



*The*  
**INVENTORY**

| <i>Name</i>                      | <i>Date</i> |
|----------------------------------|-------------|
| Aberrant Nail                    | Mar-22      |
| Abjurer's Bangle                 | Oct-21      |
| Abjurer's Bangle                 | Oct-21      |
| Abjurer's Bangle                 | Oct-21      |
| Abjurer's Gilder                 | Sep-19      |
| Aciurgist's Blade                | Nov-20      |
| Acorn Charm                      | Oct-20      |
| Acorn Helmet                     | 24-Jan      |
| 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 Radiant Protection     | 23-Dec      |
| Amulet of the Coldfire Pheonix   | Jan-22      |
| Amulet of the Guiding Eye        | 23-Nov      |
| 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 Wagoner            | Dec-22      |
| Angelic Plate                    | 24-Jan      |
| 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      |

| <i>Name</i>                 | <i>Date</i> |
|-----------------------------|-------------|
| Arista, Wand of the Spire   | Feb-21      |
| Arkano Elite Visor          | Oct-23      |
| Arkanobow                   | Jul-23      |
| Arkanotana                  | Oct-22      |
| Arkanotars                  | 24-Jan      |
| 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      |
| Bardic Boombox              | May-22      |
| Bard-in-a-Box               | Jan-19      |
| Barge Helm                  | Feb-19      |
| Barricade Shield            | Aug-19      |
| Bartender's Armistice       | Nov-20      |
| Basco's Handy Bangle        | Jan-19      |
| Basilisk Dagger             | Jul-19      |
| Bastion Chain               | Apr-23      |
| Bath Potion                 | Apr-19      |
| Baton of Many Sizes         | Aug-19      |

| <i>Name</i>                             | <i>Date</i> |
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| 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      |
| Birder's Sling Staff                    | Apr-23      |
| Bird's-Eye Bolt                         | Oct-21      |
| 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 Rapier                       | 23-Dec      |
| Blazeblood Signet                       | Jul-23      |
| Blizzard Sphere                         | Oct-19      |
| Blood Moon Blade                        | Dec-19      |
| Blood Pact Pendants                     | Aug-19      |
| Bloodrinker                             | 24-Jan      |
| Bloodhound Amulet                       | Jul-20      |
| Bloodmage Dagger                        | Jun-19      |
| Bloodmire Phiale                        | Mar-20      |
| Bloodmire Rod of the Witch Doctor       | May-20      |
| Bloodmire Souflame Latern               | Mar-21      |
| Bloodscryer Oculus                      | Jul-19      |
| Bloodshard Trident                      | Sep-20      |
| Bloodthirster Scimitar                  | May-20      |
| Bloodthirsty Bistoury                   | Mar-20      |
| Bloodthirsty Trident                    | Sep-23      |

| <i>Name</i>                      | <i>Date</i> |
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| 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 Clothier's Croquis       | Mar-21      |
| Book of instant Copying          | Aug-21      |
| Boots of Dendallen               | Jul-19      |
| Boots of the Cloud Jumper        | May-19      |
| Borbos's Joyous Wand of Color    | Feb-19      |
| 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      |
| Bubble Collar                    | 23-Nov      |
| Bug Smashers                     | Sep-19      |
| Bulette Bulwark                  | Oct-20      |
| Bulette Torpedo                  | Apr-20      |
| Bullfrog Bugle                   | May-23      |
| Bullfrog Totem                   | Jul-21      |

| <i>Name</i>                        | <i>Date</i> |
|------------------------------------|-------------|
| 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      |
| 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      |
| Cerberus Whistle                   | 23-Nov      |
| 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      |

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| 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 Sickie                           | 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 Smoke and Cinder             | 23-Nov      |
| Cloak of the Boundless Spirit         | Jan-19      |
| Cloak of the Djinni                   | Nov-21      |
| Cloak of the Midwinter Solsticekeeper | 23-Dec      |
| Cloak of the Protector's Charge       | May-23      |
| Cloche of Surprise Treats             | Mar-21      |
| Clockwork Colony Toolbox              | Apr-20      |
| Clockwork Earwig                      | 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      |

| <i>Name</i>                       | <i>Date</i> |
|-----------------------------------|-------------|
| Constellation Whip                | 24-Jan      |
| Contact Lenses                    | Feb-22      |
| Container of Heat and Frost       | Jan-19      |
| Contingency Band                  | Feb-21      |
| Contingency Cards                 | 24-Jan      |
| 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      |
| Courier's Cap                     | 23-Dec      |
| 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      |
| Criir's Scepter                   | 23-Nov      |
| 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      |
| Cryomancer's Lexicon              | 23-Dec      |
| Cryptkeeper Glaive                | Nov-18      |
| Crystal Ball of Storms            | 23-Nov      |
| Cube of Teleportation             | Jun-21      |
| Cuff of Captions                  | Feb-21      |
| Cursed Fang                       | 24-Jan      |
| Cymrith                           | Mar-23      |
| Daemonomicon                      | Nov-22      |

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| 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 Dog Lasher                  | 24-Jan      |
| Death Knell                       | Sep-19      |
| Death Locket                      | 23-Nov      |
| Deathbomb Arrow                   | 23-Dec      |
| Deathloop Watch                   | May-21      |
| Deathly Diadem                    | Feb-20      |
| Death's Shadow                    | 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 Goggles          | Apr-21      |
| Dragon Edge Weapons               | Nov-18      |

| <i>Name</i>                   | <i>Date</i> |
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| Dragon Edge Weapons +1        | Nov-18      |
| Dragon Edge Weapons +2        | Nov-18      |
| Dragon Horn Pauldron          | Jun-21      |
| Dragon Queen's Cloak          | 23-Dec      |
| Dragon Tamer Lance            | Mar-19      |
| Dragon Turtle Barding         | Apr-20      |
| Dragon Turtle Gumbo           | Apr-22      |
| Dragon Turtle Shield          | Jul-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      |
| Dragon-Kindled Edge           | Feb-19      |
| Dragon's Call                 | May-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      |
| 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      |
| Dryadleaf                     | May-19      |
| Dryad's Key                   | Mar-22      |
| 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      |

| <i>Name</i>                     | <i>Date</i> |
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| 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      |
| Encyclopedia Creature Obscura   | 24-Jan      |
| 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      |
| Explorer's Helm                 | 23-Nov      |
| Explosive Flail                 | Feb-22      |
| Eye of Dendallen                | Feb-19      |
| Eye of the Beheld               | Feb-21      |
| Eye of the Bookworm             | Nov-18      |
| Eyedrops of Clarity             | Mar-21      |
| Fable's End                     | Dec-18      |
| Faeflame Torch                  | Aug-20      |
| 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      |
| Fang Keeper                     | 24-Jan      |
| Featherwhumpus                  | Mar-23      |
| Featherwhumpus                  | Mar-23      |
| Felling Greataxe                | Jan-21      |
| Fell-Rider Chariot              | Jul-20      |
| Ferryman's Take                 | May-19      |
| Festerwood Buckler              | Sep-19      |

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| 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 Brigade Staff               | 24-Jan      |
| 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      |
| Flight of Fancy Fascinator       | 23-Dec      |
| 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      |
| Forest Eye Staff                 | 23-Nov      |
| 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      |
| Four Winds Aegis                 | 23-Dec      |
| Fourarm Bracers                  | Nov-18      |
| Foxtfire Charm                   | Sep-21      |
| Fragment of Elder Starlight      | Jul-19      |
| Freerunnner's Armor              | Apr-20      |

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| Freezing Gauntlets                           | May-23      |
| Frefil's Cookie Cutter                       | Dec-22      |
| Frefil's Jolly Oozebean Sugarbombs           | Jan-19      |
| Frefil's Scrummy Triflection                 | Nov-21      |
| Frefil's Tiny Tasty Tongue Twisty Sugarbombs | Apr-19      |
| Frost Giant Fork                             | Jan-19      |
| Frostbitten Buckler                          | Nov-18      |
| Frostburn Blade                              | Dec-21      |
| Frostburn Spear                              | Oct-20      |
| Frostfell Cloak                              | Apr-22      |
| Frosty Top Hat                               | Jan-22      |
| Frozen Dagger                                | Dec-18      |
| 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      |
| Gardener's Candle Holder                     | 23-Dec      |
| 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      |

| <i>Name</i>                    | <i>Date</i> |
|--------------------------------|-------------|
| 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 Wargaullets           | 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      |
| 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      |
| 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      |

| <i>Name</i>  | <i>Date</i> |
|--|-------------|
| 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      |
| Hearthfire Mantle  | 24-Jan      |
| Heartless Cage Pendant                                       | Feb-20      |
| Heavenly Chalice   | Dec-20      |
| Heaven's Edge  | Apr-21      |
| Heaven's Gavel   | Nov-19      |
| Heavy Golem Armor  | Jun-20      |
| Hedgewitch's Gardening Cane                                  | Jul-21      |
| Hedgewitch's Gardening Gloves                                | Feb-23      |
| Hedonic Motivator  | Sep-20      |
| Hellfire Pitchfork   | Jul-19      |
| Hellion's Mask   | 24-Jan      |
| 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      |

| <i>Name</i>                           | <i>Date</i> |
|---------------------------------------|-------------|
| 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      |
| H'rethi Cloak of Shielding            | Nov-21      |
| H'rethi Soul Scepter                  | May-20      |
| Hunter Shark Cutlass                  | Mar-23      |
| Hunter's Cup                          | 23-Dec      |
| 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 Engine                        | 23-Nov      |
| Inferno Rope                          | Apr-19      |
| Inker's Armband                       | Dec-19      |
| Inking Seahorn                        | 23-Nov      |
| 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      |

| <i>Name</i>                      | <i>Date</i> |
|----------------------------------|-------------|
| 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      |
| Lance of the White Dragon        | 23-Nov      |
| 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      |
| Lifeburst                        | Sep-22      |
| Life's Flower Restorative        | Dec-20      |
| Light Sling                      | Dec-20      |
| Lightning Caltrops               | Jun-23      |
| Lightning Khopesh                | Jan-21      |
| Lightning Pylons                 | Jul-19      |
| Lightning-Catcher Pauldron       | 24-Jan      |
| 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      |

