



Loot Tavern's
**LEGENDARY
LEDGER**

BOOK 3

CONTENTS

ICONIC DUOS **2**

ASSAULT & BATTERY	3
DEATH & TAXES	4
DUSK & DAWN	4
HIDE & SEEK	5
HOT & HEAVY	6
INSULT & INJURY	7
LIVE & LEARN	8
RISE & SHINE	9
SLICE & DICE	10
SMOKE & MIRRORS	11
STICKS & STONES	12
SUPPLY & DEMAND	13

FOUR FACTIONS **14**

BULWARK BLADES	15
COWL OF THE FINAL WATCH	16
HORIZON'S REACH	17
KEEN EYE CROWSBOW	18
LAST NAIL	19
MISTHUNTER CLOAK	19
ROBES OF THE STARDUST SAVANT	20
STAFF OF SUN'S DEMISE	21
STONE OF THE SENSELESS	22
STONE PLATE OF THE FORT KNIGHT	23
TACTICIAN'S TURRET RING	24
UNDYING GRIPS	25

ELDRITCH SEAS **26**

BLASTIN' BLADE GUNLASS	27
BLAZE BARREL	28
CAPTAIN'S SKULLCLOAK	29
DECKHAND	30
EYE ON THE PRIZE	30
HULL TO PAY	31
LEVIATHAN LEATHERS	32
LEVIATHAN'S INK	33
LICHKRAKEN'S ROAR	34
P.O.L.L.Y., SQUAWK-WORK PARROT	34
SEADOG'S SCEPTRE	36
TREASURE MAP OF HOLDING	37

KAIJU HUNTER'S CACHE **38**

ALL-TERRAIN LEG	39
BOMBUKU'S BASALT BOTTLE	40
BOMBUKU'S BRONZE BOTTLE	40
COMPASS OF DESIRE	41
HANABI KICKER	42
MISTCHEST	43
RING OF EMBIGGENING	43
ROARING THUNDER	44
SCORPION'S WARTAIL	45
THUNDERARROW	46
TIDETURNER	46
TSUKISALT	47



FACTIONS OF THE YOKAI REALMS

48

ART OF DISRUPTION	49
CYCLE SAI	50
HANABI BRAWLER.....	51
KIRIN'S BLESSING.....	51
KODACHI CONTROL CANE	53
LOREKEEPER'S LANTERN	53
REAPER'S RICE HOOK	54
SCRIVENING SOUL SCROLL	55
SILK SHURICOIN.....	56
SLIP-BY STRAW ARMOUR.....	56
THE HEIRS' GOLDEN STANDARD.....	57
UNDERHANDED ARM.....	58

RULERS OF THE SANDS

60

GILDED MANTLE	61
JARS OF CANOPIC REBIRTH	62
PTAV'S VENOMOUS PAIR	63
RADIATE CROWN.....	64
SANDBLIGHT SCEPTRES	64
SAND SOVEREIGN'S WAR PLATE.....	65
SNAPJAW CLEAVER	66
SPECTRAL SYPHON.....	67
STAFF OF JUDGMENT.....	68
SUN SLIVER SCARAB.....	69
TABLET OF MYRIAD GLYPHS	70
WRAP OF THE ROYAL DEAD.....	71

ELDEN REMEMBRANCE

72

FALLEN STARBLADES	73
FROSTMoon GREATSWORD	74
GARB OF THE PRIMORDIAL SAGE.....	75
GLIMMERGEM STAFF	76
HAND OF THE VALKYRIE.....	76
POT	77
REDMANE GREATBOW	78
ROTWING HELM.....	78
SANGUINE STREAM	79

SHADOW OF THE GODTREE

80

BLADE OF PERDITION	81
BLOOMING SUNSHADOW	82
GLAIVE OF THE ROT ROSE	83
IMPALER'S GREATSPEAR.....	84
ROBES OF THE FERVENT FLAME.....	85
SEAL OF THE SERPENT.....	86
STORMDANCER'S HEAD.....	87
TWIN MOON BLADES	88
VISAGE OF THE DREAD DRAKE	89

NEW GAME PLUS

90

BEASTKNIGHT TREEPLATE.....	91
BLOODLORD'S ARM	92
DESTINED DEATH	93
GODFLAYER ROBES.....	94
LANCE OF THE GREATWYRM	95
SHADOWBOUND ARMOUR.....	96
SNOW WITCH'S EMBRACE.....	97
SPIRITCALLER'S WHISTLE.....	98
SWORD OF SACRILEGE	99

SWORDTEMBER 2024 100

ACHERON'S AMBER	101
BLACKFROST SHARD	102
BLADE-IN-A-BOX	103
CENSER-SWORD OF THE DAMNED	104
CRYSTALOPHYLL	104
FLORA MORDICE	106
FORLORNUCOPIA	107
HEAVEN'S NEEDLE	108
HIGH NOON	108
MAELSTROM'S EYE	109
PHOENIX DIVE	110
SCOLURUMI	111
SOULBEZZLED TOUCH	112
TEMPEST ICHOR	112
VERITY	113

