



Loot Tavern's
**LEGENDARY
LEDGER**

Book 2

CONTENTS

THE FAILED GODS **1**

AMALGAMASK.....	2
BLOODHOUND'S CARESS.....	3
BLOODHOUND'S IMMOBILISER.....	4
BLOODHOUND'S WIDEBRIM.....	5
CANDLEBRAND RING.....	6
CANDLELIGHT MITRE.....	7
CLUTCHING CROWN.....	8
GRASPING MANTLE.....	9
HAND OF THE KING.....	10
HEARTBEATER.....	11
MAIDEN'S TOWER.....	12
WAXEN SCEPTRE.....	13

THE BONEMONGER **15**

ARM OF THE BLACK KNIGHT.....	16
COCONUT OF ALACRITY.....	17
OSSEOUS SPIKE.....	18
ROBES OF THE ENCHANTER.....	19
SOMEWHAT HOLY HAND GRENADE.....	20
THE SWORD IN THE STONE.....	21

UNSEELIE COURT **23**

BEEBLE BUCKLER.....	24
BLACK BLOOM.....	25
BRAMBLE LACE GLOVES.....	26
CLOAK OF THE MOTH RIDER.....	27
FAERIE MOON.....	28
FLUTTERBLADE.....	29
HERCULEAN HORN.....	30
KABUTO.....	31
RAVEN'S GOWN.....	32
SILKSPUN LANTERN.....	33
VERDURE.....	34
WILLBOW.....	35

MAGICAL MEALS **37**

ABOLETH RAMEN.....	38
JELLO SHOT.....	38
MUSHROOM MÉLANGE.....	39
RAKOYAKI.....	39
SKRAPYARD SOSIG.....	40

TONGUE TWISTER TART.....	40
MAGNETITE CURRY.....	41
DUMPLEYENGs.....	41
SUNMOUTH STEAK AND EGGS.....	42
TAR-RASQUE MARROW BROTH.....	42

MAGICAL ACADEMY **43**

ARCANE TREADERS.....	44
BATON OF THE MINDBENDER.....	45
FLYLEAF FAMILIAR.....	46
JUICE OF PARTIAL POLYMORPH.....	47
GLOVES OF FINGER GUNS.....	48
ORB OF THE PRESCIENT PROTECTOR.....	49
KILL QUILL.....	50
SCEPTRE OF THE SPELLCRAFTER.....	51
SPELLSLING.....	52
SUMMONER'S SICKLE.....	53
THE UPLIFTER.....	54

THE BLADEMASTER'S TROVE **55**

APERTURE SWORD.....	56
BLADE OF PREY.....	56
BLEEDING EDGE.....	57
BROKEN PROMISE.....	58
BUZZKILL.....	59
CORUSCANT CUTLASS.....	60
COWARD'S BANE.....	61
CURSE OF THREE.....	62
DESIRE.....	63
ELECTRO-IMMOLATOR.....	64
EPIPHANY.....	65
KING'S REGRET.....	66
LIBERATOR.....	67
MAGNUM OPUS.....	68
NATURE'S VENGEANCE.....	69
NEEDLEMONGER'S STING.....	70
PHANTOM CUTTERS.....	71
RADIANT DARK.....	72
ROUSING REFRAIN.....	73
SCALESTRIKER.....	74
SEVENFOLD REAPER.....	75
STELLAR REMNANT.....	76
STORM'S EYE.....	77
SUNKEN SLASHER.....	78
THAT-WHICH-HUNGERS.....	79

TITAN FELLER.....	80
UNMARKED GRAVE	81
VITALOPHAGE.....	82
WEAVESHAPED SWORD	82
WINGS OF CHAOS.....	84

HEXTECH **85**

BARRIER BRACER.....	86
CASTER BLASTER	87
FLASHFREEZER	88
FROST & FLAME.....	89
HEXAMINATOR.....	90
HEXECUTIONER BLADE	91
HEX RUNNERS.....	92
HOVERCUTTER.....	93
PREYING MANTIS	94
RAILBOW	95
STUNGUNBLADE	96
TABLETURNER.....	97

MONSTERS OF MYTH **99**

AXE OF THE CRETAN BULL.....	100
FIREBIRD'S PLUMAGE.....	101
FIREBIRD'S TOUCH	102
GARB OF EURYALE.....	103
KRAKEN MINE.....	104
KRAKEN-ON-A-STICK	105
LERNAEAN PENDANT.....	106
MANY-HEADED FLAIL.....	107
MINOAN HELM.....	108
NEMEAN CUIRASS.....	109
NEMEAN SPEAR	110
STHENO'S BOW.....	111

TWELVE DAYS OF GIFTMAS **113**

ARMOUR OF THE GIFTMAS KILLER.....	114
BAUMBLES	115
CANDY CANE-SWORD	116
COCOA CONCOCTION	117
GIFTMAS TREE.....	118
GIFT OF MANY THINGS.....	119
GINGERBREAD GOBLINS.....	120
KRAMPUS' FORK	121
RED-NOSED HEADRESS.....	122
SHIELD OF SLEIGHING	123

SNOWSTARS	124
WINTER WONDERGARLAND.....	125

METALLURGY **127**

AURUMPLATE ROBES.....	128
BISMUTH CROWN	129
BLESSED BASTION	130
BLOOD MITHRAL PLATE.....	131
CONSECRATED MACE.....	132
COSMIC STARKNIFE.....	133
THE CRYSTALLISER	134
MAGEBIND SHACKLES.....	135
METE-ORE BRACERS.....	136
MITHRAL EXSANGUINATOR.....	137
RUNEGOLD CONDUIT	137
SPELLBREAKER.....	138

DARK CARNIVAL **139**

ACIDIC SQUIRTBLOOM.....	140
THE AMAZING ZELTANA.....	140
BOOLOON BUNDLE.....	141
FLAMESPITTER.....	142
GLOVES OF JUGGLING	143
GREAT WALDINI'S BEAST WHIPPER	144
HARLEQUIN'S MIGHTY MALLET	144
MACABRE MARIONETTE	145
PORCELAIN GRIN	146
SMILEMAKERS	147
TWISTING LEATHERS.....	148
WHEEL OF DEATH.....	149

PATRONS OF LEGEND **151**

CATCLAW & SHARKFIN.....	152
DINGOTAMATONE	153
DUNGEONEER'S SHIELD.....	154
FELIX'S HAMMER OF FURY	155
GRIFFON'S CLOAK.....	155
HELM OF IRON WILL	156
MAGICIAN'S GLOVES.....	157
MAPIFYING GLASS	158
MONKEY'S PAW	159
PEEPER PAINTBRUSH	160
PORTABLE POTION PRESS	161
WARHAMMERHEAD	162

THIEVES' SPOILS 163

BELT OF MONSTROUS SHAPES.....	164
DAGGER OF THE SCARLET MAGE.....	164
DEADFIRE BLADE.....	165
DRUIDIC SHIFTSLING.....	166
DRAGONBALL PLATE.....	166
HELM OF DISRUPTION.....	167
HUMPERDINK'S GETAWAY BALLOON.....	168
HORNS OF CREEPING DOOM.....	169
MAGMASTEEL AXE.....	169
RING OF THE STONE DRAKE.....	170
ROBES OF THE SCARLET MAGE.....	171
WINGED DAGGERSWORD.....	172

SEASONAL ARMOURY 173

BLOOM BOOTS.....	174
GELID HUNTER.....	175
HUNTSMAN'S GOGGLES.....	176
LIVING FLUTE.....	177
QUICK-GROW ACORNS.....	178
SCARF OF WINTER.....	178
SCORCH HELM.....	179
SPRINGWING.....	180
STAFF OF DECAY.....	181
SUNDIAL RING.....	181
SUNSPLITTER.....	182
WITHERCAP.....	183

UNFATHOMABLE TERRORS 185

ARACHNET LAUNCHER.....	186
BACKBONES.....	187
BLOODSATIN RING.....	188
CALLOUS EMBRACE.....	189
CHEESE STICK.....	190
CLOUDSTEPPERS.....	191
CONTAGI-GUN.....	192
DEEP DIVER.....	193
ELDRITCH DICTIONARY.....	194
JABBERWHACK.....	195
LIGHTDRINKER.....	196
STORMCAGE.....	196

EASTERN RELICS REVISITED 197

BONZE'S BOKKEN, WIND RIPPER.....	198
COURTESAN'S WAR FAN.....	199
DEMONHUNTER KIMONO.....	200
GLAIVE OF THE GREEN TYRANT.....	201
GOD SPEAKER KIMONO.....	202
JISHIN, EARTH RENDER.....	203
KANABOOM STICK.....	204
KITSUNE MASK.....	204
MASK OF THE ONI.....	205
MASK OF THE TENGU.....	206
ONIKIRI, DEMON CUTTER.....	207
SHISUI, WATER SLASHER.....	208

DAWN OF THE YOKAI 209

ARMOUR OF THE ONI KING.....	210
KAPPA'S AQUATIC VISAGE.....	211
MINDCUTTER.....	212
NEEDLESPITTER KARAKASA.....	212
NEKOMATA SHAMISEN.....	214
OFUDA HAT.....	215
OROCHI KATANA.....	215
RYUTO NUNCHAKU.....	216
SAKE-DANUKI.....	217
STAFF OF THE JADE GUARDIAN.....	217
WANYUDO'S BURDEN.....	218
YUKIMONO.....	219

RISE OF THE KAIJU 221

ACRID STING.....	222
ASCENDANT DRAGON ARMOUR.....	223
BAKEKUJIRA'S GIFT.....	224
KAIJU KILLER.....	225
KANABOLT.....	226
KASA OF THE DEEP.....	226
LAST BREATH.....	227
LIGHT OF MAGATSUCHI.....	228
ROBES OF THE RAIJU.....	229
RYUKAKUKAN.....	230
SAIFUKU OF PACIFICATION.....	230
SPECTRAL HEARTCAGE.....	232
TALONS OF BAKURYO.....	232
THUNDEROUS TAIKO.....	233
TITAN'S PLATE.....	234

CAKEWALK RETURNS **235**

CALAMARMOUR	236
CAPSITOXIN	237
CROWN OF MARASCHINO	238
CRYSTAL CANDY SWORD	238
DRACONIC RINDPLATE	239
FRUIT PUNCH	240
GUMMYTHRAL BREASTPLATE	241
HYPER SOAKER	242
PEPPER PICK	242
POMEGRENADE	243
REGALIA DI WAFER	244
SHOTGUM	245
SORBEATER	245
TORRENTIAL MANTLE	247
WAFER SHIELD OF SLIDING	248

PROSTHESES AND ENHANCEMENTS **249**

DRAAKANNON	252
EARTHPIERCER	253
G.R.A.P.P.L.E.R.	254
HELPING HAND	255
IRON KASA	256
KAGEBOSHI	257
REAPER'S KAMA	258
WINDWEAVER	259
WRAITHCLAW	260

APPENDIX A - SPELLS **261**

AURA OF IMPURITY	261
BAKURYO'S BLESSED BLIZZARD	261
CALM WATERS	261
CHAMELEON SKIN	261
CONE OF FROSTING	262
CRIMSON DEATH	262
DAYDREAM	262
ENDOLEECH	262
EXTRACT SHIRIKODAMA	263
INCORPOREALITY	263
LIVING CANDLE	263
PINS & NEEDLES	263
RIPTIDE	264
SNOWBALL	264
SUGAR RUSH	264
WATER WHIP	264
WATER WYRM	265
WHITE WATER WALL	265

APPENDIX B - SPECIAL WEAPONS **267**

CHAKRAM	267
CLAW	267
FIREARM	267
KUSARIGAMA	267
NUNCHAKU	268
SPIKED CESTUS	268
TESSEN	268
TOMMYBOW	268
TWINBLADE	268





THE FAILED GODS



AMALGAMASK

Wondrous item, rare (requires attunement)

Component: phial of ooze mucus

In order to remain as impartial bastions of righteousness, the Knights Penitent are forbidden from emotional outbursts or impassioned self-expression. Those most committed to this form of self-sacrifice wear this many-faced mask, which they shift to convey the appropriate emotion and prevent their true thoughts from ever being known.

Fickle Faces. While wearing this mask, you have **advantage** on ability checks using a certain skill, depending on which face is at the front. When you first attune to the mask, and each day at dawn while you remain attuned to it, you can select the mask's expression. You can use a bonus action to shift a different expression to the front, but spiked chains drag across your skin when you do so, and you take **2d6** slashing damage.

Expression	Ability Check
Joyous Laughter	Performance
Raging Scream	Intimidation
Sinister Smile	Deception
Focused Frown	Insight
Pitiful Sob	Persuasion

Uncommon variant: Once the Fickle Faces property has been used to gain advantage on an ability check, you can't use it to gain advantage on that kind of check again until you shift the expression. Reduce the damage from shifting the expression to **1d6**.

Very rare variant: The mask has the Blood of the Guilty property.

Blood of the Guilty. As an action while wearing this mask, you can cause blood to pour from the eyes, noses, and mouths of each face. Each creature of your choice within **15 feet** of you that can see you must make a **DC 16 Wisdom saving throw**. On a failed save, a creature takes **2d8** psychic damage and begins to bleed from its eyes as well, becoming **blinded** for **1 minute**. On a successful save, a creature takes half as much damage and isn't blinded. A creature without blood automatically succeeds on this saving throw. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the mask has been used, it can't be used again until the next dawn.



BLOODHOUND'S CARESS

Weapon (claw), uncommon*

Component: phial of monstrosity blood

The Bloodhounds, an enigmatic order of monster hunters, track their quarry by the scent of their spilled blood. The *bloodhound's caress* is designed to draw blood from its victims, ensuring a trail of blood can be followed back to the victim's lair, where any young can be dispatched before they grow to be menaces.

This claw has **4 charges** and regains **1d4** expended charges daily at dawn.

Arterial Slash. When you hit a creature with an attack using this weapon, you can expend **1 charge** to attempt to slice a crucial blood vessel, forcing the creature to make a **DC 13 Constitution saving throw**. On a failed save, the creature begins to bleed profusely for **1 minute**. While bleeding, the creature takes **1d6** slashing damage at the end of each of its turns, and any time it regains any hit points, it regains only half as many. A creature without blood automatically succeeds on this saving throw. A creature can end this effect on itself or a willing creature within **5 feet** of it by using its action to make a successful **DC 13 Wisdom (Medicine)** check.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the DCs to **15**, and the damage to **1d10**.

*See Appendix B



BLOODHOUND'S IMMOBILISER

Weapon (any firearm), uncommon*

Component: phial of humanoid blood

The Bloodhounds are not just hack-and-slash monster hunters; they're experts on monster habits, anatomy, and harvesting. This nail gun grants these hunters the ability to immobilise their prey, allowing the horrors to be studied in greater detail. The more experienced the bloodhound, the more decrepit their firearm; whenever a foe of especially great might is felled by the gun, a notch spontaneously forms on its dark metal.

This firearm has **4 charges** and regains **1d4** expended charges daily at dawn.

Dead Stop. A special chamber within the firearm is loaded with sharp iron nails rather than normal ammunition. Once on each of your turns when you make an attack against a creature with this weapon, you can expend **1 charge** to fire a nail instead, which magically increases in size to become a 9-inch-long metal spike, dealing an extra **1d6** piercing damage on a hit.

In addition, if the target is a Large or smaller creature that isn't immune to the grappled or restrained conditions, it must succeed on a **DC 13 Strength saving throw** or be pinned against an adjacent surface (GM's discretion). If there's no surface to pin the creature to, it automatically succeeds on this saving throw. While pinned in this way, the creature's speed is **0 feet**. A creature within **5 feet** of the pinned creature (including itself) can use an action to make a **DC 13 Strength (Athletics)** check, removing the spike and freeing the creature on a success.

Rare variant: Increase the charges to **6**, the recharge to **1d6**, the extra piercing damage to **2d6**, and the **DCs** to **15**.

*See Appendix B





BLOODHOUND'S WIDEBRIM

Wondrous item, uncommon (requires attunement)

Component: phial of beast blood

Adorned with the teeth of a bloodhound and the feathers of a falcon, this ragged hat honours some of the most tenacious trackers in the animal kingdom and calls upon their gifts in the service of monster hunters far and wide. Wisps of crimson occasionally form in the eyes of its wearer, only to fade a moment later.

This hat has **3 charges** and regains **all** expended charges daily at dawn.

Hunter's Spirit. As an action while wearing this hat, you can expend **1 charge** to summon a spectral red hunter to your side for **1 hour** or until you dismiss it as a bonus action. This hunter takes the form of either a bloodhound or a falcon (your choice), doesn't occupy its space, can't interact physically with creatures or objects, and never leaves your side. As a bonus action, you can make the hunter invisible to all creatures but you, or visible again. Depending on the chosen form, the spectral hunter grants you different benefits.

- **Bloodhound.** When you make a **Perception** check that relies on smell, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can track a scent whose origin is up to **1 mile** away.

- **Falcon.** When you make a **Perception** check that relies on sight, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can see clearly up to **3 miles** away, as long as no obstructions are present, and make out small details of objects or creatures at that distance.

Rare variant: The item has the Sic 'Em property.

Sic 'Em. As a bonus action while the spectral hunter is summoned, you can order it to attack a creature of your choice that you can see within **30 feet** of you. Make a ranged spell attack against the target (+7 to hit). The effects of the attack depend on the form of the spectral hunter, which disappears after the effect ends.

- **Bloodhound.** On a hit, the attack deals **5d4** force damage and the target must succeed on a **DC 15 Strength saving throw** or be knocked **prone** and have a speed of **0 feet** until the end of its next turn, as the bloodhound holds it in place.
- **Falcon.** On a hit, the attack deals **2d4** force damage and the target must succeed on a **DC 15 Dexterity saving throw** or be **blinded** until the end of its next turn, as the falcon claws at its eyes.

CANDLEBRAND RING

Ring, rare

Component: elemental (wax) volatile mote of fire

With a word, this two-finger signet ring becomes incandescent with the heat of the waxen god's ire. Its brand can bless a creature or, if the brand is twisted and distorted in the process of being applied, curse the creature.

This ring has **3 charges** and regains **1d3** expended charges daily at dawn. As a bonus action while wearing the ring, you can speak the ring's command word, causing the waxen god's emblem to become searing hot until you remove it, or until you use a bonus action to repeat its command word and deactivate it.

Brand of Protection. While the ring is heated, you can use a bonus action to touch it to a willing creature within your reach and expend **1 charge**. The target takes **1d4** fire damage and gains the benefits of the *shield of faith* spell for **10 minutes** (no concentration required).

Brand of Castigation. While the ring is heated, you can use an action to make a melee spell attack (+7 to hit) against a creature within **5 feet** of you and expend **1 charge**. On a hit, the creature takes **2d4** fire damage and is cursed for **1 minute**. While cursed in this way, its AC is reduced by **2**. The creature can make a **DC 15 Charisma saving throw** at the end of each of its turns, ending the curse on a success.

Uncommon variant: Reduce the DC to **13** and the attack modifier to **+5**. You must concentrate on the effects of the brands, as if on a spell.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the DC to **16**, and the attack modifier to **+8**.





CANDLELIGHT MITRE

Wondrous item, rare (requires attunement)

Component: elemental (wax) core of fire

Fanatical to the extreme, the ruthless Priests of Candlelight display the uncaring visage of their waxen god on this intricate ceremonial hat. Their Creed Sanitari dictates that such acolytes must sear their flesh daily to remain pure and worthy of their deity's attention.

This hat has **4 charges** and regains **1d4** expended charges daily at dawn.

Cleanse the Sins. While wearing the hat, you can use a bonus action to expend **1 charge** and light a searing flame at the top of it. For **1 minute** or until you use a bonus action to put it out, this flame casts bright light in a **15-foot radius** and dim light for an additional **15 feet**. At the end of each of your turns while this effect is active, each creature in the flame's bright light (including you) must succeed on a **DC 15 Constitution saving throw** or take **3d6** fire damage.

Burn the Lies. While wearing the hat, you can use an action to expend **1 charge** and cause two orbs of flame to form in the mitre's eyes, taking **2d6** fire damage in the process. This effect lasts for **1 minute** or until you use a bonus action to end it. While the mask's eyes are ablaze, you have **advantage** on **Intimidation** and **Insight** checks, and you can see invisible creatures and objects and automatically pierce through visual illusions.

Uncommon variant: Reduce the **DC** to **13** and the damage to **2d6**. The Burn the Lies property requires **2 charges** to use.

Very rare variant: Increase the **DC** to **16**, the charges to **6**, and the recharge to **1d6**.

CLUTCHING CROWN

Wondrous item, very rare (requires attunement)

Component: celestial bone

Deeply uncomfortable by design, this crown torments its wearer with the constant drumming of skeletal fingers on metal, which echoes in the ears in an unnatural fashion. Occasionally, the sharp thumbs of its osseous claws cut the wearer's skin in a sadistic caress that absorbs the droplets of blood they draw.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. The veil on the crown gives other creatures **disadvantage on Wisdom (Insight)** checks made against you, without hindering your vision.

Touch of the Grave. While wearing this crown, you

can cast the *chill touch* cantrip (**2d8** damage, **save DC 16**) at will. When you cast this cantrip, you can expend up to **4 charges** to empower it in one of the following ways:

- **Many Hands.** For each charge expended, you can target one additional creature with the cantrip.
- **Grasping Hands.** For each charge expended, a target that fails its saving throw takes an extra **2d8** necrotic damage and, if you expended at least **2 charges**, the target is also **restrained** until the end of its next turn; if you expended at least **4 charges**, the target is also **paralysed** until the end of its next turn.

Rare variant: Reduce the **DC** to **15**. You can only expend up to **2 charges** at a time.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the **DC** to **17**.



GRASPING MANTLE

Wondrous item, very rare (requires attunement)

Component: celestial skin

The soft rustling of fingers on fur is an ever-present distraction for the wearer of this cloak, as the many hands on the mantle move with a will of their own, grasping at its red velvet and caressing all they can reach in disturbing and uncomfortable ways.

This item has **6 charges** and regains **1d6** expended charges daily at dawn.

Helping Hands. While wearing this cloak, you can cast the *mage hand* cantrip at will, or expend **2 charges** to cast the *arcane hand* spell (**save DC 16**). When either spell is cast in this way, the hand it produces is always somehow wrong: it might lack fingernails, have extra fingers, or have its thumb on the opposite side. In addition, when you cast the *arcane hand* spell using the cloak, it deals necrotic damage instead of

force damage, you take **1d6** necrotic damage immediately before you begin concentrating on the spell, and the spell has the following additional option that you can use as a bonus action.

Sapping Finger. The hand touches a creature within **5 feet** of it with one finger, attempting to drain it of energy. The target must succeed on a **Constitution saving throw** or fall **prone** and have its speed reduced to **0 feet** until the end of its next turn.

Rare variant: Reduce the charges to **4**, the recharge to **1d4**, and the **DC** to **15**. Increase the damage you take when you cast the *arcane hand* spell to **1d8**. Remove the Sapping Finger option from the Helping Hands property.

Legendary variant: Increase the charges to **8**, the recharge to **1d8**, and the **DC** to **17**. Reduce the damage you take when you cast the *arcane hand* spell to **1d4**.



HAND OF THE KING

Weapon (any sword), very rare (requires attunement by a spellcaster)

Component: phial of celestial blood

When fresh blood is spilled on the pristine blade of this sword, its true, corroded appearance is unveiled, a reminder that a glamorous appearance doesn't guarantee noble intentions.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

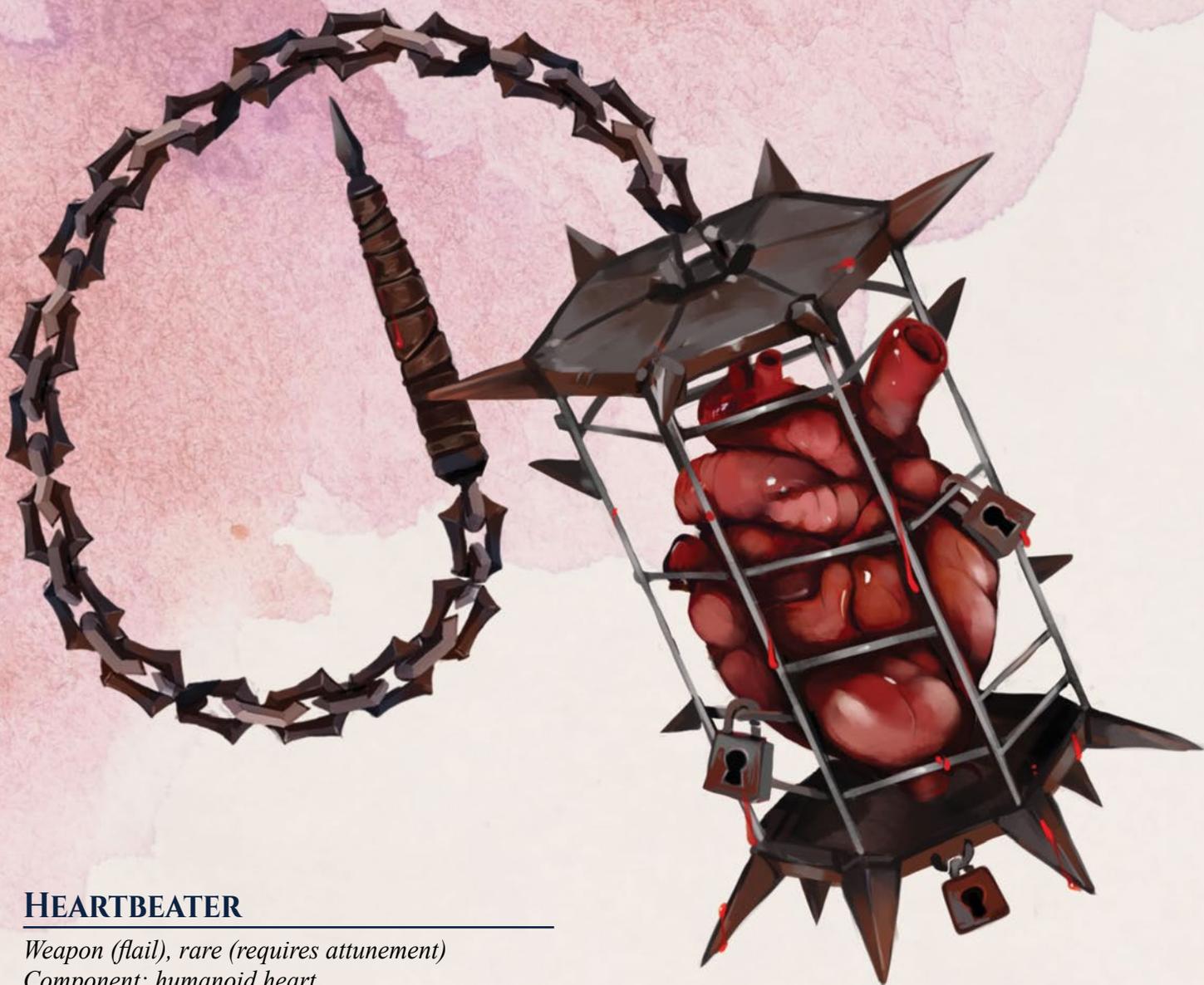
Decaying Smite. When you hit a creature with an attack using this sword, you can expend **1 charge** and one spell slot to deal necrotic damage to the target, in addition to the attack's damage. The extra damage is **3d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **7d8**. The damage increases by **1d8** if the target is a celestial, to a maximum of **8d8**.

Eldritch Empowerment. You can hold this sword by the blade to use it as a spellcasting focus, taking **1d8** slashing damage when you do so, casting the spell out of the pointing finger on the hilt. When you do so, you can expend **1 charge** to cause the spell to be cast at one level higher (up to a maximum of 5th level).

Rare variant: Reduce the charges to **4**, the recharge to **1d4**, the damage dice of the Decaying Smite property to **d6s**, and the Eldritch Empowerment property's spell level maximum to 4th level.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the Eldritch Empowerment property's spell level maximum to 6th level.





HEARTBEATER

Weapon (flail), rare (requires attunement)

Component: humanoid heart

Carrying a heartbeater is an honour bestowed upon the most devoted of the Knights Penitent. It symbolises their eternal punishment, which is both an agonising cage and a source of great power. Only those willing to suffer for their convictions and sacrifice their own humanity can unlock the true power of this macabre weapon.

This flail has **3 charges** and regains **1d3** expended charges daily at dawn.

Rip Cage. While holding the flail, you can use an action to magically rip your own heart from your chest and transfer it to the cage in the weapon without killing yourself, taking **2d6** necrotic damage in the process. This damage can't be reduced or prevented in any way. While your heart is in the cage, your creature type is undead, and the flail deals an extra **1d6** necrotic damage on a hit. Your heart remains in the cage until you use a bonus action to take it back into yourself, or until you finish a short or long rest.

Hollow Beat. While your heart is in the cage, you can cast the *chill touch* cantrip at will (+7 to hit). When cast in this way, the spell creates a ghostly heart with writhing blood vessels instead of a skeletal hand. In addition, when you hit a creature with an attack using the flail, you can expend **1 charge** to immediately cast the *chill touch* cantrip targeting that creature (+7 to hit, no action required).

Uncommon variant: The flail doesn't have any charges or the Hollow Beat property. Reduce the extra damage dealt by the flail to **1d4** and the damage to yourself to **2d4**.

Very rare variant: Increase the charges to **8**, the recharge to **1d6 + 2**, the extra damage dealt by the flail to **1d8**, and the damage to yourself to **2d8**.

MAIDEN'S TOWER

Armour (shield), rare (requires attunement)

Component: construct metal plating

The Order of the Knights Penitent believes that only constant punishment can keep sinful impulses at bay and lead to a life of righteousness. Perched atop this shield's spiked exterior is a serene, silver face. When the shield encases a creature, bloody tears pour from its empty eyes, and its cold metallic lips occasionally twitch into a smile when it causes a victim especially great agony.

Share the Pain. When a creature hits you with a melee attack while you're holding the shield, its spikes extend to pierce that creature in return, dealing **1d8** piercing damage to it. Once this happens, it can't happen again until the end of your next turn.

Locked In. While holding the shield, you can use an action to force a creature within **5 feet** of you to make a **DC 15 Charisma saving throw**. On a failure, the shield opens like an iron maiden and swallows the target, which is transported to a torturous demiplane, as per the *banishment* spell, for **1 minute** or until your concentration ends (as if concentrating on a spell). Once this property of the shield is used, it can't be used again until the next dawn.

Uncommon variant: The shield doesn't have the Locked In property.

Very rare variant: Increase the **DC** to **16**. The Locked In property can be used twice, regaining all expended uses daily at dawn.





WAXEN SCEPTRE

Rod, staff, or wand, rare (requires attunement)

Component: elemental (wax) core of fire

Sinister yet holy, the waxen god blesses those who endure their molten ministrations, restoring their fortitude, protecting their skin, and purifying their words. When lit, the candlemoke of this sceptre carries the subtle, sweet scent of charred flesh while its tendrils form the screaming visages of those it has blessed.

This item has **4 charges** and regains **1d4** expended charges daily at dawn.

Wax On. As an action while holding this item, you can expend **1 charge** to drop some wax from one of its candles on a willing creature within **5 feet** of you. The effects of this wax depend on the colour of the candle you choose.

- **White.** The wax of this cleansing candle seeps into the skin to purify the body. The creature gains the benefits of the *lesser* restoration spell.
- **Orange.** The wax of this warding candle expands to form a protective layer over the creature. The creature gains the benefits of the *barkskin* spell for **10 minutes** (no concentration required).
- **Red.** The wax of this overbearing candle forms a barrier over the creature's mouth, preventing it from telling any lies but letting the truth pass. The creature is under the effects of the *zone of truth* spell for **10 minutes**.

Uncommon variant: The item has no charges. Instead, after the wax from a candle has been used, that candle can't be used again until the next dawn. Dropping wax on a creature deals **1d10** fire damage to it in addition to its other effects.

Very rare variant: Increase the charges to **6** and the recharge to **1d4 + 2**. The item has the Living Candle property.

Living Candle. As an action while holding this item, you can expend **2 charges** to cast the *living candle** spell (save DC 16).

*See Appendix A



THE BONEMONGER





ARM OF THE BLACK KNIGHT

Wondrous item, uncommon (requires attunement)
Component: undead (grey knight) arm

A shining beacon of tenacity and unwavering resolve, this amputated arm fights on with the strength of many men no matter how many times it's cut down or crushed into a pulp. Stubborn to a fault, it refuses to listen to anyone but the creature attuned to it, and occasionally makes rude gestures at passersby behind its owner's back, attempting to goad them into a fight.

Helping Hand. The arm is an object with **AC 14** and **20 hit points**. If it's ever more than **30 feet** away from you, it moves **20 feet** towards you at the start of each of your turns by crawling along the ground. As a bonus action, you can command it to move up to **20 feet** and perform one of the following tasks:

- The arm manipulates an object in the same way as the *mage hand* cantrip.
- The arm punches a creature within **5 feet** of it, making an attack roll against it (+5 to hit) and dealing **1d6 + 3** bludgeoning damage on a hit.
- The arm attempts to grab a creature within **5 feet** of it, which must make a **DC 13 Dexterity saving throw**. On a failed save, the arm latches on to it, reducing its speed by **10 feet**. A creature can use its action to make a **DC 13 Strength** check, pulling the arm off of it or a creature within its reach

on a success. The arm can't perform other tasks while holding onto a creature.

Just a Flesh Wound. If the arm is reduced to 0 hit points, it can't move or be commanded, but its remarkable resilience and regenerative abilities ensure that this doesn't last for long. The arm recovers all its hit points after **1d4 hours**. A spellcaster can also use an action to touch the arm and spend a spell slot of any level to cause the arm to recover all of its hit points.

Rare variant: The arm can crawl on walls and ceilings, and is capable of wielding a longsword. Increase the attack bonus to +7, the damage to **1d4 + 5** (or **1d8 + 5** if it's wielding a longsword), the speed reduction to **20 feet**, and both the **save DC** and the **DC** for the Strength check to 15.

COCONUT OF ALACRITY

Wondrous item, common (socketable)

The original concept for this bizarre item is said to come from a faraway land where horses are so rare that buying one is more expensive than producing low-end magical paraphernalia. When both halves of this coconut are clapped together, they produce the sound of a trotting mount and increase one's velocity to match that of an unladen swallow.

Mighty Gallop. This item can be socketed on mounts. When hung from a Small or larger creature that is serving as a mount, that creature can take the Dash action as a bonus action on its turn. Once this property of the item has been used, it can't be used again until the next dawn.

Swallow's Velocity. Using two hands, you can hold each coconut half and clap them together repeatedly to increase your travel pace over long distances. For as long as you continue to do this, you and up to 4 friendly creatures of your choice that can hear the clapping can travel 3 miles per hour at a slow pace (27 miles per day), 4 miles per hour at a normal pace (32 miles per day), or 6 miles per hour at a fast pace (45 miles per day). The sound of the clip-clopping coconuts can be heard up to **100 feet** away; other creatures within this area that can hear are alerted to the sound and can't be surprised by creatures benefitting from this magic item while it is in use.



OSSEOUS SPIKE

Weapon (lance), rare (requires attunement)

Component: aberration (bonemonger) astral bone

The essence of the malicious Bonemonger always hungers for more victims, and this craving persists even after death. Those who hold this jagged lance can feel its insatiable desire to be bathed in blood, and see shadowy claws crawl across its surface when it has gone too long without...

This lance has **3 charges** and regains **1d3** expended charges daily at dawn.

Syphoning Splinters. When you hit a creature with an attack using this lance, you can expend **1 charge** to cause the tip of the lance to explode into sharp splinters; the creature must make a **DC 15 Dexterity saving throw**. On a failed save, the creature takes **4d4** piercing damage and some of the splinters are embedded inside of it for **1 minute**. On a success, the creature takes half as much damage and suffers no additional effects. A creature with splinters inside of it takes **2d4** necrotic damage at the end of each of its turns, and you regain hit points equal to half the necrotic damage dealt this way as the splinters syphon the victim's vitality into you. A creature with splinters inside it or another creature within **5 feet** of it can use an action to make a **DC 15 Wisdom (Medicine)** check, removing the splinters on a success.

Very rare variant: Increase the **save DCs** to **16**, the charges to **4**, and the recharge to **1d4**. The item has the Crippling Impalement property.

Crippling Impalement. As an action while holding this lance, you can cause its shadowy hands to extend and try to grab a creature that you can see within **20 feet** of you, forcing it to make a **DC 16 Strength saving throw**. On a failed save, the creature is seized by the hands, pulled to within **5 feet** of you, and has an arm or leg (your choice) skewered by the lance, taking **6d4** piercing damage. The shadowy hands then release the creature. Until the end of its next turn, the creature has **disadvantage** on attack rolls made with the use of its arms if you skewered its arm, or has its speed reduced to **0** if you skewered its leg. Once this property of the lance has been used, it can't be used again until the next dawn.





ROBES OF THE ENCHANTER

Wondrous item, uncommon

Component: aberration (bonemonger) astral heart

Many scholars believe the name of this extravagant garment to be a grave misnomer, as it has no apparent relation whatsoever to enchantment magic. In truth, the robes are named after the man who devised and created the first set, a legendary sorcerer of tremendous power and curious explosive proclivities... as well as astonishing ignorance regarding the schools of magic.

Spontaneous Detonation. As an action while wearing these robes, you can wave your arms dramatically to create a small explosion at a point you can see within **30 feet** of you. Each creature within **5 feet** of the point must succeed on a **DC 13 Dexterity saving throw** or take **1d8** fire damage, get pushed back **10 feet**, and be knocked **prone**.

Rare variant: Increase the **save DC** to **15**. The item has the **Explosive Step** property.

Explosive Step. While wearing these robes, you can cast the *misty step* spell. When you do, you can create an explosion as per the **Spontaneous Detonation** property, either in the space you leave or the space you arrive at. You automatically succeed on the saving throw against it. Once this property of the robes has been used, it can't be used again until the next dawn.



SOMEWHAT HOLY HAND GRENADE

Wondrous item, very rare

Component: aberration (bonemonger) lucky astral paw

The Book of Armaments, an ancient holy text, speaks of a blessed weapon capable of wreaking destruction upon the evils of the world, an object so powerful that all enemies of the heavens will be blown to tiny bits, in the gods' mercy. This attempt at recreating it has been corrupted by the malicious energy of the Bonemonger... but perhaps that isn't a bad thing.

Duality of Man. As an action, you can take out the holy pin, count to three, no more, no less, and lob the grenade at a point you can see within **30 feet** of you. When you do, choose one of the two options below:

Radiant Rebuke. The grenade explodes in a burst of searing light and each creature within **20 feet** of it must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes **6d8** radiant damage. If it has an evil alignment, it takes **8d8** radiant damage and is **blinded** until the end of its next turn instead. On a success, a creature takes half as much damage and isn't blinded.

Shadowy Embrace. The grenade explodes in a mess of shadowy claws and each creature within **20 feet** of it must make a **DC 16 Strength saving throw**. On a failed save, a creature takes **6d8** necrotic damage. If it has a non-evil alignment, it takes **8d8** necrotic damage and is **restrained** by the claws until the end of its next turn instead. On a success, a creature takes half as much damage and isn't restrained.



THE SWORD IN THE STONE

Weapon (any sword), uncommon (requires attunement by a creature with a Strength score of 16 or higher)

Component: aberration (bonemonger) astral brain

The Lady of the Lake, her arm clad in the purest shimmering samite, once bestowed a blade just like this one unto the rightful ruler of the land, that he might wield it in defence of the downtrodden and oppressed. This replica is just as good as the real thing... but its craftsman seems to have forgotten a tiny little detail.

This sword, which deals bludgeoning damage instead of piercing or slashing damage, deals an extra **1d6** bludgeoning damage to the first target it hits on each of your turns.

Moderate Executive Power. As the owner of this mighty sword, you command respect and obedience... but the comically large boulder does detract from it a little. While carrying the sword, you have **advantage** on Charisma (Persuasion) checks made to convince others to perform tasks or favours for you.

Legendary variant: The sword deals its normal damage type, and deals an extra **1d6** radiant damage to each target it hits, instead of bludgeoning damage to the first target it hits on each of your turns. Instead of the Moderate Executive Power property, the item has the Supreme Executive Power property and the Conjure Watery Tart property. The sword is called the Sword out of the Stone instead of the Sword in the Stone.

Supreme Executive Power. As the owner of the mighty sword, you command respect and obedience beyond compare, and no authority is higher than yours. While carrying the sword, you have **advantage** on Charisma (Persuasion) checks, **Charisma saving throws**, and saving throws made against spells of the Enchantment school of magic.

Conjure Watery Tart. While holding this sword, you can cast the *conjure elemental* spell (water elemental only). The elemental takes the shape of an elegant woman, and if your concentration on the spell is broken, it doesn't turn hostile toward you and your companions, but instead spends the remainder of the spell's duration following and berating you for perceived misuses of power. Once this property of the sword has been used, it can't be used again until the next dawn.





UNSEELIE COURT

BEETLE BUCKLER

Armour (shield), rare (requires attunement)

Component: fey (Scarab) carapace

Carved from hardened chitin, this robust shield is easily mistaken for a large beetle; the sublime fey craftsmanship is augmented by enchantments that cause the wings to buzz and flutter. These animate wings provide both enhanced defensive capabilities and a means of flitting across thorny battlefields.

This shield has **4 charges** and regains **all** expended charges daily at dawn.

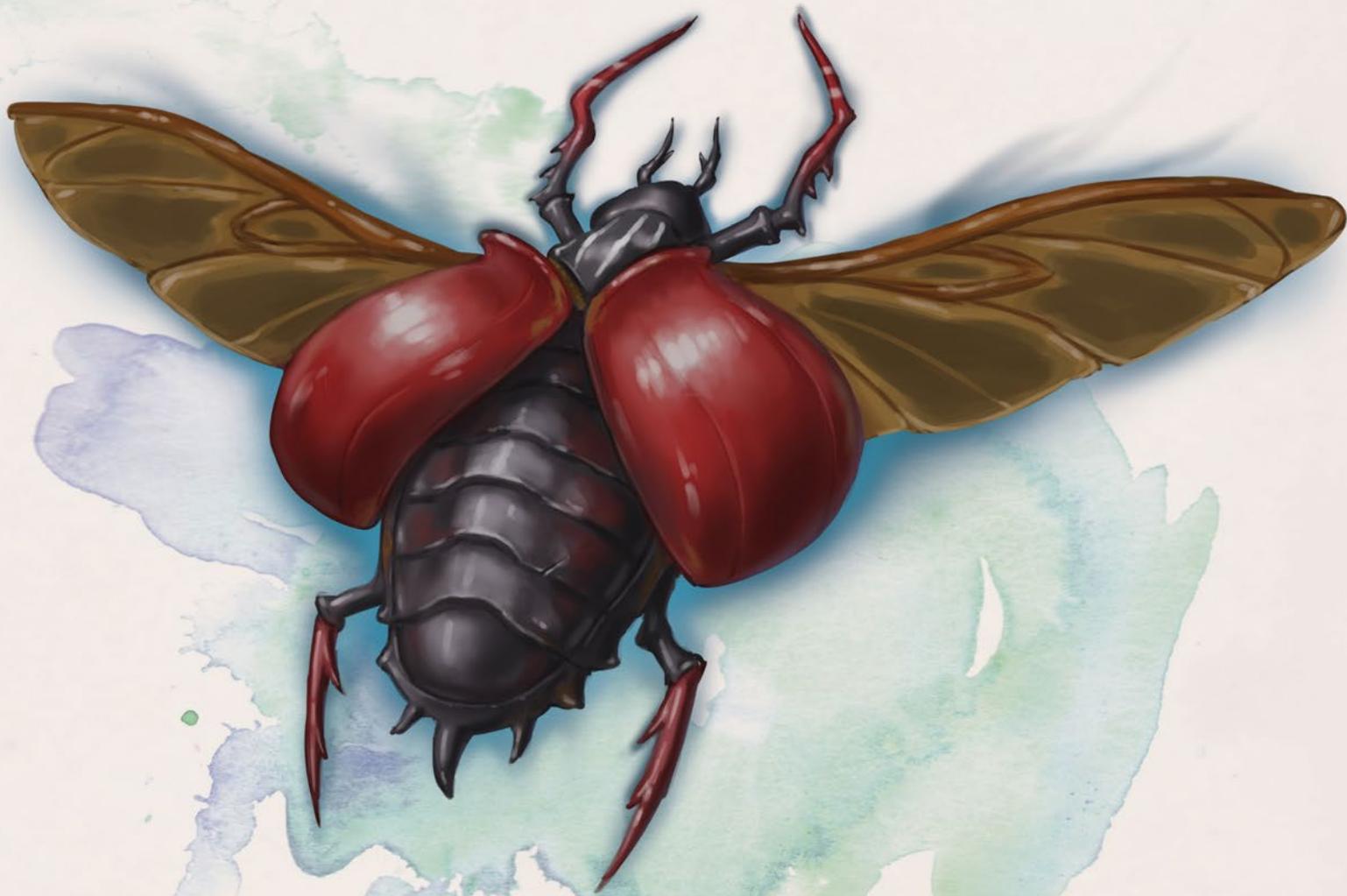
Under Wing. While wielding this shield, when a creature you can see hits a target other than you that is within **5 feet** of you with an attack, you can use your

reaction and spend **1 charge** to have the shield open its wings in front of the target, giving it a **+2 bonus** to **AC** against that attack and potentially causing it to miss.

Soaring Scarab. You can speak this shield's command word to don it or doff it as a bonus action. When you doff the shield in this manner, you can cause it to attach to your back and spread its wings, granting you a flying speed of **15 feet** on your turn only, as long as you and anything you're wearing or carrying don't weigh over 400 pounds.

Uncommon variant: The shield doesn't have the Soaring Scarab property.

Very rare variant: Increase the **charges** to **6**, the flying speed to **30 feet**, and the weight limit to 800 pounds.



BLACK BLOOM

Rod, staff, or wand, uncommon (requires attunement)

Component: pouch of plant pollen

The black roses of the Plane of Fey thrive in the bodies of creatures; their roots pierce flesh and their vines strangle limbs in a dominating display. As much as Unseelie Fey enjoy tricks and subtle manipulation, a more forceful approach is sometimes required.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Puppet of the Rose. As an action while holding this item, you can expend up to **2 charges**. For each charge, one thin, thorny vine shoots towards a different creature you can see within **20 feet** of you. Make a ranged spell attack against that creature (+5 to hit), which takes **2d6** piercing damage and must make a **DC 13 Constitution saving throw** on a hit. On a failed save, a black rose vine grows where the creature was hit and remains for **1 minute**, wrapping around the creature's limbs.

While a creature is under this effect, you can manipulate those vines to exert limited control over it. Whenever it would be able to use its reaction, you can use your own reaction to force it to do so, treating all creatures as hostile for the purposes of opportunity attacks. A creature under this effect can't take reactions other than the ones you command it to, and it repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rare variant: Increase the **charges** to **8**, the recharge to **1d6 + 2**, the attack bonus to +7, the damage to **3d6**, and the **save DC** to **15**.

Very rare variant: Increase the **charges** to **10**, the recharge to **1d6 + 4**, the attack bonus to +8, the damage to **4d6**, and the **save DC** to **16**.



BRAMBLE LACE GLOVES

Wondrous item, uncommon (requires attunement)

Component: bundle of plant roots

Despite the lack of soil or water, the dark roses on these luxurious gloves are alive, feeding gently off of the energy of their wearer. This symbiotic relationship has no adverse effects on the wearer aside from some aggravated tiredness at the end of the day—a small price to pay for the powerful fey magic held within.

Overgrowth. As an action while wearing these gloves, you can touch a creature, forcing it to make a **DC 13 Strength saving throw**. On a failed save, the creature is **restrained** for **1 minute** as brambles from one of the gloves spread to it, enveloping it in a mass of vines and thorns. A creature restrained in this way can use an action to make a **DC 13 Strength** check, ending the effect on a success. While the creature is restrained, you can use a bonus action to control the writhing brambles in one of the manners described below. Once this property of the gloves has been used, it can't be used again until the next dawn.

Constrict. The thorny brambles tighten around the restrained creature, dealing **2d6** piercing damage to it.

Lash. A bramble whip lashes out against a different creature that you can see within **20 feet** of the restrained one. Make a weapon attack roll against it (+5 to hit), dealing **4d6** slashing damage on a hit.

Rare variant: Increase the **DCs** to **15** and the attack bonus to +7. The Overgrowth property can be used twice—once for each glove—before the next dawn.

Very rare variant: Increase the **DCs** to **16**, the attack bonus to +9, the damage of Constrict to **4d6**, and the damage of Lash to **6d6**. The Overgrowth property can be used twice—once for each glove—before the next dawn.



CLOAK OF THE MOTH RIDER

Wondrous item, rare (requires attunement)

Component: fey (Adelifae) wings

The reclusive giant moths of the Plane of Fey are a perfect representation of the mysterious, gloomy whimsy of their home plane and this cloak, made from their fur, is a rare treasure. To slay one of these noble beasts is a high unforgivable offence to the unseelie fey. However, for a giant moth to willingly bestow its fur to a creature is a tremendous honour, and a sign of the friendship of the fey.



Flight of the Giant Moth. As an action while wearing this cloak, you can cause it to transform into a giant moth, which appears in an unoccupied space of your choice within **5 feet** of you. The moth is friendly to you and your companions, it obeys your verbal commands, and it disappears after **1 hour**, if you dismiss it as an action, or when it drops to 0 hit points, at which point it transforms back into the cloak. Once this property of the cloak is used, it can't be used again until the next dawn.

Fearsome Visage. While wearing this cloak, you have **advantage** on **Intimidation** checks. Additionally, you can use an action to cause the pattern on the cloak to shift into the shape of a terrifying face and animate it as you desire, such as by replicating your facial expressions or lip movements. When you do, you can cast the *fear* spell (**save DC 15**), targeting each creature of your choice that can see you within **15 feet** of you, instead of those in a **30-foot cone**. Once this spell is cast, it can't be cast again until the next dawn.

Uncommon variant: The item doesn't have the Fearsome Visage property.

Very rare variant: Increase the **save DC** to **16**. Casting the *fear* spell using the cloak doesn't require concentration.

GIANT MOTH

Large fey, chaotic neutral

Armour Class 14

Hit Points 59 (7d10 + 21)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws. Dex +6, Wis +4, Cha +3

Skills. Perception +6

Senses. darkvision 120 ft., passive Perception 16

Languages. understands Common and Sylvan but can't speak

Challenge. 2 (450 XP) **Proficiency Bonus** +2

Spider Climb. The moth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

FAERIE MOON

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

Component: fey eye

Whether seen as a sacred symbol, a source of power, or simply an ideal of beauty and mystique to strive for, the moon nevertheless holds a special place in the hearts of many fey. Those most devoted to it wield weapons that harness this radiant, lunar magic using a delicate crystal orb.

This weapon has **4 charges** and regains **1d4 charges** daily at dawn.

Wax and Wane. As a bonus action while holding this weapon, you can cause the orb at its centre to shift, representing one phase of the moon. The weapon has different abilities depending on which phase is currently represented. You can activate the properties that require a bonus action as part of the bonus action taken to change the phase of the moon.

Full Moon. While in this phase, the entire orb is lit up. The weapon deals an extra **1d6** radiant damage to each target it hits. As a bonus action while holding the weapon, you can expend **1 charge** to imbue the blade with moonlight; the next creature you hit with an attack using this weapon before the start of your next turn must succeed on a **DC 16 Constitution saving throw** or be **blinded** until the end of its next turn.

Crescent Moon. While in this phase, a crescent shape is lit up. The weapon deals an extra **1d6** slashing damage to each target it hits. As a bonus action while holding the weapon, you can expend **1 charge** to shoot a blade of sharp light from its tip at a creature you can see within **30 feet** of you. Make a ranged spell attack (+8 to hit) against the target, dealing **4d6** slashing damage on a hit.

New Moon. While in this phase, the orb is unlit. The weapon deals an extra **1d6** necrotic damage to each target it hits. As a bonus action while holding the weapon, you can expend **1 charge** to become **invisible** until the start of your next turn. You stop being invisible if you attack or cast a spell.

Rare variant: Reduce the **save DC** to **15** and the extra damage dealt in each phase to **1d4**.





FLUTTERBLADE

Weapon (any sword), rare (requires attunement)

Component: fey (Adelifae) proboscis

The delicate insect wings on the hilt of this elegant weapon flutter with scintillating shimmers. Wielded by retainers of the Unseelie Court, these swords can shoot through the air under their own propulsion, returning to their wielder after making a ranged foray.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. A creature that tries to wield the sword without being attuned to it takes **1d6** piercing damage at the end of each of its turns as thorny vines around the hilt dig into its skin.

Flutterstrike. This sword has the thrown property with a normal range of 20 feet and a long range of 60 feet, and it flies back to your hand immediately after you use it to make a ranged attack.

Radiant Lure. As a bonus action while holding this sword, you can cause its hilt to cast dim light in a **10-foot radius**, or to cease casting light. While the sword is casting light, you can use an action to summon a moth (use the **spider** stat block, without the Bite action option or the Web Sense and Web Walker traits, and with a flying speed of **30 feet**). As part of this action, you can cast the *animal messenger* spell on it. Once this spell is cast in this manner, it can't be cast again until the next dawn.

Uncommon variant: Remove the **+1 bonus** to attack and damage rolls.

Very rare variant: Once on each of your turns when you hit a creature with a ranged attack using the sword, you can deal an extra **1d8** radiant damage to the target.

HERCULEAN HORN

Weapon (lance), rare

Component: monstrosity horn

Hardened by alchemical processes and complex enchantments alike, the chitinous tip of this lance, fashioned in the likeness of the hercules beetle, has been known to perforate inch-thick plates of pure adamantine.

This lance has **2 charges** and regains **all** expended charges daily at dawn.

Aerial Agility. You only need one hand to wield this lance if you're flying. Additionally, if you fly at least **15 feet** straight toward a target and immediately attack it using this lance, you gain **advantage** on the attack roll.

Slinging Scarab. When you hit a Medium or smaller creature with an attack using this lance, you can expend **1 charge** to try to throw it behind you, forcing the creature to make a **DC 15 Strength saving throw**. On a failed save, the creature is tossed onto an unoccupied space within **15 feet** of you and lands prone.

Uncommon variant: Reduce the **DC** to **13**. The lance doesn't have the Aerial Agility property.

Very rare variant: Increase the **charges** to **5** and the **save DC** to **16**. You can use the Slinging Scarab property on Large or smaller creatures.



KABUTO

Wondrous item, rare (requires attunement)

Component: fey (Scarab) horn

The sight of two fighting beetles is an impressive and surprisingly humbling one, and many Unseelie fey can't help but marvel at the magnificent displays of strength put on by such tiny creatures. Inspired by these intense combats, this helm is enchanted with the fierce fighting spirit of these noble and tenacious insects.

The helmet has **3 charges** and regains **all** expended charges daily at dawn.

Lock Horns. Whenever a creature hits you with an attack using a melee weapon while you're wearing this helmet, you can use your reaction to expend **1 charge** and gain a **+2 bonus** to AC against that attack as you attempt to catch the weapon with the horn, potentially causing the attack to miss. If the attack

misses, the creature must make a **DC 15 Strength saving throw**. On a failed save, it is disarmed of the weapon, which is thrown to an unoccupied space of your choice within **20 feet** of you.

Stalwart Scarab. While wearing this helmet, you have **advantage** on ability checks and saving throws made to avoid or end the **grappled** condition, being knocked **prone**, or moved against your will.

Uncommon variant: Decrease the **save DC** to **13** and the **charges** to **1**.

Very rare variant: Increase the **save DC** to **16**. You have a **+1 bonus** to AC while wearing this helmet.



RAVEN'S GOWN

Wondrous item, very rare (requires attunement)

Component: pouch of beast (raven) feathers

Crafting this elegant if sinister dress is painstakingly complex: each individual feather must be collected from a different, willing raven that has been suffused with the magic of the Plane of Fey. These feathers can be given as gifts, which, like so many gifts from the Unseelie, benefits the giver instead of the receiver.

This item has **3 charges** and regains **all** expended charges daily at dawn.

Unseelie Gift. As an action while wearing this dress, you can expend **1 charge** to pluck one of its feathers and give it to a willing creature, whereupon a bond is created between the feather and its recipient. A feather always finds its way back to its recipient if discarded; the bond can only be broken if the recipient gives the feather to a different, willing creature, whereupon the new creature becomes the bonded recipient. Plucked feathers regrow each day at dawn. A feather vanishes, breaking the bond, after its power is used in one of the following ways:

- **Follow.** You target a feather within **60 feet** of you and teleport to an unoccupied space within **5 feet** of its carrier.
- **Fray.** You target a feather within **60 feet** of you and its carrier takes **2d6** necrotic damage. You gain temporary hit points equal to three times the amount, which last for **1 hour**.
- **Read.** You target a feather within **1 mile** of you and become able to read its carrier's thoughts as per the *detect thoughts* spell (**save DC 16**) for **10 minutes**. The carrier has **disadvantage** on saving throws against this effect.
- **Watch.** You target a feather within **1 mile** of you and cast the *scrying* spell (**save DC 16**) on its carrier, which has **disadvantage** on the saving throw. When cast in this way, the spell replaces your senses with the target's, instead of showing images on a surface.

Uncommon variant: Reduce the **charges** to **2**. The dress can't be used to read a creature's thoughts or cast the *scrying* spell.



SILKSPUN LANTERN

Wondrous item, rare

Component: elemental volatile mote of fire

This enchanting lantern stirs a deep fascination in the hearts of those who behold it, and can be used to lure unsuspecting humanoid to the Plane of Fey. Weak-willed creatures who so much as glance at its mesmerising lilac hues find themselves haunted by wistful memories of its light and a desire to be near it.

Night Light. The lantern exists in one of three states: unravelled, shaded, or cocooned. As a bonus action while holding this lantern, you can cause it to change states. When unravelled, this lantern sheds bright light in a **30-foot radius** and dim light for an additional **30 feet**. When shaded, the lantern sheds dim light in a **30-foot radius**, which only the creature

carrying it can see. When cocooned, the lantern sheds no light.