| <b>Name</b>                     | <b>Date</b> | <b>Name</b>                         | <b>Date</b> | <b>Name</b>                                   | <b>Date</b> | <b>Name</b>                      | <b>Date</b> |
|---------------------------------|-------------|-------------------------------------|-------------|---|-------------|----------------------------------|-------------|
| Locksmith's Bane                | Jun-19      | Master Machinist's Marvelous Mallet | Jul-19      | Mourningsteel Ghost Candle                    | Oct-21      | Orelia's Tome of Beast Familiars | Jul-20      |
| Love's Embrace                  | Nov-18      | Mastery Gem                         | May-19      | Mourningsteel Half Plate                      | Aug-21      | Orner's Venomous Crossbow        | Jan-20      |
| Luckleaf                        | Jul-21      | Matron's Mug                        | Oct-20      | Mourningsteel Obol                            | Sep-22      | Orostead Iced Tea                | Apr-21      |
| Lucky Bell                      | Jan-22      | Maul of the Guiding Star            | Apr-22      | Mourningsteel Saber                           | Nov-21      | Orostead Iced Tea                | Apr-21      |
| Lucky Bowl                      | 24-Jan      | Medusan Lavalier                    | Apr-21      | Mourningsteel Stiletto                        | Jun-22      | Otyugh Cloak                     | Apr-19      |
| Lucky Golden Tooth              | Mar-23      | Medusan Signet                      | Jun-21      | Mourningsteel War Banner                      | Sep-21      | Ouroboros Rapier                 | Mar-19      |
| Lucky Horseshoes                | Sep-23      | Medzo's Blade                       | Jun-22      | Mousetrap Explosive                           | Aug-23      | Ouroboros Ring                   | Jul-22      |
| Luna Moth Cape                  | Feb-20      | Medzo's Crossbow                    | Mar-21      | Mummy Lord Staff                              | Jun-22      | Ouroboros Wand                   | Jun-23      |
| Lunar Compass                   | Jul-23      | Memento of the Shapeless            | Dec-18      | Muralist's Mark                               | Mar-23      | Overseer's Spade                 | Apr-20      |
| Lunar Rapier                    | Mar-23      | Mercenary's Pauldron                | Oct-22      | Murderous Arrow                               | Aug-22      | Overshield                       | Mar-19      |
| Lupine Mask                     | Jan-20      | Merry Berry                         | Nov-18      | Murk Blowgun                                  | Jan-21      | Owl Helm                         | Oct-23      |
| Mace of the Fish Tyrant         | Dec-22      | Meta Mantle                         | Aug-20      | Myceliaweave Armor                            | Oct-20      | Owlbear Leather Armor            | Oct-21      |
| Mace of the Priest              | Jul-20      | Meta Medallion                      | Jan-20      | Myceliaweave Circlet                          | Sep-22      | Owlbear-Fledged Arrow            | Nov-22      |
| Mace of the Pumpkin King        | Oct-21      | Metallurgist's Grip                 | 23-Nov      | Naga's Caduceus of Rebirth                    | Mar-22      | Pack Leader Helm                 | 23-Nov      |
| Mace of Vampire Slaying         | May-23      | Meteoric Javelin                    | Feb-22      | Navis Anima                                   | Jun-23      | Pack of Levibubble Sugarbombs    | Jan-19      |
| Mage Eater Scythe               | Sep-20      | Midnight Dragon's Ichor Candle      | Sep-23      | Necrolace                                     | Jan-19      | Pack of Revisibility Bombs       | Oct-21      |
| Magebane Mask                   | Jul-22      | Midnight Oil                        | Jan-23      | Necromancer's Cuff                            | 23-Nov      | Pact Card                        | Nov-22      |
| Magebane Poison                 | Aug-20      | Midnight Smoke                      | Nov-22      | Neutralizing Spray                            | Feb-22      | Pact Card                        | Nov-22      |
| Mage-Catcher Explosives         | 24-Jan      | Mimiccloak                          | Jun-20      | Nexus Mirror                                  | Jun-22      | Pact Card                        | Nov-22      |
| Magentan Sun-Saw                | Jun-21      | Mimic's Smilemaker                  | Apr-23      | Night Owl's Half-Moon Spectacles              | Oct-21      | Pact Card                        | Nov-22      |
| Magentan Sun-Saw                | Jun-21      | Mindmaster's Monocle                | Dec-19      | Nightmare Flask                               | Feb-21      | Pair of Tiny Violin Rings        | Dec-18      |
| Mageplate Cap                   | May-19      | Mirrorlight Edge                    | May-19      | Nightstalker's Armor of the Northeastern Wind | Jul-20      | Patch of the Mallard             | Aug-22      |
| Mageplate Ring                  | Jul-21      | Mirrorlight Harbinger               | Nov-21      | Nightstalker's Kanabo                         | Sep-19      | Patch of the Open Eye            | Jun-23      |
| Magic Pocket                    | Jul-22      | Mirrorlight Piercer                 | Jul-19      | Nightstalker's Mask                           | Jul-20      | Patch of the Pail                | Nov-22      |
| Magma War Pick                  | Nov-18      | Mirrorlight Stinger                 | Nov-21      | Nimblewrap Roll                               | Sep-22      | Patch of the Tome                | Apr-23      |
| Magmarath Molten Blaster        | Apr-23      | Mistwalker Armor                    | Oct-20      | Nimbus, First Staff of the Thunderbirds       | Jan-21      | Pearl of Wisdom Quiver           | Feb-19      |
| Magnificent Pocket Vanity       | Aug-21      | Mithral Beast Charms                | Sep-23      | No-Stones                                     | Jan-20      | Pearler's Blade                  | May-22      |
| Mammoth Boots                   | Mar-19      | Mobius Scroll                       | Nov-22      | Novanite Armor                                | May-20      | Pegasus Quill                    | Nov-19      |
| Mandible Bident                 | Oct-21      | Mockingblade                        | Sep-19      | Null Chalk                                    | Jun-19      | Pendant of the Tempered Fury     | Mar-19      |
| Mantis Mitts                    | Sep-23      | Molten Hammer                       | Jul-23      | Oaken Candle                                  | Dec-20      | Pendant of Thieves' Sight        | Mar-19      |
| Mantle of Adaptivity            | Mar-23      | Monarch Mantle                      | Jul-21      | Oathkeeper's Resolve                          | Dec-19      | Pennypuncher Slinger             | Jun-21      |
| Mantle of Security              | Apr-20      | Monocle of Clarity                  | Apr-19      | Obsidian Star                                 | Jun-23      | Peppermint Sugarbombs            | Mar-19      |
| Mantle of the Pack Lord         | Dec-18      | Monster Tamer's Shield              | Nov-19      | Octavius' Saber                               | Feb-21      | Peregrine Spear                  | Jul-21      |
| Mark of the Everglacier Monarch | Jan-22      | Monster Tamer's Sword               | Nov-19      | Ogramau's Candle                              | Jun-22      | Performer's Puppet               | Nov-19      |
| Marlin Lunger                   | Feb-20      | Monsterbane Lasher                  | Feb-19      | Ogramau's Glass Eye                           | Mar-22      | Periapt of Reflection            | Sep-19      |
| Marlinspike Flail               | 23-Dec      | Moonfallen Maul                     | Dec-22      | Ogramau's Graveyard                           | Mar-21      | Periscope Rod                    | Apr-20      |
| Mask of Dendallen               | Jun-19      | Moonlighter's Masquerade            | May-22      | Ol' Stumpy                                    | Sep-21      | Permanent Parchment              | Jul-19      |
| Mask of the Mimic               | Mar-22      | Moonstone Bracers                   | Oct-20      | Omenbringer's Mantle                          | Sep-19      | Petal Dancer Ward                | Apr-19      |
| Mask of the Pact Bearer         | Aug-19      | Moonswaddled Armor                  | Dec-18      | Ooze Cube Ring                                | 23-Nov      | Phantom Fire Staff               | Dec-21      |
| Mask of the Planeseeker         | May-23      | Moonwick Candle                     | Feb-23      | Oozo  | 24-Jan      | Phantom Lance                    | 23-Dec      |
| Masks of the Sacred Beasts      | Aug-20      | Morath, Scepter of the Soul Vortex  | May-21      | Oozo  | 24-Jan      | Phanton Walkers                  | Sep-20      |
| Masks of the Sacred Beasts      | Aug-20      | Mosshide Troll Belt                 | Aug-20      | Orange Cicatrizer's Debt                      | Jul-22      | Phase Axe                        | Jan-19      |
| Masks of the Sacred Beasts      | Aug-20      | Mourningsteel Barricade             | May-22      | Orator's Quill                                | Aug-19      | Phasing Bow                      | Jun-20      |
| Masks of the Sacred Beasts      | Aug-20      | Mourningsteel Demi-Gauntlets        | Sep-21      | Orb of Remembrance                            | Apr-20      | Phoenix Arrow                    | Dec-18      |
| Masks of the Sacred Beasts      | Aug-20      | Mourningsteel Eclipse               | Mar-22      |   |             | Phoenix Breastplate              | Sep-21      |

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| 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      |
| Pitcher of Wisdom               | 23-Nov      |
| 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      |

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| Prototype Thunderberd                    | May-20      |
| Prying Mace                              | Dec-20      |
| Purging Dagger                           | Apr-19      |
| Purity Spear                             | May-19      |
| Purse Piglet                             | Jan-19      |
| Puzzle Ring of Vitality, Life, and Power | Mar-19      |
| Quagmire Maul                            | Aug-19      |
| Quake Hammer                             | Dec-18      |
| Quarterstaff of the Elk                  | Aug-23      |
| Quick Change Ring                        | Sep-20      |
| Quickdraw                                | Dec-18      |
| Quicksilver Clay                         | Aug-19      |
| Quicksilver Sword                        | Jun-22      |
| Quillgun                                 | 23-Nov      |
| 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      |
| Rapier of the Black Tentacle             | 23-Dec      |
| 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      |
| Rejuvenating Draft                       | Feb-20      |
| Rejuvenating Draft                       | Feb-20      |
| Rejuvenating Draft                       | Feb-20      |
| Rejuvenating Draft                       | Feb-20      |
| Relentless Bulwark                       | Apr-19      |
| Relentless Stinger                       | Jul-23      |
| Reliquary of Holy Memories               | Jan-20      |

| <i>Name</i>                  | <i>Date</i> |
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| 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 Candle Collector | 24-Jan      |
| 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      |

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| 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 Altruist                                | Dec-21      |
| Robe of the Sunless                                 | Sep-22      |
| Rocborne Hand Ballista                              | Oct-19      |
| Rocborne Robe                                       | Oct-19      |
| Rocborne Rod  | Oct-19      |
| Rod of Endless Light                                | Aug-21      |
| Rod of Instant Pillars                              | Dec-21      |
| Rod of Refstophobia                                 | Jan-21      |
| Rod of Reverberation                                | May-21      |
| Rod of Storms                                       | Jun-20      |
| Rod of the Magicycle                                | Oct-20      |
| Rod of the Scarecrow                                | Nov-21      |
| Rod of the Thought Projection                       | Apr-21      |
| Rod of Water Absorption                             | Jun-20      |
| Rooting Arrows                                      | Dec-21      |
| Rope Caster   | Dec-19      |
| 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      |

| <i>Name</i>                       | <i>Date</i> | <i>Name</i>                                      | <i>Date</i> | <i>Name</i>               | <i>Date</i> | <i>Name</i>                     | <i>Date</i> |
|-----------------------------------|-------------|--|-------------|---------------------------|-------------|---------------------------------|-------------|
| Scepter of the Tyrant's Gaze      | Jul-23      | Set of Secret Scribe Candles                     | Dec-18      | Singing Stein             | Nov-18      | Spellwriter's Brace             | Mar-20      |
| Schematic Scroll                  | Sep-22      | Shade and Shine                                  | Mar-23      | Sir Varion's Helm         | Nov-20      | Spiderbite Daggers              | Aug-19      |
| Scholar's Cap                     | Jul-19      | Shadow Drinker                                   | Dec-18      | Sir Varion's Lance        | Jul-20      | Spiker and Striker              | Feb-22      |
| Scholar's Cap                     | Jul-19      | Shadow Ink                                       | Sep-19      | Sir Varion's Mantle       | Nov-20      | Spinterguard                    | Jun-21      |
| Scholar's Cap                     | Jul-19      | Shadow Tag                                       | May-21      | Sir Varion's Shield       | Jul-20      | Spire Seed                      | Oct-19      |
| Scorching Cleaver                 | Mar-19      | Shadow Ward                                      | Feb-19      | Sironsong Silencer        | Mar-19      | Spirit Cleaver                  | Nov-20      |
| Scorned Heart Breastplate         | Feb-20      | Shadow Weaver's Guise                            | Jul-21      | Skirmisher's Bow          | Jun-22      | Spirit Pike                     | Feb-19      |
| Scorpio Armor                     | Oct-21      | Shadow-Fledged Arrow                             | Apr-23      | Sky Anchor                | Nov-20      | Spirit Sheath                   | Feb-20      |
| Scorpion Lasher                   | Jan-20      | Shadowscale Shroud                               | Jan-21      | Skyglider Shield          | Jun-21      | Spiritwalker Breastplate        | Jun-21      |
| Screaming Longbow                 | Nov-18      | Shadowshawl                                      | Jun-19      | Skylit Greaves            | May-20      | Splintershot                    | Jan-19      |
| Scroll of Comedic Endings         | Jun-22      | Shadowsmoke Dragon Pipe                          | Apr-19      | Slaying Longbow           | Aug-20      | Splitter                        | Aug-19      |
| Scroll of Film                    | Dec-21      | Shaedenstaff                                     | Jul-19      | Sleepytime Sheep Stuffy   | Oct-21      | Spoken Letter                   | Aug-22      |
| Scroll of Fleeting Attunement     | May-23      | Shamisen of the Changing Winds                   | Jul-22      | Sling of the Tiny Giant   | Apr-19      | Spool of Shadow                 | Dec-22      |
| Scroll of Instant Cookies         | Feb-22      | Shapeshifter's Circlet                           | Jun-19      | Smash Potatoes            | Nov-18      | Squasher                        | Nov-18      |
| Scroll of Mapping                 | Feb-21      | Shared Burden                                    | Mar-19      | Snake Charmer's Flute     | Jun-21      | Sream's Stoppered Oasis         | Mar-20      |
| Scroll of Mapping                 | Feb-21      | Sharkrazor Mantle                                | Jun-19      | Snake Oil                 | Aug-22      | Staff of Awakening              | May-23      |
| Scroll of Miraculous Mail         | Apr-22      | Sheer Cold                                       | Jun-19      | Snake Oil                 | Aug-22      | Staff of Cubic Cultivation      | Jan-21      |
| Scroll of Momentary Omniscience   | Nov-21      | Shield of the Everfighter                        | Mar-22      | Snow Rider's Sleigh       | Apr-20      | Staff of Favorable Winds        | Dec-18      |
| Scroll of Moving Performances     | May-22      | Shield of the Great Badger                       | Apr-22      | Snowball Mittens          | Jan-22      | Staff of Pigeons                | Mar-22      |
| Scroll of Necrosis                | 23-Dec      | Shield of the Justicars                          | Apr-21      | Snowstorm Blowgun         | Jan-22      | Staff of the Arcanum            | Sep-23      |
| Scroll of Nightmares              | Oct-21      | Shield of Yggdrasil                              | Jan-19      | Snuff                     | Aug-19      | Staff of the Black Raven        | Sep-22      |
| Scroll of Proclamation            | Feb-23      | Shielding Turtle Sugarbombs                      | Apr-19      | Snugglebeast (Dragon)     | May-19      | Staff of the Cauldron Carrier   | Sep-23      |
| Scroll of Rugs                    | Jun-23      | Shifter's Shine                                  | Jan-20      | Snugglebeast (Owlbear)    | May-19      | Staff of the Dream Shepherd     | Apr-21      |
| Scroll of the Jester              | Dec-20      | Shifter's Shine                                  | Jan-20      | Snugglebeast (Tarrasque)  | May-19      | Staff of the Eclipse            | 24-Jan      |
| Scroll of the New Dawn            | Jun-22      | Shimmering Spectacles                            | Apr-20      | Snugglebeast (Unicorn)    | May-19      | Staff of the Four Seasons       | Jan-19      |
| Scroll of the Skyfallen           | Jul-22      | Shipwrecker                                      | Jun-23      | Socks of Well-Rested      | Jan-19      | Staff of the Iron Cauldron      | 23-Nov      |
| Scroll of the Eclipse             | Dec-21      | Shipwright's Watch                               | May-21      | Solacesteel Mitigator     | Dec-21      | Staff of the Magpie             | Jul-19      |
| Scythe of the Grim Shepherd       | Jul-22      | Shooting Star                                    | Mar-21      | Solacesteel Plate         | Aug-23      | Staff of the Mirage             | Apr-19      |
| Sea Serpent Hairpin               | Jun-19      | Shrieking Chalk                                  | Aug-22      | Solacesteel Requiem       | Aug-23      | Staff of the Mustang            | Jul-19      |
| Seadevil's Fang                   | Jan-23      | Shroud of the Unburied                           | Apr-23      | Solar Staff               | Feb-22      | Staff of the Reverent Warrior   | Sep-19      |
| Seafarer's Jacket                 | Feb-19      | Sickle of Cunning                                | Jan-22      | Solar Torch               | Apr-23      | Staff of the Snail              | Jan-22      |
| Seat Belt                         | Apr-19      | Sickle of the Sphinx                             | Sep-23      | Sonar Arrow               | Aug-23      | Staff of the Snail              | Jan-22      |
| Second Fiddle                     | Feb-21      | Siege Staff                                      | Nov-20      | Sorcery Marble            | Nov-21      | Staff of the Vineyard           | Mar-21      |
| Seed of Rebirth                   | Jun-19      | Signet Rings of Blindness, Deafness, and Silence | May-19      | Soul Pendant              | Dec-20      | Staff of the Whirling Wyrms     | May-23      |
| Seeker's Compass                  | Mar-20      | Signet Rings of the Fey Court                    | Aug-19      | Soul Sword                | Oct-23      | Stalaga Spear                   | Jun-19      |
| Seer's Starlight Cloak            | Mar-21      | Silken Socks of Slickening                       | Mar-19      | Soul-Searing Scythe       | Feb-20      | Stalagmight Geode               | Jul-21      |
| Sending Slates                    | Aug-23      | Silver Coin of Duvra                             | Aug-20      | Sovereignseed Duffel      | Jan-22      | Stalwart Staff                  | Feb-20      |
| Sentry Candle                     | May-22      | Silver Dragon Katana                             | 23-Dec      | Sovereignseed Satchel     | Oct-21      | Starbreaker                     | Feb-19      |
| Septum Ring of the Great Minotaur | Sep-19      | Silver Eage Studded Cuirass                      | Jan-20      | Spatha of Martial Mastery | Jun-23      | Starmetal Blaster               | Apr-22      |
| Seraphim's Stiletto               | Apr-20      | Silver Eagle Acolyte Robe                        | Nov-22      | Spell Bolt Wraps          | 23-Dec      | Starmetal Constellation Scepter | Jan-23      |
| Serpent Dart                      | Dec-18      | Silver Eagle Weapons                             | Feb-19      | Spellfire Bow             | Feb-21      | Starmetal Flail                 | Oct-22      |
| Serpentine Bolas                  | 23-Dec      | Silver Lycan Chime                               | Nov-19      | Spellforge Scabbard       | May-23      | Starmetal Nova Armor            | Jan-20      |
| Serpentine Horn                   | Feb-23      | Silver Star Cane                                 | Sep-20      | Spellsealer               | 24-Jan      | Starmetal Ring                  | Dec-18      |
| Servitude Choker                  | Jan-19      | Silverwind, the Cleansing Breeze                 | Sep-20      | Spellsword                | Oct-20      | Starmetal Shard Spear           | Sep-21      |
| Set of Numat's Trick Tubes        | Dec-18      |  |             | Spellwoven Robes          | Mar-19      | Starmetal Shield                | Jan-19      |

