hear what occurs outside it using your normal senses. You remain aware of the passage of time and can cast spells on yourself while merged in the surface.

Minor physical damage to the surface doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The surface's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in the unoccupied space closest to where you were on the surface.

You can remain in this form for up to 1 hour, all at once or in several shorter bursts, each one using a minimum of 5 minutes from the duration. You can end the effect early using a bonus action. When the effect ends, you reappear in the nearest unoccupied space to your location on the surface. The apron regains 5 minutes of melding capability for every 1 hour it's not in use.

Shade and Shine

Weapon (handaxe), legendary (requires attunement)

These two axes are magically bound and count as a single magic item with regard to the number of magic items you can attune to. You gain a +2 bonus to attack and damage rolls made with these magic weapons, which return to your open hand after you make a ranged attack with them. If the two axes are separated and you are holding one of them, you can use a bonus action to cause the other one to teleport and reappear in your open hand or at your feet (your choice each time).

When you make an opportunity attack using the axes, you can make two attacks against the provoking creature instead of one, once with each axe.

Shade. The first axe, named Shade, is made from an inky black metal. Thin plumes of smoke emanate from several small holes found across it. While holding Shade, you can use a bonus action to exude a dark aura, which lasts for 10 minutes or until you use the weapons' Shine property. For the duration, any creature within 10 feet of you that attacks you immediately takes 2d6 necrotic damage, as smoke-like blades lash out and strike it in return. In addition, your attacks with *Shade and Shine* deal an extra 1d6 necrotic damage to any target you hit with them. Once this property has been used, it can't be used again until the next dawn.

Shine. The second axe, named Shine, is made from a pale silver metal. Thin rays of light glimmer from a series of small holes found across it. While holding Shine, you can use a bonus action to exude a brilliant aura, which lasts for 10 minutes or until you use the weapons' Shade property. For the duration, any creature within 10 feet of you that attacks you immediately takes 2d6 radiant damage, as blades of pure radiance appear in a flash of light and strike it. In addition, your attacks with *Shade and Shine* deal an extra 1d6 radiant damage to any target you hit with them. Once this property has been used, it can't be used again until the next dawn.

Special Reaction. While holding at least one of the axes, you can use a special reaction when a creature that you can see within 30 feet of you is hit with a melee attack. When you do, you immediately teleport to an unoccupied space that you can see within 5 feet of the target, and the attacking creature takes a –10 penalty to the triggering attack roll, potentially causing it to miss. If you're surrounded by the aura from Shade, the attacker also takes 2d6 necrotic damage, or 2d6 radiant damage if you're surrounded by the aura from Shine. This special reaction doesn't count towards the normal number of reactions you can take. This property can be used twice, and Shade *and Shine* regain all expended uses of it daily at dawn.

Torchbearer's Sling

Torchbearer's Sling

Weapon (sling), uncommon

An empty brazier hangs suspended at the center of this sling. Any Tiny nonmagical flammable object or sling bullet that's placed in the brazier immediately sputters and catches fire, shedding bright light in a 20 foot radius and dim light for an additional 20 feet. If a sling bullet is launched from the weapon, it deals an extra 1d4 fire damage to any target it hits. The bullet then quickly extinguishes.

If the sling bullet is a piece of coal or charcoal, the extra fire damage is 1d6 instead; the bullet then crumbles and is destroyed.

Warding Weapon

Weapon (any melee weapon), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which is inlaid with Celestial runes of ivory.

While holding the weapon, you can use an action to speak its command word and slam it onto the ground at a point within 5 feet of you. When you do, a holy warding beacon erupts from the ground, centered on that point. The beacon is a 10-foot-radius, 40-foot-tall cylinder. The beacon lasts for 1 minute and sheds bright light from its edge in a 20-foot radius, and dim light for an additional 20 feet. The light is sunlight. For the duration, any creature within the cylinder is considered to have half cover against ranged attacks. Friendly creatures within the area when it appears gain 15 temporary hit points, which last for 1 minute. Once this property of the weapon has been used, it can't be used again until the next dawn.

Wandblade

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls using this magic dagger. Its hollow blade is made of magical glass, and its handle can be unscrewed to reveal a space for a single wand. It takes an action to remove a wand from the dagger or to insert one into it. While a wand is inside the dagger, you can use the weapon as either a dagger or wand while holding it. When you use an action for any of the wand's properties or to cast a spell from it, you can immediately use a bonus action to make a single weapon attack using the dagger.

Muralist's Mark

Shade and Shine

Warding Weapon

Wandblade

Another month down, but not tremendous amount to comment on yet. As of a few days ago I'm operating on a new work schedule, which is promising. More on that next month, I'm sure.

If you've been following along with my other projects, hopefully you're having fun seeing them progress. One is vastly more public than the other (Daemons), and I've enjoyed the work I've been doing on that lately. Game development takes soooo long. Thanks for your patience, if you've been following along with it.

Personal favorites include the *ashen bloom*, *bastion chain*, *birder's sling staff*, *bullseye dart*, *clangor helmet*, *primordial eart heart*, *shroud of the unburied*, *the timekeeper's pendulum*, *wand of branding*, and *wizards' bout top*.

APRIL, 2023

Ashen Bloom
Bastion Chain
Birder's Sling Staff
Bullseye Dart
Clangor Helmet
Collar of the Crystal Veil
Lionguard Chain
Magmarath Molten Blaster
Mimic's Smilemaker
Patch of the Tome
Primordial Earth Heart
Regraftable Construct Arm
Shadow-Fletched Arrow
Shroud of the Unburied
Solar Torch
The Timekeeper's Pendulum
Toadstool Veil
Wand of Branding
Whistle of Dog Command
Wizards' Bout Top

Ashen Bloom

Wondrous item, rare

An *ashen bloom* is a rare flower that grows in earth that's been charred by a phoenix's fire. Once it blooms, it continues to live indefinitely until all of its petals are removed, even if it's plucked from the soil. When found, an *ashen bloom* has 2d4 + 2 petals remaining. The flower crumbles to ash once its last petal is removed.

Its petals have a variety of uses. You can pluck one of its petals as part of the options below. Once a petal has been used, it loses its magic.

Component. You can use one petal as part of casting a spell that deals fire damage. When you do, choose one creature that takes damage from the spell. That target takes an extra 2d6 fire damage.

Eaten. You can eat one petal using an action. When you do, you're cured of either one disease or one poison affecting you. If you're afflicted by more than one, you neutralize one disease or poison of your choice that you know is present, or you neutralize one at random.

Smoked. You can smoke one petal in a pipe or similar object over the course of 1 minute, at which time you gain resistance to fire damage for 1d4 hours. The exhaled smoke is red.

Steeped. You can steep one petal in 8 ounces of cold water over the course of 10 minutes, by which point the water is boiling and crimson. Drinking all of this tea, which takes at least 1 minute, reduces your exhaustion level by one.

Bastion Chain

Armor (chain mail), rare (requires attunement)

The chains of this armor shift naturally with your movements. You gain a +1 bonus to AC while you wear this armor, which doesn't impose disadvantage on Dexterity (Stealth) checks you make. In addition, the chains flow around you reflexively when you're surrounded; the armor's bonus to AC increases to +2 when three or more hostile creatures are within 5 feet of you.

Birder's Sling Staff

Weapon (quarterstaff), uncommon (requires attunement)

This magic quarterstaff is decorated with bird ornaments and equipped with a sling at its top. A nest sits in the crook of the sling. You can use the quarterstaff as if it were a sling, provided you hold it with two hands. When you do, the sling's damage die increases to 1d6 and its normal and long ranges are doubled.

The staff has 10 charges for the following properties. While holding it, you have advantage on any ability check made to interact with, recall lore about, or track birds.

Speak with Birds. While holding the staff, you can expend 1 of its charges to cast the *speak with animals* spell. This version of the spell only allows you to speak to beasts that have a flying speed.

Two Birds, One Stone. When you make a ranged attack using the quarterstaff's sling, you can expend 1 of its charges to cause the sling bullet to transform into a pair of birds mid-flight. The birds then attack the target. Make an attack roll for each bird. On a hit, a bird deals 1d6 piercing damage. If you are proficient in the Animal Handling skill, you can use your Wisdom modifier for these attack and damage rolls, instead of Dexterity. The birds disappear immediately after the attack.

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 ceases to regain charges and loses its Speak with Birds and Two Birds, One Stone properties.

Bullseye Dart

Weapon (dart), rare

The weighted end of this dart is made to resemble a stylized eye, and its shaft is hewn from a bull's horn. Your attacks with this magic weapon score a critical hit on a roll of 16–20. Once this happens, the dart loses this property for 1 minute. In the meantime, it can still be used as a magic dart.

Clangor Helmet

Wondrous item, rare (requires attunement)

This helmet was made from a temple bell and weighs 10 pounds. While wearing it, you have resistance to thunder damage and can't be deafened. In addition, whenever a creature within 5 feet of you deals bludgeoning damage to you with a melee attack, roll a d6. On a 5 or 6, the attacking creature takes 5 or 6 thunder damage, respectively.

Collar of the Crystal Veil

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

This platinum collar surrounds a chained web of ornate diamonds with a series of armor-like plates. While wearing the necklace, a translucent, glittering veil surrounds you: your AC is equal to 12 + your spellcasting ability modifier if you are wearing no armor and using no shield. In addition, you gain a +1 bonus to saving throws.

Crystalline Barrier. As a bonus action while wearing the necklace, you can project its magic outward to form a magical barrier. The barrier uses your AC, has 50 hit points, and is immune to poison and psychic damage. It extends from you to form a 10-foot-radius sphere. Nothing can physically pass through the barrier, and spells cast from outside the barrier can't target anything within its area. Similarly, the area within the barrier is excluded from the areas affected by such spells.

The barrier remains for as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until it drops to 0 hit points. You can designate up to 4 creatures that can pass through the barrier when it appears. The sphere moves with you and remains centered on you. It ends early if you remove the necklace or if you move in such a way that a creature you didn't designate would be forced to enter its area. Once this property of the necklace has been used, it can't be used again until the next dawn.

Lionguard Chain

Armor (chain shirt or chain mail), rare (requires attunement)

This armor was once the standard equipment of elite guards for a now-fallen empire. You gain a +1 bonus to AC while you wear this armor. In addition, you have advantage on saving throws against being frightened, and you can add your proficiency bonus to any Charisma check with which you aren't already proficient when interacting with common guards or soldiers.

Magmarath Molten Blaster

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

Molten veins glimmer from beneath this magic weapon's volcanic body. The crossbow magically creates and loads its own ammunition whenever the drawstring is pulled back, forming a bolt of condensed lava each time. On a hit, it deals 2d8 fire damage, instead of the weapon's normal damage. You still add your Dexterity modifier to this damage roll. The ammunition crumbles and turns to ash immediately after it hits or misses a target or if it's removed from the crossbow.

The crossbow has 5 charges and regains all expended charges daily at dawn. While holding the crossbow, you can expend 1 of its charges using an action. When you do, the crossbow magically projects an explosive mote of fire, which vaguely resembles a fiery mephit. If the last target you hit with one of the crossbow's lava bolts is still within the weapon's normal range, the mote magically strikes that target and explodes. Roll 4d6. The target takes fire damage equal to the total, and each creature within 10 feet of the explosion (not including the target) must succeed on a DC 16 Dexterity saving throw or take fire damage equal to half the total.

Ashen Bloom

Collar of the Crystal Veil

Lionguard Chain

Magmarath Molten Blaster

Mimic's Smilemaker

Mimic's Smilemaker

Wondrous item, common

This bone-handled brush can clean your teeth exceptionally well, resulting in magically fresh breath with every use. You can clean your teeth using the brush over the course of 1 minute. Parts of a mimic's tongue are used to make a comfortable grip and scrubber. The brush creates its own frothing cleaning solution when it's used.

Your teeth are magically transformed into fangs whenever you finish cleaning your teeth with the brush, and they remain transformed in this way until you finish a long rest. In addition, your tongue becomes stained blue and purple for the duration.

Patch of the Tome

Patch of the Tome

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. While it's attached to a piece of clothing, the patch's pages occasionally turn to reveal an identical one behind it.

You can remove the patch using an action to magically enhance your reading comprehension and writing skill. You read and write twice as fast for 1 hour. Further, you gain a 1d4 bonus to the first Intelligence check you make for the duration.

Once the 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.

Primordial Earth Heart

Primordial Earth Heart

Wondrous item, legendary (requires attunement)

This crystal-pierced rock is shaped like a heart. It gently pulses while held and is always slightly warmer than body temperature. It is said that the first earth elemental was once a human that joined with such a heart.

As part of attuning to the heart, you must also hold it to your chest. Once you've attuned to it, the heart magically sinks into your chest, with its crystals just barely visible above the surface. While attuned to the heart, your skin becomes hard like stone, granting you the effects of the *stoneskin* spell. In addition, while you are not wearing any armor, your Armor Class equals 14 + your Dexterity modifier. You can use a shield and still gain this benefit.

Spells. While attuned to the heart, you can use an action to cast one of the following spells from it (save DC 17): *entangle*, *spike growth*, or *wall of stone*. Each spell manifests as a series of jagged crystals. When a creature other than you enters the area of one of these spells (or within 5 feet of a *wall of stone*) for the first time on a turn or starts its turn there, that creature immediately takes 1d4 piercing damage from the jagged crystals. You are immune to the effects of the *entangle* and *spike growth* spells when cast in this way. Once the heart has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Curse. This heart is cursed, and attuning to it extends that curse to you. While cursed, the stone and crystals spread across your body, gradually replacing your flesh with pure rock and crystal over the course of 30 days. After 30 days, you no longer need to breathe, you gain a burrowing speed equal to half your walking speed, and you have tremorsense out to a range of 10 feet. Your weight is also tripled; your swimming speed is reduced to 0 if you have one, and you sink to the bottom of any liquid at a rate of 60 feet per round, at which point you can walk as normal. Only a *wish* spell can end your attunement to the heart and remove the curse, at which point it erupts from your body, landing in a space within 5 feet of you and returning your flesh to normal.

Regraftable Construct Arm

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

This sickly flesh golem arm has been repurposed by a powerful necromancer, allowing it to be used as a prosthesis by any creature missing an arm. The prosthesis attaches to your arm at the shoulder, and it can't be removed as long as you're attuned to it. To attune to this item, you must hold it against your shoulder for the entire attunement period, at which point it magically sews itself into place. The arm detaches from you when your attunement to it ends.

Unarmed strikes made with the arm are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. While attuned it, your Strength score becomes 19 (unless it's already higher), and you have advantage on saving throws against any spell or effect that would alter your form.

Golem Spark. You can use a bonus action to allow the arm's necromantic magic to flood into you, granting you the following benefits for 1 minute. This property can't be ended early by any means. This property can't be used again until you finish a long rest.

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.
- Your unarmed strikes with the arm use a d8 damage die. A creature hit by an unarmed strike takes an extra 1d6 necrotic damage.
- You have advantage on saving throws against spells and other magical effects.
- Any lightning damage dealt to you is reduced to 0. When this happens, this property's duration is extended by 1 minute. The maximum remaining duration can't exceed 10 minutes at any time.

Curse. This arm is cursed, and attuning to it extends the curse to you. While you remain cursed, you must make a DC 15 Wisdom saving throw whenever you take fire damage. On a failed save, you spend your action on your next turn reeling and panicked. This saving throw can't be made with advantage. If you're under the effects of the Golem Spark property, you make this saving throw whenever you take any damage while you have less than half your hit points remaining. If you die while under the effects of Golem Spark, you immediately return to life with 40 hit points as a flesh golem. For the purpose of the golem's Berserk trait, your creator is the same as the arm's. Only a *wish* spell can return you to your original form.

Shadow-Fletched Arrow

Weapon (arrow), rare

This arrow is barbed with unforgiving spikes and releases a plume of magical shadow when shot. When a creature is hit by the arrow, it must make a DC 15 Constitution saving throw. A creature's Strength score is reduced by 2d4 for 1 hour on a failed save, or by half as much on a successful one. This effect can't reduce a creature's Strength score below 6. The arrow then becomes nonmagical.

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

Shroud of the Unburied

Wondrous item, rare

This canvas burial shroud is permanently stained red and is worn like a cloak. When you're reduced to 0 hit points while wearing the shroud but not killed outright, it magically wraps around you to protect your unconscious body. You immediately gain 25 temporary hit points, which remain for 10 minutes or until you regain any hit points, at which point the shroud unwraps from you. While you have these temporary hit points, you can neither gain nor suffer any death saving throw successes or failures, and whenever a creature within 10 feet of you deals damage to you, it immediately takes 2d12 necrotic damage.

Once the shroud has granted temporary hit points in this way, it can't do so again until 3 days have passed. In the meantime, you must make a DC 5 Constitution saving throw whenever you finish a long rest. On a failed save, you gain only the benefits of a short rest, as you're plagued by horrific visions of long-dead spirits.

Solar Torch

Rod, very rare (requires attunement)

While holding this rod, you can use a bonus action to cause a Tiny sun to float above it. The sun sheds bright light out to 30 feet, and dim light for an additional 30 feet. The light is sunlight. If any of the bright light overlaps with an area of magical darkness, it suppresses that effect in the area (but does not dispel it), allowing creatures to see as normal within the bright light's radius.

Sunburst. While holding the rod, you can use an action to cast the *sunburst* spell from it (save DC 16), centered on you. You take no damage from the spell when cast in this way, but are still blinded if you fail the saving throw. Each time the rod is used to cast this spell, there is a 50 percent chance that the rod loses this property. When that happens, the rod no longer requires you to be attuned to it in order to use its properties.

The Timekeeper's Pendulum

Weapon (greataxe), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While holding it, you can use a bonus action to speak its command word. When you do, you are affected by the *haste* spell, which lasts until the start of your next turn. At the start of your next turn, roll a d20. On a 1–10, you are affected by the *slow* spell, or the *haste* spell on an 11–20. The spell lasts until the start of your next turn, at which point you roll the d20 again. Continue to roll the d20 at the start of each of your turns in this way for 1 minute, gaining the effects of either the *haste* or *slow* spell each turn, or until you end it using a bonus action. This property of the axe can't be used again until the next dawn.

In addition, when you roll a 1 or 20 on an attack roll made with this weapon, you are immediately affected by either the *slow* or *haste* spell, respectively. The spell lasts until the start of your next turn; if you are already affected by one of the spells, it's replaced by this one for the duration.

These spells don't require concentration, but the effect ends early if you start your turn without holding the axe or if you're reduced to 0 hit points. Furthermore, you don't suffer the effects of the end of any *haste* spell from the axe.

Rewind. While holding the axe, if you take damage that reduces you to 0 hit points but doesn't kill you outright, you can use your reaction (before falling unconscious) to interrupt the current turn. You then immediately take an extra turn, and regain any hit points you lost since the end of your last turn, up to a maximum of 24 hit points. You are affected by the *haste* spell for the duration of this extra turn. Once this property of the axe has been used, it can't be used again until the next dawn.

Toadstool Veil

Wondrous item, uncommon (requires attunement)

To wear this wide-brimmed cap, you must use an action to secure it in place with a veil, which is tied around your chin. While wearing it, glimmering spores drift down from the cap and linger around you. The top of the cap is plushly made and flops from side to side. You can use an action to magically change the appearance of the mushroom cap while wearing it. Regardless of its new appearance, it must still resemble a mushroom.

While wearing the cap, fungal plant creatures with a challenge rating of 1 or lower (such as a violet fungus) are indifferent toward you and will not attack you unless you threaten or harm them. In addition, when you're hit with a melee attack, you can use your reaction to cause a plume of spores to waft into the attacker's face. The attacker must then make a DC 13 Constitution saving throw. On a failed save, roll a d4 to determine which of the following effects occur.

	Effect
1	The attacker is incapacitated until the end of its next turn or until it takes any damage. It hallucinates for the duration.
2	The attacker is violently ill and must use its next action retching and reeling. If the attacker would normally be able to make additional attacks on this turn, it can't.
3	The attacker is confused until the end of its next turn or until it takes any damage. For the duration, its speed is reduced to 0, and it makes as many attacks as possible on its turn. It makes each attack against a random target within its reach, including itself.
4	The attacker begins to laugh uncontrollably until the end of its next turn. It falls prone, becoming incapacitated and unable to stand up for the duration

Once an effect's number has been rolled, the next time that number is rolled before the next dawn, nothing happens.

Wand of Branding

Wand, rare (requires attunement)

This wand has 7 charges for the following properties. While holding the wand, you can use an action to change the shape of the metal brand at its end. The brand can be no larger than 4 inches in any dimension.

Spells. While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using a spell attack bonus of +7 and save DC of 15: *branding smite*, *heat metal*, or *scorching ray*. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. This version of *branding smite* deals fire damage, instead of radiant damage. It also has a range of 30 feet, instead of self, and can be cast on any creature that you can see within that range.

