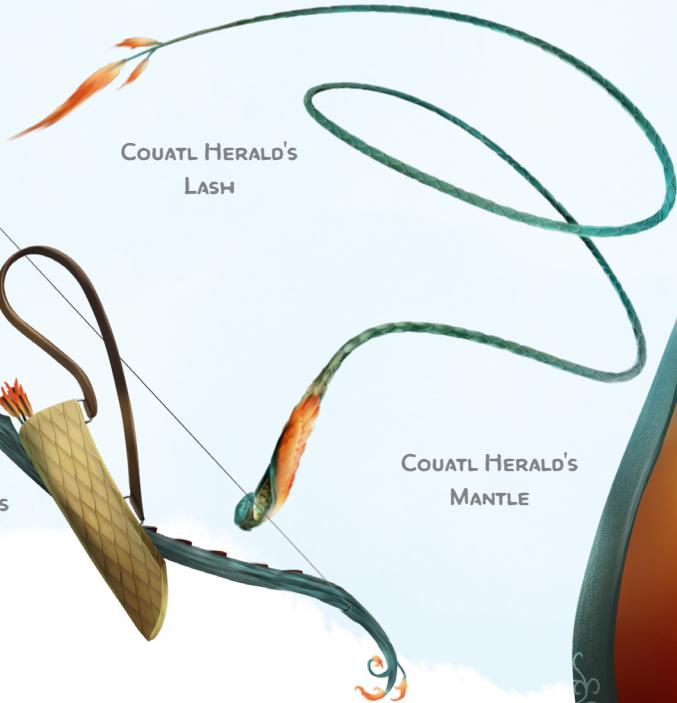


COUATL HERALD'S
SCALES



COUATL HERALD'S
REACH



COUATL HERALD'S
LASH

COUATL HERALD'S
MANTLE



COUATL HERALD'S SCALES

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

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

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

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

COUATL HERALD'S RADIANCE

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

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

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

Flight of the Couatls. While you're attuned to 3 items

with this feature, you gain a flying speed of 30 feet. If you already have a flying speed, this speed is in addition to your existing flying speed.

COUATL HERALD'S LASH

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

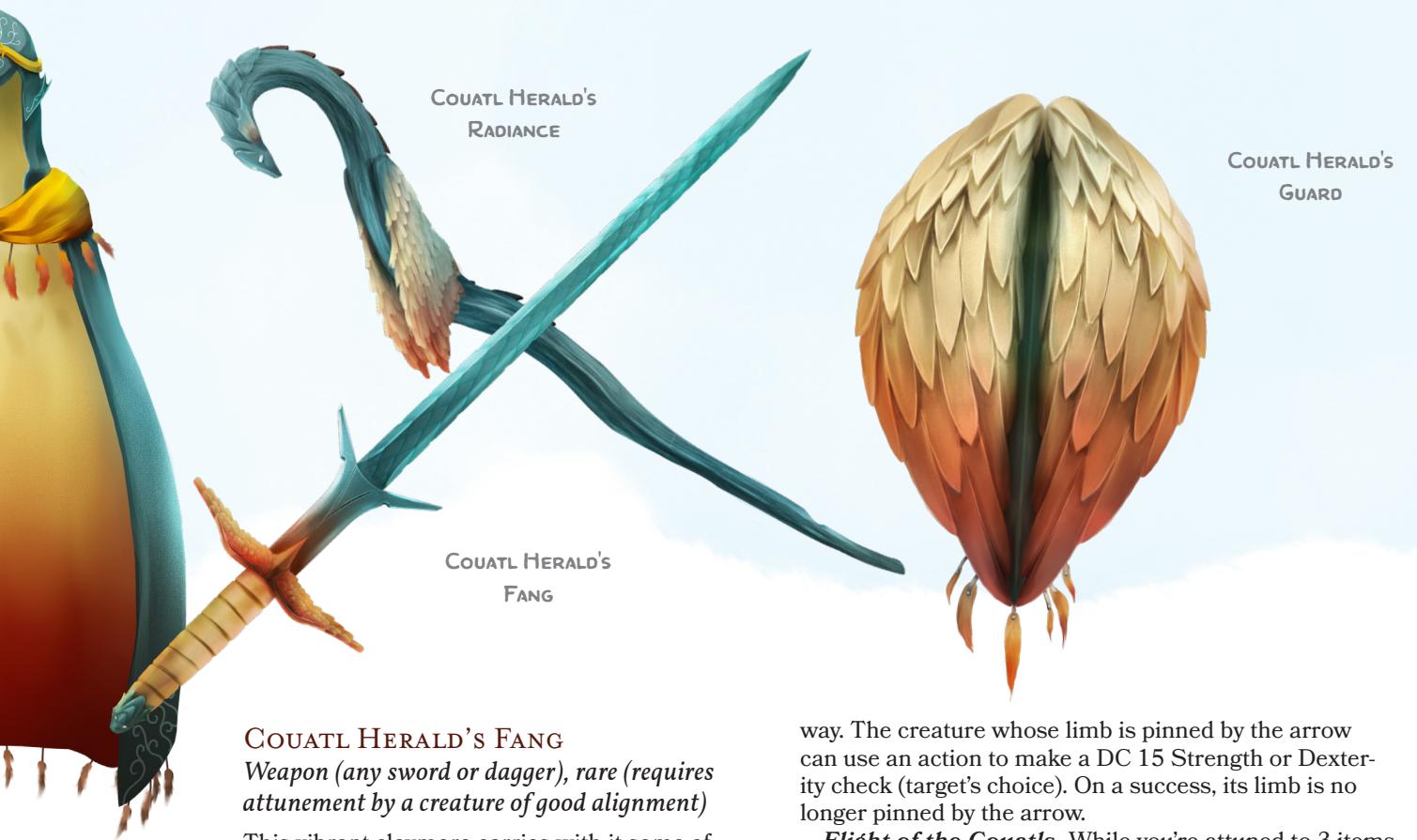
This slender whip's grip is feathered and comfortable to wield. Its weight has been magically reduced and gently sways on its own. This weapon has the light property. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

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

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

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

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



COUATL HERALD'S FANG

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

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

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

COUATL HERALD'S REACH

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

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

Depending on the pinned limb, the creature may fall over prone, be unable to move, or make weapon attacks with disadvantage while the limb remains pinned in this

way. The creature whose limb is pinned by the arrow can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, its limb is no longer pinned by the arrow.

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

COUATL HERALD'S GUARD

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

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

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

COUATL HERALD'S MANTLE

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

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

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