| <i>Name</i>                       | <i>Date</i> | <i>Name</i>                              | <i>Date</i> | <i>Name</i>                     | <i>Date</i> | <i>Name</i>                  | <i>Date</i> |
|-----------------------------------|-------------|--|-------------|---------------------------------|-------------|------------------------------|-------------|
| Starmetal Sliver                  | Oct-20      | The Rose Basket                          | Oct-19      | Underworld Asphodel Regalia     | Jun-20      | Wand of Puppetry             | May-21      |
| Starmetal Solar Axe               | Oct-19      | The Timekeeper's Pendulum                | Apr-23      | Unicorn Candle                  | 24-Jan      | Wand of Shadows              | Dec-22      |
| Starmetal Striker                 | May-19      | This Hidden Agenda                       | Apr-22      | Unicorn Diadem                  | May-23      | Wand of Stars                | Nov-19      |
| Status Signets                    | Dec-19      | Thomas' Dimensional Trousers             | Mar-20      | Unstable Arkanite Cluster       | Nov-21      | Wand of Steam                | Jul-22      |
| Steam Harpoon                     | Feb-21      | Thornpiercer                             | May-19      | Unstoppable Heart               | 23-Nov      | Wand of Termites             | Apr-22      |
| Steel Hawk Elite Lance            | Nov-22      | Thunderous Flail                         | Nov-18      | Uorik the Conqueror's Juice Cup | May-19      | Wand of the Alicorn          | Aug-20      |
| Steel Hawk Handaxe                | Dec-21      | Thwackstaff                              | Aug-19      | Urblade                         | Jun-20      | Wand of the Dragon Queen     | Feb-22      |
| Steps of the Trickster            | Jan-19      | Tidal Fan                                | Aug-23      | Vagrant's Wrist Stiletto        | Mar-22      | Wand of the Frostrose        | May-20      |
| Stinkbug Shield                   | Oct-22      | Tide Turner                              | Aug-20      | Vain Virtuoso Violin            | Mar-20      | Wand of the Plagueswarm      | May-23      |
| Stone Soldier                     | 24-Jan      | Tideborn Trident                         | Sep-23      | Vainglorious Armor              | Jul-23      | Wand of Torchlight           | 23-Dec      |
| Stonemason's Companion            | May-20      | Timber                                   | Dec-18      | Valkyrian Scale                 | Nov-22      | Wand of Whispers             | Oct-19      |
| Stoneseed Amber                   | 23-Dec      | Time Warden Armor                        | May-23      | Vampiric Helm                   | Oct-22      | Wandblade                    | Mar-23      |
| Storm Seer Lamp                   | Dec-19      | Timepiercer                              | Jul-19      | Vancian Helm                    | Jul-19      | War Pick of Corrosion        | Oct-23      |
| Storm Sickle                      | Jun-19      | Timeshifter's Mantle                     | Oct-19      | Venombane Armor                 | Aug-19      | War Standard of Battlecries  | Mar-19      |
| Stormbrewer Bracers               | Mar-20      | Titan Cricket Greaves                    | Apr-21      | Verax Weapon                    | Mar-21      | War Thorn                    | Jan-23      |
| Storm's Eye Shield                | Oct-20      | Titan's Tooth Claymore                   | Dec-19      | Vial Ring                       | Aug-22      | Wardancer's Spear            | Apr-21      |
| Stormstruck Staff                 | Oct-19      | Toadstone                                | Jul-19      | Vigilus                         | Mar-19      | Warden's Armor               | Feb-22      |
| Stormthrower Harpoon              | Nov-18      | Toadstool Veil                           | Apr-23      | Vineyard Amulet                 | Aug-22      | Warding Armor                | Sep-22      |
| Storyteller's Stein               | Jan-21      | Tome of Advanced Fighting Styles         | Jan-21      | Violet King's Promise           | Jun-20      | Warding Armor                | Sep-22      |
| Stuffy Familiar                   | May-21      | Tome of Dreams                           | Oct-19      | Viper Bracers                   | Jan-23      | Warding Armor                | Sep-22      |
| Stylist's Cirlet                  | May-20      | Tome of Lost Knowledge                   | Jul-20      | Viper Khopesh                   | Sep-20      | Warding Staff                | Mar-21      |
| Sun and Moon Shield               | Dec-21      | Tome of Planar Wonderings and Wanderings | Oct-22      | Viper's Katana                  | May-22      | Warding Weapon               | Mar-23      |
| Sundersludge Net                  | Oct-19      | Tome of the Dragon's Hoard               | Nov-21      | Visage of Delight and Disaster  | Jul-19      | Warhammer of Eruptions       | Apr-21      |
| Sunfire                           | Oct-22      | Torchbearer's Reach                      | Dec-18      | Void Arrow                      | Aug-19      | Warhorn of the Bronze Dragon | Feb-23      |
| Swashbuckler's Slippery Saber     | Jul-22      | Torchbearer's Sling                      | Mar-23      | Void Render                     | Apr-22      | Warmind Wand                 | Jul-19      |
| Switch                            | Feb-19      | Tormentor's Flail                        | May-22      | Volcanic Boots                  | Apr-19      | Warp Anchor                  | Sep-21      |
| Sword of Resonance                | Apr-19      | Torpedo Arrow                            | Jan-19      | Volt Gauntlets                  | Apr-19      | War's Wager                  | Nov-19      |
| Sword of Sacrifice                | Oct-22      | Torrdok's Magnificent Forgery            | May-21      | Voltedge                        | Jun-19      | Waterskin of Voices          | Jul-21      |
| Sword of the Pack Leader          | Mar-22      | Torrent Taiaha                           | Oct-19      | Vortex Elixir                   | Aug-23      | Wavebender's Leiomano        | Sep-19      |
| Sword of the Spelldrinker         | Sep-19      | Tote of Tricky Treat Sugarbombs          | Oct-19      | Vox Helm                        | May-19      | Wavecutter                   | Jul-21      |
| Talyard the Great's Wand of Power | Sep-19      | Traitor's Gauntlet                       | Nov-20      | Voyage Collar                   | Aug-21      | Wayfinder Sphere             | Feb-20      |
| Tarrasque Plate                   | Dec-19      | Tramplng Crossbow                        | Jun-20      | Vyra's Broken Path              | Jan-21      | Weapon of Blind Faith        | Jun-23      |
| Tea Weird                         | Sep-20      | Trap Sweeper                             | Sep-23      | Wailing Ring                    | Aug-23      | Weapon of Mooring            | May-19      |
| Tear of Gaia                      | Dec-18      | Trapper's Bag                            | Aug-23      | Wand Charging Station           | Nov-22      | Weapon of Showmanship        | Jul-19      |
| Tectonic Gauntlets                | Jan-19      | Treblecuff                               | Feb-23      | Wand of Branding                | Apr-23      | Weapon of Spite              | Jul-19      |
| Teleportation Circle Stamp        | Oct-23      | Tremor Spike                             | Jul-20      | Wand of Bubbles                 | May-22      | Weapon of Verdict            | Jan-20      |
| Telescoping Bladelance            | Mar-19      | Trenchroller Armor                       | Jul-22      | Wand of Dowsing                 | Nov-19      | Weaving Wasp Needles         | Feb-20      |
| Tempest Griffon Bracers           | Mar-21      | Trident of the Dryad                     | Jun-19      | Wand of Entombment              | May-23      | Webgrip Bow                  | Sep-21      |
| Tempest Griffon Feather Cape      | Jul-19      | Trident of the Hydra                     | Feb-19      | Wand of Eyes                    | Jul-22      | Webgrip Rucksack             | Aug-19      |
| Tempest Staff                     | Jul-22      | Tub of Churning and Fermentation         | Nov-18      | Wand of Flares                  | Sep-22      | Whalefall Armor              | Oct-23      |
| Tengu Fan                         | Jun-22      | Turtle Brooch                            | Nov-20      | Wand of Gilding                 | May-20      | Whiffwater Potion            | Dec-22      |
| Tether Tearer                     | Oct-19      | Turtle Pack                              | Oct-22      | Wand of Incense                 | Aug-23      | Whip of the Copper Eel       | Jun-23      |
| Tethervine Quiver                 | Aug-19      | Twin-Tuned Hammer                        | 23-Nov      | Wand of Meadow's Rest           | Jun-22      | Whirling Weapons             | Sep-20      |
| Thalamus Thread                   | Nov-19      | Tyrannasaurus Rax                        | Oct-20      | Wand of Merriment               | Dec-19      | Whirlpool Dart               | Sep-20      |
| The Griffon's Saddlebag           | Nov-19      |  |             | Wand of Necrosis                | Nov-20      | Whispergust Mote             | Sep-21      |

| <b>Name</b>                         | <b>Date</b> |
|-------------------------------------|-------------|
| 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      |
| Windrazor                           | Jan-19      |
| Windswept Wyvernplate               | Nov-18      |
| Wind-Up Merchant                    | Mar-21      |
| Winter Ward                         | Jan-22      |
| Winterland Footwraps                | 23-Nov      |
| 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      |
| Woodstalker's Hood                  | 24-Jan      |
| Worker's Wondrous Ladder            | 23-Dec      |
| Worldbreaker                        | Jul-22      |
| Wraith's Cirlet                     | 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 6

New years are always filled with exciting changes. In this case, though, there isn't that much. I have some side projects that are taking up parts of my time, but I think that the Saddlebag has reached a very good place in its content release schedule.

Really, the only difference this year is one that was brought up last year: there will be new settings every other month, and I'll be continuing to release subclasses monthly.

I hope to be able to announce new stuff this year, but we'll see. I'm so grateful that I'm able to support these side projects and invest my time and care into them: they are a welcome distraction and unique opportunity to try something new and learn a new skill set. I am eager to polish these projects to a shining finish!

Anyway, favorites from this month include the *bubble collar*, *crystal ball of storms*, *death locket*, *inferno engine*, *metallurgist's grip* and *necromancer's cuff*.

## NOVEMBER, 2023

*Amulet of the Guiding Eye*

*Bubble Collar*

*Cerberus Whistle*

*Cloak of Smoke and Cinder*

*Criir's Scepter*

*Crystal Ball of Storms*

*Death Locket*

*Explorer's Helm*

*Forest Eye Staff*

*Inferno Engine*

*Inking Seahorn*

*Lance of the White Dragon*

*Metallurgist's Grip*

*Necromancer's Cuff*

*Ooze Cube Ring*

*Pack Leader Helm*

*Pitcher of Wisdom*

*Quillgun*

*Staff of the Iron Cauldron*

*Twin-Tuned Hammer*

*Unstoppable Heart*

*Winterland Footwraps*



AMULET OF THE GUIDING EYE

BUBBLE COLLAR

CLOAK OF SMOKE AND CINDER

CERBERUS WHISTLE

### AMULET OF THE GUIDING EYE

*Wondrous item, uncommon (requires attunement)*

This amulet features two eye-like pendants: one humanoid and one bestial. If you're within 5 feet of a friendly beast, such as a beast companion or familiar (including one created by the *find familiar* spell), you ignore the effects of being blinded, provided the beast isn't also blinded.

You can use an action to charm a Small or smaller beast that you're touching or that you can see within 30 feet of you, provided that it isn't hostile towards you. The beast is charmed by you for 24 hours, and it is friendly to you and your companions for the duration. This effect ends early if you use this feature again or if you or your companions do anything harmful to it. You can use an action to see through the beast's eyes while it's within 30 feet of you, and continue to do so until you use your action to return to your normal sight. While seeing through the beast's eyes, you gain the benefits of any special senses that rely on sight possessed by that creature, though you are blinded to your own surroundings. Unless you have another way to command or control the beast, it shares your initiative in combat and uses its movement to remain within 5 feet of you. On its turn, it takes either the Dash or Dodge action.

### BUBBLE COLLAR

*Wondrous item, common*

This metal collar magically resizes to fit snugly around your neck. You can wear or remove the collar using an action. While wearing the collar, a large bubble magically forms around your head whenever you're submerged in water. The bubble provides enough breathable air for 10 minutes. For the duration, you can speak normally while underwater, although your voice is still muffled by the surrounding water. At the end of that time, the bubble pops; the bubble pops early if you take any damage, if you are no longer submerged, or if you remove the collar. Once it pops, the bubble won't appear again until the collar spends at least 1 minute out of the water.

### CERBERUS WHISTLE

*Wondrous item, rare*

This whistle has been carved from a soot-stained imp bone. While holding the whistle, you can use an action to blow it. The whistle can be heard out to a range of 300 feet, but only by fiends and tieflings.

The whistle has three dog heads carved into its end. When found, the dogs' mouths are closed. When you blow into the whistle, one, two, or three of the mouths open (your choice each time). The harder you blow the whistle, the more of the dogs' mouths magically open.

For each mouth that opens as part of blowing the whistle, a hell hound is magically summoned to a random space that you can see within 30 feet of you. Each hell hound remains for 1 minute or until it's reduced to 0 hit points. If you are a fiend or tiefling, the hounds are friendly to you and your companions. Otherwise, each hound's disposition is random: use the table below to determine the nature of each hound.

| d6  | Disposition  |
|-----|--|
| 1   | The hound is hostile towards you and your companions. It uses its action to attack you first.  |
| 2-3 | The hound is equally hostile towards all creatures. It prioritizes the nearest creature to it that isn't a fiend or tiefling.            |
| 4-6 | The hound is friendly to you and your companions. It becomes hostile if you or one of your allies does something to harm or threaten it. |

Roll initiative for the summoned hounds as a group, which has its own turns; hounds that are friendly to you go first. While the hounds are friendly to you, they obey your verbal commands (no action required). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

One of the dogs' open mouths closes each day at dawn.