Brand. You can use an action to expend 1 of the wand's charges to make a melee spell attack with it, using a spell attack bonus of +7. On a hit, the target takes 3d6 fire damage and is branded for 1 minute. When a branded target takes fire damage, the creature that dealt the damage can reroll any 1s or 2s on the fire damage dice. It must use the new roll, even if it's a 1 or 2.

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 becomes a nonmagical branding iron.

Whistle of Dog Command

Wondrous item, uncommon

You can use an action to blow this whistle, which is only audible to dogs and wolves within 300 feet of you. When you do, choose up to four dogs or wolves that you can see that can hear the whistle. Each creature must make a DC 15 Wisdom saving throw. On a failed save, the creature is affected by a special version of the *command* spell, and it must obey your choice of one of the following commands on its next turn:

Attack. The creature moves up to its speed toward a target of your choice. If the target is within its reach at the end of this movement, the creature then makes a single attack against the target, using either its bite or claws.

Drop It. The target drops whatever it is holding and then ends its turn.

Fetch. The creature uses its action to Dash and retrieve an item that it can carry in its mouth, returning with the item to its original space. The object must be within range of the creature's normal movement.

Roll Over. The creature rolls over and remains prone for the turn.

Sit. The creature drops prone and then ends its turn.

Speak. The creature releases a loud howl that's audible out to 300 feet. If the creature communicates by howling, you decide the nature of the howl made.

You don't need to speak in order to issue the chosen command. A shapeshifter is only affected by the whistle if it's in a dog or wolf form when the whistle is blown. Once this property of the whistle has been used, it can't be used again until the next dawn.

Wizards' Bout Top

Wondrous item, common

This wooden top is a favorite among children in the wizard city of Orostead, who use them in a local favorite game of Wizards' Bout. Many children repaint their tops to fit their personal aesthetic. You can spin the top using an action; roll a d8 and use the table below to determine the illusory effect created by the top. The effects are instantaneous.

d8	Illusory Effect
1	A burst of light flashes, followed by fading sparkles.
2	Small vines grow up and around the top.
3	The ground under the top rumbles and cracks, like an earthquake.
4	A frigid whirlpool encircles the top.
5	A viper coils around the top and strikes out.
6	A sharp sound, like a whip, radiates from the top.
7	A small pillar of flame flares upward from the top.
8	A swirling breeze stirs around the top.

To play a game of Wizards' Bout, another creature must also spin a different *Wizards' Bout top* within 5 feet of you before the start of your next turn. When playing Wizard's Bout, a Tiny, illusory wizard appears above each top when it's spun, which then casts a magical spell against the opposing top. Refer to the Wizards' Bout Table handout for the rules on how to play Wizards' Bout.

How To Play Wizards' Bout

Each player has 10 points at the start of a game of Wizards' Bout, which are subsequently lost and gained depending on the tops' effects. You lose when you have 0 points at the start of your turn, or win if you start with 20 points or more. Refer to the table below to determine the top's additional effects when playing a game of Wizards' Bout.

Wizards' Bout Table

d8	Element	Trumps	Wizards' Bout Effect
1	Radiant	Thunder, Poison	Roll another d8. On a 1–4, the opposing top's effect misses and has no effect; you then gain 2 points. If this trumped the opposing roll, you gain 3 points instead.
2	Nature	Earth, Radiant	You gain 2 points. If this trumped the opposing roll, the opposing player also loses 1 point. The vines extend to the opposing top, slowing its rotation and causing the next roll made by the player to be reduced by 1d4 (to a minimum of 1).
3	Earth	Air, Thunder	The opposing player loses 1 point. The next time the opposing player rolls, they roll twice and you choose which result to use.
4	Water	Fire, Earth	The opposing player loses 1 point, or 3 points if this trumped the opposing roll.
5	Poison	Water, Nature	The opposing player loses 1 point if this trumped the opposing roll. Otherwise, if the opposing player's roll would cause you to lose points, they also lose the same number of points.
6	Thunder	Air, Water	The opposing player loses 1 point, or 2 points if this trumped the opposing roll. The next time the opposing player rolls, you choose if the result is either 1 higher or lower than the actual roll; treat 8 as if it were a number lower than 1.
7	Fire	Nature	The opposing player loses 2 points. If the opposing player also rolls this effect or one that trumps it, you lose 1 point. You lose this point even though its effect is negated by being trumped.
8	Air	Poison, Fire	The opposing player immediately rolls a second d8; you choose which result to use. If this trumped the opposing roll, the opposing player loses 2 points. If both players roll this effect, nothing happens.

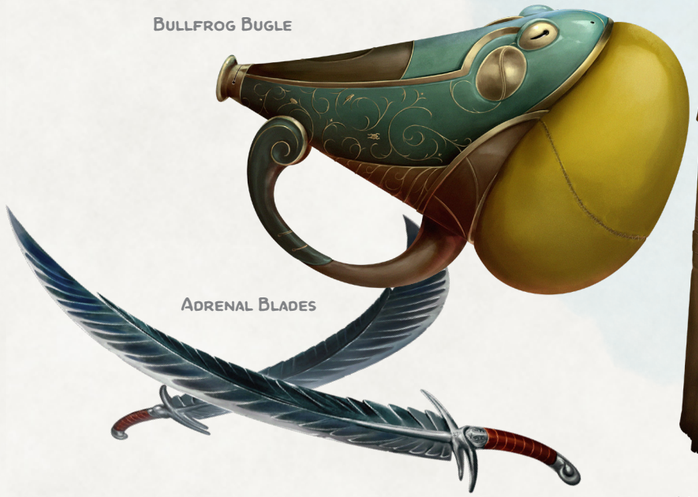
Both players take turns spinning their tops. Each round is called a bout, and the tops' effects are resolved simultaneously at the end of each bout (even if one player spun their top first). Each effect is associated with a unique element. If that element trumps the one rolled by the opposing player, the opposing top's effect is negated.

Turns out, the new workflow is good! Great, even! It allows for some flexible time management, too. However, I was forced off it again to make more illustrations than usual (if you've seen the Worlds Beyond Number collab). I'm excited to be back on schedule again now that that's released, but it was worth the discomfort while it lasted.

Personal favorites include the *bullfrog bugle*, *hagstone amulets*, *pop-up business card*, and *spellforge scabbard*.

MAY, 2023

Adrenal Blades
Bullfrog Bugle
Cloak of the Protector's Charge
Crossbow of the Flying Fist
Dragonwing Scimitars
Freezing Gauntlets
Gorgon Potion
Hagstone Amulets
Incendiary Caltrops
Kobold Diviner's Hand
Mace of Vampire Slaying
Mask of the Planeseeker
Pop-Up Business Card
Ramp-Up Ring
Sahuagin Sabatons
Scroll of Fleeting Attunement
Spellforge Scabbard
Staff of Awakening
Staff of the Whirling Wyrm
Time Warden Armor
Unicorn Diadem
Wand of Entombment
Wand of the Plagueswarm



Adrenal Blades

Weapon (scimitar), very rare (requires attunement)

This pair of scimitars are made of darkened steel and have feather-like designs. You gain a +1 bonus to attack and damage rolls made with these magic weapons, which are considered to be a single item for the purposes of attuning to them. While holding one of the swords, you always know the general direction and distance of the other. While the swords are on your person, choose one of the following benefits whenever you roll initiative. These benefits last for 1 minute.

Fight. The weapons' bonus increases to +3, instead of +1. You have advantage on opportunity attacks made with them.

Flight. You gain a flying speed of 40 feet, but fall if you end your turn in the air and nothing else is holding you aloft. Opportunity attacks against you are made with disadvantage.

In addition, if a creature forces you to make a saving throw against becoming frightened, you can immediately use your reaction (before making the saving throw) to move up to your speed in a straight line toward that creature. If the target is within 5 feet of you at the end of this movement, you can also make two weapon attacks against it: one with each scimitar. For each attack that hits, you gain a +5 bonus to the saving throw against becoming frightened.

Bullfrog Bugle

Wondrous item, uncommon

This horn sounds like a croaking frog when sounded, which is audible out to a range of 100 feet. When you speak through this horn, frogs, toads, and other beasts with the Amphibious trait can understand the meaning of your words, though the horn doesn't give you any special ability to understand them in return.

Call Frog. You can use an action to sound the horn loudly, emitting a resonant croak audible out to 300 feet instead. Roll 2d6. If the total is 7, a giant toad appears in the nearest unoccupied space within 30 feet of you. On any other result, a giant frog appears instead. The creature is friendly to you and your companions and obeys your verbal commands (no action required by you), provided that it can understand you. In combat, it takes its turn immediately after you.

The creature remains for 1 hour or until it's reduced to 0 hit points. Once this property has been used, it can't be used again until the next dawn.

Cloak of the Protector's Charge

Wondrous item, rare (requires attunement)

When you finish a long rest while wearing this cloak, choose up to four other creatures that you can see within 30 feet of you. You and those creatures then gain 10 temporary hit points. In addition, the cloak has 5 charges and regains 1d3 + 2 expended charges daily at dawn. While wearing the cloak, you can use a bonus action to expend 1 of its charges to grant a creature that you can see within 30 feet of you 1d6 + 4 temporary hit points.

Alternatively, while wearing the cloak, you can use a bonus action to expend 1 of its charges to take a special Dash action. To do so, choose a friendly creature that you can see within 60 feet of you that has no more than half its hit points remaining. You then move up to your speed in a straight line toward that creature. When you do, the creature immediately gains 1d6 + 4 temporary hit points, which remain until the start of your next turn. If you don't move your full speed directly toward the target, any excess movement from the Dash is lost.

Crossbow of the Flying Fist

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

The front of this weapon is carved in the likeness of a wooden fist. Crossbow bolts fired from this weapon deal either bludgeoning or piercing damage on a hit (your choice). If you deal bludgeoning damage to a target in this way, the crossbow bolt impacts the target without piercing it, leaving only a sizable welt or bruise behind. When this happens, you can also choose to have a *mage hand* appear at the target's location, as if you had cast the spell, provided the target was within 30 feet of you. You can use a bonus action immediately after the attack to control the hand.

This version of the *mage hand* spell can be used to punch a target within 5 feet of it whenever you control it, using a spell attack bonus of +5. On a hit, the hand deals 1 force damage.

Dragonwing Scimitars

Weapon (scimitar), legendary (requires attunement)

This pair of twin scimitars features draconic guards and winglike blades. Despite there being two weapons, they are considered to be a single item for the purposes of attuning to them. While holding one of the swords, you always know the general direction and distance of the other.

Chromatic Change. Each of the swords is associated with a damage type: either acid, cold, fire, lightning or poison. Any target hit by one of the scimitars takes an extra 1d10 damage of its associated type. While one of them is in your hand, you can use a bonus action to change its damage type to a different one. When you do, the color of its metal changes to reflect the new damage type.

Draconic Riposte. While holding each of the swords in either hand, you can use your reaction when you're hit by a melee attack to gain a +4 bonus to your AC against the triggering attack, potentially causing it to miss you. If the attack misses as a result of this reaction and the attacker is within 5 feet of you, you can immediately make an opportunity attack against the attacker using one of the scimitars.

Winged Rush. While you're holding the two swords in either hand, you gain a flying speed equal to your walking speed whenever you take the Dash action. You lose this speed at the end of your turn, falling if you are in the air and nothing else is holding you aloft.

Freezing Gauntlets

Wondrous item, very rare (requires attunement)

When not worn, these gauntlets appear to be simple iron cuffs. Once worn, however, creeping plates of crystalline ice form from beneath the metal to encase your arms and hands in icy gauntlets. While wearing the gauntlets, you have resistance to cold damage, and any target you hit with them as part of an unarmed strike takes an extra 1d4 cold damage. Alternatively, frost creeps up the metal of any weapon you're holding. If you hit a target with a metal weapon, that target also takes an extra 1d4 cold damage from the attack.

Cone of Cold. While wearing the gauntlets, you can use an action to hold your hands out and cast the *cone of cold* spell from them (save DC 16). Whenever you cast the spell in this way, there is a cumulative 25 percent chance that this version of the spell permanently changes. When it does, the version of *cone of cold* cast by the gauntlets deals half as much damage, the size of its cone is halved, and once it's cast from the gauntlets, it can't be cast from them again until the next dawn.

Gorgon Potion

Potion, rare

This potion contains trace amounts of gorgon blood. When you drink this potion, you're immune to being petrified for 1d4 hours. If you're already petrified, another creature can apply the potion to you and suspend the effect for 1d4 hours instead. In either case, for the duration of the potion's effects, your skin hardens into flexible metal plates; your AC can't be lower than 18.

While under the effects of the potion, you can use an action to exhale a plume of green vapor from you in a 15-foot cone. When you do, the potion's effects on you end, and both you and any other creature within the area of the vapor must make a DC 13 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained creature must make another DC13 Constitution saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified for 1 minute.

Hagstone Amulets

Wondrous item, uncommon

A hagstone is a naturally occurring stone that's pockmarked with holes and crystalline veins. To be transformed into a magical *hagstone amulet*, it must be made by a hag. If a hag decides to give away one of these amulets, it always comes at a price.

On its own, a *hagstone amulet* does nothing. However, you can perform a 1-hour ritual to bind three or more amulets. If three or more bound *hagstone amulets* are worn by different creatures that are within 30 feet of one another, those creatures can use an action to cast either *bestow curse* or *lightning bolt* from their amulet (save DC 13). Alternatively, a creature can cast *counterspell* from the amulet as a reaction, using a spellcasting ability modifier of +3.

Once a spell has been cast from an amulet, that spell can't be cast again from it or any other *hagstone amulet* bound to it until the next dawn.

Incendiary Caltrops

Wondrous item, uncommon

These caltrops contain a magical heat source at their center. A set of *incendiary caltrops* comes with 1d6 + 6 magic caltrops when found. You can use an action to throw any number of these caltrops in an unoccupied 5-foot square on the ground that you can see within 15 feet of you. When you do, roll a number of d4s equal to the number of caltrops thrown and record the total. When a creature steps into that space, it must immediately make a DC 13 Dexterity saving throw. The caltrops then explode, and that creature takes an amount of fire damage equal to the total rolled on the d4s on a failed save, or half as much fire damage on a successful one. Once a caltrop has dealt this fire damage, it becomes a nonmagical caltrop.

Kobold Diviner's Hand

Wondrous item, uncommon

This severed hand of a kobold diviner still twitches on occasion. You can use an action while holding it to speak its command word followed by the name or description of an object, said in Draconic. If one or more of those objects is within 1,000 feet of you, the hand points towards the nearest one with one, two, three, or all four of its fingers. For each finger pointing, the object is within a cumulative 250 feet in the pointed direction. The hand then goes slack and ceases to point.

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

Mace of Vampire Slaying

Weapon (mace), rare

This weapon is made from a vampire's skull and impaled with various wooden stakes. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a vampire.

When you roll a 20 on an attack roll made with the weapon, the target takes an extra 10 necrotic damage as the skull bites down on the target. You then gain 10 temporary hit points, which remain for 1 minute. Alternatively, if the target is a vampire, it instead takes an extra 10 piercing damage from the attack and is frightened of you until the end of your next turn. You don't gain temporary hit points in this way if the target is a vampire.

Mask of the Planeseeker

Wondrous item, legendary (requires attunement)

This elaborate mask was first worn by an interplanar diplomat. While wearing it, you understand any spoken language you hear, and when you speak, any creature that can hear you and knows at least one language can understand what you say. The mask also functions as an *amulet of the planes*. You can't be teleported against your will or unwillingly transported to another plane of existence by another creature or hostile effect while wearing this mask.

Depending on the plane of existence it's on, the mask's appearance and effect changes. Its appearance is stylized and ornate, regardless of the form it takes. Refer to the table below to determine its effects on various planes.

Plane of Existence	Mask Appearance	Gemstone Color & Damage Type
Material Plane	An ornate rendition of your own face	Pearlescent; Force
Elemental Plane of Air	The face of a djinni or air elemental	White; Lightning
Elemental Plane of Earth	The face of a basilisk or earth elemental	Brown; Thunder
Elemental Plane of Fire	The face of an efreeti or fire elemental	Red; Fire
Elemental Plane of Water	The face of a merfolk or water elemental	Blue; Cold
Fey-influenced plane	The face of an elf or dryad	Violet; Psychic
Shadow-influenced plane	The face of a shadow or wraith	Black; Necrotic
Fiend-influenced plane	The face of a balor or rakshasa	Orange; Fire
Celestial-influenced plane	The face of a platinum dragon or solar	Yellow; Radiant

A gemstone sits at the center of the mask's forehead, which draws power from the associated plane of existence. You gain resistance to the damage type associated with the gemstone.

The mask has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the mask, you can expend 1 of its charges as a bonus action to change the plane of existence the mask is associated with. After 1 hour, the mask reverts to its normal form.

Pop-Up Business Card

Wondrous item, common

This two-by-three-inch paper card somehow weighs 1 pound and feels like it's made of wood and metal. It looks like a wooden shop sign with a painted lantern on either side.

You can use an action to toss the card to a point on the ground within 10 feet of you and speak its command word. The card then magically unfolds to instantly reveal a wooden market stall. A lawful neutral goblin merchant stands behind the stall, who has at least one piece of each type of adventuring gear for sale, as listed in the Basic Rules. The goblin also has 1d4 – 1 *potions of healing*, and is unwilling to barter, haggle, or buy anything offered to it.

When the goblin senses that there's no more business to be done, it snaps its fingers and disappears in a puff of smoke, along with the stall. If the goblin is harmed, both it and the stall immediately disappear. In either case, the card is then destroyed.

Ramp-Up Ring

Ring, very rare

The swirls that cover this golden ring seem to slowly writhe. The ring can hold up to 3 charges, and it gains 1 charge at the start of each of your turns in combat. If you score a critical hit while in combat, it immediately gains 3 charges, up to its maximum.

While the ring has 3 charges, you gain a +3 bonus to damage rolls from weapon attacks, and the minimum number you have to roll on a d20 to score a critical hit with a weapon attack is reduced by 1.

The ring loses all charges when combat ends or when you remove the ring. If you're wearing the ring when it loses these charges, you then gain 4 temporary hit points for each charge lost. These temporary hit points end early if you remove the ring.

Sahuagin Sabatons

Wondrous item, uncommon

These armored sabatons fit neatly over any boot or shoe you're already wearing. While wearing them, you have a swimming speed of 30 feet. If you already have a swimming speed, wearing the sabatons increases that speed by 15 feet.

Scroll of Fleeting Attunement

Scroll, very rare

You can use an action to read this gilded scroll. To do so, you must also be holding a magic item that requires attunement but with which you're not attuned. When you do, make an Intelligence (Arcana) check. The DC of this check depends on the rarity of the held magic item: 10 (common), 13 (uncommon), 15 (rare), or 16 (very rare). On a success, you forge a brief attunement to the magic item, which remains for 1 hour or until you're reduced to 0 hit points. You can attune to an item in this way even if you normally wouldn't meet its attunement requirements, and becoming attuned to it doesn't end any other creature's attunement to it. Your attunement to this item does not count toward the total number of items you can normally be attuned to. The scroll then self-immolates in a sparkle of blue flames and is destroyed. If you fail the check to attune to an item in this way, there is a cumulative 25 percent chance that the scroll self-immolates. Otherwise, you can attempt to use the scroll to attune to the item using another action.

The check automatically fails if you attempt to attune to a legendary magic item, a cursed one, or an artifact using the scroll.

Spellforge Scabbard

Wondrous item, rare (requires attunement)

This teal leather scabbard is decorated with mithral emblems. While wearing it, you can use a bonus action to drag a weapon across the scabbard. For the next minute, the weapon glows with a faint blue aura, and you can use a bonus action to magically return that weapon to the scabbard, stowing it there. If the weapon was nonmagical, it also becomes magic and has a +1 bonus to attack and damage rolls for the duration. The effect ends early if you use this property again.

The scabbard can magically hold any one weapon at a time, shunting the weapon into an extradimensional space while leaving its handle or similar end exposed and within your reach. Regardless of the weapon it's holding, the scabbard always weighs 2 pounds. Any sheathed weapon falls to the ground at your feet if your attunement to the scabbard ends or if you sheath a second weapon in it.

The scabbard has 3 charges and regains 1d3 expended charges daily at dawn. When you use the scabbard to grant a weapon a +1 bonus to its attack and damage rolls, you can choose to expend 1 of its charges to increase that weapon's bonus to +2 for the duration instead.

Alternatively, you can use an action to expend 1 of the scabbard's charges to draw any type of melee weapon out of the scabbard. The drawn weapon is spectral, remains for 1 minute, and has a +1 bonus to its attack and damage rolls. Any attack that hits with it deals force damage, instead of its normal damage type. You can use a bonus action to return the spectral weapon to the scabbard, and if the weapon would normally have the heavy property, it doesn't.