Eclipse Swarm. While holding this lantern, you can cast the *insect plague* spell (**save DC 15**). When cast in this way, the spell creates moths instead of locusts. Once this property of the lantern has been used, it can't be used again until the next dawn.

Uncommon variant: The item doesn't have the Eclipse Swarm property.

Very rare variant: Increase the **save DC** to **16**. The item has the Moth to a Flame property.

Moth to a Flame. As an action while holding the unravelled lantern, you can target a creature within **30 feet** of you that can see the lantern, forcing it to succeed on a **DC 16 Wisdom saving throw** or be **charmed** by you for **10 minutes**. While charmed in this way, a creature must use all of its movement and action to approach the lantern on each of its turns, and can't willingly move away from it. In addition, the creature is also **blinded** while within **5 feet** of the lantern, unable to focus on anything but its radiance. The creature can repeat this saving throw at the end of each of its turns if it took damage since its last turn, ending the effect on itself on a success. Once this property of the lantern has been used, it can't be used again until the next dawn.





VERDURE

Weapon (any axe), rare (requires attunement)
Component: pouch of plant leaves

Oddly light and perilously sharp, these axes are often a first choice for pranksters and mischief-makers. Little can compare to the joy of watching a foe flail pathetically in the air before plummeting back to earth, or the satisfying crunch that often follows.

This axe has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Rising Leaves. As a bonus action while holding this weapon, you can expend **1 charge** and swing it in the air to conjure a whirlwind of leaves in the space of a creature you can see within **30 feet** of you, forcing it to make a **DC 15 Strength saving throw**. On a failed save, the creature is lifted **30 feet** straight up into the air, after which it falls normally. A creature can choose to fail this saving throw.

Falling Leaves. While holding this weapon, you can cast the *feather fall* spell at will, targeting only yourself. The spell ends early if you let go of the axe.

Very rare variant: Increase the **charges** to **8**, the recharge to **1d6 + 2**, and the **save DC** to **16**. You can target up to 5 creatures, as normal, when you use the axe to cast the *feather fall* spell.

WILLBOW

Weapon (any bow), uncommon (requires attunement)

Component: undead (will-'o-wisp) ethereal ichor

Grown in fey soil, these wrought-iron bows are used by Unseelie fey in conflicts against their Seelie cousins. Turquoise fruit sprouts from the metallic branches; bulbs of liquid fire ripe to erupt and scour the ground for a new generation of growth.

This bow has **3 charges** and regains **all** expended charges daily at dawn.

The first attack you make with this bow on each of your turns wreathes the arrow in blue flame and deals an extra **1d4** fire damage on a hit.

Unseelie Lights. As a bonus action while carrying this bow, you can expend **1 charge** to imbue your next attack with it with the ghostly light from the bow's bulbs. If you hit a creature with it, that creature must succeed on a **DC 13 Constitution saving throw** or come under the effects of the *faerie fire* spell for **1 minute**. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Very rare variant: Increase the **DC** to **16**. All arrows fired from this bow deal an extra **1d4** fire damage, instead of only the first one each of your turns. Attacks made with this bow automatically hit creatures under the effect of the Unseelie Lights property.





MAGICAL MEALS

MAGICAL MEALS

Over the course of **10 minutes**, up to four Small or Medium creatures can eat this magical meal, gaining the following effects for the next **8 hours** or until they consume another magical meal, whichever comes first. All of these meals come in a variety of potencies, with the rarer variants having more powerful effects.

SIZE AND APPETITE

Creatures of different sizes consume different amounts of food. One Large creature requires as much food as four Small or Medium creatures, and four Tiny creatures consume the same amount as one Small or Medium creature. Thus, one magical meal can feed up to 16 Tiny creatures.

ABOLETH RAMEN

Magical meal, uncommon

Component: aberration (aboleth broodmother) tentacle

Magical Meal. When you make a melee weapon attack on your turn, your reach with it is **5 feet** greater than normal.

Ingredient: Aberration Flesh. The first attack you make each turn that hits deals **1** bonus psychic damage.

Rare variant: Increase the psychic damage to **+2**.

Very rare variant: Increase the range of the extended reach to **10 feet** and the psychic damage to **+3**.

Legendary variant: Increase the range of the extended reach to **10 feet** and the psychic damage to **+3**.



JELLO SHOT

Magical meal, uncommon

Component: phial of ooze (gargantuan polyhedrooze) ooze

Magical Meal. Immediately after you take damage, you gain **resistance** to that damage type for the next **minute**. You can only have one damage resistance from this effect at a time, and can't gain more while at the limit.

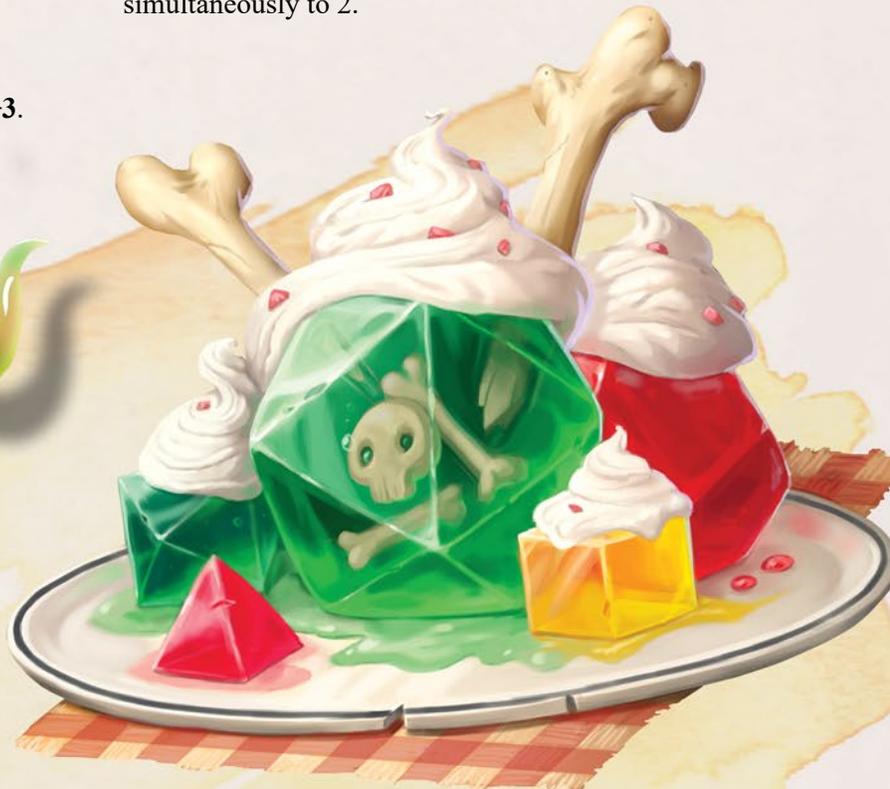
Ingredient: Ooze Blood. The first time each turn that you hit a creature with the ooze type, the attack deals **1d4** bonus damage to the target. The damage is of the same type as the attack.

Ingredient: Monstrosity Fat. Whenever you take thunder damage, roll **1d4** and subtract the result from that damage. This damage reduction occurs before resistance is calculated.

Rare variant: Increase the bonus damage dealt to oozes to **1d6** and the thunder damage reduction to **1d6**.

Very rare variant: Increase the bonus damage dealt to oozes to **1d8**, the thunder damage reduction to **1d8**, and the number of resistances you can have simultaneously to **2**.

Legendary variant: Increase the bonus damage dealt to oozes to **1d10**, the thunder damage reduction to **1d8**, and the number of resistances you can have simultaneously to **2**.



MUSHROOM MÉLANGE

Magical meal, uncommon

Component: pouch of plant (veiled lady) hyphan spores

Magical Meal. You know the direction and distance of all corpses within **60 feet** of you. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ingredient: Plant Spice. You are under the effects of the *speak with plants* spell.

Ingredient: Fey Fat. Whenever you take poison damage, roll **1d4** and subtract the result from that damage. This damage reduction occurs before resistance is calculated.

Rare variant: Increase the radius in which corpses are detected to **240 feet** and the poison damage reduction to **1d6**.

Very rare variant: Increase the radius in which corpses are detected to **960 feet** and the poison damage reduction to **1d8**.

Legendary variant: Increase the radius in which corpses are detected to **1 mile** and the poison damage reduction to **1d10**.

RAKOYAKI

Magical meal, uncommon

Component: fiend (pygmy rakshasa) brain

Magical Meal. You can't be affected or detected by cantrips unless you wish to be.

Ingredient: Fiend Brain. You gain a **+1 bonus** to **Charisma** checks.

Ingredient: Undead Blood. For the duration, the first time each turn that you hit a creature with the undead type, the attack deals **1d4** bonus damage to the target. The damage is of the same type as the attack.

Rare variant: You can't be affected or detected by spells of 1st-level or lower unless you wish to be. Increase the bonus damage to undead to **1d6** and the bonus to **Charisma** checks to **+2**.

Very rare variant: You can't be affected or detected by spells of 2nd-level or lower unless you wish to be. Increase the bonus damage to undead to **1d8** and the bonus to **Charisma** checks to **+3**.

Legendary variant: You can't be affected or detected by spells of 3rd-level or lower unless you wish to be. Increase the bonus damage to undead to **1d10** and the bonus to **Charisma** checks to **+4**.



SKRAPYARD SOSIG

Magical meal, uncommon

Component: construct (mecha koboldzilla) tubing

Magical Meal. At the start of each of your turns, you gain a number of temporary hit points equal to your Charisma modifier (minimum 1).

Ingredient: Construct Flesh. The first attack you make each turn that hits deals 1 bonus lightning damage.

Ingredient: Dragon Egg. You grow a fanged maw, a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Rare variant: Increase the temporary hit points to be equal to your Charisma modifier +2 (minimum 3), the bonus lightning damage to +2, and the damage dealt with your fanged maw to 1d8 + your Strength modifier.

Very rare variant: Increase the temporary hit points to be equal to your Charisma modifier +4 (minimum 5), the bonus lightning damage to +3, and the damage dealt with your fanged maw to 1d10 + your Strength modifier.

Legendary variant: Increase the temporary hit points to be equal to your Charisma modifier +6 (minimum 7), the bonus lightning damage to +4, and the damage dealt with your fanged maw to 1d12 + your Strength modifier.

TONGUE TWISTER TART

Magical meal, uncommon

Component: monstrosity (tavern mimic) tongue

Magical Meal. You can use an action to transform into a piece of furniture equal to your size or back to your normal form. While transformed, you have a walking speed of 5 feet, can't take any action other than the Dash action or the action to change back into your normal form, and otherwise retain your game statistics. A creature can use its action to make a DC 13 Intelligence (Investigation) check to inspect you, realising you are a transformed creature on a success.

Ingredient: Monstrosity Flesh. The first attack you make each turn that hits deals 1 bonus thunder damage.

Ingredient: Aberration Brain. You can communicate telepathically with creatures within 60 feet of you. You must be able to see the creature and share a language to communicate in this way.

Rare variant: Increase the Intelligence (Investi-



gation) check DC to 15, the bonus thunder damage to +2, and the range of the telepathy to 90 feet.

Very rare variant: Increase the DC of the Intelligence check to 16, the bonus thunder damage to +3, the range of the telepathy to 300 feet, and you have advantage on Insight checks.

Legendary variant: Increase the DC of the Intelligence check to 17, the bonus thunder damage to +4, the range of the telepathy to 1000 feet, you have advantage on Insight checks, and you are under the effects of the *detect thoughts* spell.



MAGNETITE CURRY

Magical meal, uncommon

Component: dragon (magnetite dragon) flesh

Magical Meal. When you are hit by a nonmagical, ferrous weapon, the damage you take is reduced by **1d6**. This damage reduction occurs before resistance is calculated.

Ingredient: Dragon Flesh. The first attack you make each turn that hits deals **1** bonus cold damage.

Ingredient: Beast Liver. When a beast hits you with a melee attack, that creature takes **1d4** necrotic damage. Once a creature takes this damage, the effect can't occur again until the start of your next turn.

Ingredient: Celestial Spice. You are continuously under the effects of the *feather fall* spell.

Rare variant: Increase the damage reduction to **1d8**, the bonus damage to **+2**, and the damage dealt to beasts to **1d6**. You gain a flying speed of **15 feet**.

Very rare variant: Increase the damage reduction to **1d10**, the bonus damage to **+3**, and the damage dealt to beasts to **1d8**. You gain a flying speed of **30 feet**.

Legendary variant: Increase the damage reduction to **1d12**, the bonus damage to **+4**, and the damage dealt to beasts to **1d10**. You gain a flying speed of **60 feet**.

DUMPLEYENGs

Magical meal, uncommon

Component: aberration (dreamholder) subeye

Magical Meal. You can cast the *daydream** spell (**save DC 13**) once, without requiring any components, and regain the ability to cast it this way after **1 hour** has passed.

Ingredient: Aberration Eye. You are under the effects of the *detect magic* spell, but can only sense magic within **10 feet** of you.

Ingredient: Humanoid Blood. For the duration, the first time each turn that you hit a creature with the humanoid type, the attack deals **1d4** bonus damage to the target. The damage is of the same type as the attack.

Ingredient: Fiend Heart. You know the direction (but not distance) of living hearts belonging to fiends within **60 feet**. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

*See Appendix A

Rare variant: Increase the **save DC** of the *daydream* spell to **15**, the radius of the *detect magic* spell to **20 feet**, the bonus damage to humanoids to **1d6**, and the radius in which fiends are detected to **240 feet**.

Very rare variant: Increase the **save DC** of the *daydream* spell to **16**, the radius of the *detect magic* spell to **60 feet**, the bonus damage to humanoids to **1d8**, and the radius in which fiends are detected to **960 feet**.

Legendary variant: Increase the **save DC** of the *daydream* spell to **17**, the radius of the *detect magic* spell to **180 feet**, the bonus damage to humanoids to **1d10**, and the radius in which fiends are detected to 1 mile.

SUNMOUTH STEAK AND EGGS

Magical meal, uncommon

Component: fey (suneater owlbear) flesh

Magical Meal. You regain **1d4** hit points at the end of each hour you spend in sunlight.

Ingredient: Fey Flesh. The first attack you make each turn that hits deals **1** bonus poison damage.

Ingredient: Beast Blood. For the duration, the first time each turn that you hit a creature with the beast type, the attack deals **1d4** bonus damage to the target. The damage is of the same type as the attack.

Ingredient: Fey Egg. You shimmer while standing still, becoming hard to see. You are under the effects of the *chameleon skin** spell.

*See Appendix A

Rare variant: Increase the hit points regained in sunlight to **2d4**, the bonus poison damage to **+2**, and the bonus necrotic damage to beasts to **1d6**.

Very rare variant: Increase the hit points regained in sunlight to **3d4**, the bonus poison damage to **+3**, and the bonus necrotic damage to beasts to **1d8**.

Legendary variant: Increase the hit points regained in sunlight to **4d4**, the bonus poison damage to **+4**, and the bonus necrotic damage to beasts to **1d10**.

TAR-RASQUE MARROW BROTH

Magical meal, uncommon

Component: elemental (tar-rasque) marrow

Magical Meal. If you take damage from a spell or other magical effect, you become empowered. The next attack you make within the next minute that hits a target deals **1d4** necrotic damage.

Ingredient: Undead Bone. You gain **advantage** on saving throws against diseases. Additionally, you immediately regain **1d4 + 1** hit points.

Ingredient: Undead Heart. You know the direction (but not distance) of hearts belonging to undead within **60 feet**. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Ingredient: Giant Liver. When a creature with the giant type hits you with a melee attack, that creature takes **1d4** necrotic damage. Once a creature takes this damage, the effect can't occur again until the start of your next turn.

Ingredient: Plant Spice. You are under the effect of the *speak with plants* spell.



Rare variant: Increase the hit points regained to **2d4 + 2**, the radius in which undead are detected to **240 feet**, and the damage dealt to giants to **2d4**.

Very rare variant: Increase the hit points regained to **3d4 + 3**, the radius in which undead are detected to **960 feet**, and the damage dealt to giants to **3d4**.

Legendary variant: Increase the hit points regained to **4d4 + 3**, the radius in which undead are detected to **1 mile**, and the damage dealt to giants to **4d4**.



MAGICAL ACADEMY



ARCANE TREADERS

Wondrous item, uncommon (requires attunement)
Component: fey (blink dog) pelt

When every hallway holds the potential peril of a magical experiment gone awry, walking to class can go from a 5-minute affair to a veritable journey of struggle and strife. For the scatterbrained, the accident-prone, or the simply unlucky, this practical footwear can make arriving late to an exam a thing of the past!

These boots have **2 charges** and regain **all** expended charges daily at dawn. While wearing these boots, you ignore difficult terrain caused by spells or other magical effects.

Retrace Steps. At the start of each of your turns, the boots produce an ethereal afterimage of themselves, which stays in the same spot, mimicking the motions

of your feet as you move. You can expend **1 charge** to teleport to the space of the afterimage, as long as it's unoccupied; you can do so as a bonus action, or as a reaction when you trigger a trap or an attack as part of your movement. The afterimage fades after you teleport to it or at the end of your turn.

Rare variant: Increase the **charges** to **3**. The boots have the Transitory State property.

Transitory State. After you use the boots to teleport, you momentarily acquire the ethereal appearance of the afterimage, existing in a state of transition between the two locations. The next attack roll made against you before the start of your next turn is made with **disadvantage**.

Very rare variant: Increase the **charges** to **5**. The boots have the Transitory State property.



BATON OF THE MINDBENDER

Rod, staff, or wand, very rare (requires attunement)
Component: aberration brain

Illusion magic fools the senses, enchantments trick the mind, and this device uses both to warp the reality of its weak-willed targets. No two people can agree on what this item looks like: it tailors its illusions to appear in a form that each observer finds most mesmerising.

This item has **4 charges** and regains **all** expended charges daily at dawn.

Forget. While holding this item, you can manipulate a creature's memory, erasing realisations and reasserting illusions. When a creature within **60 feet** of you that you can see succeeds on a saving throw against an illusion spell or an ability check to disbelieve an illusion, you can use your reaction and expend **1 charge** to force that creature to reroll the d20 with **disadvantage**. On a failure, the creature doesn't know it initially succeeded.

Remember. As an action when you speak a lie while holding this item, you can expend **1 charge** to implant a false memory in the mind of a creature within **30 feet** of you that can hear you. The creature must succeed on a **DC 16 Wisdom saving throw** or believe the lie you tell. A creature you are fighting has **advantage** on this saving throw. The lie must be worded in such a manner as to sound reasonable. A creature reacts to the lie and acts upon its new beliefs in a way that follows its natural inclinations, alignment, or beliefs. The false memory disappears after **1 hour**; during this time, the creature experiences illusions that reinforce the lie.

Rare variant: Reduce the **save DC** to **15** and the **charges** to **3**.

Uncommon variant: Reduce the **save DC** to **13** and the **charges** to **2**.

FLYLEAF FAMILIAR

Wondrous item, uncommon (requires attunement)

Component: construct instructions

These friendly animated books are capable of opening their pages into makeshift wings to follow their owners around in the air, aiding them with minor tasks. It's not an uncommon sight at magical academies to see flocks of *flyleaf familiars* frolic and play with each other in the hallways while their owners are busy with schoolwork.

Cantrip Codex. As a bonus action while within **30 feet** of it, you can verbally command the book to spread its pages and follow you, or have it become inanimate. While following you, the book has a flying speed of **30 feet** and attempts to stay within **30 feet** of you at all times. You can give the book a *spell scroll* containing a cantrip that has a casting time of one action or bonus action and doesn't deal damage, and order it to incorporate it into its pages, destroying the scroll in the process. Once it's done so, you can use an action to command the book to cast that cantrip if it's following you, or cast it yourself while holding the inanimate book. The book can only have one cantrip within it at a time. Giving it a new one erases the previous one from its pages.

Pass Notes. As an action, you can cast the *sending* spell while holding the book. When you cast the spell in this way, one of the book's pages tears off and folds into a paper aeroplane, which then disappears and reappears next to its intended target. The target of the spell has **1 minute** to reply by writing a message on the back of the page. After this limit elapses, the aeroplane disappears. The word limit for either message equals five times the result of the writer's **Dexterity (Sleight of Hand)** check, instead of twenty-five. Once the spell has been cast in this way, it can't be cast again until the next dawn.

Rare variant: The book can hold two cantrips within it instead of one. If you teach it a third one, you choose which of the two it already holds is erased. You can cast the *sending* spell with the book twice before you can't cast it again until the next dawn.





JUICE OF PARTIAL POLYMORPH

Potion, uncommon

Component: beast heart

Illicit potion brewing is commonplace in many magical learning institutions. Students often prepare such volatile brews in their own bath tubs, with ingredients smuggled from the potion master's supply closet. More often than not, they have unpredictable and dangerous effects, and, on occasion, they can prove useful... if you're willing to take the risk.

Transmogrification. When you drink this potion, a random part of your body acquires the characteristics of an animal for **24 hours**. Roll a **d6** to determine which part of you transforms and what special abilities you gain as a result.

d6 Transformation

- 1 Your ears transform into elephant ears, which you can flap to take flight. You gain a flying speed of **10 feet**.
- 2 You grow a marsupial pouch on your stomach, which functions as a *bag of holding*. When the potion's effect ends, the contents of the pouch are randomly spilled into unoccupied spaces within **5 feet** of you.
- 3 Your skin becomes scaly and can change hues like a chameleon's. You gain **advantage** on **Dexterity (Stealth)** checks made to hide.
- 4 You grow a thick, muscular tail like that of a dinosaur's. You can use a bonus action to make an unarmed strike with the tail, which deals bludgeoning damage equal to **1d4** + your Strength modifier on a hit.
- 5 You grow porcupine quills all over your body. A creature within **5 feet** of you that hits you with a melee attack takes **1** piercing damage.
- 6 The nails on both your feet and hands elongate to resemble a sloth's claws. You gain a climbing speed equal to your walking speed, and have **advantage** on **Strength (Athletics)** checks made to climb.

Rare variant: The potion grants you two simultaneous transformations. Roll on the table twice when you drink it, rerolling any duplicates.

GLOVES OF FINGER GUNS

Wondrous item, uncommon (requires attunement by a spellcaster)

Component: fey skin

For too long has the word ‘spellcaster’ been associated with decrepit wizards sporting mile-long white beards, locked in their dusty towers as they pore over ancient tomes. Widely popular among younger students of magic, these gloves are a bold attempt at bringing style and flair back into spellcasting, and provide a little extra firepower to boot.

Five-Shooter. You can use these gloves as a spellcasting focus for your spells. When you do so, the spells are shot from the tips of your outstretched fingers.

Quickdraw. As a reaction when you roll for initiative while wearing these gloves, you can cast a cantrip that you know with a casting time of one action or bonus action.

Rare variant: The gloves have the Steady Aim property.

Steady Aim. As a bonus action while wearing these gloves, you can stretch one of your arms fully, pointing your finger at a creature and holding your elbow with your other hand to aim carefully. You gain **advantage** on the next ranged spell attack roll you make before the end of your next turn. After you activate this property, roll a **d6**. On a 1, you can't use this property again until the next dawn.



ORB OF THE PRESCIENT PROTECTOR

Wondrous item, rare (requires attunement)

Component: aberration main eye

The most wary and cautious of spellcasters advocate that the best way to defend yourself against danger is to avoid it in the first place. Using short-term divination techniques to predict attacks allows the prudent adventurer to better employ spells of the abjuration school to protect themselves. By combining these two disciplines, one can become nearly untouchable in battle.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. You can use it as a spellcasting focus for your spells.

Future Shield. As a bonus action, you can expend **1 charge** to choose a friendly creature you can see within **30 feet** of you and look into its future, predicting an attack and placing a magical ward over it for

the next **minute**. When that creature is hit by an attack during this time, it gains a **+5 bonus** to its **AC** until the end of the turn, potentially causing the triggering attack to miss. This effect ends early after it causes an attack to miss or if you use this property again.

Uncommon variant: Reduce the **charges** to **3** and the recharge to **1d3**.

Very rare variant: The item has the Calculated Deflection property.

Calculated Deflection. When you successfully prevent an attack from hitting with the item's Future Shield property, you can use your reaction to see into the future once again and deflect it in a favourable way. Choose a creature within range of the attack, other than the attacker or the original target. That creature becomes the new target of the attack, using the attacker's original attack roll.



KILL QUILL

Weapon (rapier), very rare

Component: phial of construct oil

They say the pen is mightier than the sword, but why settle for one when you can have both? When Branton Quark, codenamed 'Q', worked for the Fantastical Bureau of Investigation, he developed several transforming devices for his favourite agent, Duple'oo Selvin. The kill quill is a discreet and elegant tool, perfect for smuggling into stationery conventions and book signings, and it has since been adopted by scholars the world over for combatting humanoid-eating bookworms.

The sword has **4 charges** and regains **1d4** expended charges daily at dawn.

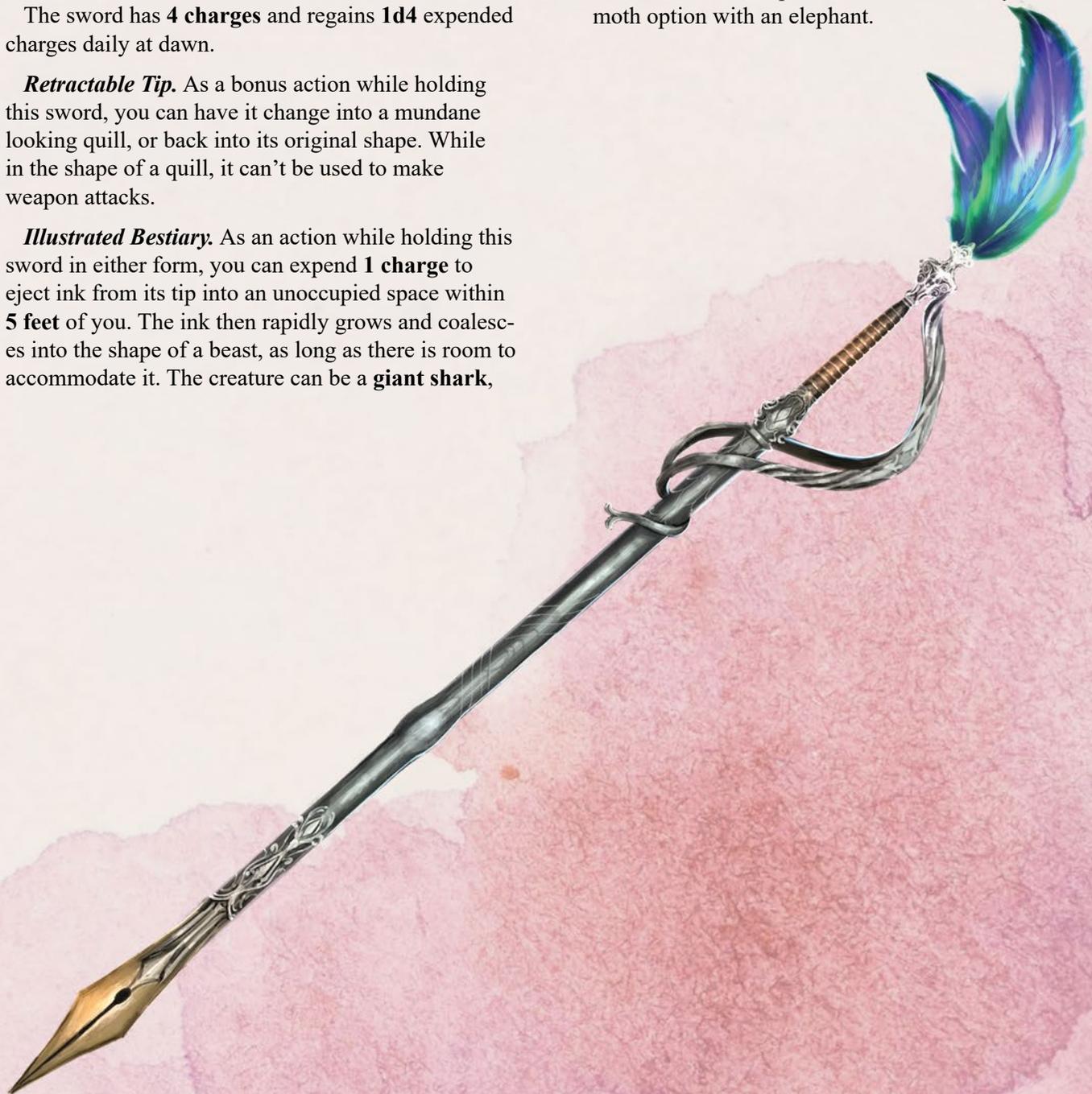
Retractable Tip. As a bonus action while holding this sword, you can have it change into a mundane looking quill, or back into its original shape. While in the shape of a quill, it can't be used to make weapon attacks.

Illustrated Bestiary. As an action while holding this sword in either form, you can expend **1 charge** to eject ink from its tip into an unoccupied space within **5 feet** of you. The ink then rapidly grows and coalesces into the shape of a beast, as long as there is room to accommodate it. The creature can be a **giant shark**,

or **mammoth** (player's choice when summoned). Willing creatures can choose to be pushed to unoccupied spaces within **5 feet** of the creature to allow it to grow. This mammoth is a construct instead of a beast, is friendly to you and your companions, and takes its turn immediately after yours. You control how the creature moves and behaves during its turn (no action required by you). The ink creature dissolves at the end of your next turn.

Uncommon variant: Replace Illustrated Bestiary's giant shark and mammoth options with a **hunter shark** and a rhinoceros, respectively.

Rare variant: Replace Illustrated Bestiary's mammoth option with an elephant.



SCEPTRE OF THE SPELLCRAFTER

Rod, staff, or wand, rare (requires attunement by a spellcaster)

Component: elemental primordial dust

This gold and onyx length of wood is ornately carved with the likeness of black dragon, and houses four large gemstones: a ruby, emerald, sapphire, and diamond. Each gem flickers with an inner light, a core of elemental magic. Blending evocation and transmutation magic, this device allows the destructive forces of the elements to be shaped to the whim of its wielder.

This item has **4 charges** and regains **1d3 + 1** expended charges daily at dawn.

Spellcaster. As an action while holding this item, you can expend **1 charge** and activate one of the gems to create an elemental blast, choosing either a damage type or the type of area the effect occupies from the table below. Roll a **d4** to randomly determine the parameter you didn't choose; for example, if you choose a **40-foot cone**, randomly determine the damage type. Each creature in the area must succeed on a **DC 15 Dexterity saving throw**, taking **6d6** damage of the respective type on a success, or half as much damage on a failure.

d4	Damage	Area of Effect
1	Fire	10-foot-radius, 60-foot-high cylinder centred on a point of your choice within 120 feet of you
2	Cold	20-foot-radius sphere centred on a point of your choice within 60 feet of you
3	Lightning	40-foot cone originating from you
4	Acid	5-foot wide, 100-foot-long line originating from you

Uncommon variant: Reduce the **save DC** to **13**, the damage to **5d6**, the **charges** to **3**, and the recharge to **1d3**.

Very rare variant: Increase the **save DC** to **16** and the damage to **8d6**. When you expend a charge to activate a gem, you can choose to deal **8d6** damage of a single type, or **4d6** damage of each of two types.



SPELLSLING

Weapon (sling or slingshot), uncommon (optional attunement)

Component: phial of humanoid (spellcaster) blood

“Why should *spell scrolls* only be usable by those who’ve learned to cast spells?” During her brief tenure as wizard de-punification coach at the Academia Magicalis, Heliana commissioned this magical slingshot so that she, too, could do the magically sparkly things.

This sling has **4 charges** and regains **1d4** expended charges daily at dawn.

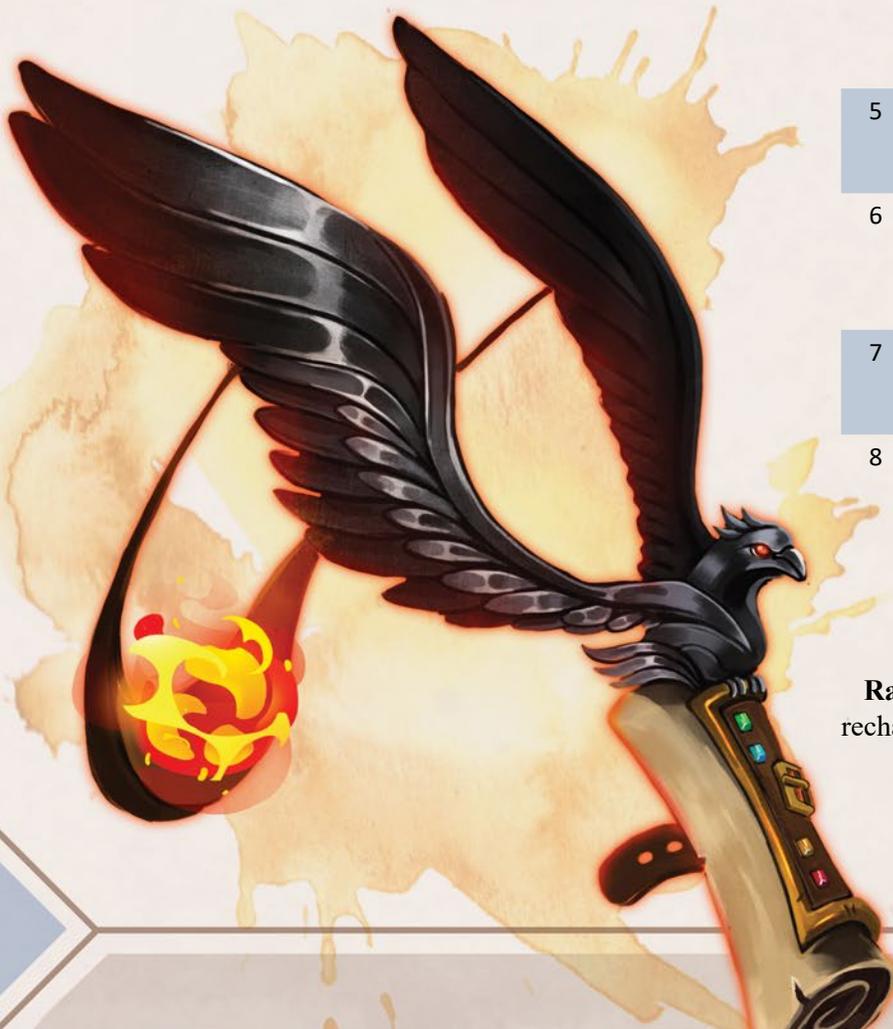
Omnicast. You can use this weapon as a spellcasting focus for your spells. When you do so, the spell takes the appearance of a little sphere of swirling magic, and is shot from the weapon. In addition, you can insert a spell scroll into the compartment in the weapon’s handle. While the weapon contains a spell scroll, you can cast the spell in it regardless of whether or not it’s on your class’s spell list. If you are normally unable to cast spells, you must make the ability check to determine whether you cast the spell from the scroll successfully for any level of spell, using Intelligence as your spellcasting ability. The scroll is destroyed as normal once the spell is cast.

Optional Attunement. If you choose to attune to this item, you can use the Scholastic Madness property while you remain attuned to it.

OA: Scholastic Madness. Once per turn, when you make an attack with this weapon, you can expend **1 charge** to imbue the ammunition with unpredictable power from one of the eight schools of magic. Roll a **d8** and consult the table below to determine the outcome.

d8	School	Effect
1	Abjuration	Hit or miss, the projectile returns to orbit you, granting you a +2 bonus to AC until the start of your next turn.
2	Conjuration	On a hit, the target must succeed on a DC 13 Charisma saving throw or be teleported to an unoccupied space of your choice that you can see within 20 feet of it. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.
3	Divination	You gain advantage on all attacks made with this weapon against the target, including this one, until the end of your next turn.
4	Enchantment	On a hit, the target must succeed on a DC 13 Wisdom saving throw or be charmed by you until the end of its next turn.
5	Evocation	On a hit, the target takes an extra 1d4 acid, 1d4 cold, 1d4 fire, and 1d4 lightning damage.
6	Illusion	On a hit, the target must succeed on a DC 13 Wisdom saving throw or be frightened of you until the end of its next turn.
7	Necromancy	On a hit, the target takes an extra 1d6 necrotic damage, and you regain an equal number of hit points.
8	Transmutation	On a hit, the target must succeed on a DC 13 Wisdom saving throw or be transformed into a rat , as per the <i>polymorph</i> spell (no concentration required), until the end of its next turn.

Rare variant: Increase the **charges** to **8** and the recharge to **1d6 + 2**.



SUMMONER'S SICKLE

Weapon (sickle), rare (requires attunement)

Component: fiend (imp) bone

From the bones of imps and other fiends, this osseous sickle thrums with magic from the schools of necromancy and conjuration. The skulls that ornament the blade chatter and clack at the taste of blood, as if yearning to clamber free of their posthumous embrace.

This weapon has **2 charges** and regains **all** expended charges daily at dawn.

Magical Armament. This weapon has the finesse property and can be used as a spellcasting focus for your spells. If you know or have prepared a spell from the school of necromancy or conjuration, you are considered proficient with this sickle.

Raise Hell. As an action while holding this sickle, you can expend **1 charge** to summon a **swarm of skeletal imps**, that claw their way out of the sickle's blade and congregate in a space within **5 feet** of you. The swarm disappears after **1 hour**, when you lose concentration on this effect (as if concentrating on a spell), or when it drops to 0 hit points. The swarm is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and avoids danger.

Uncommon variant: Reduce the charges to 1.

Very rare variant: Increase the charges to 3.

SWARM OF SKELETAL IMPS

Medium swarm of tiny undead, lawful evil

Armour Class 13

Hit Points 60 (8d8 + 24)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Damage Resistances cold, piercing, slashing

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 11

Languages understands Common and Infernal but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Death Leech. When a creature within **15 feet** of the swarm is reduced to 0 hit points, the swarm regains 7 (2d6) hit points.

Devil's Sight. Magical darkness doesn't impede the swarm's darkvision.

Liftoff. The swarm can drag a creature it is grappling without having its speed halved.

Magic Resistance. The swarm has **advantage** on saving throws against spells and other magical effects.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny imp. The swarm can't gain temporary hit points.

ACTIONS

Multiattack. The swarm makes one attack and attempts to grapple one creature in its space.

Necrotic Stings. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 7 (2d6) necrotic damage, or 3 (1d6) piercing damage plus 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer. The swarm regains hit points equal to the necrotic damage dealt. **advantage** on Constitution saving throw



THE UPLIFTER

Wondrous item, rare

Component: elemental volatile mote of fire

Devised by a pair of mischievous magical students, this firework has been banned from nearly all major learning institutions. Although its intricate magic produces a dazzling array of shapes and colours, its raw explosive power is such that many have taken to using it for more offensive purposes, and its name has taken on a much more literal meaning.

Liftoff! While holding this firework, you can use an action to point it at a creature within **30 feet** of you and speak its command word, causing a firework to shoot at the target. Make a ranged spell attack against the target (+7 to hit). On a hit, the target is lifted **30 feet** up in a straight line by the firework. The firework then explodes in a shower of colourful sparks, and each creature within **15 feet** of the target must make

a **DC 15 Dexterity saving throw**, taking **4d6** fire damage and **4d6** thunder damage on a failed save, or half as much damage on a successful one. The creature lifted up by the firework automatically fails on this saving throw, then falls to the ground unless it can somehow hold itself aloft. The firework explodes prematurely if the target hits another creature or an obstacle during its ascent.

Uncommon variant: Reduce the spell attack modifier to +5, the **save DC** to **13** and the fire and thunder damage to **3d6** each.

Very rare variant: Increase the spell attack modifier to +8 and the **save DC** to **16**. You have a higher degree of control over the firework; when it hits a creature, the firework drags it up to **30 feet** in a path of your choice (vertically, horizontally, or diagonally) before detonating.





THE BLADEMASTER'S TROVE



APERTURE SWORD

Weapon (any sword), uncommon (requires attunement)

Component: construct lifespark

After years of non-stop testing, the fatalities of several dozen volunteers, and an embezzlement scheme that crippled several small city-states, Kave Geonson finally built a weapon whose blade can pass through apertures in the planes, or “portals”. Rumours that this sword enables its wielder to cast the long-forgotten *conjure cake* spell are misleading and unsubstantiated.

This weapon has **12 charges** and regains **1d8 + 4** expended charges daily at dawn.

Thinking with Portals. As a bonus action while holding this sword, you can spend **1 charge** to create a small blue portal in an unoccupied space you can see within **30 feet** of you, which lasts until the start of your next turn or until you create another blue portal. When you make an attack roll with the sword, you can have it create a temporary orange portal and attack through it, allowing you to target creatures within your reach of the blue portal as if you were in its space. Additionally, creatures provoke opportunity attacks from you when moving away from the blue portal.

Rare variant: Attacks made through the portals deal an extra **1d4** force damage on a hit.

Very rare variant: Attacks made through the portals deal an extra **1d4** force damage on a hit. The sword has the Emergency Exit property.

Emergency Exit. While holding this sword, you can cast the *dimension door* spell. Once this property of the sword has been used, it can't be used again until the next dawn.

BLADE OF PREY

Weapon (any sword), uncommon

Component: pouch of monstrosity teeth

A gnarled mess of fang and claw, this intimidating weapon embodies the tenacity and ferocity of nature's deadliest hunters. There is very little that can be done to prevent its quarry's agonising end once its toothed maw latches onto its victim.

This sword has **3 charges** and regains **1d3** expended charges daily at dawn.

Lockjaw. As an action while holding the sword, you can spend **1 charge** to perform a special melee weapon attack with the sword, which splits down the middle and tries to close itself around the target. On a hit, the target takes **6d6** piercing damage and is **grappled (escape DC 13)**. While



a creature is grappled by the sword, you can't use the sword to attack another creature. You have **advantage** on attack rolls made with the sword against a creature grappled by it, and those attacks deal piercing damage instead of their normal damage type, as the sword's teeth chew through the target.

Rare variant: Increase the **escape DC** to **15**. Using the Lockjaw property doesn't take an action; instead, it replaces one of the attacks you make when you take the Attack action on your turn.

Very rare variant: Increase the charges to **4**, the recharge to **1d4**, the damage to **8d6**, and the **escape DC** to **16**. Using the Lockjaw property doesn't take an action; instead, it replaces one of the attacks you make when you take the Attack action on your turn.

BLEEDING EDGE

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

Component: phial of humanoid blood

Layer upon layer of dried-up gore cakes the blade of this sword, concealing the secret of its creation: a small nugget of magnetite, safely hidden away at the core of the weapon.

Haemoblade. When you reduce a Small or larger creature that has blood to 0 hit points with an attack using this sword, some of the target's blood temporarily coalesces around the blade, sharpening it. You gain **advantage** on the next attack roll you make with this

sword before the end of your next turn, and it deals an extra **4d6** damage if that attack hits.

Eradicate Bloodline. As an action, you can sink this sword into the corpse of a humanoid that has blood within your reach. Each creature of the same race (GM's discretion) within **20 feet** of the corpse must succeed on a **DC 16 Constitution saving throw** or take **8d8** necrotic damage as its blood withers in its veins. Once this property of the sword has been used, it can't be used again until the next dawn.

'HALF' RACES

Creatures that are a 'half' race (e.g. half-orc or half-elf) count as both parent races, but take half as much damage from the Eradicate Bloodline property on a failed saving throw.

Uncommon variant: The weapon doesn't have the Eradicate Bloodline property. Reduce the extra damage to **2d6**.

Rare variant: The weapon doesn't have the Eradicate Bloodline property.



BROKEN PROMISE

Weapon (any sword), uncommon (requires attunement)

Component: phial of humanoid blood

An obnoxious and spiteful noble once sought a masterwork sword as a vain display of his growing fortune. The smith, eager to please his patron, produced blade after blade, though the noble decried each creation's lack of perfection. The nobleman's desires were unquenchable and when the smith refused to reforge the blade yet again, the noble plunged the sword through the smith's heart in a childish fit of rage. Tempered by the blood, the weapon's magic was warped and the pent-up frustration of a year's dissatisfaction destroyed the smithy in a rending explosion, leaving behind the broken promise.

This weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Maker's Wrath. This weapon deals double damage to objects, structures, and constructs.

Blade Storm. Once on each of your turns when you take the Attack action, you can spend **1 charge** to replace one of your attacks with a special strike, shooting the broken fragments of the sword in a **5-foot wide, 30-foot long line** originating from you. Each creature in the area must succeed on a **DC 13 Dexterity saving throw**, taking **2d6** slashing damage on a failed save, or half as much damage on a success.

Rare variant: Increase the **save DC** to **15** and the damage to **3d6**. When you use the Blade Storm property, you can choose to shoot the fragments in a **15-foot cone** instead.

Very rare variant: Increase the **save DC** to **16** and the damage to **4d6**. When you use the Blade Storm property, you can choose to shoot the fragments in a **15-foot cone** or a **10-foot-radius sphere** centred on you instead (which doesn't damage you).





BUZZKILL

Weapon (any sword), rare (requires attunement)

Component: beast (swarm of bees) eggs

The waxen tunnels of this sword's hilt are home to a swarm of industrious bees, which toil away relentlessly to produce sweet, magical honey. The sword vibrates with the indignant buzz of these loyal insects whenever it's held by one not attuned to it.

This sword has **4 charges** and regains **all** expended charges daily at dawn. Whenever you make an attack roll with this weapon without being attuned to it, you take **1d4** piercing damage as bees sting you.

Honey Coating. As an action while holding this sword, you can spend **1 charge** to launch a spray of sticky honey in a **20-foot cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving**

throw or be covered in honey until the end of its next turn, when the honey dissolves. A creature covered in honey has **disadvantage** on attack rolls and Dexterity saving throws, and its speed is halved.

Sugar Rush. While holding this sword, you can spend **1 charge** to cast the *sugar rush* spell. When you cast the spell in this way, it has a range of touch, as you feed some of the sword's honey to the target.

Uncommon variant: Reduce the charges to **2**, and the **save DC** to **13**.

Very rare variant: Increase the charges to **6**, and the **save DC** to **16**. The item has the Honeyed Words property.

Honeyed Words. As an action, you can spend **1 charge** and consume a portion of the honey, gaining **advantage** on **Persuasion** checks for **1 hour**.

CORUSCANT CUTLASS

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

Component: pouch of celestial (couatl) scales

Each individual scale of the Great Rainbow Serpent is said to contain all the colours that exist - as well as all that don't. Those scales come raining down on the world whenever the serpent sheds, leaving arcing trails of prismatic luminescence in their wake. Only mortals with good in their hearts are ever able to find these treasures, from which weapons of great power can be forged.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Prismatic Ray. Once on each of your turns when you take the Attack action while holding this sword, you can spend **1 charge** to replace one of your attacks with a ray of randomly coloured light that you shoot from the sword at a target you can see within **60 feet** of you. The target must make a **DC 16 Dexterity saving throw**. Roll a **d8** and consult the table below to determine which ray is shot at the target.

d8 Colour

- 1 **Red.** The target takes **10d6** fire damage on a failed save, or half as much damage on a successful one.
- 2 **Orange.** The target takes **10d6** acid damage on a failed save, or half as much damage on a successful one.
- 3 **Yellow.** The target takes **10d6** lightning damage on a failed save, or half as much damage on a successful one.
- 4 **Green.** The target takes **10d6** poison damage on a failed save, or half as much damage on a successful one.
- 5 **Blue.** The target takes **10d6** cold damage on a failed save, or half as much damage on a successful one.
- 6 **Indigo.** The target is **restrained** for **1 minute** on a failed save. It can make a **DC 16 Strength saving throw** at the end of each of its turns, ending the effect on a success.
- 7 **Violet.** The target is **blinded** for **1 minute** on a failed save. It can make a **DC 16 Constitution saving throw** at the end of each of its turns, ending the effect on a success.
- 8 **Special.** The sword produces two rays instead of one. Roll twice on this table, rerolling any 8s. You can choose a different target for the second ray.

Uncommon variant: Reduce the **save DCs** to **13**, the damage of each ray to **6d6**, the charges to **4**, and the recharge to **1d3 + 1**.

Rare variant: Reduce the **save DCs** to **15**, the damage of each ray to **8d6**, the charges to **5**, and the recharge to **1d4 + 1**.



COWARD'S BANE

Weapon (any sword), rare (requires attunement)

Component: beast (bear) pelt

The bear warriors of the northern reaches are infamous for their brutality and relentlessness; no foe has ever surrendered and lived to tell the tale. They consider it an unforgivable insult to be fled from, and deliver harsh punishment to any that might consider mocking them in this manner.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Brutal Wounds. When you hit a creature with an attack roll using this weapon, you can spend **1 charge** to inflict a grievous wound upon it. Whenever the wounded creature takes an action, bonus action, or reaction that doesn't deal damage, or the first time on its turn that it uses any movement, it takes **2d6** necrotic damage. The wounded creature or another creature within reach of it can take an action to make a **DC 15 Wisdom (Medicine)** check, ending the effect on a success. If the wounded creature regains 5 or more hit points from a single source, the wound is also healed. A creature can suffer from only one such wound at a time.

Scent of Pain. While holding this weapon, you have an uncanny ability to detect creatures by their suffering. You have **advantage** on all ability checks made to track a creature that has been wounded by the Brutal Wounds property of this weapon in the last hour, even if the wound has been healed.

Uncommon variant: Reduce the damage to **1d4**, the **DC** to **13**, and the charges to **2**.

Very rare variant: Increase the damage to **1d8**, the **DC** to **16**, and the charges to **4**.



CURSE OF THREE

Weapon (any sword), uncommon (requires attunement)

Component: fey bone

It's often said that bad luck comes in threes. Legend states that, to create such a jagged, wicked blade, one must walk under three sets of stairs, cross paths with three black cats, and shatter three mirrors during the crafting process. And, of course, there's the customary death of the craftsperson three days later. Forge at your own risk!

This weapon has **3 charges**, each represented by a red and black spectral skull that floats around the blade, and regains **1d3** expended charges daily at dawn.

Three Strikes. When you hit a creature with an attack roll using this sword, you can spend **1 charge** to attempt to curse the target with misfortune. It must succeed on a **DC 13 Wisdom saving throw** or have **disadvantage** on the next three attack rolls it makes within **1 minute**, after which the curse ends

Rare variant: Increase the **save DC** to **15**. While a creature is cursed by the Three Strikes property, it also takes **3d4** necrotic damage the next three times it makes an attack roll.

Very rare variant: Increase the **save DC** to **16**. When a creature is cursed by the Three Strikes property, it also takes **3d8** necrotic damage the next three times it makes an attack roll.



DESIRE

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

Component: fiend poison gland

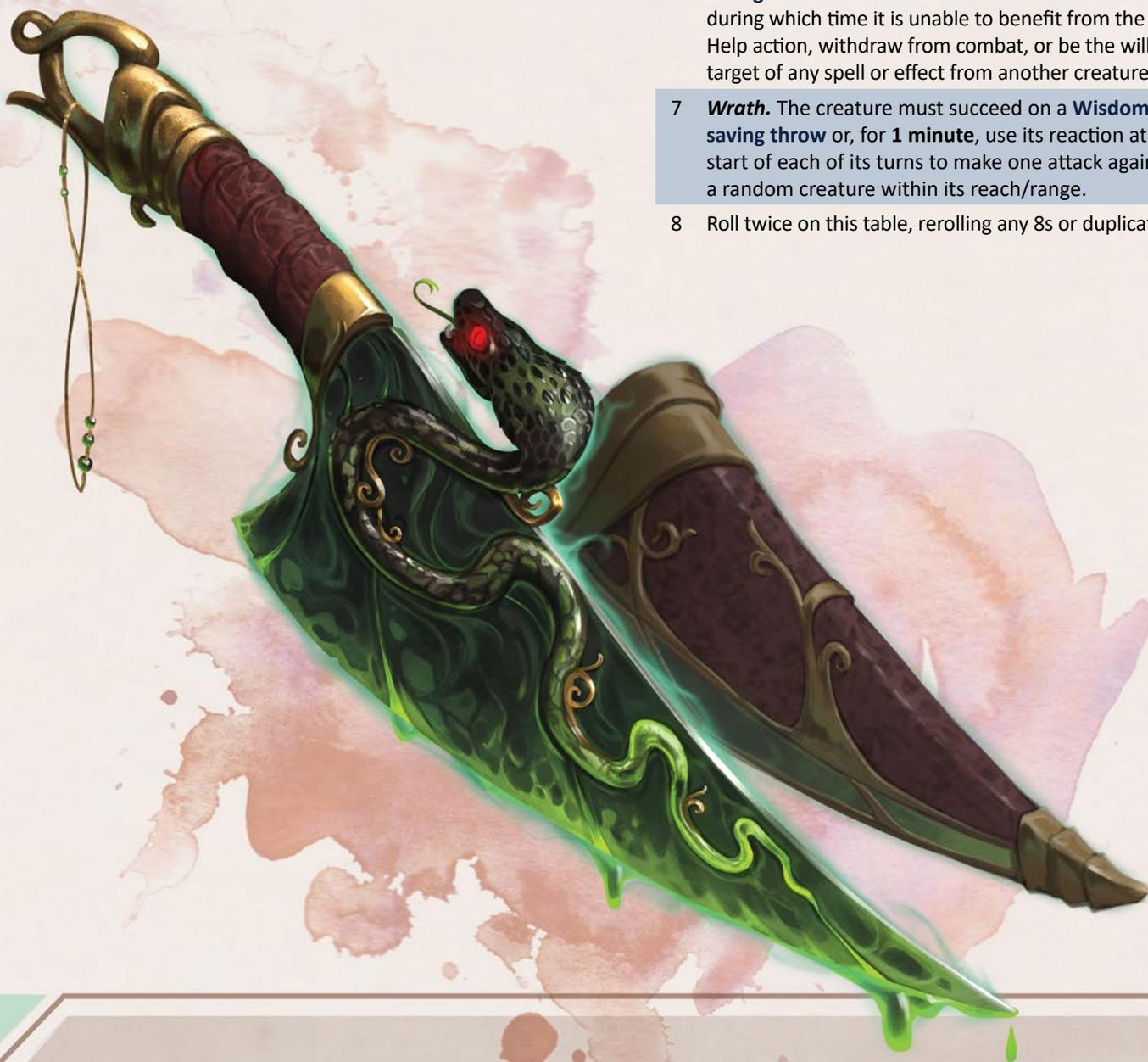
Vice incarnate, the tail of this blade's serpentine adornment oozes a viscous liquid of pure desire. Such weapons have been used in character-assassinations; a single slice can elicit impulsive acts branding desire's victims as immoral pariahs.

This weapon has **7 charges** and regains **1d6 + 1** expended charges daily at dawn.

Deadly Sins. As a bonus action when you hit a creature with this weapon, you can spend **1 charge** to afflict the creature with a sinful desire. Roll a **d8** and consult the table below. Each sin's saving throw has a **DC of 16**. A creature afflicted by a sin that lasts **1 minute** can repeat the saving throw at the end of each of its turns, ending the sinful effect on a success.

d8 Sin

- 1 **Envy.** The creature must succeed on a **Charisma saving throw** or be afflicted by the *bane* spell for **1 minute**.
- 2 **Gluttony.** The creature must succeed on a **Constitution saving throw** or become ravenously hungry and spend its action on its next turn looking for food and stuffing its face with whatever it can find.
- 3 **Greed.** The creature must succeed on a **Wisdom saving throw** or spend its movement and action on its next turn trying to grab and abscond with a valuable item it can see.
- 4 **Lust.** The creature must succeed on a **Wisdom saving throw** or be **charmed** by you for **1 minute**.
- 5 **Sloth.** The creature must succeed on a **Constitution saving throw** or, for **1 minute**, its speed is halved, it can't take reactions, and it can take only a bonus action or action on its turn, not both.
- 6 **Pride.** The creature must succeed on a **Wisdom saving throw** or become hard headed for **1 minute**, during which time it is unable to benefit from the Help action, withdraw from combat, or be the willing target of any spell or effect from another creature.
- 7 **Wrath.** The creature must succeed on a **Wisdom saving throw** or, for **1 minute**, use its reaction at the start of each of its turns to make one attack against a random creature within its reach/range.
- 8 Roll twice on this table, rerolling any 8s or duplicates.



Optional Attunement. If you choose to attune to this item, it gains the Sssugesstion property.

OA: Sssugesstion. As an action, you can cause the blade's snake to turn invisible and slither to a creature you can see within **30 feet** of you, where the snake whispers to it, casting the *suggestion* spell (**save DC 16**). If the suggestion isn't a sinful one, the creature automatically succeeds on its saving throw. You can use this property twice, regaining all expended uses daily at dawn.

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**. Each of the Deadly Sins effects lasts until the end of your next turn. The Sssugesstion property can be used only once between dawns.

Rare variant: Each of the Deadly Sins effects lasts until the end of your next turn. The Sssugesstion property can be used only once between dawns.

ELECTRO-IMMOLATOR

Weapon (any sword), very rare

Component: construct metal plating

Lacerations, burns, electrocution... Industry has no shortage of perilous hazards. Now, against all regulations, each danger has been crammed into this rusty, unaesthetic weapon, which demonstrates the true power of workplace safety violations. Don't forget your hard hat!

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn.

Safety Violation. As a bonus action while holding this sword, you can spend **1 charge** to cause the machinery mounted along the blade to activate. When you do, choose lightning or fire. Until the start of your next turn, attacks made with this sword deal an extra **2d8** damage of the chosen type. In addition, whenever you roll a **20** on your attack roll with this weapon while it's activated, the target must make a **DC 16 Constitution saving throw**. On a failed save, if you chose lightning, the target is **stunned** until the start of your next turn. If you chose fire, the creature is set aflame and takes **3d8** fire damage at the start of each of its turns for **1 minute**. It or a creature within reach of it can use its action to pat out the flames.

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, the damage to **1d8**, and the **save DC** to **13**.

Rare variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **save DC** to **15**.





EPIPHANY

Weapon (any sword), uncommon (requires attunement)

Component: phial of celestial blood

In a transcendent burst of light, a monk levitates above the ground, eyes alive with the light of the stars. As is the tradition of the Way of Enlightenment, the ascended monk gives several phials of their blood—now celestial gold—before ascending to a higher plane, so that others may craft the tools that help bring inner harmony. With gemstones representing each chakra set into their blade, these swords, known as epiphanies, can hasten the enlightenment of their wielder.