### CLOAK OF SMOKE AND CINDER

*Wondrous item, very rare (requires attunement)*

This short, hooded mantle is in threadbare tatters after being burned in a magical fire. While wearing it, the embers of that fire still burn, and plumes of smoke drape downward to replace the parts of the cloak that were lost.

While wearing the cloak, you have resistance to fire damage and ignore any penalties that come as a result of a target being obscured by smoke. It also functions as a *cape of the mountebank*.

Whenever another creature hits you with an attack on its turn while you're wearing the cloak, a cloud of smoke billows outward from the cloak, which heavily obscures you and the area around you in a 10-foot-radius sphere. The smoke vanishes at the end of the turn; a wind of moderate or greater speed (at least 10 miles per hour) also disperses the smoke. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move, as well as while you're in an area of moderate or greater wind.

### 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 minuscule, 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*.

### CRYSTAL BALL OF STORMS

Wondrous item, legendary (requires attunement)

This crystal ball is about 6 inches in diameter. Inside is a perpetual storm that crackles with ferocity. While touching it, you can either cast the *scrying* or *call lightning* spell with it, using a spell save DC of 17.

If the *scrying* spell lasts for the full duration, you can choose to cause a storm to form above the sensor's location at the time the spell ends, as if by the *control weather* spell. The storm appears outside and in the sky above that point. The spell creates rain, hail, or snow (your choice) in stormy wind conditions; the temperature in the area drops by 10 degrees Fahrenheit. The storm then remains for the next 8 hours, and this property of the crystal ball can't be used again until the next dawn.

Alternatively, you can cast *call lightning* from the crystal ball while looking through its sensor. The sensor must be outdoors, and it must be in stormy conditions. You don't need to concentrate on this *call lightning* to maintain it during its duration, but it ends if *scrying* ends. When this *call lightning* spell ends, it can't be used in this way again until the next dawn.

If the crystal ball is destroyed, the storm appears outside and centered in the sky above that point. The storm recreates the effects of the *control weather* spell, as determined by the GM. The storm is permanent; only a *wish* spell can dispel it.



### DEATH LOCKET

Wondrous item, very rare (requires attunement)

This locket is embossed with a dark silver skull on its front; its lower jaw acts as the locket's clasp. Inside the locket is a piece of blackened bone, which remains magically affixed to it. While the locket is on your person, you have resistance to necrotic damage, and you are always under the effects of the *death ward* spell. Once the spell prevents you from dropping to 0 hit points, it ends until the next dawn.

**Speak with Dead.** While holding the locket, you can spend 2 or more Hit Dice to cast the *speak with dead* spell from it. This version of the spell allows you to ask the target only one question for every 2 Hit Dice you spend, up to a total of 5 questions.

**Curse.** This locket is cursed. Attuning to it curses you until you are targeted by the *greater restoration* spell or similar magic. While you remain cursed, you're unwilling to part with the locket and keep it on your person at all times. If you die while the locket is on your person, your spirit is permanently trapped within the locket, and you can't be revived by any magic other than a *wish* spell.

### EXPLORER'S HELM

Wondrous item, uncommon (requires attunement)

While wearing this helmet, you're considered proficient with cartographer's tools. You also have advantage on Wisdom (Survival) checks, and you always know which way is north if you're outside. In addition, if you've been traveling at a consistent pace for at least 1 hour, nonmagical difficult terrain doesn't slow your travel while you continue at that pace.



### FOREST EYE STAFF

Staff, uncommon (requires attunement by a druid or ranger)

While this staff is on your person, you can't be surprised. If you're in a forest, jungle, or similarly wooded area, you have advantage on Wisdom (Perception) checks while holding the staff, and you can use an action to cast the *locate animals* or *plants* spell from it. This spell can't be cast from the staff again until the next dawn.

The staff has a magical leaf that flutters above its top. While holding the staff, you can use an action to speak its command word to cause the leaf to drift up to 30 feet away from the staff in a direction of your choice, as if it were carried by a breeze. You mentally receive visual information from the leaf, which has normal vision and darkvision out to 30 feet, and can look in every direction. The leaf can pass through any opening large enough for a leaf to slip through. The leaf then withers and turns to dust at the start of your next turn, but a new one magically appears above the staff at the next dawn.

### INFERNO ENGINE

Weapon (greatsword), very rare (requires attunement)

The edges of this hulking greatsword are virtually blunt; on a hit, it deals bludgeoning damage, instead of slashing.

A gap splits the blade in two, where a fiery contraption emits a constant blaze. The flame sheds bright light in a 40-foot radius and dim light for an additional 40 feet. While holding the sword, you can use a bonus action to magically extinguish the flame or cause it to reignite. While the flame is alight, the sword deals an extra 1d10 fire damage to any target it hits. When it does, the sword also gains a number of charges equal to the number rolled on the d10. Any charge gained by the sword is lost after 1 minute.

You can use an action to level the sword in front of you and expend any number of its charges. The flame at the center of the sword then releases a roaring gout of flames in a 5-foot-wide line. The line is 10 feet long if you expend 10 or fewer charges, 20 feet long if you expend 11–20 charges, and 30 feet long if you expend 21–30 charges. Each creature within the line must make a DC 16 Dexterity saving throw. On a failed save, a creature takes fire damage equal to the number of expended charges, or half as much damage on a successful one.

You can use a bonus action while holding the sword to vent the flames harmlessly, expending any number of charges each time you do. If the sword reaches more than 30 charges, it immediately erupts in a fiery blast and loses all its charges. Each creature within 30 feet of you must make a DC 16 Dexterity saving throw. A creature takes 2d10 fire damage on a failed save, or half as much damage on a successful one. You automatically fail the saving throw. Any flammable objects within the area that aren't being worn or carried are also ignited.

INKING SEAHORN



### INKING SEAHORN

*Wondrous item, uncommon (requires attunement)*

This horn is made from a seashell. A dark metal lip and sculpted octopus hang to the open mouth of the horn. You can breathe underwater while holding the horn so long as you inhale through it.

The horn has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of the horn's charges to blow it, releasing a cloud of ink from it in a 15-foot cone: the nature of the ink changes depending on whether it's above or below the water.

**Above Water:** Each creature in the cone of ink must succeed on a DC 13 Dexterity saving throw or be blinded by the ink until the start of your next turn.

**Below Water:** The ink remains suspended in the cone's area until the end of your next turn or until it's dispersed by a significant current. For the duration, any creature that moves into the ink for the first time on its turn or starts its turn there must make a DC 13 Dexterity saving throw. On a failed save, the creature is blinded until the start of its next turn. Regardless, the area is considered heavily obscured.

LANCE OF THE WHITE DRAGON



### LANCE OF THE WHITE DRAGON

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

This magic lance is covered in spines and white dragon fragments. The air around it is always frigid.

**Charges.** This weapon has 5 charges for the following properties; it regains 1d4 +1 expended charges daily at dawn. If the lance has at least 1 charge, it deals an extra 1d10 cold damage to any target it hits.

You can use one of the following properties on each of your turns while holding the lance.

**Biting Cold.** When you hit a creature with the lance, you can expend 2 of its charges to force that creature to make a DC 16 Constitution saving throw. On a failed save, the creature is restrained by ice. The ice remains until the start of your next turn or until the creature takes bludgeoning or fire damage. If it takes bludgeoning damage in this way, that damage is increased by 2d8.

**Frigid Wrath.** When you roll cold damage, you can expend 2 of the lance's charges to deal maximum damage, instead of rolling. If the cold damage is from the lance, it costs 1 charge to use this property instead.

**Icy Launch.** While on the ground, you can expend 1 of the lance's charges using a bonus action to create a spire of ice beneath you. The spire launches you up to 30 feet in a direction of your choice, without provoking opportunity attacks. The ice crumbles and disappears immediately after. When the spire appears, each creature within 5 feet of it must make a DC 16 Dexterity saving throw. On a failed save, a creature is pushed up to 5 feet away from the spire.

### METALLURGIST'S GRIP

*Wondrous item, very rare (requires attunement)*

This plated metal gauntlet extends up your arm. The armored plates are extensively corroded. If you're missing a hand or arm, the item can function as a prosthesis for it. While you're attuned to the gauntlet, it can't be removed from you against your will, and you have resistance to acid damage.

While wearing the gauntlet or using it as a prosthesis, you

METALLURGIST'S GRIP

NECROMANCER'S GRIP



gain the following properties.

**Absorb Acid.** You can use your reaction whenever you take acid damage to reduce the acid damage you take by 2d6 + 3. When you do, the next melee weapon attack you make before the end of your next turn deals extra acid damage equal to the acid damage it reduced.

**Caustic Overdrive.** You can use a bonus action to cast the *haste* spell on yourself from the gauntlet. When you do, the spell doesn't require concentration, and you must roll a d6 at the end of each of your turns. You take acid damage equal to the result of the d6, which can't be prevented or reduced in any way. On a 1, the spell ends. Once this property has been used, it can't be used again until the next dawn.

### NECROMANCER'S CUFF

*Wondrous item, uncommon (requires attunement)*

The fingers of this dark silver ear cuff move to gently hold onto your ear. While wearing it, undead creatures can always understand the literal meaning of any language that you speak. In addition, you gain 3 temporary hit points whenever a living creature within 30 feet of you is slain. You can gain these temporary hit points even when you have 0 hit points: when you do, you're immediately stabilized, but are still unconscious.

### OOZE CUBE RING

*Ring, rare (requires attunement)*

This cubic, platinum ring has a sliver of a gelatinous cube inset at its top instead of a gemstone. While wearing it, you gain the following benefits:

- Unaligned oozes are indifferent toward you and will not attack you unless you threaten or harm them.
- You have a climbing speed equal to your walking speed. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. However, the ring doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.
- You can use an action to make an unarmed strike with the hand wearing the ring. Your hand turns gelatinous and tendril-like for the duration of the attack. On a hit, the target takes acid damage equal to 3d6 + your Strength modifier, instead of the normal damage for an unarmed strike. Your hand then returns to normal.

### PACK LEADER HELM

*Wondrous item, rare (requires attunement)*

This dark silver helm looks like a snarling wolf. While wearing it, dogs and wolves understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them. In addition, lycanthropes have disadvantage on attack rolls against you.

You can use a bonus action while wearing the helmet to emit a supernatural howl, which is audible out to a range of 300 feet. Until the start of your next turn, you and up to four other creatures of your choice that you can see and can hear the howl have advantage on attack rolls made against any target that's also within 5 feet of one of their allies, provided that the ally isn't incapacitated. For the duration, each crea-

ture's speed is also increased by 10 feet. Once this property of the helm has been used, it can't be used again until the next dawn.

### PITCHER OF WISDOM

*Wondrous item, rare*

This small clay pot has a comfortable handle and resembles a stylized owl. When you drink a magic potion from this pitcher using an action, such as a *potion of healing* or *potion of giant strength*, you also have advantage on any Wisdom saving throws you make for the duration of the potion's effects, with a minimum duration of until the end of your next turn and a maximum duration of 1 hour.

You can pour the potion into the clay pot as part of the action to drink the potion, provided you're not holding anything else in either hand.

OOZE CUBE RING



PACK LEADER HELM



PITCHER OF WISDOM



## QUILLGUN

Weapon (blowgun), uncommon

This magic blowgun is made from a rough spruce branch. At its end is a collection of sharp porcupine quills. The blowgun has 30 quills and regains all expended quills daily at dawn; it then loads itself with 6 of those quills, unless it was already loaded with other ammunition.

If the blowgun is loaded with 6 quills in this way, it shoots each of those quills simultaneously at the same target when you make a ranged attack with it. You still make a single attack roll with the blowgun when you do, and you add your Dexterity modifier to the total of the attack's damage. On a hit, roll a d6 to determine how many of the quills hit the target; you then roll a number of d4s equal to the result, and the target takes piercing damage equal to the total of the d4s. At the end of the turn, the blowgun magically reloads itself with 6 new quills, unless you already loaded it with other ammunition.

The blowgun can also be wielded as a magic club. While it has at least 6 quills remaining, it deals an extra 1d4 piercing damage to any target it hits.

## STAFF OF THE IRON CAULDRON

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

This iron staff has a thorny cauldron mounted at its head, which belches a noxious fume from its mouth. Grass and similarly Tiny mundane plants wither when its twisted end is planted on them. This staff can be wielded as a magic quarter-staff that grants a +1 bonus to attack and damage rolls made with it, and it is always under the effects of the *shillelagh* spell.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *acid arrow* (2 charges), *antilife shell* (5 charges), *blight* (4 charges), *grease* (1 charge), *poison spray* (no charges), or 1 charge to cast at 5th level), or *stinking cloud* (3 charges).

The staff regains 1d6 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff explodes into smoke and all plant life within 500 feet flourishes.

## TWIN-TUNED HAMMER

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

This two-pronged hammer vibrates with a powerful force whenever it strikes a target. Despite the thunderous nature, the sound it creates can only be heard up to 30 feet away. A target hit with the hammer takes an extra 2d8 thunder damage from the attack, or 3d8 thunder damage if the target is made of stone, metal, or glass.

Whenever the hammer deals this bonus thunder damage, it continues to vibrate until the end of your next turn. If you're a bard, you gain the following benefits while holding it for the duration:

- Any target you grant a Bardic Inspiration die to also gains an additional Bardic Inspiration die, which is a d4. This d4 can't be used at the same time as the other Bardic Inspiration die, and lasts until the end of your next turn.
- You can roll a d4 and add it to your bard spell save DC



whenever you cast a spell that deals thunder damage. This bonus ends immediately after you cast the spell.

## UNSTOPPABLE HEART

Wondrous item, very rare (requires attunement)

This smooth, copper device looks a bit like a mechanical heart. Glowing red solution moves through its internal chambers and valves in perfect sequence. As part of attuning to the heart, you must hold it against your chest for the duration. Once you're attuned to it, it magically vanishes within your chest and begins to beat alongside your normal heart.

While inside your body, the heart grants you the following benefits:

- You can move an additional 10 feet whenever you take the Dash action.
- You have advantage on Constitution saving throws made to resist poison and to endure a forced march.
- You have resistance to poison damage.
- Whenever you roll a Hit Die to regain hit points, you double the number of hit points it restores.
- You stabilize whenever you are dying at the start of your turn.
- You reduce your exhaustion level by two whenever you finish a long rest, instead of one.

If your attunement to the heart ends, it magically appears in your open hand or in the nearest unoccupied space.