Staff of Awakening

Staff, artifact (requires attunement by a spellcaster)

This fey staff's shaft is hewn from the wood of an ancient, mysterious oak in the Ebony Glade, whose roots are said to have absorbed the dreams of elves from long ago. A perfect sphere of amber from that same oak hangs suspended in the center of it. While attuned to the staff, you are immune to the *dream* and *sleep* spells.

Charges. The staff has 10 charges for the following properties. It regains all expended charges daily at dawn. If you expend the staff's last charge and are not fey or lack the Fey Ancestry trait, roll a d20. On a 1, the staff disappears into a dreamlike mist and returns to the Ebony Glade in the realm of the fey.

Sleep. While holding the staff, you can use an action to expend 1 of its charges to cast the *sleep* spell from it. This version of the spell uses 3d8 to determine the maximum number of hit points for the spell, but targets a single creature within the spell's range instead. You can use the staff to cast the normal version of the spell at 1st level by expending 2 or more of its charges in this way, instead. For every 2 charges you spend after the 2nd, the level of the spell increases by 1.

Destroying the Staff. The only way of destroying the *Staff of Awakening* is to leave it in the workshop of the Grephearon, where its artisans untangle the dreams from which its originating oak grew. Doing so takes 1 year, after which the staff can be broken like a normal branch.

Dormant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you.

(Prerequisite: 5th level) ***Nightmare.*** This staff can be wielded as a magic quarterstaff that deals an extra 1d8 psychic damage to any creature it hits. When you fail to put a creature to sleep with a *sleep* spell cast from the staff, that creature takes an amount of psychic damage equal to half the spell's remaining hit point total.

(Prerequisite: 5th level) ***Rested.*** While attuned to the staff, the amount of time you need to finish a long rest is halved, down to a minimum of 4 hours.

(Prerequisite: 9th level) ***Dream Walker.*** *Sleep* spells you cast roll an extra die when determining the spell's total number of hit points. In addition, you can reroll any 1 or 2 you roll on the spell's dice. You must use the new roll.

You can cast the *dream* spell from the staff, even if you're asleep or in a trance. You don't need to be holding the staff to cast the spell in this way, although it must be within 30 feet of you, and you must be the messenger of the spell. If you finish the spell and wake up, the staff immediately loses 5 charges, up to the maximum it has remaining. If you remain asleep or in a trance until you finish a long rest, it doesn't lose any charges. This version of the spell can't make the messenger appear monstrous to the target.

(Prerequisite: 13th level) ***Awaken.*** While holding the staff, you can cast the *awaken* spell from it, without any material components. To do so, you must use the spell's normal casting time and trace the spell's magical pathways into the staff's amber sphere. The lines vanish at the end of the spell. Once this property of the staff has been used, it can't be used again until 30 days have passed.

This part of the Awaken property is only discovered when a *legend lore* spell is cast on the staff: the version of the *awaken* spell cast by the staff can be used on itself, revealing additional properties. The *Staff of Awakening* gains the following properties once the *awaken* spell has been cast on it from the staff.

Sentience. The *Staff of Awakening* is a sentient chaotic good staff with an Intelligence of 10, a Wisdom of 19, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet; it can also see invisible creatures within that range. The staff communicates telepathically with its wielder and can speak, read, and understand Common, Elvish, and Sylvan. While you're attuned to it, it can communicate with you as long as you're within 30 feet of it.

Personality. The *Staff of Awakening* is dreamlike in its whims and wishes, and it always seems to be partially distracted. While you're attuned to it, the staff can also appear in your dreams, during which time it is exceptionally coherent and insightful. It loves nothing more than analyzing the dreams of other people and imagining far-flung scenarios.

Dream Aura. While holding the staff, you can use an action to create an aura of dreams, which extends from you in a 40-foot radius. When a creature starts its turn within the aura with fewer than half its maximum hit points remaining, it immediately regains a number of hit points equal to 1d8 plus your spellcasting ability modifier if it's friendly to you, or takes psychic damage equal to that amount instead if it's hostile. The aura remains for 1 minute or until you end it early (no action required). Once this property of the staff has been used, it can't be used again until the next dawn. Alternatively, you can use an action to expend 10 charges from the staff to use this property again.

Improved Nightmare. When you hit a creature with the staff, you can expend 1 of its charges to deal an extra 2d8 psychic damage to the target.

Increased Charges. The staff's maximum number of charges increases to 20; it regains 1d10 + 10 expended charges daily at dawn, instead of all of them. In addition, if you expend its last charge, you don't need to roll a d20 if you aren't fey or lack the Fey Ancestry trait.

Plane Shift. You can use an action to expend 7 charges from the staff to cast the *plane shift* spell from it, using the staff as the tuning fork for the spell. When cast in this way, creatures targeted by the spell are transported to the Ebony Glade on the plane of the fey. If the spell is cast while you're on that plane of existence, the targets are instead transported back to wherever the *plane shift* spell was last cast before bringing creatures to the Ebony Glade. Alternatively, you can expend 7 charges to magically teleport you and up to eight willing creatures linking hands to the location where you last finished a long rest, provided that you're on the same plane of existence.

Premonition. When you start a long rest, you can focus on a question about an upcoming event that can be answered with either "good" or "bad." If you fall asleep during that rest, you learn the answer to the question at the end of the rest. At the GM's discretion, any dreams you have during that rest may reflect details of the event. This property doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion.

Psychic Resistance. While holding the staff, you have resistance to psychic damage.

Staff of Awakening

Staff of the Whirling Wyrm

Time Warden Armor

Unicorn Diadem

Staff of the Whirling Wyrm

Weapon (quarterstaff), uncommon (requires attunement by a monk)

This quarterstaff can convert kinetic force into added reach. A silver dragon wraps up the length of the staff, with scales that look like metal plates. You can use this weapon to make the attacks granted to you by your Flurry of Blows. When you use your Flurry of Blows, you can immediately move up to 5 feet, without provoking opportunity attacks, and the staff separates into three sections; the dragon's scales pull apart to reveal a magical chain that connects the weapon's three parts. Each attack granted by your Flurry of Blows that uses the staff has a range of 10 feet. The weapon recombines into its normal form immediately after the last attack.

In addition, while holding the staff, you can spend 1 ki point as an action to magically be able to speak and read Draconic for 1 hour.

Time Warden Armor

Armor (breastplate), very rare (requires attunement)

This silver and brass breastplate is adorned with subtle clock designs. While wearing this armor, you are immune to the *slow* spell and don't suffer the negative effects of *haste* when it ends on you.

When you roll initiative while wearing this armor, use the number rolled on the d20, before adding any modifiers, to determine which of the following effects occur:

d20	Effect
1–5	Any attack roll made against you before the start of your second turn of combat is made with disadvantage.
6–15	You add 1d12 to the total of your initiative.
16–20	At the start of your first turn, you can use a bonus action to take the Dash action. If you take the Attack action on that turn, you can make one additional weapon attack as part of that Attack action. You make this additional attack roll with advantage

Unicorn Diadem

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

A unicorn's horn rests at the center of this diadem. While wearing the diadem, you can use it as a spellcasting focus, as if you were holding it. In addition, you have resistance to poison damage and have advantage on saving throws against poison. When you cast a spell while wearing the diadem, you can change the spell's damage type for that casting to radiant damage, unless its normal damage type is necrotic.

While wearing the diadem, you can use an action to touch another creature and expend a spell slot of 1st level or higher. That creature then gains a +2 bonus to its AC until the start of your next turn and regains a number of hit points equal to 5 times the level of the spell slot you expended. If these hit points would cause that creature to exceed its hit point maximum, it gains half of those excess hit points as temporary hit points.

Wand of Entombment

Wand, very rare (requires attunement)

This wand's bone handle is connected to a large coffin nail by a rigid chain. The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Detect Undead. You can use an action to hold the wand out in front of you and expend 1 of its charges. When you do, the wand's chain goes slack, and remains slack for 1 hour or until you end the effect using a bonus action. For the duration, the nail magically levitates and points in the direction of the nearest undead creature within 120 feet of you. If you use any of the wand's other properties while its chain is slack, it snaps back to normal for as long as it takes to use that property.

Disintegrate. While holding the wand, you can use an action to expend 4 of its charges to cast the *disintegrate* spell from it (save DC 15).

Entombing Nail. While holding the wand, you can use an action to send out two nails of pure necrotic energy, targeting a creature you can see within 60 feet of you. Make a ranged spell attack for each nail against the target, using a spell attack bonus of +7. On a hit, the target takes 2d6 necrotic damage, and its speed is reduced by 5 feet for 1 minute. If this attack reduces a creature's speed to 0 feet, it can't speak for the duration. An affected creature must make a DC 15 Constitution saving throw at the end of each of its turns; on a success, the effects of any nail on it ends. You can send out additional nails by expending 1 or more charges as part of using this property, sending out one additional nail for each charge you expend. This penalty to speed is cumulative.

Wand of the Plagueswarm

Wand, very rare (requires attunement)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand dissolves into a fetid slime that sizzles and evaporates, destroying the wand and leaving behind a stain that can never be cleaned.

Spells. While holding the wand, you can use an action to cast one of the following spells from it (save DC 16): *bestow curse* (1 charge), *blight* (2 charges), *conjure animals* (1 charge; summons two giant toads or four giant frogs), *contagion* (3 charges), *darkness* (1 charge), *harm* (4 charges), *ice storm* (2 charges), or *insect plague* (3 charges). These versions of the *bestow curse* and *contagion* spells have a range of 30 feet, instead of touch.

Endless Plagues. Whenever your concentration ends on a spell that you cast from the wand, you can immediately use your reaction to cast a different spell from it that also requires concentration, provided you're still holding the wand. You must expend the respective number of charges to cast the spell, as normal.

Curse. This curse is only revealed if the wand is destroyed as a result of expending its last charge, extending the curse to you when that happens. You can end your attunement to this wand as normal, even though it's cursed. While you're cursed, you are also diseased. Only a *wish* spell can end this curse and disease. While cursed, you have disadvantage on Constitution saving throws, and you must succeed on a DC 16 Intelligence check whenever you attempt to use a magic item property. On a failed save, your action to use the item is wasted. For example, casting a spell from a wand would be considered as using one of its properties, but attacking with a *+1 longsword* wouldn't.

Wand of Entombment

Wand of the Plagueswarm

June was spent getting Kickstarter fulfillment under way. There is an astronomical amount of inventory to manage between five different warehouses. Other projects are underway, too, and are making progress as I have the spare moments for them.

Personal favorites include the *attack-in-the-box*, *bag of magic blocks*, *Ioun blade*, *ouroboros wand*, *scroll of rugs*, and *weapon of blind faith*.

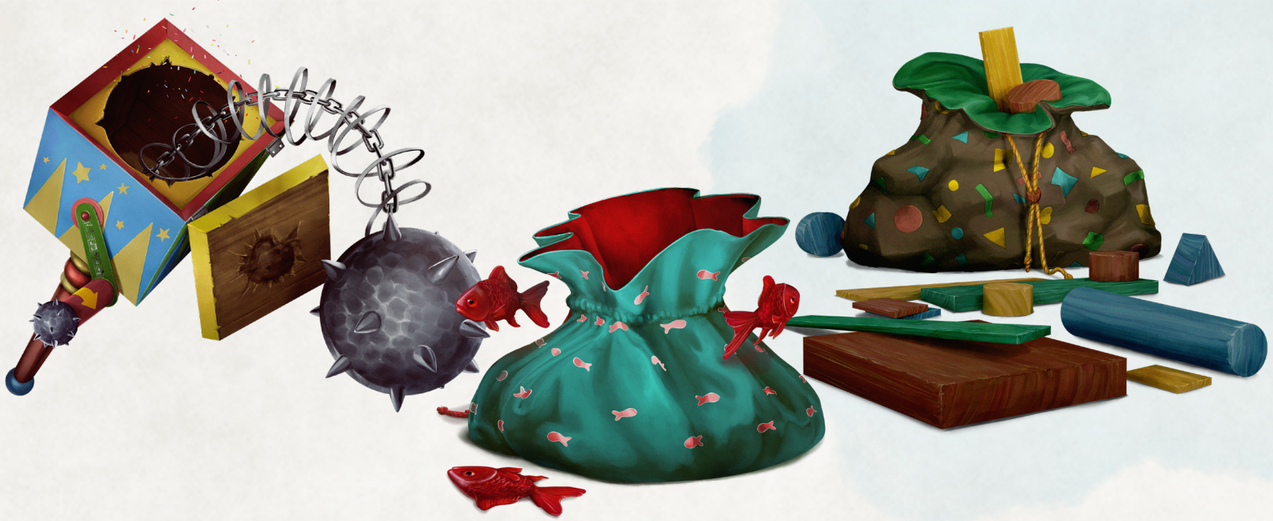
JUNE, 2023

Attack-In-The-Box
Bag of Goodberry Gummy Fish
Bag of Magic Blocks
Belt of Orion
Bottle of Spare Time
Bracers of Spell Reflection
Captain's Wright
Detective's Monocle
Fūjin Reactor
Gemini Mask
Ioun Blade
Lightning Caltrops
Navis Anima
Obsidian Star
Ouroboros Wand
Patch of the Open Eye
Rope Cobra
Scroll of Rugs
Shipwrecker
Spatha of Martial Mastery
Weapon of Blind Faith
Whip of the Copper Eel

Ouroboros Wand

Scroll of Rugs

Bag of Magic Blocks



Attack-In-The-Box

Weapon (flail), uncommon

A colorful box sits at the top of this weapon's wooden handle. Within the box is a coiled spring beneath the flail's spiked head. The head springs out from the box the first time you make an attack with it, granting you advantage on the attack roll and creating a random effect. Roll a d6 and refer to the table below to determine the effect. You can use an action to stuff the head back into the box, or use a bonus action to cause the head to harmlessly spring from it.

d6	Effect
1	The target is covered with magical confetti and can't benefit from being invisible for 1 minute. On a hit, the target's face is also covered with the confetti, causing any attack roll it makes before the end of its next turn to be made with disadvantage. The confetti vanishes after 1 round.
2	The head is replaced with a comical boxing glove. On a hit, the target takes the weapon's damage and is pushed 10 feet away from you. The head then returns to normal.
3	The box erupts with a chorus of music. You gain a d6. You can choose to roll the die and add the result to any ability check or attack roll you make in the next minute. When you do, the die is lost.
4	On a hit, the target must also succeed on a DC 13 Wisdom saving throw or be affected by the hideous laughter spell. This version of the spell ends at the start of your next turn or when the creature takes any damage.
5	A second flail head springs from the box after the first. You can use a bonus action immediately after the attack to make one additional attack with the flail against the same target. On a hit, you don't add your Strength modifier to the damage roll. The head then returns to normal.
6	The flail's head is comically large. On a hit, the target takes an extra 6 bludgeoning damage. The head then returns to normal.

Bag of Goodberry Gummy Fish

Wondrous item, uncommon

Goodberry gummy fish are gooey sweets that look like Tiny, gelatinous fish. When found, they typically come in bags of 1d6 + 10 gummies, which are almost always red.

A *goodberry gummy fish* functions like a single berry from the *goodberry* spell, except that eating a gummy also grants you a swimming speed of 30 feet for 1 hour.

Alternatively, you can use an action to submerge a gummy in water to magically animate it, using the quipper's statistics. If you submerge 5 or more gummies in water at the same time, they function as a group, using the swarm of quippers' statistics instead. The quippers are friendly to you, but aren't magically compelled to obey any of your commands. After 1 hour, the animated gummies dissolve and are destroyed.

Bag of Magic Blocks

Wondrous item, rare

This leather bag is filled with magic wooden blocks, which are painted with vibrant colors. There are six types of blocks that can be found in the bag. The GM decides the number of each type of block in the bag or determines it randomly. When found, the bag has 2d6 + 10 blocks inside it.

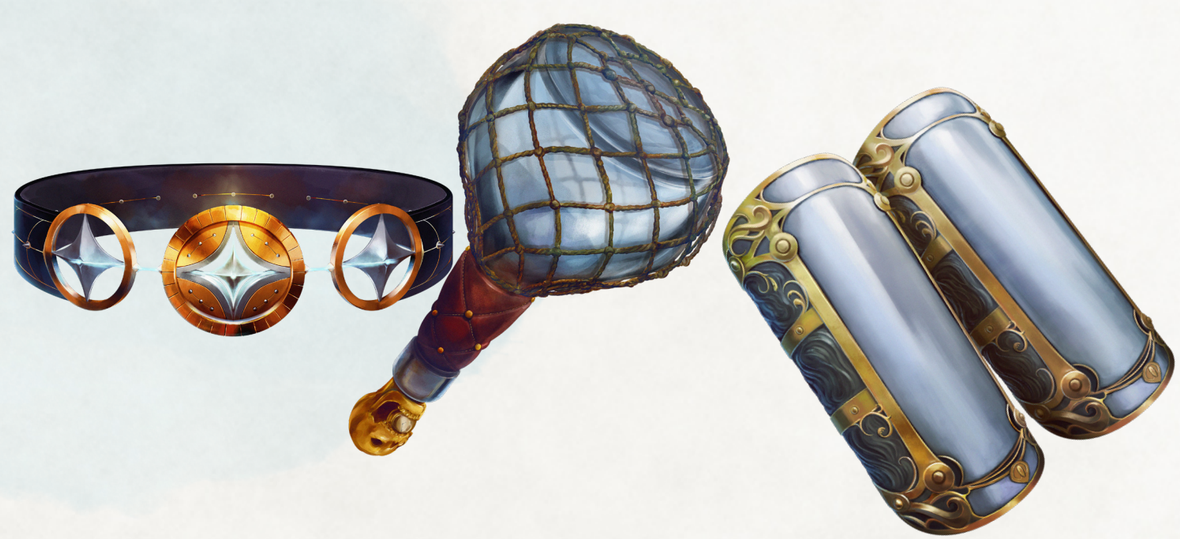
d6	Block Shape	Dimensions
1	Cylinder, long	2 in. diameter, 8 in. tall
2	Cylinder, short	2 in. diameter, 1 in. tall
3	Plank, long	1 in. wide, ¼ in. tall, 8 in. long
4	Plank, short	1 in. wide, ¼ in. tall, 2 in. long
5	Square	1 in. tall, 8 in. wide, 8 in. long
6	Triangle	3 in. on a side, 1 in. tall

You can assemble these blocks into various constructions, creating stacks of blocks representative of creatures or objects. You can use an action to tap a Small or smaller construction using the blocks and speak their command word, animating the construction as if by the *animate objects* spell (no concentration required). The animated blocks can't attack, but are capable of performing simple tasks.

Alternatively, when you tap the blocks, you can cause them to transform into a larger assembled form, with no one side measuring more than 10 feet. At the GM's discretion, the blocks function in a semblance that you'd expect based on the constructed form. For example, four small cylinders beneath a square block would function as a make-shift cart when transformed, despite it not having any axles. A player could also add sides to the cart using planks, but you would need to find a means to pull it separately.

A block remains animated or transformed in this way for up to 4 hours, at which point it loses its magic until the next dawn. You can end the effect on any single block or construction of blocks by using an action to speak the blocks' command word again, provided that you're also touching it. Only one construction of blocks can be animated or transformed in this way at a time. Each construction has AC 13 and a total number of hit points equal to the number of blocks used to create it.

If a block is left outside the bag and more than 100 feet away from it for 24 hours, it permanently loses its magic and becomes a normal wooden block.



Belt of Orion

Wondrous item, rare (requires attunement)

While wearing this belt, you have advantage on any ability check made to track a beast or monstrosity. In addition, when you hit a beast or monstrosity with a weapon attack, you deal an extra 1d6 damage of the weapon's type.

Summon Hounds. You can use an action while wearing this belt to summon two mastiffs, which appear in unoccupied spaces of your choice within 10 feet of you. The mastiffs are friendly to you and your companions, and take their turns immediately after you. 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. Each mastiff remains for 1 hour or until it's reduced to 0 hit points. While at least one mastiff remains, you gain a +5 bonus on any ability check made to track a creature. Once this property of the belt has been used, it can't be used again until the next dawn.

Bottle of Spare Time

Wondrous item, very rare

This glass bottle is empty when found. When sitting upright, it's indistinguishable from a normal bottle. It's stoppered with a golden skull holding a miniature timepiece in between its teeth. Despite its appearance, the bottle nevertheless functions as a *+3 club*.

Time Siphon. Whenever you're affected by a *haste* or *slow* spell while the bottle is on your person, it fills partway with sand. Each time the bottle is filled in this way, it gains 1 charge, up to a maximum of 5 charges, which is represented by the amount of sand left in the bottle. The bottle loses 1 charge each day at dawn, and 1d4 charges each time it's picked up or carried by a different creature.