This weapon has **7 charges**, represented by the colourful gems along the blade that become dull when expended, and regains **all** expended charges daily at dawn.

Open Chakra. While holding this sword, you can use an action to spend **1 charge** and unlock a portion of your inner potential by casting the *guidance* cantrip, targeting yourself.

Enlightened State. When you spend the last of the weapon's charges, you gain **inspiration**. In addition, if the weapon has no charges, your feet hover 1 foot above the ground while you hold it and aren't prone. You can move by walking on air or simply gliding forward, and ignore the effects of any hazards on the ground, such as difficult terrain or the effects of the *spike growth* spell.

Rare variant: When you cast the *guidance* cantrip using the sword, it requires no concentration and you regain **1d4** hit points.

Very rare variant: When you cast the *guidance* cantrip using the sword, it requires no concentration and you regain **1d4** hit points. While hovering with the Enlightened State property, you can't be knocked prone against your will.

KING'S REGRET

Weapon (any sword), rare (requires attunement)

Component: dragon (chromatic) heart

Legend tells of an avaricious king who wished that everything he touched be turned to gold. Upon realizing the true nature of this curse, he repented, and from then on sought to lay low the covetous and sacrifice his own riches, for the betterment of his people. Though the king may be gone, his purpose lives on in the swords he forged to achieve his mission.

Surrender Self. As an action while holding this sword, you can speak its command word to encase yourself in gold until the start of your next turn as the sword liquefies and flows over your body. While you are encased in this way, you are **petrified**, you are **immune** to all damage except force damage, and you remain aware of your surroundings. In addition, when a hostile creature starts its turn within **15 feet** of you, it must succeed on a **DC 15 Wisdom saving throw** or be compelled to spend its turn moving toward you and attacking you. Once this property of the weapon has been used, it can't be used again until the next dawn.

Forfeit Fortune. As an action while holding this sword, you can melt 25 gold pieces (or gold equivalent) and fire a stream of liquid gold at a target within **30 feet** of you. Make a ranged spell attack (+7 to hit). On a hit, the target takes **6d6** fire damage and is covered in molten gold for **1 minute** or until it or another creature within **5 feet** of it takes an action to clean off the gold. A target covered in gold takes **3d6** fire damage at the start of each of its turns. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **save DC** to **13**. The weapon doesn't have the Forfeit Fortune property.

Very rare variant: Increase the **save DC** to **16** and the spell attack modifier to **+8**. At the start of your next turn after using the Surrender Self property, you can choose to remain encased in gold until the start of your next turn.



LIBERATOR

Weapon (any sword), uncommon

Component: pouch of celestial feathers

It is said that, in times of great oppression, divine messengers seek out those willing to rise up against their tormentors. These would-be heroes are presented with a gleaming blade, sharp enough to cut through the chains that bind them and light enough to let their spirits soar. Liberators have helped many revolutionaries and freedom seekers leave their mark throughout history.

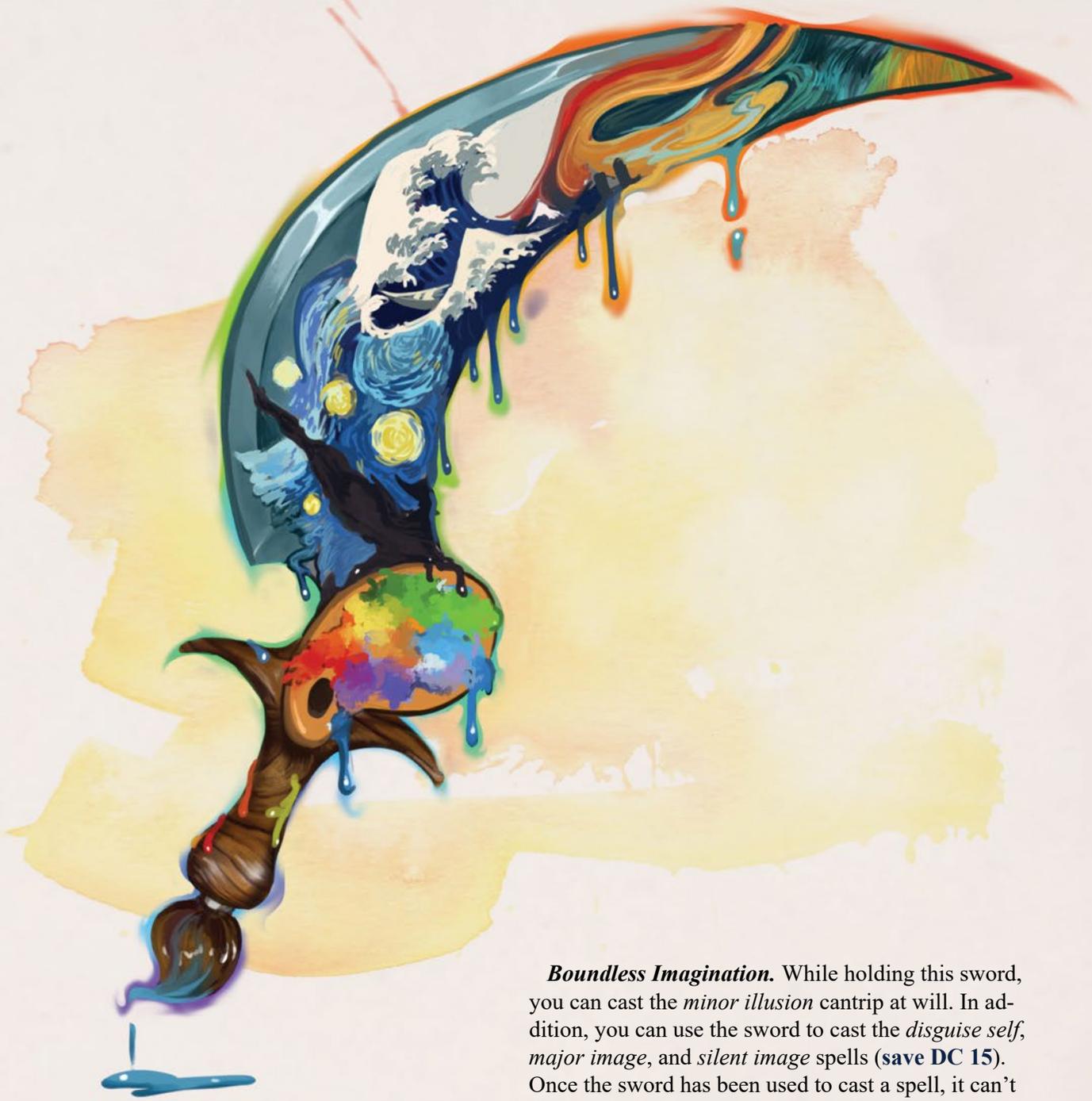
Chainbreaker Strike. You have **advantage** on attack rolls made with this sword against creatures grappling an unwilling target. The first time each turn you hit such a creature, you deal an extra **2d6** radiant damage to it, and the grappled creature can use its reaction to automatically escape from the grapple.

Rare variant: Increase the damage to **4d6**. The sword has the To the Rescue! property.

To the Rescue! Once on each of your turns, you can move up to half your speed toward a hostile creature grappling an unwilling target, without expending any movement.

Very rare variant: Increase the damage to **6d6**. The sword has the To the Rescue! property. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.





MAGNUM OPUS

Weapon (any sword), rare (requires attunement)

Component: fey psyche

Raw creative energy given physical form, this weapon embodies the inherent ability of sapient creatures to shape the world to their will, creating beauty and art. Made entirely out of paint, its blade constantly changes to mimic the masterpieces of artists old and new.

Limitless Shapes. As a bonus action while holding this weapon, you can cause the paint that makes up its blade to shift, changing its size and shape to transform the weapon into any type of sword.

Boundless Imagination. While holding this sword, you can cast the *minor illusion* cantrip at will. In addition, you can use the sword to cast the *disguise self*, *major image*, and *silent image* spells (save DC 15). Once the sword has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Captivating Imagery. When you cast a spell of 1st level or higher using the Boundless Imagination property, you can tailor the spell's illusion to a specific creature. Choose a creature that can see the illusion within **30 feet** of you. That creature must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by you until the end of your next turn.

Uncommon variant: Reduce the **save DCs** to 13. The sword can't be used to cast the *major image* spell.

Very rare variant: Increase the **save DCs** to 16. The sword can be used to cast the *hallucinatory terrain* spell with its Boundless Imagination property.

NATURE'S VENGEANCE

Weapon (sickle or scimitar), rare (requires attunement)

Component: bundle of plant roots

When progress arrived with its axes and flame, the Circle of Thorns designed a weapon to recapture the life force the newcomers stole from the forest. Using the magic of this bent-bladed wood-and-bone weapon, they disguised themselves as irritable village elders allowing them to undertake a decades-long campaign of guerilla warfare.

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn.

Illusory Appearance. As an action, you can disguise this weapon to look like a mundane walking stick with a magical illusion. The illusion lasts until you end it as a bonus action or you fall **unconscious**. The changes wrought by this effect fail to hold up to physical inspection. To discern that the weapon is disguised, a creature can use its action to inspect it and must succeed on a **DC 20 Intelligence (Investigation)** check.

Steal Life. When you hit a non-construct creature with an attack roll using this weapon, you can spend **1 charge** to syphon the target's life force. The target must make a **DC 15 Constitution saving throw**, taking **2d6** necrotic damage on a failed save, or half as much damage on a successful one. You regain hit points equal to the half the necrotic damage taken.

Uncommon variant: Reduce the **save DC** to **13**, and the damage to **1d6**.

Very rare variant: Increase the **save DC** to **16**, and the damage to **3d6**.



NEEDLEMONGER'S STING

Weapon (rapier), uncommon (requires attunement)

Component: fey psyche

An old wives' tale, the Needlemonger is said to catch wandering children and sew them into their own shadows so that they can become playthings of the unseelie court. Despite an innocuous appearance, this long, narrow blade specialises in immobilising targets and disabling limbs.

This weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Darts and Crafts. While holding this sword, you can pull pins out of the cushion at its hilt and use them as magical darts. You are considered proficient with these darts. When you hit a creature with one of these darts, you can spend **1 charge** to cast the *pins & needles* cantrip on it (**save DC 13**; no action required). A dart that's been removed from the cushion disappears at the end of your turn, and a new one appears in the cushion to replace it.

Shadow Stitcher. When you hit a creature in dim or bright light with this sword, you can spend **1 charge** to manifest ethereal threads that attempt to stitch the creature to its own shadow. The creature must succeed on a **DC 13 Charisma saving throw** or have its speed reduced to **0 feet** until the end of its next turn.

Rare variant: Increase the **save DCs** to **15**, and the damage of *pins & needles* to **2d8**. A creature that fails its saving throw against the Shadow Stitcher property is **restrained** until the end of its next turn.

Very rare variant: Increase the **save DCs** to **16**, the damage of *pins & needles* to **2d8**, the charges to **7**, and the recharge to **1d4 + 3**. A creature that fails its saving throw against the Shadow Stitcher property is **restrained** until the end of its next turn. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



PHANTOM CUTTERS

Weapon (twinblade), uncommon

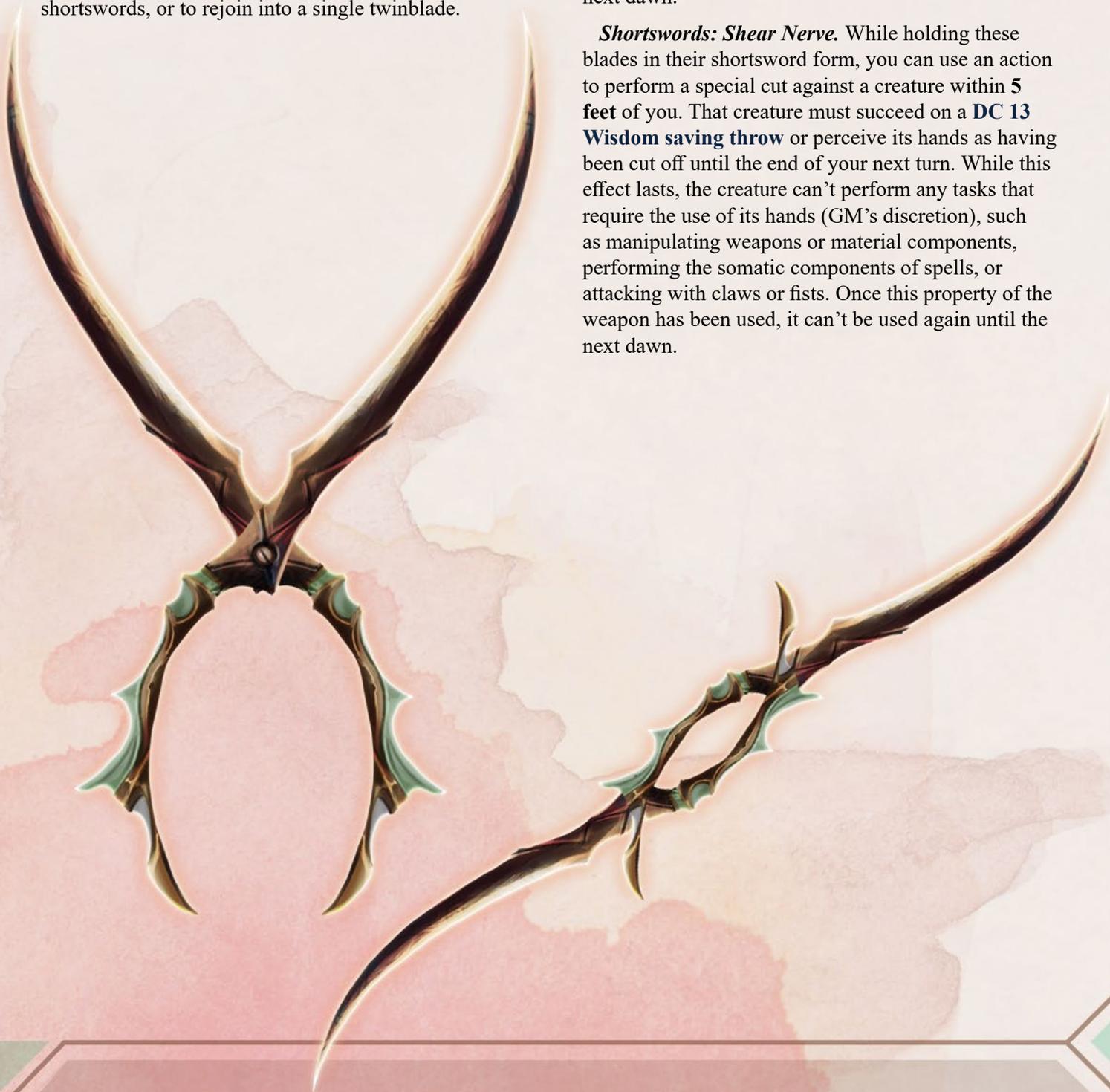
Component: fey psyche

Many might look at the odd configuration of these weapons and think them more suitable for trimming hedges than serving in battle. The true cutting power of the blades, however, isn't in the sharpness of their steel, but in their ability to sever a creature's connection to its own body. Coincidentally, they also trim a good hedge.

As a bonus action, you can cause the twinblade to separate at the hilt, becoming two separate shortswords, or to rejoin into a single twinblade.

Twinblade: Soul Slicer. When you take the Whirl special bonus action with this twinblade and succeed on the **Dexterity** check, you can also use an action to begin spinning it with such incredible speed that they can cut right through to a creature's essence. Until the start of your next turn, your speed is halved and whenever you and a creature move within **5 feet** of each other, you can force it to make a **DC 13 Dexterity saving throw**, taking **4d6** slashing damage and **4d6** psychic damage on a failure, or half as much damage on a success. A creature can only be damaged by this property once per turn. Once this property of the weapon has been used, it can't be used again until the next dawn.

Shortswords: Shear Nerve. While holding these blades in their shortsword form, you can use an action to perform a special cut against a creature within **5 feet** of you. That creature must succeed on a **DC 13 Wisdom saving throw** or perceive its hands as having been cut off until the end of your next turn. While this effect lasts, the creature can't perform any tasks that require the use of its hands (GM's discretion), such as manipulating weapons or material components, performing the somatic components of spells, or attacking with claws or fists. Once this property of the weapon has been used, it can't be used again until the next dawn.



TWINBLADES

Twinblades are martial melee weapons; double-bladed polearms that rely on the user's dexterity to keep them in constant motion. They have the finesse and two-handed properties, and deal **2d4** slashing damage on a hit. They also have the Special: Whirl property.

Special: Whirl. When you are wielding the twinblade in two hands, you can use a bonus action to attempt to whirl the weapon. To whirl, make a **DC 10 Dexterity check**, adding your proficiency bonus if you are proficient with twinblades. On a success, you gain a **+1 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attacks. On a result of 15 or higher, you gain a **+2 bonus**, instead. On a failure, you deal slashing damage to yourself equal to your proficiency bonus and gain no bonus to your AC from the whirl this turn.

Rare variant: You can use the Soul Slicer property twice between dawns. Increase the **save DCs to 15** and the slashing and psychic damage to **5d6**.

Very rare variant: You can use the Soul Slicer property twice between dawns. Increase the **save DCs to 16** and the slashing and psychic damage to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

RADIANT DARK

*Weapon (any sword), rare (requires attunement)
Component: celestial and fiend heart*

If balance be the mark of a well-crafted weapon, this blade is a masterwork of craftsmanship. Wrought of stained glass and void dust, a radiant dark holds energy from the Positive and Negative Planes in perfect equilibrium.

This weapon deals an extra **1d4** radiant or necrotic damage to any target it hits (you choice which when you make the attack).

Mystical Dichotomy. While holding this sword, you can cast the following spells (**save DC 15, +7 to hit with spell attacks**): *bane* and *bless*; *cure wounds* and *inflict wounds*; *darkness* and *daylight*. These spells are grouped in pairs, and once you've cast a spell, you can't cast either spell in that pair again until the next dawn.

Uncommon variant: Reduce the **save DC to 13** and the spell attack modifier to **+5**. The weapon doesn't deal extra damage on a hit.

Very rare variant: Increase the **save DC to 16** and the spell attack modifier to **+8**. The Mystical Dichotomy trait can be used to cast an additional pair of spells: *bestow curse* and *remove curse*.



ROUSING REFRAIN

Weapon (any sword), rare

Component: pouch of monstrosity (harpy) feathers

Let the swords clash and the shields rattle / With the sonorous thunder of the field of battle. / For the din of war cannot possibly silence / My *rousing refrain* ringing clear 'midst the violence. / For when you make a stand and confront your fears / You won't be alone, with a song in your ears.

Dramatic Score. When you roll a **1** or a **20** on an attack roll made with this magic weapon against a creature of **CR 1** or above, it produces a powerful song appropriate for the moment, depending on what you rolled:

- **Natural 1.** The tense, suspenseful song makes you brace against the strength of your enemies. You and another creature of your choice that can hear the song within **30 feet** of you gain **4d4** temporary hit points that last for **1 minute**.
- **Natural 20.** The epic, victorious song replenishes your energy and helps you press your advantage. You and another creature of your choice that can hear the song within **30 feet** of you regain **2d4** hit points, and the attack deals an extra **2d4** damage.

Uncommon variant: Reduce the temporary hit points to **2d4**, the hit points regained to **1d4**, and the damage to **1d4**.

Very rare variant: Increase the hit points regained to **3d4** and the damage to **3d4**. When you roll a **1**, you and the other creature you choose also gain **advantage** on the next saving throw you make within the next minute.



SCALESTRIKER

Weapon (any sword), uncommon (optional attunement)

Component: pouch of monstrosity (merrow) scales

Scales, be they from the lowly snake or mighty dragon, appear to quail at this blade's presence, peeling back to reveal the flesh below. The hilt's squamous wrapping multiplies slowly, detaching in patches to crawl across the blade's glassy face, and falling lifelessly to the floor after touching its gem-like edge.

A creature holding this blade has **advantage** on Carving checks* on corpses that have scales. When you make weapon attacks with this blade against creatures with scales, the critical hit range is one greater than normal (for example, from a 20 on a d20 to a 19 or 20).

Optional Attunement. If you choose to attune to this item, it gains the Autotomic Tail and Scaleskin properties. In addition, when you finish a long rest, you find that you have grown a tail and that your skin is covered in tiny, hard scales. These structures disappear when you finish a long rest not attuned to the sword.

OA: Autotomic Tail. As a bonus action while you are grappled or restrained by a creature, you can choose to take **1d10** necrotic damage and end the condition, leaving the creature holding your self-amputated tail. You can't use this property again until you finish a long rest, when your tail grows back.

OA: Scaleskin. While you're not wearing heavy armour, any slashing or piercing damage you take is reduced by 1.

*See Harvesting in *Heliana's Guide to Monster Hunting*.

Rare variant: The Scaleskin property's damage reduction increases to 3.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The Scaleskin property's damage reduction increases to 3.



SEVENFOLD REAPER

Weapon (any sword), rare (requires attunement)

Component: pouch of plant leaves

Most people would agree that adding more blades to a sword gives diminishing returns on efficacy. Some would consider three blades to be enough. Many would stop at five. Almost all would see no point in more than ten. These people are simpletons and fools who ignore the truth: you can never have too many blades.

Reap What You Sow. When you hit a creature of CR 1 or higher with an attack using this sword, it gains 1 charge as it drains some of the target's vitality. If you rolled a 20 on the attack roll, it gains 2 charges instead. The sword can hold a maximum of 7 charges, each one represented by a glowing gem set into the blade. As a bonus action while holding the sword, you can spend 7 charges to regain 4d6 hit points.

Uncommon variant: Reduce the hit points regained to 3d6.

Very rare variant: Increase the hit points regained to 6d6.



STELLAR REMNANT

Weapon (any sword), rare

Component: magical material (cosmic iron)

Birthered in the last gasp of a dying star, the raw material of *stellar remnant* was discovered inside condensed space dust that fell from the stars as a meteor. Breaking up upon colliding with the atmosphere (and an unlucky dragon), the meteor's fragments have since been reformed as several weapons that can channel the power of their progenitor star, now a black hole, to exert overbearing amounts of gravitational force.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Event Horizon. As an action while holding this sword, you can spend **1 charge** and speak its command word to exert the gravity of a black hole on your foes. Each creature of your choice within **30 feet** of you must succeed on a **DC 15 Strength saving throw** or be pulled in a straight line to a space within **5 feet** of you and have its speed reduced to **0 feet** until the start of your next turn. If a creature being pulled towards you hits an obstacle or another creature, it stops moving.

Uncommon variant: Reduce the **save DC** to **13**. The Event Horizon property doesn't reduce a creature's speed.

Very rare variant: Increase the **save DC** to **16**. The Event Horizon property also deals **3d6** force damage on a failed save, or half as much damage on a successful one, as the gravity becomes strong enough to crack bones.

HARVESTING - COSMIC IRON

Also known as 'mete-ore', cosmic iron is found in exceedingly small quantities, usually just enough to enchant a single item or forge an alloy with gravitational powers. It has a component DC of 20 and has no time limit in which it needs to be harvested. However, it is extremely brittle in its raw form and can disintegrate into dust if improperly treated.



STORM'S EYE

Weapon (any sword), uncommon (requires attunement)

Component: volatile mote of air

Storm's eye houses a miniaturised storm ripped from the Elemental Plane of Air, which it channels to produce a blade of erratic lightning. Ever since the artificer Elbert Einstein received a shock from such a weapon, leaving him with permanently static hair, such blades come with a warning to wear rubber gloves when wielding them.

While grasping the hilt of this sword, you can use a bonus action to cause a blade of pure lightning to form, or make the blade disappear. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which deals lightning damage instead of its normal damage type. The sword has **3 charges** and regains **1d3** expended charges daily at dawn.

Blade of Lightning. As a bonus action while holding this sword, you can spend up to **2 charges** to channel more energy into the blade. Until the end of the turn, the reach of attacks made with this sword increases by **5 feet** for each charge spent and the first time you hit a target with an attack roll using this sword, it deals an extra **2d8** lightning damage for each charge spent.

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, and the damage of Blade of Lightning to **5d8**. You can spend up to **3 charges** to use the Blade of Lightning property. The item has the Lightning Rod property.

Lightning Rod. As a reaction when you see another creature within **20 feet** of you take lightning damage, you can divert the flow of energy towards yourself. You gain **resistance** to lightning damage until the end of your next turn, take the lightning damage instead of the creature, and the sword regains **1** expended charge per **10** damage taken this way. Once this property of the sword has been used, it can't be used again until the next dawn.

Very rare variant: Increase the charges to **7**, the recharge to **1d4 + 3**, the bonus to attack and damage rolls to **+2**, and the damage of Blade of Lightning to **7d8**. You can spend up to **4 charges** to use the Blade of Lightning property. The item has the Lightning Rod property.

SUNKEN SLASHER

Weapon (any sword), rare (requires attunement)

Component: elemental volatile mote of water

The unusual shape and nature of these weapons have been matters of debate for experts the world over.

Why fashion them from unwieldy anchors? Why are they found at the bottom of oceans? Why place the ring at the tip of the swords? Meanwhile, several storm giant children bemoan the loss of their bubble blowing toys.

This weapon has **2 charges** and regains **all** expended charges daily at dawn. This sword deals slashing damage instead of its normal damage type.

Drop the Anchor. As a reaction when you would be moved against your will, you can slam this sword into an adjacent surface. If you do, you can't be moved away from that surface against your will until the start of your next turn or you let go of the sword.

Bubble Trouble. While holding this sword, you can spend **1 charge** to cast the *resilient sphere* spell (**save DC 15**). When you do, a bubble forms from the tip of the sword, growing into the sphere of force that encases the target.

Uncommon variant: Reduce the **save DC** to **13**. When you cast the *resilient sphere* spell using this sword, it can only last until the end of your next turn.

Very rare variant: Increase the charges to **3**, and the **save DC** to **16**.





THAT-WHICH-HUNGERS

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

Component: aberration brain

A dark entity reaches out from within this blade that it calls home, its hungry voice echoing painfully in your head. As its gluttonous presence invades your mind, like a hundred slithering tentacles caressing your brain, one word rings out above the rest: “SUGAR”.

This sword has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Aberrant Infection. When you hit a creature with an attack roll using this sword, you can spend **1 charge** to force the creature to make a **DC 16 Constitution saving throw**. On a failed save, the target is infected with a portion of the entity in the blade for **1 minute**. As a bonus action, you can deal **3d6** necrotic damage to an infected creature within **60 feet** of you, and you regain hit points equal to half the damage taken. An infected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sentience. *That-which-hungers* is a sentient chaotic neutral weapon with an Intelligence of **16**, a Wisdom of **12**, and a Charisma of **18**. It has hearing and darkvision out to a range of **120 feet**. This weapon communicates telepathically with its wielder and can read and understand Common and Deep Speech.

Personality. *That-which-hungers* came to the Material Plane to feast on the souls of mortals, but found their corruption unpalatable, and soon discovered a superior alternative: sugar. It desires to taste as many different sweet treats as possible, and will put its power in the service of any wielder who enables its ravenous hunger.

Uncommon variant: Reduce the **save DC** to **13**, the necrotic damage to **2d6**, the charges to **3**, and the recharge to **1d3**.

Rare variant: Reduce the **save DC** to **15** and the necrotic damage to **2d6**.

TITAN FELLER

Weapon (any sword), rare

Component: giant bone

It is fitting that these blades are fashioned from the jawbones of giants, for the sight of such a weapon makes the teeth of even the mightiest colossi chatter with fear. Originally built by a halfling clan determined to put an end to the tyranny of stature, these swords are undeniable proof that size isn't a true measure of the power one wields.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Shadow of the Colossus. While holding this sword, you have **advantage** on ability checks made to climb onto and remain atop creatures larger than you, as well as ability checks made to avoid or escape being grappled by them.

The Bigger They Are... As an action, you can spend **1 charge** to make a special weapon attack with this sword against a creature larger than you. On a hit, the attack deals an extra **3d6** damage and the creature falls **prone**. In addition, each hostile creature that is larger than you, can see you, and is within **30 feet** of you must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you until the start of your next turn. The target of the attack has **disadvantage** on this saving throw.

Uncommon variant: Reduce the charges to **1**, and the **save DC** to **13**.

Very rare variant: Increase the damage to **4d6**, and the **save DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



UNMARKED GRAVE

Weapon (any sword), uncommon (requires attunement)

Component: undead ethereal ichor

The phantasmal limbs that reach from the centre of this stone blade are eerily familiar to those who look upon its ethereal green depths. However, any morbid curiosity induced in observers is quickly curtailed by the frigid chill that emanates from sword; the closer one gets to the weapon, the presence of the vengeful unresting who lurk on the order side of the shimmering rift.

This sword deals an extra **1d4** necrotic damage to the first target it hits on each turn, as ghostly hands angrily claw at anything within reach.

Familiar Apparition. As an action, you can target a humanoid you can see within **60 feet** of you, causing a ghostly apparition to emerge from the rift in the blade into a space within **5 feet** of you. The apparition resembles the target, but bears wounds and disfigurements suggesting how it might die. It doesn't occupy its space, and other creatures can move through it normally.

When the apparition first emerges, the target must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of it for **1 minute**. A creature frightened in this way takes **2d6** psychic damage at the start of each of its turns if the apparition is within **20 feet** of it and it can see the apparition. You can use a bonus action on each of your turns to move the apparition up to **20 feet** to a space you can see. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The apparition disappears when the target is no longer frightened of it, or if it's ever more than **60 feet** away from you. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: The sword deals **1d4** necrotic damage to each target it hits, instead of only the first target each turn. Increase the **save DC** to **15** and the psychic damage to **3d6**.

Very rare variant: The sword deals **1d6** necrotic damage to each target it hits, instead of only the first target each turn. Increase the **save DC** to **16**, and the psychic damage to **3d6**. A creature frightened by the apparition has **disadvantage** on the saving throws it makes to end the effect if the apparition is within **20 feet** of it.



VITALOPHAGE

Weapon (any sword), rare

Component: ooze vesicle

After years of study, frequently punctuated by time-consuming pranks, Humperdink and L'Arène cracked the arcanical secrets behind how microorganisms turn living tissue into factories for more microorganisms. Adapting this process to a scale handleable by people, the pair created a blade capable of biological warfare. Delightful.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Lysogenic Alchemy. When you hit a creature with an attack using this weapon, you can spend **1 charge** to inject the creature with the biological material contained within. The creature must succeed on a **DC 15 Constitution saving throw** or be infected with a disease for **1 minute**, during which you can't infect another creature. As an action, you can sink the sword into the corpse of a creature that died while infected and extract a restorative liquid into the detachable pommel or another appropriate container, producing a *potion of greater healing*. Potions produced by the sword lose their potency at the next dawn.

Uncommon variant: Reduce the charges to **2**, and the **save DC** to **13**. The sword produces *potions of healing* instead of *potions of greater healing*.

Very rare variant: Increase the charges to **5**, and the **save DC** to **16**.

WEAVESHAPED SWORD

Weapon (any sword), rare (requires attunement by a spellcaster)

Component: phial of humanoid (spellcaster) blood

A book with a handle? How ingenious! Hold it between your thighs while you sunbathe, keep your greasy, post-sausage-roll fingers off its pristine pages, and, of course, turn the book into a crossguard spouting a blade of pure magic. This blade's high magical conductivity changes its nature in response to magical discharges and can drain power away from spellcasters it strikes.

While holding this book, you can use it as a spellcasting focus for your spells and, if you are a wizard, you can also use this sword as a spellbook.

Spellblade. As a bonus action while holding the book, you can form a blade of magical force from



its pages. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon and you can use your spellcasting ability in place of your Strength or Dexterity when making attack rolls with it. On a hit, the sword deals force damage instead of its normal damage type.

Malleable Magic. When you deal damage to a creature using a spell, you can change the sword's damage type to that of the spell until you cause the blade to disappear or you use a bonus action to change its damage type back to force.

Mana Drain. When you hit a spellcasting creature with this sword, you can choose to drain some of its magical power. If the creature has spell slots, it loses its highest unexpended spell slot of 3rd level or lower, and you regain one expended slot of the same level or lower. If it doesn't have spell slots, it loses one use of a spell of your choice of 3rd level or lower, and you regain one spell slot of the same level as that spell or lower. Once this property of the sword has been used, it can't be used again until the next dawn.

Uncommon variant: The Mana Drain property only works on spells and spell slots of 2nd level or lower. The weapon doesn't have a bonus to attack and damage rolls.

Very rare variant: Increase the bonus to attack and damage rolls to **+2**. The Mana Drain property works on spells and spell slots of 5th level or lower.



WINGS OF CHAOS

Weapon (any sword), uncommon

Component: phial of fey blood

Ever the chaotic mischief-makers, seelie fey hold unpredictability contests at deliberately irregular intervals, picking the winner at random, often from outside the registered competitors. The flutter of this blade's butterfly wings causes a series of unexpected events and exceptional outcomes. After winning several games in a row, the item was banned from all such competitions.

This weapon has **3 charges** and regains **1d3** expended charges daily at dawn.

Butterfly Effect. When you hit a creature with an attack roll using this weapon, you can spend **1 charge** to cause the butterfly wings on the sword to flap. Through a convoluted series of increasingly unlikely events, this produces a random and unexpected effect. For example, the movement of the wings might cause a nearby bird to swoop down to try to catch the butterfly, leaving its nest unprotected and allowing a predator to lunge for an egg but accidentally drop it

on a creature's face instead, blinding it. Roll a **d4** to determine the random effect.

d4 Effect

- 1 The target and another random hostile creature within **30 feet** of you must each succeed on a **DC 13 Strength saving throw** or fall **prone**.
- 2 The target must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the start of your next turn.
- 3 The target takes **4d6** bludgeoning, piercing, or slashing damage (GM's discretion) from a falling object, accidental attack, or similar mishap.
- 4 You have **advantage** on your next attack roll, and the target has **disadvantage** on its next attack roll, before the end of your next turn.

Rare variant: Increase the **save DC** to **15**, the charges to **6**, and the recharge to **1d6**.

Very rare variant: Increase the **save DC** to **16**, the charges to **6**, and the recharge to **1d6**. The Butterfly Effect property produces two effects. Roll the **d4** twice to determine them, ignoring any duplicate results.





HEXTECH



BARRIER BRACER

Wondrous item, uncommon (requires attunement)

Component: construct metal plating

Tired of seeing spellcasters effortlessly deflect attacks while you have to lug a heavy slab of metal everywhere you go? Branton Quark sees you, and he's come up with the solution: the forcefield produced by the *barrier bracer* replicates the *shield* spell almost exactly, while letting you decide how much power to put into each activation! *Shield*: it's not just for wizards anymore!

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Hexpansive Defence. While wearing this bracer, when you or a creature you can see within **5 feet** of you are hit by an attack, you can use your reaction to expend

up to **5 charges**, causing its shield to grow progressively larger with each one. The target of the attack gains a **+1 bonus** to AC against the triggering attack for each charge spent.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Increase the **charges** to **12** and the recharge to **1d8 + 4**. The bracer has the Repulsive Field property.

Repulsive Field. When the bonus to AC from the Hexpansive Defence property causes an attack to miss, if the attacker is within **5 feet** of its target, it must succeed on a **DC 15 Strength saving throw** or be pushed back **10 feet** and knocked **prone**.



CASTER BLASTER

Weapon (any firearm), uncommon*

Component: aberration eye

Are you jealous of magic? Do you wish you too could shoot bolts of arcane energy at your enemies? Wish no more! Built to replicate the feeling of some of the most popular cantrips, the *caster blaster* condenses all of the offensive capacity of a junior mage into one sleek, convenient package. The *caster blaster*: making magical firepower available to those able to pay for it.

This weapon has **30 charges** and regains **all** expended charges daily at dawn. The firearm doesn't have the ammunition or reload properties. Instead, it shoots rays of magical energy, dealing force damage instead of its normal damage type, and you must expend **1 charge** each time you make an attack with it.

Hex-Rays. A few of the crystals in this weapon have been infused with elemental magic. When you make an attack with this weapon, you can choose to empower it with one of the following options. Once an option has been used, it can't be used again until the next dawn.

- **Cold.** The attack deals an extra **2d6** cold damage and the target's speed is halved until the start of your next turn.
- **Fire.** The attack deals an extra **3d6** fire damage.
- **Lightning.** The attack deals an extra **2d6** lightning damage and it's made with **advantage** if the target is wearing armour made of metal.
- **Poison.** The attack deals an extra **1d6** poison damage and the target is **poisoned** until the start of your next turn.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the firearm, which immediately destroys the gemstone and regains **10 charges**. Once this property of the weapon has been used, it can't be used again until the next dawn.

Rare variant: Increase the **charges** to **35**. Each option from the Hex-Rays property can be used twice, regaining all expended uses daily at dawn.

Very rare variant: Increase the **charges** to **40**. Each option from the Hex-Rays property can be used three times, regaining all expended uses daily at dawn. You can choose to empower an attack with up to two of the available options simultaneously.

*See Appendix B



FLASHFREEZER

Staff, uncommon

Component: elemental volatile mote of water

Fueled by the magical energy stored in its arcane crystals, this staff continuously captures air from its surroundings, liquefying and storing it in the glass reservoir at its tip. This substance is then distilled into a frigid compound that can rapidly and efficiently freeze living tissue solid.

The staff has **4 charges** and regains **1d4 charges** daily at dawn.

Nitrogen Spray. As a bonus action while holding this staff, you can expend **1 charge** to spray a cloud of freezing mist from its tip in a **20-foot cone**. Each creature in the area must succeed on a **DC 13 Constitution saving throw** or its speed is reduced by **1d6 x 5 feet** until the end of its next turn, as small patches of ice form along its body. A creature whose speed is reduced to **0 feet** by this effect is also **restrained** until the end of its next turn.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the staff, which immediately destroys the gemstone and regains **1 charge**. Once this property of the staff has been used, it can't be used again until the next dawn.

Rare variant: Increase the **charges** to **7**, the recharge to **1d6 + 1**, and the **DC** to **15**. The Nitrogen Spray property also deals **1d6** cold damage on a failed save, or half as much damage on a successful one.

Very rare variant: Increase the **charges** to **9**, the recharge to **1d8 + 1**, and the **DC** to **16**. The Nitrogen Spray property also deals **2d6** cold damage on a failed save, or half as much damage on a successful one.





FROST & FLAME

Weapon (dagger), rare (requires attunement)
Component: elemental cores of fire and water

After being told by a jealous associate that he would only make it big when “the Hells all freeze over”, Branton Quark was overtaken by a sudden surge of inspiration to create this beautiful pair of daggers. They serve as proof of his determination and ability to achieve the impossible, which he now puts in service of every last sucker customer.

These two daggers count as a single magic item with regard to the number of magic items you can attune to. When you’re holding both of these daggers, each one deals **1d4** extra damage to the first target it hits each turn. The extra damage of *frost* is cold damage, and the extra damage of *flame* is fire damage. The daggers have **3 charges** and regain **1d3** expended charges daily at dawn.

Thermic Shock. As an action while holding both of these daggers, you can expend **1 charge** to supercharge them and lash out with both of them at once. Make a melee attack with the daggers against a target. On a hit, the target takes **4d4** fire damage and **4d4** cold damage and, if it’s a creature, it must succeed on a **DC 15 Constitution saving throw** or have **disadvantage** on attack rolls until the start of your next turn as it reels from the abrupt difference in temperatures.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the daggers, which immediately destroy the gemstone and regain **1 charge**. Once this property of the daggers has been used, it can’t be used again until the next dawn.

Very rare variant: Increase the **charges** to **4**, the recharge to **1d3 + 1**, and the **DC** to **16**. The daggers deal extra damage to every target they hit, instead of only the first target each turn.

HEXAMINATOR

Wondrous item, rare (requires attunement)

Component: aberration main eye

Knowledge is power — just look at Branton Quark! And to share this incredible gift with his loyal clients, he's developed a mask that filters visual data through an advanced arcantificial intelligence modelled after his own remarkable brain, allowing its user to gain valuable information from the simple act of observing their surroundings!

This mask has **3 charges** and regains **all** expended charges daily at dawn.

Detect Everything. While wearing this mask, you can expend **1 charge** to cast one of the following spells: *detect evil and good*, *detect magic*, *detect poison and disease*, or *find traps*. When you cast the *find traps* spell in this way, you can see the location of traps within range, which appear surrounded by a red

glow. Spells cast in this way don't require concentration and end early if you remove the mask.

Hextech Recharge. As an action, you can slot a gemstone worth **100 gp** or more into the mask, which immediately destroys the gemstone and regains **1 charge**. Once this property of the mask has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **charges** to **2**.

Very rare variant: The item has the Hex Marks the Spot property.

Hex Marks the Spot. While wearing this mask, you can cast *find the path*. When you cast the spell in this way, you see a faint trail of glowing haze leading you to the destination. The spell doesn't require concentration, and ends early if you remove the mask. Once this property of the mask has been used, it can't be used again until the next dawn.





HEXECUTIONER BLADE

Weapon (shortsword), uncommon

Component: construct metal plating

Driven by an inflated ego and an obsession for supplanting L'Arsène Upin as the premier inventor of magical items, Branton Quark developed a new product line tentatively dubbed Hextech. Built to appeal to a more modern, fashionable adventurer, Hextech is characterised by an avant-garde design and the ability to draw its power from special arcane crystals.

This sword has **12 charges** and regains **1d8 + 4** expended charges daily at dawn.

Growing Pains. As a bonus action, you can expend **1 charge** to cause an oversized energy blade to form around the sword until the end of your turn. While this blade exists, the sword becomes a greatsword without the two-handed and heavy properties, and with the light and finesse properties. You are considered proficient with this greatsword.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the sword, which immediately destroys the gemstone and regains **2 charges**. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: While the energy blade from the Growing Pains property is active, the sword deals an additional **1d6** force damage to the first target it hits each turn.

HEX RUNNERS

Wondrous item, uncommon (requires attunement)

Component: construct gears

Fast. Sleek. Powerful. Cast off your feeble flesh legs for Branton Quark's brand new *hex runners*TM, and get a 'leg up' on your competition today! (Self-mutilation is not necessary to enjoy this product. Branton Quark is not responsible for any accidents or injuries that may occur as a result of this advertisement.)

This item can function as a pair of prosthetic legs or can encase already existing legs. Either way, it can't be removed against your will while you remain attuned to it. While wearing the legs, your walking speed is increased by **5 feet**.

Kick into Overdrive. As a bonus action while wearing this item, you can force the arcane crystals to pump even more energy into them. You take **1d4** fire damage as they overheat, and your walking speed increases by **15 feet** until the start of your next turn.

Rare variant: This item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties.

Pulse Kick. When you make an unarmed strike using your legs, you can expend **1 charge** (no action required) to eject a pulse of energy from the crystals and propel your leg, adding more speed and power to your attack. On a hit, the attack deals an extra **1d8** bludgeoning damage and, if the target is a creature, it must succeed on a **DC 15 Strength saving throw** or be knocked prone.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Very rare variant: The item has **4 charges** and regains **all** expended charges daily at dawn. The legs have the Pulse Kick and Hextech Recharge properties. Increase the **DC** of Pulse Kick to **16** and the speed increase of Kick into Overdrive to **20 feet**.



HOVERCUTTER

Weapon (dagger), rare (requires attunement)

Component: elemental core of air

Airborne death, this razor sharp dagger can swirl and weave around the battlefield at the whims of its wielder. Controlled verbally, be it with simple words or an intricate whistle, it has made many a combatant bleed out on the battlefield with a quiet, eerie tune ringing in their ears...

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The dagger has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Flick of the Wrist. This dagger is composed of a gauntlet and a blade, has no handle, and can't be wielded by holding it. Instead, the blade hovers a few inches above the gauntlet at all times, can't be removed against your will, and can't be used to make ranged attacks except with the Daggerflight property. While the blade is hovering over the gauntlet and that hand is free, you can use it to attack normally.

Daggerflight. As a bonus action, you can expend **1 charge** to make a ranged attack with the dagger. Hit or miss, you can then expend **1** additional charge to make another ranged attack with the dagger (no action required) against a different target within **20 feet** of the first one. You can make a total of up to three attacks in this way, after which the dagger returns to hover over the gauntlet. The dagger manoeuvres around obstacles mid-flight, and ranged attacks made with it ignore half and three-quarters cover.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the dagger, which immediately destroys the gemstone and regains **1 charge**. Once this property of the dagger has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the bonus to attack and damage rolls.

Very rare variant: Increase the **charges** to **10** and the recharge to **1d6 + 4**.



PREYING MANTIS

Wondrous item, rare (requires attunement)

Component: plant poison gland

Spellcasters keeping you down? Sick of getting caught in fireballs? Loaded with vials of Branton Quark's proprietary anti-magic serum, 'Chemical Hex', this stylish prosthetic is just the tool for you. The *preying mantis*: putting the power back into your hands — literally!

This item can function as a prosthetic forearm or can be inserted into your arm as part of the attuning process. Either way, it can't be removed against your will while you remain attuned to it. The item has **3 charges** and regains **1d3** expended charges daily at dawn.

Mantis Jab. While wearing the prosthetic, you can use a bonus action to extend or retract the blade within it, which functions as a shortsword while it's extended. While the blade is extended, you can use an action to expend **1 charge** and make a special melee attack

with it. On a hit, the target suffers the attack's normal effects and must make a **DC 15 Constitution saving throw**, taking **1d8** poison damage on a failure, or half as much damage on a success. A spellcaster that fails this save takes **2d8** poison damage instead and can't cast spells of 1st level or higher until the start of your next turn.

Hextech Recharge. As an action, you can slot a gemstone worth **250 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **charges** to **5**, the recharge to **1d4 + 1**, and the **DC** to **16**.



RAILBOW

Weapon (any bow), rare (requires attunement)

Component: elemental core of air

In defiance of all logic, projectiles fired from this bow actually *accelerate* as they fly. Their movement in flight is somehow able to generate a net gain of electrical power, and many a physicist has tearfully resigned when faced with this affront to the law of conservation of energy.

This bow has **3 charges** and regains **all** expended charges daily at dawn.

Hexxeleration. Attacks made with this bow deal an extra **1d6** lightning damage if the target is more than **30 feet** away from you. In addition, attacking at long range doesn't impose disadvantage on your attack rolls made with this bow.

Cover Blower. As a bonus action while holding the bow, you can expend **1 charge** to supercharge it, in preparation for a devastating shot. The next attack roll you make with the bow before the end of your turn can target a creature through total cover and ignores the effects of the *shield* spell and nonmagical cover thinner than 1 foot, piercing through it to hit the target on the other side. In addition, if the target is more than **30 feet** away from you, the attack deals an extra **4d6** lightning damage instead of **1d6**.

Hextech Recharge. As an action, you can slot a gemstone worth **50 gp** or more into the bow, which immediately destroys the gemstone and regains **1 charge**. Once this property of the bow has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the extra damage of Hexxeleration to **1d4**. Remove the Cover Blower and Hextech Recharge properties.

Very rare variant: Increase the extra damage of Hexxeleration to **1d8** and of Cover Blower to **4d8**.



STUNGUNBLADE

Weapon (any sword), uncommon (requires attunement)

Component: pouch of construct dust

You've heard of magical firearms built seamlessly into sharp swords. You've heard of guns created to incapacitate rather than kill. But the combination of those could only ever come from the brilliant mind of Branton Quark, to whom the word "can't" is a challenge, and the word "shouldn't", tantamount to blasphemy.

This weapon has **2 charges** and regains **all** expended charges daily at dawn.

Concussive Blast. As an action while holding this sword, you can expend **1 charge** to fire a blast of concussive energy at a point you can see within **30 feet** of you. Each creature in a **20-foot-radius sphere** centered on that point must succeed on a **DC 13 Strength saving throw** or be pushed up to **10 feet** away from the point and knocked **prone**. A creature that fails the saving throw by 5 or more is also **stunned** until the end of its next turn.

Hextech Recharge. As an action, you can slot a gemstone worth **100 gp** or more into the sword, which immediately destroys the gemstone and regains **1 charge**. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: Increase the **charges** to **4** and the **DC** to **15**.

Very rare variant: Increase the **charges** to **6** and the **DC** to **16**. The item has the Point Blank Blast property.

Point Blank Blast. As a reaction when a creature moves within **5 feet** of you, you can expend **1 charge** to fire a concentrated blast from this weapon at it. The creature must succeed on a **DC 16 Strength saving throw** or be pushed up to **30 feet** directly away from you and knocked **prone**. If the creature fails the saving throw by 5 or more, it's also **stunned** until the end of its next turn.



TABLETURNER

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

Component: fey psyche

Sometimes, even a star needs a little help to shine bright. Flip the world of music on its head with Quark Industries' brand new *tableturner*TM, and discover the 'hex factor' that's been inside of you all along. With the *tableturner*TM, you'll never need another instrument again.

This item has **4 charges** and regains **all** expended charges daily at dawn.

Bard's Best Friend. This item is a musical instrument that you can play by tapping and rubbing its crystals. It can mimic the sounds of three different instruments, randomly determined upon the item's creation, or produce its own limpid, melodious tone. As a bonus action, you can command the instrument to follow you or go inert. While following you, it stays within your reach at all times, hovering a few feet above the ground. You are considered proficient with this instrument while attuned to it.

Remix. When a creature you can see within **30 feet** of you casts a spell or makes a weapon attack, you can use your reaction to subtly influence it with your music, expending **1 charge** for each level of the spell being cast (minimum of 1), or **1 charge** for a weapon attack. If the creature can hear you, it must make a **DC 16 Wisdom saving throw**. On a failed save, you pick new targets or a new point of origin for the attack or spell.

Hextech Recharge. As an action, you can slot a gemstone worth **250 gp** or more into the item, which immediately destroys the gemstone and regains **1 charge**. Once this property of the item has been used, it can't be used again until the next dawn.

Common variant: The item has no charges and doesn't require attunement. Remove the Remix and Hextech Recharge properties. You are considered proficient with this instrument if you are a bard.

Rare variant: Reduce the **charges** to **3** and the **DC** to **15**.





MONSTERS OF MYTH

AXE OF THE CRETAN BULL

Weapon (any axe), uncommon

Component: monstrosity (minotaur) horn

Although minotaurs prefer to dwell and hunt in labyrinths, it's often understandably challenging to lure their prey into sprawling subterranean dungeons. For this reason, some minotaurs wield magical axes that can bring the labyrinths to their victims instead, inflicting their minds with a disorienting haze that makes them easy prey to the minotaurs' brutality.

Maze of the Mind. When you hit a creature with an attack using the axe, you can force the target to make a **DC 13 Wisdom saving throw**. On a failed save, the creature is disoriented for **1 minute** and immediately moves up to its speed directly away from you, stopping early if it encounters an obstacle. The first time the disoriented creature tries to move on its

turn, it must make a **DC 13 Wisdom saving throw**. On a failed save, the creature must use its movement to move in a random direction, stopping early if it encounters an obstacle. On a successful save, the creature is no longer disoriented. Once this property of the axe has been used, it can't be used again until the next dawn.

Rare variant: Increase the **save DCs to 15**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **save DCs to 16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Once the Maze of the Mind property has been used three times, it can't be used again until the next dawn.



FIREBIRD'S PLUMAGE

Armour (any medium or heavy), very rare (requires attunement)

Component: elemental core of fire

Immortalised in countless songs and legends, the phoenix is commonly idealised as a righteous symbol of purity and rebirth. Many therefore remain ignorant of its true nature: raging elemental fire given form, life, and the singular purpose of incinerating all it touches.

Searing Winglash. As a bonus action, you can speak the armour's command word, causing the decorative wings on its back to be enveloped in undulating flames for **1 minute**. During this time, whenever a hostile creature moves within **10 feet** of you for the first time on its turn or starts its turn there, the burning wings lash out at it. The creature must make a **DC 16 Dexterity saving throw**, taking **3d8** fire damage on

a failed save or half as much damage on a successful one. Once this property of the armour has been used, it can't be used again until the next dawn.

Rise from the Ashes. When you drop to 0 hit points, you can choose to have yourself and everything you're wearing and carrying go up in flames and turn into a pile of ash. In this state, you are an object instead of a creature, can't take damage, and don't make death saving throws. If the ashes are scattered, they magically reform in the same space. At the start of your next turn, you regain **30** hit points and emerge from the ashes fully-formed, retaining all of your equipment and item attunements. When this happens, the Searing Winglash property also activates. This happens even if you've already used it that day, and doesn't count against the number of times it can be used, but lasts only until the start of your next turn. Once this property of the armour has been used, it can't be used again until the next dawn.



Curse. This armour is cursed, and becoming attuned to it extends the curse to you until you're targeted by a *remove curse* spell or similar magic. While cursed, you have **vulnerability** to cold damage. In addition, whenever you take cold damage, you can't use either of the armour's properties until the end of your next turn.

Uncommon variant: Reduce the **save DC** to **13**, the damage to **1d8**, and the hit points regained to 15.

Rare variant: Reduce the **save DC** to **15**, the damage to **2d8**, and the hit points regained to 20.

FIREBIRD'S TOUCH

Weapon (glaive, halberd, or pike), rare
Component: elemental core of fire

Undeath is an unnatural state of being, and anathema to the cycle of rebirth that the mythical phoenix symbolises. Imbued with purifying flames, this weapon pulverises the bodies of the living dead so that their trapped souls might be free once more, to retake their place in the eternal circle of life.

Ashes to Ashes. This weapon deals an extra **1d8** fire damage to undead creatures. In addition, damage from this weapon bypasses the Undead Fortitude trait as if it were radiant damage, and undead creatures reduced to 0 hit points by it are instantly killed.

Blaze of Glory. As an action, you can cause this weapon to transform into a shaft of pure fire and throw it at a creature within **120 feet** of you. Make a ranged weapon attack against that creature. On a hit, the weapon deals its normal damage plus **3d8** fire damage, and a corona of flames erupts around the target. Each other creature within **15 feet** of it must succeed on a **DC 15 Dexterity saving throw**, taking **4d8** fire damage on a failed save, or half as much damage on a successful one. The weapon then turns to ashes, and reforms **1d4 hours** later next to you. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the damage from the Ashes to Ashes property to **1d6**. The item doesn't have the Blaze of Glory property.

Very rare variant: Increase the **save DC** to **16** and each instance of fire damage by **1d8**.



GARB OF EURYALE

Wondrous item, uncommon (requires attunement)

Component: monstrosity (medusa) hair

Seeking to surpass the beauty of the gods, an arrogant seamstress crafted an exquisite dress of silk, gold, and unrivalled vanity. Shortly after parading her masterpiece around the city's temples, she disappeared. The dress was found in her home, adorning a marble statue bearing an uncanny resemblance to its creator.

False Glamour. When you first don this dress after attuning to it, and each day at dawn as long as you're wearing it, it casts the *sanctuary* spell (**save DC 13**) on you, with the following changes:

- It lasts for **8 hours** instead of **1 minute**.
- You're endowed with an aura of magnetic charisma while the spell lasts, granting you **advantage** on **Charisma** (Persuasion) checks.
- It doesn't end early if you make an attack or cast a spell that affects an enemy creature, but it ends if a creature hits you with an attack.
- When the spell ends, your face is briefly replaced with a horrifying ophidian visage. Each creature of your choice within **15 feet** of you that can see you must succeed on a **DC 13 Wisdom saving throw** or be **frightened** of you until the end of its next turn.

Curse. This dress is cursed, and attuning to it extends the curse to you until you're targeted by a *remove curse* spell or similar magic. While cursed, you can't remove the dress, and if you look at your own reflection while not under the effect of the dress' *sanctuary* spell, you must succeed on a **DC 13 Constitution saving throw** or be **restrained** as your body starts to turn to stone. You must repeat the saving throw at the end of your next turn, becoming **petrified** on a failure or ending the effect on a success. The petrification lasts until the next dawn, when the dress casts *sanctuary* on you again. Once you succeed on a saving throw against the curse, you can't be affected by it again until the next dawn.

Rare variant: Increase the **save DCs** to **15** and the range of the False Glamour property's frightening effect to **30 feet**. A creature that fails its saving throw against that effect takes **4d6** psychic damage and is frightened for **1 minute** instead of until the end of its next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Very rare variant: You have a **+1 bonus** to AC while wearing the dress and no armour. Increase the **save DCs** to **16** and the range of the False Glamour property's frightening effect to **30 feet**. A creature that fails its saving throw against that effect takes **4d6** psychic damage and is frightened for **1 minute** instead of until the end of its next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



KRAKEN MINE

Wondrous item, rare

Component: monstrosity (kraken) ink sac

As a kraken ages, its potent ink becomes thicker and even more noxious, but few are the souls that dare face one of these monstrous titans in its prime. For that reason, these explosives are often crafted from the ink of juvenile krakens—still a perilous endeavour in its own right.

Inkstaintaneous Blast. As an action, you can light the fuse on this bomb and toss it up to **30 feet** away, causing it to detonate in a **15-foot-radius** explosion. Each creature in the area must make a **DC 15 Dexterity saving throw** or be covered in ink and **blinded** for **1 minute**. A creature covered in ink can't benefit from being invisible. A creature blinded by this effect can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the blinded condition on itself on a success.

Delayed Inkspllosion. Alternatively, you can use an action to set this bomb down and specify a special trigger for its detonation. This can be a visual trigger that occurs within **15 feet** of the bomb, such as a visible creature moving into that range, or a special command word spoken by a creature as a bonus action while within **30 feet** of the bomb. When the conditions for the trigger are met, the bomb explodes as per the *Inkstaintaneous Blast* property.

Very rare variant: Increase the **DCs** to **16** and the size of the explosion to a **20-foot radius**. A creature blinded by the bomb takes **1d8** poison damage at the start of each of its turns.

Legendary variant: Increase the **DCs** to **18** and the size of the explosion to a **30-foot radius**. A creature blinded by the bomb takes **3d8** poison damage at the start of each of its turns.



KRAKEN-ON-A-STICK

Rod, staff, or wand, very rare (requires attunement)

Component: monstrosity (kraken) tentacle

The squid-like creature at the head of this implement is a magical construct assembled from the freshly severed tentacle of a mighty kraken. Strange enchantments cause it to produce and secrete a substance nearly identical to kraken ink. This makes for a vastly more ethical means of obtaining it—not for the sake of the kraken, but for the countless adventurers who perish trying to milk one.