## WINTERLAND FOOTWRAPS

Wondrous item, rare (requires attunement by a monk)

These blue straps keep a soft fur wrap held against your legs. While wearing them, you have resistance to cold damage, and the first time you hit a target with an unarmed strike on each of your turns, the target takes an extra 1d6 cold damage from the attack. In addition, you can move across icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement.

When you use your Step of the Wind feature while wearing the wraps, you can walk on water until the end of your turn. When you do, the water beneath your feet magically freezes into a walkable path of floating ice, allowing you to step on it freely. The ice melts after 1 minute.



WINTERLAND FOOTWRAPS

Happy (belated) holidays from the Saddlebag! I hope your winter solstice festivities were filled with love and joy and dice.

We have some small traditions in my family, but they're never the grand spectacle of an event that the holiday season is suggested as being. In particular, my partner and I have a quiet 25th with cinnamon rolls and movies. We tend to start with *Die Hard*.

There were some fun items in December. Favorites from this month include the *amulet of radiant protection*, *blazeblood rapier*, *marlinspike flail*, *scroll of necrosis*, *serpentine bolas*, *stoneseed amber*, and the *worker's wondrous ladder*.

## DECEMBER, 2023

*Amulet of Radiant Protection*

*Blazeblood Rapier*

*Cloak of the Midwinter Solsticekeeper*

*Courier's Cap*

*Cryomancer's Lexicon*

*Deathbomb Arrow*

*Dragon Queen's Cloak*

*Flight of Fancy Fascinator*

*Four Winds Aegis*

*Gardener's Candle Holder*

*Hunter's Cup*

*Marlinspike Flail*

*Phantom Lance*

*Rapier of the Black Tentacle*

*Scroll of Necrosis*

*Serpentine Bolas*

*Silver Dragon Katana*

*Spell Bolt Wraps*

*Stoneseed Amber*

*Wand of Torclight*

*Worker's Wondrous Ladder*



SERPENTINE BOLAS

WORKER'S WONDROUS LADDER

MARLINSPIKE FLAIL



AMULET OF RADIANT PROTECTION

### AMULET OF RADIANT PROTECTION

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

This amulet is decorated with polished platinum, gold, and stained temple glass. While wearing it, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura gain a +1 bonus to AC and saving throws. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet. You can also use the amulet as a holy symbol.

The amulet has 7 charges and regains 1d4 + 3 expended charges daily at dawn. While wearing the amulet, you can use a bonus action to expend up to 4 of its charges. Roll a d8 for each charge you expend and choose up to 4 creatures within the aura. Each of those creatures then gains a number of temporary hit points equal to the total of the roll plus your spellcasting ability modifier.

### BLAZEBLOOD RAPIER

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

This twisted silver flamberge pulses faintly in your hand. It always feels warm to the touch, especially the blade.

While holding this weapon, your blood feels like it's on fire: you gain resistance to fire damage, and whenever a creature within 5 feet of you hits you with an attack, that creature automatically takes 1d6 fire damage.

**Blood Conversion.** While holding the rapier, you can use an action to speak its command word and stab the air in front of you with it. You can then spend up to 3 Hit Dice (a minimum of 1). The rapier releases a blast of fiery blood, which extends from you in a 5-foot-wide line that's 30 feet long. Each creature within the line must make a DC 16 Dexterity saving throw. A creature takes 3d6 fire damage for each Hit Die you spent on a failed save, or half as much fire damage on a successful one. The damage increases to 4d6 for each Hit Die spent if you have fewer than half your hit points remaining. If this property reduces one or more creatures to 0 hit points, you immediately regain 1d3 Hit Dice; a creature slain by it is reduced to ashes, unless it has the Legendary Resistance trait. Once this property of the rapier has been used, it can't be used again until the next dawn.

**Curse.** This rapier is cursed, and attuning to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the rapier, keeping it within reach at all times. In addition, if you die, you are immediately reduced to ashes, and you can't be revived by any means other than a *true resurrection* or *wish* spell.



BLAZEBLOOD RAPIER

CLOAK OF THE MIDWINTER SOLSTICEKEEPER

### CLOAK OF THE MIDWINTER SOLSTICEKEEPER

*Wondrous item, legendary (requires attunement)*

This warm red coat carries a feeling of good tidings and midwinter cheer, even in the most bitter of cold. While wearing it, you have resistance to cold damage, and any Wisdom (Insight) check you make is made with advantage. The cloak also has the following properties.

**Spells.** While wearing the cloak, you can use an action to cast one of the following spells from it on yourself (save DC 17): *detect thoughts*, *enlarge/reduce*, *freedom of movement*, or *invisibility*. Once a spell has been cast from the cloak, that spell can't be cast from it again until the next dawn.

**Nimble.** While wearing the cloak, you gain a climbing speed of 30 feet, you can move through spaces as narrow as 1 foot wide without squeezing, and you have advantage on saving throws against traps and other environmental hazards.

**Present.** As an action while wearing the cloak, you can flourish the cloak and draw an object from it using a free hand. The object can be any mundane item of your choice from the Adventuring Gear section of the Basic Rules worth no more than 5 gp. If the item is in any way sold or traded for a good or service, it immediately turns to a lump of sulfurous coal. The object remains for 24 hours or until you use this property again. When you remove an object from the cloak in this way, you can choose for it to be plain or wrapped in decorative tissue paper, which magically disappears in a plume of glittering snow after unwrapping. Alternatively, you can use an action to magically wrap an object you're holding with the decorative tissue paper.

**Spirit of Giving.** When you give a wrapped item to another creature that suggests an understanding of the other creature's needs, the GM can grant you a special die, called a Giving Die, which is a d12. You can roll this d12 and add it to the total of any ability check or saving throw you make (before the GM determines if the roll succeeds or fails), at which point the die is lost. The Giving Die remains until you finish a long rest or until it's lost in this way. Once you gain a Giving Die, you can't do so again until you finish a long rest. If the given item was created by the Present property, it remains indefinitely or until it's sold or traded, at which point it turns into a lump of coal.

## COURIER'S CAP

Wondrous item, rare (requires attunement)

This tan bag cap bears a wax seal on its side and is stamped with a variety of messengers' markings. While wearing the hat, your walking speed is increased by 5 feet.

Within the hat is a special demiplane that can hold up to 100 letters, written notes, or similar mundane sheets of paper. You can use an action to reach into the hat and pull out a sheet you choose. If the hat is punctured or torn, the sheets of paper spill out in a pile within 5 feet of the hat.

The hat has 3 charges and regains all expended charges daily at dawn. While wearing the hat, you can use an action to expend some of its charges to cast one of the following spells from it: *message* (0 charges, or 1 charge to cast the alternate version detailed below) or *sending* (2 charges). If there's space within the demiplane, any message sent by either spell is automatically recorded on a mundane scrap of paper, torn to the size of the message, and stored within the hat.

If you expend 1 charge to cast the *message* spell from the hat, the message you send as part of the spell materializes in front of you as a folded letter, complete with the message inside of it. The message is written in your handwriting. The letter then flies through the air towards the target, which can be up to 1,000 feet away from you. You don't need to be able to see the target in order to send the message in this way, but you must either know its name or provide a general description for the flying letter. The letter flies through the air with a speed of 50 feet; it has AC 10 and 1 hit point. When the letter arrives, it lands at the target's feet or in one of its open hands, provided it has one.

## CRYOMANCER'S LEXICON

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

This thick book is bound with white leather and is freezing cold to the touch. This book can be used as a spellbook and contains the following spells, which are wizard spells for you while you're attuned to the book: *cone of cold*, *freezing sphere*, *ice storm*, *protection from energy* (cold damage only), *sleet storm*, and *wall of ice*.

The book also has 7 charges. It regains 1d6 + 1 expended charges daily at dawn. While the book is on your person, you can expend 1 or more of its charges for use with the following properties:

**Cold Casting.** You can expend 1 or more charges from the book in place of using spell slots when casting one of the book's icy spells. For each charge you spend as part of casting a spell in this way, the level of the spell slot you need to expend to cast it is reduced by 1. You can use an action to cast one of the book's spells, even if you didn't prepare it, provided you use only charges to cast it in this way.

**Freeze Over.** When a creature that you can see (including yourself) takes damage, you can use your reaction to expend 1 of the book's charges to change the damage's type to cold.

**Icy Armor.** You can use an action to expend up to 3 of the book's charges to coat yourself in a magical frozen barrier. You gain 10 temporary hit points for each expended charge, and when a creature hits you with a melee attack while you have these hit points, that creature takes 10 cold damage for each spent charge.

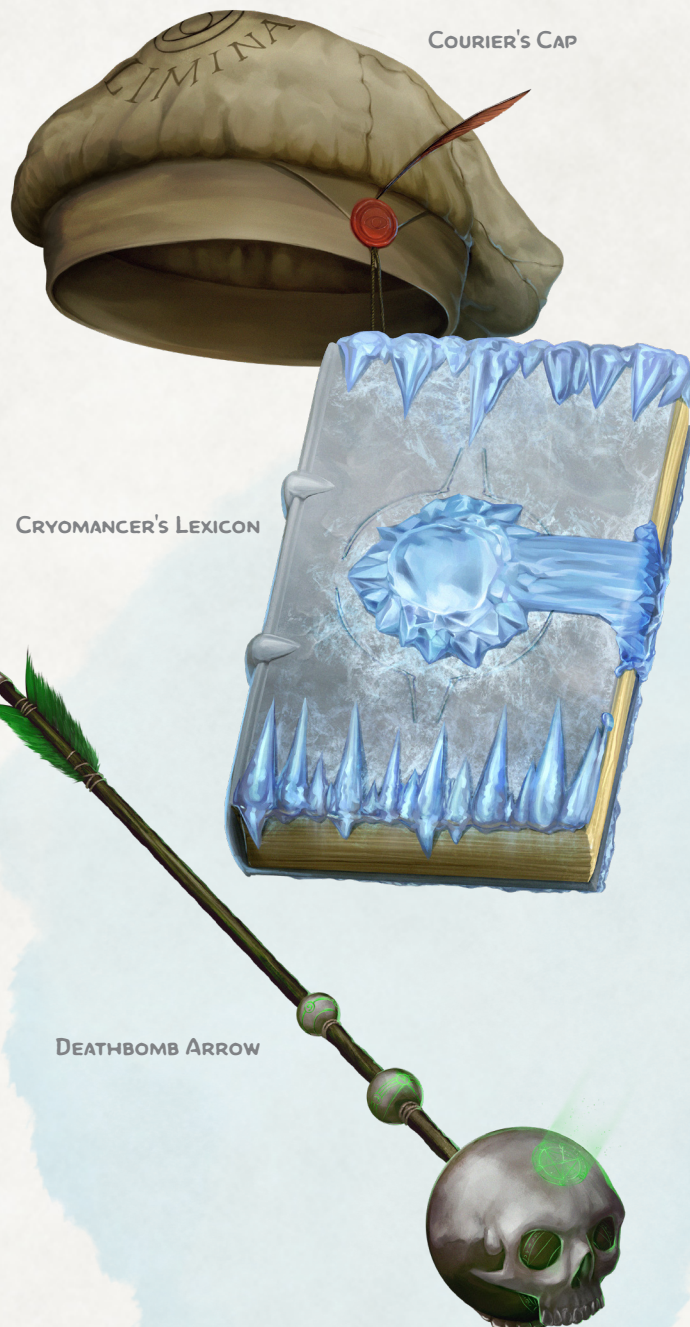
## DEATHBOMB ARROW

Weapon (arrow), very rare

This arrow is tipped with a round head, which is decorated with a grisly skull. A series of necromantic arcane circles cover the arrow. The arrow detonates when it hits a creature as part of a ranged weapon attack, creating a wave of deathly energy that explodes outward from it. Any creature within 60 feet of the arrow must make a Constitution saving throw. A creature takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one. Any nonmagical plant within the area immediately dies. The arrow is then destroyed.

The save DC changes depending on how close a creature is to the blast: the target of the attack (DC 17), within 10 feet (DC 16), within 30 feet (DC 15), or within 60 feet (DC 13).

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



## DRAGON QUEEN'S CLOAK

Wondrous item, legendary (requires attunement)

This cloak is made from the wing of a powerful chromatic dragon. Its attached spaulders are decorated with winged designs and black, blue, green, red, and white gemstones.

While wearing the cloak, you have advantage on any Charisma (Intimidation) check you make, as the fury of a dragon makes you all the more frightful. In addition, you gain a flying speed of 40 feet.

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

**Chromatic Shift.** While wearing the cloak, you can expend 1 of its charges using a bonus action to change the cloak to a different color: either black, blue, green, red, or white. You gain resistance to the damage type associated with that color, as shown in the table below. Alternatively, you can use an action to use this property. When you do, you don't need to expend any charges.

**Draconic Breath.** While wearing the cloak, you can expend 2 of its charges using an action to exhale a powerful, draconic breath from you. Each creature within the area must make a DC 17 saving throw. A creature takes 6d8 damage of the breath's type on a failed save, or half as much damage on a successful one. The area of the breath, its damage type, and saving throw are shown in the table below.

**Terrifying Glare.** While wearing the cloak, you can use your reaction to expend 1 of its charges when you take damage from a creature that you can see within 60 feet of you. That creature must make a DC 17 Wisdom saving throw. On a failure, the creature takes 2d10 psychic damage and becomes frightened of you until the end of its next turn.

| Color | Breath Damage and Resistance Type | Breath Area                    | Saving Throw |
|-------|-----------------------------------|--------------------------------|--------------|
| Black | Acid                              | 5-foot wide line, 60 feet long | Dexterity    |
| Blue  | Lightning                         | 5-foot wide line, 90 feet long | Dexterity    |
| Green | Poison                            | 60-foot cone                   | Constitution |
| Red   | Fire                              | 60-foot cone                   | Dexterity    |
|       | Cold                              | 60-foot cone                   | Constitution |

**Curse.** This cloak is cursed, and becoming attuned to it extends the curse to you. While you remain cursed, you gain the following flaw: "I am resistant to help and relinquishing control over any task. My way is always the best."