While holding the bottle, you can use an action to remove the stopper and pour the sand out. When you do, the bottle loses all of its remaining charges and duplicates the effects of the *time stop* spell. This version of the spell lasts for a number of rounds equal to the number of charges the club lost when it was poured out. Each time you pour the bottle out, there is a 30 percent chance that the bottle loses this property.

Bracers of Spell Reflection

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

While wearing these mirrored bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield. In addition, you have advantage on saving throws against spells.

While wearing the bracers, you can use your Deflect Missiles feature when you're hit by a ranged spell attack, reducing its damage as if it were from a ranged weapon. If you reduce the damage to 0, you don't suffer any of the spell's effects and can immediately reflect the spell back at the attacker. The reflected spell uses the same spell attack bonus and spell save DC as when it was originally cast.

Captain's Wright

Staff, rare (requires attunement)

This staff is slung together and carved from the mast of a sunken ship. While on a vehicle, you can use the staff to perform a ritual over the course of 1 minute. At the end of the ritual, you and the staff are magically linked to that vehicle. While holding the staff, you gain the following benefits:

- While you are within 10 miles of the linked vehicle, you can notice and identify damage taken by it as if you suffered the injury yourself. The sensation is harmless.
- While you are within 1 mile of the linked vehicle, you can use an action to see and hear as if you were in any space on or adjacent to it until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.
- While you are within 100 feet of the linked vehicle, you can use an action to cause the sound of your voice to originate from any point on or adjacent to it. While speaking in this way, you can make your voice boom up to three times as normal until the start of your next turn.
- As an action, or as part of an action made to control the linked vehicle, you can touch it and expend one Hit Die to repair it. Roll the die twice. The vehicle regains a number of hit points equal to the total of the two rolls, plus your Constitution modifier.
- Any creature that can see or hear you, including yourself, has advantage on any check made to control or repair the linked vehicle.

Your link to a vehicle ends when the vehicle is destroyed. It ends early if you use an action to mentally sever the link, or if you perform the ritual again with a different vehicle. If the linked vehicle is destroyed, you also take 3d10 psychic damage before the link is severed.

Spells. The staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it: *animal messenger* (1 charge), *floating disk* (1 charge), *levitate* (2 charges; save DC 15), *mending* (no charges), *rope trick* (2 charges), *teleport* (7 charges), or *water walk* (3 charges). This version of the *teleport* spell targets only yourself, and the destination must be a location on the linked vehicle. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses this property.

Detective's Monocle

Wondrous item, rare (requires attunement)

While wearing this monocle, you have advantage on any Intelligence (Investigation) check you make. In addition, you can use an action to twist the monocle's lens to view the area around you as it was at a time within the last 24 hours. When you do, you must specify either an exact time or time relative to the present, such as "At three o'clock" or "Three hours ago," respectively. You then see the area within 30 feet of you as it appeared at the chosen time, including any objects or creatures that were there at that time. The area does not move with you. Any creature that appears within the area as part of this effect, including anything worn or carried by it, is blurry beyond recognition. Furthermore, the area appears in shades of gray, rather than color. You can view the area in this way for as long as you concentrate (as if concentrating on a spell), up to 10 minutes. It ends early if you move outside of the area or if you end the effect (no action required). Once this property of the monocle has been used, it can't be used again until the next dawn.

Fujin Reactor

Rod, legendary (requires attunement by a spellcaster)

A glass orb rests at the top of this mechanical scepter, which can be used as a spellcasting focus. At its center is the essence of a powerful wind spirit that's been known by a myriad of names over the course of centuries. Fans hum within the rod, releasing a constant breeze from either of its ends. While holding the rod, you have a flying speed of 30 feet and can hover.

Magic causes the spirit within the rod to stir. Whenever you use an action to cast a spell of 1st level or higher while holding the rod, you can choose to activate one of the following effects from it, using your spell attack bonus and spell save DC; the spell must be cast using a spell slot of a level no lower than the one listed in each option. Once you activate an effect, it can't be activated again until the next dawn. If you stow or drop the rod during the duration of an effect, it immediately ends.

Arcane Fusion 1: Step of Gaoh (1st level or higher). You can immediately use a bonus action to move up to 10 feet for each slot level used to cast the initial spell, without provoking opportunity attacks. At the end of this movement, the rod releases a blast of wind that extends from you in a 10-foot radius: each creature of your choice within that area is pushed up to 10 feet away from you.

Arcane Fusion 2: Fist of Amun (3rd level or higher). Before the end of your turn, you can use a bonus action to make a single melee spell attack, using the hand holding the rod. When you do, a giant fist of compressed wind surrounds your hand. On a hit, the target takes 1d10 bludgeoning damage for each slot level used to cast the initial spell. It is also pushed a number of feet away from you equal to 10 times the spell slot's level.

Arcane Fusion 3: Javelins of Njord (5th level or higher). You can immediately use a bonus action to summon a number of javelins in the air above you, which float as if by an unseen wind. The javelins are made of magical force. You summon a number of javelins equal to the level of the spell slot used to cast the initial spell. Make a ranged spell attack for each javelin against the same or multiple targets of your choice within 120 feet of you. On a hit, a target takes 1d8 force damage.

Arcane Fusion 4: Gale of Anemoi (7th level or higher). You can immediately choose any number of different creatures that you can see within 60 feet of you, up to the slot level used to cast the initial spell. On its next turn, a friendly creature you choose can take the Dash action as a bonus action; when it does, its movement doesn't provoke opportunity attacks for the rest of the turn. A hostile creature you choose must make a Strength saving throw. On a failed save, the creature is pummeled into the ground by wind, taking 3d6 bludgeoning damage and being knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. A flying creature that fails its saving throw and has the ability to hover or is being held aloft by magic is immediately pushed 60 feet downward.

Arcane Fusion 5: Awoken Wind (9th level). The spirit within the rod immediately manifests in a space of your choice within 30 feet of you, using the statistics of a djinni. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until it drops to 0 hit points. It then returns to the rod. Roll initiative for the spirit, which has its own turns. When you summon it and then again on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

Gemini Mask

Wondrous item, rare (requires attunement)

This half-mask remains securely on your face thanks to its full-width diadem, which extends from the mask around the rest of your brow. It functions as a *hat of disguise*. When you use an action to cast the *disguise self* spell from the mask, you can choose to appear identical to another creature that you can see within 60 feet of you. When you do, you can appear up to 3 feet shorter or taller to match the target's height.

Twin Sense. For the duration of this version of the spell, you gain the following benefits:

- You always know the general direction and distance of the other creature from you.
- When the other creature makes an attack against a target, you gain advantage on the first attack roll you make against the same target before the start of the other creature's next turn.
- You can use an action to see through the creature's eyes and hear what it hears until the start of your next turn. If the creature is unwilling, it first makes an Intelligence saving throw against your spell save DC. On a success, it's magically made aware of this effect—though not of you or its source—and the spell and effect ends. If a creature is immune to divination magic or is under the effects of a spell or magical effect that prevents such magic, you see and hear nothing from the creature's senses, and it automatically succeeds on the saving throw.
- The spell ends early if you're more than 1 mile away from the other creature.

Ioun Blade

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

An *Ioun blade* is named after Ioun, a god of knowledge and prophecy revered on some worlds. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The blade and crossguard are each inset with a gemstone. While you're attuned to the weapon, you also gain a +1 bonus to Intelligence, Wisdom, and Charisma checks and saving throws.

If you're also attuned to an *Ioun stone*, you don't need to attune to this weapon to use its properties. Furthermore, you can choose to have that stone magically replace one of the gemstones in the sword, instead of having it orbit your head. For each replaced stone, the sword's bonuses increase by 1.

Lightning Caltrops

Wondrous item, uncommon

These magic caltrops function like normal caltrops when scattered. When a creature takes lightning damage while standing on a space covered in these caltrops, that creature takes an extra 2d8 lightning damage. Once a creature in that space takes lightning damage in this way, or if the caltrops themselves are targeted by an effect that deals lightning damage, the caltrops become charged with electrical power. The caltrops remain charged for 1 minute or until a creature takes damage by stepping on them. Any creature that takes damage from stepping on the charged caltrops also takes an extra 2d8 lightning damage and can't take reactions until the start of its next turn. If a creature wearing metal armor steps on the charged caltrops and succeeds on the Dexterity saving throw, it still takes 1d8 lightning damage from the caltrops but does not end their charge.

If a set of *lightning caltrops* is scattered on the ground within 15 feet of another one, charging either set of caltrops also charges the other.

Navis Anima

Wondrous item, legendary

A *navis anima*, or simply an anima, is a sentient gemstone that rests upon a magic pedestal. The gemstone can't be separated from the pedestal, despite the fact that the stone seems only loosely placed atop it. While the anima is on a vehicle, you can perform a ritual to name the gemstone and vehicle, magically binding the two together. The ritual takes 1 hour to complete and requires a bottle of fine wine worth at least 100 gp. Once complete, the pedestal anchors itself to the vehicle and alters its appearance to match the vehicle's design. The chosen name then magically appears on the vehicle in a place of your choice, replacing any name that was already on it. A named anima cannot be renamed.

While an anima is bound to a vehicle, the vehicle is capable of travel at slow pace even if its usual source of movement isn't present. For example, a carriage bound to an anima could travel at a slow pace even without horses, as its wheels would magically rotate under the anima's control. The anima can make ability checks for the vehicle, using its vehicle's statistics, and it can grant any creature of its choice advantage on ability checks made to steer or otherwise control the vehicle, provided that the anima and chosen creature share at least one language. Conversely, any creature that attempts to control the vehicle against the anima's will has disadvantage on any ability check made to do so.

An anima can only be separated from its vehicle by the destruction of that vehicle. When this happens, the anima becomes dormant. It can be bound to a new vehicle by performing the naming ritual again, although it fails if you attempt to assign the gemstone a new name. The gemstone's name then appears on the new vehicle.

Sentience. A *navis anima* is a sentient magic item of any alignment. When the anima is first named, it begins with an Intelligence, Wisdom, and Charisma score of 10. Then, roll three d6s and add each result to a different one of those scores, recording each total as its new score for that attribute. The anima has darkvision out to a range of 60 feet. It can see, hear, and feel anything as if it were in any space occupied by the bound vehicle.

The anima can speak and read Common and can communicate telepathically with creatures in physical contact with its vehicle. It can learn up to three additional languages; each new language requires it to travel for 30 days with a crew that primarily communicates using that language.

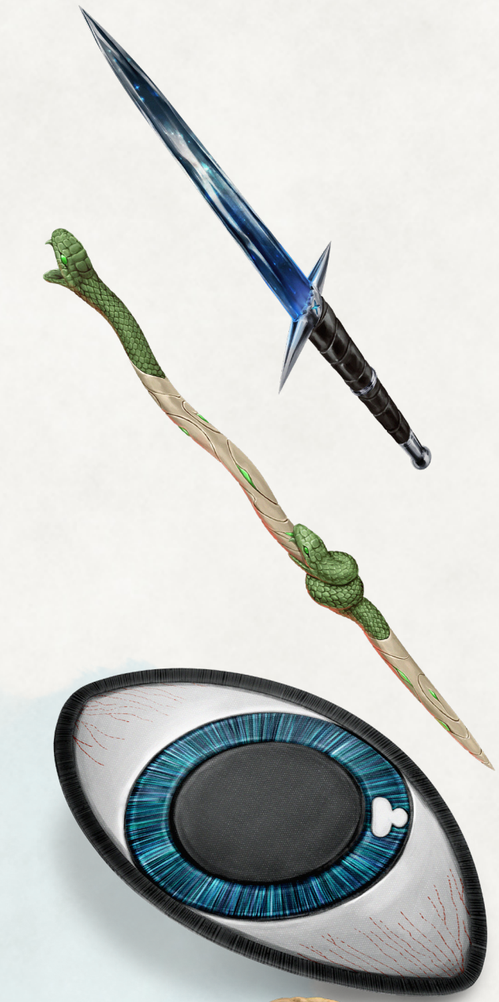
Personality. A *navis anima* is initially blank. Once it has been part of a naming ritual, however, it quickly forms a personality based on its given name, its bound vehicle, and its early interactions with other creatures. For example, a general's warship named the Lord's Blade may have an aggressive, militaristic personality, while a merchant's cart named the Timetable may be meticulous and punctual. However, all animas are protective of those they consider their crew and will prioritize their crew's interests over the interests of others.

Obsidian Star

Weapon (dagger), rare (requires attunement)

A favorite amongst mage hunters, this midnight-dark obsidian dagger sparkles like starlight. While in darkness, you can clearly see the cosmos in its blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has 3 charges and regains 1d3 expended charges daily at dawn. If left outdoors under starlight for 8 hours, it automatically regains all expended charges at dawn instead.

When you hit a creature with the dagger, you can expend 1 of its charges to force the target to make a DC 15 Wisdom saving throw. The creature takes an extra 2d8 force damage on a failed save, or half as much on a successful one. If the creature is a spellcaster and fails the saving throw, it also can't cast spells of 1st, 2nd, or 3rd level for 1 minute. It can make another DC 15 Wisdom saving throw at the end of each of its turns for the duration, ending the effect on itself on a success.



Ouroboros Wand

Wand, rare

This wand has 3 charges and regains all expended charges daily at dawn. While holding the wand, you can expend 1 of its charges to cast the *acid arrow* spell from it, using a spell attack bonus of +7. The arrow created by the spell appears as a snake, rather than an arrow. When you expend the last charge from the wand, roll a d20. On a 1, the wand loses its magic and is transformed into a giant constrictor snake that's hostile toward all creatures (including you). On any other result, the wand immediately regains 1d3 charges. Each time this happens, the minimum number you have to roll on the d20 to transform it into a snake increases by 1, to a maximum of 5; this number returns to 1 daily at dawn.

This version of the giant constrictor snake has twice as many hit points. In addition, any creature that it bites must make a DC 16 Constitution saving throw. On a failed save, a creature takes 4d4 poison damage and becomes poisoned for 1 hour. On a success, a creature takes half as much poison damage and isn't poisoned.

Patch of the Open Eye

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 it falls off or you use an action to remove it. While it's attached to a piece of clothing, the eye's pupil will occasionally dart off to the side before returning back to the center.

While the patch is attached to a piece of clothing you're wearing, you can't be surprised at the start of combat. Once the patch prevents you from being surprised in this way, it falls off. Alternatively, you can choose to peel off the patch as part of making a Wisdom (Perception) check. You make this decision after you roll the d20, but before knowing the result of the check. When you do, roll a d4 and add it to the total.

Once the 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.

Rope Cobra

Wondrous item, common

You can use an action while holding this 30-foot length of hempen rope to speak its command word. The rope then magically animates and transforms (slightly) into a cobra made of rope. As part of this action, and then again as an action on each of your turns for the duration, you can issue the snake a verbal command, such as "tie yourself around that pillar." The snake only obeys the commands of the creature that animated it. The rope returns to normal and ceases to be animated after 1 minute, after it moves more than 120 feet, or when you use an action to speak its command word again; it can't be animated again until the next dawn.

The snake has 2 hit points, like normal rope, although it has resistance to all damage. It has AC 11 and a speed of 30 feet; it can climb walls and objects that aren't smooth at half its normal speed. The snake also has blindsight out to a range

of 30 feet, is blind beyond that radius, can't attack, and has an escape DC of 10. If the rope is destroyed, whether it's animated or not, it becomes a normal length of nonmagical rope.

Scroll of Rugs

Scroll, uncommon

You can use an action to unfurl this illustrated scroll and speak its command word, which is typically written along the edge of the scroll. When you do, the scroll transforms into a special plush *carpet of flying*, which is commanded using the same command word as the scroll. This carpet is 2 feet wide and 6 feet long, has a carrying capacity of 100 pounds, and has a flying speed of 60 feet. It can carry up to twice this weight, but it flies at half speed if it carries more than its normal capacity. After 1 hour, the carpet loses its magic.

When you use this scroll, roll a d20. On a 1, the scroll transforms into a hostile rug of smothering in the nearest unoccupied space within 5 feet of you. This property of the scroll is only revealed when you first speak the scroll's command word. An *identify* spell fails to reveal it.

Shipwrecker

Weapon (war pick), rare (requires attunement)

Barnacles and frost cover this magic war pick, which has the heavy property. Targets hit with this weapon take an extra 1d6 cold damage, and if the target is an object or structure, it takes the maximum piercing damage from the weapon, instead of rolling its weapon damage die. If the target is also a vehicle, its maximum speed is reduced by a cumulative 10 feet each time it's hit by the weapon. This penalty to speed remains for 1 minute.

Drop Anchor. When a creature or effect would move you against your will while you're holding the war pick, you can use your reaction to immediately drop the weapon. When you do, a magical chain tethers you to the weapon, and neither you nor the weapon can be moved against your will until the end of the turn.

Spatha of Martial Mastery

Weapon (shortsword), rare (requires attunement by a barbarian, fighter, monk, or rogue)

A long white ribbon trails behind this shimmering sword, whose blade is forged with swirls of gold. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you gain the following benefits.

Cunning Strike. If you have 5 or more levels in the rogue class, you can use your Cunning Action feature to make a single attack with this weapon as a bonus action if you do not use an action to make a weapon attack or cast a spell on the same turn, as you master the balance of offense and improvisation.

Freed Hand. If you have 5 or more levels in the barbarian class, any target you hit with this weapon while raging takes an extra 1d6 piercing damage from it, as you master both brutal blows and the free exercise of your strength. You don't gain this benefit if you're holding a weapon or shield in your other hand.

Ki Channeling. If you have 5 or more levels in the monk class, you can use this weapon in place of any unarmed strike you make, as you master the grace and flow of your swordplay. Any feature that relies on or benefits your unarmed strikes, such as your Flurry of Blows or Martial Arts features, also applies to this weapon. In addition, whenever you use your Step of the Wind feature as a bonus action, you can immediately make one melee attack with the sword as part of that action.

Manipulating Attack. If you have 5 or more levels in the fighter class, you can take the Use an Object action or shove a target within your reach once per turn immediately after making an attack with this sword as part of the Attack action, as you master versatile tactics to shift the flow of battle. You can only push a target up to 5 feet away from you when you shove it in this way, but can choose to make the contested check using Dexterity (Acrobatics) instead of a Strength (Athletics) when you do.

Weapon of Blind Faith

Weapon (any), uncommon

This weapon features a stone sculpture of a blindfolded monk carrying its blade, bludgeon, or similar element of its design. When you make an attack with the weapon and have advantage or disadvantage on the roll, you score a critical hit if the result on both d20s is the same.

Whip of the Copper Eel

Weapon (whip), uncommon (requires attunement)

This magic whip hums with electricity. It has 4 charges and regains all expended charges daily at dawn. When you hit a creature with this whip, you can expend 1 or more of its charges to deal an extra 1d6 lightning damage to that creature for each charge you spend. You don't suffer the negative effects of underwater fighting when you make an attack with this weapon.

When you hit an underwater creature with this whip, it automatically takes an extra 1d6 lightning damage from the attack—as if you had expended a charge from it. When this happens, you can still spend charges from the whip to deal additional lightning damage to the creature. If you do, each other creature of your choice within 10 feet of the target must succeed on a DC 13 Constitution saving throw or take lightning damage equal to half the amount dealt to the target.

GenCon was a blast this year, and I didn't get sick! However, it still knocked me out of my typical schedule and routine. It's not a bad thing, at least: with my current work schedule, I have the option to have some flexible hours each day to catch up something that's lagging behind. There's always something to do!

Personal favorites include the *bountyfinder's tricorn*, *druidic shape charms*, *lunar compass*, *pouch of mephit marbles*, and *relentless stinger.*

JULY, 2023

Arkanobow
Axe of Hurricanes
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Molten Hammer
Pouch of Mephit Marbles
Relentless Stinger
Robe of Cunning
Scepter of the Tyrant's Gaze
Vainglorious Armor

Arkanobow

Weapon (longbow), very rare (requires attunement)

Arkanobows are weapons from a far-flung age and can sometimes be found in the lairs of sphinxes that have traveled through time. You can use the bow as described below, even if you aren't attuned to it.

The item appears to be a bow handle. While grasping it, you can use a bonus action to cause a pair of bow arms to spring into existence, one from either end of the riser, or make them disappear. The bow's crackling arms emit bright light in a 15-foot radius and dim light for an additional 15 feet. If you are proficient with shortbows or longbows, you are proficient with the *arkanobow*.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you draw the bow without an arrow, the bow magically creates its own. The created arrow is already nocked, made of pure electricity, and disappears if you don't make an attack with it. On a hit, the weapon deals lightning damage, instead of piercing, and if the target is made of metal or wearing metal armor, you have advantage on the attack roll.

The weapon runs on a power source that's fueled by magic. The bow's arms 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 bow 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 *arkanobow* has 3d20 minutes of power remaining, and it can't have more than 60 minutes of power at a time.

If you're attuned to the bow, you can use the following properties by deducting additional minutes from the bow's remaining time. The number of minutes you deduct depends on the property you use.