This item has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Kraken's Haze. As an action while holding this item, you can spend **1 charge** to produce a cloud of black ink in a **20-foot-radius sphere** centred on a point within **30 feet** of you. The area of the cloud is heavily obscured, and any creature other than you that enters it for the first time on its turn or starts its turn there must succeed on a **DC 16 Constitution saving throw** or be **poisoned** until the end of its next turn. The cloud lasts until the end of your next turn, after which it vanishes, leaving a coating of black ink on any solid surface in its space that lasts for **1 minute**.

Ink Step. As a bonus action while holding this item, you can spend **1 charge** to produce a small puddle of ink at your feet and sink into it, reemerging at an unoccupied space of your choice within **30 feet** of you that is within the ink cloud produced by the Kraken's Haze property or on an ink-coated surface it leaves behind after vanishing.

Curse. This item is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are unwilling to part with the item, keeping it within reach at all times. Whenever you become **frightened** or **surprised**, the item expels a small cloud of ink on your eyes, and you must succeed on a **DC 16 Constitution saving throw** or be **blinded** until the end of your next turn.

Uncommon variant: Reduce the **save DCs** to **13**, the radius of the sphere to **10 feet**, the charges to **2**, and the recharge to **1d2**.

Rare variant: Reduce the **save DCs** to **15**, the radius of the sphere to **15 feet**, the charges to **4**, and the recharge to **1d4**.





LERNAEAN PENDANT

Wondrous item, uncommon (requires attunement)

Component: monstrosity (hydra) liver

Although the serpentine heads adorning this necklace are capable of movement, they prefer to remain unsettlingly still, only occasionally blinking their gemstone eyes. The only exception occurs if an open flame is brought close to the pendant, which causes the hydra heads to hiss angrily and recoil from the flames.

This pendant has **3 charges** and regains **1d3** expended charges daily at dawn.

Better Than One. While you are wearing this pendant and make a saving throw against an effect that would cause you to become **blinded**, charmed, deafened, or frightened, you can spend **1 charge** as a

reaction to grow a second head. Each of your heads makes a separate saving throw against the condition, after which you choose one of them to shrivel and fall off, taking the result of the saving throw for the head that remains.

Curse. This item is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed, when you take fire damage, you can't regain hit points or use the Better Than One property until the end of your next turn.

Rare variant: Increase the charges to **5** and the recharge to **1d4 + 1**. When you use the Better Than One property, you also regain **1d6** hit points.

Very rare variant: Increase the charges to **5** and the recharge to **1d4 + 1**. When you use the Better Than One property, you also regain **3d6** hit points.

MANY-HEADED FLAIL

Weapon (flail), rare (requires attunement)

Component: pouch of monstrosity (hydra) scales

Embodying the fiercely independent nature of a hydra, this flail's multiple heads can be stubborn to a fault. It is not uncommon for a head to remain attached to a creature it has bitten, despite the wishes of its wielder. When this happens, the flail simply breaks off the persistent head, and a new one instantly sprouts to take its place.

Reactive Strikes. While wielding this weapon, you gain a special reaction that you can take once on each round. This special reaction can only be used to make an opportunity attack with the flail, and you can't use it on the same turn that you take your normal reaction.

Clamp Down. When you hit a creature with an opportunity attack using this flail, you deal an extra **1d4** piercing damage to it and can choose to immediately **grapple** the target (**escape DC 15**), as the hydra heads bite down on it. The grapple ends if you let go of the flail. While a creature is grappled in this manner, you can't use the flail to attack a different target.

Uncommon variant: The item doesn't have the Clamp Down property.

Very rare variant: Increase the **escape DC** to **16** and the extra damage to **1d10**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



MINOAN HELM

Wondrous item, rare (optional attunement)

Component: monstrosity (minotaur) horn

Gifted with a flawless sense of direction, minotaurs navigate the labyrinthine passages of their lairs with ease, and prefer to hunt in these environments where they enjoy a decisive advantage. Especially powerful minotaurs who have spilled copious amounts of blood in their mazes are able to shift the terrain to their will, further confusing their unfortunate prey.

Labyrinth Dweller. While wearing this helm, you can perfectly recall any path you've travelled and can't get lost by non-magical means. In addition, you automatically succeed on **Intelligence** checks made to escape the *maze* spell, and have **advantage** on **Wisdom (Perception)** and **Intelligence (Investigation)** checks made to spot and open secret doors and passages.

Optional Attunement. If you choose to attune to this item, you can use the Maze Architect property while you remain attuned to it.

OA: Maze Architect. While wearing this helm, you can cast the *passwall* spell from it. When the spell is cast in this way, you can end it early as a bonus action, and when a creature first enters the passage created by the spell, you can deal **1d6** psychic damage to it. Once this property of the helm has been used, it can't be used again until the next dawn.

Curse. This helm is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed, whenever you start your turn and can see a creature primarily coloured or dressed in red, you must make a **DC 15 Wisdom saving throw**. On a failed save, you must spend your turn moving towards that creature and, if possible, making melee attacks against it. Once you succeed on this saving throw, you can't be affected by the curse again for **24 hours**.

Very rare variant: Increase the **save DC** to **16**. You have a **+1 bonus** to AC while wearing this helm.



NEMEAN CUIRASS

Armour (any medium or heavy), uncommon (requires attunement)

Component: monstrosity pelt

Large, territorial monstrosities with an insatiable hunger for flesh, Nemean lions are remarkably difficult to hunt down due to their resilient hides. Heroes seeking to fell one of these ill-tempered creatures are better served wrestling them down and strangling them instead, which has the added benefit of preserving their valuable pelts. Of course, this is much easier said than done...

Golden Lining. Due to the comfortable fur that lines the inside of this armour, wearing it during a long rest has no detrimental effects. In addition, when you take nonmagical bludgeoning, piercing, or slashing damage while wearing the armour, that damage is reduced by **1d4**. Once the armour reduces damage in this way, it can't do so again until the start of your next turn.

Curse. This armour is cursed, and attuning to it extends the curse to you until you're targeted by a *remove curse* spell or similar magic. While cursed, you can't remove the armour and have **disadvantage** on ability checks made to avoid or escape being grappled. In addition, your Constitution modifier is considered to be **0** for the purposes of determining how long you can hold your breath or survive while choking.



Rare variant: You have a **+1 bonus** to AC while wearing this armour.

Very rare variant: Increase the damage reduction to **1d8**, and it also applies to magical bludgeoning, piercing, and slashing damage. You have a **+1 bonus** to AC while wearing this armour.

NEMEAN SPEAR

Weapon (spear), very rare

Component: monstrosity claw

One of the few things capable of penetrating the creature's own hide, a Nemean lion's claws rend inferior materials such as leather and steel with almost contemptuous ease. Weaponry fashioned from these claws possesses the indomitable spirit of a lion, and can leverage a wielder's superior defence to pierce cleanly through a foe's guard.

Offensive Defence. This weapon deals an extra **1d8** damage to creatures it hits that have a lower AC than yours.

Triumphant Roar. When you roll a **20** on an attack roll made with this weapon, the lion's visage lets out a ferocious roar. Each creature other than you that can hear it within **20 feet** of you takes **1d6** thunder damage and must succeed on a **DC 16 Wisdom saving throw** or be **frightened** of you until the end of its next turn.

Rare variant: Reduce the **DC** to **15** and damage of the Offensive Defence property to **1d4**. The Triumphant Roar property doesn't deal damage.



STHENO'S BOW

Weapon (any bow), rare (requires attunement)

Component: monstrosity (medusa) hair

The first of these bows was found in the abandoned lair of an ancient medusa who preferred to slaughter her victims rather than turning them to stone. After years of meticulous reverse engineering, L'Arsène Upin was able to recreate its ophidian enchantments, and each of the resulting bows bears the name of its original creator, who has yet to be found.

This bow has **8 charges** and regains **1d6 + 2** expended charges daily at dawn.

Serpentine Shot. Once on each of your turns, when you make an attack with the bow, you can spend **1 charge** to imbue the arrow with the bow's magic. After the attack hits or misses, the fired arrow transforms into a **poisonous snake**, which appears in an unoccupied space of your choice within **5 feet** of the target. The snake shares your initiative count, but it takes its turn immediately after yours. It's hostile only to the target of the initial attack and doesn't obey commands, always spending each of its turns moving towards and attacking its target. The snake disappears if it drops to 0 hit points, or after **1 minute**.

Volley of Snakes. As an action while holding this bow, you can shoot an arrow and cause it to split into multiple copies in a **60-foot cone**. Each creature in the cone must make a **DC 15 Dexterity saving throw**, taking **3d8** piercing damage on a failed save, or half as much damage on a successful one. The arrows then transform into snakes and assemble into a **swarm of poisonous snakes**, which appears in a space of your choice within the cone. The swarm is friendly to you and your companions for the spell's duration. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it takes the Dodge action. The swarm disappears if it drops to 0 hit points, or after **1 minute**. Once this property of the bow has been used, it can't be used again until the next dawn.

Uncommon variant: The Volley of Snakes property doesn't deal damage. Instead, it just shoots multiple snakes, which form a **swarm of poisonous snakes** in a space in the cone.

Very rare variant: Increase the **save DC** to **16** and the damage to **5d8**. The snakes created by the Serpentine Shot property are **giant poisonous snakes** instead of poisonous snakes.





TWELVE DAYS OF GIFTMAS



ARMOUR OF THE GIFTMAS KILLER

Armour (light, medium, or heavy), rare (requires attunement)

Component: humanoid skin

The residents of Frostford awoke one Giftmas morning to a seasonal surprise beyond compare. / A bundle of new presents! For every child and grown-up! And no one had a clue who'd left them there. / But joy soon turned to horror, upon close examination: they were made of human skin and teeth and hair! / And news of nearby towns told of whole settlements slaughtered... butchered in their beds without a care.

The armour has **4 charges** and regains **1d4** expended charges daily at dawn.

Down the Chimney. While wearing this armour, you can move through and stop in a space large enough for a creature one size smaller than you without squeezing. Additionally, as a bonus action while wearing this armour, you can expend **1 charge** to make your body even more unnaturally malleable; until the end of your turn, you can move through spaces as narrow as **1 foot** without squeezing, and you have **advantage** on ability checks made to escape being grappled.

He Sees You When You're Sleeping. As an action while wearing this armour, you can cast the *scrying* spell (**save DC 15**). When cast in this way, the spell can only target a creature, and if the creature is awake, it automatically succeeds on its saving throw and you become aware of this. Once this property of the armour has been used, it can't be used again until the next dawn. If a creature succeeds on the saving throw due to being awake, the use of this property isn't expended.

Uncommon variant: Reduce the charges to **3** and the recharge to **1d3**. Remove the He Sees You When You're Sleeping property.

Very rare variant: Increase the **DC** to **16**. While wearing this armour, you have **resistance** to cold damage.



BAUMBLES

Wondrous item, varies

Component: fey heart

One of many beautiful Giftmas tales tells the story of a child left alone in their home, who slaughtered a pair of burglars using convoluted booby traps made from holiday supplies. Not all children have quite as much guile or inventiveness, however, and to ensure their well-being, more straightforward ornamental explosives were developed. *Baubles* are so easy to use that even a toddler could massacre a band of would-be thieves!

As an action, you can light the fuse on one of these explosive devices and throw it at a point within **30 feet** of you, where it explodes in a **15-foot radius sphere** and is destroyed. The effects of each *bauble* depend on its rarity and appearance, as described below.

Mistletoe Mistbomb; Uncommon. This *bauble* is solid pink, with a grainy texture. Upon detonation, it fills the area with a rosy, mistletoe-infused mist that quickly dissipates. Each creature in the area must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by another random creature in the area for **1 minute**. While charmed in this way, a creature can't willingly move away from the charmer, and can't target any creature but the charmer with spells and abilities that require a willing target. If only one creature is caught in the blast, this *bauble* has no effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smo-ho-hoke Bomb; Rare. This *bauble* is pearly white, with wispy patterns. Upon detonation, it fills the area with thick eggnog fumes that heavily obscure it for **1 minute** or until dispersed by a wind of moderate or greater speed. A creature that starts its turn in the fumes or enters them for the first time on its turn must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giftwrapper; Very rare. This *bauble* has stripes of red and green. Upon detonation, several strips of magically reinforced wrapping paper come flying out and attempt to constrict all creatures. Each creature in the area must succeed on a **DC 16 Dexterity saving throw** or be **restrained** by the paper, complete with a bow on top, for **1 minute**. A restrained creature or another creature within reach of it can use its action to make a **DC 16 Strength** check, ending the restrained condition on a success. On a failed check, the restrained creature takes **2d6** bludgeoning damage as the wrapping tightens around it.

Golden Gift; Legendary. This *bauble* has a golden outer shell in a square pattern. It detonates violently, and emanates an overpowering magical scent of frankincense and myrrh. Each creature in the area must make a **DC 18 Constitution saving throw**. On a failed save, a creature takes **4d6** force damage and is **stunned** by the smell until the start of your next turn. On a successful save, a creature takes half as much damage and isn't stunned. Creatures that have **advantage on Wisdom (Perception)** checks that rely on smell have **disadvantage** on the saving throw.



CANDY CANE-SWORD

Weapon (rapier), uncommon (requires attunement)

Component: pouch of plant pollen

Many legends tell of the elven peppermint mines of the north, where candy grows from the stone in ore veins or clusters of crystals. Weapons made from this saccharine material are purposefully crafted to be as delicious as they are deadly, and any that don't meet these high standards are ground down and consumed by the tireless miners for more energy.

Minty Fresh. This weapon deals an extra **1d4** cold damage to the first target it hits on each of your turns. Additionally, if you hit a creature that has a breath weapon with an attack using this rapier, it must succeed on a **DC 13 Constitution saving throw** or be unable to use its breath weapon for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature succeeds on its saving throw against this property, it automatically succeeds on these saves for the next **24 hours**.

Sharp Sugar. Over the course of **1 minute**, you can lick the tip of the weapon to an even sharper point, granting it a **+1 bonus** to attack and damage rolls made with it for **10 minutes**. After this property has been used, it shouldn't be used again until the next dawn. Each subsequent time you do so, you must succeed on a **DC 13 Constitution saving throw** or be **poisoned** while the bonus to attack and damage rolls lasts. For each ten times that this property of the weapon is used, it becomes smaller, turning into a shortsword at first, then a dagger, and finally being destroyed.

Rare variant: Increase the **DCs** to **15**. The weapon deals an extra **1d6** cold damage to each target it hits, instead of **1d4** to the first one it hits on each of your turns.

Very rare variant: Increase the **DCs** to **16** and the duration of the bonus from the Sharp Sugar property to **1 hour**. The weapon deals an extra **1d8** cold damage to each target it hits, instead of **1d4** to the first one it hits on each of your turns.





COCOA CONCOCTION

Potion, very rare

Component: phial of plant sap

Incensed by the foul taste of most potions, the mage-chefs of Gastronomica decided to set in motion a flavour revolution, proudly espousing the belief that “a potion’s taste should be as magical as its effects”. Showcasing their expertise in both the alchemical and culinary arts, they’ve created a collection of elixirs inspired by beloved drinks, starting with a creamy hot chocolate.

This potion is always magically warm. While holding the bottle containing it, you have **advantage on Constitution saving throws** made to resist the effects of extreme cold.

Steaming Hot. When you drink this potion, you gain **resistance** to cold damage for **1 hour**. During that time, you can use a bonus action to exhale a small plume of hot vapour at a creature within **5 feet** of you. The creature must make a **DC 16 Constitution saving throw**, taking **2d6** fire damage on a failed save, or half as much damage on a successful one.

Taste the Painbow. For **1 hour** after you drink this potion, the rainbow glow of its marshmallows can be seen in your stomach, through your skin and any clothing or armour you’re wearing. Once during this time, you can use an action to stop the glowing and spew a rainbow of saccharine radiance from your mouth in a line **60 feet long** and **5 feet wide**. Each creature in the area must make a **DC 16 Constitution saving throw**. On a failed save, a creature takes **4d6** radiant damage and is **poisoned** until the end of its next turn. On a successful save, a creature takes half as much damage and isn’t poisoned.

Rare variant: Reduce the **DC** to **15**. Remove the Taste the Painbow property.

Legendary variant: Increase the **DCs** to **16**, the damage of the Steaming Hot property to **2d8**, and the damage of the Taste the Painbow property to **4d8**.

GIFTMAS TREE

Weapon (lance), uncommon

Component: pouch of plant leaves

“O Giftmas Tree, O Giftmas Tree! / Your branches red delight us! / So bloody from the gruelling fight, / No enemy escaped your might. / O Giftmas Tree, O Giftmas Tree! / Your branches red delight us!” — Traditional Giftmas song.

While on the Material Plane, the star at the tip of this lance glows softly when pointed northward, allowing you to find your way.

Shooting Star. In place of one of the attacks you make when you take the Attack action on your turn, you can cause the star at the tip of this lance to shoot towards a creature within **60 feet** of you. Make a special ranged weapon attack using the lance, which deals an extra **2d12** radiant damage in addition to the lance’s weapon damage. The star flies back to the lance after this attack. A creature of your choice that can see you when you use this property can use its reaction to make a wish upon the star and regain **4d6** hit points. Once this property of the lance has been used, it can’t be used again until the next dawn.

Rare variant: Increase the damage to **3d12**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the damage to **4d12** and the hit points regained to **5d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.



GIFT OF MANY THINGS

Wondrous item, uncommon

Component: pouch of celestial dust / krampus' soul

Sure, you could go to the market and spend your hard-earned gold on *potions of healing*, but a *gift of many things* could be anything! Even *potions of healing*! Why not inject some fun and chaos into your holidays with the gift so secret, not even Santa knows what it holds?

Mystery Box. The contents of this magical gift are kept magically indeterminate, even against divination spells, until the box is opened as an action. Roll a **d6** and consult the table below to determine what you find inside. If a creature of evil alignment opens the box, it must roll the die twice, taking the lower result. After the contents of the gift are removed from within, the box disappears in a shower of colourful sparkles.

d6 Effect

- | | |
|---|---|
| 1 | A lump of coal |
| 2 | 1d4 <i>potions of healing</i> |
| 3 | 1d4 random 1st-level <i>spell scrolls</i> |
| 4 | 1 random <i>potion of resistance</i> |
| 5 | 1 random 3rd-level <i>spell scroll</i> |
| 6 | 1 <i>potion of frost giant strength</i> |

Rare variant: Replace the table with the one below and roll a **d8** to determine what you find.

d8 Effect

- | | |
|---|---|
| 1 | A lump of coal |
| 2 | 1 random <i>potion of resistance</i> |
| 3 | 1d4 <i>potions of greater healing</i> |
| 4 | 1d4 random 2nd-level <i>spell scrolls</i> |
| 5 | 1 random 5th-level <i>spell scroll</i> |
| 6 | 1 <i>potion of frost giant strength</i> |
| 7 | 1 <i>chime of opening</i> |
| 8 | 1 box of <i>marvelous pigments</i> |

Very rare variant: Replace the table with the one below and roll a **d10** to determine what you find.

d10 Effect

- | | |
|----|---|
| 1 | A lump of coal |
| 2 | 1d4 <i>potions of superior healing</i> |
| 3 | 1d4 random 3rd-level <i>spell scrolls</i> |
| 4 | 2 random <i>potions of resistance</i> |
| 5 | 1 random 7th-level <i>spell scroll</i> |
| 6 | 2d8 + 5 +3 <i>arrows</i> |
| 7 | 1 box of <i>marvelous pigments</i> |
| 8 | 1 <i>potion of flying</i> |
| 9 | 1 very rare <i>bauble</i> * |
| 10 | 1 <i>ring of three wishes</i> , with only 1 wish left |



GINGERBREAD GOBLINS

Wondrous item, rare

Component: phial of plant sap

A single living soul remains in the dark depths of the abandoned Drury Lane, toiling away tirelessly to create magical confectioneries. His only wish is to see his sweets bring joy to a child's eyes, but an ancient curse placed upon him makes every last one of his desserts dangerously homicidal. Pray you never get to know the Muffin Man.

These cookies are usually found or crafted in bundles of **1d4 + 2**. Although they may look delicious, they're dangerous to eat. A creature that eats a gingerbread goblin takes **1d4** piercing damage every 10 minutes for **1 hour**, as the cookie stabs its stomach from within.

Gingerbread Horde. As an action, you can toss up to **5** of these cookies onto unoccupied spaces within **5 feet** of you. Each cookie becomes a Tiny creature under your control, as per the *animate objects* spell, except that it doesn't have a flying speed, and all of them take their turns immediately after yours. A cookie crumbles and is destroyed after **1 minute** or when it's reduced to 0 hit points.

Gingerbread Giant. As an action, you can crush **5** cookies together, causing them to merge and grow into a **gingerbread giant**, which forms in an unoccupied space within **5 feet** of you. The gingerbread giant crumbles and is destroyed after **1 minute** or when it drops to 0 hit points. It's an ally to you and your companions, and it shares your initiative count, but it takes its turn immediately after yours. You can mentally command it as a bonus action. If you don't, it takes the Dodge action and avoids danger.

Very rare variant: Increase the number of cookies you can animate at once with the Gingerbread Horde property and the number of cookies you can crush together with the Gingerbread Giant property to **7**. The gingerbread giant gains **20** temporary hit points for each cookie over **5** that is used to create it. If **7** cookies are crushed, it can use its Slam attack one additional time on each of its turns.



GINGERBREAD GIANT

Huge construct, unaligned

Armour Class 12 (natural armour)

Hit Points 84 (8d12 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Immutable Form. The gingerbread giant is **immune** to any spell or effect that would alter its form.

Siege Monster. The gingerbread giant deals double damage to objects and structures.

ACTIONS

Multiattack. The gingerbread giant makes two Slam attacks and uses its Icing Breath, if available.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Gumdrop Toss. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Icing Breath (Recharge 5-6). The gingerbread giant spews sticky icing in a **30-foot cone**. Each creature in the area must succeed on a **DC 16 Strength saving throw** or be **restrained** until the start of the gingerbread giant's next turn. Surfaces in the area of the cone become covered in icing, making them difficult terrain for **1 minute**.

KRAMPUS' FORK

Weapon (dagger), rare (requires attunement)

Component: fiend horn

The visage carved into this dagger's hilt is remarkably unnerving. Its tongue is always unpleasantly slimy to the touch, and its eyes seem to follow you around, even if careful observation confirms beyond a doubt that they don't move. You might even get the feeling that there's something watching you through it... judging you... biding its time...

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which has **3 charges** and regains **1d3** expended charges daily at dawn. In addition, this dagger can be used as the material component for the *plane shift* spell; it is attuned to the Elemental Plane of Ice, where the Krampus' lair is located.



Dooming Fork. As an action, you can tap this dagger against a metallic surface and expend **1 charge**, causing it to produce a sound in a manner similar to a tuning fork. Instead of a clear note, however, the dagger produces your choice of one of the following sounds.

- **Screech.** The dagger produces a blood-curdling screech. Each other creature within **30 feet** of you must make a **DC 15 Constitution saving throw**, taking **4d6** thunder damage on a failed save, or half as much damage on a successful one.
- **Cackle.** The dagger produces a sinister, raspy cackle. Each other creature within **30 feet** of you must make a **DC 15 Wisdom saving throw**, taking **4d6** psychic damage on a failed save, or half as much damage on a successful one.

Regardless of what sound you chose, a creature that fails its save is also **frightened** of you until the end of its next turn.

Uncommon variant: Reduce the DCs to **13** and the damage to **3d6**. The Dooming Fork property can't frighten creatures.

Very rare variant: Increase the attack and damage bonus to **+2**, the DCs to **16**, and the damage to **7d6**.

RED-NOSED HEADDRESS

Wondrous item, rare (requires attunement)

Component: monstrosity (werereindeer) antler

Werereindeer are renowned for their ability to flawlessly traverse dark and foggy forests in search of prey. On occasion, they gather into groups to launch larger assaults on isolated villages, sowing chaos by ruthlessly devouring children and running over grandmothers. This headdress is a message of revolt against these monsters: enough weredeer games.

The headdress has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Nose so Bright. As a bonus action while wearing this headdress, you can cause the red nose at its tip to light up, emitting bright light in a **15-foot radius** and dim light for an additional **15 feet**, or extinguish its light. While the nose is lit, areas in the bright light that are heavily obscured by weather phenomena, such as heavy snowfall or the effects of the *fog cloud* spell, count as lightly obscured instead.



Guide my Slay Tonight. While wearing this headdress with the nose lit up, you can expend 1 or more of its charges to cast the *hunter's mark* (1 charge), *locate object* (2 charges), or *locate creature* (4 charges) spells. When a spell is cast in this way, the nose glows more intensely the closer you come to the designated target, and extinguishing the light ends the spell.

Uncommon variant: Reduce the charges to 4 and the recharge to 1d4. Remove *locate creature* from the list of spells that can be cast using the headdress.

Very rare variant: Increase the charges to 10 and the recharge to 1d8 + 2. Add *find the path* (6 charges) to the list of spells that can be cast using the headdress.

SHIELD OF SLEIGHING

Armour (shield), very rare (requires attunement)
Component: elemental volatile mote of water

It was once thanks to these enchanted shields that the inhabitants of the southern lands, warm and untouched by snow, could experience the joys of sleighing. Arid steppes and dense jungles alike were once alive with the laughter of playing children. After one too many toe loss accidents, however, this practice has steeply declined in popularity.

Snowproof. While wielding this shield, cold damage that you take is reduced by 2d8.

Dashing Through the Snow. As an action while holding this shield, you can doff it and ride it up to 30 feet in a straight line along the ground. This movement doesn't provoke opportunity attacks. The shield glides across any surface as if on snow or ice, and leaves a trail of magical snow in its wake. After this movement, you can quickly don the shield again (no action required). Whenever you move within 5 feet of another creature as part of this movement, you can choose one of the following options. A creature can only be affected by this property once on each turn.

Toe Slicer. You attempt to run over the creature's foot. It must make a **DC 16 Dexterity saving throw**, taking 6d6 slashing damage on a failed save, or half as much damage on a successful one. Creatures not touching the ground take no damage from this.

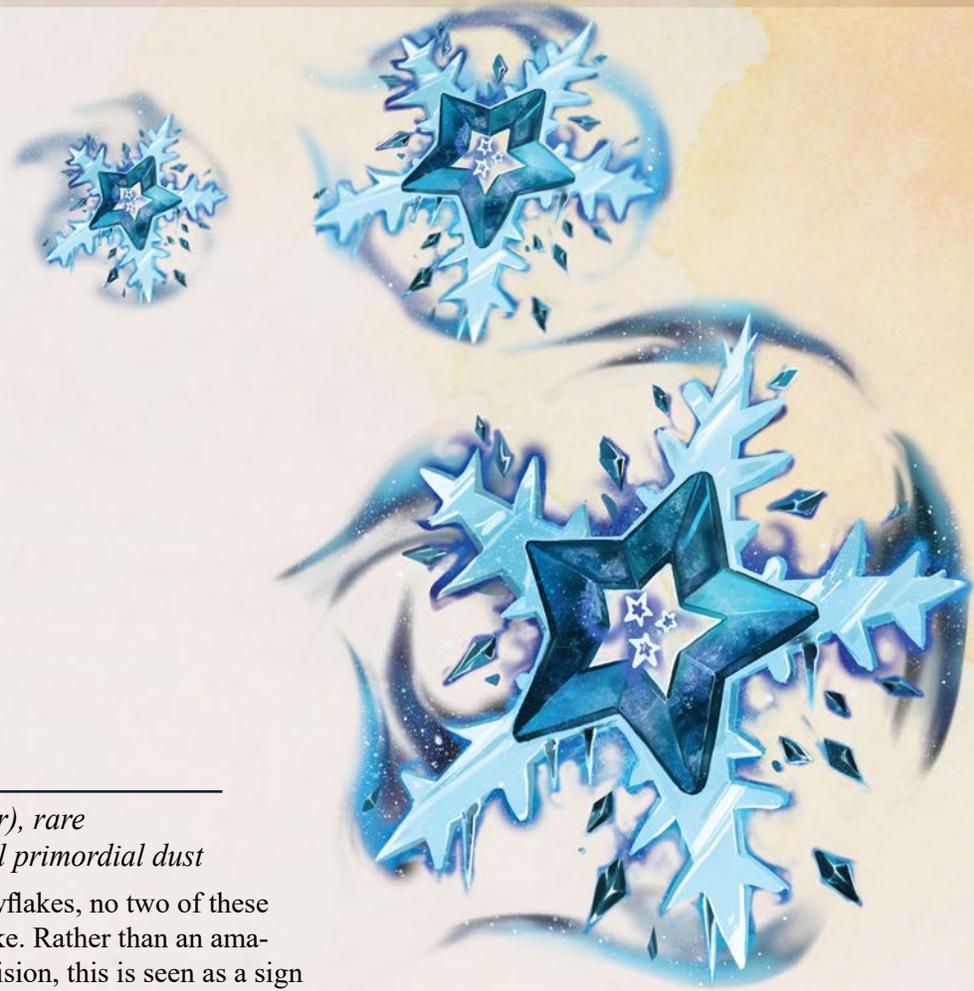
Snowblind. You cause the shield to skid, throwing some of the snow it leaves behind at the creature. It must succeed on a **DC 16 Dexterity saving throw** or be **blinded** until the end of its next turn.

This property of the shield can be used three times, and regains all expended uses daily at dawn.

Uncommon variant: Reduce the DCs to 13, the damage to 4d6, and the damage reduction of the Snowproof property to 2d4. Once the Dashing Through the Snow property is used, it can't be used again until the next dawn.

Rare variant: Reduce the DCs to 15, the damage to 5d6, and the damage reduction of the Snowproof property to 2d6. The Dashing Through the Snow property can be used twice, and regains all expended uses daily at dawn.





SNOWSTARS

Weapon (throwing star), rare

Component: elemental primordial dust

Much like regular snowflakes, no two of these throwing stars look alike. Rather than an amateurish mark of imprecision, this is seen as a sign of the crafter's expertise: enchanted ice is an infamously delicate material to work with, and shaping it with such intricate detail is no small feat.

These throwing stars are usually found or crafted in bundles of **1d4 + 4**.

Starburst. When you hit a target with an attack using one of these throwing stars, it fragments into multiple icy splinters and is destroyed. Each creature within **5 feet** of the target must make a **DC 15 Dexterity saving throw**, taking **2d6** cold damage on a failed save, or half as much damage on a successful one.

Snowstorm. As an action, you can throw **4** of these stars at once and speak their command word to make them rapidly whirl around in a **5-foot cube** within **20 feet** of you, whipping up a small snowstorm for **1 minute** or until you speak their command word again. A creature that starts its turn in the snowstorm or enters its space for the first time on its turn must make a **DC 15 Constitution saving throw**, taking **3d6** cold damage and **3d6** piercing damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the snowstorm up to **20 feet**. After the storm subsides, the throwing stars used to create it are destroyed.

Uncommon variant: Remove the Snowstorm property. Reduce the **DC** to **13** and damage of the Starburst property to **1d6**.

Very rare variant: Increase the **DCs** to **16**, the damage of the Starburst property to **3d6**, and the cold and piercing damage of the Snowstorm property to **4d6** each.

THROWING STAR

Throwing stars, also known as shuriken, are martial melee weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They count as monk weapons, have the light, finesse, and thrown (range 20/60) properties, and deal **1d4** piercing damage on a hit. They also have the Special: Double Throw property.

Special: Double Throw. Once on each of your turns when you make an attack using a throwing star, you can choose to throw two stars with a single motion of your hand instead. If you do, make a separate attack roll with **disadvantage** for each throwing star against the same target.



WINTER WONDERGARLAND

Weapon (whip), uncommon (requires attunement)
Component: pouch of plant leaves

Oh, the weather outside is frightful, and with the power of this seasonal whip, you can make it frightful inside as well. Crackling with electricity from a plethora of short-circuiting lights and covered with crusty fake snow, this flexible weapon can be used both as a last-resort Giftmas decoration and a festive implement of death!

Due to its sharp pine needles, this whip deals piercing damage instead of slashing damage.

Thundersnow. As an action, you can crack the whip at a spot you can see within **10 feet** of you, causing an unusual storm to form in a **20-foot radius sphere** centred on that point. Pick up to two of the options below. Each creature other than you in the area must make a **DC 13 Constitution saving throw**, suffering the effects of the options chosen.

- **Thunder.** A thunderous boom echoes through the area. On a failed save, a creature takes **3d6** thunder damage and is **deafened** until the start of your next turn. On a successful one, it takes half as much damage and isn't deafened.

- **Snow.** Frigid snow whips around in the area. On a failed save, a creature takes **3d6** cold damage and its speed is halved until the start of your next turn. On a successful one, it takes half as much damage and its speed isn't reduced.
- **Lightning.** Bolts of lightning arc erratically through the area. A creature takes **2d6** lightning damage on a failed save, or half as much damage on a successful one. Creatures made of metal or wearing metal armour have **disadvantage** on the saving throw.
- **Hail.** Large hailstones rain down from the sky in the area. A creature takes **4d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

This property of the whip can be used twice, regaining all expended uses daily at dawn.

Rare variant: Increase the **DC** to **15**. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns.

Very rare variant: Increase the **DC** to **16**. You can pick up to three options when using the Thundersnow property. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns.



METALLURGY

AURUMPLATE ROBES

Wondrous item, rare (requires attunement by a spellcaster)

Component: magical material (runegold)

When commissioning runegold equipment, it's wise to familiarise yourself with the basic runes used in its creation. Many overeager mages have fallen for “fool's runegold”, a cheap copy with no intrinsic magic properties, for instead of mythical runes of power, it bears take-out menus written in ancient Draconic.

These robes can hold a maximum of **5 charges**, and lose **all** charges daily at dawn. When you cast a spell of 1st level or higher while wearing the robes, they gain a number of charges equal to the level of the spell.

Discharge. As a reaction when a creature hits you with a melee attack, you can expend any number of charges. The creature must make a **DC 15 Constitution saving throw**, taking **1d10** force damage for every charge expended on a failed save, or half as much damage on a successful one.

Recharge. As a reaction when you fail a **Constitution saving throw** made to maintain concentration on a spell, you can expend a number of charges equal to the level of the spell (minimum of 1) to reroll the saving throw.

Very rare variant: You have a **+1 bonus** to AC while wearing the robes.

HARVESTING - RUNEGOLD

Runegold, also known as ‘arcane gold’, is a material artificially created by magic users to amplify their power, and it can't be harvested normally. In order to create runegold, an equivalent amount of gold must be carefully inscribed with precise runes over the course of **8 hours** with a successful **DC 20 Intelligence (Arcana)** check. On a failure, the gold is destroyed, and a new supply must be procured in order to try again.



BISMUTH CROWN

Wondrous item, uncommon (requires attunement)

Component: magical material (planar bismuth)

The centrepiece of this gaudily decorated headdress is irrefutably the large formation of bismuth crystals at the top, but all of its elements work together to make it unnaturally eye-catching. If you notice the feathers swaying gently even when there's no breeze, or the pleasant rhythmic sound of the crystal chimes, or the myriad of colours playing across the spiralling squares... you've already fallen under its spell.

The crown has **4 charges** and regains **1d4** expended charges daily at dawn.

Mesmerise. While wearing this crown in bright or dim light, you can use an action and expend **3 charges** to cause the crystals to shift and shimmer hypnotically, casting *hypnotic pattern* (save DC 13) with the following changes:

- The spell affects each creature within **10 feet** of you that can see you, instead of a 30-foot cube. If you move more than 10 feet away from an affected creature, the effect ends for it.
- The crown continues to shift and shimmer for the duration of the spell. Whenever a creature starts its turn within **10 feet** of you while this is happening, you can use your

reaction to expend **1 charge** and force it to make a saving throw against the spell.

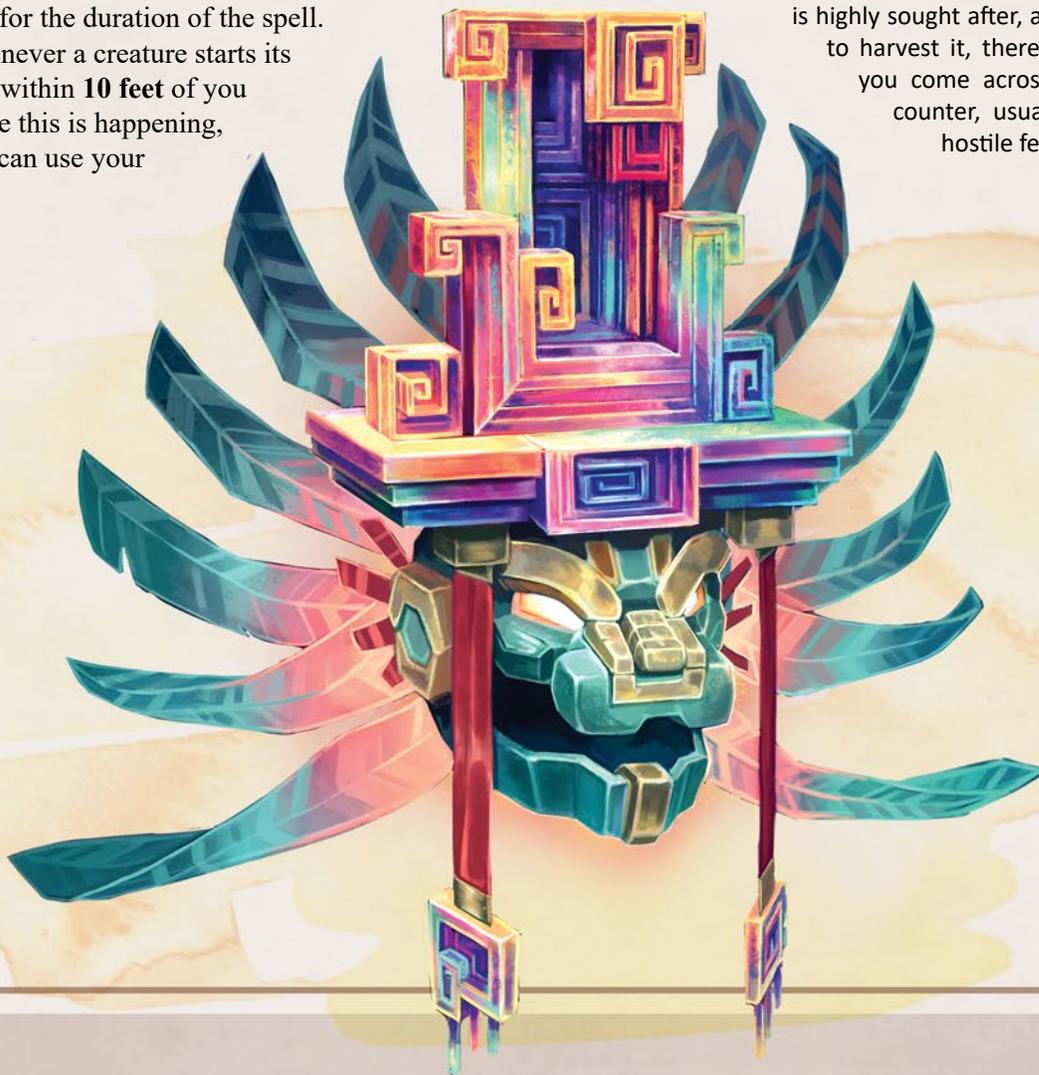
Rare variant: Increase the DC to **15**, the charges to **7**, and the recharge to **1d6 + 1**.

Very rare variant: Increase the DC to **16**, the charges to **7**, and the recharge to **1d6 + 1**. The crown has the Insulated Coating property.

Insulated Coating. As an action while wearing this crown, you can cause the bismuth crystals to extend all over your body, forming a protective coating for **10 minutes**. During this time, you have **resistance** to cold and fire damage, and if you use the Mesmerise property, all of the crystals covering you shift and shimmer. Once this property of the crown has been used, it can't be used again until the next dawn.

HARVESTING - PLANAR BISMUTH

Planar bismuth is a metal found only outside of the Material Plane, usually in areas where the barriers between planes are thinner. It has a component DC of 15 and has no time limit in which it needs to be harvested. However, planar bismuth is highly sought after, and when you try to harvest it, there's a 25% chance you come across a random encounter, usually consisting of hostile fey or constructs.



BLESSED BASTION

Armour (shield), rare (enhanced attunement by a cleric)
Component: magical material (consecrated silver)

As legions of demons encroached upon the realms of humanity... As their relentless advance choked the life out of the land... As all hope seemed lost and doom was all but certain... One brave paladin's words will forever be etched in the annals of history: "Hey, what if we bless silver even harder?"

You can use this shield as a spellcasting focus for your cleric and paladin spells.

Symbol of Good. The mere sight of this shield gives evil pause. While you're wielding the shield, hostile fiends and undead that can see it have **disadvantage** on initiative rolls. When you roll initiative, you gain **1d8** temporary hit points for each creature affected by this property, up to a maximum of **5d8**. These temporary hit points last for **1 minute**.

Enhanced Attunement: Cleric. If you are a cleric, you can enhance your attunement to this weapon by proving that evil flees before your holy righteousness. In order to do so, you must use your Channel Divinity: Turn Undead feature to turn a total of 20 hostile undead while attuned to the shield. While enhanced, this shield gains the Vade Retro property.

EA: Vade Retro. As an action, you can speak the shield's command word to emit a pulse of divine magic from it, which affects all fiends and undead within **15 feet** of you in one of the ways described below. Once this property of the shield has been used, it can't be used again until the next dawn.

- If a creature is undead, the ground surges upward to wrap around it, swallowing it into the grave it never should have left. The creature must succeed on a **DC 15 Strength saving throw** or be **restrained** for **1 minute**. A creature restrained in this way can use its action to make a **DC 15 Strength** check, freeing itself on a success. Undead more than 10 feet from the ground are unaffected by this property.
- If a creature is a fiend, it is partially banished back to its plane of origin. The creature must succeed on a **DC 15 Charisma saving throw** or become translucent and wispy for **1 minute**. While in this state, it can move and interact with the world as normal, but its attacks, spells, and abilities deal half damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Very rare variant: Increase the DCs to 16.

While wielding this shield, you have **resistance** to necrotic damage.

HARVESTING - CONSECRATED SILVER

Consecrated silver is a material created by members of good aligned faiths to fight evil even more effectively, and can't be harvested normally. To make consecrated silver, an equivalent amount of regular silver must be blessed by a servant of a good aligned deity in a ritual lasting **8 hours** with a successful **DC 20 Wisdom (Religion)** check. On a failure, the silver is tarnished and destroyed, and a new supply must be procured in order to try again.





BLOOD MITHRAL PLATE

Armour (any medium or heavy), very rare (requires attunement)

Component: magical material (blood mithral)

While returning from an expedition in The Low, an adventuring party came across a concealed mine-shaft containing the aged corpses of several dwarven miners, dead from unknown causes. Under this mass grave, the metal that the dwarves had been extracting was changed, speckled with crimson veins from soaking in the blood of the workers. This was the first discovery of blood mithral.

You gain a **+1 bonus** to AC while wearing this armour. While you are below half of your hit point maximum, this bonus increases to a **+2**. If the armour normally imposes **disadvantage** on **Dexterity (Stealth)** checks or has a Strength requirement, the blood mithral version doesn't.

Aegis of Agony. As an action while wearing this armour, you can take **1d6** necrotic damage and gain twice as many temporary hit points, which last for **1 hour**. Damage you take from this property ignores temporary hit points and can't be reduced or prevented in any

way. If you are below half of your hit point maximum when you use this property, you can do so as a bonus action instead of an action, and you gain an extra **1d6** temporary hit points.

Rare variant: Reduce the bonus to AC to **+1** while you're below half of your hit point maximum, and no bonus otherwise.

Legendary variant: Increase the bonus to AC to **+2**, or **+3** if you're below half of your hit point maximum.

HARVESTING - BLOOD MITHRAL

Blood mithral is a corrupted version of mithral, found deep underground where blood has been spilled in abundance. It has a component DC of 20 and has no time limit in which it needs to be harvested. It can also be artificially created; to do so, a creature of CR 1 or greater must be ritually sacrificed and carefully exsanguinated over regular mithral with a successful **DC 20 Wisdom (Medicine)** check.

CONSECRATED MACE

Weapon (mace), rare (enhanced attunement by a paladin)

Component: magical material (consecrated silver)

The mere touch of consecrated silver is enough to make the flesh of fiends and undead sizzle and smoke. After great clashes against the forces of evil, persistent mists with a distinctive sulphuric scent linger over the battlefield for days.

You can use this mace as a spellcasting focus for your cleric and paladin spells.

Intimidating Radiance. This weapon deals an extra **1d6** radiant damage to fiends and undead. When you hit a creature with an attack using this weapon and roll a **6** on the extra damage die, the creature must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you until the end of its next turn.

Enhanced Attunement: Paladin. If you are a paladin, you can enhance your attunement to this weapon by using it to make an attack that deals **50** or more damage to a hostile fiend or undead in a single hit, proving that you can vanquish great evil. While enhanced, this weapon gains the Ultimate Smite property.

EA: Ultimate Smite. Anytime you could use your Divine Smite class feature against a fiend or undead, you can choose to use this property instead. Your attack deals an extra **6d8** radiant damage to the target, and it must make a **DC 15 Constitution saving throw**. On a failure, holy energy continues to reverberate within the target, and it takes **1d8** radiant damage at the start of each of its turns for **1 minute**. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13**, the initial damage of the Ultimate Smite property to **3d8**, and the requirement for Enhanced Attunement to **40** or more damage in a single hit.

Very rare variant: Increase the **DCs** to **16** and the damage of the Intimidating Radiance property to **2d6**. A target must make the saving throw for the Intimidating Radiance property if you roll a **6** on either of the dice, and automatically fails it if you roll a **6** on both. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



COSMIC STARKNIFE

Weapon (starknife), uncommon (requires attunement)

Component: magical material (cosmic iron)

Creatures who stare deeply at this starknife find their minds plagued with thoughts of their cosmic insignificance—the unsettling awareness that they’re nothing more than irrelevant specks of dust compared to the vastness of the multiverse, and that their actions and choices are meaningless and ultimately inconsequential. Luckily, slicing your foes in half with a mini-galaxy is a phenomenal way to vent those feelings.

The starknife has **3 charges** and regains **1d3** expended charges daily at dawn.

Galactic Disc Throw. As an action while holding the starknife, you can expend **1 charge** to channel the cosmic energy in the weapon and throw it in a **15-foot-long line**. When you do, the starknife spins rapidly and takes the shape of a disc galaxy as it travels. Make a ranged weapon attack with the starknife against each creature in the line. After it reaches the end of the line, the starknife stops and spins in place until the end of the turn, at which point it returns to you in a straight line. When it does, make another ranged weapon attack with the starknife against each creature in that line. Attacks made with this property deal slashing damage instead of piercing damage. If the spinning starknife hits a Medium or larger object at any point, it stops spinning and flies back to your hand.

Rare variant: Increase the charges to **4**, the recharge to **1d4**, and the length of the line to **20 feet**. Attacks made as part of the Galactic Disc Throw property deal an extra **1d4** force damage on a hit. Immediately after you make a ranged weapon attack with the starknife, you can have it fly back to your hand.

Very rare variant: Increase the charges to **4**, the recharge to **1d4**, and the length of the line to **25 feet**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Attacks made as part of the Galactic Disc Throw property deal an extra **1d4** force damage on a hit. Immediately after you make a ranged weapon attack with the starknife, you can have it fly back to your hand.

STARKNIFE

Starknives are martial melee weapons, four double-edged blades set on a central handle that are most effective as thrown weapons but can also be used for close combat. They have the light, finesse, and thrown (range 20/60) properties, deal **1d4** piercing damage on a hit, and count as monk weapons. They also have the special: adaptability property.

Special: Adaptability. When making a melee attack with a starknife, you can choose to deal slashing damage instead of piercing damage. When making a ranged attack with a starknife, it deals **1d6** piercing damage instead of 1d4.



HARVESTING - COSMIC IRON

Also known as 'mete-ore', cosmic iron is found in exceedingly small quantities, usually just enough to enchant a single item or forge an alloy with gravitational powers. It has a component DC of 20 and has no time limit in which it needs to be harvested. However, it is extremely brittle in its raw form and can disintegrate into dust if improperly treated.

THE CRYSTALLISER

Weapon (any hammer), uncommon

Component: magical material (planar bismuth)

Planar bismuth is highly sought after by two very distinct groups: the chaotic fey are transfixed by its beautiful rainbow iridescence, while inhabitants of the lawful Outer Planes admire the orderly nature of its crystalline structure. Violent feuds tend to break out as these two factions vie for control of the rare crystals, which they often weaponise to battle one another.

Crystal Seed. When you hit a creature with an attack using this hammer, you can implant a small piece of crystal within the target, which slowly grows to envelop it. For **1 minute**, the target must make a **DC 13 Strength saving throw** at the start of each of its turns. On a failed save, the creature's speed is reduced to **0 feet** as crystals start to grow around its limbs. If the creature's speed is already 0 feet from this effect, it becomes **restrained** instead, as the crystals begin to envelop the rest of its body. If the creature is already restrained by this effect, it becomes **incapacitated** and **blinded** as well, as the crystals form a full casing around it, and the creature has total cover against attacks and other effects originating from outside its crystal prison. After **1 minute**, or if the creature succeeds on this saving throw a total of three times, the effect ends and the crystals shatter. Once this property of the hammer has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The weapon has the **Reconfigure** property.

Reconfigure. As a bonus action while holding this weapon, you can speak its command word to cause its crystalline structure to change, transforming it into one of the following hammer weapons of your choice:

- A light hammer with the finesse property.
- A warhammer with the light property.
- A maul without the heavy property.



MAGEBIND SHACKLES

Wondrous item, rare

Component: magical material (cold iron)

Cold iron is poison to magic, and those with arcane power in their blood abhor its stinging kiss. The pain inflicted by these shackles has been described by its victims as akin to pure magma boiling within their veins, as the magic they hold dominion over revolts against the metal, tearing their bodies apart from within in an attempt to escape.

Cold Clasp. As an action while holding these shackles, you can speak their command word to attempt to teleport them directly onto a fey or spellcaster you can see within **10 feet** of you. The target creature must succeed on a **DC 15 Charisma saving throw** or be suddenly **restrained** by the shackles. The shackles typically fasten themselves around a creature's wrists and neck, but can change their form to accommodate different sizes and anatomies.

These shackles function similarly to a mundane pair of manacles, but have **50 hit points** instead of 15 and

move with the restrained creature if it teleports. The restrained creature can also attempt a **DC 15 Charisma** check to escape them, teleporting them back to the original wielder on a success. Breaking out of the shackles with a successful **Strength** check only forces them open and doesn't destroy them. In addition, every time the restrained creature takes an action, bonus action, or reaction, the shackles deal **1d4** force damage to it. If any of those are taken to cast a spell, the shackles deal **2d4** damage instead.

This property of the shackles can be used twice, regaining all expended uses daily at dawn.

Very rare variant: Increase the DCs to **16** and the damage to **1d10**, or **2d10** if the restrained creature casts a spell.

HARVESTING - COLD IRON

Cold iron is a metal found deep underground in areas where magic is scarce or nonexistent. It has a component DC of 15 and has no time limit in which it needs to be harvested. However, if you are capable of casting spells, you have **disadvantage** on ability checks made to harvest this material.





METE-ORE BRACERS

Wondrous item, rare (requires attunement)

Component: magical material (cosmic iron)

Found only in the cores of crashed meteorites, cosmic iron is an exceedingly rare metal which magiscientists posit acquires its unusual properties from exposure to arcane radiation in the depths of space. Once forged into suitable equipment, it grants its wearer control over the forces of attraction and repulsion.

These bracers have **4 charges** and regain **1d4** expended charges daily at dawn.

Gravity Manipulation. As an action while wearing the bracers, you can expend **1 charge** and touch a creature to produce one of the following effects:

- **Zero Gravity.** You cast the *levitate* spell (save DC 15) on that creature.
- **Augmented Gravity.** The creature must succeed on a **DC 15 Strength saving throw** or be overwhelmed by immense gravitational pressure, becoming **restrained** for **1 minute** or until you lose concentration on this effect, as if concentrating on

a spell. A creature restrained by this effect takes **2d6** force damage from the pressure at the start of each of its turns.

Uncommon variant: Reduce the DCs to **13**, the charges to **2**, and the recharge to **1d2**.

Very rare variant: Increase the DCs to **16**. The item gains the Sudden Release property.

Sudden Release. When the effect of the Gravitation Manipulation property ends on a creature, you can choose to end it with a burst of gravitational force in the opposite direction. If the creature was affected by Zero Gravity, it's slammed to the ground instead of floating down gently, and takes falling damage as normal. If the creature was affected by Augmented Gravity, it's thrown **20 feet** into the air, after which it falls unless it has a way of holding itself aloft.

MITHRAL EXSANGUINATOR

Weapon (war crescent), uncommon

Component: magical material (blood mithral)

This otherwise impractical weapon design is made usable by the magical properties of mithral and its corrupted counterpart, which make it light as a feather and effortless to wield. A skilled master can manipulate a war crescent like an extension of their hand, using brisk and minute wrist movements to slice an opponent with deadly precision.

While you are below half your hit point maximum, you gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Power from Pain. As a bonus action while holding this weapon, you can sacrifice your own vitality to empower it. You take **1d6** necrotic damage, and the next time you hit with an attack using this weapon before the end of your turn, it deals an extra **2d6** necrotic damage. Damage you take from this property ignores temporary hit points and can't be reduced or prevented in any way. If you are below half of your hit point maximum when you use this property, the extra damage increases to **3d6**.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While you are below half of your hit point maximum, this bonus increases to **+2**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. While you are below half of your hit point maximum, this bonus increases to **+3**.

WAR CRESCENT

War crescents are martial melee weapons consisting of large, convex curved blades, meant to be wielded with one or two hands. They have the versatile (**1d8**) property, deal **1d6** slashing damage on a hit, and count as monk weapons.

RUNEGOLD CONDUIT

Weapon (any sword), uncommon (requires attunement by a spellcaster)

Component: magical material (runegold)

Any blacksmith worth their salt will confidently proclaim gold to be a terrible material, far too soft to forge weapons and armour with. But those not versed in the arcane arts are ignorant of the fact that it's also an excellent conductor of magical energy, and that it can be reinforced with runes of power to magnify the abilities of a spellcaster.





This blade has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Spellblade. When you cast a cantrip that requires you to make a single spell attack while holding this weapon, you can expend **1 charge** to replace that spell attack with a melee weapon attack using this sword. On a hit, the target takes the weapon's damage and suffers the effects of the cantrip as normal.

Rare variant: Increase the charges to **10** and the recharge to **1d8 + 2**.

Very rare variant: Remove all charges. The Spellblade property can be used at will.

SPELLBREAKER

Weapon (war pick), very rare (requires attunement)
Component: magical material (cold iron)

In the Sylvan language, the word for “cold iron” roughly translates to “joy-sapper”, as many fey and magical creatures consider this metal to be cruel and unnatural, draining the magic and whimsy from the world. Simply carrying anything made from it is highly taboo amongst most fey courts, and likely to earn their immediate distrust and contempt.

This weapon deals an extra **1d6** damage to fey and spellcasters. It has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Antimagic Strike. When you hit a creature concentrating on a spell with an attack using this weapon, you can expend **1 charge** to give it **disadvantage** on its **Constitution saving throw** to maintain concentration. If the creature's concentration is broken as a result of this, choose one of the following options:

- **Absorb.** The war pick absorbs some of the spell's magic. Your next attack that hits with it before the end of your next turn deals an extra **3d6** force damage.
- **Disrupt.** The war pick disrupts the flow of magic within the target's body. The creature you hit can't cast spells that require concentration again until the end of its next turn.

Uncommon variant: Reduce the extra damage to fey and spellcasters to **1d4**, the charges to **3**, and the recharge to **1d3**. Remove the Absorb and Disrupt options from the Antimagic Strike property.

Rare variant: Reduce the charges to **3** and the recharge to **1d3**.



DARK CARNIVAL



ACIDIC SQUIRTBLOOM

Wondrous item, uncommon (socketable)

Component: plant poison gland

Parchment merchant Schwight Drute was known in his community for his extreme aversion to practical jokes, which earned him a reputation as an insufferable killjoy. When the Dark Carnival came to town and half its inhabitants had their faces melted with acid, however, public opinion shifted rapidly, and he felt vindicated indeed.

Smell My Flower. This dangerous looking flower can be socketed on the chest piece of an armour or clothing. While wearing the item that bears the flower, you can use a bonus action to make it look like a normal flower, or revert it to its original appearance. When a creature within **5 feet** of you hits you with a melee attack, you can use your reaction to squirt acid from the flower, dealing **1d4** acid damage to the attacker. Doing so causes the flower to revert to its original appearance. A creature that took acid damage from the flower regains **1d4** fewer hit points whenever it regains hit points until the end of its next turn.



THE AMAZING ZELTANA

Wondrous item, uncommon

Component: aberration main eye

Step right up! Step right up, folks, and for the price of one measly silver coin, have your future told by the all-knowing *Amazing Zeltana*! She knows your future, she knows your past, she knows all of your deepest, darkest secrets, and she knows what you had for breakfast this morning! Just look into her eyes, and let her gaze into your soul in return...

Words of Wisdom. While holding this item, you can insert 1 gp into it in order to cast the *augury* spell. Its omens come in the form of small slips of paper containing cryptic and nonsensical predictions or advice, but the meaning of the omen is always clear to you. In addition, you gain the benefit described below based on the spell's result. Once this property of the item has been used, it can't be used again until the next dawn.

- **Weal.** Good fortune awaits you. Once in the next hour, whenever you make an attack roll, ability check, or saving throw, you can roll a **d4** and add the number rolled to the result.
- **Woe.** Bad luck follows you, but you can use it to your advantage. Once in the next hour, whenever a creature you can see makes an attack roll, ability check, or saving throw, you can roll a **d4** and sub-



tract the number rolled from the result.

- **Weal and Woe.** Your future is a mix, and you can draw power from either outcome. You gain the benefits of both the Weal and Woe results.
- **Nothing.** Perhaps the question you asked wasn't the best. You can immediately cast the *augury* spell again, and can't gain the benefits of this option for this casting of the spell.