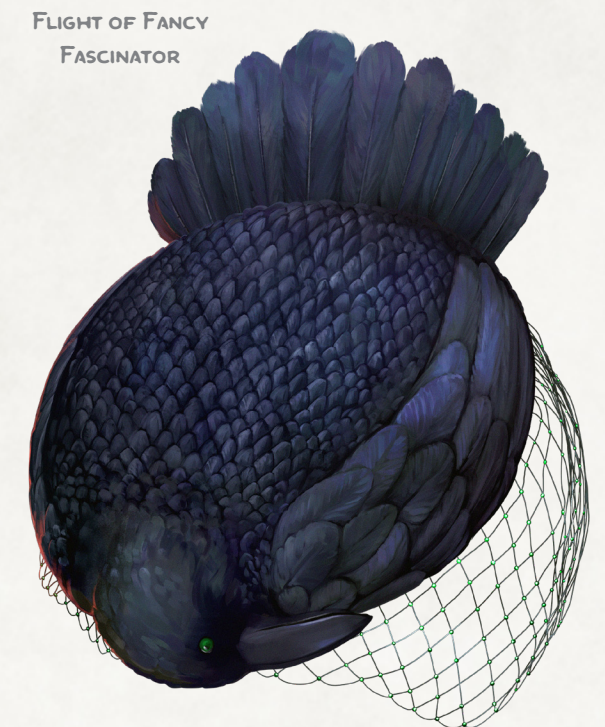
## FLIGHT OF FANCY FASCINATOR

Wondrous item, uncommon

This raven-feathered hat is decorated with a silvery net, which drapes fashionably across your face when worn. While you're wearing it, any beast or monstrosity that has a flying speed must make a DC 13 Wisdom saving throw whenever it makes a melee attack roll against you. On a failure, the creature makes the attack roll with disadvantage. If the attack still hits, it deals no damage, but the creature steals the hat



DRAGON QUEEN'S CLOAK



FLIGHT OF FANCY FASCINATOR

from your head. When this happens, the creature becomes charmed by the hat for 1 minute or until it takes any damage. For the duration, the creature is entirely focused on the hat; it can only take the Dodge or Dash action on each of its turns.

Once a creature succeeds on the saving throw, it's immune to the hat's effects for the next 24 hours.

### FOUR WINDS AEGIS

Armor (shield), rare (requires attunement)

This spiraling metal shield is remarkably light. While holding it, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, you can throw the shield as if it were a weapon. When you do, it's treated as a +1 *light hammer* for the duration of the attack. The shield returns to your hand immediately after the attack, spinning through the air as if it were buoyed by wind. You can doff and don the shield again as part of any attack you make with it in this way.

**Gale Force Winds.** You can use an action to speak the shield's command word while holding it to cause a powerful tornado to erupt from the shield. The tornado appears in a vertical or horizontal cylinder that's centered on the shield (your choice). The cylinder is 40 feet tall and extends 15 feet from you if it's vertical, or in a line extending from you that's 40 feet long and 15 feet wide if it's horizontal. Each creature within the area of the tornado must make a DC 15 Strength saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is pushed up to 15 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. Once this property has been used, it can't be used again until the next dawn.

### GARDENER'S CANDLE HOLDER

Wondrous item, common

This candle holder magically changes the light of burning candles into light that's ideal for plants. While a mundane candle is burning within the holder, the radius of its bright and dim light is doubled, and it loses only 1 minute of burn time for every 8 minutes it's lit. Plants grow twice as quickly as those in normal sunlight while they're within the light of a candle burning in the holder.

### HUNTER'S CUP

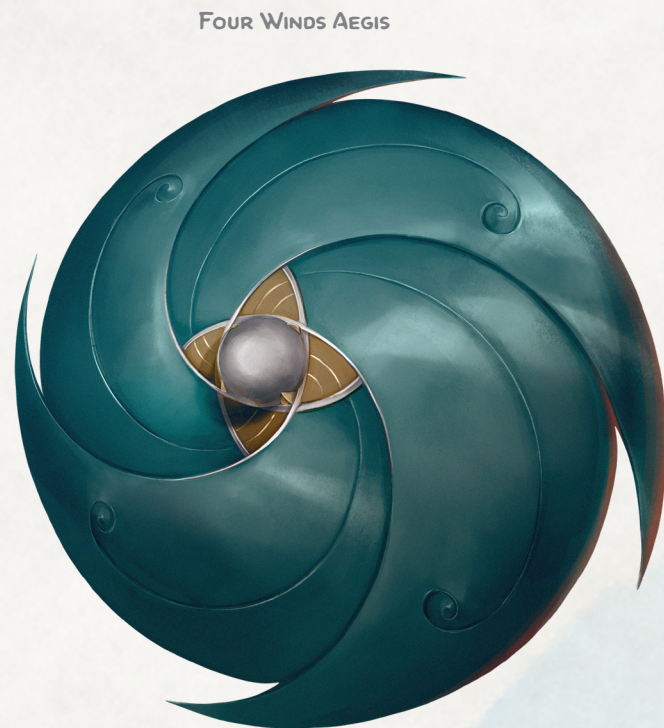
Wondrous item, rare

This wooden goblet is covered in a soft layer of moss. Three twisted antlers encircle it. It holds 1 cup of liquid.

When the goblet is filled from a free-flowing stream or pond, it begins to glow with a soft energy. Drinking the full goblet of glowing water using an action grants you the following benefits until you finish a short or long rest (to a maximum of 24 hours):

- You gain a +2 bonus to Dexterity (Stealth) checks and Wisdom checks.
- You gain a +2 bonus to the damage rolls of your ranged weapon attacks.
- Your walking speed increases by 5 feet.
- Any bonus granted by the goblet is doubled while you're within a forest.

The water in the goblet ceases to glow after 24 hours or if



FOUR WINDS AEGIS

GARDENER'S  
CANDLE HOLDER



HUNTER'S CUP



MARLINSPIKE FLAIL

PHANTOM LANCE

RAPIER OF THE  
BLACK TENTACLE

it's moved more than 100 feet away from where it was filled. Once a creature has drunk from the goblet in this way, it can't be used again until 1d4 days have passed.

### MARLINSPIKE FLAIL

Weapon (flail), uncommon

The head of this flail is a heavy iron ball, and is held onto a bosun's marlinspike with a series of clever, sturdy knots. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you're proficient with water vehicles, you have advantage on any ability check you make to untie a knot using the marlinspike, and whenever you hit an object or structure with it, you can roll the weapon's damage die twice, instead of once; you choose which result to use for the weapon's damage.

### PHANTOM LANCE

Weapon (lance), very rare (requires attunement)

This lance becomes shrouded in ghostly energy whenever it's thrust. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of piercing damage. While the lance is on your person, you can cast the *phantom steed* spell from it, but only as a ritual.

**Ghostly Charge.** When you walk 20 or more feet in a straight line on your turn, you can immediately use an action to summon a ghostly steed from beneath you. The steed then charges up to 80 more feet in that same line, which is 5 feet wide, with you mounted atop it. This movement doesn't provoke opportunity attacks. Make an attack roll with the lance against a target within 10 feet of the end of the line. You have advantage on the attack roll.

In addition, any creature in the steed's line must succeed on a DC 15 Strength saving throw or take 3d12 force damage and be knocked prone. If you hit the target at the end of the line with the lance, that target must also make the saving throw: it does so with disadvantage.

The steed vanishes immediately after the attack. If you roll a 12 on any of the d12s for the damage of this attack or effect, this property can be used again. Otherwise, this property can't be used again until the next dusk.

### RAPIER OF THE BLACK TENTACLE

Weapon (rapier), rare

This dark silver rapier sounds weighty as it whips through the air. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When underwater, the weapon gains the reach property (elongating elastically when swung), and you don't have disadvantage on attack rolls with it as a result of underwater combat.

While holding the rapier, you can use an action to cast the *black tentacles* spell from it (save DC 15). This version of the spell doesn't require concentration; it fills a 20-foot cone, originating from you, instead of its normal area and range, and ends at the end of your next turn. Once this property of the rapier has been used, it can't be used again until the next dawn.

## SCROLL OF NECROSIS

Scroll, rare

The parchment of this scroll feels meat-like and is wrapped around a set of bones. You can use an action to read this grisly scroll aloud, causing nearby creatures to become plagued by necrotic magic. Each creature that can hear you within 60 feet of you must succeed on a DC 15 Constitution saving throw or become cursed. A creature cursed in this way has disadvantage on weapon attack rolls using Strength, and makes Strength checks and Strength saving throws with disadvantage; the creature can repeat the saving throw at the end of each of its turns, taking 4d6 necrotic damage and ending the curse on itself on a success.

Undead creatures that hear the curse make the saving throw with disadvantage. If an undead creature fails the saving throw and has a challenge rating of 1/2 or lower, it falls apart into a heap of rotting carnage and is destroyed.

When the last word of the scroll is read aloud, the parchment sloughs off the bones and is destroyed, leaving only an unidentifiable mush behind.

## SERPENTINE BOLAS

Weapon, rare

You can make a ranged weapon attack with these bolas against a Large or smaller target, treating them as if they were a sling. When you do, you throw the bolas at the target; on a hit, the target takes the sling's weapon damage, and it must succeed on a DC 13 Strength saving throw or be knocked prone and entangled by the bolas. While entangled in this way, the target's speed becomes 0, and it can't benefit from any bonus to its speed. The target remains entangled until it's freed. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within reach on a success.

If the original target fails its save, other creatures within 5 feet of it must also succeed on the saving throw or be knocked prone and entangled, as the bolas grow additional lengths of chain to wrap around the creatures' legs. Such a creature remains entangled until the end of its next turn or until it's freed, at which point the extra lengths of chain vanish. If the original target of the attack is freed, any other creature entangled by the bolas are released.

## SILVER DRAGON KATANA

Weapon (longsword), rare

This shimmering silver katana is always cold to the touch, and a flurry of snow and ice trails behind it whenever it's swung. This sword has the finesse property, and when you hit with an attack using it, the target takes an extra 1d4 cold damage.

You can use an action to speak the weapon's command word and swing it down in front of you. When you do, a blast of freezing winds erupts in a 30-foot cone from the blade. Each creature within that area must make a DC 15 Constitution saving throw as it's struck by the flurry of icy shrapnel. A creature takes 2d6 slashing damage, 2d6 piercing damage, and 2d6 cold damage on a failed save, or half as much damage on a success. Once this property of the sword has been used, it can't be used again until the next dawn.

## SPELL BOLT WRAPS

Wondrous item, rare (requires attunement by a monk)

These armwraps are made from cut up strips of spell scrolls. The spell on the scroll is either *chill touch* (25%), *fire bolt* (25%), *ray of frost* (25%), or *shocking grasp* (25%).

While wearing the wraps, you can cast the spell on the scroll in place of one of the unarmed strikes from your Flurry of Blows feature. When you do, Wisdom is your spellcasting

ability for the spell, and you are proficient with the attack; the spell is cast at your character's level. You can use this property of the wraps once on each of your turns.

## STONESEED AMBER

Wondrous item, very rare

This large hunk of amber holds a magic seed at its center. From the seed grows a twisting vine, which turns to stone as soon as it leaves the amber.

While holding the amber, you can speak its command word using an action to cast the *flesh to stone* spell from it (save DC 15). This version of the spell only affects plants, despite not being made of flesh, including nonmagical plants that aren't creatures. Each time the spell is cast, roll a d20. On a 1, the amber shatters and is destroyed, at which point you must then succeed on a DC 15 Constitution saving throw or be petrified. Regardless of the result of your saving throw, the seed falls to the ground at your feet and magically plants itself. The seed grows into a stone treant after 7 days have passed: it has the statistics of a normal treant, except that it's vulnerable to thunder damage instead of fire damage, and it has resistance to slashing damage instead of bludgeoning damage. If the treant is destroyed, there is a 50 percent chance that a new *stoneseed amber* is found at its center.

## WAND OF TORCHLIGHT

Wand, common

This wooden wand is twisted into a torch-like shape. Its wood is charred at its flame-shaped tip. While holding the wand, you can use a bonus action to speak its command word, causing a harmless flame to sputter to life at its end. The light sheds bright and dim light like a normal torch, and remains until you use a bonus action to speak the command word again.

The wand has 3 charges and regains all expended charges daily at dawn. While holding the wand, you can use an action to expend 1 of its charges to cast the *light* spell from it (save DC 10). The light appears warm and fiery; the effect ends early if the wand is used to cast the spell again.

## WORKER'S WONDROUS LADDER

Rod, common

This wooden rod looks like the base of a simple ladder. While holding it, you can speak its command word using an action to cause a number of duplicate rods of your choice to appear, attached to the one you're holding. You must be holding the rod parallel to the ground; the rods attach in a vertical stack to create a ladder, starting from the rod you're holding. Each duplicate rod increases the height of the ladder by 1 foot, up to a maximum height of 20 feet. If this causes the ladder to hit another creature or object, it immediately stops short of that height. Each rod weighs 1 pound.

While holding one of the rods, you can use an action to speak its command word again to cause every other attached rod to magically disappear, leaving you with a single rod again.



SPELL BOLT WRAPS



STONESEED AMBER



WAND OF TORCHLIGHT

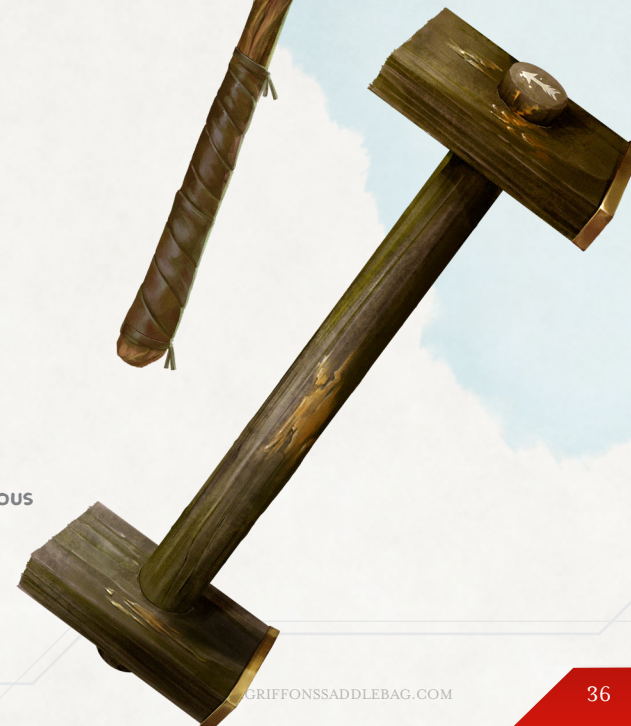


SCROLL OF NECROSIS

SERPENTINE BOLAS

SILVER DRAGON KATANA

WORKER'S WONDROUS LADDER



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January had a lot of fun items! It also came with some exciting announcements of my latest projects: two TTRPGs I've been working on for fun. Each one meets a different group of players I feel may be a little missed with the recent (year long) flurry of new systems. In any case, it's an ongoing series of projects, and I'd love your feedback on them as I continue to work on them. You can find out more at <https://saddleb.ag/ttrpgs>.

I hope your new years' resolutions are ongoing and fulfilling! The only thing you ever need to do is simply to start.