Jumpstart. You can use an action to deduct 5 or more minutes from the bow's remaining time to fire a special arrow from it, which harmlessly hits a creature that you can see within the bow's normal range. That creature can immediately use its reaction to move up to its speed, without provoking opportunity attacks. If the creature had 0 hit points, it first regains a number of them equal to 1d8 plus the number of minutes you deducted, up to 20 minutes. Once a creature regains hit points in this way, it can't do so again until it finishes a short or long rest.

Quicklaunch. You can use a bonus action to deduct 2 minutes from the bow's remaining time to make a single ranged weapon attack with it. If you already hit the target with the bow on this turn, you have advantage on the attack roll, and on a hit, the target takes an extra 1d6 lightning damage.

Axe of Hurricanes

Weapon (any axe), uncommon

You can use an action to create a powerful whirlwind around you by swinging this magic weapon. Make a melee attack with the axe against each creature within 5 feet of you (other than yourself), with a separate attack roll for reach target. Immediately after the attacks, each creature within 15 feet of you (other than you) must also make a DC 13 Strength saving throw. On a failed save, a creature takes 1d8 bludgeoning damage. It takes a second 1d8 bludgeoning damage if it's within 10 feet of you, and a third 1d8 if it's within 5 feet. If the creature is Medium or smaller, it's also thrown up to 10 feet away from you. On a success, a creature takes half as much bludgeoning damage and isn't thrown.

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

Big Cat Slippers

Wondrous item, uncommon

These slippers come in pairs of one of four patterns. Each pattern resembles a type of cat found in a different environment. While wearing the slippers, you gain a benefit determined by their pattern.

Pattern	Appearance	Benefit
Arctic	All white and silver with leopard spots	Difficult terrain caused by snow and ice doesn't slow your movement and can't cause you to fall prone.

Pattern	Appearance	Benefit
Jungle	Orange and white with black stripes	You gain a +3 bonus to Dexterity (Stealth) checks in heavily forested areas.
Mountain	A mix of brown, tan, and white	You gain a climbing speed equal to half your walking speed, and it increases by 10 feet when climbing on cliffs and other natural rock surfaces.
Savannah	Dull yellow with cheetah spots	You can move an extra 10 feet when you take the Dash action.

Blade of the Unbroken Circle

Weapon (longsword), legendary (requires attunement)

This blade is made by archdruids from the branch of an ancient tree. Rejuvenating magic pulses through it. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you're a druid, you're proficient with this weapon, which can also be used as a druidic focus, and the bonus increases to +3.

While attuned to the weapon, you can use your Wisdom modifier, instead of Strength, for its attack and damage rolls. In addition, moving through nonmagical difficult terrain costs you no extra movement.

Charges. This sword has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you're a druid, it regains all expended charges at dawn instead.

Spells. While holding the sword, you can use an action to expend some of its charges to cast one of the following spells from it (save DC 17): *barkskin* (2 charges), *plant growth* (3 charges), *regenerate* (7 charges), *tree stride* (5 charges), or *wall of thorns* (6 charges). If you're a druid, this version of the *barkskin* spell prevents your AC from being less than 18, instead of 16.

Nature's Wrath. When you hit a target with the sword, you can expend 1 of its charges to deal an extra 2d6 damage to it of a type based on the environment you're in. If an environment has more than one damage type associated with it, you choose which one each time: arctic (cold), coast (cold or fire), desert (fire), forest (bludgeoning, piercing, or slashing), grassland (piercing or slashing), mountain (lightning), swamp (necrotic or poison), or underground (necrotic).

Blazeblood Signet

Ring, very rare (requires attunement)

The gem at the center of this dark silver ring is always warm to the touch. While wearing the ring, your blood feels unnaturally hot, and it feels as though the ring itself pulses to match your heartbeat. You gain the following benefits while wearing this ring:

- You regain all of your spent Hit Dice whenever you finish a long rest.
- Whenever you spend Hit Dice to regain hit points at the end of a short rest, you automatically regain the maximum number of hit points possible.
- You can tolerate temperatures as low as –50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as –100 degrees Fahrenheit.

Blood Conversion. While wearing this ring, you can choose to spend 1 or more Hit Dice whenever you hit a creature with an attack, up to a maximum of 5 Hit Dice per turn. For each Hit Die spent, roll the die and add your Constitution modifier to it. You immediately gain temporary hit points equal to half the total (rounded up), and the target of the attack takes fire damage equal to the same amount.

Curse. This ring is cursed, and attuning to it extends the curse to you. For as long as you remain cursed, you regain half as many hit points whenever a spell or magical effect restores them.

Bountyfinder's Tricorn

Wondrous item, uncommon

You're proficient with water vehicles while wearing this hat, and you have advantage on ability checks made to navigate them. A spade-shaped pin is magically clasped to the hat's edge; you can use an action to touch it and speak the name or description of an object you're looking for. When you do, you cast the *locate object* spell from the pin, targeting that object, and the pin transforms into a magic shovel. This version of the spell doesn't require concentration and has a duration of 30 minutes.

If you tap the shovel to the targeted object before the end of the spell's duration, the shovel then transforms back into the pin on the hat, which can then be used to cast the spell again. Otherwise, the shovel loses its magic and becomes a normal shovel.

Chain Acolyte Robes

Armor (chain mail), rare (requires attunement by a spellcaster)

These acolyte robes are draped in heavy chain mail. You are proficient with this armor and ignore its Strength requirement if you have a spellcasting ability score of at least 13.

Spells. While wearing the armor, you can use an action to cast either the *hold monster* or *hold person* spell from the armor, using your spell save DC. When you do, the spell holds the target in place with magical chains; for the spell's duration, the target takes 3d6 bludgeoning damage from the chains at the start of each of its turns. Once you cast a spell in this way, that spell can't be cast from the armor again until the next dawn.

Wand of Binding. If you are also attuned to a *wand of binding*, it regains all expended charges daily at dawn. In addition, whenever you use the wand to cast *hold monster* or *hold person*, you can choose to have it cast the armor's version of the spell instead. You still use the wand's save DC when casting the spell in this way.

Chapel Lantern

Wondrous item, uncommon

This stained glass lantern casts colorful lights around it while lit, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Alternatively, you can fill the lantern with a flask of holy water. While holding it, you can use an action to magically reduce the light to dim light in a 5-foot radius.

When the lantern is lit using holy water, the light that it sheds almost shimmers with divine magic. When lit in this way, any undead creature within the lantern's bright light has disadvantage on any attack roll it makes. Further, if such a creature starts its turn within the bright light, it immediately takes 1d6 radiant damage.

Each time that an undead creature takes radiant damage as result of the lantern's bright light, deduct 1 hour from the lantern's total burn time.

Dart of Caltrops

Weapon (dart), uncommon

The tip of this all-metal dart resembles a single caltrop. If you hit a creature with a ranged attack using the dart, that creature's speed is reduced by 10 feet until it regains at least 1 hit point (as if it had stepped on spread caltrops). Hit or miss, countless, magical caltrops burst from the dart to cover the ground in each space adjacent to the target. The caltrops remain for 1 minute, at which point they turn to dust and are destroyed.

Once this property has been used, it can't be used again until the next dawn. In the meantime, the dart can still be used as a magic weapon.

Druidic Shape Charms

Gloom Shield

Grower's Tape

Druidic Shape Charms

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

These small wooden charms are carved in the shape of recognizable creatures. Each one is about three inches tall and can fit into the top of the charm below. If you have multiple charms, they collectively count as a single magic item for the purposes of determining how many items you can attune to.

When found, the creature type associated with the charm is random. Roll a d8 and use the table below to determine what charm you find.

While a charm is on your person, you can use an action to expend two uses of your Wild Shape to transform into a creature other than a beast, following the normal rules for Wild Shape with the following changes. The type of creature you can transform into is determined by the charms you have. The challenge rating of the creature must be no more than half your druid level, rounded down, and the maximum amount of time you can remain transformed is 10 minutes.

d8	Charm
1	***Celestial Charm.*** Carved into the shape of a couatl. Allows you to use your Wild Shape to transform into celestials.
2	***Dragon Charm.*** Carved into the shape of a red dragon. Allows you to use your Wild Shape to transform into dragons.
3	***Eldritch Charm.*** Carved into the shape of a one-eyed aberration. Allows you to use your Wild Shape to transform into aberrations.
4	***Fey Charm.*** Carved into the shape of a satyr. Allows you to use your Wild Shape to transform into fey.
5	***Fiend Charm.*** Carved into the shape of a hell hound. Allows you to use your Wild Shape to transform into fiends.
6	***Forest Charm.*** Carved into the shape of a treant. Allows you to use your Wild Shape to transform into plants.
7	***Monster Charm.*** Carved into the shape of an owlbear. Allows you to use your Wild Shape to transform into monstrosities.
8	***Slime Charm.*** Carved into the shape of a gelatinous cube. Allows you to use your Wild Shape to transform into oozes.

Gloom Shield

Armor (shield), rare (requires attunement)

This tall shield is made from the sculpted lid of a coffin. A skeletal figure rests embossed on its surface, reminding would-be attackers of their own mortality.

The shield has 3 charges and regains all expended charges daily at dusk. While holding it, you can use an action to expend 1 of its charges to cast the *fear* spell from the shield (save DC 15). A creature that fails the saving throw also takes 4d6 psychic damage. Alternatively, when a creature within 5 feet of you hits you with an attack while you're holding the shield, you can use your reaction to expend 1 of the shield's charges to force that creature to make a DC 15 Wisdom saving throw. On a failed save, it immediately takes 4d6 psychic damage and is frightened of you for until the end of its next turn.

Grower's Tape

Wondrous item, uncommon

This roll of tape is 1 inch wide and 60 feet long. You can use an action to cut off a length of tape and apply it to a surface. The tape immediately decomposes and turns into fertile soil once it's stuck to a surface. Plants rapidly grow from the soil, becoming fully ripe after 1 hour.

Roll on the table below once for every 1 foot of tape used to determine what grows from that stretch of soil.

d6	Grown Plant
1	A sickly mushroom. Boiling three of these for 1 hour renders one vial's worth of basic poison.
2–5	A cluster of random crops, which yield either 1 pound of wheat (30%), 1 pound of ginger (30%), 1 pound of cloves (30%), or 1 pound of saffron (10%).
6	A vine grows from the ground to produce 1d4 berries, which function as if created by the *goodberry* spell.

If you use one or more strips of tape to enclose an area, the tape recreates either version of the *plant growth* spell (your choice) for all plants within that area. For example, you can use 20 feet of tape to enclose a 5-foot square, or 30 feet of tape to enclose a 5-foot-radius circle.

Hero's Goblet

Wondrous item, rare

Whenever common wine is drunk from this gilded goblet, it tastes as if it were fine wine instead. While holding the goblet, you can use an action to speak its command word. The goblet then fills with a magical wine; drinking the full goblet of wine, using another action, grants you the following benefits for 1 hour:

- You have advantage on Wisdom saving throws, as well as on saving throws against being poisoned.
- You have resistance to poison damage.
- You gain 5 temporary hit points at the start of each of your turns.

This property of the goblet can't be used again until the next dawn, at which point any of its remaining wine becomes nonmagical.

Kestra's Task List

Wondrous item, uncommon

When found, this small pad of paper has 2d10 sheets remaining. Each sheet has three checkboxes next to lines on which to write.

Within 1 hour of finishing a long rest, you can choose to write three different and specific objectives on a sheet, which you then tear off the pad. Roll a d6 for each objective you wrote and record the result of each one. Whenever you make an ability check to either accomplish or help accomplish an objective you wrote on that sheet, you can choose one of the d6 results to add to the total. The d6 is then lost.

Hero's Goblet

Kestr's Task List

Lunar Compass

An objective is magically crossed off the sheet when you complete it. If you complete all of the objectives written on the sheet within 24 hours, there is a 50 percent chance that a new sheet magically appears on the pad of paper when the last objective is crossed off. In either case, after 24 hours, the sheet loses its magic, and any remaining d6 results are lost. It also loses its magic if you tear off a second sheet from the pad.

Lunar Compass

Wondrous item, rare

This compass has a glass eye on its lid, allowing you to see it even while it's closed. At its center is a shallow moon sculp-

ture, which is always magically shaded to match the current phase of the moon it represents. During the day, the item functions exactly like a normal compass.

While holding the compass between dusk and dawn, it emits dim light in a 5-foot radius. During this time, you can use an action to speak its command word, followed by the name of a specific fixed location on the same plane of existence as you. If you are outside and can see at least one moon, the needle then points in the direction of the shortest and most direct route (but not necessarily the safest one) to that location. This effect is suspended if you can no longer see the moon (such as if you enter a cave or dense forest), and it ends at dawn or when you're no longer holding the compass. Once you use this property of the compass, it can't be used again until the next dusk.

Molten Hammer

Weapon (maul), very rare (requires attunement)

This hammer is pulled like glass from molten rock and glows with residual heat from within. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 fire damage to any target it hits.

Overheat. Once on each of your turns when you hit a target with this hammer, you can cause the hammer to magically overheat. When you do, the attack deals an extra 2d8 fire damage. You then take fire damage equal to half this amount, which can't be reduced or prevented in any way.

Pouch of Mephit Marbles

Wondrous item, uncommon

This square pouch contains 2d4 + 2 marbles inside it. There are four types of marbles. Roll on the table below for each marble within the pouch to determine how many of each type you have.

d4	Appearance	Mephit
1	Beige stone with a sandy surface	Dust
2	Glass with swirls of soft, snowy white	Ice
3	Obsidian glass with swirls of embers	Magma
4	Glass with watery swirls and plumes	Steam

You can use an action to throw a marble into an unoccupied space that you can see within 30 feet of you. On impact, the marble is destroyed, and a mephit appears in the space. The type of mephit depends on the marble you threw. The summoned mephit is friendly to you and your companions. It shares your initiative and takes its turn immediately after yours. It obeys any verbal commands that you issue it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise take no actions.

The mephit remains for 10 minutes or until it's reduced to 0 hit points. If you throw another marble while a summoned mephit remains, there is a 50 percent chance that the new mephit is hostile to you and doesn't obey your commands.

Relentless Stinger

Weapon (rapier), rare

You gain a +1 bonus to attack and damage rolls made with this magic rapier. When you reduce a creature to 0 hit points using this weapon, the next target you hit with it before the end of your next turn takes an extra 10 piercing damage from the attack.

Robe of Cunning

Wondrous item, rare (requires attunement)

This silken robe is designed in the likeness of a fox. While wearing it, you have advantage on any Dexterity (Stealth) check you make.

The robe has 3 charges and regains 1d3 expended charges daily at dawn; a number of ribbon-like fox tails hang from the back, which represent the number of charges the robe has remaining. While wearing the robe, you can use a bonus action to expend 1 of its charges to cast the *mislead* spell from it. This version of the spell has a duration of 1 minute, and when the spell ends, you can also change your appearance as if you were affected by *disguise self* (spell save DC 16). The illusory appearance ends after 10 minutes, if you use a bonus action to end the effect early, or if you're reduced to 0 hit points.

Alternatively, when you're reduced to 0 hit points, you can use your reaction to expend all of the robe's charges to drop to 1 hit point instead, provided that the robe has at least 1 charge. When you do, you simultaneously cast the *mislead* spell, leaving an unconscious illusory body in your place.

When you expend the last charge from the robe, roll a d20. On a 1, the maximum number of charges the robe has is permanently reduced by 1.

Scepter of the Tyrant's Gaze

Rod, very rare (requires attunement)

This gilded rod features a sculpted eye bound within a mass of entangled tentacles. At the center of the eye is a dark gemstone. While holding the rod, you have advantage on saving throws against spells.

The scepter has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding the scepter, you can use an action to expend up to 3 of its charges, firing a beam of colored light for each expended charge. Each beam can target a creature that you can see within 60 feet of you; make a ranged spell attack for each one, using an attack bonus of +7. On a hit, the target takes 4d6 force damage and suffers an additional effect (save DC 15). Roll a d10 and use the table below to determine each beam's color and additional effect.

d10	Beam Color	Additional Effect
1	Red	The target must succeed on a Wisdom saving throw or be charmed by you until the start of your next turn or until it takes any damage.
2	Orange	The target must succeed on a Constitution saving throw or be paralyzed until the start of your next turn.
3	Yellow	The target must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn.
4	Green	The target must succeed on a Strength saving throw or be thrown 1d6 × 5 feet in a random direction and be restrained until the start of your next turn.
5	Cyan	The target must succeed on a Dexterity saving throw or have its speed reduced by half for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6	Blue	The target must succeed on a Wisdom saving throw or fall unconscious for 1 minute. The sleeper remains unconscious until it takes any damage or if another creature uses an action to wake it.
7	Indigo	The target must succeed on a Dexterity saving throw or become restrained. The restrained target must repeat the saving throw at the start of each of its turns until it either succeeds on the saving throw and ends the effect, or fails the saves for a third time. If the target fails the saving throw for a third time, it becomes petrified until the start of your next turn, at which point the effect ends.
8	Violet	The target must make a Dexterity saving throw, taking an extra 4d6 force damage on a failed save, or half as much damage on a successful one.
9	Magenta	The target must make a Dexterity saving throw, taking an extra 6d6 force damage on a failed save, or half as much damage on a successful one.
10	Black	The target must make a Dexterity saving throw, taking an extra 8d6 force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, its body becomes a pile of fine gray dust.

Alternatively, you can expend 3 or more charges from the scepter to cast *counterspell* from it, using your reaction. The spell's level increases by 1 for each charge you spend after the third.

Vainglorious Armor

Armor (ring mail), rare (requires attunement)

The torso of this glimmering ring mail is guarded by hundreds of golden, interlocked signet rings. It's always magically clean. While wearing it, you gain a bonus to AC equal to your Charisma modifier (maximum 5). When you make an ability check, saving throw, or attack roll and roll a 20 on the d20, you're bolstered by a wave of confidence: you have advantage on the next Charisma check or Charisma saving throw you make within the next minute.

Curse. This armor is cursed, and attuning to it extends that curse to you. While you're cursed, you gain the following flaw: "I am easily embarrassed." Furthermore, whenever you make an ability check, saving throw, or attack roll and roll a 1 on the d20, any Charisma check or Charisma saving throw you make for the next minute is made with disadvantage.

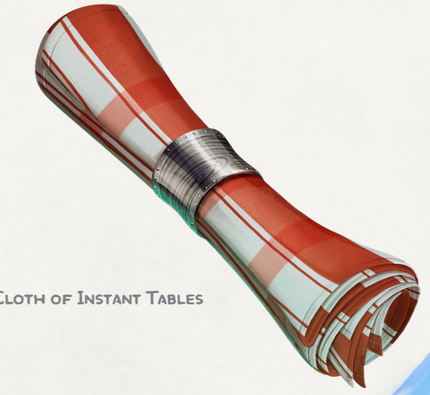
Summer comes to an end, doesn't it always? It's still pretty warm out here, though, and we're making the most of it. Windows open while illustrating is great! I've been working hard on side projects this past month, and trying very hard not to start yet another one.

Personal favorites include the *cloth of instant tables*, *crown of the cursed king*, *ghostly blade*, *hammer of whispers*, and *wand of incense*.

AUGUST, 2023

Blossoming Arrow
Cloth of Instant Tables
Crown of the Cursed King
Ghostly Blade
Hammer of Whispers
Kobold Diviner's Amulet
Mousetrap Explosive
Pipe of the Mermaid
Quarterstaff of the Elk
Sending Slates
Solacesteel Plate
Solacesteel Requiem
Sonar Arrow
Tidal Fan
Trapper's Bag
Vortex Elixir
Wailing Ring
Wand of Incense

Hammer of Whispers



Cloth of Instant Tables

Ghostly Blade

Blossoming Arrow

Cloth of Instant Tables

Crown of the Cursed King

Blossoming Arrow

Weapon (arrow), rare

This twig-like arrow is fletched with split leaves and dotted with tiny blossoms. Its point is a complicated, bulb-like mass, which seems to cover a collection of strange glowing pustules at its center.

A creature hit by this arrow takes an extra 2d6 poison damage from the attack, or 3d6 if the creature is a plant, and must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 hour. A poisoned creature gains the plant type, in addition to its other creature types, for as long as it remains poisoned. After the arrow deals this poison damage, it loses its magic.

Alternatively, if the arrow is planted or otherwise stuck in soil and left to rest for 30 days, it magically transforms into an awakened tree at the end of that time. This awakened tree is immune to poison damage and is covered in small, beautiful flowers. Until the arrow transforms into a tree in this way, you can remove it from the soil to use it as an arrow.

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

Cloth of Instant Tables

Wondrous item, common

This rolled up table cloth is secured by a wood-patterned ring. You can use an action to slide the cloth from the ring and flourish it—as if you're about to set a table with it. When you do, a wooden table magically appears on the ground beneath the cloth, provided that there's space for it. The table is 3 feet wide and 5 feet long; the cloth's ring is wrapped around one of its four legs, which can hold as much weight as a normal table's. The table is equipped with two attached benches, which can comfortably sit up to 4 Medium creatures.