Rare variant: While holding this item, you can use it to cast the *divination* spell. Once the item has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Very rare variant: While holding this item, you can use it to cast the *contact other plane* or *divination* spells. When you cast *contact other plane* using the item, the entity you contact is the mysterious patron of the Dark Carnival or a similar chaotic entity that takes amusement from the suffering of others. Once this item has been used to cast a spell, it can't be used to cast that spell again until the next dawn.



BOOLOON BUNDLE

Wondrous item, uncommon

Component: elemental volatile mote of air

Rumours abound that the Dark Carnival steals the breaths and voices of children to fill these bizarre balloons, and that it's their screams and laughter that can be heard when a balloon is emptied. Multiple attempts have been made to confirm these suspicions, but every agent sent to investigate the matter vanishes without a trace.

These balloons are often found or crafted in bundles of **1d4 + 2**. While holding a balloon, you can use a bonus action to take one of the following options, after which the balloon is destroyed:

Pop. You loudly pop the balloon right next to a creature within **5 feet** of you, which also produces a shrill scream. If the creature hears the scream, it must succeed on a **DC 13 Wisdom saving throw** or be **deafened** and **frightened** of you until the end of its next turn.

Deflate. You gradually let the air escape the balloon, which propels you up to **10 feet** in a straight line in a direction of your choice without provoking opportunity attacks. In addition to the normal high-pitched hiss, the balloon also emits a maniacal cackling during this process.

Rare variant: Increase the **DC** to **15** and the distance you can travel with the Deflate property to **20 feet**. The Pop property deafens and frightens a creature for **1 minute**, instead of until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Very rare variant: Increase the **DC** to **16** and the distance you can travel with the Deflate property to **30 feet**. The Pop property deafens and frightens a creature for **1 minute**, instead of until the end of its next turn.

FLAMESPITTER

Rod, staff, or wand, rare (requires attunement)

Component: elemental volatile mote of fire

The interplanar itinerary of the Dark Carnival affords plenty of opportunities to observe and collect strange, otherworldly phenomena. Combining pure flame from the Elemental Plane of Fire with the ghostly essence of the Ethereal Plane and the illusionary tricks of the Plane of Fey results in a thoroughly unpredictable weapon, capable of awing a crowd and incinerating a foe in equal measure.

Blaze of Colour. This staff bears three wisps of coloured flame at the tips of its hat. As an action, you can cause one of these tips of your choice to dangle in front of its mouth, which opens to produce a jet of fire in a **15-foot cone** that has one of the following effects:

- **Trick Fire.** These purple flames are illusory, but convincing enough to produce a visceral reaction. Each creature in the area must succeed on a **DC 15 Wisdom saving throw** or drop **prone** and be **frightened** for **1 minute** as it becomes convinced it was set on fire. Creatures immune to fire dam-

age automatically succeed on this saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a failure, it drops **prone** and rolls around in an attempt to put out the flames.

- **Inner Fire.** These azure flames burn the mind and soul rather than the body. Each creature in the area must make a **DC 15 Intelligence saving throw**, taking **8d6** psychic damage on a failed save, or half as much damage on a successful one.
- **Just Fire.** These orange flames are normal... but still scorching hot! Each creature in the area must succeed on a **DC 15 Dexterity saving throw**, taking **8d6** fire damage on a failed save, or half as much damage on a successful one.

Once one of these tips has been used, it is snuffed out and that option can't be used again until the next dawn, when the tip reignites.

Uncommon variant: Reduce the DCs to **13** and the damage to **6d6**. A creature frightened by the Trick Fire option doesn't drop prone if it fails the saving throw at the end of each of its turns.





GLOVES OF JUGGLING

Wondrous item, rare (requires attunement)

Component: fey skin

When the many jugglers of the Dark Carnival perform under the bright spotlights in their grand tent, stunning the crowds with dazzling and dangerous displays of dexterity, they are but practising their art. The real show comes later that same night, when the blood-thirsty carnival is unleashed upon an unsuspecting, slumbering populace...

These gloves have **10 charges**, and regain **1d6 + 4** expended charges daily at dawn.

Master Juggler. While wearing these gloves, you gain the following benefits:

- You have **advantage** on ability checks made to juggle.
- Whenever you make a ranged attack with a thrown weapon, you can use your Dexterity modifier for the attack and damage rolls.
- You can use a bonus action to cause **1d4** juggling balls or batons to appear in your open hands. You are proficient with these simple ranged weapons, which have the thrown (range 20/60) property and deal **1d4** bludgeoning damage on a hit. Each ball

or baton disappears after **1 minute** or after it's used to make an attack.

Dangerous Act. Whenever you make a ranged attack with a thrown weapon, you can expend **1 charge** to produce one of the effects below. You can apply these effects to objects you're juggling without expending any charges, but the effects end when you stop juggling, or when you make an attack with one of them unless you expend a charge.

- **Electrified.** The weapon crackles with electricity, dealing an extra **1d8** lightning damage on a hit.
- **Flaming.** The weapon ignites, dealing an extra **1d8** fire damage on a hit.
- **Heavy.** The weapon increases in size and density, dealing an extra **1d8** bludgeoning damage on a hit.
- **Spiked.** The weapon grows sharp spikes, dealing an extra **1d8** piercing damage on a hit.

Uncommon variant: Remove the Dangerous Act property and **all** charges.

Very rare variant: Increase the charges to **12**, the recharge to **1d8 + 4**, and the damage of each option of the Dangerous Act property to **2d8**.

GREAT WALDINI'S BEAST WHIPPER

Weapon (whip), rare (requires attunement)

Component: beast pelt

Each crack of this whip is accompanied by a thunderous roar from its lion-shaped hilt. Legend says that part of the ghost of the Great Waldini, one of the most renowned animal tamers in the land, inhabits each of these weapons, and that it possesses unruly animals and monsters to force them to bend to the will of the whip's wielder.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The whip has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Beast Tamer. While holding this whip, you have **advantage** on Animal Handling checks.

Heel! When you hit a creature with an attack using this whip, you can immediately expend some of its charges to cast one of the following spells on it (no action required, **save DC 15**): *dominate beast* (**4 charges**) or *hold monster* (**5 charges**).

Very rare variant: Increase the **DC** to **16**, the charges to **8**, and the recharge to **1d6 + 2**. You can use the Heel! property to cast the *dominate monster* spell (**8 charges**).



HARLEQUIN'S MIGHTY MALLET

Weapon (maul or warhammer), rare

Component: plant bark

People falling over is funny, and the Dark Carnival refuses to recognise this as anything but objective fact. For that reason, they have weaponised this schadenfreude into a colourful wooden mallet which helps them truly put the “laughter” in “slaughter”.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Slapstick. When you hit a creature with an attack using this weapon, you can expend **1 charge** to force it to make a **DC 15 Strength saving throw**. On a failed save, the creature is knocked **prone** in a comedic or embarrassing manner, and you can immediately cast *hideous laughter* (no action required, **save DC 15**) on another creature.

Uncommon variant: Reduce the **DCs** to **13**. Remove all charges. The Slapstick property doesn't require a charge to use, and once it's been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



MACABRE MARIONETTE

Wondrous item, uncommon (requires attunement)

Component: aberration brain

This puppet is not alive. This puppet cannot move on its own. This puppet's eyes do not work and cannot follow your movement. This puppet does not have a voice and cannot whisper in your ear. This puppet is not your friend. If you doubt any of these statements at any point, you'd do well to remember, for your own safety: this puppet is not alive.

Combat Dummy. The puppet is a magical object with **AC 15**, **40 hit points**, and **immunity** to poison and psychic damage. While holding the puppet, you can cause fine threads of magic to form between the puppet and your fingers (no action required), allowing you to manipulate it in one of the following ways:

- As a bonus action, you can cause it to move up to **20 feet** in any direction. The puppet can't be moved farther than **20 feet** from you by any means. If you are moved farther than 20 feet from the puppet, it is pulled in the same direction so that it remains within that range.
- When you take the Attack action, you can replace any number of attacks you make with attacks

made by the puppet with its built-in weapons.

These are melee weapon attacks that you are proficient with, use your Dexterity or Charisma modifier (your choice) for their attack and damage rolls, have a reach of **5 feet**, and deal **1d10** bludgeoning, piercing, or slashing damage (your choice) on a hit. Alternatively, the puppet can cast the *poison spray* cantrip (**save DC 13**) in place of an attack.

- If a creature moves out of the puppet's reach, you can use your reaction to have the puppet make an opportunity attack against it using its built-in weapons.

The puppet regains all of its hit points daily at dawn. If a creature casts the *mending* spell on the puppet, it regains hit points equal to **2d8 + the caster's spell-casting modifier**, after which it can't regain hit points from this cantrip again until the next dawn. If the puppet drops to 0 hit points, it isn't destroyed, but you can't use it until it has at least 1 hit point.

Curse. This item is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are unwilling to part with the puppet, keeping it within reach at all times. In addition, you



are convinced that the puppet is alive and sentient, and regularly engage in one-sided conversation with it. Whenever you finish a long rest, there's a 50% chance that you awake to find the puppet propped up beside you, watching. If this happens, you take **3d6** psychic damage.

Rare variant: Increase the puppet's **hit points** to **60**, the **DC** to **15**, the damage of poison spray to **2d10**, and the curse damage to **4d6**. The puppet's attacks deal an extra **1d4** poison damage on a hit.

Very rare variant: Increase the puppet's **AC** to **17**, its **hit points** to **80**, the **DC** to **16**, the damage of poison spray to **3d10**, and the curse damage to **5d6**. The puppet's attacks deal an extra **2d4** poison damage on a hit.

PORCELAIN GRIN

Wondrous item, rare (requires attunement)

Component: aberration eye

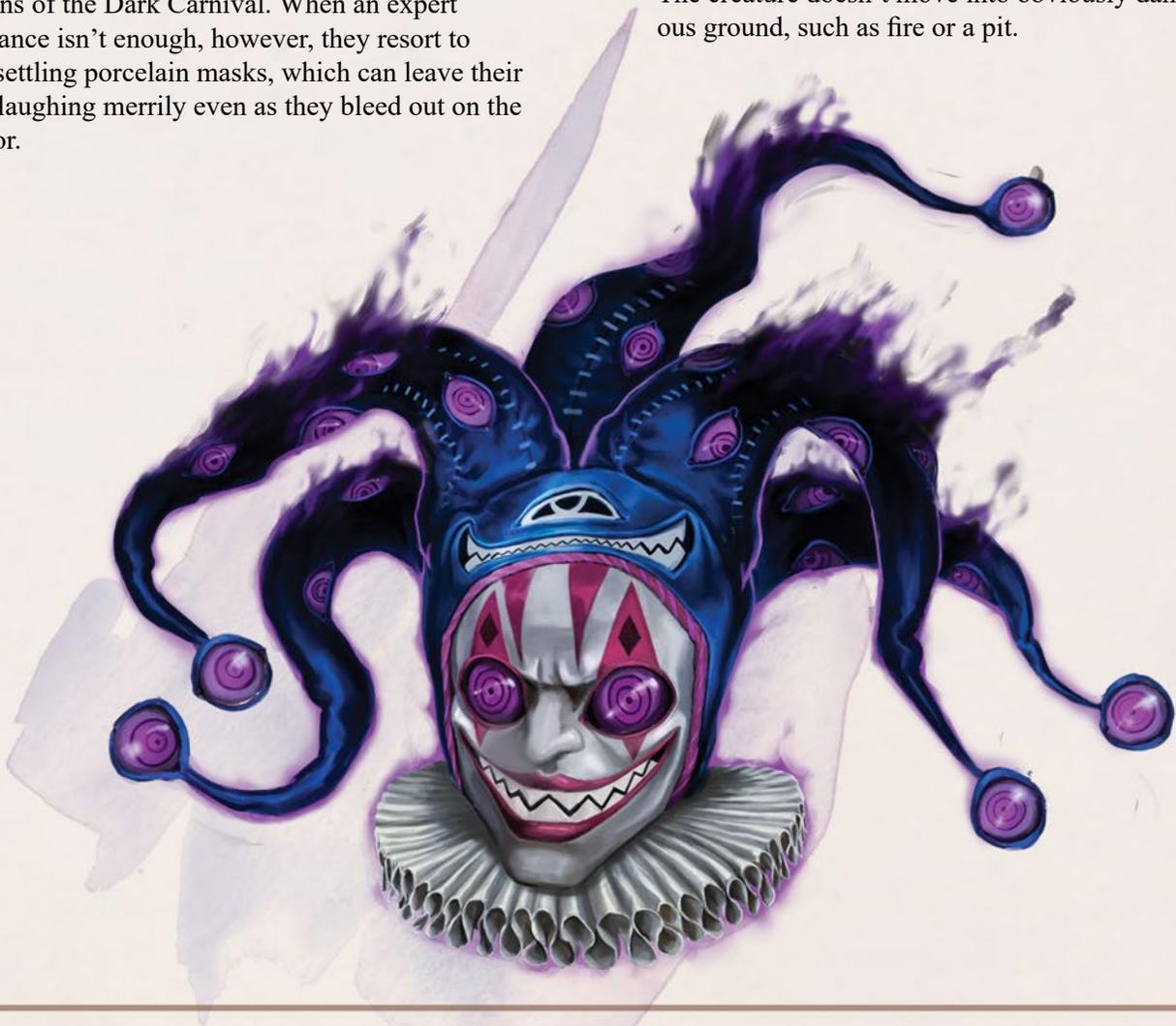
Good showmanship is all about manipulating the audience's emotions, and few do it better than the harlequins of the Dark Carnival. When an expert performance isn't enough, however, they resort to their unsettling porcelain masks, which can leave their victims laughing merrily even as they bleed out on the cold floor.

While wearing this mask, you can have its features animate and mimic yours, or remain still.

All-Seeing. The swivelling eyes at the tips of the mask's hat allow you to see in all directions at once, giving you **advantage** on **Wisdom (Perception)** checks that rely on sight.

Emotional Damage. As a bonus action, you can shoot one of the magical beams described below from the eyes on the mask's hat at a creature you can see within **30 feet** of you. The creature must succeed on a **DC 15 Wisdom saving throw** or be afflicted with your choice of one of the effects below for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect ends early if you use this bonus action again and the target fails its saving throw. Once the hat has been used to shoot a beam, it can't shoot that beam again until the next dawn.

- **Disgust.** The creature is disgusted by you. It can't willingly move closer to you, and if it starts its turn within **20 feet** of you, it must use as much of its movement as possible to move away from you. The creature doesn't move into obviously dangerous ground, such as fire or a pit.



- **Ennui.** The creature is filled with tedium and despair, and has **disadvantage** on ability checks and attack rolls.
- **Fear.** The creature is **frightened** of you.
- **Mirth.** The creature is **charmed** by you. While charmed in this way, the creature finds everything you do incredibly funny.
- **Rage.** The creature is filled with uncontrollable anger. While the effect lasts, it must use its reaction at the start of each of its turns to make a weapon attack against a random creature within reach or range.

Uncommon variant: Reduce the **DC** to **13**. Remove the Disgust and Rage options from the Emotional Damage property.

Very rare variant: Increase the **DC** to **16**. Two creatures can be under the effects of the Emotional Damage property at the same time, and each beam can be shot twice before the next dawn. If a third creature fails on its saving throw against the property, the effect ends for one of the others, randomly determined.

SMILEMAKERS

Weapon (dagger), very rare

Component: fey psyche

It is the Dark Carnival's mission statement to bring more smiles and joy to the world, and they take personal offence to any accusation to the contrary. After all, they never specify how those smiles might be brought about, and wanton murder certainly brings joy to them.

These daggers are usually wielded as a pair. You gain a **+1 bonus** to attack and damage rolls made with these magic weapons as long as you're holding both of them.

Rictus Grin. When you hit a creature with both of these daggers on the same turn, you can force it to make a **DC 16 Wisdom saving throw**. On a failed save, the creature takes **1d8** psychic damage and its facial muscles (if it has any) are frozen into an eerie, toothy grin for **1 minute**, preventing it from speaking or performing the verbal components of spells during that time. On a successful save, the target takes half as much damage and suffers no additional effects. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Each time it fails the saving throw, it takes **1d8** psychic damage. This property can be used twice, regaining **all** expended uses daily at dawn.

Uncommon variant: Remove the attack and damage bonus. Reduce the **DC** to **13** and the damage to **1d4**. Once the Rictus Grin property has been used, it can't be used again until the next dawn.

Rare variant: Remove the attack and damage bonus. Reduce the **DC** to **15** and damage to **1d6**.



TWISTING LEATHERS

Armour (any light), very rare

Component: aberration hide

Some children who witness the Dark Carnival's surreal contortionist performances find themselves plagued with persistent nightmares of boogeymen hiding in impossibly tiny spaces in their homes, such as keyholes or pockets in clothing. Left unchecked, these nightmares become increasingly more frequent and intense until the child runs away from home in the middle of the night. To this day, no runaway child has ever been found again.

Master Contortionist. While wearing this armour, you gain the following benefits:

- You have **advantage** on Acrobatics and Performance checks.
- You don't suffer the negative effects of squeezing into a smaller space.

- You don't have disadvantage on attack rolls due to being prone. Additionally, standing up uses only **5 feet** of your movement.
- You can use an action to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

Trip Up Kip Up. Once on each of your turns, when you stand up from being prone, you can attempt to trip up a Medium or smaller creature within **5 feet** of you in the process. Make a **Dexterity (Acrobatics)** check contested by the target's choice of a **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you succeed, the creature is knocked **prone**.

Uncommon variant: The armour doesn't have the Trip Up Kip Up property or the Master Contortionist property's benefit to automatically escape from nonmagical restraints.



WHEEL OF DEATH

Armour (shield), rare (requires attunement)

Component: aberration heart

Spinning this colourful shield, which is set on a rotating base, produces a jaunty circus march that stops abruptly when the wheel comes to a halt. The lights on the sides flash in time with the song, and even the dummy wiggles a little, as if dancing... usually in ways that deliberately place it in the trajectory of incoming projectiles.

While holding this shield, you have a **+1 bonus** to AC.

Spin the Wheel. As a bonus action while holding this shield, you can attempt to curse a creature you can see within **30 feet** of you. The creature must

succeed on a **DC 15 Wisdom saving throw** or have its fate tied to that of the dummy on the shield for **1 minute**, until it's targeted by the *remove curse* spell or similar magic, or until you use this property again. Whenever a creature misses you with a ranged attack, you can use your reaction to have the projectile hit the dummy, causing the creature that has been cursed by this property to take the damage from the attack. This damage is psychic or necrotic (your choice) instead of its normal type.

Uncommon variant: Reduce the DC to **13**. Remove the bonus to AC.

Very rare variant: Increase the DC to **16** and the bonus to AC to a **+2**.





PATRONS OF LEGEND

CATCLAW & SHARKFIN

Weapon (claw), very rare (requires attunement)

Components: pouch of beast teeth

Crafted in honour of a famous cartographer duo, these clawed gauntlets mirror their renowned teamwork, unlocking their full potential only when working in perfect tandem. And just like few could avoid being stunned by the intricate detail of their maps, so can few resist the nasty one-two combo the gauntlets deliver.

These two claws count as a single magic item with regard to the number of magic items you can attune to. The claws can change shape so that either one can be worn on either hand.

Set Up. Attacks made with *catclaw* deal force or slashing damage (your choice). When you hit a creature with this weapon, it becomes marked until the end of the current turn. A marked creature can't take reactions.

Finishing Touch. Attacks made with *sharkfin* deal piercing or slashing damage (your choice). If a creature is marked by *catclaw*, you have **advantage** on attack rolls against it with *sharkfin*, and deal an extra **2d6** damage on a hit.

Uncommon variant: Reduce the damage to **1d6**. A marked creature can take reactions, and you don't have advantage on attack rolls against it.

Rare variant: You don't have advantage on attack rolls against a marked creature.

CLAWS

A claw is a simple, bladed melee weapon worn as a glove that deals **1d6** slashing damage on a hit and has the light and special: attached properties.

Special: Attached. You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with a claw to hold items, but can't attack with the claw while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in your clawed hand.



DINGOTAMATONE

Wondrous item, uncommon (requires attunement)

Components: fey psyche

Originally meant to harness the power of wild magic, this unusual instrument suffered an unexplained mishap during creation. It remains unpredictable and undeniably chaotic, but now reserves its magical abilities only for those who prove themselves worthy by triumphing in that most noble of combats: dance!

This curious item can be used as a musical instrument by squeezing its head to produce sound and placing your fingers on the stem to control the pitch. If you are proficient with a musical instrument, you are proficient with the *dingotamatone*, which can be used as a spell-casting focus for bard spells. This item has **4 charges** and regains **1d4** expended charges daily at dawn.



Dance-Off. As an action, you can choose a creature within **30 feet** that can hear you and that you can see, expending **1 charge** to challenge it to a dance competition. The *dingotamatone* begins to play a song in a random key, and you and the selected creature must make contested **Charisma (Performance)** checks. Roll a **d8** and consult the table below to determine the key of the song and the outcomes of the contested check. If the effect requires a saving throw, the **DC** is **13**.

d8	Key	Effect
1	A	The victor casts <i>acid arrow</i> (+5 to hit) on the loser.
2	B	The victor casts <i>blindness/deafness</i> on the loser.
3	C	The victor casts <i>calm emotions</i> , centred on the loser.
4	D	The victor casts <i>darkness</i> , centred on the loser.
5	E	The victor casts <i>entangle</i> , centred on the loser.
6	F	The victor casts <i>faerie fire</i> , centred on the loser.
7	G	The victor casts <i>grease</i> , centred on the loser.
8	Special	Select any key of your choice, other than this one.

Rare variant: Increase the **DC** to **15**. Replace the table with the one below.

d8	Key	Effect
1	A	The victor casts <i>acid rain</i> *, centred on the loser.
2	B	The victor casts <i>bestow curse</i> on the loser.
3	C	The victor casts <i>confusion</i> , centred on the loser.
4	D	The victor casts <i>depth charge</i> *, centred on the loser.
5	E	The victor casts <i>enrage</i> *, centred on the loser.
6	F	The victor casts <i>fireball</i> , centred on the loser.
7	G	The victor casts <i>gravity smash</i> *, centred on the loser.
8	Special	Select any key of your choice, other than this one.

*See Appendix B

Very rare variant: Increase the **DC** to **16**. Replace the table with the same one from the Rare variant. The item has the Grand Finale property.

Grand Finale. Whenever a creature casts a spell with the Dance-Off property, roll a **d20**. If the result is equal to or lower than the level of the spell, that creature triggers a wild magic surge.

DUNGEONEER'S SHIELD

Armour (shield), uncommon (requires attunement)
Components: aberration brain

From the faraway land of Drakkenheim, a wise adage from a pair of seasoned adventurers states that a sharp sword and sturdy shield will get you deep into many a dungeon, but only knowledge and a sharp wit can ensure that you come out alive.

This shield has **4 charges** and regains **all** expended charges daily at dawn.

Sharp Surprise. As a bonus action while wielding this shield, you can extend or retract the blade within it. While the blade is extended, it can be used as a magical shortsword, but the shield increases your AC by **1** instead of 2. If you are proficient with shortswords or shields, you are considered proficient with this shield and shortsword.

Tier List. As a bonus action while wielding the shield, you can expend **1 charge** to ask a question about a creature that you can see within **60 feet** of you. The question must be about one of the attributes listed in the table below, and the answer you receive is always in the form of a letter indicating what interval the attribute is in.

Tier	CR	HP	AC	One Ability Score Modifier
S	>20	>300	>20	>+8
A	15-20	100-300	18-20	+6-8
B	7-14	50-99	15-17	+3-5
C	1-6	10-49	10-14	+0-2
D	<1	<10	<10	Negative

Rare variant: Increase the charges to **6**. The shield increases your AC as normal while the shortsword is extended.

Very rare variant: Increase the charges to **6**. While wielding this shield, you have a **+1 bonus** to AC, and the shield increases your AC as normal while the shortsword is extended. The shield has the Heroic Recovery property.

Heroic Recovery. When you roll a **1** on an attack roll made with the shield's shortsword, you can narrate an incredible and unlikely recovery from your fumble in a grandiose and flowery manner. If you do, you can reroll the attack roll with **advantage**. Once this property of the shield has been used, it can't be used again until the next dawn.



FELIX'S HAMMER OF FURY

Weapon (any hammer), rare (requires attunement)

Components: celestial soul

A crucial choice can have countless unforeseen ramifications, multiple branching paths cascading exponentially into the distant future to affect events far beyond one's ability to even comprehend. The choice posed by this weapon is simpler, in comparison... but no less painful. Time to introduce your foes to the consequences of their actions.

This weapon deals an extra **1d6** fire damage to any target it hits. It has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Suffer the Consequences. As a bonus action, you can choose a creature within **60 feet** of you that can hear you and expend **1 charge** to name an action that it's forbidden from taking. This can be as vague as the Attack or Cast a Spell actions, or a more specific ability such as a breath weapon. If the creature takes the forbidden action before the start of your next turn, you can immediately use your reaction to make an attack against it using the hammer. If the creature is outside of the reach of the hammer but within **60 feet** of you, a spectral gavel appears in the air next to it, allowing you to make this attack at a distance before disappearing. The attack deals an extra **1d6** psychic damage on a hit.

Uncommon variant: The weapon deals an extra **1d6** fire damage to the first target it hits on each of your turns, instead of every target. Reduce the range to **30 feet**.

Very rare variant: Increase the fire damage to **1d8** and the psychic damage to **2d6**.

GRIFFON'S CLOAK

Wondrous item, rare (requires attunement)

Components: pouch of monstrosity (griffon) feathers

The act of crafting this feathered cloak is seen as a test of skill and patience by the followers of a powerful astral griffon. In doing so, they prove themselves worthy of carrying out the griffon's designs across the planes, and pass down the secrets of the cloak's creation to other like-minded souls with the heart and passion of true artisans.



This cloak has **3 charges** and regains **1d3** expended charges daily at dawn.

Planar Passport. When this cloak visits a plane of existence, it becomes capable of acting as the material component for the *plane shift* spell, attuned to that particular plane. If found, the cloak is already attuned to **1d4** different planes of existence.

Controlled Blink. While wearing the cloak, you can expend **1 charge** to cast the *blink* spell. When the spell is cast in this way, you roll a second d20 at the end of each of your turns and choose which result to take.

Uncommon variant: Remove all charges. Using the Controlled Blink property doesn't require a charge, and once it's been used, it can't be used again until the next dawn.

Very rare variant: The cloak regains **all** expended charges daily at dawn. The cloak has the One Way Ticket property.

One Way Ticket. While wearing the cloak, you can cast the *plane shift* spell (**save DC 17**). After you do so, roll a **d20**. On a **1**, the cloak loses this property. On any other result, this property can't be used again until the next dawn.

HELM OF IRON WILL

Wondrous item, rare (requires attunement)

Components: monstrosity pelt

In honour of Iron Will, an adventuring trainer of legend, the beards on these helms are kept magically dry and magnificent at all times. It's said that he helped countless eager rookies achieve their full potential by teaching them obscure strategies and underutilised skills, and that a glorious new hair grew on his chin for each warrior that survived due to his teachings.

Dungeoneering 101. When you first attune to this helm, choose one of the following skills: Investigation, Perception, Stealth, or Survival. While wearing the helm, you are proficient in the chosen skill and have **advantage** on ability checks that use it.

Helpful Nudge. Such was the legendary trainer's mastery of the dungeoneering game that he could turn any dangerous situation into a victory. While wearing the helm, when a friendly creature you can see within **30 feet** of you makes an attack roll, ability check, or

saving throw, you can use your reaction to turn the d20 to one of the faces adjacent to the original result, taking the number on it as the result of the roll. For example, if a creature rolls a 14, you can turn it into a 4, 6, or 20. Once this property of the helm has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the Dungeoneering 101 property.

Very rare variant: You gain a **+1 bonus** to AC while wearing the helm.





MAGICIAN'S GLOVES

Wondrous item, rare (requires attunement)

Components: undead ethereal ichor

Legends speak of a secret cabal of wizards who specialise in casting the *mage hand* cantrip, and whose secrets have been harnessed to create these mystifying gloves. Though some simple-minded fools may choose to ridicule this oddly specific mastery, being slapped silly by several spectral palms is often enough to decisively silence them.

Archmage's Hand. While wearing these gloves, you can cast the *mage hand* cantrip, with the following changes:

- You can create two spectral hands instead of one, and you can control any number of them as a bonus action.
- The spell lasts until you are **unconscious** or choose to end it (no action required). If a hand is ever more than **30 feet** away from you, it immediately disappears and reappears in your space.
- The hands are stronger than normal, and each is capable of lifting a weight in pounds equal to **10 x your proficiency bonus**.
- The hands are more dexterous than normal, and you can use them to perform ability checks that you would be able to perform using your hands.
- When you control the hands, you can use each one to make a melee spell attack (+7 to hit) against a target within **5 feet** of it, dealing **1d6** force damage on a hit.

Uncommon variant: Reduce the number of hands created by the spell to **1** and the attack bonus to **+5**.

Very rare variant: Increase the number of hands created by the spell to **3** and the attack bonus to **+8**.



MAPIFYING GLASS

Wondrous item, rare

Components: fey eye

The inquisitive people of the Moonlit Lands have a proverb: “Shed some light on the world, and it will reveal itself to you.” It turns out it’s a little more literal than it first seems.

This item has **3 charges** and regains **all** expended charges daily at dawn.

Moonlight Map. As an action while holding this item in dim or bright light, you can expend **1 charge** and point it at a flat surface within **10 feet** of you, causing light to shine through the magnifying glass and form the image of a map on that surface for **10 minutes** or until you speak a command word to make it disappear. This map represents the area in a **200-foot square** centred on you, at your elevation. When it forms, choose one or more of the additional effects below. For each effect chosen beyond the first, you must expend **1** additional charge.

- The size of the map is increased to a **300-foot square**.
- The map shows traps and other hazards in the area marked in red.
- The map shows secret doors and passages in the area marked in yellow.
- The map shows creatures in the area at the time it formed as small white dots.

If a creature, object, or area is warded against divination magic, it doesn’t show on the map.

Common variant: Reduce the size of the map to a **100-foot square**. Remove the charges and the additional effects. You can use the Moonlight Map property without expending charges, but once it has been used, it can’t be used again until the next dawn.

Uncommon variant: Remove the charges. You can use the Moonlight Map property without expending charges, selecting only one of its additional effects, but once it has been used, it can’t be used again until the next dawn.



MONKEY'S PAW

Wondrous item, very rare (requires attunement)

Components: fiend (demon) flesh

Torn from a vicious primate demon said to have sired countless abyssal layers, this shrivelled arm is still rife with corruption. Its fingers flex and curl on their own, producing unsettling cracking sounds that echo in the minds of listeners for torturous hours.

The arm has **3 charges** and regains **all** expended charges daily at dawn.

Costly Attunement. When you attune to this item, its corrupted, abyssal flesh merges with your own, replacing a missing arm or consuming an existing one (your choice). An arm consumed in this way doesn't reappear when your attunement to the item ends.

Trick Weapon. As a bonus action, you can cause the arm to enlarge to absurd proportions or revert to its normal size. The arm has different properties depending on its size, as described below:

- **Normal.** You can expend **1 charge** to cast one of the following spells from the arm (**save DC 16**): *counterspell*, *fear*, or *hypnotic pattern*.
- **Enlarged.** Your arm becomes a **+1 maul** with which you are proficient, and can't be used to wield other weapons or shields, or otherwise handle items or perform the somatic component of spells. This maul has the reach property and doesn't have the two-handed property.

Curse. This arm is cursed, and attuning to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed in this way, you become tremendously unlucky. The GM decides how this lack of luck manifests itself. In addition, if you cast the *wish* spell to produce any effect other than duplicating another spell, it comes into effect in a way that brings you as much misfortune as possible while still fitting your literal wording.

Rare variant: Reduce the **DC** to **15** and the charges to **2**. Remove the attack and damage bonus from the maul.

Legendary variant: Increase the **DC** to **17** and the attack and damage bonus of the maul to **+2**. While the arm is in its Normal state, you gain a **+1 bonus** to the attack and damage rolls of any weapon with the finesse property that you wield with it (to a maximum of **+3**), and you have **advantage** on Sleight of Hand checks.

PEEPER PAINTBRUSH

Wondrous item, very rare (requires attunement)

Components: aberration antenna

Why settle for painting monsters when you could paint others to *be* monsters? With the help of this adorable paintbrush, your art can truly pop out of its living canvas. Besides, who wouldn't want to be more like Peeper?

Artistic Licence. As an action while holding the paintbrush, you can paint one monstrous feature of your choice from the list below on a willing creature within **5 feet** of you, granting it a special benefit. The feature and its benefits fade after **1 hour**, or when a new feature is painted on the creature. Once you've used this property to paint a feature, the paintbrush can't produce that feature again until the next dawn.

- **Claws, Horns, or Tail.** The creature gains a natural weapon that deals bludgeoning (tail), piercing (horns), or slashing (claws) damage equal to **1d8 + its Strength modifier**. It can use a bonus action to make an attack with this natural weapon.
- **Extra Eyes.** The creature gains darkvision out to **60 feet** and **advantage** on Perception checks that rely on sight.

- **Fins and Gills.** The creature gains a swimming speed of **60 feet** and can breathe underwater.
- **Wings.** The creature gains a flying speed of **30 feet**.

Uncommon variant: Reduce the duration of each benefit to **10 minutes**, the damage die of the natural weapon to **1d6**, the range of the darkvision to **30 feet**, the swimming speed to **30 feet**, and the flying speed to **15 feet**.

Legendary variant: When you paint a monstrous feature, roll a **d6**. On a **5** or **6**, you can paint that feature again.



PORTABLE POTION PRESS

Wondrous item, uncommon

Components: construct gears

Developed by an institute of brilliant alchemical engineers to make dungeon crawling a less wasteful activity, this back-mounted laboratory produces surprisingly effective potions, considering the... questionable materials. The institute takes no responsibility for explosive accidents that may occur as a result of improper equipment maintenance.

You can use this item as a set of alchemist's supplies and as a poisoner's kit.

Waste Not. As an action, you can insert a body part from a creature of CR 1 or higher that has been dead for no more than 1 hour into the alchemical receptacle on this backpack. Over the course of **1 hour**, the back-

pack presses and distills this body part into restorative fluid. Once this process is complete, roll one of the Hit Dice of the creature the body part belonged to and add the result to the backpack's pool of points, which is stored in a small, detachable bottle. This pool can hold up to **30 points**. As an action, a creature can remove this bottle and drink its contents, gaining temporary hit points equal to the number of points in the pool, which last for **1 hour**. If you are wearing the backpack, you can do this as a bonus action through the use of a drinking tube.

Rare variant: Increase the number of Hit Dice rolled when the backpack processes a body part to two and the maximum points the backpack can hold to **40**.

Very rare variant: Increase the number of Hit Dice rolled when the backpack processes a body part to four and the maximum points the backpack can hold to **50**.





WARHAMMERHEAD

Weapon (any hammer), uncommon

Components: beast (giant shark) flesh

Jealously guarded by mysterious keepers of the secrets of yore, the enigmatic instructions for creating this menacing weapon, staunchest ally to bloodthirsty pirates and ravenous ocean dwellers, are thus: take a shark head. Enchant it. Shove a stick in it. Yes, that's it. Did you expect more? It's a shark head on a stick.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Aquatic Predator. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon. In addition, while underwater, the weapon has the thrown (range 20/60) property, and returns to your hand immediately after you make a ranged attack with it.

Hunter's Aura. As a bonus action while holding this weapon, you can expend **1 charge** to tap into the primal hunger of the shark, becoming more adept at sensing blood and weakness until the start of your next turn. Until then, you have **advantage** on Perception checks made to detect creatures within **60 feet** of you that don't have all of their hit points, as well as **advantage** on attack rolls made with the hammer against them. While you are underwater, the range of this effect extends to **120 feet**.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. As part of the bonus action taken to activate the Hunter's Aura property, you can move up to your speed towards a creature within the range of the aura that doesn't have all of its hit points.



THIEVES' SPOILS

BELT OF MONSTROUS SHAPES

Wondrous item, rare (optional attunement by a druid)

Component: pouch of monstrosity (owlbear) feathers

"The distinction between 'beast' and 'monstrosity' remains largely arbitrary and tenuous, and no more so than in the case of the owlbear. Despite their unnatural origins, owlbears possess no innate magical abilities and have integrated seamlessly into local ecosystems. I therefore posit that druids should be able to assume the shape of one like they do a beast's, and that it would be totally badass if they did."

- Excerpt from *What Makes a Monster?*, by Prof. Ahul Behr, Naturalist

Monstrous Shapeshift. While wearing this belt, you can cast the *polymorph* spell on yourself to transform into one of the following creatures: an **ankheg**, a **griffon**, a **hippogriff**, or an **owlbear**. Once this property of the belt has been used, it can't be used again until the next dawn.

Optional Attunement. If you are a druid, you can choose to attune to this item and can use the Wilder Shape property while you remain attuned to it.



OA: Wilder Shape. When you use your Wild Shape feature while wearing this belt, you can choose to transform into one of the creatures listed in the Monstrous Shapeshift property. You must still abide by the other restrictions of Wild Shape, such as flying speed and maximum CR. However, if you are a druid of 8th level or higher, you can expend two uses of Wild Shape at once to transform into an ankheg or a griffon, even if that creature's CR is above your maximum.

Uncommon variant: Remove the griffon and owlbear from the options listed in the Monstrous Shapeshift and Wilder Shape properties.

DAGGER OF THE SCARLET MAGE

Weapon (dagger), rare (requires attunement)

Component: phial of undead congealed blood

It's difficult to raise the dead when they don't *stay* dead. For that reason, necromancers the world over favour this dark dagger, which induces potent necrosis and stops regeneration, ensuring that perfectly serviceable corpses don't get back up before they can be reanimated.

This dagger deals an extra **1d4** necrotic damage to any target it hits.



Festering Wounds. Creatures that you hit with an attack using this dagger can't regain hit points until the start of your next turn. A creature killed using this dagger can't be resurrected by spells lower than 5th level.

Wasting Curse. When you roll a **20** on your attack roll with this magic weapon against a creature, the creature is affected with a powerful necrotic curse. A cursed creature takes **2d4** necrotic damage at the start of each of its turns, and its hit point maximum is reduced by an amount equal to the damage taken. The creature can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the curse on a success. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction lasts until the creature finishes a long rest.

Uncommon variant: The dagger deals an extra **1d4** necrotic damage to the first target it hits on each of your turns, instead of every target. The dagger doesn't have the Wasting Curse property.

Very rare variant: Increase the extra damage on a hit to **1d8**, the damage of the curse to **2d8**, and the **DC to 16**. A creature killed using this dagger can't be resurrected by spells lower than 7th level.

DEADFIRE BLADE

Weapon (any sword), very rare

Component: undead undying heart

Products of the vile necromancy of the Scarlet Mages, these profane swords are entrusted only to the most reliable of their undead assassins. To even bring forth the blade is seen as a morally reprehensible act, for the weapons channel the spirits of the dead from the afterlife and burn them as fuel for deadfire—cursed green flames that eat away at a creature's soul.

This item appears to be a sword hilt. While grasping the hilt, you can use a bonus action to cause a blade of sickly green flames to spring into existence, or make the blade disappear. This sword deals fire or necrotic damage (your choice) instead of its normal damage type, and deals an extra **1d6** damage to each target it hits.

Consuming Possession. When you reduce a creature to 0 hit points using this weapon, you can send some of the green flames into the target's body. The creature must succeed on a **DC 16 Charisma saving throw** or be possessed by the spirits in the deadfire and become wrapped in emerald flames. A possessed creature still has 0 hit points, but doesn't fall unconscious, and moves and attacks according to your verbal commands (no action required by you). A creature possessed in this way can't cast spells of 1st level or higher, use any features or actions with limited uses, or take legendary actions, and its attacks deal an extra **1d6** fire or necrotic damage (your choice) on a hit. At the end of the possessed creature's next turn, it's consumed from within by the raging fire and dies. Once this property of the sword has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC to 13**. The weapon doesn't deal any extra damage on a hit.

Rare variant: Reduce the **DC to 15**. The weapon deals an extra **1d6** damage to the first target it hits each turn, instead of every target.



DRUIDIC SHIFTSLING

Weapon (sling), uncommon
(optional attunement by a druid)
Component: pouch of monstrosity (owlbear)
feathers

A legion of transformed druids, bestial eyes watching from among the trees, awaited the wizards of Eversummer as they encroached upon the sacred woods. In their arrogance, the mages thought themselves safe at a distance, ready to rain fire upon the defenders of the forest... until a hail of rocks blotted out the sky.

This weapon has **4 charges** and regains **all** expended charges daily at dawn.

Focus Break. When you make an attack using this weapon, you can expend **1 charge** to imbue the ammunition with primal magic. On a hit, if the target is concentrating on a spell, it has **disadvantage** on the saving throw it makes to maintain its concentration as a result of taking damage from the attack. If it fails the saving throw, it takes **1d6** psychic damage.

Optional Attunement. If you are a druid, you can choose to attune to this item and can use the Shiftsling property while you remain attuned to it.

OA: Shiftsling. When you transform using your Wild Shape feature with the sling on your person, the sling also transforms, changing its shape and size so that it is worn by the creature you transform into, in a way that allows you to attack with it in your new form using a tail, paw, or other appendage. While in this state, ammunition is automatically loaded into the sling every time you make an attack with it.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. If you are a druid attuned to the sling, the sling's damage die becomes a **d6** for you while you are transformed into a Large or larger creature using Wild Shape.

Very rare variant: Increase the psychic damage to **2d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. If you are a druid attuned to the sling, the sling's damage die becomes a **d6** for you while you are transformed into a Large or larger creature using Wild Shape.



DRAGONBALL PLATE

Armour (medium or heavy), very rare (requires attunement)

Component: pouch of dragon scales

Few adventurers are willing to gather the materials necessary to craft these suits of armour, which must be taken from particularly portly and mighty dragons. After all, when you are forced to withstand a dragon's powerful breath weapon, only your life is on the line... but when you're rolled flat by one, you risk your dignity as well.

Draconic Constitution. When you make a Constitution saving throw while wearing this armour, you can use your reaction to gain **advantage** on it.

Draconic Death Roll. As an action while wearing this armour, you can speak its command word, causing it and yourself to rapidly expand. Your size increases to Large if you aren't already larger, and your body takes the form of a perfect sphere until the end of your turn. In this state, you can't make attacks or cast spells, and you lose all speeds aside from your walking speed. You move by rolling, and can move through the spaces of other creatures. When you enter a creature's space, the creature must make a **DC 16 Strength saving throw**, and does so with **advantage** if it's Huge or larger. On a failed save, it takes **5d6** bludgeoning damage plus **5d6** damage of the same type as the breath weapon of the dragon used to craft the armour and is knocked **prone**. If the armour was



found, the GM decides what dragon was used to craft it or determines it randomly. On a successful save, it takes half as much damage and isn't knocked prone. A creature can only be forced to make this saving throw once on each turn. This property of the armour can be used twice, regaining all expended uses daily at dawn.

Uncommon variant: Reduce the DC to 13 and each damage to 2d4.

Rare variant: Reduce the DC to 15 and each damage to 3d6.

HELM OF DISRUPTION

Wondrous item, uncommon (requires attunement)

Component: phial of humanoid (spellcaster) blood

The fabric of magic blankets all of creation, an intricate quilt of infinitely complex patterns and shapes. One tug at the right thread, however, can cause it to unravel, dispelling even the most finely-woven enchantments and leaving your foes powerless and defenceless before you. Or you can use it for petty larceny. That's fine too.

Unravel. While wearing this helm, you can cast the *dispel magic* spell, using your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability. Once this property of the helm has been used, it can't be used again until the next dawn.

Weave Immunity. While wearing this helm and not unconscious, you can't be affected or detected by cantrips unless you choose to be.

Rare variant: The *dispel magic* spell is cast at 5th level. The Weave Immunity property applies to spells of 1st level and lower.

Very rare variant: The *dispel magic* spell is cast at 7th level. The Weave Immunity property applies to spells of 3rd level and lower.



HUMPERDINK'S GETAWAY BALLOON

Wondrous item, uncommon

Component: elemental core of air

Like the old saying goes: “A hot air balloon with your face plastered on it might not make for the most inconspicuous of escapes, but it sure beats tackling a bird-person through a tenth-story window.”

Up and Away! As an action, you can speak one of this balloon's three command words. The first command word causes the deflated balloon to shrink or return to normal size. In its shrunken form, the balloon is 1 inch on a side. At its normal size, the balloon is a Medium object with **AC 14**, **60** hit points, **immunity** to poison and psychic damage, and **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks. If the balloon is reduced to 0 hit points, it is destroyed.

The second command word causes the balloon to inflate or deflate, either of which takes **1 minute** to complete. When you speak the command word to cause the balloon to inflate, a magical depiction of your face appears on the balloon's panels until another creature causes the balloon to inflate. The balloon remains inflated for up to **1 hour**, after which it begins to deflate on its own. For the duration, a creature within the balloon can use its action to control it with a system of ropes and valves, causing it to fly. The creature controlling the balloon can move it up to **60 feet** horizontally and **30 feet** vertically each round. Its horizontal and vertical movements are independent of one another. The balloon can fit one Medium or



smaller creature, and can carry a maximum weight of 300 pounds. If the balloon is ever over its maximum weight or deflates during flight, it descends safely at a rate of **30 feet** per round.

The third command word can be used only by the creature whose face is on the balloon, causing the face to animate and replicate the movements and expressions of the creature until this command word is spoken again.

Once the balloon is inflated, it can't be inflated again until the next dawn.

Rare variant: At its normal size, the balloon is a Huge object that can fit up to five Medium or smaller creatures and carry a maximum weight of 1,000 pounds. Increase its hit points to **120**.

Very rare variant: At its normal size, the balloon is a Huge object that can fit up to five Medium or smaller creatures, carry a maximum weight of 1,000 pounds, and remain inflated for up to **8 hours**. Increase its hit points to **150**.

HORNS OF CREEPING DOOM

Wondrous item, very rare

Component: undead undying heart

At first, the unceasing whispers of the long departed come across as disturbing to most wearers of these horns. Many learn to tune them out, growing accustomed to the white noise. But a select few come to enjoy their gentle caress, taking comfort in the constant presence of the dead, and soon feel the desire to add to their numbers...

As an action, you can press these horns to your head or a piece of headwear you're wearing and attach them by speaking their command word. Speaking the command word again causes the horns to fall off; they can't be removed by any other means.

Crimson Death. As a bonus action while wearing these horns, you can begin to accumulate negative energy, which takes the appearance of dark tendrils gathering in the air and seeping into the tips of the horns. On your next turn, you can use your action to cast the *crimson death** spell (**save DC 16**, no concentration required). Once this property of the horns has been used, it can't be used again until the next dawn. If you gather energy but choose not to cast the spell on your next turn, the use of this property isn't expended, but the negative energy dissipates and must be accumulated again before you can cast the spell.

*See Appendix B



Uncommon variant: Reduce the DC to 13. The *crimson death* spell has the following changes:

- The smoke forms a **10-foot-radius sphere**, and you can move it up to **10 feet** at a time.
- It deals **3d4** necrotic damage.
- You can only control one zombie created by it at a time.

Rare variant: Reduce the DC to 15. The *crimson death* spell has the following changes:

- The smoke forms a **15-foot-radius sphere**, and you can move it up to **15 feet** at a time.
- It deals **4d6** necrotic damage.
- You can only control two zombies created by it at a time.

MAGMASTEEL AXE

Weapon (any axe), uncommon

Component: elemental volatile mote of fire

Complex magical reactions can sometimes occur when melting darksteel weapons, resulting in the unpredictable alteration of their enchantments. Having lost the ability to absorb lightning, this molten axe



makes up for it with fiery strikes imbued with boiling magma. Maintenance doesn't change, however—don't forget to apply linseed oil at least once every seven days.

This axe has **4 charges** and regains **1d4** expended charges daily at dawn.

Unstable Overheating. As a bonus action while holding this axe, you can expend **1 charge** to ignite it, causing veins of searing magma to light up across its blade. While ignited, this axe sheds dim light in a **5-foot radius** and deals an extra **1d4** fire damage to each target it hits. When you roll a **4** on this extra damage, the axe erupts violently, and each creature within **10 feet** of the axe must make a **DC 13 Dexterity saving throw**, taking **2d4** fire damage on a failed save, or half as much damage on a successful one. After the axe erupts, it's no longer ignited.

Rare variant: Increase the **DC** to **15**, the extra damage on a hit to **1d6**, and the damage of the eruption to **4d6**. The axe erupts when you roll a **5** or **6** on the extra damage die, instead of a 4.

Very rare variant: Increase the **DC** to **16**, the extra damage on a hit to **1d8**, and the damage of the eruption to **5d8**. The axe erupts when you roll a **7** or **8** on the extra damage die, instead of a 4.



RING OF THE STONE DRAKE

Ring, rare (requires attunement)

Component: construct stone

After the city of Eversummer was torn asunder by rival mages animating statues in fountains and parks to duel one another, the edict banning all decorative stonework saw unprecedented support from the populace. It only took the mages a few weeks to find a workaround.

Summon Statuary. As an action while wearing this ring, you can summon a **draconic statue**, which appears in an unoccupied space that you can see within **30 feet** of you. The statue is friendly to you and your companions. After **1 hour**, or if it's reduced to 0 hit points or you lose concentration (as if concentrating on a spell), the statue loses its magic and crumbles to dust. In combat, it takes its turn immediately after yours and obeys your mental commands (no action required). If you don't issue any, it takes the Dodge action. After this property of the ring is used, roll a **d4**. On a **1** or **2**, it can't be used again until the next dawn.

DRACONIC STATUE

Large construct, unaligned

Armour Class 16 (natural armour)

Hit Points 66 (7d10 + 28)

Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	14 (+2)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages understands Common and Draconic but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Heavy. At the end of each turn, the statue falls to the ground if it's flying.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target must succeed on a **DC 14 Strength saving throw** or be pushed **10 feet** away from the statue.

Stone Breath (Recharge 6). The statue spews a shower of rocks in a **30-foot cone**. Each creature in the area must make a **DC 14 Strength saving throw**, taking 22 (5d8) bludgeoning damage on a failed save, or half as much damage on a successful one. If a creature fails this saving throw by 5 or more, it's also knocked **prone**.

ROBES OF THE SCARLET MAGE

Wondrous item, uncommon (requires attunement by a spellcaster)

Component: undead undying flesh

Tendrils of residual negative energy course through these robes, venting in wisps of dark, crimson-veined smoke whenever great magic is channelled through them. Necromancers preferring to operate in secrecy can easily conceal these phenomena, however, until the time is right to strike.

These robes can be used as a spellcasting focus for your spells.

Necromancer's Disguise. As a bonus action while wearing these robes, you can speak their command word and cause them to assume the appearance of a normal set of clothing or a different set of robes. You decide what they look like, including colour, style, and accessories, but the robes retain their properties and normal weight. The illusory appearance lasts until you end it by speaking the command word again as a bonus action or remove the robes.

Sense the Living. As an action while wearing these robes, you can become aware of the presence of the living. For **1 minute**, you know the location of each non-construct, non-undead creature within **30 feet** of you, as well as its creature type. If the creature is under an effect that changes its creature type, such as the *polymorph* spell, you know both its true creature type and that of its current form, provided neither is construct or undead. Once this property of the robes has been used, it can't be used again until the next dawn.

Rare variant: Increase the range to **60 feet**. The Sense the Living property can be used three times and regains all expended uses daily at dawn.

Very rare variant: Increase the range to **60 feet**. The Sense the Living property can be used three times and regains all expended uses daily at dawn. You have **resistance** to necrotic damage while wearing these robes.



WINGED DAGGERSWORD

Weapon (longsword), very rare

Component: pouch of celestial feathers

Holy paladins and valiant knights alike have used swords such as this one to vanquish evil, sharp steel and searing radiance cutting through villains with ease... with only the slightest of side-effects. Wielder beware: prolonged usage may impair one's ability to recognise irony and colloquialisms.

This weapon has a second, smaller blade underneath the larger, detachable one. As a bonus action while holding the weapon, you can remove the large blade, making the weapon into a dagger, or fit it back on, making it a longsword once more.

Blade Throw. While in longsword form, this weapon can be used to make ranged weapon attacks (with a normal range of 20 feet and a long range of 60 feet) by throwing the detachable blade at a target. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls of these attacks. Once you do so, the weapon becomes a dagger, and the detached blade lands beside the target of the attack. After you make an attack by throwing the weapon in its dagger form, its wings animate and it returns to your hand. If the detached blade is within **30 feet** of the target of the attack, you can have the dagger fly over to it and reassemble itself into a longsword before returning to you.

Paladin's Wrath. As a bonus action while holding this weapon, you can channel divine power through it, causing it to emit a soft glow for **1 minute**. For the duration, the sword deals an extra **1d6** radiant damage to each target it hits, or **2d6** if the target is an undead.

Uncommon variant: Remove the Paladin's Wrath property.

Rare variant: Reduce the damage to **1d4**, or **2d4** if the target is an undead.





SEASONAL ARMOURY



BLOOM BOOTS

Wondrous item, very rare (requires attunement)

Component: bundle of plant roots

The fleeting beauty left in the wake of these boots appeals greatly to members of the Seelie Court, who go to great lengths to craft or acquire pairs by any means necessary. Beware those who flaunt these in secluded forests or enchanted glades, for there are good chances you will find yourselves embroiled in the treacherous deals of the fey, whether you want to be or not.

These boots have **8 charges** and regain **1d4 + 4** expended charges daily at dawn.

Plantstep. While wearing these boots, grass grows and flowers bloom from the ground where you step, remaining for a few seconds before disappearing. You can move through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have a climbing speed equal to your walking speed when climbing trees and other plants, as small branches and leaves quickly grow to support you, then wither.

Induce Growth. While wearing these boots and standing on the ground, you can expend **1** or more charges to stomp one of your feet and produce one of the following effects:

- You cast the *plant growth* spell, centred on yourself and as an action only (**3 charges**).
- You cast the *spike growth* spell, centred on yourself (**save DC 16, 3 charges**).
- As a bonus action, you cause a large vine to grow beneath your feet, lifting you up to **30 feet** straight up. This vine remains for **1 minute**, after which it withers and disappears (**1 charge**).
- As a reaction when you're subjected to an effect that would move you against your will, you cause small vines to wrap around your feet, preventing you from being moved until the start of your next turn (**2 charges**).

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**. Remove the Plantstep property and the *spike growth* spell.

Rare variant: Reduce the charges to **6** and the recharge to **1d4 + 2**. Remove the *spike growth* spell.





GELID HUNTER

Weapon (any crossbow), rare

Component: elemental (ice mephit) core of water

Carefully constructed for maximum efficiency in extreme cold, this tactical crossbow includes an automatic reloading system requiring no ammunition and a bright flashlight for the darkness of winter. The deer head adorning it may not be a real one, but you'll have no trouble hunting one down when armed with this weapon.

Ice Shot. This weapon doesn't use normal ammunition. Instead of firing bolts, when you make an attack with it, an icicle forms already loaded into the crossbow and ready to fire. At the start of your turn, you can choose to ignore the loading property of the crossbow until your next turn, taking **1d6** fire damage as the weapon vents heat into you to form more icicles.

Deer Head Lights. As an action while holding the crossbow, you can cause the deer's eyes to emit bright light in a **30-foot cone**, or turn the light off. When you activate the light, you can choose to have it flair with momentary intensity, forcing each creature in the cone to make a **DC 15 Constitution saving throw**.

On a failed save, a creature is **blinded** until the end of its next turn, and its speed is reduced to **0 feet** while blinded in this way. Once the crossbow has been used to blind creatures, it can't be used to do so again until the next dawn.

Uncommon variant: Remove the Deer Head Lights property.

Very rare variant: Increase the **DC** to **16** and the duration of the blinded condition to **1 minute**. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The weapon has the **Icicle Barrage** property.

Icicle Barrage. At the start of your turn while holding this crossbow, you can choose to take **2d6** fire damage as the weapon vents even more heat into you. If you do, you can make two extra attacks with the crossbow when you take the **Attack** action before the end of your next turn. Once this property of the crossbow has been used, it can't be used again until the next dawn.



HUNTSMAN'S GOGGLES

Wondrous item, rare (requires attunement)

Component: elemental (ice mephit) volatile mote of air

The lenses of these goggles are made of pure ice, painstakingly polished to be as clear as possible and enchanted to never melt. Their frigid surface is incredibly sensitive to heat, capable of detecting even the slightest fluctuations in temperature—be careful not to touch them barehanded and leave a heat imprint behind!

This item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Thermal Vision. As a bonus action while wearing these goggles, you can expend **1 charge** to activate them. For **1 minute**, you can see creatures and objects within **60 feet** of you coloured in a spectrum from red for warm creatures to blue for cold ones. This grants you **advantage** on Perception checks that rely on sight made to detect creatures that emit heat, and you can

always see those creatures regardless of light conditions, obscurement, or invisibility, but not through total cover. Some constructs, elementals, and most undead exist at ambient temperature and can't be seen with this property (GM's discretion).

Target Acquired. Alternatively, while wearing these goggles, you can expend **1 charge** to cast the *hunter's mark* spell. When you cast the spell in this way, the extra damage dealt by it is cold damage, and you can see the target with the goggles' Thermal Vision property even if you normally couldn't.

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**.

Very rare variant: The goggles have the Drain Heat property.

Drain Heat. When a creature under the effects of the *hunter's mark* spell cast with the goggles is reduced to 0 hit points, you can choose to end the spell and drain some of its body heat to revitalise yourself, regaining **2d4** hit points.

LIVING FLUTE

Wondrous item, rare (requires attunement)

Component: plant bark

Against all reason, this flute appears to remain a living plant even in the absence of food, water, and light, subsisting on magical energy alone. However, many report that looking after it regardless, by watering it regularly and trimming dead branches, results in more vibrant and beautiful blossoms.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Song of Spring. As an action, you can expend **2 charges** to play a beautiful tune on the flute, which causes its flowers to bloom and emit a sweet, soothing scent. Each other creature within **30 feet** of you must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by every creature it can see for **1 minute**. A creature can repeat the saving throw at the end of

each of its turns, ending the effect on itself on a success. If a creature or any of its companions are harmed or targeted by a spell or ability by one of the creatures it's charmed by, it's no longer charmed by that creature. Once this property of the flute has been used, it can't be used again until the next dawn.