Favorite items from this month include the *contingency cards*, *cursed fang*, *encyclopedia creature obscura*, *fang keeper*, *lightning-catcher pauldron*, *spellsealer*, and *stone soldier*.

## JANUARY, 2024

Acorn Helmet

Angelic Plate

Arkanotars

Blooddrinker

Constellation Whip

Contingency Cards

Cursed Fang

Death Dog Lasher

Encyclopedia Creature Obscura

Fang Keeper

Fire Brigade Staff

Hearthfire Mantle

Hellion's Mask

Lightning-Catcher Pauldron

Lucky Bowl

Mage-Catcher Explosives

Oozo

Ring of the Candle Collector

Spellsealer

Staff of the Eclipse

Stone Soldier

Unicorn Candle

Woodstalker's Hood



LIGHTNING-CATCHER  
PAULDRON

CONTINGENCY CARDS

STONE SOLDIER

ACORN HELMET



### ACORN HELMET

*Wondrous item, uncommon (requires attunement)*

While wearing this helmet, any falling damage you take is reduced by half. Furthermore, any damage you take as a result of something falling on you, such as a boulder or ambushing darkmantle, is also halved.

In addition, you have advantage on any Wisdom (Animal Handling) or Charisma check you make to interact with Tiny woodland beasts while wearing the helmet.

### ANGELIC PLATE

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

This shimmering silver armor seems to resist even the shadows cast on it. While wearing it, you have resistance to necrotic and radiant damage.

The armor produces a faint halo above your head while you wear it, which sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The light is sunlight.

You can use a bonus action to move the halo to the head of another willing creature that you can see within 60 feet of you. The halo remains there until it's moved more than 120 feet from you or until you use another bonus action to return it to your head.

While the halo is over a creature's head, the creature gains the following benefits:

- It gains a +1 bonus to AC.
- Any fiend or undead within the halo's light makes attack rolls against the creature with disadvantage.

**Angelic Avatar.** While wearing the armor, you can use an action to transform into a hulking, metal angel for 1 minute. Your size becomes Large, gaining the "enlarge" effect of the *enlarge/reduce* spell when you do (no concentration required). You also grow a pair of metal wings, granting you a flying speed of 30 feet. For the duration, your melee weapon attacks deal an extra 1d4 radiant damage, in addition to the extra damage from *enlarge/reduce*, and you can roll a d4 and add it to the total of any saving throw you make. The effect ends early if you're reduced to 0 hit points or if you use a bonus action to end it early. If you have 17 or more levels in the paladin class, you can use a bonus action to transform into the metal angel, instead of an action. Once this property of the armor has been used, it can't be used again until the next dawn.

ANGELIC PLATE

### ARKANOTARS

*Weapon (dagger), very rare*

*Arkanotars* are weapons from a far-flung age and can sometimes be found in the lairs of sphinxes that have traveled through time. They always come in pairs, and can only be used when worn together. It takes an action to don or doff the *arkanotars*.

The item appears to be a pair of gauntlet-like devices. While wearing them on your hands, you can use a bonus action to cause an electrical blade to spring forth from them, or make them disappear. For the duration, the blade only persists while your hands are clenched into fists. The blades emit bright light in a 15-foot radius and dim light for an additional 15 feet.

You gain a +1 bonus to attack and damage rolls made with these magic weapons, which deal lightning damage instead of piercing damage. Due to their worn nature, these weapons lack the thrown property. For the first time on each of your turns when you hit the same target twice using the blades, that target also takes an extra 2d6 lightning damage. When a target takes this extra lightning damage, you can choose to overload it with electrical force: doing so causes tendrils of lightning to lash out at other creatures within 10 feet of the target. Each creature within that area (excluding yourself) must succeed on a DC 16 Dexterity saving throw or take 2d6 lightning damage. If a creature is made of metal or is wearing metal armor, it makes the saving throw with disadvantage.

The weapon runs on a power source that's fueled by magic. The weapons' blades 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 weapons. 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 either *arkanotar* 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, a pair of *arkanotars* have 3d20 minutes of power remaining, and it can't have more than 60 minutes of power at a time.

**Lightning Bolt.** You can use an action to rub the two weapons together and use them to punch forwards, duplicating the effects of the *lightning bolt* spell when you do (save DC 16). Doing so deducts 10 minutes from the weapons' remaining time, and this property can't be used again until the next dawn.



ARKANOTARS

## BLOODDRINKER

Weapon (greataxe), legendary (requires attunement)

This axe's handle ends in a bloodied stake, which was once used to slay a powerful vampire. Its blood has since stained the handle and granted it magical properties. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The first time on each of your turns that you hit a creature using this weapon while you have fewer than half your hit points, you regain a number of hit points equal to the number rolled on the weapon's damage die; you don't regain hit points in this way if the target is a construct, plant, or undead.

The axe can also be used as a wooden stake for the purposes of paralyzing a vampire. A vampire that's reduced to 0 hit points by an attack made with this weapon is automatically destroyed.

The weapon also has the following additional properties. It loses these properties while in sunlight.

**Swarm Step.** While holding the weapon, you can use a bonus action to magically teleport to an unoccupied space that you can see within 30 feet of you. When you do, you reappear in the new space surrounded by a swarm of bats. If the sun isn't up, the bats remain with you until the start of your next turn and heavily obscure you. Otherwise, the bats immediately fly away.

**Thrown.** This greataxe has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown at a target within its normal range, the weapon flies back to your hand immediately after the attack.

**Vampiric Resistance.** While the weapon is on your person, you have resistance to necrotic damage and have advantage on saving throws against being charmed.

**Curse.** This axe is cursed, and becoming attuned to it extends the curse to you (even if you're in sunlight). As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. In addition, if the axe doesn't deal damage to at least one other creature that isn't a construct, plant, or undead each day, you suffer one level of exhaustion the next time you finish a long rest.

## CONSTELLATION WHIP

Weapon (whip), very rare (requires attunement)

The handle of this whip is a magic spyglass. When you peer into the night sky through the spyglass, the stars are magically connected by an illusory series of lines that illustrate the namesakes of any constellation you know.

The spyglass can be collapsed or extended using a bonus action while you hold it. You can speak its command word as part of extending it or as a bonus action on another turn to cause a stream of tiny stars to pour from the spyglass's lens. The stars collect in a whip-like line, connected by a glimmering lash. The lash and stars disappear when you speak the command word again or when you collapse the spyglass or let go of it.

While the lash persists, the spyglass can be used as a whip, which deals radiant damage instead of slashing damage. Between dusk and dawn, your reach when using the weapon

increases by an additional 5 feet. The whip sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**Guiding Star.** Once on each of your turns when you hit a creature with the whip, you can choose for it to leave behind a mote of starlight. The next attack roll against that creature before the end of your next turn is made with advantage. On a hit, the mote explodes immediately after the attack and deals 4d6 radiant damage to the target. On a miss or at the end of the effect's duration, the mote winks out harmlessly instead.

## CONTINGENCY CARDS

Wondrous item, very rare

When found, there are 1d4 + 2 *contingency cards* in a stack. Each one has a type of circumstance detailed on it. Choose from the table below or roll a number of d20s equal to the cards found to determine what circumstance is written on each card.

| d20 | Circumstance   |
|-----|--|
| 1   | When you die   |
| 2   | When you roll a 1 on the d20 when making an ability check  |
| 3   | When you trigger an attack of opportunity from a hostile creature  |
| 4   | When you miss with an attack   |
| 5   | When you fail a saving throw against a hostile source  |
| 6   | When you're knocked prone by a hostile source  |
| 7   | When you hit a target with an attack   |
| 8   | When you fall from a height greater than 10 feet   |
| 9   | When you make a death saving throw   |
| 11  | When you're surprised or trigger a trap  |
| 12  | When a spell you cast ends early as a result of <i>counterspell</i> , <i>dispel magic</i> , or failing a Constitution saving throw |
| 13  | When you finish a short rest   |
| 14  | When you roll initiative   |
| 15  | When you take more than 30 damage from a single source   |
| 16  | When you become grappled or restrained   |
| 17  | When you become frightened or charmed  |
| 18  | When you score a critical hit  |
| 19  | When you yell out "Help!"  |
| 20  | The card is blank: write your own circumstance before using it to cast a spell.  |

When you cast a spell that targets only yourself, you can use a *contingency card* that you're holding as part of casting it to recreate the effects of the *contingency* spell from it, using the circumstance that's written on the card as the one required by the spell. The card then ignites and turns to ash, destroying itself. The spell you cast is then only cast once the circumstance comes to pass for the first time within the next 10 days, as per the *contingency* spell. This version of *contingency* doesn't end early as a result of not having a material component.

BLOODDRINKER



CURSED FANG



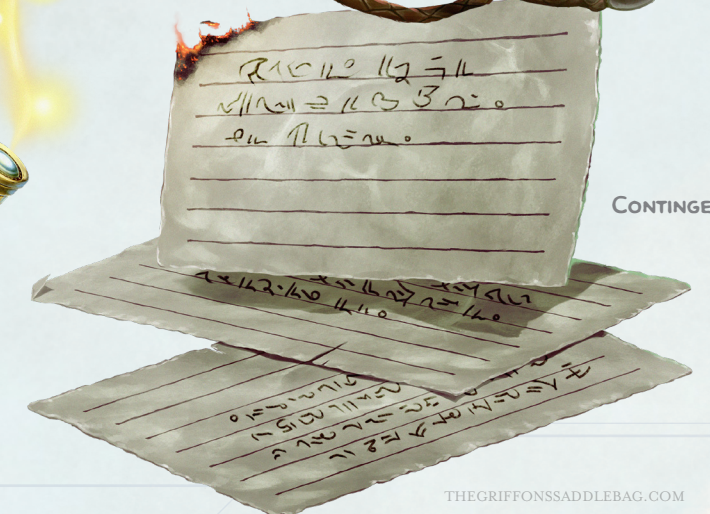
CONSTELLATION WHIP



DEATH DOG LASHER



CONTINGENCY CARDS



## CURSED FANG

Weapon (dagger), rare (requires attunement)

This crooked, jet black dagger curses the blood of any creature hit with it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon that isn't a construct, plant, or undead, that creature is cursed until the end of your next turn. While cursed by the dagger, it has disadvantage on Dexterity (Stealth) checks made to hide and must make a DC 15 Constitution saving throw whenever it magically regains hit points. On a failed save, the creature instead takes necrotic damage equal to the amount healed (maximum 20).

## DEATH DOG LASHER

Weapon (whip), uncommon

This twin-lashed whip was made from the fur and hide of a death dog. A target hit with the whip takes an extra 1d4 slashing damage from the attack.

When two of the whip's slashing damage dice roll a 4, the target of the attack must also succeed on a DC 13 Constitution saving throw or become poisoned until the end of your next turn. For the duration, this property of the whip ceases to function.

## ENCYCLOPEDIA CREATURE OBSCURA

Wondrous item, rare

There are fourteen unique entries in this classic, hard-to-find series of encyclopedic tomes, which were originally written by renowned hunters and archdruids. When found, roll a d20 or choose from the table below to determine which encyclopedic volume it is.

If you have at least 5 levels in the ranger class and spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you gain the favored

enemy and language (or similar effect) associated with your volume of the encyclopedia. If you have 5 or more levels in the druid class and spend that same time reading it, you can use an action to expend 2 uses of your Wild Shape to transform into the volume's associated Wild Shape option or cast the listed spell. A benefit gained from the book is permanent.

Once you gain the book's benefits, the book loses its magic, but regains it in 10 years.

| d20   | Volume Title  | Favored Enemy and Language   | Wild Shape Option (Costs 2 Uses)                          |
|-------|---|--|---|
| 1     | Aberration: A Speculation on Aberrant Physiology            | Aberrations; Deep Speech   | Gibbering Moulder   |
| 2     | Beast: Wild Beasts and Their Domestication                  | Beasts; beasts can understand the meaning of your words, though you have no special ability to understand them in return         | Giant Scorpion  |
| 3     | Celestial: The Divinity of Celestials, a Testament          | Celestials; Celestial  | Pegasus   |
| 4     | Constructs: The Inner Workings of Automata                  | Constructs; your choice of language  | Rug of Smothering   |
| 5     | Dragon: The Draconomicon                                    | Dragons; Draconic  | Gold Dragon Wyrmling                                      |
| 6     | Elemental: Fire and Water, a Primordial Project             | Elementals; Primordial   | Gargoyle  |
| 7     | Fey: An Interpretation of Fey Minds                         | Fey; Sylvan  | Dryad   |
| 8     | Fiend: A Transcript of Fiendish Habits                      | Fiends; Abyssal or Infernal  | Hell Hound  |
| 9     | Giant: A Documentation of Giant Culture                     | Giants; Giant  | Ogre  |
| 10    | Humanoid: A Study of Humanoid Behavior                      | Humanoids (any two races); your choice of language   | You cast the alter self spell (no concentration required) |
| 11    | Monstrosity: From under the Bed. Monsters and Their History | Monstrosities; your choice of language   | Owlbear   |
| 12    | Ooze: An Analysis on Ooze Composition                       | Oozes; oozes you touch can understand the meaning of your words, though you have no special ability to understand them in return | Ochre Jelly (without the Split reaction)                  |
| 13    | Plant: A Publication on Arboretum                           | Plants; your choice of language  | Awakened Tree   |
| 14    | Undead: An Examination of Undeath                           | Undead; your choice of language  | Minotaur Skeleton   |
| 15–19 | Roll again  | —  | —   |

20 Roll two d20s, rerolling any 20. The book you find contains handwritten notes in the margins detailing concepts found in the second volume: you gain the benefits of both books upon reading it.

ENCYCLOPEDIA CREATURE  
OBSCURA



## FANG KEEPER

Wondrous item, rare (requires attunement)

A *fang keeper* is a dark silver necklace that's adorned with one or more monstrous fangs. When found, the necklace has 1d4 fangs, which come from one or more creatures with a challenge rating of 1 or lower. Over the course of 1 hour, which can be done during a short rest, you can add one or more teeth to the chain or replace any teeth currently on it; the chain can have no more than 4 teeth on it at a time. While wearing the necklace, you gain the following benefits.

**Bite.** Your teeth lengthen and sharpen slightly; your bite becomes a magic natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you bite a target in this way, you can immediately use your bonus action to clamp down even harder, dealing an extra 1d4 piercing damage to the target as part of the same attack.