The table remains until the cloth is removed from the table, which can be done using an action. As part of the action to remove the cloth and dismiss the table, you can roll it up and secure the cloth within the ring. If the table is destroyed, the cloth becomes a nonmagical table cloth.

Crown of the Cursed King

Wondrous item, legendary (requires attunement)

This tarnished crown was originally worn by a maddened king, whose hunger for power could seemingly not be stopped. Only with old age was his reign brought to an eventual end, at which time all symbols of his power were systematically destroyed, including this crown. However, his malevolent spirit remains in the form of magical strands of force that hold its pieces together—a lasting sign of his unwillingness to cede his rule.

The crown has the following properties.

Curse Bestowment. While wearing this crown, you can use an action to touch a creature and cast the *bestow curse* spell on it from the crown (save DC 16). If you hit a creature with a melee attack, you can cast the spell on that creature in this way (as if you were touching it) before the end of your next turn. You must be able to see the creature.

Curse Suppression. While wearing this crown, any curse affecting you is suppressed. For each suppressed curse, you gain a +1 bonus to any attack roll, ability check, or saving throw you make (up to a maximum bonus of +3). Your attunement to a cursed magic item can't be ended voluntarily unless the curse is broken first, even if its effects are suppressed by the crown. Curses from an artifact can't be suppressed in this way.

Rule of the Iron Fist. While attuned to the crown, your Strength and Charisma scores each increase by 2, up to a maximum of 22.

Curse. This crown is cursed, and becoming attuned to it extends the curse to you. The effects of this curse aren't suppressed by the crown's Curse Suppression, but nevertheless contribute to the bonus you gain as part of that property. You are immune to the effects of *remove curse* while wearing the crown.

While cursed, you gain the following flaw: "I am always in danger of losing everything. I must ensure my legacy is preserved." In addition, you are unwilling to part with the crown, wearing it atop your head at all times. It can't be removed from your head against your will.

Ghostly Blade

Weapon (longsword), very rare (requires attunement)

This fractured sword is inhabited by the spirit of its previous wielder. While grasping the hilt, you can use a bonus action to cause a blade of ghostly energy to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the *ghostly blade*.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of slashing damage. While holding the sword, you can use a bonus action to see up to 30 feet into the Ethereal Plane until the start of your next turn. Further, your attacks with this weapon can hit any creature you see on that plane; if you're on the Ethereal Plane, you can use this weapon to attack targets you see on the plane you originated from, although the attack rolls are made with disadvantage.

Blink Step. You can use a bonus action to step into the Ethereal Plane, where you remain until the end of your next turn. At the end of the effect, you reappear in an unoccupied space of your choice within 10 feet of you on the plane you originated from. This property of the weapon can be used twice, and it regains all expended uses of it daily at dawn.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Possession Immunity. While you're attuned to this weapon, you can't be possessed by another creature. If you are already possessed by another creature, you can't attune to this item.

Sentience. While the weapon itself isn't sentient, it's haunted by the spirit of its last wielder. The spirit is neutral with an Intelligence of 15, a Wisdom of 12, and a Charisma of 17. It can hear and has darkvision out to a range of 120 feet. It can speak, read, and understand any languages it knew in life, and can communicate with its wielder telepathically. Its voice echoes in a loud whisper.

Personality. The spirit seeks to slay the creature who killed it in life. It patiently asks the sword's wielder to avenge its death. It shares stories with the wielder in order to feel a semblance of life even after death. If its requests are ignored for long enough, the spirit may prevent the wielder from using the sword's properties.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

This portion of the curse is only revealed when you die. If a creature slays you while you're cursed, you must make a DC 16 Charisma saving throw. On a failed save, your spirit is shunted into the blade to replace the previous one, becoming the new sentience within the weapon. For the duration, you can't be returned to life by any means other than a *wish* spell, unless the sword is used to slay the creature that killed you. If you're returned to life by *wish* in this way, the weapon becomes a nonmagical sword handle.

When your spirit is shunted into the sword, the original spirit appears as a ghost within 5 feet of the weapon. The ghost can wield this sword and use its properties, although its disposition depends on how you treated it.

Once the sword has slain the creature that killed its inhabited spirit, the spirit leaves the blade (and can be returned to life), and the weapon transforms into a *sun blade* that has the Blink Step property. Using this version of Blink Step allows you to cast *misty step* from it, instead of its usual properties; when you do, you reappear in a flash of bright light.

Hammer of Whispers

Weapon (light hammer), uncommon (requires attunement)

This dark silver hammer is miraculously light. It has the finesse property, and any target hit with it takes an extra 1d4 psychic damage. Hitting a target with the hammer produces no sound.

Curse. This weapon 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 hammer, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

When you reduce a creature to 0 hit points using this weapon, make a DC 10 Wisdom saving throw. On a failed save, your mind is plagued with mysterious whispers; you take 2d6 psychic damage and are incapacitated until the end of your next turn.

Crown of the Cursed King

Hammer of Whispers

Kobold Diviner's Amulet

Wondrous item, uncommon

This necklace bears numerous rings and charms from its leather strap. The largest charm is a crystal ball, which is grasped by a draconic claw. While wearing the amulet, you can use an action to peer into its crystal ball and predict a number between 1 and 20. Then, roll a d20. If the result of the roll has a difference of no more than 2 from the predicted number, you magically foretell a sliver of future possibility. You then ask the GM one question about the events that will or can occur within the next 30 minutes, which must be able to be answered with either "yes," "no," or "uncertain." At the GM's discretion, the crystal ball may alternatively show you a visual answer. Once this property of the amulet has been used, it can't be used again until the next dawn. You must be able to speak Draconic in order to use this property.

For example, you use the amulet and predict the number 14. You then roll a 16 on the d20, allowing you to ask the GM a question, such as "Will the prison guards be attentive for the next half hour?" The GM may then describe a vision in the crystal of a guard sleeping beside their post, or simply say "no."

For the purposes of predicting a number on the d20, 19 and 20 are considered to have a difference of two from 1 and 2, respectively. Similarly, 20 and 1 are considered to have a difference of one.

Mousetrap Explosive

Wondrous item, uncommon

This fist-sized ball is made from two conjoined hemispheres. The hemispheres are lined with spinning treads, which are used in tandem to drive the ball forward or change directions.

You can use an action to wind the ball up by turning a mouse-shaped key on its side. You can turn the key up to 6 times using this action. You can then immediately place the ball on the ground at your feet and speak its command word. When you do, the ball's fuse-like tail sputters alight, and its treads begin to spin. The ball immediately moves 30 feet for each time you turned its key, up to 180 feet. When you wind up the ball, you choose the direction it takes for each 30-foot line it moves. It can change direction every 30 feet; if the ball hits an object, it spins in place against that object until it can change direction next.

At the end of the ball's movement, it explodes, destroying the ball and sending alchemical glue flying outward. The glue covers a 20-foot radius around it when it detonates, which doesn't travel around corners. A creature that enters a space that's covered in glue for the first time on its turn or that starts its turn there must make a DC 13 Strength saving throw. On a failed save, the creature is stuck to the glue, and its speed is reduced to 0 until the start of its next turn, at which point it can repeat the saving throw. On a success, it breaks free from the glue, but must spend 1 extra foot of movement for every foot it moves within the glued area.

If you wind the ball up but don't speak the command word, it must be wound up again before the next time you use it. The glue dissolves and vanishes after 1 minute.

Kobold Diviner's Amulet

Mousetrap Explosive

Pipe of the Mermaid

Wondrous item, uncommon

This pipe is carved in the shape of a wooden mermaid holding a silver pitcher. You can smoke the pipe as normal using pipe tobacco. When you do, smoke pours from the pitcher before eventually rising. When the pitcher is filled with water, such as when it's submerged, it produces bubbles with each puff; you can breathe underwater through the pipe for as long as you smoke it in this way.

Quarterstaff of the Elk

Weapon (quarterstaff), rare (requires attunement)

This wooden staff is carved from an ancestral branch in the likeness of a pair of stag horns. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. Once on each of your turns when you make an attack using this weapon, you can choose to move up

Pipe of the Mermaid

Kobold Diviner's Amulet

to 10 feet, provided that your speed isn't 0. You can move in this way all at once or two 5-foot increments, either immediately before or after the attack. This movement doesn't provoke opportunity attacks.

Lock Horns. While holding the quarterstaff, any creature you physically shove also takes 1d6 piercing damage from the weapon. If another creature within your reach attempts to physically grapple or shove you and fails, that creature immediately takes 1d6 piercing damage from the quarterstaff and falls prone.

Sending Slates

Wondrous item, rare

Sending slates come in pairs, with each chalkboard slate marked on the back with the same insignia as its twin so the pairing is easily recognized. Each slate has a stick of chalk attached. While holding a slate, you can use an action to write up to 10 words using the attached chalk. The words then appear on the paired slate, provided that both slates are on the same plane of existence. Either slate can be erased or written on using an action in this way, reflecting each change immediately on the paired slate.

The slates can be written on in this way up to 10 times. Alternatively, you can expend 5 uses of the slates to draw something more complex on it over the course of 1 minute. Erasing something from the slates does not expend a use from them. The slates regain all expended uses daily at dawn.

Solacesteel Plate

Armor (plate), very rare (requires attunement)

This gilded armor is made of purified mourningsteel and repels undead aggression. While wearing this armor, you gain a +1 bonus to AC, and you have advantage on any saving throw against a hostile effect from an undead creature. In addition, you can use a bonus action to touch a creature with 0 hit points. When you do, the creature is stabilized.

If you're a cleric or paladin and are wearing this armor, immediately after an undead creature deals damage to you with a melee attack, it is automatically destroyed if its challenge rating is 1 or lower.

Solacesteel Requiem

Weapon (pike), rare (requires attunement)

This weapon is made of sanctified mourningsteel. Whenever you hit a target with this weapon, roll an additional damage die and ignore the lowest result. If the target is undead, the weapon deals radiant damage, instead of piercing damage, and uses the total of all rolled damage dice.

In addition, while holding the pike, you can use a bonus action to speak its command word to release an empowering wave of energy. Each creature of your choice within 10 feet of you (including yourself) immediately gains 1d10 + 10 temporary hit points. These hit points remain until the end of your next turn, during which time each affected creature has advantage on any attack roll or Wisdom saving throw it makes. If you have 17 or more levels in the paladin class, the radius of this wave increases to 30 feet. Once you use this property, it can't be used again until the next dawn.

Sonar Arrow

Weapon (arrow), rare

This long, dark arrow looks as though it's been pierced through a bat. A target hit by this arrow takes an extra 2d10 thunder damage. Hit or miss, when the arrow first impacts with a creature, object, or other solid surface, it emits a brief, magical frequency, which is audible out to a range of 120 feet. Every creature that isn't deafened within the sound's range magically knows the location of every other physical creature and any obvious, uncovered object within the frequency's area at that moment. The arrow then loses its magic and becomes a normal arrow.

A creature that has the Keen Hearing trait gains a +5 bonus to any Wisdom (Perception) check it makes until the end of its next turn after hearing the frequency. If the arrow hits a creature with this trait, it takes an extra 3d10 thunder damage from the attack, instead of 2d10.

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

Tidal Fan

Wondrous item, uncommon

This water-stained paper fan is sopping wet, although its paper doesn't feel weak from it. When fanning yourself with it, the air is cool and smells of salt.

You can use an action to bat the wet fan downwards, hard, to cause the water to pour out from it into a crashing wave. The wave moves away from you in a line that's 20 feet wide and 60 feet long. Any creature within the line must make a DC 13 Strength saving throw. On a failed save, a creature is knocked prone and pushed up to 10 feet away from you. A creature that succeeds on the saving throw is pushed only 5 feet away from you and isn't knocked prone. Any exposed fire within the line is extinguished. The water dissipates immediately afterwards, and the fan becomes magically dry. This property can't be used again until the fan is submerged in water for at least 8 consecutive hours.

You can use an action to bat the dry fan down to create a blast of wind from it in a line that's 10 feet wide and 30 feet long. Each creature within the line must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away from you. Each time you use this property of the fan, there is a cumulative and permanent 10 percent chance that the fan tears apart into nonmagical tatters.

Trapper's Bag

Wondrous item, uncommon

This bag clatters around when shaken. Around its base is a toothed, metal rim. Inside the bag is a special demiplane that holds a variety of miscellaneous trapping and adventuring equipment. You can use an action to reach into the bag and pull out up to four random items. Roll a d8 for each item you take from the bag and use the table below to determine what each one is.

d8	Item
1	Bucket
2	Pole (10-foot)
3	String (10 feet)
4	Block and tackle
5	Oil flask
6	Ball bearings (bag of 1,000)
7	Caltrops (bag of 20)
8	Hunting trap

Up to four items can be taken from the bag in this way, either all at once or with multiple uses. It regains all expended uses daily at dawn, at which time any item withdrawn from it magically vanishes and returns to the bag. Such an item vanishes early if you or another creature attempts to sell or trade the item. The bag can also be used as a normal backpack.

Vortex Elixir

Potion, rare

This potion is effervescent and constantly swirls on its own. When you use an action to drink this potion, a tempest of wind stirs around you. For the next 10 minutes, ranged weapon attack rolls against you are made with disadvantage, and you can use a bonus action on each of your turns to cause the wind to strengthen. When you do, the wind whips into an instantaneous vortex that extends out from you in a 10-foot radius. Any other creature within the vortex when it appears must succeed on a DC 13 Strength saving throw or be thrown up to 20 feet away from you and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Immediately after using this bonus action, you can fly up to 10 feet without provoking opportunity attacks. If you are underwater, the vortex is water, instead of wind, but its effects remain the same.

Wailing Ring

Ring, uncommon (requires attunement)

This tarnished ring is thick and has the texture of over-taut skin. Whenever you charm a creature while wearing this ring, that creature's face appears on the surface, seemingly pulled upward from within. The face is always locked in a panicked, wailing expression. The face remains for the duration of the charm, during which time you can speak into the ring. If you're on the same plane of existence as the charmed creature, it then hears your voice telepathically, allowing you to communicate with it from afar.

If you charm multiple creatures while wearing the ring, you choose which face appears on the ring each time you charm a new creature. You can change this choice as a bonus action, thereby allowing you to speak telepathically to a different charmed creature.

Alternatively, you can use an action to pinch the face on the ring, causing it to disappear. When you do, that creature takes 1d10 psychic damage and is no longer charmed.

Wand of Incense

Wand, rare (requires attunement by a spellcaster)

This item is a magic incense holder sculpted in the design of a smoldering dragon. Its base is wrapped in leather and doubles as the handle of a wand. A stick of special, magic incense appears in the holder daily at dawn, which is held in place by the dragon's mouth and can't be removed until it's burned away. The special incense smells like heady brimstone and fills you with a sense of confidence. While a stick of incense is in the holder, it doubles as a wand.

The wand has 3 charges for the following properties. When the special incense reappears at dawn, so too do the wand's 3 charges; the incense only burns down when you expend the wand's charges, doing so proportionally to the number it has remaining. If any of the special incense is remaining when the new stick appears, it's replaced by the new one.

Spells. While holding the wand, you can use an action to expend 1 of its charges to cast one of the following spells from it, using a spell attack bonus of +7: *find familiar* (form of a pseudodragon), *fog cloud* (the cloud is made of smoke), *misty step*, or *scorching ray*. If your attunement to the wand ends, the familiar is lost. When you cast *misty step* in this way, you leave behind and reappear in a cloud of smoke that heavily obscures both spaces until the start of your next turn.

Draconic Ward. While you can smell the burning incense, you can't be frightened by dragons. In addition, a dragon that smells the incense has disadvantage on any attack roll it makes against you.

Wailing Ring

Vortex Elixir

Wand of Incense

September was half spent behind schedule, and then ahead of it. There was also a tremendous amount of administrative work that needed to get done (see the Kickstarter updates, ugh), but it's been a practice in tenacity and picking battles. There are some things I simply can't accelerate, even when I really, *really* want to.

Personal favorites include the *fanfare blowgun*, *herbalist's journal*, *rings of the secret scribe*, *sickle of the sphinx*, *tideborn trident*, and *trap sweeper*.

SEPTEMBER, 2023

Amulet of the Platinum Fang
Black Hole
Bloodthirsty Trident
Cat Eye Glasses
Cloudburst
Coral Crasher
Crown of Season's Embrace
Crown of the Forgotten Circle
Fanfare Blowgun
Halo Circlet
Herbalist's Journal
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Mithral Beast Charms
Rings of the Secret Scribe
Sickle of the Sphinx
Staff of the Arcanum
Staff of the Cauldron Carrier
Tideborn Trident
Trap Sweeper

Rings of the Secret Scribe

Fanfare Blowgun

Herbalist's Journal

Amulet of the Platinum Fang

Wondrous item, very rare (requires attunement)

A single fang—said to be from a deific dragon—hangs on this platinum necklace. The tooth itself is cracked but repaired with molten platinum, sealing it together and retaining its inherent magic. You have resistance to radiant damage while wearing this amulet. In addition, whenever a spell restores hit points to you, you also gain 1d6 + 4 temporary hit points.

Platinum Aspect. While wearing the amulet, you can use an action to call forth an instantaneous, spectral maw of a platinum dragon. Make a melee spell attack with the maw against a target within 15 feet of you, using a +10 spell attack bonus. On a hit, the target takes 2d10 + 10 force damage plus 4d6 radiant damage. Once you've used this property, you can't do so again until the next dawn.

If you're a dragonborn, you can choose to use this property in place of your breath weapon. When you do, it can't be used again until you finish a short or long rest, instead of the next dawn. If you use your normal breath weapon, you can choose for it to deal radiant damage, instead of its normal damage type.

Black Hole

Weapon (longsword or rapier), legendary (requires attunement)

This black longsword has a pulsating, cosmic void at its center. The void is a tiny shred of a *sphere of annihilation*, which only functions to grant this weapon its various properties.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. While holding it, ranged attacks against you are made with disadvantage. Whenever a ranged attack misses you while holding the longsword, you gain 2d6 temporary hit points, and the missile or spell permanently disappears into the void at the weapon's center. If the missile is a magic item, it immediately reappears in a random location within 1,000 feet of you. The first target you hit with the sword on each of your turns takes an extra 2d10 force damage.

While holding the longsword, you can use a bonus action to magically split it into two rapiers named *gravity* and *mass*, which each have the light property. The void vanishes when the longsword is split. You gain a +1 bonus to attack and damage rolls made with these weapons, instead of +3. If you're proficient with longswords, you are proficient with these rapiers. Each sword has its own unique properties.

Gravity. *Gravity* has an elaborate, twisting basket at the base of its blade. When you hit a creature with this weapon, the target's speed is reduced by a cumulative 10 feet until the start of your next turn. A creature whose speed is reduced to 0 in this way must immediately succeed on a DC 16 Constitution saving throw or be magically restrained until the start of your next turn.

Mass. *Mass* has a hefty, armored guard around its handle. A creature hit with this weapon for the first time on a turn must succeed on a DC 16 Constitution saving throw or feel a powerful, invisible weight thrust upon it; such a creature has disadvantage on ability checks, saving throws, and attack rolls it makes using Strength until the start of your next turn.

A creature not attuned to *black hole* can still benefit from the rapiers' properties. Such a creature must make a DC 16 Strength saving throw at the end of each of its turns while holding either of the rapiers; on a failure, the creature drops them to the ground at its feet.

Fusion. While holding either *gravity* or *mass*, you can use a bonus action to cause the other one to fly to the hand holding the weapon. To do so, you must be attuned to *black hole*, and the other weapon must be within 60 feet of you. If another creature is holding the other rapier, it must be willing to let the weapon go. When the two weapons are reunited in this way, they recombine into *black hole*.

Immediately after *black hole* is reformed in this way, you can use an action on the same turn to cause a brief tear in spacetime to form. Any creature of your choice that you can see within 120 feet of you must make a DC 16 Strength saving throw. On a failed save, a creature is pulled up to 40 feet toward you and takes 4d10 force damage. On a successful save, a creature is pulled half as far and takes half as much force damage. Once this action has been used, it can't be used again until the next dawn.

Bloodthirsty Trident

Weapon (trident), uncommon

This vicious-looking trident is lashed together with nets, leather straps, and bloodied shark bones. When you throw this weapon underwater, it magically swims back to your hand immediately after the attack.

Animate Shark. While holding this weapon underwater, you can prick an exposed bit of your flesh with it using an action. When you do, the weapon springs to life and becomes animated. Use the statistics of a reef shark for the animated trident, which takes its turn immediately after yours; it's considered to be undead, instead of a beast. For the duration, the trident is friendly to only you, and it obeys your mental commands to the best of its ability (no action required by you). On its turns, the shark can take only the Attack or Dodge action. When it takes the Attack action, it makes two bite attacks, instead of one.