Petal Storm. As a bonus action, you can expend **1 charge** to play a frantic tune on the flute, which causes its flowers to shed their petals. These petals fly in a flurry towards a creature you can see within **30 feet** of you, forcing it to make a **DC 15 Strength saving throw** (the target can choose to fail this save). On a failed save, the creature is lifted up by the petals and carried **30 feet** in any direction of your choice.

Uncommon variant: Reduce the DCs to **13**, the charges to **3**, and the recharge to **1d3**.

Very rare variant: Increase the DCs to **16**, the charges to **8**, and the recharge to **1d6 + 2**.



QUICK-GROW ACORNS

Wondrous item, uncommon

Component: phial of plant sap

At the core of each of these acorns is a mote of energy from the Positive Energy Plane, whose life-giving properties allow a sentient tree to spring forward from the nut at a prodigious rate. The small mote burns down quickly, however, causing the tree to die off just as promptly—an unfortunate occurrence that can be used to one's advantage.

These acorns are usually found or crafted in bundles of **1d4 + 1**.

Timber! As an action, you can plant one of these acorns in an unoccupied space on the ground within your reach, causing it to rapidly grow into an **awakened tree** bearing gorgeous autumn foliage. The tree is an ally to you and your companions, and it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). At the end of its turn, it rapidly decays and falls in a **15-foot-long, 5-foot-wide line** in a direction of your choice. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **3d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

Very rare variant: The planted acorn grows into a **treant** without the *Animate Trees* action. Increase the **DC** to **16** and the damage to **5d6**.



SCARF OF WINTER

Wondrous item, common (socketable)

Component: elemental primordial dust

In windy weather, the crystals dangling from this scarf chime softly, producing a sombre yet peaceful winter tune that evokes images of delicate snowflakes colliding against one another during a gentle snowfall. After the crystals have shattered, the absence of their song can be somewhat off-putting.

You can socket this scarf onto the chestpiece of a suit of armour. While wearing that armour, you ignore the effects of extreme cold.

Frost Overload. When you take cold damage, you can use your reaction to reduce it by **2d6**, as the small ice crystals serving as the scarf's tassels absorb some of the energy. The crystals are then overloaded and shatter, and this property of the scarf can't be used again.



SCORCH HELM

Wondrous item, uncommon (requires attunement)

Component: elemental core of fire

The golden flames adorning this helmet produce as much heat as a raging inferno, but somehow never harm their wearer or their allies. Many speculate that they are fueled by the wearer's passion and emotions, flaring at times of great anger, excitement, or distress.

This helmet has **2 charges** and regains **all** expended charges daily at dawn.

Warm Summer Knight. As an action, you can expend **1 charge** to spread the flames on the helmet over your entire body, coating you in golden fire for **1 minute**. During this time, you gain the following benefits:

- Your melee weapon attacks deal an extra **1d6** fire damage.
- When a creature within **5 feet** of you hits you with an attack, it takes **1d6** fire damage.
- When you successfully grapple a creature, it takes **1d6** fire damage. A creature grappled by you or grappling you takes **1d6** fire damage at the start of each of its turns.

Rare variant: Increase the charges to **3** and each damage of the Warm Summer Knight property to **1d8**.

Very rare variant: Increase the charges to **3** and each damage of the Warm Summer Knight property to **1d8**. The property can be used as a bonus action instead of an action.



SPRINGWING

Weapon (scimitar), uncommon (optional attunement)

Component: pouch of fey feathers

To create this scimitar, the sumptuous feathers of fey creatures are dipped in molten metal and thereafter shaped and sharpened to create small steel swallows. The swallows describe complex and hypnotising patterns in the air as they fly around the blade, and the screech produced by the beating of their wings resembles the cacophonous chirping of dozens of birds.

Swallow's Flight. This weapon has the thrown property (range 20/60). When thrown, it functions similarly to a boomerang, spinning as it flies through the air and returning to your hand after the attack hits or misses.

Optional Attunement. If you choose to attune to this item, you can use the Flock On property while you remain attuned to it.

OA: Flock On. As an action while holding the sword, you can speak its command word, causing the flocks of metallic swallows to fly towards a creature of your choice within **30 feet** of you, circling and harassing it for **1 minute**, or until the creature is reduced to 0 hit points, you are unconscious, or you speak the command word again (no action required). At the start of each of its turns, the creature must make a **DC 13 Dexterity saving throw**. On a failed save, the creature takes **2d6** slashing damage and has **disadvantage** on ability checks and attack rolls until the start of its next turn. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the damage to **3d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16** and the damage to **4d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.





STAFF OF DECAY

Staff, very rare (requires attunement by a spellcaster)

Component: plant fungal membrane

A softly luminescent, magical fungus grows at the tip of this staff, constantly draining small amounts of positive energy from its surroundings. In its presence, plants lose a little of their colour and droop ever so slightly, but these effects are only temporary and quickly fade when the staff is no longer around.

This staff has **10 charges** and regains **1d6 + 4** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff withers away and is destroyed. You have **resistance** to necrotic damage while holding this staff.

Spells. While holding this staff, you can expend **1** or more of its charges to cast one of the following spells from it (**save DC 16**): *aura of impurity** (**4 charges**), *blight* (**4 charges**), *inflict wounds* (**1 charge**), or *ray of enfeeblement* (**2 charges**).

Corpse Expert. While holding this staff, you can use an action to touch a corpse and immediately know how long ago it died, in hours if it's been dead for less than two days, and in days otherwise.

*See Appendix B

Rare variant: Remove the resistance to necrotic damage, and remove *blight* from the list of spells you can cast using the staff. Reduce the **DC** to **15**, the charges to **8**, and the recharge to **1d6 + 2**.

SUNDIAL RING

Ring, rare

Component: fey (sunsprite) antenna

Attuned to the movement of the sun in the sky by intricate enchantments, this ring functions even when kept away from the light, serving as a lifeline to the warmth and brightness of day. In the deepest caverns and darkest dungeons, it reminds brave adventurers that the light shines upon them always.

This ring functions as a sundial even when not exposed to the sun, allowing you to tell the time in any location, regardless of light conditions, as long as you can see the ring.

Circadian Clock. While wearing this ring, you gain different benefits depending on the time of day, as described below. This property only works on planes of existence that have a day-night cycle.

- **Dawn.** As the day begins, you are inspired to make the most of it. You gain **inspiration** and **2d10** temporary hit points, both of which last until daytime.
- **Daytime.** As the sun shines brightly in the sky, you are at your strongest. You gain a **+1 bonus** to AC, and when you deal damage with a weapon attack, you can reroll the weapon's damage dice, taking the second result.
- **Dusk.** As the daylight dwindles, you become more alert and wary of your surroundings. You have **advantage** on initiative rolls and Perception checks.
- **Night.** As darkness covers the land, you cling to any vestiges of light and warmth that you can find. You gain darkvision out to **30 feet**. If you already have darkvision from another source, its range is increased by **30 feet**.

Very rare variant: The ring has the Daylight Savings property.

Daylight Savings. The ring absorbs sunlight to later release. While wearing the ring, you can cast *daylight*. When you cast the spell in this way, its light is sunlight. While you are within the area of the spell's bright light, it counts as daytime for the purposes of the ring's Circadian Clock property. Once this property of the ring has been used, it can't be used again until the ring has spent **8 hours** in sunlight.

SUNSPLITTER

Weapon (spear), uncommon (requires attunement)
Component: elemental core of fire

It is said that, in order to forge a connection with the sun, each step of this weapon's creation must be carried out exclusively in its bright light, during the hottest days of the year. Whether or not all crafters follow this practice, there's no denying the command that the wielder of this spear holds over the sun's radiant beams.

This spear has **4 charges** and regains **all** expended charges daily at dawn.

Luminous Refraction. As an action while outside during the day, you can lift this spear towards the sky and expend **1 charge**, causing a beam of pure radiance to descend from the sun into the spear's crystal. The crystal splits the beam into your choice of 2 to 6 smaller beams, each of which targets a different creature you can see within **30 feet** of you. Each creature must make a **DC 13 Dexterity saving throw**, taking



an amount of radiant damage dependent on how many beams you produce on a failed save, or half as much damage on a success. If the larger beam is split into two, each smaller beam deals **6d4** radiant damage. For each additional beam produced beyond the second, roll one fewer damage die.

Rare variant: Increase the **DC** to **15**. If the larger beam is split in two, each smaller beam deals **6d6** radiant damage. For each additional beam produced beyond the second, roll one fewer damage die.

Very rare variant: Increase the **DC** to **16** and the range of the beams to **60 feet**. If the larger beam is split in two, each smaller beam deals **6d8** radiant damage. For each additional beam produced beyond the second, roll one fewer damage die.

WITHERCAP

Wondrous item, rare (requires attunement)

Component: pouch of plant spores

Various little gourds and mushrooms constantly grow and die on the brim of this conical hat, each cycle of life and death taking only a matter of hours. Even in this decay, however, there is immense beauty, for it allows the old to fade away and gives way to a brand new arrangement of shapes and colours.

Aura of Decay. As a bonus action while wearing this hat, you can cause it to emit an aura of decay, or deactivate the aura. While the aura is active, whenever a creature within **10 feet** of you takes damage, it takes an extra **1d6** necrotic damage, and whenever a creature within **10 feet** of you regains hit points, it regains **1d6** fewer hit points. In addition, you can use an action to cause any number of corpses within the aura to disintegrate, preventing them from being resurrected or raised as undead.

Necrotic Burst. When you take damage that reduces you to 0 hit points while wearing this hat, it lets out a wave of retaliatory necrotic energy. Each hostile creature within **10 feet** of you must make a **DC 15 Constitution saving throw**, taking necrotic damage equal to the damage that reduced you to 0 hit points (maximum of 15 damage) on a failure, or half as much damage on a success. Once this property of the hat has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the damage and healing reduction of the Aura of the Decay property to **1d4**. Remove the Necrotic Burst property.

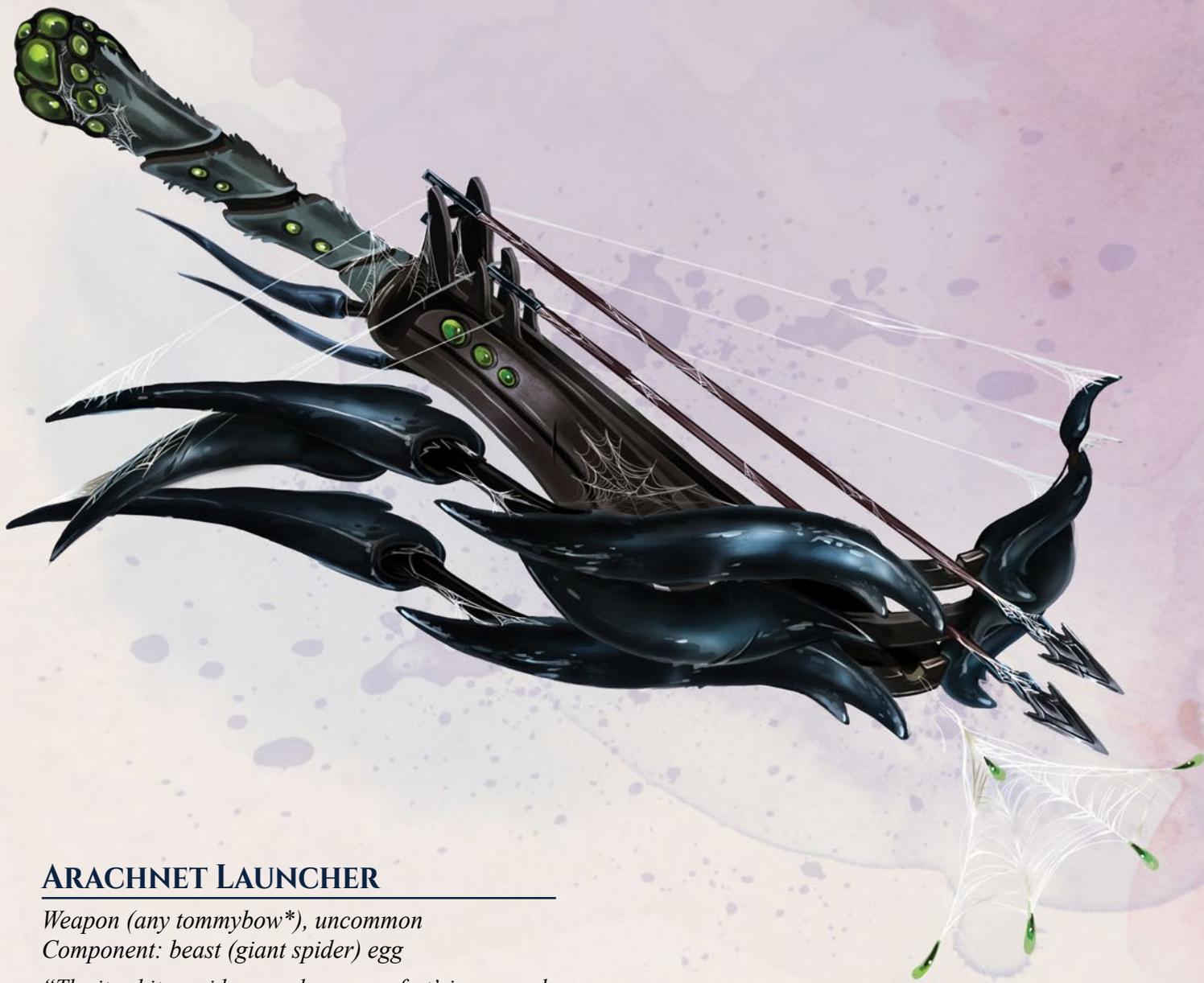
Very rare variant: Increase the damage and healing reduction of the Aura of the Decay property to **1d8**, its radius to **20 feet**, and the maximum damage of the Necrotic Burst property to **30**.





UNFATHOMABLE TERRORS





ARACHNET LAUNCHER

Weapon (any tommybow*), uncommon
Component: beast (giant spider) egg

*“The itsy-bitsy spider crawls up your fest’ring wound.
/ Out comes some blood, and the spider knows you’re
doomed. / Begging for it to end, you cry out in pain.
/ But the itsy-bitsy spider just crawls up your wound
again.”* — Drow nursery rhyme.

Swarm Net. When you take the Attack action, you can replace one of your attacks with this weapon with a special ranged weapon attack, launching a net of spider silk teeming with spiders at a creature within **15 feet** of you. On a hit, the creature is **restrained** by the net. At the start of each of its turns, the restrained creature takes **1d6** piercing damage and **1d6** poison damage, and must make a **DC 13 Constitution saving throw**, as hundreds of tiny spiders crawl along the web, biting and stinging their victim. On a failed save, the creature is **poisoned** until the start of its next turn. The net has **AC 13** and is destroyed if it takes **10** fire or slashing damage, freeing the creature within without harming it. Alternatively, the restrained creature

or another creature within reach can use its action to make a **DC 13 Strength** check, destroying the net on a success. Once this property of the weapon has been used, it can’t be used again until the next dawn, when the spiders living within the tommybow finish producing another silk net.

Rare variant: Increase the AC to **15**, the DCs to **15**, and the damage needed to destroy the net to **15**. This weapon deals an extra **1d6** poison damage to the first target it hits on each of your turns.

Very rare variant: Increase the AC to **16**, the DCs to **16**, the piercing and poison damage to **1d8** each, and the damage needed to destroy the net to **20**. This weapon deals an extra **1d6** poison damage to each target it hits.

*See Appendix B

BACKBONES

Wondrous item, rare (requires attunement)

Component: undead undying heart

Each time the skeleton on your back comes to life, you can't help but think that will be you one day. No more than a useless pile of bones and meat, rotting away in a wooden prison underneath the earth... Deprived of everyone you once held dear, your only company the fat maggots eating away at what remains of your flesh... Try not to dwell on it too much.

Portable Reaper. This item is worn as a backpack and can store your belongings in addition to the skeleton residing within. While wearing it, you can speak one of its command words to cause the skeleton to animate and strike at your foes in one of the ways described below. The skeleton doesn't deal any damage to constructs and undead.

- **Skeletal Strike.** As a bonus action, you order the skeleton to strike at one creature within **5 feet** of you. The skeleton makes a melee attack with its scythe (+7 to hit), which deals **1d8** slashing damage and **1d8** necrotic damage on a hit. If it rolls a 20 on the attack roll or reduces the creature to 0 hit points, you are assailed by a painful realisation of your own mortality, taking **3d6** psychic damage, and this option can't be used again until the next dawn.
- **Reaper's Sweeper.** As an action, you order the skeleton to make a wide sweep with its scythe, catching all creatures within **10 feet** of you with its blade. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **3d8** slashing damage and **3d8** necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this property rises as a **skeleton** under your control at the start of its next turn. It maintains its initiative, is friendly to you and your companions, and obeys your verbal commands (no action required by you). After **1 minute**, it crumbles to dust. Once this property of the item has been used, it can't be used again until the next dawn.



Uncommon variant: Reduce the attack modifier to +5, the slashing and necrotic damage to **1d6** each, and the psychic damage to **2d6**. Remove the Reaper's Sweeper option.

Very rare variant: Increase the attack modifier to +8, the slashing and necrotic damage of the Skeletal Strike option to **1d10** each, the psychic damage to **4d6**, the **DC** to **16**, and the slashing and necrotic damage of the Reaper's Sweeper option to **4d8** each. The Skeletal Strike option can be used against a creature within **10 feet** of you.

BLOODSATIN RING

Ring, rare

Component: phial of undead (vampire) congealed blood

Originally devised by a cripplingly haemophobic vampire, this ring was meant to help its wearer become accustomed to the scent and sensation of blood. It is said that it never truly accomplished its purpose, and tales abound of an emaciated, deathly pale figure skulking through darkened streets in the dead of night, starved for millennia but unable to eat...

Draining Touch. When you reduce a creature of CR 1 or higher that has blood to 0 hit points with a melee attack while wearing this ring, you can syphon some of its blood to create a skin-tight glove around your hand (no action required), which lasts for **1 minute**. While this glove lasts, you have **resistance** to necrotic damage and are under the effects of the *vampiric touch* spell (+7 to hit, no concentration required). You can make the attack granted by the spell as an action or bonus action, but only once on each of your turns. Once this property of the ring has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the attack modifier to +5 and the damage of attacks made using the vampiric touch spell to **2d6**. Remove the resistance to necrotic damage.

Very rare variant: Increase the attack modifier to +8 and the damage of attacks made using the vampiric touch spell to **4d6**. When you use the Draining Touch property to form the glove, you regain **2d6** hit points.





CALLOUS EMBRACE

Armour (any medium or heavy), rare (requires attunement)

Component: fiend (chain devil) heart

Heroes intent on earning this suit of armour must prove their bravery by delving into the Devil's Passage, a long, winding tunnel in the caverns of Fob-Ya that magically shrinks so that any creature just barely fits inside. The crawl takes hours, and the tunnel becomes so narrow at certain points that one needs to expel all air from their lungs in order to keep moving.

The armour has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Hug of Death. When you grapple a creature while wearing this armour, you can expend **1 charge**, causing its chains to wrap around the grappled creature. The creature becomes **restrained** until the grapple ends.

Curse. This armour is cursed, and attuning to it extends the curse to you. While you are cursed, you can't remove the armour. In addition, each time you expend a charge from the armour, you feel as if it's getting tighter, the chains wrapping around you and the cage closing in on your head. If the armour has less than half its charges remaining after you expend a charge, roll two **d10s**. For each even result on a die, you take that amount of psychic damage.

Uncommon variant: Reduce the charges to **2**. The armour regains **all** expended charges daily at dawn.

Very rare variant: The armour has the Spiked Chains property.

Spiked Chains. A creature takes **1d6** piercing damage when it's first restrained by the Hug of Death property, and again at the end of each of its turns while it's restrained.

CHEESE STICK

Rod, staff, or wand, very rare (requires attunement)

Component: pouch of plant spores

Turophobia may be among the more unusual fears, but its trial at the caves of Fob-Ya is one of the most torturous ones. If you had to spend thirty consecutive days locked in a cheese pantry, breathing its mouldy stench, eating nothing but old curds... you'd probably be afraid of cheese as well.

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Cheesy Infusion. As a bonus action while holding this item, you can expend **1 charge** to imbue a creature you can see within **30 feet** of you with a property of a kind of cheese, choosing from one of the options below:

- **Swiss.** You magically poke the creature full of holes. It must make a **DC 16 Constitution saving throw**, taking **4d6** piercing damage on a failed save, or half as much damage on a successful one.
- **Limburger.** You give the creature the foul odour of stinky cheese. Until the start of your next turn, each creature that starts its turn within **5 feet** of the target must succeed on a **DC 16 Constitution saving throw** or be **poisoned** until the end of your next turn.

- **Roquefort.** You cover the creature in necrotic mould. It must succeed on a **DC 16 Constitution saving throw** or be riddled with mould until the end of its next turn. While this effect lasts, the creature takes an extra **1d4** necrotic damage each time it takes damage.

One With the Cheese. As an action while holding this item, you can cast the *true polymorph* spell (**save DC 16**), but only to transform a creature into a wheel of cheese. The effect of this spell can't become permanent—instead, a creature reverts back to its original form if the spell's duration ends or if the cheese is bitten or damaged in any way. Once this property of the item has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the One With the Cheese property. Reduce the **DCs** to **13** and the damage of the Swiss option to **2d6**. The Limburger option only affects the first creature that starts its turn within **5 feet** of the target. A creature only takes the extra damage from the Roquefort option the first time it takes damage each turn.

Rare variant: Remove the One With the Cheese property. Reduce the **DCs** to **15**.





CLOUDSTEPPERS

Wondrous item, uncommon (requires attunement)

Component: elemental core of air

The humanoid body is remarkably resilient. Even falls from great heights are unlikely to instantly kill you. It is far more probable that your ribs will break like twigs, puncturing your lungs and leaving you to slowly and agonisingly drown in your own blood. So when you're using these boots... it's best if you just don't look down.

Platform Boots. Once on each of your turns while wearing these boots, you can choose to manifest small clouds under your feet when you jump. The clouds feel solid to you and are capable of supporting your weight, allowing you to land on them at any point during the jump, but other creatures fall through them as normal. You can jump from these bouncy clouds as if you had a running start. At the start of your next turn, the clouds dissipate unless you choose to immediately manifest more to replace them, expending your use of this property for the turn. The clouds also dissipate if you move off of them or become **prone**.

Curse. These boots are cursed, and attuning to them extends the curse to you. While you are cursed, you can't remove the boots. Additionally, you suffer from debilitating vertigo whenever you are at least **30 feet** above the ground, which imposes **disadvantage** on all ability checks and attack rolls, and when you take damage from falling, you take an extra **1d6** psychic damage.

Rare variant: The boots have the Cloudsurfing property.

Cloudsurfing. While standing on clouds created by the boots, you can use a bonus action to move up to **15 feet** in any direction, gliding on the clouds, after which they dissipate.

Very rare variant: The boots have the Cloudsurfing property. There is no limit to how many times on a turn you can use the Platform Boots property. You can choose to manifest clouds underneath your feet at any time, allowing you to prevent a fall or simply walk on air. The clouds don't dissipate at the start of your next turn.



CONTAGI-GUN

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

Component: phial of aberration mucus

Exercise extreme caution and wear protective gloves when wielding this weapon. Consult your cleric or alchemist if you experience any unusual symptoms, including but not limited to: nausea, migraines, dehydration, overhydration, cerebral haemorrhaging, weave allergy, spontaneous combustion, or sudden explosive cardiac failure.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon, which has **4 charges** and regains **all** expended charges daily at dawn. In addition, it doesn't have the ammunition or reload properties. Instead of bullets, it shoots globs of concentrated acid or virulent poison, dealing acid or poison damage (your choice) instead of its normal damage type.

Viral Spread. As a bonus action, you can expend **1 charge** to imbue your next shot with a powerful disease, choosing one of the symptoms below. If your next attack with this weapon hits a creature, it must succeed on a **DC 16 Constitution saving throw** or suffer the chosen symptom for **1 minute**. A diseased creature can repeat the saving throw at the end of each

of its turns, ending the effect on itself on a success. If a different creature ends its turn within **5 feet** of a diseased creature, you can use your reaction to force the creature that isn't diseased to make a **DC 16 Constitution saving throw**, becoming affected by the same disease on a failed save. A creature that succeeds on a saving throw against this property can't be affected by it again for **24 hours**.

- **Fever.** The diseased creature takes **1d8** fire damage at the start of each of its turns.
- **Lethargy.** The diseased creature's speed is reduced to **10 feet**.
- **Tremors.** The diseased creature has **disadvantage** on attack rolls.

Uncommon variant: Reduce the **DCs** to **13** and the charges to **3**. Remove the attack and damage bonus.

Rare variant: Reduce the **DCs** to **15** and the attack and damage bonus to **+1**.

Legendary variant: Increase the **DCs** to **17**, the charges to **5**, and the distance at which a disease can be spread to **10 feet**. When you use the **Viral Spread** property, you can choose two symptoms instead of one.

*See Appendix B

DEEP DIVER

Wondrous item, uncommon (requires attunement)

Component: elemental core of water

Deep in the recondite caverns of Fob-Ya, a wizened and immortal sage awaits intrepid heroes willing to confront their greatest fears. Their reward, should they successfully pass this harrowing trial: a powerful magic item that harnesses and weaponises their terrors.

Diving Helm. This helmet is always magically filled with water. Water removed from the helmet by any means immediately disappears, and more water appears inside to take its place. While wearing the helmet, you can breathe underwater, and while underwater, you have darkvision out to a range of **30 feet**. If you already have darkvision, its range is increased by **30 feet** instead.

Thalassophobic Visions. While wearing the helmet, you can use an action to create a reality-bending illusion for **1 minute** or until you choose to end it (no action required) or remove the helmet. While this illusion lasts, the area within **5 feet** of you looks as if it is underwater, and counts as being underwater for the purposes of applying penalties to underwater combat, as described in the Underwater Combat rules. You take **1d6** psychic damage when you use this property, and again at the start of each of your turns for as long as it lasts. This damage can't be reduced or prevented in any way. Once this property of the helmet has been used, it can't be used again until the next dawn.

Rare variant: The Thalassophobic Visions property affects the area within **10 feet** of you. While this property is active, you hover 1 foot above the ground. You can move by kicking your feet gently to glide forward, and ignore the effects of any hazards on the ground, such as difficult terrain or the effects of the *spike growth* spell. This property of the helmet can be used twice, regaining all expended uses daily at dawn.

Very rare variant: The Thalassophobic Visions property affects the area within **15 feet** of you. While this property is active, you have a flying speed equal to your swimming speed or half your walking speed (whichever is higher). You fly in this manner by swimming in the air. This property of the helm can be used twice, regaining all expended uses daily at dawn.



ELDRITCH DICTIONARY

Wondrous item, rare (requires attunement)

Component: aberration brain

The authors of this illustrious volume are proud to announce that there's no longer any need to fear Deep Speech and its complicated words! They are also legally required to inform you that the slightest mispronunciation or misspelling of even a single syllable in an eldritch incantation may result in the very fabric of existence being torn asunder.

This book has **12 charges** and regains **1d8 + 4** expended charges daily at dawn. While the book is on your person, you can speak, read, and understand Deep Speech.

Hippopotomonstrosesquipedaliophobia. As an action while holding this book, you can expend **1 charge** to speak an almost unpronounceable, 10-syllable eldritch word, the very length of which instills fear in the hearts of your foes. You and each creature of your choice that can hear you within **30 feet** of you must make a **DC 10 Wisdom saving throw**. On a failed save, a creature takes **2d6** psychic damage and is **frightened** until the end of its next turn. On a

successful one, a creature takes half as much damage and isn't frightened. Creatures that can speak Deep Speech have **advantage** on this saving throw, and take no damage on a successful one.

When you take this action, you can increase the length of the word by up to five syllables. Each additional syllable requires you to expend **1** additional charge and increases the damage by **1d6** and the DC by **1**.

Very rare variant: Increase the charges to **14**, the recharge to **1d10 + 4**, and the number of syllables you can increase the word by to **six**. The book has the Universal Translator property.

Universal Translator. While holding this book, you can cast the *comprehend languages* and *tongues* spells on yourself. Once the book is used to cast a spell, it can't be used to cast that spell again until the next dawn.





JABBERWHACK

Weapon (claw), uncommon*

Component: phial of monstrosity blood

A minimum of two weeks of intensive training is recommended to wield this weapon effectively. One day to master the use of the needles; the rest of the time to lose the habit of scratching itches with the gloved hand.

Forceful Injection. This claw has five needles, each of which can be filled with liquid. Each day at dawn, choose a combination of the substances described below to fill the needles with. Each needle can hold only one dose of one substance, but the same substance can be chosen for several needles. When you hit a creature with an attack using the claw, you can inject it with one of the substances, expending it and subjecting the creature to its effect. Alternatively, you can use a bonus action to inject a willing creature with one of the substances. If this creature is yourself, you take **1d6** psychic damage when you do so. Unexpended substances dissipate daily at dawn, before you choose new ones to fill the needles with.

- **Antidote.** If the creature is suffering from the poisoned condition or a disease that allows it to regularly make a saving throw to end its effect, it can immediately make that saving throw with **advantage**.
- **Enhancer.** The creature has **advantage** on its next attack roll.
- **Poison.** The creature must make a **DC 13 Constitution saving throw**, taking **2d6** poison damage on a failed save, or half as much damage on a successful one.

- **Truth Serum.** The creature must succeed on a **DC 13 Constitution saving throw** or have **disadvantage** on Deception checks for **1 minute**.

Rare variant: Increase the **DCs** to **15**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Add the options below to the Forceful Injection property. You can only select each of them once when filling the needles.

- **Adrenaline.** You can only inject this substance into a creature with 0 hit points or a creature that died within the last minute. The creature remains at 0 hit points but immediately awakens, gains **immunity** to all damage, and can move and take actions. The creature makes death saving throws as normal. At the end of its next turn, the creature loses its immunity to damage and returns to its original state, falling unconscious if it has 0 hit points or dying again.
- **Anaesthesia.** If the creature has 30 hit points or fewer, it must succeed on a **DC 13 Constitution saving throw** or fall **unconscious** for **1 minute**, until it takes damage, or until another creature uses an action to shake or slap it awake.

*See Appendix B

LIGHTDRINKER

Wondrous item, common (socketable)

Component: undead (shadow) eye

Do you feel safe in the dark? Are you so arrogant that you believe you're the most dangerous thing lurking in the shadows? Well... prove it. Put out the light.

Reverse Lantern. This lantern can be socketed on a suit of armour, a belt, or a weapon, and it adjusts its size to better match the item. While the lantern is socketed on an item, the item dims light within **5 feet** of it; dim light becomes darkness and bright light becomes dim light. This property has no effect on magical light. You can use a bonus action to touch the socketed item and stop this effect, or activate it again.

STORMCAGE

Weapon (mace), very rare (requires attunement)

Component: elemental volatile mote of air

A trapped mote of elemental air lashes out with filaments of violet lightning, restrained by its crystal veil. To touch the mace causes a creature's hair to stand on end. Is this the instinctive, primal fear of the storm, or just static electricity?

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which deals an extra **1d6** lightning or thunder damage (your choice) on a hit.

Thunderbolt and Lightning. As an action while holding this mace, you can raise it in the air and unleash the power of the storm. Violet lightning streaks from the mace at every other creature within **15 feet** of you. Each of those creatures must make a **DC 16 Dexterity saving throw**, taking **5d8** lightning damage on a failed save, or half as much damage on a successful one. At the start of your next turn, each creature who took lightning damage from this property must make a **DC 16 Constitution saving throw**, taking **5d8** thunder damage on a failed save, or half as much damage on a successful one. Once this property of the mace has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13** and the lightning and thunder damage of the Thunderbolt and Lightning property to **2d8** each. Remove the attack and damage bonus. The mace deals an extra **1d6** lightning or thunder damage (your choice) to the first target you hit on each of your turns, instead of every hit.

Rare variant: Reduce the **DCs** to **15** and the lightning and thunder damage of the Thunderbolt and Lightning property to **3d8** each. Remove the attack and damage bonus.





EASTERN RELICS REVISITED





BONZE'S BOKKEN, WIND RIPPER

Weapon (any sword), rare (requires attunement)

Component: Elemental volatile mote of air

Hermits of the Springwood, the bonze have as much in common with a druid's love of nature as with the discipline and ritual of the monk. They do not deign to shed the blood of other creatures and thus imbue training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of its normal damage type.

Gale. While holding this sword, you can use an action to cause strong winds to swirl within a cube originating from you up to **15 feet** on a side until the end of your next turn, dispersing any gases in the area. The cube does not move with you.

Wind Rip. With a swish, you can send a concussive wave of sound streaking towards a target. When you take the Attack action with this sword, you can replace any number of attacks with ranged spell attacks known as 'wind rips'. Wind rips have a normal range of 30 feet and a long range of 60 feet, use the same

ability modifier as the sword for its attack rolls, deal **1d10** thunder damage on a hit, and can be heard up to **100 feet** away. If you score a critical hit against a creature with a wind rip, that creature is **deafened** until the end of its next turn.

Gust Rider. As a bonus action while holding the sword, you can expend **1 charge**, causing a sustained gust to lift you. You gain a flying speed of **40 feet** until the end of your turn.

Uncommon variant: Reduce the damage to **1d8**. Remove the Gust Rider property.

Very rare variant: You have a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the damage to **1d12** and the flying speed to **50 feet**.

Legendary variant: You have a **+2 bonus** to attack and damage rolls made with this magic weapon. While holding the sword, you can read, speak, and understand Auran. Increase the damage to **2d8** and the flying speed to **60 feet**. While holding the sword, you can expend **2 charges** to cast the *fly* spell on yourself.



COURTESAN'S WAR FAN

Weapon (tessen), uncommon (optional attunement)*

Component: Humanoid heart

Some assassins rely on stealth. Others, like the concubines of the Courteous Cabal, prefer to hide in plain sight, beguiling their quarry into a stupor before finishing them off with a quick slash.

Beguiling Dance. As an action while holding the fan, you can begin a slow, hypnotic dance, causing the fan to glow with an ephemeral, beguiling light. Each Humanoid of your choice that you can see within **15 feet** of you must succeed on a **Wisdom saving throw** contested by your **Charisma (Performance)** check or be **charmed** by you for **10 minutes** or until you stop dancing. You must use your bonus action on subsequent turns to keep dancing, otherwise the effect ends at the end of your turn. The effect also ends early for a creature if you're ever more than **15 feet** from it, or if you or your companions do anything harmful

to it. When the effect ends, the creature knows it was charmed by you. Once this property has been used, it can't be used again until the next dawn.

Optional Attunement. If you choose to attune to this item, you become proficient with it and you gain **advantage** on Charisma (Performance) checks you make while holding it.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The Beguiling Dance property can affect any creature type and can be used twice, regaining all expended uses daily at dawn.

*See Appendix B

DEMONHUNTER KIMONO

Wondrous item, rare (requires attunement)

Component: Fiend (demon) skin

Years ago, during the Sundering, powerful artifacts were stolen from both demons and angels. Without them, these extraplanar creatures struggled to breach the Material Plane, which protected the mortals within from their unending conflict. The Demon Hunter clan guards the fiendish artifact and enchants their silken vestments to aid in this endeavour.

Aversion. While wearing this kimono, you can use a bonus action to speak its first command word, ‘repel’, causing the printed image on the kimono to mobilise into an illustration of a fiendish soul burning into non-existence. Each creature in a **30-foot cone** must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of you for **1 minute**. Fiends have **disadvantage** on this saving throw and, while frightened, must take the Dash action and move away from you by the safest available route on each of their turns, unless there is nowhere to move. A Fiend that ends its turn in a location where it doesn’t have line of sight to you can repeat the saving throw, ending the effect on itself on a success. A non-Fiend creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the kimono has been used, it can’t be used again until the next dawn.

Pursuit. While wearing this kimono, you can use a bonus action to speak its second command word, ‘hunt’, to teleport up to **30 feet** to an unoccupied space within **5 feet** of a creature that is frightened of you. After this property has been used, roll a **d6**. On a **1** or **2**, it can’t be used again until the next dawn.

Very rare variant: You have a **+1 bonus** to AC while you wear this kimono and no armour. Increase the **DC** to **16** and the range of the teleportation to **45 feet**.

Legendary variant: You have a **+2 bonus** to AC while wearing this kimono and no armour. Increase the **DC** to **17** and the range of the teleportation to **60 feet**.



GLAIVE OF THE GREEN TYRANT

Weapon (any polearm), rare (requires attunement)

Component: Dragon (bronze) horn

Legend tells of a great warrior queen who, having bested a bronze dragon in a game of wits, sought to wield the power of storms. With this power, she laid waste to entire armies, burning them with flashes of incandescent lightning. Some called her a liberator, others a tyrant. Though defeated by the Hero in Red, some of her power still remains in the Green Tyrant's ancient weapon.

Summon Storm. With a flourish of this weapon, you can expend a bonus action to whip up a tornado in a **5-foot-diameter, 30-foot-high cylinder** of rushing air and crackling lightning centred on a point within **60 feet** of you. The tornado lasts for **1 minute**. Each creature that enters the area for the first time on a turn or starts its turn there must make a **DC 15 Strength saving throw**. On a failure, the creature is thrown **10 feet** in a random direction, landing **prone**, and takes **1d8** bludgeoning damage and **1d8** lightning damage.

As a bonus action on your turn, you can move the tornado up to **20 feet** in a straight line. Each creature whose space the tornado moves through must succeed on a **DC 15 Dexterity saving throw** or take **1d8** lightning damage. A creature can't take damage from this effect more than once per turn.

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

Uncommon variant: Reduce the **DCs** to **13** and all damage to **1d4**.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **16** and all damage to **1d10**.

Legendary variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **17** and all damage to **1d12**.



GOD SPEAKER KIMONO

Wondrous item, rare (requires attunement)

Component: Celestial skin

The counterpart to the Demon Hunter clan, the God Speaker clan, guard the angelic relic that inhibits celestials' passage onto the Material Plane. The God Speakers see violence against celestials as a last resort and instead seek to deceive and manipulate them. Their clothing is made from silk of the ether moth, a creature that blinks into the Material Plane only to lay its eggs, and flits out of the Material Plane the moment it emerges from its cocoon.

Innocence. While wearing this kimono, you can use a bonus action to speak its first command word, 'pure'. Your aura becomes saturated with celestial energy, manifesting as an almost-visible golden nimbus. You gain **advantage** on Deception checks for **10 minutes**. For the duration, you are **immune** to magic and other effects that allow other creatures to read your thoughts or determine whether you are lying. Once this property of the item has been used, it can't be used again until the next dawn.

Blink. While wearing this kimono, you can use a bonus action to speak its second command word, 'shimmer'. Your aura implodes, immediately transporting you to the Ethereal Plane. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of grey, and you can't see anything there more than **60 feet** away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so. At the start of your next turn, you return to an unoccupied space of your choice that you can see within **10 feet** of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). This property has no effect if you use it while you are on the Ethereal Plane or a plane that doesn't border it. After this property has been used, roll a **d6**. On a **1** or **2**, it can't be used again until the next dawn.

Very rare variant: You gain a **+1 bonus** to AC while wearing this kimono and no armour. Increase the duration of the Innocence property to **1 hour**.

Legendary variant: You gain a **+1 bonus** to AC while wearing this kimono and no armour. While wearing this kimono, you have **resistance** to radiant damage. Increase the duration of the Innocence property to **1 hour** and the d6 to a **d8**.





JISHIN, EARTH RENDER

Weapon (any sword), rare (requires attunement)
Component: Elemental core of earth

The battle for Black Rock Fort was long and wearisome. The *jishin*-wielding fire mages, unable to kill the demons with their fire magic, blocked doorway after doorway, forcing the demonic hordes to dig through every inch. Hallways became hazardous obstacle courses; gardens were reduced to nothing more than flaming ashes. After weeks of struggle, the Demon Hunter clan arrived and the battle began in earnest.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Heat Holder. As an action while holding the sword, you can expend **1 charge** to cast the *heat metal* spell (save **DC 15**). When *heat metal* is cast on this weapon, the heat doesn't propagate past the guard and its wielder isn't subjected to the normal effects of the spell. Instead, the weapon deals an extra **1d8** fire damage to each target it hits while affected by the spell.

Lavaburst. As an action while holding the sword, you can expend **1 charge** to cause a **10-foot-diameter circle** of earth centred on a point you can see within **60 feet** of you to fracture and warp, spurting forth sprays of lava. For **1 minute** or until your concentration ends (as if concentrating on a spell), the area is difficult terrain, and each creature that starts its turn in

the area or enters the area for the first time on its turn must make a **DC 15 Constitution saving throw**, taking **3d8** fire damage on a failed save, or half as much damage on a successful one.

Tectonic Shift. As an action while holding the sword and standing on earth, you can expend up to **3 charges** to cause a nonmagical slab of rock to burst up from the ground at a point you can see within **30 feet** of you. The slab is a rectangle 10 feet high, 2 inches thick, and has a length in feet equal to five times the number of charges expended, facing a direction of your choice. The slab is an object made of stone that has **AC 15, 60** hit points, and **vulnerability** to thunder damage. When it is reduced to 0 hit points, it is destroyed.

Uncommon variant: Reduce the **DCs** to **13** and the damage of the Lavaburst property to **3d6**. Increase the charges needed to use the Heat Holder and Lavaburst properties to **2**. Remove the Tectonic Shift property.

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **16**, and the extra fire damage that the sword deals while under the effects of *heat metal* to **2d6**.

Legendary variant: While holding this sword, you can speak, read, and understand Ignan and Terran. Increase the charges to **8**, the recharge to **1d4 + 4**, the **DCs** to **17**, the extra fire damage that the sword deals while under the effects of *heat metal* to **2d8**, the damage of the Lavaburst property to **3d10**, and the length of the slab created by the Tectonic Shift property to up to ten feet per charge expended. You can expend any number of charges when using the Tectonic Shift property.



KANABOOM STICK

Weapon (mace), uncommon

Component: Elemental volatile mote of fire

The fact that demons are reborn after being killed on the Material Plane leaves them with a laissez-faire attitude towards self-preservation. Taking advantage of their innate resistance to the elements, they can often be found in possession of these crudely enchanted maces that leave a minor path of flaming destruction in their wake. The only limit to this weapon is how much punishment its wielder can suffer.

As an action, you can stick this magic weapon into an open flame or light it as you would a torch. Either way, the metal glows with incandescent heat as lava-like veins lick up the weapon's length for **10 minutes**, shedding dim light in a **15-foot radius**.

Bigger Booms. While this weapon is lit, it creates fiery explosions with each strike. The first time on each of your turns that you hit a target with an attack using it, you, the target, and each creature within **5 feet** of the target must make a **DC 13 Dexterity saving throw**, taking **2d4** fire damage on a failed save or half as much damage on a successful one. Flammable objects within this area are set alight if not being worn or carried.

Rare variant: Increase the **DC** to **15** and the damage to **4d4**.

Very rare variant: Increase the **DC** to **16** and the damage to **8d4**.

KITSUNE MASK

Wondrous item, rare

(requires attunement)

Component: Fey (kitsune) psyche

Where demons arise, so follows the Courteous Cabal. Though the cabal maintains a neutral stance in most wars, its members can often be observed combing battlefields, offering quick deaths to the wounded, and seeking out the abominations that might feast upon the corpses.

This mask has **9 charges**, which manifest as nine incorporeal, fox-like tails. It regains **1d6 + 3** expended charges daily at dawn.

Soul Vortex. As an action while wearing the mask, you can expend **2 charges** to conjure a fierce vortex of ethereal fire in a **5-foot-radius, 40-foot-high cylinder** centred on a point within **120 feet** of you. The vortex lasts for **1 minute**, or until your concentration ends, as if concentrating on a spell. Dim light fills the cylinder. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in raging purple flames and must make a **DC 15 Intelligence saving throw**, taking **3d6** psychic damage on a failed save, or half as much damage on a successful one. On each of your turns, you can use an action to move the vortex up to **60 feet** in any direction.

Spirit Ray. As an action while wearing the mask, you can spend **2 to 5 charges** to whip a number of tails into ghostly rays which you hurl at creatures within **120 feet** of you. You produce three rays for the first two charges spent, and an additional ray for each charge beyond that. Make a ranged spell attack (+7 to hit) for each ray, dealing **2d6** psychic damage on a hit.

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, the **DC** to **13**, and the attack bonus to **+5**.

Very rare variant: Increase the **DC** to **16**, the damage of the Soul Vortex property to **4d6**, the damage of the Spirit Ray property to **3d6**, and the attack bonus to **+8**.

MASK OF THE ONI

Wondrous item, uncommon (enhanced attunement)
Component: Giant (oni) heart

Infiltrating a sect of demon-aligned, shapechanging ogre-mages is no easy feat. Tomoe Gozen, an agent of the Courteous Cabal, cites a mask such as this as instrumental in her success against the oni uprising. The tasks associated with the mask are almost always noble, such is the nature of its forebears.

While wearing this mask, you have **advantage** on Intimidation checks and **disadvantage** on Persuasion checks. You can communicate with Fiends and Giants as if you shared a language.

Demon's Deceit. While wearing the mask, you can cast the *disguise self* spell. When the spell is cast in this way, you can seem up to **3 feet** taller. The spell ends early if you remove the mask. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

Enhanced Attunement. As part of an hour-long ritual, you can agree to complete a task set out by the last attuner of this mask, enhancing your attunement to it. When you do so, the mask fuses onto your face, turning your skin red, your teeth gold, and giving your eyes an ethereal, sanguine glow. You can use the Stalker's Shroud property. You can't end your attunement to the mask or remove it until you complete the task set out during the ritual. After you complete the task, if you attempt to end your attunement to the mask, you must first set a task for the next enhanced attuner to complete.

EA: Stalker's Shroud. As a bonus action while wearing the mask, you can become **invisible** to a creature within **30 feet** of you until the start of your next turn. Once this property of the mask has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.



Rare variant: You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward.

Very rare variant: You can use the Demon's Deceit property an unlimited number of times, without needing to roll afterward. Rolling a 2 or 3 for the Stalker's Shroud property does not prevent you from using the property again.

MASK OF THE TENGU

Wondrous item, uncommon (requires attunement)

Component: Celestial soul

"Lies should be avoided. However, if it cannot be helped, then they should be convincing and not lead to a web in which you trap yourself. This tool will teach you to lie once, and lie well."

— Sensei Lialia on giving his student a *mask of the tengu*.

When you don this mask, it shifts to match your features, leaving your nose slightly longer than before, but it is otherwise undetectable.

Duplicitous Duplication. While wearing this mask, you can use a bonus action to create a perfect illusory image of yourself. When you create the duplicate, you can choose to have it step out of your own form into an unoccupied space adjacent to you, or you can have it appear in your space while you move into an unoc-

cupied adjacent space without provoking opportunity attacks. This duplicate lasts for **1 minute**, or until you dismiss it as a bonus action. As part of the bonus action used to create the duplicate and as a bonus action on subsequent turns, you can have the illusory duplicate move up to your speed to a space you can see. The illusion is indistinguishable from yourself, and creatures can't tell the difference until they see you physically interact with something (such as hitting a target with an attack) or see the illusion fail to physically interact with something (such as being hit with an attack, which passes right through it). Once this property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn.

Switcheroo. While wearing this mask, when you are the target of an attack by a creature you can see, but before the creature makes its attack roll, you can use your reaction to try to switch places with a creature no more than one size larger than you that you can see within **30 feet** of you. If the creature is unwilling, it must make a **DC 13 Charisma saving throw**. If the creature is willing or fails the saving throw, you switch places, and the creature becomes the new target of the attack. Alternatively, you can choose to switch places with the illusory duplicate created by the Duplicitous Duplication property. Once this property has been used, it can't be used again until the next dawn.



Rare variant: Increase the DC to **15** and the d4 to a **d6**. Once the Switcheroo property has been used, roll a **d4**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells (save DC **15**). Once *disguise self* has been cast in this way, it can't be cast again using the mask until the next dawn.

Very rare variant: Increase the DC to **16** and the d4 to a **d8**. Once the Switcheroo property has been used, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn. While wearing this mask, you can cast the *disguise self* and *minor illusion* spells at will (save DC **16**).

ONIKIRI, DEMON CUTTER

Weapon (any sword), rare (requires attunement)

Component: phial of Fiend (demon) blood

"Luckily, this time, the samurai were prepared.

While the lesser samurai cut through the demonic underlings, radiant arcs of energy blossoming out from their onikiri to strike down the hordes of stinking dretches, their sensei locked eyes with the huge, bulbous demon. A circle cleared as both samurai and demonlings subconsciously made space for the impending duel. If the sensei could hold the demon's attention for long enough, the day would be theirs."

— Saga of the Battle for Black Rock

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn. While holding it, you can cast the *light* cantrip on the blade at will.

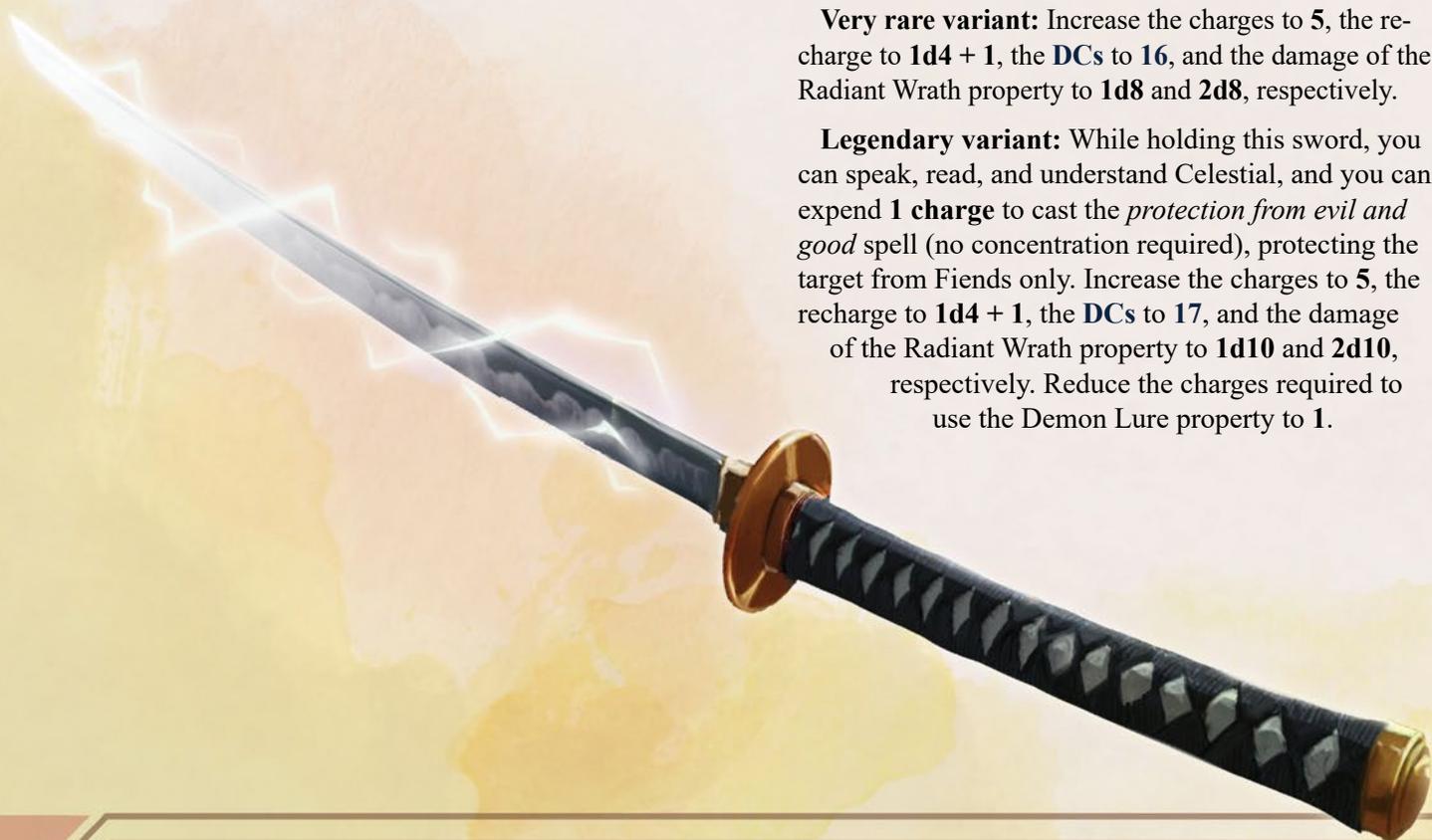
Radiant Wrath. As a bonus action while holding the sword, you can expend **1 charge** to imbue it with crackling radiant energy until the end of your next turn. While imbued, this sword deals an extra **1d6** radiant damage to each target it hits. In addition, the first time you hit with an attack using the imbued sword on each of your turns, each Fiend within **10 feet** of the target must succeed on a **DC 15 Dexterity saving throw** or take **2d6** radiant damage as crackling energy arcs out towards it.

Demon Lure. As a bonus action while holding the sword, you can expend **2 charges** to draw the attention of one creature you can see within **30 feet** of you, forcing it to make a **DC 15 Wisdom saving throw**. Fiends make this saving throw with **disadvantage**. On a failure, the creature becomes fixated on you for **1 minute**. While fixated, the creature is **incapacitated** and its speed is reduced to **0 feet**. This effect ends if you attack any other creature, if you cast a spell, if you're more than **30 feet** away from the fixated creature at any point, or if it takes any damage from you or a creature friendly to you.

Uncommon variant: Remove the Demon Lure property. Reduce the DC to **13** and the damage of the Radiant Wrath property to **1d4** and **2d4**, respectively.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the DCs to **16**, and the damage of the Radiant Wrath property to **1d8** and **2d8**, respectively.

Legendary variant: While holding this sword, you can speak, read, and understand Celestial, and you can expend **1 charge** to cast the *protection from evil and good* spell (no concentration required), protecting the target from Fiends only. Increase the charges to **5**, the recharge to **1d4 + 1**, the DCs to **17**, and the damage of the Radiant Wrath property to **1d10** and **2d10**, respectively. Reduce the charges required to use the Demon Lure property to **1**.



SHISUI, WATER SLASHER

Weapon (any sword), rare (requires attunement)

Component: Elemental volatile mote of water

Masters of movement and manipulators of momentum, the river ronin were protectors of the waterways. Legend says such samurai could control water with their ki, forming it into shields, whips, and whirlpools. These blades, known as *shisui*, gave the ronin the ability to conjure water to wield in even the driest deserts or most remote mountaintops.

This weapon has **8 charges** and regains **1d6 + 2** expended charges daily at dawn. If the weapon spends 8 continuous hours fully submerged in running water, it regains **all** expended charges at the next dawn.

Aqua Conjunction. As an action while holding this weapon, you can expend **1 charge** to create water as per the *create or destroy water* spell.

Jet. As an action, you can expend **2 charges** to propel yourself forward up to **30 feet** in a straight line to an unoccupied space you can see. Each creature in a **10-foot-wide line** between your origin and your destination must make a **DC 15 Dexterity saving throw** as high powered jets of water slice into them. A creature takes **4d6** slashing damage on a failed save, or half as much damage on a successful one.

Torrent. When you take the Attack action while holding this weapon, you can expend **1 charge** to fire a **2-foot-wide, 15-foot-long line** of high pressure water from the blade in place of one of the attacks. Each creature in the area must succeed on a **DC 15 Strength saving throw** or either be pushed back **5 feet** or be knocked **prone** (your choice for all targets).

Uncommon variant: Reduce the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **13**, and the damage of the Jet property to **3d6**.

Very rare variant: Increase the **DCs** to **16**, the damage to **6d6**, and the length of the line created by the Torrent property to **20 feet**.

Legendary variant: While the weapon is on your person, you can speak and understand Aquan. The Aqua Conjunction property allows you to cast the *create or destroy water* spell at will or expend **3 charges** to cast the *control water* spell (**save DC 17**). Increase the **DCs** to **17**, the damage of the Jet property to **7d6**, and the length of the line created by the Torrent property to **30 feet**.





DAWN OF THE YOKAI





ARMOUR OF THE ONI KING

Armour (medium or heavy), very rare (requires attunement)

Component: fiend (yokai) bone

There's something undeniably intoxicating about the feeling of power one gets by terrorising others. This sensation has led many righteous paragons who don this armour to gradually becoming cruel, vicious tyrants. Inevitably, a fresh-faced hero rises to defeat these despots, swearing to use the armour exclusively in the service of good... and the cycle begins anew.

You have a **+2 bonus** to AC while wearing this armour.

Oni's Aura. As an action while wearing this armour, you can release a wave of menacing lethal intent powerful enough to make other creatures tremble with

fear. Each creature of your choice within **20 feet** of you must make a **DC 16 Wisdom saving throw** or be **frightened** of you for **1 minute**. If a creature fails the saving throw by 5 or more and isn't immune to being frightened, it sees the ghostly image of an enormous oni materialising behind you and is also **paralysed** until the end of its next turn. A creature frightened in this way must repeat the saving throw at the end of each of its turns, taking **2d6** psychic damage on a failure, or ending the effect on itself on a success. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Reduce the AC bonus to **+1**, the **DC** to **15**, and the damage to **1d6**.



KAPPA'S AQUATIC VISAGE

Wondrous item, rare (requires attunement)
Component: fey (kappa) beak

Kappa can be repelled or appeased in a variety of oddly specific manners, including offerings of cucumbers, tests of skill, bowing, and even written contracts. Existing literature, however, fails to offer much of anything regarding the effectiveness of fashioning a mask from a kappa's skull and using their own powers against them. Perhaps it's time someone tried it out.

This mask has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. If you are knocked **prone** against your will while wearing it, you must make a **DC 15 Dexterity saving throw**. On a failed save, the mask loses **1 charge** as some of its water is spilled.

Aquatic Predator. While wearing this mask, you feel more at ease in the water. You gain a swimming speed of **30 feet**, and you have **advantage** on ability checks made to grapple creatures and avoid or escape being grappled while underwater.