**Spectral Maw.** As a bonus action, you can choose a tooth on the necklace. If the tooth came from a creature that had the Bite action, it summons the spectral maw of that creature in front of you, which is instantaneous. Make a melee spell attack with the spectral maw; the spell attack bonus and damage depends on the challenge rating of the creature the tooth came from. If the attack hits, the tooth immediately rots after the attack, and it can't be used again to summon the maw. On a miss, there's a 50 percent chance that the tooth rots instead.

| Challenge Rating | Spell Attack Bonus | Damage                   |
|------------------|--------------------|--------------------------|
| 1 or lower       | +5 to hit          | 1d10 + 2 piercing damage |
| 2–5              | +7 to hit          | 2d10 + 3 piercing damage |
| 6–9              | +8 to hit          | 3d10 + 4 piercing damage |
| 10 or higher     | +9 to hit          | 4d10 + 5 piercing damage |

Once a tooth rots, that same creature's maw can't be summoned again. If another tooth on the necklace is from a creature whose maw has already been summoned in this way, it immediately rots.

## FIRE BRIGADE STAFF

Staff, rare (requires attunement)

This staff is encircled with dangling strips of paper. At its top is a special reservoir of water; the reservoir holds 10 gallons of water. It regains 1d6 + 4 expended gallons of water daily at dawn, and it can't be refilled by any other mundane or magical means. Regardless of the amount of water inside, the staff always weighs 4 pounds.

While holding the staff, you can use an action to use one of the properties below, expending the respective number of gallons of water for each one:

**Spells.** You can cast one of the following spells from the staff: *control water* (4 gallons, save DC 15), *create or destroy water* (1 gallon per spell level, up to 9th), or *protection from energy* (fire damage only; 3 gallons).

**Douse Fire.** (1 gallon) You extinguish all nonmagical flames within a 30-foot square, centered on a point that you can see within 60 feet of you.

Alternatively, you can use a reaction when a creature that

you can see takes fire damage. Choose a number of gallons to expend; you then reduce that fire damage by an amount equal to 5 times the number of expended gallons.

**Flood.** (3 gallons) You can sweep the staff in front of you to create a wave of crashing water. Each creature within a 30-foot cone, originating from you, must then make a DC 15 Strength saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is knocked prone. On a success, a creature takes half as much bludgeoning damage and isn't knocked prone.

**Water Bubble.** (3 gallons) You surround a creature that you can see within 60 feet of you with a bubble of water that's filled with air. The bubble lasts for 1 hour and moves with the target, remaining centered on it. For the duration, the target has resistance to fire damage and is under the effects of the *water walk* spell. When a target surrounded by a bubble takes fire damage, the bubble pops and evaporates, creating a ring of steam. The ring of steam is a 10-foot-thick wall of fog in a circle around the target's location. The fog heavily obscures the area. If a target surrounded by a bubble takes piercing damage, the bubble immediately pops.

When the bubble pops, any other creature within 5 feet of the surrounded target takes 2d6 cold damage, or fire damage if the bubble turns into steam.



FIRE BRIGADE STAFF

FANG KEEPER

## HEARTHFIRE MANTLE

Wondrous item, uncommon

The inside of this heavy leather cloak is decorated with the image of a roaring fireplace. Brick-like patches of leather line the rim of the cloak, which always feel fire-warmed to the touch. While wearing the cloak, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. Laying the cloak on the ground or hanging it on a wall with its fiery inside exposed creates as much warmth as a small campfire.

You can use an action while wearing the cloak to speak one of its two command words and activate its properties.

**"Kindle."** You ignite a flammable object you're holding.

**"Warm."** Nonhostile creatures within 10 feet of you gain 2d6 temporary hit points. A creature with these hit points can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. Once this property of the cloak has been used, it can't be used again until the next dawn.

## HELLION'S MASK

Wondrous item, very rare (requires attunement)

The features of this three-eyed mask magically move along with yours while you wear it. While wearing the mask, you have resistance to fire damage, and you can speak and understand Infernal. In addition, you can use your reaction to cast the *hellish rebuke* spell from the mask (save DC 16) when you take damage from a creature that you can see within 60 feet of you. Once the spell has been cast from the mask, it can't do so again until the next dawn.

If you're a tiefling, you gain the following benefits while wearing the mask:

- When you cast *hellish rebuke* from the mask or through your Infernal Legacy trait, it is cast as a 3rd-level spell. If you cast it as a result of taking fire damage, it is cast as a 4th-level spell instead.
- You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.
- You can cast the *contact other plane* spell from the mask, but only as a ritual. The first time each day that you contact a fiend in this way, you automatically succeed on the Intelligence saving throw against the spell's maddening effects.

**Curse.** This mask is cursed, and attuning to it extends the curse to you if you're not a tiefling. While cursed, you can't remove the mask unless you're targeted by the *remove curse* spell or similar magic. While wearing the mask, you have disadvantage on attack rolls against fiends and on saving throws against their spells and special abilities.

## LIGHTNING-CATCHER PAULDRON

Wondrous item, rare (requires attunement)

You have resistance to lightning damage while wearing this metal pauldron. Whenever you take a cumulative 10 points of lightning damage while wearing the pauldron, you gain a special die, called a Dash Die, which is a d8. You can only have one Dash Die at a time. On your turn, you can use a bonus action to roll the Dash Die and immediately move a number of feet equal to 5 times the number rolled. The die is then lost.



HEARTHFIRE MANTLE

HELLION'S MASK



LIGHTNING-CATCHING  
PAULDRON

LUCKY BOWL



MAGE-CATCHER EXPLOSIVES



Oozo

## LUCKY BOWL

Wondrous item, uncommon

This bowl is embossed with various laughing monks. A ring is attached to its lip for easy carrying on a belt. When you make an ability check to use the bowl to beg or busk, you gain a +5 bonus to the roll. A creature that drops one or more coins in the bowl magically hears a soft and bell-like laugh from it.

When you finish a short or long rest while holding the bowl, you can make a DC 13 Intelligence (Religion) check. On a successful check, the bowl is magically filled with a meal's worth of warm and fluffy rice, and this property of the bowl can't be used again until the next dawn.

Alternatively, if you place an object inside the bowl and use an action to offer it as a gift to another humanoid, that humanoid must succeed on a DC 13 Wisdom saving throw or be charmed by you for 1 hour. The save DC increases to 14 if the given object was worth 1–10 gp, and 15 if it was worth more than 10 gp. The effect ends early if you or your companions do anything harmful to it. For the duration, the charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you. Once this property of the bowl has been used, it can't be used again until the next dawn.

## MAGE-CATCHER EXPLOSIVES

Wondrous item, rare

These eight-sided explosives come in a red linen bag. When found, there are 1d3 + 1 explosives in the bag.

You can use an action to throw up to 4 bombs at a point that you can see within 30 feet of you. For each bomb you throw, roll a d8; on a 1, the bomb does nothing. On any other result, the bomb explodes upon impact. If at least 1 bomb explodes, it creates a 10-foot-radius field of magical instability that's centered on the point. Any spell of 3rd level or lower within that area immediately ends.

If multiple bombs explode, the field remains for a number of rounds equal to the amount of bombs that exploded after the first; the field then vanishes at the end of your turn on that round. During that time, any spell of 3rd level or lower that enters the field's area automatically ends.

A creature with the Antimagic Susceptibility trait that's in the field when it appears, starts its turn there, or enters the area for the first time on its turn must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute.

Each bomb that explodes is destroyed, unless you roll an 8 on its d8. If you do, the bomb explodes but isn't destroyed, allowing it to be used again at another time.

## OOOZO

Potion, uncommon or very rare

The typical oozo, an uncommon potion, is a specialty alcoholic beverage that causes you to become slightly gelatinous and translucent. For 1 hour after drinking this potion, creatures that make a Wisdom (Perception) check to search for you while you're hiding must roll a d4 and subtract the number rolled from the check. If you haven't moved since the start of your last turn, they must roll a d6 instead. The drink is gelatinous and is more accurately slurped than drunk. Despite its questionable texture, it tastes light and refreshing, with a hint of licorice and orange. Due to its magical nature,

the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *oozo* is a very rare variant with additional properties. It also tastes better.

For 1 hour after drinking this potion, whenever you remain perfectly still for 1 minute, you and anything you wear or carry becomes invisible until you move. In addition, if a creature within 5 feet of you hits you with a melee attack, it immediately takes 1d4 acid damage.

## RING OF THE CANDLE COLLECTOR

Ring, common

While wearing this ring, you can use an action to snap your fingers on the hand that's wearing it. When you do, choose one nonmagical light of your choice that you can see within 30 feet of you; if the light is no larger than 1 foot in any dimension, it winks out. A miniscule, harmless flame then magically appears above the ring. The flame emits candlelight. You can use a free hand as a bonus action to either snuff out the flame, reducing its light to that of a glimmering ember, or cradle it to return it to candlelight. While the ring has a flame, you can use another action to magically light an unlit object, such as a torch, lamp, or candle, that you can see within 30 feet of you. When you do, the ring's flame vanishes. The ring can only have one flame above it at a time.

## SPELLSEALER

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

This wicked war pick has been used to destroy a powerful wizard's spellbook. The weapon's surface is marked with abjuration wards to contain malevolent spellcraft. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Once per turn when you hit a creature with the war pick, you can choose to use either its Read or Seal property.

**Read.** You magically know the names of 1d4 + 1 different spells that the creature can cast; these are chosen at random by the GM, skipping any that you've already learned using this property.

**Seal.** You magically prevent the target from casting a spell you name until the start of your next turn. If the creature attempts to cast the spell, it must first make a DC 16 Constitution saving throw. On a success, the creature casts the spell. On a failure, the spell fails, and the action is wasted. Regardless of whether it succeeds or fails, the creature then takes 1d10 force damage.

## STAFF OF THE ECLIPSE

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

This staff has a crescent-shaped head made of pockmarked lunar stone. Floating within the crescent stone is a motionless, black orb. Regardless of how you look at the orb, it's always encircled by a ring of fire that faces you. The fire winks out if the staff isn't held. The fire is harmless, and it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

While holding the staff, you have darkvision out to a range of 60 feet. If you already have darkvision, holding the staff increases its range by 60 feet.

The staff has 10 charges. It regains 1d6 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff crumbles into dust and is destroyed.

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast either the *moonbeam* (2 charges) or *wall of fire* (4 charges) spell, using your spell save DC. This version of *wall of fire* creates the same ghostly flames as *moonbeam*; it deals radiant damage instead of fire damage and doesn't ignite flammable objects, although it doesn't share *moonbeam's* other effects. You can increase the spell slot level of a spell cast from the staff by one for each additional charge you expend.

**Blood Moon.** When you cast *moonbeam* from the staff, you can choose to cause its dim light to be red. A creature that fails its saving throw against the spell also has its hit point maximum reduced by an amount equal to the radiant damage dealt. If this effect reduces a creature's hit point maximum to 0, the creature dies. The reduction lasts until the creature finishes a long rest. Once this property of the staff has been used, it can't be used again until the next dawn.

**Coronal Flame.** When you cast *wall of fire* from the staff, you can choose to cause it to embody the nature of an eclipse. When you do, the spell creates a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick; the area within the ring is filled with magical darkness until the spell ends. While holding the staff, you can see through this darkness as if it were dim light. When cast in this way, the spell deals fire damage instead of radiant, and you don't take fire damage as a result of entering the wall. You still take fire damage if you end your turn in the wall or within 10 feet of the side you selected when you cast the spell. Once this property of the staff has been used, it can't be used again until the next dawn.

**Darken.** You can use a bonus action while holding the staff to expend 1 charge from it to target a 15-foot cube you can see within 60 feet of you. Any nonmagical flames within the cube are extinguished, and any spell of 2nd level or lower creating an area of light that overlaps with the cube is dispelled. As long as you extinguish or dispel at least one source of light, you then gain 1d6 + 4 temporary hit points.



SPELLSEALER

RING OF THE CANDLE COLLECTOR

## STONE SOLDIER

Wondrous item, uncommon

This fist-sized toy is carved from gray stone into the shape of a rugged foot soldier. You can use an action to toss the toy into an unoccupied space that you can see within 10 feet of you and speak its command word. The toy then springs to life and animates, magically growing to the size of a Medium humanoid when it does. The animated toy uses the statistics for a guard, with the following changes:

- Its creature type is construct.
- Its hit points are tripled.
- It has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- It has immunity to poison and psychic damage.
- Whenever it takes the Attack action, it can make two attacks with its spear.

The construct is friendly to you and your companions. It understands your languages and obeys your spoken commands. In combat, the construct acts on its own initiative count. If you issue no commands, it defends itself but takes no other actions. You can use an action while touching the construct to speak its command word again to revert it to its toy form.

If the construct is reduced to 0 hit points, it dies and reverts to its toy form. The toy then shatters and is destroyed. If the construct reverts to its toy form before losing all its hit points, it regains all of them, but can't be animated again for 24 hours.

## UNICORN CANDLE

Wondrous item, rare

This golden candle is set in a porcelain and gold-leaf holder, which is shaped like a horse's head. The candle sheds candlelight. Undead within the candle's bright light make attack rolls with disadvantage. Other creatures within the bright light are under the effects of the *beacon of hope* spell. Whenever a creature regains the maximum number of hit points from healing because of the candle, deduct a number of minutes from the candle's total burn time equal to the hit points restored (maximum 10 minutes).

Once the candle is destroyed, you can replace it with a normal candle in the empty porcelain holder. The candle becomes a *unicorn candle* if it's blessed by a unicorn that touches it with its horn.

## WOODSTALKER'S HOOD

Wondrous item, rare (requires attunement)

This leafy green hood is adorned with a pair of branch-like antlers that grow from either side of it. You gain a +2 bonus to any Dexterity (Stealth) or Wisdom (Perception) checks you make while wearing the hood. If you're wearing the hood in a wooded area, your face becomes heavily obscured in shadow.

The hood has 3 charges and regains all expended charges daily at dawn. You can use an action while wearing the hood to expend 1 of its charges to use one of the following properties from it.

**The Eyes That Speak.** You gain the ability to comprehend and telepathically communicate with beasts for 1 hour,

provided that you and the beast can see each other. When you do, your eyes glow a soft green. For the duration, beasts with a challenge rating of 1 or lower are indifferent toward you and will not attack you unless you threaten or harm them.

**The Twig That Snaps.** You can shift your awareness to a plant that you can see within 300 feet of you. You can use your senses to see and hear as if you were in the plant's location. For the duration, you are deaf and blind with regard to your own senses. Your senses remain in the plant's space for 10 minutes, until you're more than 300 feet away from the plant, or until you end the effect early (no action required).

**The Wind That Howls.** You can force up to 4 creatures that you can see within 30 feet of you to make a DC 15 Wisdom saving throw. On a failed save, a creature is frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

STAFF OF THE ECLIPSE



WOODSTALKER'S HOOD



UNICORN CANDLE



STONE SOLDIER

THE GRIFFON

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