The trident remains animated for 1 minute, and it regains all lost hit points when this effect ends. The trident reverts to its inanimate form early if it is targeted by a dispel magic spell or similar effect. Once this property has been used, it can't be used again until the next dawn. If the animated trident is reduced to 0 hit points, roll a d20. On a 20, it drops to 1 hit point instead. On any other result, the trident becomes inanimate and loses the Animate Shark property.

Cat Eye Glasses

Wondrous item, uncommon

These glasses are incredibly dark. When light hits them at the right angle, they seem to glow with an otherworldly light. While wearing the glasses, anything brightly lit appears dimly lit to you instead. Despite their shadowy lenses, the glasses offer additional clarity when seeing things in darkness: you don't suffer any penalties when perceiving or targeting a creature within 30 feet of you as a result of it being in nonmagical darkness.

If you have the Sunlight Sensitivity trait, you are unaffected by the trait while wearing the glasses.

Cloudburst

Weapon (any bow), rare

This magic bow is weightless to hold. The shapes of its extending arms change ever so slightly while held, but always resemble a pair of stylized clouds, and a faint mist wraps around it. The normal range of *cloudburst* is 30 feet more than a typical bow of its type.

Whenever you use this bow to fire an arrow into water vapor, such as into a low-lying mist or *fog cloud* spell, the vapor immediately disappears from the area in a 10-foot-wide line, following the arrow's trajectory; fog can't reenter that space until the end of your next turn. Air elementals and other creatures made of clouds or mist take an extra 2d6 force damage from ranged attacks using the bow.

Coral Crasher

Weapon (any axe), very rare

This axe is made of a series of corals sprouting from a metal handle. 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

The axe has two forms: bleached and enriched. The axe is white and chalky while in its bleached form, and vibrant and colorful while in its enriched one. The axe deals an extra 1d6 damage to any target it hits; the extra damage is slashing in its enriched form, and necrotic in its bleached form. If the enriched axe hasn't been submerged in water for at least 8 consecutive hours in the past 3 days, it changes to its bleached form. Once the bleached axe is submerged for the full duration, it becomes enriched again.

Barrier Reef. You can use an action while holding the enriched axe to cast the wall of stone spell from it (save DC 15). If you're underwater, you can cast the spell using a bonus action instead. This version of the spell creates a wall of vibrant coral reefs, instead of stone. If the wall cuts through a creature's space when it appears, the creature must make a DC 15 Dexterity saving throw, taking 10d6 slashing damage from the sharp reefs on a failed save, or half as much damage on a successful one. A creature that touches the reef with its body for the first time on a turn takes 1d6 slashing damage from it. The wall vanishes at the end of the spell's duration. Once this property has been used, the axe changes to its bleached form, and the property can't be used again until the next dawn.

Crown of the Forgotten Circle

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

This flower crown is forever dried and wilted, and is filled with nettles and briars. While wearing it, you have resistance to necrotic and poison damage, and you always have the *blight* and *spike growth* spells prepared. These spells don't count against the total number of spells you can prepare each day.

As an action while wearing the crown, you can choose a point on the ground that you can see within 120 feet of you to cause a dense cluster of nettles to spring forth. The nettles grow in a 30-foot-radius circle, centered on that point, which last for 10 minutes before withering and turning to dust. The area becomes difficult terrain for the duration for all creatures other than you. An affected creature that starts its turn in the nettles or enters them for the first time on its turn immediately takes 2d4 poison damage. If a creature takes 10 or more poison damage from the briars before the effect ends, that creature becomes poisoned for 1 hour. Once this property has been used, it can't be used again until the next dawn.

Curse. This crown is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling and unable to remove the crown. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the number of hit points is reduced by 5 + the spell's level, as the crown's flowers try and fail to rejuvenate themselves with your magic.

Crown of Season's Embrace

Wondrous item, very rare (requires attunement by an elf, half-elf, or fey)

This silver crown of tangled branches is dotted with tiny jewels, with a larger diamond resting at its center. While wearing the crown, you can change the shape of your ears using a bonus action. You also gain the elf's Trance racial trait if you don't already have it.

The crown has 10 charges for the following properties. It regains 1d8 + 2 expended charges daily at dawn.

Spells. While wearing the crown, you can use an action to expend 4 of its charges to cast the *dimension door* spell; alternatively, you can use a bonus action to expend 2 charges to cast the *misty step* spell from it.

Season Change. When you first attune to the crown, and then again daily at dawn, you can choose a season for the crown to resonate with. When you do, the gemstones on the crown change color to match the respective season, and you gain resistance to the damage type associated with it. You can use a bonus action to expend 3 of the crown's charges to immediately change the associated season. Use the table below to determine what color and damage type is associated with each season.

Season	Color	Damage Type
Winter	Blue	Cold
Spring	Green	Radiant
Summer	Gold	Fire
Autumn	Orange	Necrotic

Fanfare Blowgun

Weapon (blowgun), uncommon (requires attunement by a bard)

This weapon appears like a normal fanfare trumpet with a royal flag hanging from its center. You can use the weapon and its properties even if you're not attuned to it. While holding it, you can use an action to magically change the design, cut, and colors of the flag; the flag can't be longer than 3 feet in any direction, and regardless of its appearance, it can't be anything but a flag. If you're proficient with horns, you're proficient with the *fanfare blowgun*. It can also be used as a normal trumpet.

When you make a ranged weapon attack using this trumpet, it emits a powerful blast of sonic force—however, only the target of the attack can hear it. Hit or miss, the target must make a DC 13 Constitution saving throw. On a failed save, it takes 1d6 thunder damage, or 2d6 thunder damage if it was hit by the blowgun dart. If you're attuned to the weapon, this property uses your bard spell save DC instead.

Crown of the Forgotten Circle

Fanfare Blowgun

Halo Circlet

Wondrous item, very rare (requires attunement)

This lustrous, gilded circlet hovers just above your head while worn. The inside of the circlet radiates with a golden glow, like a halo. While wearing it, you can speak, read, and write Celestial. In addition, you can use a bonus action to gain a flying speed of 30 feet until the end of your next turn. When you do, a pair of glimmering wings of golden light appear just behind your back for the duration.

While wearing the circlet, you can use your reaction to shroud yourself in celestial energy whenever you take fire damage, necrotic damage, or radiant damage from a hostile source. When you do, you have resistance to that damage type, including the triggering damage, until the start of your next turn. You also gain a secondary effect that depends on the type of damage dealt:

- **Fire damage.** The triggering fire damage is quartered, instead of halved.
- **Necrotic damage.** The first target you hit with an attack on your next turn takes an extra 2d10 necrotic damage from the attack.
- **Radiant damage.** You can use a bonus action to restore 2d8 hit points to a creature you touch on your next turn.

Divine Opposition. If you're a tiefling and are wearing the circlet, you can choose to deal radiant damage, instead of fire damage, whenever you would deal fire damage to a target. In addition, you can use a bonus action to release a wave of beautiful, discordant energy from the circlet. The wave affects up to 8 creatures of your choice that you can see within 30 feet of you. You choose if an affected creature is either affected by the *bless* spell or is forced to make a DC 15 Charisma saving throw; on a failed save, it's affected by the *bane* spell instead. These spells end at the start of your next turn, and any creature affected by them adds or subtracts 2d4 from its rolls, respectively, instead of 1d4. Once this bonus action has been used, it can't be used again until the next dawn.

Herbalist's Journal

Wondrous item, uncommon

This old, leather-bound book is caked in dirt. Inside is an almost unreadable scrawl of words, written in Common, that go into remarkable depth about herbology.

If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you gain proficiency with the herbalism kit. If you were already proficient with the herbalism kit, you instead gain the feature below. The manual then loses its magic, but regains it in 10 years if it's buried in soil for the duration.

Enhance Potion. You can spend 25 gp of materials—a collection of rare herbs and roots—to enhance a *potion of healing*. Doing so requires 1 hour of work using an herbalism kit, which can be done over the course of a short rest. At the end of the hour, the potion's color changes to a shimmering green. It remains this color for 7 days; for the duration, a creature that drinks the potion uses d6s, instead of d4s, when determining the number of hit points the potion restores.

This feature can also be used to enhance a *potion of greater healing* (50 gp of materials), a *potion of superior healing* (75 gp), or a *potion of supreme healing* (100 gp).

Lucky Horseshoes

Wondrous item, rare

Lucky horseshoes normally come in a set of four: one for each of a horse's hooves. Each one shines with a brilliant, brassy luster and has a single four-leaf clover at its center. While all four shoes are affixed to the hooves of a horse or similar creature, the creature gains a +1 bonus to any ability check or saving throw it makes.

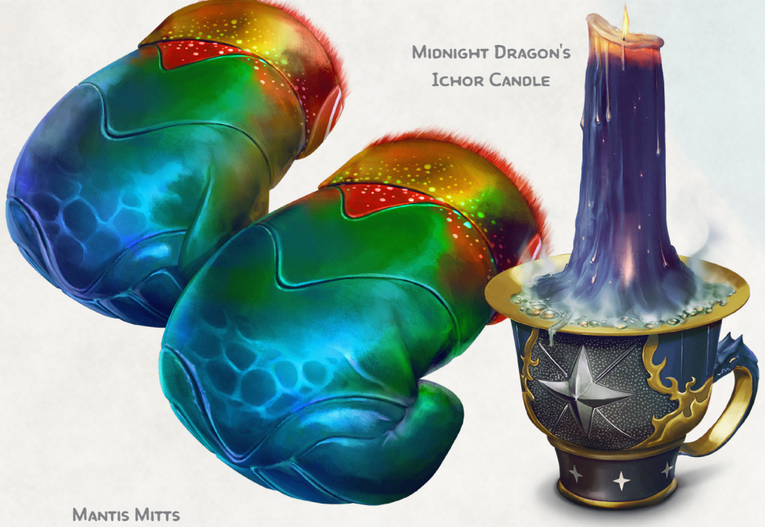
Luck. Each horseshoe has this property. When a creature wearing the shoes either misses with an attack roll or fails an ability check or saving throw, it can use its reaction to automatically hit or succeed on the roll instead. When this happens, one of the horseshoes immediately tarnishes and loses this property.

This effect can't allow the creature to do the impossible. For example, even with the aid of a *lucky horseshoe*, a horse can't succeed on an ability check in such a way that allows it to magically fly—doing that would require a set of *horseshoes of a zephyr* instead.

Halo Circlet

Herbalist's Journal

Lucky Horseshoes



Midnight Dragon's Ichor Candle

Mantis Mitts

Mithral Beast Charms

Rings of the Secret Scribe

Sickle of the Sphinx

Staff of the Arcanum

Mantis Mitts

Wondrous item, rare (requires attunement)

These bulky mitts magically increase the swiftness of your punches to supersonic speeds; punching with them creates a momentary vacuum behind each strike. The mitts are coated with a rainbow iridescence that shifts between a full spectrum of colors.

While wearing the mitts, you gain a +1 bonus to the attack and damage rolls of your unarmed strikes using your fists, which use a d6 in place of the normal damage of your unarmed strikes (unless it's already higher). A target hit with them takes thunder damage, instead of bludgeoning damage. If you're underwater, the damage die is a d8 and deals fire damage, which isn't reduced as a result of being underwater. In addition, the reach of your unarmed strikes is increased by 5 feet (provided you're using your fists), or 10 feet if you're underwater. You don't suffer the negative effects of underwater combat when you make an attack using the mitts.

When you roll a 20 on an attack roll for an unarmed strike using your fists while wearing the mitts, the target must also succeed on a DC 15 Wisdom saving throw or become affected by the *hypnotic pattern* spell.

Midnight Dragon's Ichor Candle

Wondrous item, very rare

This candle magically invigorates those who smell it. It comes in a special cup, which features a draconic handle breathing fire. You can use an action to light the candle while holding the cup. Doing so doesn't require any means of lighting a fire: instead, the candle glows from within, as if harboring a hidden flame, before it sputters alight. The candle has 1 hour of burn time, and can't be extinguished once lit. As the wax runs down the candle and onto the rim of the cup, it bubbles and hisses like boiling water.

A creature holding the cup can spend the 1 hour of the candle's burn time meditating, which can be done over the course of a short rest. The candle smells warm and sweet, and it can be smelled by any creature within 30 feet of you. At the end of the hour, the candle is gone, leaving only a bubbling drink in the cup. Drinking it as part of the meditation (no action required) grants you the following temporary benefits:

- You can immediately use any Hit Dice you have to regain hit points. If you just finished a short rest, you can do so using up to your maximum number of Hit Dice, even if you've already spent them.
- You regain up to half of your expended spell slots for each slot level, up to 4th.
- Your speed increases by 10 feet.

You and any creature that smelled the candle for its entire burn time loses one level of exhaustion. If you consume the drink the candle leaves behind, you lose two levels of exhaustion in this way instead.

These benefits last for 12 hours. At the end of that time, you and any other affected creature immediately suffers one level of exhaustion, plus any other levels lost as a result of the candle. You also lose any remaining spell slots you have, up to 4th level. You suffer none of these effects if you're taking a long rest at the end of the duration, provided you finish the long rest. If the drink is left in the cup without being consumed, it reforms into the candle after 5 days have passed.

Mithral Beast Charms

Wondrous item, uncommon

These mithral charms resemble a type of woodland beast and can be easily worn on jewelry or carried by hand. You can use an action to touch a charm and speak its command word—typically the creature's name in Sylvan—to cause one or more of that creature to appear in an unoccupied space that you can see within 30 feet of you. Such a creature is considered to be fey, instead of beast, and is friendly to you and your companions. It understands your languages and obeys your spoken commands to the best of its ability (no action required by you), and takes its turn immediately after yours. A summoned creature remains for up to 10 minutes, but disappears early if you use an action to end the effect or if it's reduced to 0 hit points.

Once the charm has been used, it loses its magic and can't be used again. When found, the GM chooses the kind of charm it is or determines it randomly from the table below.

When you summon a creature using the charm, you choose which beast it takes the form of, summoning the corresponding number of them.

d8	Charm	Summoned Creatures
1	Monkey	4 baboons or 2 apes
2	Bear	2 black bears or 1 brown bear
3	Boar	4 boars or 1 giant boar with half as many hit points
4	Deer (Stag)	4 deer or elk, or 1 giant elk with half as many hit points
5	Frog	4 frogs or giant frogs, or 1 giant toad
6	Panther	4 panthers or 1 tiger
7	Ram	4 goats or 2 giant goats
8	Wolf	4 wolves or 1 dire wolf

Rings of the Secret Scribe

Ring, common

This pair of rings only function when worn on adjacent fingers: typically on a thumb and forefinger. While pinching the two fingers together, such as when pantomiming writing with a quill, you can magically write on any surface within one inch of your fingers. The writing itself appears in non-magical ink in a color of your choice.

Sickle of the Sphinx

Weapon (sickle), rare (requires attunement by a creature with an Intelligence score of 13 or higher)

The blade of this sickle is made of an azure crystal. Peering through the translucent blade conjures a flurry of existential questions to your mind. You gain a +1 bonus to any Intelligence check or Intelligence saving throw you make while attuned to the sickle. You're proficient with the *sickle of the sphinx* while you're attuned to it, and it deals an extra 1d4 psychic damage to any creature it hits.

While holding the sickle, you can use a bonus action to pose a mind-altering question (such as a riddle or philosophical prompt) to another creature within 30 feet of you that can hear you and understands at least one language. That creature must succeed on a DC 15 Intelligence saving throw or take 1d4 psychic damage. This psychic damage increases by 1d4 each time you use this property against the same creature on a consecutive turn, to a maximum of 3d4 psychic damage.

Staff of the Arcanum

Staff, legendary (requires attunement by a wizard)

This staff is made of both raw and polished obsidian. Your Intelligence and Wisdom scores each increase by 2, up to a maximum of 22, while you're attuned to it. In addition, you can use your Arcane Recovery twice between long rests, instead of once.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls. A target hit with the staff takes an extra 1d10 force damage and is pushed up to 10 feet away from you.

Spell Storing. This staff stores spells cast into it, holding them until you use them. The staff can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 5th level into the staff by touching the staff as the spell is cast. The spell has no effect, other than to be stored in the staff. If the staff can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While holding this staff, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the staff is no longer stored in it, freeing up space.

Sentience. The *staff of the arcanum* is a sentient chaotic good staff with an Intelligence of 18, a Wisdom of 15, and a Charisma of 13. It has hearing and darkvision out to a range of 120 feet. The staff communicates telepathically with its wielder and can speak, read, and understand Common. While you're attuned to it, it also understands every language you know.

Personality. The *staff of the arcanum* is bookish and, at times, stuck up. It enjoys unraveling puzzles. It refuses to

lend its strength to liches, however, preventing them and similar necromancers from using the staff's properties. At the GM's discretion, the staff may choose to cast a stored spell on its own (no action required by you).

Staff of the Cauldron Carrier

Staff, uncommon (requires attunement by a spellcaster)

This iron and brass staff holds a cauldron at its end. Despite its materials, it only weighs as much as a normal staff. While you're attuned to it, you gain a +1 bonus to any ability check using alchemy supplies, cook's utensils, or an herbalism kit.

Spells. The staff has 3 charges and regains all expended charges daily at dawn. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC and spell attack bonus: *burning hands* (1 charge), *create food and water* (3 charges), *detect poison and disease* (1 charge), *heat metal* (2 charges), or *purify food and drink* (1 charge). This version of the *create food and water* spell grants 1d6 + 4 temporary hit points to any creature that consumes a meal that it creates. The food created by the spell is delicious.

Tideborn Trident

Weapon (trident), legendary (requires attunement)

This regal trident has been fought over by merfolk and sahuagin for centuries. Its shaft is made of crystalline glass and filled with a never-ending fount of water. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While you're attuned to it, you have a swimming speed of 40 feet and can breathe underwater. In addition, you have advantage on Charisma checks made to interact with merfolk and sahuagin.

Endless Water. The trident functions as a *decanter of endless water*. The water it produces magically pours from one of its tines.

Pod Tactics. You have advantage on any target you attack with the trident that's also within 5 feet of another friendly creature. While underwater, you can move up to 10 feet immediately before or after making a melee attack with the trident, provided that your speed isn't 0. This movement doesn't provoke opportunity attacks.

Returning. Whenever you make a ranged attack with the trident, it flies back to your hand immediately after the attack.

Tidal Burst. While holding the trident, you can use an action to cause an orb of frigid water to amass at its top. The water remains there for as long as you concentrate on it (as if concentrating on a spell), up to 1 minute. You can amass more water to the top of the trident in this way for the duration using a bonus action on your subsequent turns, up to a combined total of three times. Any target hit with the trident while it's amassed water in this way takes an extra 1d4 cold damage from the attack for each time that it's amassed water. You can use a bonus action to magically launch the orb of water at a target that you can see within 60 feet of you, using a spell attack bonus of +9. On a hit, the target takes 4d4 cold damage for each time you amassed water to it. Any other creature within 5 feet of the target must also succeed on a DC 17 Constitution saving throw or take half as much cold damage. The effect then ends. If the target is underwater, you have advantage on the spell attack roll.

Trap Sweeper

Wondrous item, uncommon

You can use an action to speak this broom's command word and sweep the ground with it. When you do, dirt and dust is kicked up by the broom in a 30-foot cone originating from it. The dirt and dust magically glows and clings to the edges of any trap, clearly outlining it for all to see. The trap remains outlined in this way for 1 minute.

Once the broom has been used to sweep for the third time in this way, it can't do so again until 1d4 – 1 days have passed. If you roll a 1 on the d4, the broom regains all uses of this property and can be used again immediately.

A trap, for the purpose of this item, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the item would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

Staff of the Cauldron Carrier

Tideborn Trident

Trap Sweeper

This was the final month of the Saddlebag's fifth year. Wow! It's a huge accomplishment, and one I couldn't have done without you being here. So, truly, from the bottom of my heart, thank you for being here and making this possible.

Going into next year, you can expect, largely, the same pace of content that you're already familiar with. There's a small change, which is to bring Settings back into a bi-monthly release schedule (up from seasonally). This change was originally made to keep the upcoming Book Three's settings portion from being too large to physically bind, but now that we're starting on, technically, Book Four content, we can adjust the pace of settings to a pace that's manageable to make and eventually physically produce.

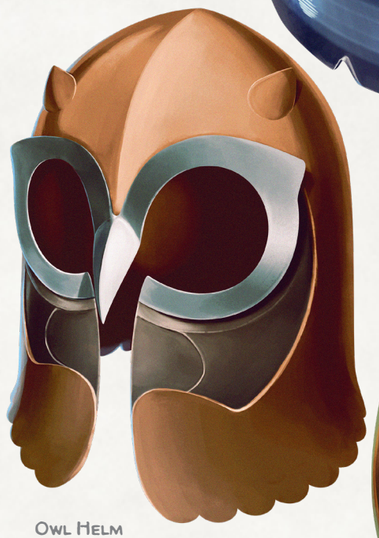
Personal favorites from this last month include the *arkano elite visor*, *bangle of sun and moon*, *owl helm*, *remorhaz cloak*, *ringmaster's signet*, and the *war pick of corrosion*.