Water Spells. While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *create or destroy water* (**1 charge**), *water breathing* (**3 charges**), or *water wrym** (**3 charges**).

Curse. This item is cursed, and attuning to it extends the curse to you. While cursed in this way, you gain a mild fixation on acquiring and eating cucumbers, and all other food tastes bland and boring in comparison.

Rare variant, *Kappa's Consuming Visage*: Replace the Water Spells property with the Consuming Spells property.

Consuming Spells. While wearing this mask, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *endoleech** (**2 charges**), *extract shirikodama** (**3 charges**), or *vampiric touch* (**3 charges**).

*See Appendix A



MINDCUTTER

Weapon (chakram*), very rare

Component: fey (yokai) psysche

“Conceal your presence. Strike where your foe is weakest. Vanish into the shadows.”

— Excerpt from the Shinobi Code

This weapon appears to be a metal disk with three prongs. While you wield it, blades of psionic energy form around the prongs, allowing the weapon to be used as a chakram that deals psychic damage instead of slashing damage, and it deals an extra **2d6** psychic damage to the first target it hits on each of your turns.

Unseen Slice. While holding this weapon, you can use a bonus action to phase the chakram into the realm of thought. Until the end of your turn, you gain the following benefits:

- The chakram is **invisible** to creatures other than you that don't have truesight, granting you **advantage** on attack rolls made with it against such creatures.
- Making ranged attacks with the chakram doesn't reveal your position if you are hidden, and the chakram disappears and reappears in your hand after each attack.

- The chakram deals an extra **6d6** psychic damage instead of 2d6 to the first target it hits on this turn. Once this property of the chakram has been used, it can't be used again until the next dawn.

Uncommon variant: The chakram doesn't deal damage to the first target it hits on each of your turns. Reduce the damage of the Unseen Slice property to **4d6**.

Rare variant: Reduce the damage the chakram deals to the first target it hits on each of your turns to **1d6** and the damage of the Unseen Slice property to **5d6**.

*See Appendix B

NEEDLESPITTER KARAKASA

Wondrous item, uncommon (requires attunement)

Component: fey (yokai) or fiend (yokai) skin

At the “Not-A-Mimic Emporium”, renowned salesman Tsuku Mogami prides herself in selling weapons, armour, and assorted adventuring gear, all one-hundred percent guaranteed not to be mimics in disguise. And if something can be said about her claims, it's that they're technically true.



Needle Shower. As an action, you can rapidly spin this umbrella in your hands, causing it to discharge needles in every direction. Each other creature within **15 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** piercing damage and **3d6** psychic damage on a failed save, or half as much damage on a successful one. Once this property of the item has been used, it can't be used again until the next dawn.

Sentience. The *needlespitter karakasa* is a sentient chaotic neutral item with an Intelligence of **8**, a Wisdom of **14**, and a Charisma of **16**. It has hearing and darkvision out to a range of **120 feet**. It can speak and understand Abyssal and Common.

Personality. Most *needlespitter karakasa* are incorrigible pranksters, taking immense joy in mischief of all sorts. They love to be spun and get bored easily, which leads them to indulge in their favourite pastime: scaring folks. Each time you finish a short rest with it nearby, the karakasa attempts to startle you with a loud noise or sudden movement, and you can make a **DC 13 Charisma (Performance)** check to appear convincingly frightened. The karakasa may also attempt to scare you at a random point throughout the day (GM's discretion). On a successful check, the karakasa is so pleased that it regains the use of its Needle Shower property. Once the item has regained a use of a property in this way, it can't regain a use of that property again until the next dawn, but it will still periodically attempt to scare you.

Rare variant: Increase the DCs to **15** and the piercing and psychic damage to **4d6** each. The item has the Safe Descent property.

Safe Descent. When you fall, you can use your reaction to raise and open the umbrella, slowing your rate of descent to **60 feet** per round until you land or stop holding the umbrella. For each foot you fall while under the effects of this property, you can move one foot horizontally. When you land, you take no falling damage. Once this property of the item has been used, it can't be used again until the next dawn. If you succeed on the check to appear scared by the item, you can choose to regain the use of this property instead of the use of Needle Shower.

Very rare variant: Increase the DCs to **16** and the piercing and psychic damage to **5d6** each. The item has the Safe Descent property. While open, the umbrella can be used as a **+1 shield**. While closed, it can be used as a **+1 spear**. You can open or close the umbrella as an action.

NEKOMATA SHAMISEN

Wondrous item, uncommon (optional attunement)

Component: fey (yokai) or fiend (yokai) hair

Defying explanation, this instrument lends a haunting and sorrowful quality to any song played on it, regardless of the musician's intent. Though off-putting to some, it appears to be universally appealing to felines of all types, which are drawn by the sound of the shamisen and sometimes even join in as a mewling choir.

Nekomata's Call. As an action while holding this instrument, you can play a haunting tune to raise the spirits of the dead and bend them to your will. You summon three **specters**, which appear in unoccupied spaces of your choice within **30 feet** of you. Each specter disappears after **1 minute**, when it drops to 0 hit points, or if you don't use a bonus action on your subsequent turns to continue playing the shamisen. The specters are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action. Once this property of the instrument has been used, it can't be used again until the next dawn.

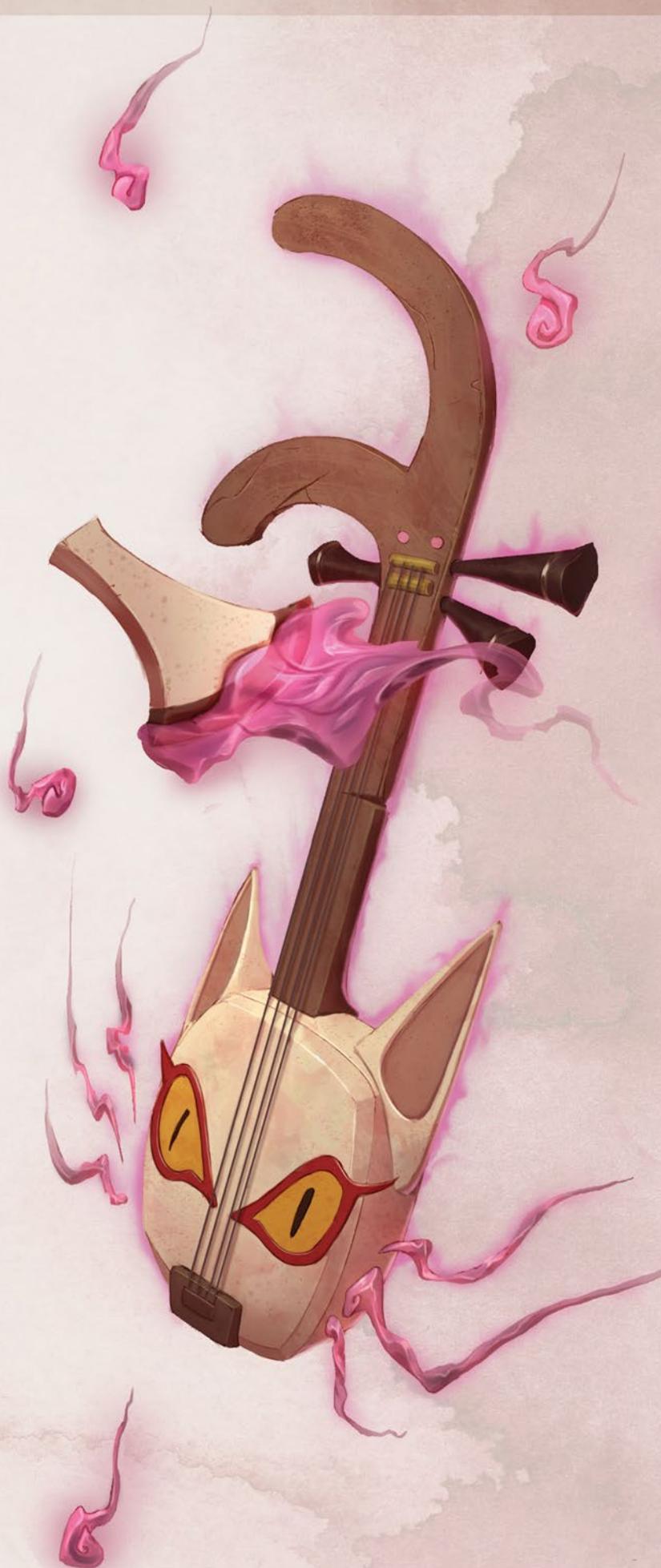
Optional Attunement. If you choose to attune to this item, you can use the Spiritual Bond property while you remain attuned to it.

OA: Spiritual Bond. When a creature's hit point maximum is reduced by the Life Drain action of one of the specters summoned by the Nekomata's Call property, you can use your reaction to regain hit points equal to the hit point maximum reduction.

Rare variant: The Nekomata's Call property can be used twice, regaining all expended uses daily at dawn.

Very rare variant: The Nekomata's Call property can be used three times, regaining all expended uses daily at dawn. While attuned to the item, you can use the Spiritual Burden property.

OA: Spiritual Burden. When you take damage, you can use your reaction to share the burden of pain with your choice of one of the specters summoned by the Nekomata's Call property, as long as it is within **30 feet** of you. You take half as much damage instead, and the specter takes the remaining damage.



OFUDA HAT

Wondrous item, uncommon

Component: phial of celestial blood

Ink made with the blood of a Celestial. Paper from trees grown in hallowed ground. Precise calligraphy honed with extensive practice. It's not easy to make a genuine paper charm, but it's certainly worth the trouble. There's a reason why superstitious folk continue to scrawl their own imitations, hoping to achieve just a fraction of their power.

This hat has **four** paper charms hanging from it, which provide good fortune and ward off evil. Once all the charms have been used, the hat becomes a nonmagical item.

Protective Talismans. While wearing the hat, you can use a bonus action to detach a charm and stick it on a willing creature within **5 feet** of you, upon which the ink on it begins to glow softly. The creature gains the effects of the *bles*s spell and gains **1d6** temporary

hit points until the start of your next turn, at which point the charm disintegrates.

Rare variant: Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

Very rare variant: Increase the number of paper charms to **five** and the temporary hit points to **3d6**. Fey, Fiends, and Undead have **disadvantage** on attack rolls against a creature under the effect of one of the paper charms.

OROCHI KATANA

Weapon (any sword), uncommon

Component: pouch of dragon scales

Crafted from the scales of a serpentine dragon, this fascinating weapon represents rebirth and transformation, endlessly renewing itself to remain deadly to its foes. Its razor-sharp blade will never dull, and neither shall the resolve and fighting spirit of its wielder.

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.



Renewal. As a bonus action, you can expend **1 charge** to cause the sword to shed its outer layer, revealing a new, sharp blade underneath. Until the end of your turn, you gain a **+1 bonus** to attack and damage rolls made with this sword, and it deals an extra **1d6** damage on a hit.

Rebirth. If you are suffering from a condition or effect that allows you to make a saving throw at the start or end of each of your turns to end it, you can use a bonus action to expend **3 charges** and shed the outer layer of your skin, repeating the saving throw.

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+2**, and the damage to **2d6**. Reduce the charges required to use the Rebirth property to **2**.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the attack and damage bonus to **+3**, and the damage to **3d6**. Reduce the charges required to use the Rebirth property to **2**. You have **advantage** on the saving throw you make as part of the Rebirth property.

RYUTO NUNCHAKU

Weapon (nunchaku), rare*

Component: elemental volatile mote of fire

The immaterial, ghostly flames that sometimes manifest above the surface of lakes and rivers have long been the subject of contentious debate. Some consider

them to be mere tricks of the light, while others hold that they are real, just not yet understood. Well, it turns out that they *are* real. *And* they can be weaponized.

This weapon deals an extra **1d4** fire or necrotic damage (your choice) to the first target it hits on each of your turns. While wielding it, you can cast the *dancing lights* cantrip.

Ghostly Fireworks. When you successfully perform a flourish with your nunchaku, you can immediately cast the *faerie fire* spell (**save DC 15**, no action required) with a range of **5 feet**. While under the effects of the spell, a creature takes **1d6** fire or necrotic damage (your choice when you cast the spell) at the end of each of its turns as some of the ghostly fire burns away at it. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. The nunchaku don't do extra damage on a hit, and creatures under the effect of the *faerie fire* spell don't take damage at the start of each of their turns.

Very rare variant: Increase the **DC** to **16** and the damage of the *faerie fire* spell to **1d10**. The nunchaku deals an extra **1d4** fire or necrotic damage (your choice) to each target it hits, instead of only the first target on each of your turns.

*See Appendix B





SAKE-DANUKI

Potion, uncommon

Component: fey (tanuki) liver

Among other mischief, tanuki enjoy brewing magical sake, which they trick Humanoids into imbibing, delighting in the drunken antics that unfold. However, they try to ensure their pranks are not overly harmful—the effects of the sake wear out quickly and, should the drinker stumble into a scuffle, they will find themselves strangely empowered by the brew.

Drunken Master. When you use your action to drink this sake, you become **poisoned** for **10 minutes**. While poisoned in this way, you gain the following benefits:

- You don't have disadvantage on melee attack rolls or ability checks that use Strength or Dexterity as a result of the poisoned condition.
- You gain a **+1 bonus** to AC.
- You can spend **5 feet** of your movement to stand up from being prone, instead of half your speed.
- The first time on each of your turns that you make a melee attack immediately after you stand up from being prone, you have **advantage** on the attack roll. If the attack is an unarmed strike, it deals an extra **1d6** damage on a hit.

Common variant: This potion's effect does not grant a bonus to AC or advantage on attack rolls made immediately after standing up from being prone.

Very rare variant: You can gain the benefits of the sake for each attack you make on your turn immediately after standing up from prone, instead of only the first time.

STAFF OF THE JADE GUARDIAN

Rod, staff, or wand, very rare (requires attunement by a spellcaster)

Component: celestial (komainu) soul

Blessed with the staunch loyalty of the noble komainu, these staves are among some of the most reliable weapons an adventurer can ask for. Ever vigilant, the lion's visage at the tip growls menacingly at those it deems untrustworthy, as if warning them of the righteous punishment that awaits any who attempt to harm its wielder.

This staff has **12 charges** and regains **1d8 + 4** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff breaks in two with the sound of a mighty roar and is destroyed.

Guardian's Resolve. While holding this staff, creatures that lack the Swarm trait can't enter your space if you're unwilling. Swarms have **disadvantage** on attack rolls while occupying your space.

Spells. While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 16**): *faithful hound* (**4 charges**), *guardian of faith* (**4 charges**), or *spirit guardians* (**3 charges**, good or neutral only, regardless of your alignment). All spectral entities created by a spell cast in this way take the appearance of mythical lion dogs.

Rare variant: Reduce the charges to 7, the recharge to **1d4 + 3**, and the **DC** to 15.

WANYUDO'S BURDEN

Wondrous item, rare

Component: fiend (yokai) soul

Old legends claim that these amulets are made to punish vile fiends, whose souls are sealed within, forced to aid mortals to make up for past misdeeds. Of course, these tales are pure fiction. A demon couldn't possibly be imprisoned in the necklace... right?

This amulet has **3 charges** and regains **all** expended charges daily at dawn.

Firedrinker. As a reaction when you take fire damage while wearing this amulet, you can expend **1 charge** to reduce that damage by **3d6**, as the demonic visage sucks a portion of the flames into its mouth. Then choose one of the following options:

- **Consume.** You regain hit points equal to half the damage reduced.
- **Exhale.** The demonic visage immediately spits out those flames at a creature of your choice within **10 feet** of you. The target must make a **DC 15 Dexterity saving throw**, taking **3d6** fire damage on a failed save, or half as much damage on a successful one.

Flaming Trail. After the necklace has drunk enough fire, it unlocks a powerful new ability. While this necklace has 0 charges and you are wearing it, you can cast the *wall of fire* spell (**save DC 15**). When cast in this way, the amulet animates, detaches from its string, and spins across the battlefield, leaving a trail of fire in its wake that grows into the wall, which can be in any

shape instead of just a circle or a straight line. After the wall is formed, the amulet returns to you and attaches itself to the string once more. While wearing the amulet, you take no damage from the spell cast using it. Once this property of the amulet has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to 13. Remove the Flaming Trail property.

Very rare variant: Increase the **DCs** to 16. The Flaming Trail property can be used twice, regaining all expended uses daily at dawn.





YUKIMONO

Wondrous item, uncommon (requires attunement)

Component: undead (yokai) ethereal ichor

After the legendary seamstress of the Mountain Clan passed away one night, many thought her latest work would never be completed. Days later, however, the first *yukimono* was found in her abandoned home. Many believe that it was her ghost who finished the piece, and that the constant cold felt by the wearer of the kimono is in fact the chill of her grave.

This kimono has **3 charges**, represented by the same number of blue wisps floating around it, and regains **1d3** expended charges daily at dawn. As a bonus action, you can make the wisps **invisible** or visible again.

Immaterial Step. While wearing this kimono, other creatures' spaces aren't considered difficult terrain for you, and you can move through a hostile creature's space regardless of its size. When you move into a creature's space using this property, you take **1d4** force damage, which can't be reduced or prevented in any way. You can't willingly end your turn in another creature's space.

Minor Possession. As a bonus action while wearing this kimono, you can expend **1 charge** to speak its command word, instructing one of the blue wisps to possess a creature you can see within **30 feet** of you. The creature must succeed on a **DC 13 Charisma saving throw** or the wisp enters the creature and can exert limited control over its body for **1 minute**, disrupting its movements. For the duration, the creature's speed is halved, and it has **disadvantage** on the first attack roll it makes on each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property has no effect on Constructs and Undead.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DC** to **15**. The item has the Major Possession property.

Major Possession. While wearing this kimono, you can use an action to force several of the blue wisps into a creature at the same time, expending **4 charges** to cast the *dominate person* spell (save **DC 15**).

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DCs** to **16**. The item has the Major Possession property. While wearing the kimono, you have **resistance** to cold damage.





RISE OF THE KAIJU



ACRID STING

Weapon (any crossbow), rare (requires attunement)
Component: Monstrosity (kongo-kabuto) acid gland

To safely contain acid potent enough to eat through the flesh of kaiju is a feat that few crossbow-makers are willing to even attempt. A trip to the corroded remains of the village where the first prototype of this crossbow was devised—and horribly misfired—is generally enough to dissuade the rest.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Bursting Bolt. When you make an attack using this crossbow, you can expend **1 charge** to load the bolt with volatile acid. The attack deals an extra **1d4** acid damage on a hit, and the bolt is lodged in the target. The next time the target takes damage while the bolt is lodged in it, the acid in the bolt explodes; the target and each creature within **10 feet** of it must make a **DC 15 Dexterity saving throw**, taking **3d6** acid damage

on a failed save, or half as much damage on a successful one. The creature with a bolt lodged in it, or a different creature within reach of it, can use an action to attempt to remove the bolt with a **DC 15 Wisdom (Medicine)** or **Dexterity (Sleight of Hand)** check. On a successful check, the bolt is dislodged. On a failed check, the bolt explodes as above.

Uncommon variant: Reduce the charges to **4**, the recharge to **1d4**, the **DCs** to **13**, and the damage when the bolt explodes to **2d6**.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the **DCs** to **17** and the damage when the bolt explodes to **4d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

ASCENDANT DRAGON ARMOUR

Armour (medium or heavy), rare (requires attunement)

Component: pouch of Dragon (koi) scales

Does a koi dragon create a river, or is the dragon a spirit created by a river's presence? Are these revered creatures celestials in dragon form, or dragons with a divine demeanour? Such are the mysteries of the Yokai Realms. Either way, the scales of such a creature are rejuvenated by fresh water and those that wear such armour find themselves fortified after taking a cold plunge.

Soothing Droplets. You are reinvigorated by fresh water. While in rain or in a body of freshwater, you gain **1d4** temporary hit points at the start of each of your turns.

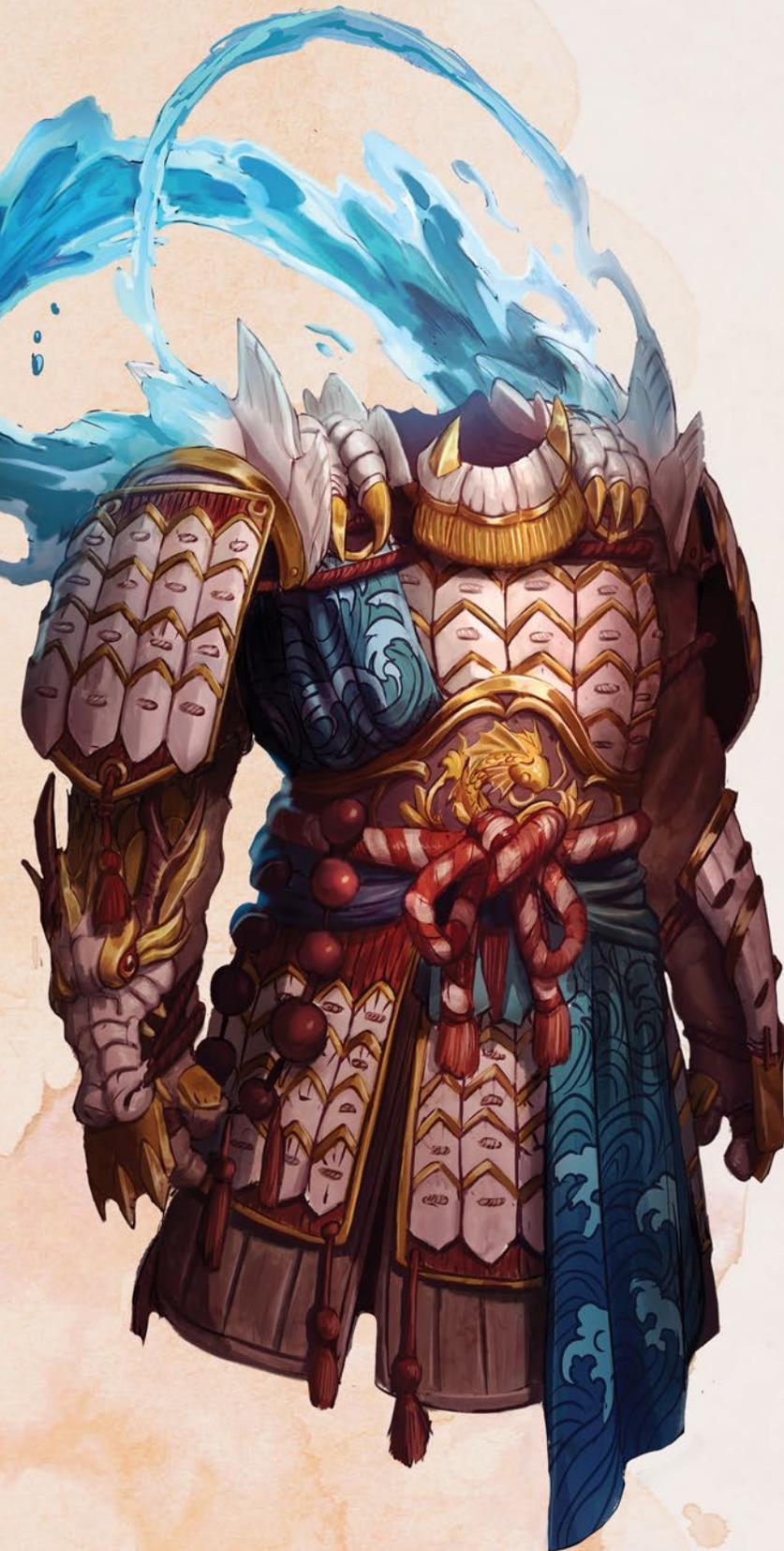
Ascendant Cascade. As a bonus action while wearing this armour, you can create a waterfall that occupies a **20-foot-radius, 40-foot-high cylinder** centred on a point within **30 feet** of you. The waterfall lightly obscures the top **5 feet** of the cylinder, and droplets fall for **1 minute** or until you use a bonus action to make the waterfall dissipate. Choose one of the options below. Once an option has been used, that option can't be used again until the next dawn.

- **Babbling Brook.** You create a light shower that extinguishes nonmagical fire in the area.
- **Raging River.** You create a torrent that extinguishes nonmagical fire in the area. Spells of 3rd level or lower that deal fire damage, such as *fireball*, can't extend into the area of the torrent. If the area of the torrent overlaps with magical fire created by a spell of 3rd level or lower, that spell is dispelled. The area is lightly obscured for the duration of the torrent. As a bonus action on subsequent turns or as part of the bonus action used to create the waterfall, you can call down a ray of refracting light at a creature in the area. That creature must make a **DC 15 Dexterity saving throw**, taking **4d6** radiant damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13** and the lightning damage to **2d6**. The Raging River option only affects spells of 1st level or lower.

Very rare variant: Increase the **DC** to **16**. The Raging River option affects spells of 5th level or lower. You gain a **+1 bonus** to AC while wearing this armour.

Legendary variant: Increase the **DC** to **17**. The Raging River option affects spells of 7th level or lower. You gain a **+2 bonus** to AC while wearing this armour.



BAKEKUJIRA'S GIFT

Staff, rare (requires attunement by a spellcaster)

Component: Undead (bakekujira) undying heart

The spectral heart of a bakekujira pulses erratically atop this ethereal staff, which exists only partially in the Material Plane. The simple act of holding it feels unnatural, as one's fingers sink an inch into the haft before finally finding purchase.

This staff has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Spells. While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *antilife shell* (**5 charges**), *blink* (**3 charges**), *incorporeality** (**5 charges**), or *spirit guardians* (**3 charges**, necrotic only).

Ethereal Tide. As an action while holding this staff, you can expend **5 charges** to conjure an ethereal wave of foamy water that crashes down in a **15-foot cube** within **30 feet** of you. Each creature in the area must make a **DC 15 Charisma saving throw**. On a failed save, the creature is washed away by the wave, taking **2d6** cold damage and **2d6** necrotic damage, and being transported into the Ethereal Plane. On a successful save, a creature takes half as much damage and isn't transported.

While on the Ethereal Plane, a creature can see and hear the plane it originated from, which is cast in shades of grey, and it can't see anything there more than **60 feet** away. It can only affect and be affected by other creatures on the Ethereal Plane. Creatures not on the Ethereal Plane can't perceive it. At the end of its turn, it reappears in the space it occupied when it was transported, or the nearest unoccupied space if that space is occupied.

Very rare variant: Increase the DCs to **16**, the charges to **12**, and the recharge to **1d8 + 4**.

Legendary variant: Increase the DCs to **17**, the charges to **13**, and the recharge to **1d8 + 5**. Add *etherealness* (**7 charges**) to the list of spells that can be cast using the staff. You have **resistance** to necrotic damage while you hold this item.

*See Appendix A



KAIJU KILLER

Weapon (kusarigama), rare

Component: pouch of Monstrosity (kongo-kabuto) claws

Not even death can abate a kongo-kabuto's instinctive urge to battle mighty kaiju. This lingering desire for glorious combat manifests itself in weapons crafted from its chitinous body, whose true power can only be unleashed when facing a larger foe.

Caustic Counterweight. The counterweight attached to this kusarigama is spiked and secretes potent acid. Attacks made with the counterweight deal piercing damage instead of bludgeoning damage, and deal an extra **1d6** acid damage on a hit.

Kabuto's Claw. While holding this weapon, you can use a bonus action to mark a creature that is at least one size larger than you that you can see within **30 feet** of you as your sworn target. When you do, the weapon transforms, its haft and blade alike elongating into a full-sized scythe. In this state, the weapon has the reach property and its damage die becomes a **d12**. You must use both hands to hold it by the haft, but the chain connected to the counterweight animates and strikes at your command, allowing you to still make attacks with the counterweight as a bonus action. You can make one such attack as part of the bonus action used to activate this property. The transformation lasts for **1 minute**, until your sworn target is reduced to 0 hit points, or

until you use this weapon to attack a creature other than your sworn target. Once this property of the kusarigama has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the extra acid damage to 1 and the damage die of the transformed weapon to a **d10**.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While transformed, the weapon deals an extra **1d6** acid damage to any target it hits (**2d6** in total for the counterweight).

Legendary variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. While transformed, the weapon deals an extra **1d6** acid damage to any target it hits (**2d6** in total for the counterweight). If the weapon's transformation ends as a result of your sworn target being reduced to 0 hit points, roll a **d4**. On a **3** or higher, you can use this property again before the next dawn.



KANABOLT

Weapon (greatclub or maul), rare

Component: Elemental (raiju) volatile mote of air

The sudden discharges of lightning that dance between this weapon's spikes occur less frequently after it's used in combat, as if the crackling energy within is appeased by the thrill of competition. *Kanabolt* wielders sporting a multitude of electrical burns are thus seen as timid and cowardly, unwilling or incapable of fulfilling their weapon's purpose.

This weapon has **4 charges** and regains **all** expended charges daily at dawn.

Cascading Discharge. When you hit a creature with an attack using this weapon, you can expend **1 charge** to send a jolt of electricity through the creature's body, dealing an extra **2d6** lightning damage to it. A bolt of lightning then arcs from that creature to another creature of your choice that you can see within **15 feet** of it, which must make a **DC 15 Constitution saving throw**, taking **2d6** lightning damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, this process repeats itself, sending another bolt at a different creature within **15 feet** of the one that failed its save. The lightning can cascade to a maximum of two creatures beyond the original target of the attack, and a creature that has taken lightning damage from this property can't be affected by it again until the start of your next turn.

Uncommon variant: Reduce the **DC** to **13** and the charges to **3**. The lightning created by the Cascading Discharge property can only cascade to a maximum of one creature beyond the original target of the attack.

Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the **DC** to **17**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The lightning created by the Cascading Discharge property can cascade to a maximum of three creatures beyond the original target of the attack.

KASA OF THE DEEP

Wondrous item, rare

Component: Undead (bakekujira) ethereal ichor

To those that fight to preserve the balance of the oceans, the graceful *bakekujira* offers solace. They are the guardians of the sea, protecting and nurturing all life within, and so they shall be guarded in turn, knowing safety in the ghostly whale's cold embrace.

Bakekujira's Embrace. As a bonus action while wearing this hat, you can call upon the *bakekujira*'s protection, surrounding yourself with a casing of ghostly bones. You gain **4d6** temporary hit points, which last for **1 minute** or until you remove the hat. While you have these temporary hit points, you gain a **+2 bonus** to AC. Once this property of the hat has been used, roll a **d4**. On a **1**, it can't be used again until the next dawn.



Uncommon variant: Reduce the temporary hit points to **2d6** and the bonus to AC to **+1**.

Very rare variant: You have **resistance** to piercing damage while you have temporary hit points from the Bakekujira's Embrace property.

Legendary variant: You have **resistance** to piercing damage while you have temporary hit points from the Bakekujira's Embrace property. When you lose these temporary hit points, you can cause the spectral bones to explode into a shower of ghostly splinters. Each creature of your choice within **10 feet** of you must make a **DC 17 Dexterity saving throw**, taking **2d6** piercing damage on a failed save, or half as much damage on a successful one.

LAST BREATH

Weapon (tessen), rare (requires attunement)*

Component: pouch of Celestial (yashiro-gani) dust

It is the spirit that lasts eternal, lingering long after the body decays. It is the spirit that bears the weight of one's actions, to be judged by the gods. It is the spirit that contains one's true essence, the purest state of being... So why waste time attacking the body when you could be going for the spirit instead?

This weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to the first target it hits on each of your turns.

Soulwind. As an action while holding this fan, you can wave it to create a powerful gust of wind in a **30-foot cone**, which buffets the

spirit rather than the body. Each creature in the area must make a **DC 15 Wisdom saving throw**. On a failed save, a creature takes **6d6** necrotic damage and has its spirit or animating energy momentarily blown out of its body, which causes it to be **stunned** until the start of its next turn, when the spirit returns. A creature with the Incorporeal Movement trait instead makes a **DC 15 Strength saving throw**, takes radiant damage instead of necrotic damage, and is pushed **30 feet** away from you instead of being stunned. On a successful save, a creature takes half as much damage and suffers no additional effects. Once this property of the fan has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the DCs to **13** and the extra damage to **1d4**. The Soulwind property deals no damage.

Very rare variant: Increase the DCs to **16** and the damage of the Soulwind property to **8d6**. The weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to each target it hits, instead of the first one on each of your turns.

Legendary variant: Increase the DCs to **17** and the damage of the Soulwind property to **10d6**. The weapon deals an extra **1d6** necrotic or radiant damage (your choice each time) to each target it hits, instead of the first one on each of your turns. A creature that fails the saving throw against the Soulwind property is **stunned** until the end of its next turn, or pushed **60 feet** away from you instead if it has the Incorporeal Movement trait.

*See Appendix B



LIGHT OF MAGATSUCHI

Weapon (flail), rare (requires attunement)

Component: Celestial (yashiro-gani) soul

According to legend, magical lanterns of radiant light were created by shrine tenders to help them guide lost souls on their path to the afterlife. As for the persistent spirits intent on remaining on the Material Plane and causing havoc, well... There's a reason such lanterns were later fashioned into flails.

This weapon can hold up to **4 charges** and loses **all** charges daily at dawn. While the weapon has at least **1 charge**, it sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

Light the Fire. Whenever a Small or larger creature is killed within **30 feet** of you while you are holding this weapon, you can use your reaction to capture a portion of its spirit or animating energy, which fuels the light in the lantern as well as your resolve. The weapon gains **1 charge**, and you gain **2d6** temporary hit points that last for **1 minute**. If the weapon can't gain more charges, you can't use this reaction.

Banish the Wicked. While holding this weapon, you can expend **4 charges** to cast the *banishment* spell (save DC 15). Once this property of the weapon has been used, it can't be used again until the next dawn.

Very rare variant: Increase the DC to **16**. While the weapon has at least **1 charge**, it deals an extra **1d6** radiant damage to the first target it hits on each of your turns.

Legendary variant: Increase the temporary hit points to **3d6** and the DC to **17**. While the weapon has at least **1 charge**, it deals an extra **1d6** radiant damage on a hit. While holding the weapon, you can cast the *dancing lights* cantrip.



ROBES OF THE RAIJU

Wondrous item, rare (requires attunement)

Component: Elemental (raiju) core of air

To forcefully direct a lightning bolt's erratic flight is to change its very nature. To control the destructive force with which it strikes is to strip it of its power. To harness the true might of the lightning, it's not enough to wield it as a crude weapon... you must *become* it in full.

These robes have **4 charges** and regain **all** expended charges daily at dawn.

Lightning Form. As a bonus action while wearing these robes, you can expend **1 charge** to transform your body into pure electricity until the start of your

next turn. Everything you're wearing and carrying also gets transformed, as long as it remains on your person. Your body and transformed objects retain their basic shapes and functions, and you gain the following benefits for the duration:

Lightning Immunity. You have **immunity** to lightning damage.

Lightning Strikes. You have **advantage** on unarmed strikes and attack rolls made with the transformed weapons against creatures made of metal or wearing metallic armour. These attacks deal lightning damage instead of their normal damage type.

Shocking Reprisal. Whenever a creature hits you with a melee attack, it takes **1d6** lightning damage.

Bolting Dash. Once on each of your turns, you can dash in a straight line as a bolt of lightning, spending movement to do so as normal. You can move through creatures when you do this, and their spaces aren't considered difficult terrain for you. Whenever you move into another creature's space, it must make a **DC 15 Dexterity saving throw**, taking **2d6** lightning damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13** and damage of Bolting Dash to **1d6**. The Lightning Form property doesn't have the Shocking Reprisal benefit.

Very rare variant: Increase the **DC** to **16** and damage of Bolting Dash to **3d6**. Your attacks with Lightning Strikes also deal an extra **1d6** lightning damage on a hit.

Legendary variant: Increase the **DC** to **17** and damage of Bolting Dash to **3d6**. Your attacks with Lightning Strikes also deal an extra **2d6** lightning damage on a hit. You gain a **+1 bonus** to AC while wearing these robes.



RYUKAKUKAN

Wondrous item, rare (requires attunement)

Component: Dragon (koi) horn

Koi dragons are the souls of rivers, their limbs, fingers, and claws the tributaries that feed their trunk. They are noble yokai that find invigoration in success against the odds, often rewarding toiling farmers with bountiful harvests. A helm fashioned from a koi dragon's terracotta-coloured horn is the embodiment of these facets: empowered by perseverance and able to imbue its wearer with the fluid wrath of a raging torrent.

This helmet can hold a maximum of **4 charges**.

Swim Upstream. While wearing the helmet, you can cause it to gain **1 charge** by doing either of the following:

- Making a successful attack roll with disadvantage against a hostile creature of CR equal to or higher than your level.
- Making a successful saving throw with disadvantage against an ability, spell, or effect of a hostile creature of CR equal to or higher than your level.

Soul of the Dragon. While wearing the helmet, you can use a bonus action and expend **4 charges** to temporarily embody the aspect of Bakuryo, transforming your body into water and gaining the following benefits for **1 minute**:

- You have **resistance** to all damage types except cold, force, lightning, and poison.
- Your melee attacks deal an extra **1d8** thunder damage on a hit.
- You can move through the spaces of hostile creatures. When you do, the creature must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature can only be forced to make this saving throw once on each turn. A Huge or larger creature automatically succeeds on this saving throw.

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



Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to AC while wearing this helmet.

Legendary variant: Increase the **DC** to **17** and the thunder damage to **2d8**. The Soul of the Dragon property grants you **immunity** to fire damage, as well as nonmagical bludgeoning, piercing, and slashing damage, for the duration. You gain a **+1 bonus** to AC while wearing this helmet.

SAIFUKU OF PACIFICATION

Wondrous item, rare (optional attunement)

Component: Celestial (yashiro-gani) soul

For centuries, shrine tenders have upheld their sacred duties of mediating the interactions between the living and the dead, ensuring that both worlds can coexist in harmony. Under a tender's watchful gaze, peaceful tombs are kept safe from desecrators and graverobbers, and restless spirits seeking to torment the innocent are appeased and put to rest once more.

Pacify Undead. As an action while wearing these robes, you can reach out to the minds of nearby Undead, attempting to pacify them. Each Undead within

30 feet of you that you can see must succeed on a **DC 15 Wisdom saving throw** or be pacified for **1 minute** or until it takes damage. A pacified creature can't make attacks or use harmful spells or abilities, and uses its movement to shamble aimlessly around the area. This effect counts as turning Undead for the purposes of effects that grant a creature immunity to or advantage on saving throws against being turned, such as a lich's Turn Resistance. Undead of CR 1 or lower that fail this saving throw are instantly destroyed as their souls pass peacefully into the afterlife. Once this property of the robes has been used, it can't be used again until the next dawn.

Optional Attunement. When an Undead of CR 5 or higher is killed within **30 feet** of a creature wearing these robes, the robes absorb a portion of its energy, and it becomes possible to attune to them. If you choose to attune to the robes, you can use the Spells property while you remain attuned to them.

OA: Spells. While wearing the robes, you can cast the following spells from them (**save DC 15**): *protection from evil and good*, *sanctuary*, and *speak with dead*. Once the robes have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

Uncommon variant: Reduce the DCs to **13**. Undead of CR 1 and below aren't instantly destroyed if they fail the saving throw against the Pacify Undead property. Remove *speak with dead* from the list of spells in the Spells property.

Very rare variant: Increase the DCs to **16**. You gain a **+1 bonus** to AC while wearing these robes. Add *gentle repose* to the list of spells in the Spells property.

Legendary variant: Increase the DCs to **17**. Undead of CR 2 or lower that fail the saving throw against the Pacify Undead property are instantly destroyed. You gain a **+2 bonus** to AC while wearing these robes. Add *gentle repose* and *remove curse* to the list of spells in the Spells property.



SPECTRAL HEARTCAGE

Wondrous item, rare (requires attunement)

Component: Undead (bakekujira) bone

To those who have taken from the sea in excess, starving it of its natural resources, the vengeful bakekujira offers punishment. They shall be forced to give back—with their shrivelled hearts beating in spectral cages until all dues have been paid in full.

Harvest the Fallen. As an action while wearing this amulet, you can touch a corpse belonging to a creature of CR 1 or higher that has a heart and has been dead for no longer than **10 minutes**, speaking the amulet's command word. The corpse's heart magically shrinks and appears within the ribcage of the amulet, where it begins beating at a slow, eerie pace. The amulet can only contain one heart at a time. Each day at dawn, any heart in the amulet turns to ash and is destroyed.

Heartache. While you have half of your maximum hit points or fewer and are wearing this amulet with a heart in it, the heartbeat picks up, responding to your pain and inflicting it upon your foes. Each time a creature hits you with an attack, it takes **1d6** necrotic damage.

Heartbreak. When you are hit by an attack while wearing this amulet with a heart in it, you can use your reaction to shatter the heart, destroying it and releasing a pulse of necrotic energy. Each creature within **10 feet** of you must make a **DC 15 Constitution saving throw**, taking **4d6** necrotic damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13**, the damage of the Heartache property to **1d4**, and the damage of the Heartbreak property to **2d6**.

Very rare variant: Increase the **DC** to **16**, the damage of the Heartache property to **1d8**, and the damage of the Heartbreak property to **5d6**.

Legendary variant: Increase the **DC** to **17**, the damage of the Heartache property to **1d10**, and the damage of the Heartbreak property to **5d6**. The item has the Resuscitation property.

Resuscitation. When you are reduced to 0 hit points as a result of taking damage while wearing this amulet with a heart in it, the heart shatters as per the Heartbreak property, and you regain hit points equal to the necrotic damage dealt to any one creature. Once this property of the amulet has been used, it can't be used again until the next dawn.



TALONS OF BAKURYO

Weapon (claw), rare

Component: pouch of Dragon (koi) claws

From claws that can rend a river's banks, these weapons grant their wielder more than just a razor-sharp slash. A twist of the wrist or flick of the fingers can create an island of calm in a raging torrent or send wyrms of water to rupture and rip.

These claws have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Bakuryo's Will. While wearing both of these claws, you can cast the *water whip* cantrip. In addition, you can expend 1 or more of the claw's charges to cast one of the following spells from it (save DC 15, +7 to hit with spell attacks): *calm waters** (2 charges), *riptide** (2 charges), *water wyrm** (3 charges), or *white water wall** (5 charges).

Uncommon variant: Reduce the DC to 13, the attack bonus to +5, the charges to 3 and the recharge to 1d3. Remove *water whip* and *white water wall* from the list of spells that can be cast using the claws.

Very rare variant: Increase the DC to 16, the attack bonus to +8, the charges to 6, and the recharge to 1d4 + 2. Add *Bakuryo's blessed blizzard** (5 charges) to the list of spells that can be cast using the claws. While wearing both of the claws, you gain a +1 bonus to attack and damage rolls made with these magic weapons.

Legendary variant: Increase the DC to 17, the attack bonus to +9, the charges to 7, and the recharge to 1d4 + 3. Add *Bakuryo's blessed blizzard** (5 charges) to the list of spells that can be cast using the claws. While wearing both of the claws, you gain a +1 bonus to attack and damage rolls made with these magic weapons.

*See Appendix A

THUNDEROUS TAIKO

Wondrous item, rare (requires attunement)

Component: Elemental (raiju) volatile mote of air

Steaming tea ripples in its rattling cup. Deep, reverberating booms echo in the distance. The ground quakes at a slow, steady rhythm. These signs herald the arrival of either a monstrous kaiju in the midst of a rampage, or the wielder of a *thunderous taiko*. And either way... they spell doom.

Rolling Thunder. While holding this item, you can use an action to begin a drumroll that builds up over time, becoming progressively louder until it culminates in a thunderous blast. When you begin the performance, you produce the effects of the First Roll. On your next turn, you can use an action to continue the performance, producing the effects of the Second Roll. You can repeat this process on the turn after to produce the effects of the Third Roll. If you fail to use your action to continue the performance, the performance ends, and your next performance must start again from the First Roll. You can also choose to end the performance and start from the First Roll again even if you could play a different roll. After the Third Roll has been played, this property can't be used again until the next dawn.

- **First Roll:** Each creature of your choice within 10 feet of you must make a DC 15 Constitution saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one.
- **Second Roll:** Each creature of your choice within 15 feet of you must make a DC 15 Constitution saving throw, taking 4d6 thunder damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also pushed 10 feet away from you.



- **Third Roll:** Each creature of your choice within **20 feet** of you must make a **DC 15 Constitution saving throw**, taking **5d6** thunder damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also pushed **10 feet** away from you and knocked **prone**.

Uncommon variant: Reduce the **DCs** to **13** and the damage of the First, Second, and Third Rolls to **2d6**, **3d6**, and **4d6**, respectively. Once a performance made with the Rolling Thunder property ends, this property can't be used again until the next dawn.

Very rare variant: Increase the **DCs** to **16**. While this drum is on your person, you have **resistance** to thunder damage.

Legendary variant: Increase the **DCs** to **17**, the damage of the Third Roll to **10d6**, and the distance a creature is pushed by the Third Roll to **20 feet**. While this drum is on your person, you have **resistance** to thunder damage.

TITAN'S PLATE

Armour (plate), rare (requires attunement)

Component: Monstrosity (kongo-kabuto) chitin

“Fight fire with fire. Fight kaiju with kaiju.”

— *Adages of the Ancients Vol. XVI*, by Prof. Vurb

This armour has **3 charges** and regains **all** expended charges daily at dawn.

Clash of the Titans. While wearing this armour, you can use a bonus action to expend **1 charge** and cast the *enlarge/reduce* spell (enlarge option only) on yourself. While under the effects of the spell, you can use a bonus action to expend **1 charge** and increase your size even further as per the enlarge option of the *enlarge/reduce* spell. This increase lasts until the spell ends. This bonus action can only be used once per casting of the spell.

Uncommon variant: Reduce the charges to **2**. You can't use a bonus action while under the effects of the *enlarge/reduce* spell to increase your size again.

Very rare variant: You gain a **+1 bonus** to AC while wearing this armour.

Legendary variant: You gain a **+1 bonus** to AC while wearing this armour. Increase the charges to **6**. The bonus action to increase your size further can be used twice per casting of the *enlarge/reduce* spell.





CAKEWALK RETURNS



CALAMARMOUR

Armour (light, medium, or heavy), very rare (requires attunement)

Component: Monstrosity (cracker kraken) tentacle

During the forging process, this armour must be periodically doused with seawater. Once complete, it sometimes releases this water as salty seafoam, which forms into a distinguished moustache or magnificent beard on the face of the wearer. A must-have for any sea captain incapable of growing their own facial hair!

You have a **+1 bonus** to AC while wearing this armour.

Draining Touch. When a creature touches you or hits you with a melee attack, you can use your reaction to drain some of its moisture. The creature must make a **DC 16 Constitution saving throw**, taking **3d6** necrotic damage on a failed save, or half as much damage on a successful one. Creatures without body moisture, such as some Undead, Constructs, and Elementals (GM's discretion) take no damage from this property.

Revitalising Fluids. While wearing this armour, you can use a bonus action to enhance its absorptive power for **1 minute**, using the moisture it drinks in to revitalise yourself. For the duration, you regain **2d6** hit points when you end your turn at least partially submerged in water, and when the Draining Touch property deals damage, you also regain hit points

equal to half the damage taken. Once this property of the armour has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the DC to **13**, the damage to **2d6**, and the hit points you regain if partially submerged in water to **1d6**. Remove the bonus to AC.

Rare variant: Reduce the DC to **15**. Remove the bonus to AC.





CAPSTOXIN

Potion, rare (requires attunement)

Component: Fiend (pepper oni) eye

Don't let the friendly appearance of this bell-pepper-shaped bottle deceive you! Distilled from over a dozen carefully selected varieties of hot pepper and mixed with the eyes of a Fiend, this powerful poison is one of the spiciest substances in all of Y'ummm, and perhaps the world. Ingest at your own peril.

This poison can be delivered through ingestion, inhalation, or injury, and has different effects depending on the method.

Ingestion. A creature that ingests this poison must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1d4 hours**. While poisoned in this way, the creature is **blinded**, as its eyes water endlessly from the spice, and takes **2d6** fire damage at the end of each hour.

Inhalation. As an action, you can throw this poison at a point within **30 feet** of you, causing it to burst into a **10-foot-radius sphere** of spicy fumes that rapidly dissipate. Each creature in the area must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes **4d6** fire damage and is **poisoned** until the end of its next turn. While a creature is poisoned in this way, it is also **blinded**. On a successful save, a creature takes half as much damage and isn't poisoned.

Injury. As an action, you can apply this poison to a weapon that deals piercing or slashing damage. The poison stays potent for **1 hour** or until a creature is hit with an attack roll using the coated weapon. A creature hit by the coated weapon must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1 minute**. While poisoned in this way, a creature takes **2d6** fire damage at the end of each of its turns.

Uncommon variant: Reduce the **DCs** to **13**, the duration of the ingested poison to **1 hour**, and the damage of the inhaled poison to **1d6**. A creature suffering the effects of the injury poison can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Very rare variant: Increase the **DCs** to **16**, the duration of the ingested poison to **3d4 hours**, the damage of the inhaled poison to **6d6**, and the damage of the injury poison to **3d6**.

CROWN OF MARASCHINO

Wondrous item, very rare (requires attunement)

Component: Elemental (ice queen) core of water

A frame sculpted in the Forge of the Waffle Iron. A core painstakingly churned at precisely -150 degrees Fahrenheit in the devilish Sore Bay. Cream filling flash frozen on the Plane of Ice Cream. Only such a masterpiece could contain a fraction of the power of the Eye of Maraschino.

Wafer Base. While you wear this crown, you have **resistance** to cold damage. Additionally, Elementals have **disadvantage** on attack rolls against you until they witness you harm them or their allies.

Slow-Churned Core. While you wear this crown, when a creature enters a space within **30 feet** of you for the first time on a turn or starts its turn there, you can use your reaction to reduce its walking speed by **10 feet** until the start of your next turn.

Creamy Filling. While you wear this crown, you can cast the *conjure elemental* spell from it (water or ice elementals only). You don't make saving throws to maintain your concentration on this spell as a result of taking damage, but the spell immediately ends if you're no longer wearing the crown. Once this property of the crown has been used, it can't be used again until the next dawn.

Cherry on Top. You can use a bonus action to grant one ally you can see within **30 feet** of you a magical cherry that lasts until the end of your next turn. When an ally with a cherry makes an ability check or an attack roll, it can eat the cherry and add a bonus to its roll. The bonus is **1d4**, or **2d4** if the ally is an Elemental. This property of the crown can be used three times, regaining all expended uses daily at dawn.

Uncommon variant: Remove the Slow-Churned Core and Creamy Filling properties. Once the Cherry on Top property has been used, it can't be used again until the next dawn.

Rare variant: Remove the Slow-Churned Core property. Reduce the duration of the *conjure elemental* spell to **10 minutes**. The Cherry on Top property can be used twice, regaining all expended uses daily at dawn.

CRYSTAL CANDY SWORD

Weapon (any sword), uncommon

Component: phial of Dragon (jormungumdr) blood syrup

Tempered in succulent strengthening syrup, then honed to a razor's edge upon the rock-candy whetstone of the sugarsmith, this multihued blade is as sweet as it is sharp.

Sugar Coated. As a bonus action while holding this sword, you can lick it, regaining **1d6** hit points and casting the *sugar rush** spell on yourself. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: Increase the hit points regained to **2d6**. When you use the Sugar Coated property, roll a **d4**. On a **1** or **2**, the property can't be used again until the next dawn.

Very rare variant: Increase the hit points regained to **3d6**. Casting the *sugar rush* spell with this item doesn't require concentration. When you use the Sugar Coated property, roll a **d4**. On a **1** or **2**, the property can't be used again until the next dawn.

*See Appendix A





DRACONIC RINDPLATE

Armor (medium or heavy), very rare (requires attunement)

Component: pouch of Dragon (dragonfruit) scales

Closely hoarded, these sets of armor are either bestowed by a dragonfruit to worthy champions or stolen from a dragonfruit's lair by opportunistic thieves. With a hardened pink exterior and a soft white interior, this armor is as protective as it is comfortable to wear—as long as you can get over the stickiness, that is.

You have a **+1 bonus** to AC while wearing this armor.

Sticky Pulp. While wearing this armor, it can't be removed from you unless you allow it.

Aromatic Core. The armor emits a strong scent of fruit that reflects its condition. If you make a **Charisma (Persuasion)** check while you have more than half of your hit points remaining, you can use

the armor's fragrant scent to gain **advantage** on the check. If you make a **Charisma (Intimidation)** check while you have half or fewer hit points remaining, you can use the armor's sour odorous scent to gain **advantage** on the check. Once the armor has granted advantage on an ability check, it can't grant advantage on that check again until the next dawn.

Seasonal Varieties. This armor has several forms, each representing a different variety of fruit that grants a different benefit. You can use a bonus action to change the armor's form.

- **Pulpy.** The armor's interior bursts with sticky pulp. When a creature within **5 feet** of you hits you with an attack roll, its speed is reduced by **10 feet** until the end of its next turn, to a minimum of 5 feet.
- **Sugary Sweet.** The armor's interior is high in fructose. Immediately after a creature hits you

with an attack, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks from the creature that attacked you.

- **Tough Rind.** The armour's rind rapidly hardens in response to damage. Immediately after a creature hits you with an attack roll, you gain a **+2 bonus** to AC until the end of the turn.

Rare variant: Remove the bonus to AC.

Legendary variant: Increase the bonus to AC to **+2**.

FRUIT PUNCH

Weapon (spiked cestus), rare (requires attunement)*

Component: pouch of Dragon (dragonfruit) claws

"To receive the honour of wielding the fruit punch, one must complete three difficult trials. First, one must demonstrate mastery of the melon brawl martial art to prove one's righteous skill. Then, one must sit motionless in pineapple juice for a full day to prove one's exceptional endurance. Finally, one must mix a really fine drink because one must also know how to party hard after all that."

— From training texts, Order of the Punch Bowl

Fruit Medley. The complex mix of flavours in this weapon compound with each other for a powerful punch. The first time you hit a target with this weapon or with an unarmed strike using the hand wearing this weapon on your turn, you impart a lingering fruit flavour. If you hit the same target a second time before the end of your turn, you can roll the attack's damage dice again and choose either result. If you hit it a third time before the end of your turn, you can roll the attack's damage dice two additional times and choose a result from among them. Additional hits beyond the third grant no benefit.

Burst of Flavour. The weapon is composed of three primary flavours: blood orange, durian, and pineapple. When you hit a creature with this weapon or with an unarmed strike using the hand wearing this weapon, you can impart your choice of one of the effects below (no action required). Once an effect has been used, it can't be used again until the next dawn.

- **Blood Orange.** This fruit lives up to its name. The target must succeed on a **DC 15 Constitution saving throw** or be marked with

bloodlust until the end of your next turn. While a target is marked, other creatures have **advantage** on the first attack roll they make against the target on their turn.

- **Durian.** This fruit's aroma isn't for everyone. The target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** until the end of your next turn.
- **Pineapple.** This fruit is exceptionally sour. The target must succeed on a **DC 15 Dexterity saving throw** or be coated in acid and take **2d8** acid damage at the start of its next turn.

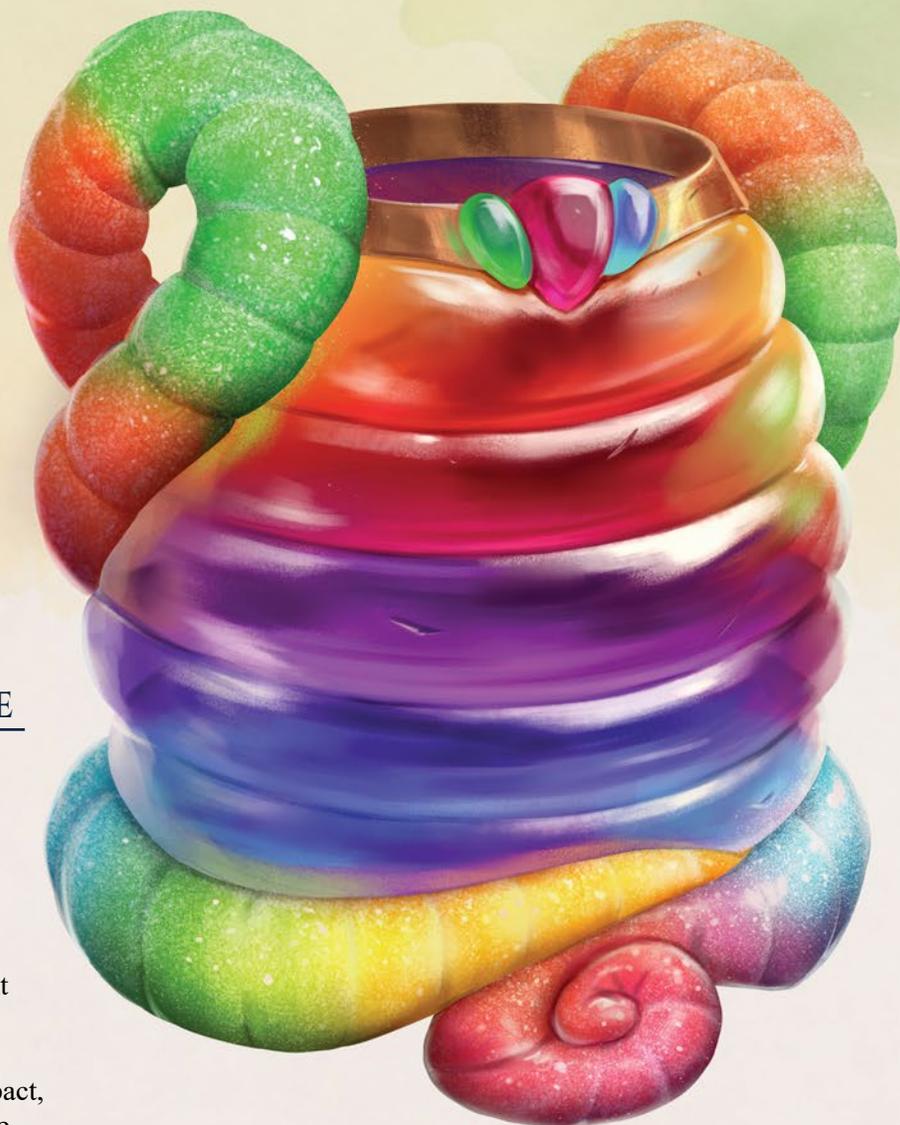
Uncommon variant: Remove the Burst of Flavour property.

Very rare variant: Increase the DCs to **16**. The weapon has the Fruit Fusion Blast property.

Fruit Fusion Blast. With a strong squeeze, you can summon an incredibly sour deluge of fruit juices. While wearing this weapon, you can cast the *lightning bolt* spell from it (**save DC 16**), dealing acid damage instead of lightning damage. A creature that fails the saving throw is also pushed in a straight line up to **10 feet** away from you. Once this property of the weapon has been used, it can't be used again until the next dawn.

*See Appendix B





GUMMYTHRAL BREASTPLATE

Armour (breastplate, half plate, or plate), rare (requires attunement)

Component: Dragon (jormungummdr) gummy heart and pouch of Dragon (jormungummdr) gummy scales

The thick gummy plates of this armour wobble violently each time they're struck. At first, these convulsions may be disorienting, but wearers of gummythral quickly come to appreciate how perfectly it absorbs each impact, and learn to move their bodies along with the wobbling instead of fighting it. It is for this reason that the gummy knights of Y'ummm are often said to dance across the battlefield.

This armour has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Sticky Situation. While you're wearing this armour, you can use your reaction when a Large or smaller creature hits you with a melee weapon attack to expend **1 charge** and catch the attack with your sticky gummy armour. If the creature used a weapon to attack, the weapon becomes stuck to the armour, and can't be used again until a creature within reach of you uses its action to make a successful **DC 15 Strength (Athletics)** check to remove it. If the creature used one of its body parts to attack you, such as a claw or fangs, that body part becomes stuck and the creature is **grappled** by you (**escape DC 15**). You don't need a free hand to maintain this grapple, and while it lasts, the creature can't make attacks with that stuck body part.

You can only have one weapon or body part stuck to the armour. If you use this reaction again while a weapon or body part is already stuck to the armour, it is released to make room for the new one.

Uncommon variant: Reduce the DCs to **13**, the charges to **3**, and the recharge to **1d3**.

Very rare variant: Increase the DCs to **16**. You have a **+1 bonus** to AC while wearing this armour. The armour has the Abrupt Release property.

Abrupt Release. As a bonus action while you have a weapon or body part stuck in the armour, you can suddenly release it with great strength. If you have a weapon stuck, make a ranged weapon attack with it, treating it as an improvised thrown weapon which you are proficient with. If you have a creature's body part stuck, the creature loses its balance and is knocked **prone**.



HYPER SOAKER

Weapon (any firearm), uncommon*

Component: Monstrosity (cracker kraken) beak

Don't let the name fool you! This strange contraption is not a mere child's toy, but a powerful weapon capable of discharging jets of water at high enough pressure to cut through pure steel. And all it requires in return is for you to give up a tiny smidge of your own vitality. What a deal!

This weapon doesn't require normal ammunition. Instead of bullets that deal the weapon's normal damage type, it shoots blasts of water that deal bludgeoning damage. Whenever you reload the weapon, you take **1** necrotic damage that can't be reduced or prevented in any way, as the gun drains some of your body's moisture to refill itself.

Pressure Cutter. As an action while holding this weapon, you can shoot a thin jet of water in a **100-foot line** that is **5 feet** wide. Each creature in the line must make a **DC 13 Dexterity saving throw**, taking **4d6** piercing damage on a failure or half as much damage on a success. Objects in the line also take this damage. Creatures don't benefit from cover thinner than 2 feet, as the jet of water pierces straight through it. Once this property of the weapon has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the piercing damage to **5d6**. This weapon deals an extra **1d6** cold damage to the first target it hits on each of your turns.

Very rare variant: Increase the **DC** to **16** and the piercing damage to **8d6**. This weapon deals an extra **1d10** cold damage to the first target it hits on each of your turns.

*See Appendix B

PEPPER PICK

Weapon (war pick), uncommon (requires attunement)

Component: Fiend (pepper oni) horn

“Peter Pepper picked the pungent pepper pick to pick a peck of plump pickled peppers for a potent pepper potion.”

— Y'ummmite tongue twister

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Pepper Pop. When you hit a target with an attack roll using this weapon, you can expend **1 charge** to release a portion of the pepper gas contained within and ignite it in a small, controlled explosion. Roll a **d4**. On a **3** or lower, the target takes an extra **1d6** fire damage. On a **4**, the explosion is a little larger than anticipated, causing you to take **1d6** fire damage, and the target to take an extra **3d6** fire damage and make a **DC 13 Strength saving throw**. On a failed save, the target is pushed up to **10 feet** directly away from you and knocked **prone**.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DC** to **15**, the damage the target



takes on a 3 or lower to **2d6**, and the damage the target takes on a 4 to **4d6**.

Very rare variant: Increase the attack and damage bonus to a +2, the charges to **8**, the recharge to **1d4 + 4**, the **DC** to **16**, the damage the target takes on a 3 or lower to **2d6**, and the damage the target takes on a 4 to **4d6**.

POMEGRENADE

Wondrous item, uncommon

Component: Dragon (dragonfruit) breath sac

The *pomegrenade* is a peculiar fruit selectively bred by the barberryans of Fruitopia, prized for its explosive flavour... and explosive everything else. Its introduction during the Applacian-Orajah Wars changed the face of armed conflict for years, until its over-farming gave way to a devastating seven-year drought. Since then, *pomegrenade* production has been restricted only to those who obtain a pomelicense.

Exquisite Clusters. When first found, this grenade has **1d4 + 1** seed clusters and grows **1** new cluster daily at dawn, up to a maximum of **5** seed clusters. You can use an action to pluck a cluster from the grenade and consume it or feed it to a willing creature within your reach. A creature that eats a cluster regains **1d4** hit points and is nourished for the day. Additionally, if it is suffering from a poison or disease that allows it to make a saving throw to end it, it can immediately make that saving throw with **advantage**. If failing this saving throw would have negative consequences other than continuing to be afflicted by the condition, you don't suffer those consequences.

Explosive Clusters. Alternatively, you can use an action to throw this grenade at a point within **60 feet** of you, where it immediately detonates with juicy, seedy shrapnel. Each creature within **10 feet** of that point must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **2d4** piercing damage for each seed cluster in the grenade. On a successful save, a creature takes half as much damage. Once used this way, the grenade is destroyed.

Rare variant: Increase the hit points regained by eating a seed cluster to **1d6**, the **DC** to **15**, and the damage to **2d6** for each seed cluster. You can consume a seed cluster as a bonus action.

Very rare variant: Increase the hit points regained by eating a seed cluster to **1d8**, the **DC** to **16**, and the damage to **2d8** for each seed cluster. You can consume a seed cluster as a bonus action.

REGALIA DI WAFER

Wondrous item, rare (requires attunement)

Component: Elemental (ice queen) frozen heart

Each kiln-fired wafer interlocks with the next, forming the ruffed layers of this delicious dress. With hundreds of unique imprints, a wafer's intricate design extends to its final moments, beautifully cracking apart to reveal the next wafer below. A monarch's regalia has upwards of fifty layers, each a different colour and pattern.

This item has **9 charges**, represented by an equal number of outer wafer layers, and regains **1d6 + 3** expended charges daily at dawn.

Layered Wafers. When you take bludgeoning damage while wearing this item, you can expend **1 charge** to reduce the damage by **2d8** (no action required).

Wafflemancy. While wearing this item, you can expend 1 or more charges to cast one of the following spells from it (**save DC 15**): *barkskin* (**2 charges**; with wafer instead of bark), *cone of frosting** (**1 charge**), *ice storm* (**4 charges**), *snowball** (**3 charges**), *wall of stone* (**5 charges**; with wafers instead of stone).

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **13**. Remove the *ice storm* and *wall of stone* spells from the Wafflemancy property.

Very rare variant: Increase the **DC** to **16**. The item gains the Insulated Defense property.

Insulated Defense. While this item has 1 or more charges remaining, you have **resistance** to cold damage while you wear it.

*See Appendix A





SHOTGUM

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

Component: Fiend (pepper oni) heart

Dropping out of most barrels with all the impetus of a lethargic snail, Y’ummite gumballs are far too heavy to be used as ammunition by regular magitech firearms. To fix this issue, a *shotgum’s* special firing mechanism combines a little powdered fiend heart and a *lot* of gunpowder, shooting each projectile out with the explosive force of a cannonball.

Gumballs. This weapon deals bludgeoning damage instead of its normal damage type, and deals an extra **1d4** bludgeoning damage to each target it hits. Instead of bullets, it uses gumballs as ammunition. Gumballs can be purchased from stores in Y’ummm for the same price as bullets. When you hit a creature with an attack using this weapon, you can choose for the gumball to stick to that creature until it or another creature within reach uses an action to detach any gumballs on the target. A creature’s speed is reduced by **5 feet** for each gumball attached to it.

Up. As a bonus action while holding this weapon, you can speak its command word, causing each gumball attached to a creature within **60 feet** of you to inflate into a bubble. Each Medium or smaller creature with at least two gumballs attached to it must succeed on a **DC 16 Strength saving throw** or suffer the effects of the *levitate* spell as if you cast it (no

concentration required). For each size category above Medium, a creature needs one additional gumball to be affected. Inflated gumballs can’t be removed from a creature. The bubbles last for **1 minute** before deflating, ending the effect and falling off the creature. Once this property of the weapon has been used, it can’t be used again until the next dawn.

Uncommon variant: Remove the Up property. The weapon doesn’t deal extra damage on a hit.

Rare variant: Reduce the DC to **15**. The weapon doesn’t deal extra damage on a hit.

*See Appendix B

SORBEATER

Weapon (mace), uncommon (optional attunement)
Component: Elemental (ice queen) volatile mote of water

“It’s not the size of the scoops that matters. It’s all about the flavour of the ice cream and the balance of the toppings. The, uh... way they flow in perfect harmony. The... texture of... erm... Alright, maybe it’s a little about the size.”

— Dez-Urtian knights comparing *sorbeaters* during watch duty

Frozen Scoops. One scoop of ice cream forms the head of this weapon. This weapon deals an extra **1d4** cold damage to the first target it hits on each of your turns. Each time you take fire damage, one scoop of ice cream melts, reducing the extra damage by one damage die. Melted scoops reform at the end of each of your turns.

Optional Attunement. If you choose to attune to this item, you can use the Toppings Included property while you remain attuned to it.

OA: Toppings Included. When you first attune to this weapon, choose one topping from the list below to imbue the weapon with. When you finish a short or long rest, you can replace one topping with another from this list.

- **Caramel Glaze.** Once per turn, when you hit a target with this weapon, you can reduce its speed by **10 feet** until the start of your next turn.
- **Espresso Fudge.** When you score a critical hit with this weapon, you can immediately make another weapon attack with it as part of the same action or reaction.
- **Pistachio Crunch.** Whenever you hit a creature with an attack using this weapon and roll a **6** on the weapon's damage die, the creature must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.
- **Strawberry Topper.** When you score a critical hit with this weapon, you gain **2d6** temporary hit points, which last for **1 minute**.

Rare variant: Increase the scoops of ice cream to two, the extra cold damage to **2d4**, and the number of toppings you can choose when you attune to the weapon to two.

Very rare variant: Increase the scoops of ice cream to three, the extra cold damage to **3d4**, and the number of toppings you can choose when you attune to the weapon to three.



TORRENTIAL MANTLE

Wondrous item, rare (requires attunement)

Component: Monstrosity (cracker kraken) heart

The power of rushing water is not to be underestimated. Crashing waves reduce rock to rubble; inescapable currents pull poor souls to their doom; and rising tides drown entire settlements. Water truly is a force of nature—and now you can be one too.

Rush of Water. As a bonus action while wearing this cloak, you can briefly transform into a waterspout and move to an unoccupied space within **30 feet** of you without provoking opportunity attacks, after which you transform back into your original form. Each creature within **10 feet** of the space you end this move in must

make a **DC 15 Strength saving throw**. On a failed save, a creature is knocked **prone** as a wave of water crashes down on it. After this property of the cloak has been used, roll a **d6**. On a **2** or lower, it can't be used again until the next dawn.

Uncommon variant: Reduce the DC to **13**, the area of effect to within **5 feet** of the space you end the move in, and the d6 to a **d4**.

Very rare variant: Increase the DC to **16**. Creatures that make a saving throw against the Rush of Water property also take **2d6** bludgeoning damage on a failed save, or half as much damage on a successful one.



WAFER SHIELD OF SLIDING

Armour (shield), uncommon (requires attunement)

Component: Dragon (jörmungumdr) wafer spine

Contrived as a means of quickly navigating the Grand Bakery of Babaganoush, wafer shields that surf on their torrents of icing have become an increasingly common occurrence.

Sugar Slide. As a bonus action while wielding this shield, you can doff it, throw it to the ground, and jump atop it as it spouts a torrent of magical icing. For **1 minute** or until you use a bonus action to hop off the shield and don it once more, you move by riding the shield, which glides on the icing it produces at a speed

equal to your walking speed. While moving in this way, you don't provoke opportunity attacks, and if you travel **20 feet** in a straight line towards a creature and then immediately hit it with a melee weapon attack, the creature must succeed on a **DC 13 Strength saving throw** or be knocked **prone**.

Once this property of the shield has been used, roll a **d4**. On a **1** or **2**, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. The item has the Hot Chocolate property.

Hot Chocolate. Whilst surfing on the shield, you splash scalding hot chocolate to either side. When you move within **5 feet** of another creature, it must succeed on a **DC 15 Dexterity saving throw** or take **1d8** fire damage. A creature can only take this damage once on each turn.





PROSTHESES AND ENHANCEMENTS



PROSTHESES

Ryoko's Guide to the Yokai Realms introduces a new item type: prostheses, along with unique rules for equipping and using such items. A prosthesis is an item that functions as a replacement or augmentation for a limb or other body part. Prostheses can be mundane or magical.

MAGICAL PROSTHESES

Magical prostheses make use of intricate enchantments to enhance their functionality and gain new properties. Magical prostheses function in the following ways:

- A magical prosthesis can replace a missing limb or other body part.
- A magical prosthesis can replicate all functions of the limb or other body part it emulates. For example, a magical prosthetic tongue is able to taste, a magical prosthetic eye can see, and a magical prosthetic nose is able to smell.
- A magical prosthesis can be placed around an existing limb or body part to enhance it. A prosthesis can't be used to add an additional limb beyond the creature's typical number of limbs unless stated otherwise.
- A magical prosthesis can't be attached to or removed from a creature against its will, even if the creature is unconscious.

A magical prosthesis with no additional properties is a common magic item that doesn't require attunement. More powerful prostheses with additional properties may require attunement.

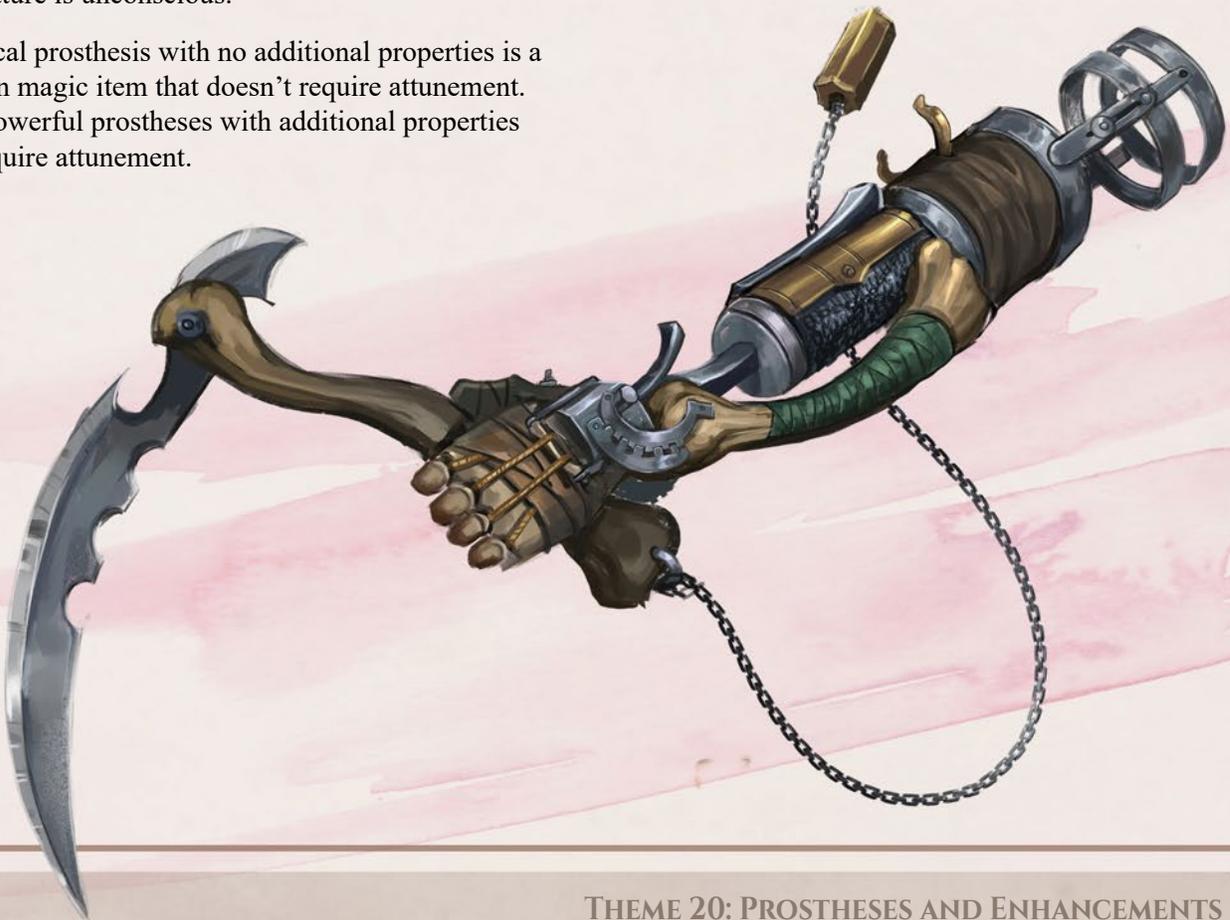
PROSTHESIS PROPERTIES

Like weapons, prostheses have special properties that dictate how they function. Properties commonly found on prostheses include the following:

Blast (XdX, X ft.). This prosthesis is capable of discharging powerful explosive blasts. The prosthesis is a ranged weapon that uses your Dexterity modifier for the attack and damage rolls. If you're proficient with a martial ranged weapon, you're considered proficient with this weapon. The information in parentheses notes the attack's damage dice, damage type, and range, respectively.

Alternatively, you can use an action to fire the cannon and propel yourself a distance up to the range of the blast in a straight line in any direction, dealing no damage. As normal, this movement can provoke opportunity attacks.

Hookshot (X ft.). This enhancement consists of a metallic hook or similar tool attached to a spool of chain, rope, or wire. The number in parentheses is the range of the hookshot. If the prosthesis isn't being used to hold an item, you can shoot the hook at a fixed surface within range as a bonus action, or as a reaction when falling. The hook then attaches to that surface until you use a bonus action to detach the hook and reel the rope back in, or until the rope is destroyed. The rope is an object with AC 10 and 10 hit points.



Alternatively, you can fire the hook at another creature at least two sizes larger than you, making an attack roll with the prosthesis. You're considered proficient with the attack, which uses your Strength or Dexterity modifier for the attack roll (your choice). On a hit, it deals no damage, but the hook attaches to the target. A creature within **5 feet** of the hook can use an action to forcefully detach the hook with a successful **DC 10 Strength** or **Dexterity** check.

While the hook is attached, you have **advantage** on ability checks made to move along the rope, such as to climb a vertical surface, swim against a current, or walk against a strong wind, and you can't move or be moved more than the hookshot's range away from the point to which the hook is attached. If you're falling, you stop falling further than the range at which you shot the hookshot and become suspended from the surface the hook is attached to. In addition, until the hook is reeled back in, the prosthesis can't hold anything or be used to make attacks, and you can't use or benefit from objects integrated into the prosthesis (such as attacking with a weapon or benefitting from a shield's bonus to AC).

Integrated (X). The object in parentheses is integrated into the prosthesis, and can't be separated from it, exchanged for another integrated object, or used to make ranged attacks by throwing it. As a bonus action, you can extend or retract the integrated object, allowing it to be used or concealed, respectively. While an object is extended from an arm or hand prosthesis, you can manipulate it as if you were holding it, and your hand is not considered free. A prosthesis can only have one object integrated into it, which can be:

- A weapon without the Heavy property
- A shield
- A set of tools or handheld item that can conceivably fit within the prosthesis (GM's discretion)
- An orb, rod, or wand
- A stash: a concealed storage space within the prosthesis, up to 35 inches cubed in volume, that can be used to store Tiny objects, such as rings, phials of liquid (e.g. potions), smoke bombs, pieces of ammunition, or a bag of caltrops or ball bearings. The user of the prosthesis can stow or retrieve an item from the stash as a bonus action. A creature can find this secret compartment with a successful **DC 11 Intelligence (Investigation)** check.

Launch (XdX, X ft.). A portion of this prosthesis is attached to the limb by a length of chain, rope, or wire, and can be launched at an enemy. If the prosthesis has the Hookshot property, the hook is the same piece that gets launched as a weapon. If the prosthesis has an integrated weapon with the Thrown property, the weapon can be the projectile that is launched at the enemy, but the damage of the Launch property doesn't change. The prosthesis is a ranged weapon that uses your Strength or Dexterity modifier for the attack and damage rolls. If you're proficient with a weapon that has the Thrown property, you're considered proficient with this weapon. The portion of the prosthesis used to attack is automatically reeled in immediately after. The information in parentheses notes the attack's damage dice, damage type, and range, respectively.

Melee (XdX, X ft.). The prosthesis is a melee weapon that uses your Strength or Dexterity modifier for the attack and damage rolls. If you're proficient with a martial melee weapon, you're considered proficient with this weapon. The information in parentheses notes the attack's damage dice, damage type, and reach, respectively.

Mobility (X, X ft.). While wearing this prosthesis, you gain a special speed, the type and amount of which are both indicated in parenthesis.

Obscure. This prosthesis can expel a cloud of smoke to obscure an area. As a bonus action, you can expel a **5-foot radius** cloud of smoke centred on you. The area of the smoke is heavily obscured and lasts until the end of your next turn. Once you've expelled the smoke, you can't do so again until you take an action to reset the mechanism.





DRAAKANNON

Prosthesis, uncommon

Component: Dragon breath sac

Throgs of vicious pillagers attacking your home? Explosions. Sturdy obstacles standing in your way? Explosions. Want to soar through the air like a dragon? Believe it or not, explosions.

This prosthesis has **4 charges** and regains **all** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Blast (1d6 fire, 20 ft.) property.

Draconic Versatility. As an action while wearing this prosthesis, you can change the damage type it deals with its Blast property to one of the following: acid, cold, fire, lightning, or poison.

Blast Zone. When you use the prosthesis' Blast property to propel yourself, you can expend **1 charge** to pump extra firepower into the blast. If you do, each creature within **5 feet** of you must make a **DC 13 Dexterity saving throw**, taking **1d6** damage of the Blast property's type on a failed save, or half as much damage on a successful one.

Common variant: Remove the Blast Zone property and all charges.

Rare variant: Increase the **DC** to **15** and the damage to **2d6**. When you use the Blast Zone property, you can propel yourself up to an additional **10 feet**.

Very rare variant: Increase the **DC** to **16** and the damage to **3d6**. When you use the Blast Zone property, you can propel yourself up to an additional **20 feet**. You can use the Draconic Versatility property as a bonus action.

EARTHPIERCER

Prosthesis, uncommon

Component: Construct gears

“This drill is the drill that will pierce the earth!” Thus were the words of Bombuku upon completion of the first *earthpiercer* prototype. After being asked if the same didn’t technically apply to most drills, he declined to make further comments.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (20 ft.), Launch (1d6 piercing, 20 ft.), and Melee (1d6 piercing, 5 ft.) properties.

Deep Drilling. This prosthesis uses a drill instead of a hook for its Hookshot property. When you hit with an attack roll made to attach the drill to a creature, the creature takes **1d6** piercing damage. When the drill is detached from a creature, that creature takes **1d6** piercing damage.

Tunneler. This prosthesis has the Mobility (burrow 5 ft.) property.

Common variant: Remove the Tunneler property.

Rare variant: The prosthesis has the Emergency Anchor property.

Emergency Anchor. You can use the prosthesis’ Hookshot property as a reaction when you’re moved against your will, instead of only when you’re falling. When you do, you choose how far away you can be moved from the the point to which the drill is attached (up to the range of the prosthesis’ Hookshot property).

Very rare variant: Increase both damages to **1d8**. The prosthesis has the Emergency Anchor and Overcharge properties.

Overcharge. You can use an action to overcharge the drill, increasing its penetrative power. For **10 minutes**, while using the prosthesis’ Mobility property to burrow, you can burrow through solid rock, leaving a **5-foot diameter** tunnel in your wake. Once this property of the prosthesis has been used, it can’t be used again until the next dawn.



G.R.A.P.P.L.E.R.

Prosthesis, uncommon

Component: Plant bark

The Gear for Rapid Ascension and Precise, Persistent Latching onto Enormous Ravagers, or *G.R.A.P.P.L.E.R.* for short, is one of Bombuku's proudest inventions, despite the criticism he's received over its "ridiculous acronym" from his distant cousin L'Arsène Upin. In truth, L'Arsène is simply jealous he couldn't come up with that name himself.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property.

Improved Hookshot. As an action while the prosthesis' hook is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the hook. In addition, the DC of the ability check required to forcefully detach the hook increases to 13.

Hooked In. When you hit with an attack roll to attach the prosthesis' hook to a creature, the creature takes 1d6 piercing damage. When the hook is detached from a creature, that creature takes 1d6 piercing damage.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the hook. Remove the Hooked In property.

Rare variant: Increase the DC to 15. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.

Very rare variant: Increase the DC to 16 and both damages to 2d6. You can use the Improved Hookshot property as a bonus action as well as an action, including as part of the same bonus action used to shoot the hook.





HELPING HAND

Prosthesis, uncommon (requires attunement)

Component: Aberration brain

To make the humanoid-shaped puppets with multiple pairs of bladed arms somewhat less unsettling, Bom-buku recommends judicious application of googly eyes and crayon smiles. (Googly eyes and crayons sold separately.)

This prosthesis has **4 charges** and regains **1d4** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (40 ft.) property. Instead of firing a hook, the prosthesis allows you to manipulate three Tiny mechanical puppets that grab onto the target. Instead of rope, the puppets are connected to the prosthesis by wires of pure magic, which can't be damaged or destroyed. It otherwise functions in the same way.

Improved Hookshot. As an action while the puppets are attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the puppets. In addition, the **DC** of the ability check required to forcefully detach the puppets increases to **13**.

Assistance at a Distance. As a bonus action, you can expend **1 charge** to take the Help action, manipulating the puppets to support your allies. When you do so to aid an ally in attacking a creature, the target of that attack can be up to **40 feet** away from you. Alternatively, you can expend **1 charge** as a bonus action to have the puppets feed a potion to a willing creature that you can see within **40 feet** of you.

Rare variant: Increase the **DC** to **15**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature.

Very rare variant: Increase the **DC** to **16**, the charges to **5**, and the recharge to **1d4 + 1**. When you use the Assistance at a Distance property, you can expend **2 charges** instead of 1 to split the three puppets. As part of the same bonus action, each puppet can take the Help action or feed a potion to a willing creature. The prosthesis has the Create Puppets property.

Create Puppets. While wearing this prosthesis, you can cast the *animate objects* spell. When you do, strings of magic extend from your prosthesis to the objects you animate, which you manipulate like puppets. If one of these objects is ever more than **30 feet** away from you, it ceases to be animated by the spell. Once this property of the prosthesis has been used, it can't be used again until the next dawn.



IRON KASA

Prosthesis (advanced), uncommon
Component: Construct metal plating

It is the duty of a valiant hero to impede evildoers, support one's allies, and most importantly, protect the defenceless. But nowhere does it say that you can't do all this from a safe distance.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Hookshot (15 ft.), Integrated (shield), and Launch (1d6 bludgeoning, 15 ft.) properties.

Improved Hookshot. This prosthesis uses a shield instead of a hook for its Hookshot property. As an action while the shield is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the shield. In addition, the **DC** of the ability check required to forcefully detach the shield increases to **13**.

Saving Throw. As a reaction when a creature you can see within the prosthesis' Hookshot range is hit by an attack, you can launch the shield in front of it, granting it a **+2 bonus** to AC against the attack and potentially causing it to miss. In order to use this reaction, the integrated shield must be extended and must not be attached to a target as part of the Hookshot property.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the shield. Remove the Saving Throw property.

Rare variant: Increase the **DC** to **15** and the range of the Hookshot property to **30 feet**. The prosthesis has the Into the Fray property.

Into the Fray. When you cause the Saving Throw property's triggering attack to miss, you can have the shield attach itself to a surface within **5 feet** of the attacked creature and reel yourself in as per the Improved Hookshot property as part of the same reaction. When you do, you can make a melee attack against the attacking creature, if it's within your reach. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16** and the range of the Hookshot property to **40 feet**. The prosthesis has the Into the Fray property. You can use the Into the Fray property twice, regaining all expended uses daily at dawn.

KAGEBOSHI

Prosthesis, uncommon

Component: Fiend bone

Upon finishing yet another new design, Bombuku proudly submitted it to the Rakin Association of Craftsmen and Inventors for grading. The 10/10 scores in Function, Durability, and Ingenuity stand as a testament to his mastery of the craft. The 11/10 score in Coolness, however, is what he's proudest of by far.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Hookshot (30 ft.) and Launch (1d6 slashing, 30 ft.) properties.

Improved Hookshot. This prosthesis uses an oversized throwing star instead of a hook for its Hookshot property. As an action while the throwing star is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item's Hookshot range in a straight line towards the throwing star. In addition, the **DC** of the ability check required to forcefully detach the throwing star increases to **13**.

Shadow Trick. When you make an attack using the Launch property of the prosthesis, you can unsheathe and throw another weapon, concealing it in the throwing star's shadow. As part of the same action, make another attack against the same target, using a weapon you're carrying that has both the Light and Thrown properties. You have **advantage** on the attack roll. Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Common variant: The Improved Hookshot property doesn't increase the DC to detach the throwing star. Remove the Shadow Trick property.

Rare variant: Increase the **DC** to **15**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property.

Instant Transmission. When you hit a creature with an attack using the prosthesis' Launch property, you can immediately teleport to an unoccupied space of your choice within **5 feet** of the target (no action required). Once this property of the prosthesis has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. When you use the Shadow Trick property, you can throw two weapons with the Light and Thrown properties, making an attack roll against the same target with **advantage** for each one. You can use this property of the prosthesis twice, regaining all expended uses daily at dawn. The prosthesis has the Instant Transmission property, and it can be used twice, regaining all expended uses daily at dawn.



REAPER'S KAMA

Prosthesis (steelslinger), uncommon

Component: Monstrosity bone

“Let’s *cut* to the chase. This is pretty *cut* and dry. I don’t like the *cut* of your jib. Time to *cut* you down to size.”

— Catchphrase concepts scribbled on the margins of Bombuku’s notebook, next to the schematics for the *reaper’s kama*

Prosthesis Properties. This prosthesis has the Hookshot (30 ft.), Integrated (kusarigama*), and Launch (1d6 slashing, 30 ft.) properties.

Improved Hookshot. This prosthesis uses a sickle instead of a hook for its Hookshot property. As an action while the sickle is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item’s Hookshot range in a straight line towards the sickle. In addition, the **DC** of the ability check required to forcefully detach the sickle increases to **13**.

Slicestorm. As an action while wearing this prosthesis and the sickle isn’t attached to a target as part of the Hookshot property, you can whip the chain around you, slicing at foes with the sickle at its tip in a whirlwind of steel. Each creature within **10 feet** of you

must make a **DC 13 Dexterity saving throw**, taking **4d6** slashing damage on a failed save, or half as much damage on a successful one. Once this property of the prosthesis has been used, it can’t be used again until the next dawn.

Common variant: The Improved Hookshot property doesn’t increase the DC to detach the sickle. Remove the Slicestorm property.

Rare variant: Increase the **DCs** to **15** and the damage to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magical prosthesis’ integrated weapon.

Very rare variant: Increase the **DCs** to **16** and the damage to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magical prosthesis’ integrated weapon. The Slicestorm property can be used three times, regaining all expended uses daily at dawn.

*See Appendix B





WINDWEAVER

Prosthesis, uncommon (requires attunement)

Component: Elemental core of air

“Eagles soar above

Where no man could ever reach

Good thing I’m no man.”

— Haiku written by Bombuku the tanukin during the crafting of the first *windweaver*

Prosthesis Properties. This prosthesis can enhance or replace an arm, and has a built-in war fan that can be used to propel yourself with blasts of magical wind. It has the Blast (2d6 bludgeoning, 30 ft.) and Integrated (tessen*) properties.

Stick the Landing. When you fall, you can use your reaction to unleash a blast of wind moments before you hit the ground, cushioning you and reducing the falling damage you take to 0.

Rare variant: The prosthesis has the Wind Tunnel property.

Wind Tunnel. When you use the prosthesis’ Blast property to propel yourself, you can choose to create an even larger blast of wind. If you do, you can move up to **60 feet** instead of 30 feet, and you don’t provoke opportunity attacks while doing so. In addition, when you move within **5 feet** of a creature during this movement, it must succeed on a **DC 15 Strength saving throw** or be knocked **prone**. A creature can only be forced to make this saving throw once on each turn. Once this property of the prosthesis has been used, it can’t be used again until the next dawn.

Very rare variant: The prosthesis has the Wind Tunnel property. Increase its **DC** to **16**. Creatures that fail the saving throw against the Wind Tunnel property also take **2d6** bludgeoning damage. The Stick the Landing property can also be used on a creature that falls within **15 feet** of you.

*See Appendix B



WRAITHCLAW

Prosthesis, uncommon (requires attunement)

Component: Undead ethereal ichor

After witnessing the self-proclaimed “King of the Ghost Pirates” stretch his phantasmal limbs to board a ship, Bombuku just knew he had to recreate that power. The undead pirates weren’t too keen to part with their ectoplasm, but Bombuku is quite persuasive... and failing that, a good thief and a fast swimmer.

Prosthesis Properties. This prosthesis consists of a ghostly limb, solid to the touch, and can enhance or replace an arm. It has the Hookshot (20 ft.) and Melee (2d6 necrotic, 10 ft.) properties. Instead of firing a hook, the arm stretches and the hand grabs on to the target, but otherwise functions in the same way. While wearing the prosthesis, you can use a bonus action to cause it to dissolve into thin air or to make it reform.

Ghostly Reach. The reach of weapons you hold using only the prosthesis, as well as unarmed strikes made using the prosthesis, increases by **5 feet**.

Improved Hookshot. As an action while the hand is attached to a target, you can reel yourself in. When you do, you move a number of feet up to the item’s Hookshot range in a straight line towards the hand.

In addition, the **DC** of the ability check required to forcefully detach the hook increases to **13**.

Hundred Claws. While wearing the prosthesis, you can use an action to summon a barrage of ghostly hands that assault a creature within **10 feet** of you. Make a melee spell attack against it (+5 to hit). On a hit, the creature takes **2d6** necrotic damage and you can immediately attack it in this way again as part of the same action. You can make a maximum of three attacks with each use of this property. Once the property has been used, it can’t be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. Increase the Hundred Claws property’s attack bonus to +7, damage to **3d6**, and maximum number of attacks to four. The Hundred Claws property can be used three times, regaining all expended uses daily at dawn.

Very rare variant: Increase the **DC** to **16**. Increase the Hundred Claws property’s attack bonus to +8, damage to **4d6**, and maximum number of attacks to four. The Hundred Claws property can be used four times, regaining all expended uses daily at dawn.

APPENDIX A - SPELLS

AURA OF IMPURITY

4th-level abjuration

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V

Duration: Concentration, up to 1 minute

Class: Paladin, Tamer, Warlock

Enervating energy radiates from you in an aura with a **30-foot radius**. Until the spell ends, the aura moves with you, centred on you. Each creature of your choice that enters the aura for the first time on its turn or starts its turn there must succeed on a **Charisma saving throw** or become drained until the end of its next turn. While drained, a creature must roll a **d4** and subtract the number rolled from each ability check, attack roll, or saving throw it makes, and any hit points a creature regains are reduced by half.

BAKURYO'S BLESSED BLIZZARD

5th-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a snowflake made of mithral, worth at least 500 gp)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Cleric, Druid, Paladin, Wizard

You invoke the tenets of the heavenly dragon, Bakuryo, rewarding those who struggle and punishing the dishonourable. A freezing storm radiates from you in an aura with a **20-foot radius**, covering allies in icy armour and freezing foes. The aura lasts for the duration, and it moves with you, centred on you.

When you cast this spell, and when a creature you can see enters the area for the first time on its turn, you must decide whether you wish to bless the creature. If you do so, the creature gains a **+2 bonus** to its AC while in the aura. Once you bless a creature, it remains blessed until the spell ends.

If you choose not to bless the creature, it must make a **Constitution saving throw**. On a failure, it takes **4d8** cold damage and its speed is reduced to **0 feet** while in the aura. On a success, it takes half as much damage and its speed is halved while in the aura.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th.

CALM WATERS

2nd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Wizard

With a calming gesture and soothing Aquan word, you still the water in a **60-foot-cube** within range. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of 2nd level or lower, such as the *riptide* spell, are suppressed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of water-based spells suppressed by this spell increases by 1 for each slot level above 2nd.

CHAMELEON SKIN

1st-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (red, yellow, and blue pigment)

Duration: Concentration, up to 10 minutes

Class: Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a bonus action on each of its turns, even when only lightly obscured.

If the target did not move during its last turn, creatures have **disadvantage** on Wisdom (Perception) checks made to see the target. Creatures who do not rely on sight, such as those with tremorsense, are **immune** to this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CONE OF FROSTING

1st-level conjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous
Class: Sorcerer, Wizard

Swirling your hands in a clockwise fashion, a torrent of sticky, freezing sugar shoots forth from your outstretched fingertips. Each creature in a **15-foot cone** must make a **Dexterity saving throw**. On a failed save, a creature takes **3d4** cold damage and its speed is reduced by **10 feet** until the start of your next turn. On a success, a creature takes half as much damage and is not slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d4** for each slot level above 1st.

CRIMSON DEATH

6th-level necromancy

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S, M (a crystal rod carved with necromantic runes worth 500 gp)
Duration: Concentration, up to 1 minute
Class: Cleric, Sorcerer, Warlock, Wizard

You spew a cloud of crimson smoke from your mouth, which gathers in a **20-foot-radius sphere** centred on your space that lasts for the duration, heavily obscuring the area. Each creature other than you that starts its turn in the cloud or enters it for the first time on its turn must make a **Constitution saving throw**, taking **5d8** necrotic damage on a failed save, or half as much damage on a successful one. For as long as the cloud lasts, you can use a bonus action to move it up to **20 feet** in any direction.

A humanoid reduced to 0 hit points by this damage immediately dies and returns as a **zombie** under your control. You can control a maximum of three zombies at the same time. Any created beyond this number are hostile to all living creatures. In combat, zombies take their turn immediately after yours. Zombies under your control obey your verbal commands (no action required by you). When the spell ends, zombies created by the spell crumble to dust and are destroyed.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by **1d8** for each slot level above 6th.

DAYDREAM

1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny, four-panelled window)
Duration: Concentration, up to 1 minute
Class: Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a **-5 penalty** to its passive Perception as a result of this disadvantage) until the spell ends. A creature immune to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

ENDOLEECH

2nd-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a toenail lost to frostbite)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a melee spell attack against a creature you can reach. On a hit, the target takes **5d6** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by **15 feet** and your speed is increased by **15 feet**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d6** for each slot level above 2nd.

EXTRACT SHIRIKODAMA

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a slice of cucumber)

Duration: Instantaneous

Class: Cleric, Warlock

You phase your hand into the body of a creature you touch in an attempt to grasp and extract a portion of its soul. The creature must make a **Charisma saving throw**. On a failure, it takes **8d6** necrotic damage, and you pull out and consume a portion of its essence, regaining hit points equal to half the damage taken and gaining **advantage** on the next attack roll, ability check, or saving throw you make before the end of your next turn. On a success, the creature takes half as much damage, and you don't gain any benefits.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

INCORPOREALITY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Druid, Sorcerer, Tamer, Warlock, Wizard

You touch a willing creature, causing it, and everything it is wearing and carrying, to become translucent. At the start of each of the target's turns for the duration, it can choose to become incorporeal (no action required) until the end of its turn. While incorporeal, it has **advantage** on Stealth checks; it gains **resistance** to nonmagical bludgeoning, piercing, and slashing damage; and it can move through other creatures and objects as if they were difficult terrain. If the target ends its turn inside an object, it is shunted to the nearest unoccupied space, taking **1d10** force damage for every 5 feet it is shunted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to increase the spell's duration, or the number of targets, for each slot level above 5th. If you choose duration, the duration increases in increments to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **24 hours** (9th level). If you choose to increase the number of targets, the number increases by **1** for each slot level.

LIVING CANDLE

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (some wax)

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You point at a creature you can see within range, causing a swirl of molten wax to surround the creature and gathering hair, clothes, and debris into a wick atop its head. The creature must make a **Strength saving throw**. On a failure, it takes **5d8** fire damage as it becomes **restrained** and encased within the wax until the spell ends, its wick lighting with righteous fire. On a success, the creature takes half as much damage and isn't restrained.

At the end of each of its turns, a restrained creature takes **2d8** fire damage. The restrained creature, or a creature within **5 feet** of it, can use its action to make a **Strength** check against your **spell save DC**, freeing the restrained creature and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial and ongoing damage both increase by **1d8** for each slot level above 4th.

PINS & NEEDLES

Biomancy cantrip (*can be replaced with evocation)*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least **2 feet** of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range or is no longer in water at least 2 feet deep.

SNOWBALL

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a melted snowflake)

Duration: Instantaneous

Class: Sorcerer, Wizard

An icy pellet streaks from your pointing finger to a point you choose within range and then erupts with an avalanche-like rumble into an explosion of snow. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**. A target takes **4d8** cold damage on a failed save, or half as much damage on a successful one. The area is covered in snow and is difficult terrain for **1 minute**, after which it melts away.

The snow spreads around corners and douses non-magical flames in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

SUGAR RUSH

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

WATER WHIP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Bender (water), Druid, Sorcerer, Wizard

Choose a source of water that you can see within range that has a volume of at least 4 pints. Make a **melee spell attack** against a creature within **30 feet** of the source of water. On a hit, the target takes **1d6** slashing damage and, if the creature is Large or smaller, you can force it to make a **Strength saving throw**, pulling it up to **10 feet** towards the source of water on a failure.

The spell's damage increases by 1d6 and the distance it can pull a target increases by 5 feet when you reach 5th level (**2d6** and **15 feet**), 11th level (**3d6** and **20 feet**), and 17th level (**4d6** and **25 feet**).

WATER WYRM

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dried tadpole)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Sorcerer

You conjure a thrashing wurm of frothing water that moves with you, wielding it like an extension of your fist. When you conjure the wurm and as a bonus action on subsequent turns, you can cause one of the following effects with it.

- **Ice Fang.** The wurm grows frozen fangs—jagged icicles that it uses to bite a creature or object within **20 feet** of you. Make a **melee spell attack** against the target. On a hit, it takes **2d6** piercing damage and **1d6** cold damage.
- **Engulf.** The wurm leaves your side, surging toward a creature within **40 feet** of you and attempting to engulf it in a turbulent torrent of water. The target must succeed on a **Strength saving throw** or be **restrained**. While restraining a creature in this way, the only *water wurm* spell option you can use is Ice Fang and it must target the restrained creature. A creature can use its action to make a **Strength** check against your **spell save DC**, freeing itself or a creature within its reach from the wurm on a success. When the wurm stops restraining a creature, the spell ends.
- **Weird Water.** The wurm assumes a defensive formation around you until the start of your next turn. For the duration, ranged attacks that hit you have their damage reduced by **1d6** plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage from the ice fang option and the damage reduction of the weird water option both increase by **1d6** for each slot level above 3rd.

WHITE WATER WALL

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a perfectly round pebble)

Duration: Concentration, up to 1 minute

Classes: Bender (water), Druid, Ranger, Sorcerer, Wizard

You create a wall of raging, turbulent water filled with rocks and debris on a solid surface within range. You can make the wall up to **60 feet long**, **20 feet high**, and **5 feet thick**, or a ringed wall up to **20 feet in diameter**, **20 feet high**, and **5 feet thick**. The wall is translucent (the shape of figures can be discerned but details can't be made out), lightly obscuring the area. The wall lasts for the duration. Ranged attacks can't pass through the wall and its area is difficult terrain.

If a creature starts its turn in the wall or enters the wall for the first time on a turn, the creature must succeed on a **Strength saving throw** or be entrained in the water, reducing its speed to **0 feet** and rendering it unable to breathe, until it exits the wall. On a success, the creature can pass through the wall this turn. A Huge or larger creature automatically succeeds on this saving throw.

When a creature becomes entrained and at the start of each of the entrained creature's turns, it takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris. An entrained creature can use its action to make a **Strength** check against your **spell save DC**, exiting the wall **prone** within **5 feet** of its current location on a success.

White Water Whip. As a bonus action on your turn, you can cause a tendril of white water to grab at a creature within **10 feet** of the wall. That creature must succeed on a **Strength saving throw** (Huge or larger creatures automatically succeed on this saving throw) or take **3d10** slashing damage and become entrained by the wall.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th. When you use a spell slot of 7th level or higher, the wall's length increases by **30 feet**, its thickness increases by **5 feet** and the size of creature that automatically succeeds on the saving throw and that is entrained if it willingly enters the wall increases by one for each two slot levels above 5th (to Huge at 7th level and Gargantuan at 9th level).



APPENDIX B - SPECIAL WEAPONS

Some items in this Compendium are unique. They are listed here, along with any unique properties not found in the 5e SRD.

Adaptable. A weapon with this property can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose either the weapon's normal damage type or this type.

Attached. A weapon with this property is attached to a hand. This weapon cannot be disarmed, but donning or doffing the weapon requires an action. The attached hand can be used to hold items, but can't be used to attack with the weapon while doing so. Additionally, when the attached hand is used to make weapon attacks with other weapons or Sleight of Hand checks, it has **disadvantage**.

Loud (X). A weapon with this property (typically a firearm), when discharged, alerts all hearing creatures within a number of feet as specified by the number in parentheses. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

Reload (X). A weapon with this property can fire a limited number of shots, specified by the number in parentheses before running out of ammunition. A character must then reload it using an action.

Pugilist. For creatures that roll a die when they make unarmed strikes, the size of their damage die is increased by one (maximum **1d12**) when they make unarmed strikes with a hand equipped with a weapon that has this property.

Thrown Versatility. This weapon is better used for thrown ranged weapon attacks than for melee weapon attacks. A damage value in parentheses appears with the property—the damage when the weapon is used to make a ranged weapon attack.

NEW WEAPONS

CHAKRAM

Chakrams are martial melee weapons, consisting of a circular blade with a sharp outer edge. They deal **1d4** slashing damage on a hit, count as a monk weapon, and have the Light, Finesse, Thrown (range 30/90), and Thrown Versatility (**1d6**) properties.

CLAW

A claw is a simple, bladed melee weapon worn as a glove that deals **1d6** slashing damage on a hit and has the Light and Attached properties.

FIREARM

Magitech firearms are martial ranged weapons that use a small arcanomagnetic engine to propel their ferrous projectiles at incredible velocities. Though their means of propulsion is magical, the damage they deal remains nonmagical. Such firearms are always loud and tend to have poor accuracy over long ranges, although the recently-introduced rifling found in revolvers and rifles increases their effective range. Various types of firearms exist, as shown in the Weapon Details table.

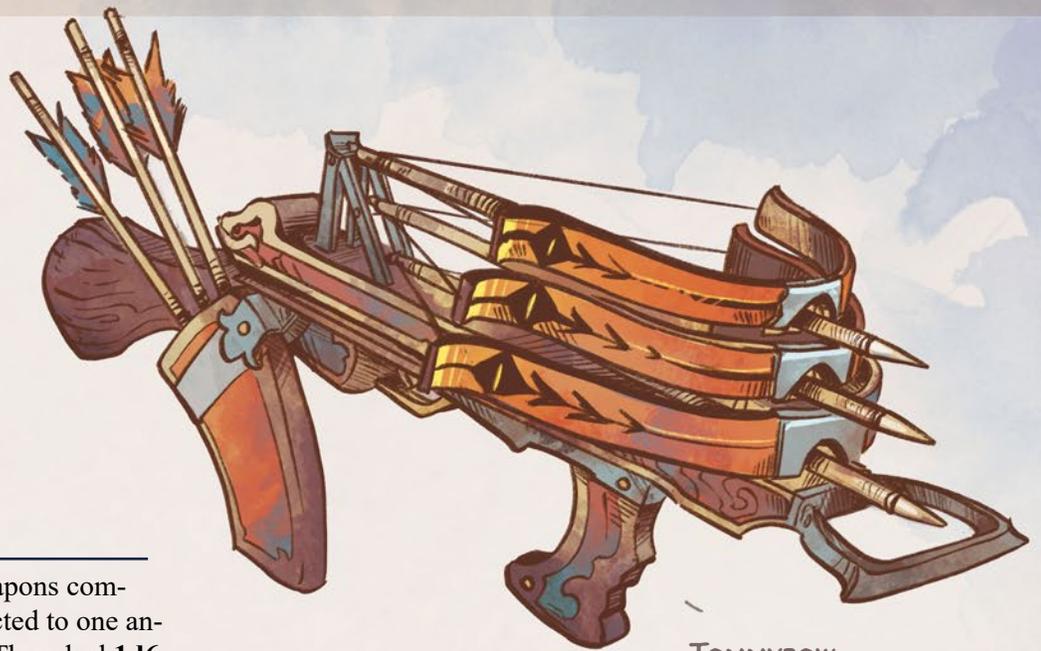
KUSARIGAMA

Kusarigama are martial melee weapons consisting of a sickle attached to a heavy counterweight by a metal chain. They deal **1d4** slashing damage on a hit, have the Versatile (**1d6**) property, and count as monk weapons. They also have the Special: Counterweight property.

Special: Counterweight. While wielding a kusarigama with two hands, you can use a bonus action to attack with its counterweight. This attack has a reach of **10 feet** and deals **1d4** bludgeoning damage on a hit. You don't add your ability modifier to the damage of this attack, unless that modifier is negative.



REVOLVER FIREARM



TOMMYBOW

NUNCHAKU

Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as a monk weapon, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

Special: Flourish. When you are wielding the nunchaku in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity** check, adding your proficiency bonus if you are proficient with nunchaku. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

SPIKED CESTUS

A spiked cestus is a simple melee weapon worn around the knuckles of one hand that deals **1d6** bludgeoning damage on a hit and has the Adaptable (piercing), Attached, and Pugilist properties.

TESSEN

Tessen are martial melee weapons consisting of folding fans reinforced with wood or metal. The edges contain razor-sharp blades, but they can also be used as bludgeoning weapons when closed. They deal **1d4** slashing damage on a hit, count as monk weapons, and have the Adaptable (bludgeoning), Finesse, and Light properties. They also have the Special: Fan Shield property.

Special: Fan Shield. When you are hit by an attack made with a Tiny projectile, such as a thrown dagger, dart, arrow, or bullet, while holding this weapon, you can use your reaction to open the fan and attempt to deflect the projectile. You gain a **+1 bonus** to AC against the triggering attack, potentially causing it to miss.

TOMMYBOW

Tommybows are repeating crossbows that mirror the three types of normal crossbows: hand, heavy, and light. They are composed of vertically-stacked bows upon a crossbow's chassis, an unwieldy arrangement that reduces their effective range in comparison to their crossbow counterparts.

Reload. Tommybows replace the Loading property of their crossbow counterpart with the Reload property. The cost of the item is proportional to the amount of ammunition it can hold (the value in parentheses), with the maximum Reload (6) tommybow costing six times its crossbow equivalent's price.

TWINBLADE

Twinblades are martial melee weapons; double-bladed polearms that rely on the user's dexterity to keep them in constant motion. They have the Finesse and Two-handed properties, and deal **2d4** slashing damage on a hit. They also have the Special: Whirl property.

Special: Whirl. When you are wielding the twinblade in two hands, you can use a bonus action to attempt to whirl the weapon. To whirl, make a **DC 10 Dexterity** check, adding your proficiency bonus if you are proficient with twinblade. On a success, you gain a **+1 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attacks. On a result of **15** or higher, you gain a **+2 bonus**, instead. On a failure, you deal slashing damage to yourself equal to your proficiency bonus and gain no bonus to your AC from the whirl this turn.

TOMMYBOW COST

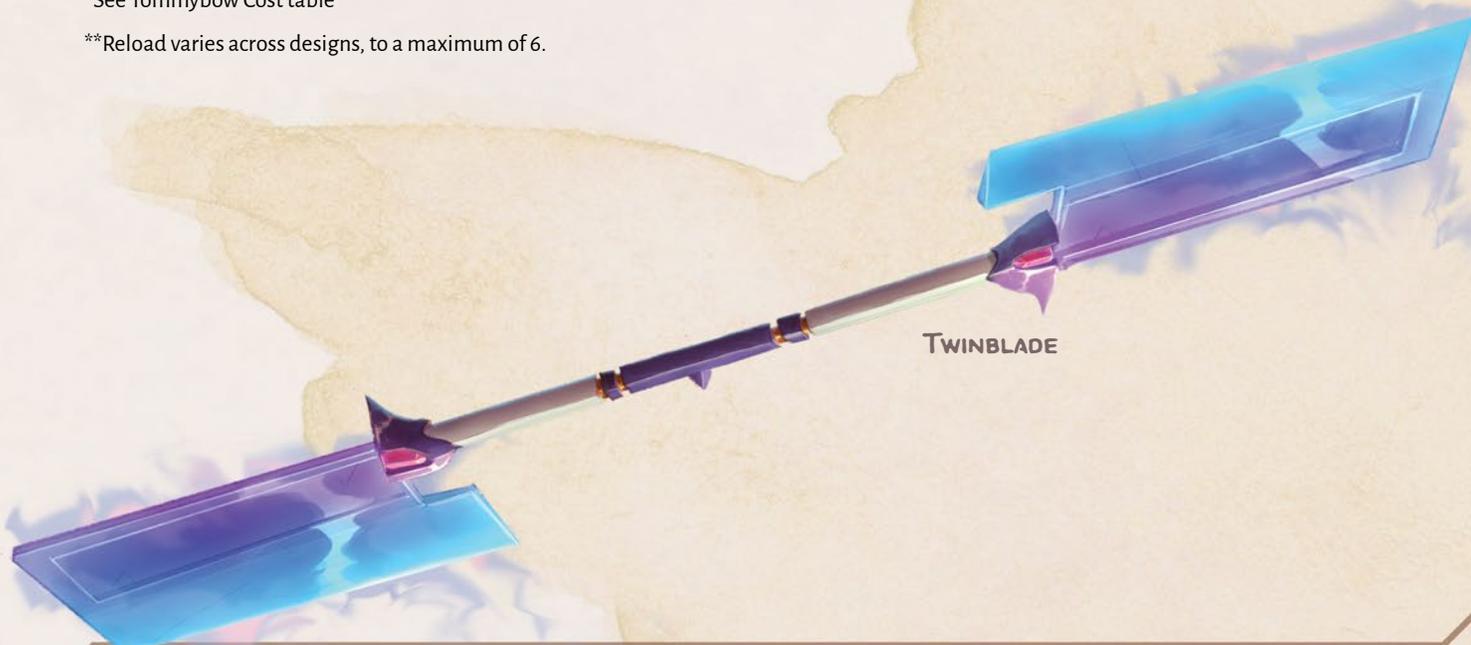
Base Crossbow	Cost				
	Reload (2)	Reload(3)	Reload (4)	Reload (5)	Reload (6)
Hand crossbow	150 gp	225 gp	300 gp	375 gp	450 gp
Light crossbow	50 gp	75 gp	100 gp	125 gp	150 gp
Heavy crossbow	100 gp	150 gp	200 gp	250 gp	300 gp

WEAPON DETAILS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Claw	5 gp	1d6 slashing	2 lb.	Attached, Light
<i>Simple Ranged Weapons</i>				
Tommybow, light	varies*	1d8 piercing	7 lb.	Ammunition (range 80/160), Reload (x**), Two-handed
<i>Martial Melee Weapons</i>				
Kusarigama	10 gp	1d4 slashing	2 lb.	Versatile (1d6), Special: Counterweight
Nunchaku	10 gp	1d6 bludgeoning	2 lb.	Finesse, Versatile (1d8), Special: Flourish
Twinblade	50 gp	2d4 slashing	5 lb.	Finesse, Two-handed, Special: Whirl
War Fan	15 gp	1d4 slashing	2 lb.	Light, Finesse, Adaptable (bludgeoning), Special: Fan Shield
<i>Martial Ranged Weapons</i>				
Firearm, Blunderbuss	150 gp	3d4 piercing	5 lb.	Ammunition (range 20/60), Loud (1000), Reload (1), Two-handed
Firearm, Musket	100 gp	1d10 piercing	10 lb.	Ammunition (range 80/240), Loud (1000), Reload (1), Two-handed
Firearm, Pistol	200 gp	1d8 piercing	2 lb.	Ammunition (range 40/120), Loud (500), Reload (2)
Firearm, Revolver	750 gp	1d10 piercing	2 lb.	Ammunition (range 60/240), Loud (500), Reload (6)
Firearm, Rifle	1,000 gp	1d12 piercing	8 lb.	Ammunition (range 120/480), Loud (500), Reload (6), Two-handed
Tommybow, hand	varies*	1d6 piercing	4 lb.	Ammunition (range 30/60), Light, Reload (x**)
Tommybow, heavy	varies*	1d10 piercing	23 lb.	Ammunition (range 100/200), Heavy, Reload (x**), Two-handed

*See Tommybow Cost table

**Reload varies across designs, to a maximum of 6.



TWINBLADE