I've included *Criir's Scepter* in this month's release since I'm counting it as the last Year 5 item, despite it actually coming out on November 1st!

OCTOBER, 2023

Amulet of Initiative
Arkano Elite Visor
Armor of the Reef Warden
Bangle of Sun and Moon
Champion's Shield
Criir's Scepter
Fish Ripper
Hand Mirror of the Medusa
Owl Helm
Remorhaz Cloak
Ring of Dagger Ice
Ringmaster's Cape
Ringmaster's Signet
Ringmaster's Top Hat
Soul Sword
Teleportation Circle Stamp
War Pick of Corrosion
Whalefall Armor

Arkano Elite Visor



Owl Helm

Ringmaster's Signet

Amulet of Initiative

Wondrous item, rare (requires attunement)

This amulet is actually a small gong-like bell. It emits a loud ring whenever you roll initiative, which is audible out to a range of 100 feet. You have advantage on initiative rolls while wearing the amulet. Further, your speed increases by 10 feet until the start of your second turn of combat, and you gain the following special reaction:

Knockout Parry. The first time you're hit with an attack before the start of your second turn of each combat, you can use your reaction to immediately make a single weapon attack against the attacker. This reaction can be used even if you're surprised, and allows you to draw a stowed weapon as part of it. If the total of your attack roll is equal to or lower than the attacker's, the triggering attack hits you, and yours misses; if yours is higher, the triggering attack misses you, and you hit the attacker instead. If you hit it with a melee attack, the attack deals an extra damage die of the weapon's type, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of your next turn.

Arkano Elite Visor

Wondrous item, very rare

This visor is a strange device from a far-flung age and can sometimes be found in the lairs of sphinxes that have traveled through time. The visor is made of pitch-dark glass that can be seen through from only one side.

While wearing the visor, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the visor increases its range by 60 feet. Glowing, eye-like illusions appear on the front of the visor while you wear it, duplicating the expression you make with your actual eyes.

The visor runs on a power source that's fueled by magic. The visor can be used for up to 8 hours before the power source is empty. Deduct the time you use it in increments of 10 minutes from the power source's total time. You know how much remaining time the source has while holding the visor. 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 visor as the spell slot is expended. The power source regains a number of hours of power equal to the spell slot level that was expended into it. When found, the visor has 1d6 + 2 hours of power remaining, and it can't have more than 8 hours at a time.

Three Buttons. While wearing the visor, you can press one of the buttons on its side using a bonus action to grant you a unique effect. Each effect lasts for 10 minutes, ending early if you remove the visor. Each effect deducts a number of hours from the visor's remaining time, as described below.

If you press **button 1**, you can use an action for the duration of the effect to fire a beam of energy from the visor's eyes. Each time you do, 1 hour is deducted from the visor. Make a ranged spell attack for the beam, which has a range of 60 feet, using a spell attack bonus of +8. On a hit, the target takes 4d8 lightning damage.

If you press **button 2**, 3 hours of power are deducted, and you gain blindsight out to a range of 60 feet.

If you press **button 3**, 5 hours of power are deducted, and you gain truesight out to a range of 60 feet.

Armor of the Reef Warden

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

This armor is formed from living coral. While you're attuned to it, the armor magically opens and closes around you whenever you don or doff it, as if you were a welcome part of its ecosystem. As a result, doing so takes only an action, instead of multiple minutes. You also gain a swimming speed equal to your walking speed while wearing the armor, and you can walk normally on any surface while underwater (such as on a wall or ceiling).

A thriving community of various spectral fish swim around the armor while you wear it, which duck in and out of its many crevices. You can call upon these fish for a variety of benefits. Once a fish has been used in this way, that fish can't be used again until the next dawn.

Barracuda. When you take the Dash action, you can make a single weapon attack as part of the same action, as a spectral barracuda helps propel your attack. You have advantage on the attack roll if you're underwater.

Moray Eel. When you hit a creature with a melee weapon attack, you can cause a pair of eels to wrap around and grapple the target. The target must succeed on a DC 16 Strength saving throw or be grappled and restrained by the spectral eels for up to 1 minute. A grappled creature takes 1d8 force damage and can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the target is underwater, it has disadvantage on the saving throw.

Pufferfish. When you're hit by a melee attack or are grappled by another creature, you can use your reaction to cause a spectral pufferfish to inflate itself between you and the other creature. That creature takes 3d4 force damage from the fish's sharp spines, and you're immediately moved up to 5 feet away from that creature. If you're underwater, you're moved up to 15 feet instead. This movement doesn't provoke opportunity attacks, and if you were grappled, you escape from it.

Surgeonfish. You can use a bonus action on your turn to create a swirling school of spectral fish around you. The fish remain until the start of your next turn and grant any creatures of your choice within 10 feet of you half cover for the duration. If you're underwater, the fish grant three-quarters cover instead.

Bangle of Sun and Moon

Wondrous item, uncommon (requires attunement)

This bangle features a personified sun and moon, transitioning from gold to silver midway through the band. Three small diamonds mark their eyes. While wearing the bangle, you always know how long it is until sunrise, sunset, midday, and midnight.

The bangle has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can expend 2 of the bangle's charges to cast the *daylight* spell from it. Alternatively, you can expend 1 or more of the bangle's charges to cast the *moonbeam* spell from it (save DC 13). For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. When you expend 2 or more charges to cast *moonbeam* in this way, you can choose whether the spell's damage type is cold, fire, or radiant.

If you have 11 or more levels in the druid class and are wearing this bangle, you can expend 3 charges from the bangle to cast the *sunbeam* spell from it (save DC 13). When you do, there is a permanent and cumulative 25 percent chance that the bangle is destroyed when the spell ends.

Champion's Shield

Armor (shield), very rare

This round metal shield is magically covered with 1d4 designs of mighty foes, such as dragons, vampires, or krakens. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you gain 10 temporary hit points each time a creature within 120 feet of you uses a legendary action; these temporary hit points end early if you are no longer holding the shield. If a creature with legendary actions is slain within that range, a new etching depicting that creature's final moments appears amongst the other images. When a creature uses a legendary action to make an attack roll against you or force you to make a saving throw, you can use your reaction while holding the shield to impose disadvantage on the attack roll or grant yourself advantage on the saving throw.

The shield is always under the effects of the programmed illusion spell, and its triggering condition is when you use an action to touch a foe's design on the shield and speak the item's command word. The scripted performance is of that creature's final minute, before it was slain, and the illusion appears in a 5-foot cube in front of the shield.

Champion's Shield

Criir's Scepter

Rod, artifact (requires attunement by a spellcaster)

This segmented scepter belongs to the Astral Griffon Criir, a patron deity of artisans and craftsmen. Its upper half floats above the lower, along with four dark, metallic shards. At the center of the shards is a dark sphere. While holding the rod, the sphere at its top glows with an ember-like warmth from within. A miniscule, swirling galaxy quickly forms around it.

While attuned to the rod, you can use a bonus action to summon it to your empty hand from a special demiplane. The rod 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).

While holding the rod, it emits bright light in a 15-foot radius, and dim light for an additional 15 feet. The light is sunlight. While the light persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Magic Resistance. While holding the rod, you have resistance to damage from spells.

Magic Weapon. *Criir's Scepter* can also be used as a magic morningstar that grants a +2 bonus to attack and damage rolls made with it. You're considered to be proficient with it while attuned to the rod.

Charges. The scepter has 10 charges for the following properties. The scepter regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On an 11 or higher, the scepter regains 1d4 charges. On a 10 or lower, the scepter returns to its demiplane and can't be summoned again until the next dawn.

Spells. While holding the scepter, you can use an action to cast one of the following spells from it, using your spell save DC and spell attack bonus: *flame strike* (4 charges), *identify* (1 charge, or no charges to cast it over the course of 1 minute), *levitate* (1 charge), *meteor swarm* (8 charges), *reverse gravity* (6 charges), *scorching ray* (1 charge), or *sunburst* (7 charges). If a spell cast in this way would deal fire damage, you can choose for the damage to be radiant instead.

Star Collapse. While holding the scepter, you can use an action to expend all of its remaining charges to cause the sphere at the top to release an earth-shattering explosion. The explosion erupts from it in a 60-foot-radius sphere: each creature within that area, including yourself, must make a DC 18 Dexterity saving throw. On a failed save, a creature takes radiant damage equal to 20 × the number of expended charges, or half as much on a successful save. Your attunement to the scepter then ends, and the scepter magically returns to the Astral plane where it was created.

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

Fish Ripper

Weapon (dagger), rare

The blade of this hooked dagger is designed in the likeness of a fish head, and its handle is made using a lashed-together fish skeleton. A pearl sits in the blade as an opaque eye. You gain a +1 bonus to attack and damage rolls made with his magic weapon. When you make an attack roll against a creature that's underwater, the bonus increases to +3.

When you roll a 20 on an attack roll made with this weapon against an underwater creature, a swarm of quippers magically appears in the target's space. The swarm takes its turn immediately after yours. On its turn, the swarm only attacks the target creature; it gains a +3 bonus to its attack and damage rolls. The quippers remain for 1 minute, until another swarm of quippers appear in this way, or until the target is slain, at which point they disperse and vanish.

Criir's Scepter

Fish Ripper

Hand Mirror of the Medusa

Owl Helm

Remorhaz Cloak

Hand Mirror of the Medusa

Wondrous item, very rare

This hand mirror bears the bust of a medusa at its top. Its silver surface is split into thirds by a pair of metal fangs. While holding it, you have advantage on saving throws against becoming petrified, and any creature with the Petrifying Gaze trait that starts its turn within 30 feet of you must also succeed on a saving throw against its own Petrifying Gaze trait. A medusa has disadvantage on the saving throw.

Petrifying Cone. You can use an action to brandish the mirror in front of you and speak its command word. When you do, you expose it to each creature in a 30-foot cone that originates from you, provided that the creature can see you. Each creature in the area is immediately affected by the *flesh to stone* spell (save DC 16); you must concentrate on the spell as normal. Once this property has been used, it can't be used again until the mirror has been used to petrify a creature with its own Petrifying Gaze trait.

Owl Helm

Wondrous item, common

This helm is designed in the likeness of an owl. While wearing it, you can magically turn your head completely around to face behind you. If the helm is removed, your head returns to a normal position.

When you make an ability check to interact with an owl or related creature, such as a giant owl or owlbear, and are wearing this helm, you can roll a d4 and add the number rolled to the check. Once you do, this property of the helm can't be used again until the next dawn.

Remorhaz Cloak

Wondrous item, very rare (requires attunement)

This cloak is made using a strip of a remorhaz's winglike fins and is lightly reinforced with plates of its spined carapace. The first time you attune to this item, and then again each day at dawn, you can choose either cold or fire damage: you gain resistance to that damage type until you make the choice again.

Fiery Carapace. While wearing the cloak, you can use an action to immediately gain 20 temporary hit points, which last for 1 hour. While you have these temporary hit points, any creature within 5 feet of you that hits you with a weapon attack automatically takes 2d6 fire damage, as flames erupt from your wounds. If a creature reduces these temporary hit points to 0, a wave of fire explodes from the cloak. Each creature within 10 feet of you, other than you, takes 2d6 fire damage from the explosion. Once this property has been used, it can't be used again until the next dawn.

Boiling Blood. If you're a barbarian and are wearing this cloak, your blood boils whenever you rage. While you don't have the temporary hit points from the cloak's Fiery Carapace property, any creature within 5 feet of you automatically takes 1d4 fire damage whenever it hits you with a weapon attack while you're raging.

Ring of Dagger Ice

Ring, very rare (requires attunement)

This dark silver ring is always cold to the touch. The gemstone set in it is made of dagger ice: a magical ice fragment from the Everglacier. While wearing the ring, you have resistance to cold damage.

Rays of Frost. While wearing the ring, you can use an action to cast the *ray of frost* spell from it, using a spell attack bonus of +8. This version of the spell creates four rays, instead of one. Each ray can target the same or different targets. Make a ranged spell attack for each ray; on a hit, the target suffers the effects of the *ray of frost* spell as normal. If two rays hit the same target, the target's speed is reduced by half, instead of 10 feet (whichever is greater). If all four rays hit the same target, its speed is reduced to 0 until the start of your next turn.

Ringmaster's Cape

Wondrous item, uncommon (requires attunement)

This cape flows dramatically behind you when you move. While wearing it, you gain a +1 bonus to any Charisma check you make, and you have advantage on Dexterity (Acrobatics) checks.

While wearing the cape, you can use your reaction while falling mid-air (such as after a jump or when falling from a great height) to immediately jump again, as if you had made a standing jump. When you do, your initial fall is harmlessly stopped as part of the new leap. Once you've used this property of the cape, it can't be used again until the next dawn.

Ringmaster's Signet

Ring, uncommon (requires attunement)

This golden ring resembles a stylized lion holding a marble in its fanged mouth. While wearing the ring, you have advantage on ability checks made to interact with beasts. In addition, you can use an action to cast the *animal messenger* spell from the ring; you can't do so again until the next dawn.

If you are attuned to this ring and two other items with "ringmaster's" in their names, this ring gains the following benefit: whenever you use a *figurine of wondrous power* while wearing the ring, the number of days that have to pass before it can be used again is halved (rounded up).

Ringmaster's Top Hat

Wondrous item, uncommon (requires attunement)

This colorful top hat carries a perpetual air of revelry and frivolity with it. While wearing the hat, you can use an action to cast the *thaumaturgy* spell from it, and you have proficiency with whips.

While wearing the hat, you can use an action to turn invisible, disappearing into a cloud of smoke when you do. The cloud heavily obscures the space you vanished from, and it remains there until the start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When you vanish in this way, you magically teleport to another space that you can see within 30 feet of you. You remain invisible until the start of your next turn or until you make an attack or cast a spell. Once this property of the hat has been used, it can't be used again until the next dawn.

Soul Sword

Weapon (longsword), very rare (requires attunement)

This battered and rusted sword looks like junk. However, it feels like a kindred spirit while you hold it. Even if you're not attuned to the sword, its damage die is a d4, or a d6 if you hold it with both hands.

While you're attuned to the sword, you gain a +1 bonus to attack and damage rolls made with it. It also emits bright light in a 20-foot radius while you hold it, and dim light for an additional 20 feet. In its illuminated, rusted surface is an illusory weapon that reflects the nature of your soul. Use the table below to determine the nature of the reflected weapon based on your alignment.

Alignment	Appearance	Light	Damage Type
Good	A shimmering, royal blade	Yellow	Radiant
Neutral	A blade of reflective glass	Puple	Force
Evil	A dark, serrated blade	Green	Necrotic

A target hit by the illuminated sword takes an extra 1d12 damage of the type associated with your alignment.

Soul Surge. While holding the sword, you can use a bonus action to spend 2 or more Hit Dice to pour your energy into the blade. When you do, the weapon's bonus to attack and damage rolls is increased by 1 for every 2 Hit Dice you spend, up to a maximum total bonus of +3. The dim and bright light emitted by the weapon also increases by 20 feet for each additional +1 bonus it gains in this way. This bonus lasts for 1 hour.

Teleportation Circle Stamp

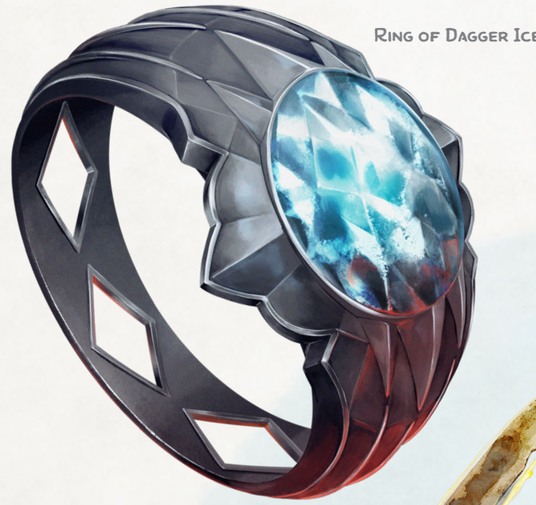
Wondrous item, rare

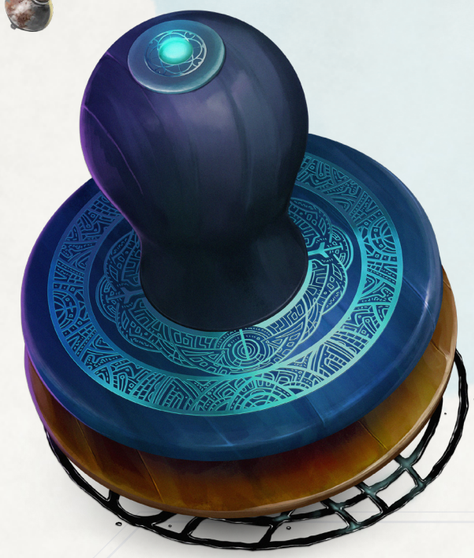
This handheld stamp is covered in arcane glyphs. When found, there is a 20 percent chance that it has a sigil sequence for a permanent teleportation circle carved into its wooden base, which has a diameter of 4 inches.

You can carve a miniaturized sigil sequence that you know into the base of the stamp, provided it doesn't have one already. If it does, you can sand it flat and carve a new one instead. Either option takes 1 hour of careful work using a set of woodcarver's tools. If you're proficient with woodcarver's tools, it takes 10 minutes of work instead.

While holding the carved stamp, you can use an action to apply a wash of fine inks worth no less than 10 gp onto its carved base. You can then use an action on a following turn within 1 minute to press the inked stamp onto a flat surface within your reach, creating a special *teleportation circle* at that point that's 4 inches across. The circle remains until the end of your next turn, at which point it flashes with arcane power and disappears.

Any object that's fully within the circle's area is magically teleported to the linked teleportation circle when it disappears. Creatures can't be teleported using this special circle,





and any item that creates an extradimensional space, such as a portable hole, fails to teleport through the circle when it disappears.

War Pick of Corrosion

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

This weapon resembles the head of an ancient black dragon: its two horns curl behind its head to form the weapon's sharp pick. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d4 acid damage to any target it hits. This extra acid damage is doubled if the target is made of metal or is wearing metal armor.

The weapon has 5 charges and regains all expended charges daily at dawn. Once on each of your turns when you hit a target with the war pick, you can expend 1 of its charges to increase the pick's acid damage by 3d4, to a total of 4d4 extra acid damage, for that attack; this acid damage is still doubled if the target is made of metal or is wearing metal armor. If the target is wearing metal armor, it must also succeed on a DC 16 Constitution saving throw or the armor takes a cumulative –2 penalty to the AC it offers, to a minimum of 10 AC, which lasts until it finishes a short or long rest.

Whalefall Armor

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

This armor is made of repurposed whale bone and lashed together with salt-stained leather strips. While wearing it, you have resistance to poison damage and gain a swimming speed equal to your walking speed. If you're underwater, you also have advantage on any Wisdom (Animal Handling) or Charisma check you make to interact with beasts that have a swimming speed.

Charges. The armor has 5 charges for the following properties. It regains 1d4 + 1 expended charges daily at dawn.

Spells. While wearing this armor, you can use an action to cast one of the following spells (save DC 16): *false life* (2nd-level version, 1 charge), *insect plague* (4 charges; the insects appear as a massive swarm of rotting quippers), or *stinking cloud* (2 charges).

Bakekujira. While wearing the armor, you can use an action to speak its command word and expend any number of charges from the armor, including 0, to summon the spirit of the whale used to make its bone plates. The spirit appears in an unoccupied space that you can see within 30 feet of you. It uses the statistics for a killer whale, except that it's undead, is immune to poison damage and the poisoned condition, and has a flying speed equal to its swimming speed. It obeys your mental commands to the best of its ability (no action required by you), and takes its turn immediately after yours. If you don't issue any commands, the spirit defends itself from hostile creatures, but otherwise takes no actions. The spirit disappears in a cloud of marine snow after 1 minute. It disappears early if you use an action to dismiss it or if it's reduced to 0 hit points.

When the spirit disappears, roll a d10. If the result is equal to or less than 5 + the number of charges you expended as part of the action to summon it, it disappears as normal, and the property can't be used again until the next dawn. If the result is higher than that number, the spirit becomes hostile to you; it remains for 1 additional minute, can't be dismissed, and immediately regains half its maximum number of hit points. When this happens, this property of the armor can't be used again until 1d4 + 1 days have passed, during which time the number of charges the armor regains each day is reduced by half (rounded up).

War Pick of Corrosion

Whalefall Armor