MARCH OF THE LIVING OASIS 114

BLAZING RING	115
PRICKLEPLATE	115
REFINED DUNEDUST	116
SPLINTERSTAFF	116
THE NEEDLER	117

LURE OF THE SHADODWSTALKER 118

LIGHTWEIGHT	119
SHADOWWIND TWINBLADE	120
SPELLSAPPER CLAW	121

DARK WINGS, GLEAMING GEMS 122

GRASP OF REALITY	123
SPATIAL PLUMESHIELD	124
TEMPORAL SHARDSPEAR	125

CHAOS AT THE CORAL COURT 126

FISHBONE SCEPTRE	127
MERMALIAN ELIXIR	127
REEFPLATE	127
SELACHIAN STAFF	128
SHARKSONG	129

APPENDIX A - SPELLS 130

AVALANCHE	130
AZURE COMET	130
BLOOD CURSE	130
CALM WATERS	131
CATALOGUE	131
CORALSKIN	131
CLOUDSTRIDE	131
EXSANGUINATE	132
FLASH	132
FREEZING BEAM	132
GRAVITY SMASH	132
GRAVITY REPULSION	132
HALLUCINOGENIC CLOUD	133
ICE MOON	133
INCORPOREALITY	133
INEQUALITY	134
LIFESAP AURA	134
LURE	134
PRIMAL SCENT	134
RIPTIDE	135
SOUL REND	135
SPARK	135
STARFALL	135
TRUTHFLAME	136
WATER WYRM	136
WEAVEBEND	136
WHITE WATER WALL	137
WITCH'S FROSTMoon	137

APPENDIX B - EQUIPMENT 138

HOOKSHOT (X FT.)	138
INTEGRATED (X)	138
LAUNCH (XDX, X FT.)	138
MELEE (XDX, X FT.)	138
KUSARIGAMA	139
MAGITECH FIREARMS	139
NUNCHAKU	139
SAI	139
SHURIKEN	139
TWINBLADES	139
LOUD (X)	140
PARRY	140
RELOAD (X)	140

LEGAL 141

COPYRIGHT NOTICE	141
------------------------	-----





ICONIC DUOS



ASSAULT & BATTERY

Weapon (nunchaku), uncommon (requires attunement)*

Component: Construct gears

While the Clockwork Arcadian turbines in these nunchaku spin, each swing of their handles generates bursts of lightning that crack across the internal coils. In the hands of a master, each stance evokes the fearsome sound of approaching thunder.

The motion-turbine batteries in these nunchaku can carry a maximum of **3 charges**. Whenever you take **10** or more lightning damage while holding the nunchaku, they gain **1 charge** for every **10** lightning damage you take. The nunchaku lose **all** unexpended charges at the end of each of your turns.

Pressing Charges. When you attempt to flourish with these nunchaku's Special: Flourish property, you gain a bonus to the Dexterity check equal to the nunchaku's charges. On a successful check, the nunchaku gain **1 charge**. If you roll a **20** on the check, the nunchaku instead gain charges up to their maximum.

Dishonourable Discharge. When you hit a target with these nunchaku, you can expend any number of charges to either deal an extra **1d8** lightning damage

for each charge expended or push the target away from you **5 feet** for each charge expended (your choice).

Rare variant: When you roll initiative while wielding these nunchaku, you can use a reaction to squeeze the turbine trigger, causing the nunchaku to gain **1d3 charges**. While holding these nunchaku, you can expend **2 charges** to cast the *misty step* spell, teleporting with a burst of lightning. Once the nunchaku have been used to cast the spell, they can't be used to cast that spell again until the next dawn.

Very rare variant: Increase the maximum charges to **4**. When you roll initiative while wielding these nunchaku, you can use a reaction to squeeze the turbine trigger, causing the nunchaku to gain **1d4 charges**. While holding these nunchaku, you can expend **2 charges** to cast the *misty step* spell or **4 charges** to cast the *lightning bolt* spell (**save DC 16**). Once the nunchaku have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

*See Appendix B



DEATH & TAXES

Weapon (shortsword and dagger), rare (requires attunement)

Component: Undead ethereal ichor

Relentless and cruel, these two blades represent the dread that looms over every living thing. They drain the life and joy from every creature they touch. Compared to actual taxes, however, they're practically a mercy.

This shortsword, *death*, and this dagger, *taxes*, count as a single magic item with regard to the number of magic items you can attune to. These weapons have a combined **2 charges** and regain **all** expended charges daily at dawn.

Inevitable Demise. Once per turn, when you hit a creature with *death*, you can expend **1 charge** to deal an extra **1d10** necrotic damage to the creature.

Inescapable Tariff. Whenever you hit a Small or larger creature with *taxes*, you can force the creature to make a **DC 15 Charisma saving throw**. On a failure, these weapons regain **1** expended charge and you learn the following information:

- How much money the creature is carrying and where on its person it keeps it.
- The most valuable item the creature is carrying.

Once a creature has failed this saving throw, it is **immune** to this property for the next **24 hours**.

Endless Pursuit. Whenever you hit a creature with both *death* and *taxes* on the same turn, the creature's speed is reduced by **10 feet** until the end of its next turn.

Uncommon variant: Decrease the **DC** to **13**. Once the Inescapable Tariff property has been used, it can't be used again for **1 minute**.

Very rare variant: Increase the **DC** to **16**, the charges to **5**, and the damage to **1d12**. When a creature fails its saving throw against the Inescapable Tariff property, you also learn of any damage and condition immunities, resistances, and vulnerabilities the creature has.

DUSK & DAWN

Wondrous item, uncommon (requires attunement)

Component: pouch of Fey scales

Gently glowing with the resplendence of the sun and moon, these gauntlets embody both radiance and shadow. Their ever-shifting lights are a constant reminder of the passage of time. They also look really neat at evening parties.

While wearing these gauntlets, you always know whether the sun is up.

Celestial Conduit. While wearing these gauntlets, you can cast the *dancing lights* cantrip, as well as the spells listed below (save DC 13), depending on the light conditions. Once the gauntlets have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

- **Breaching Sun.** While in bright light, you can cast the *detect magic* and *faerie fire* spells.
- **Engulfing Moon.** While in dim light or darkness, you can cast the *silent image* and *sleep* spells.

Rare variant: Increase the DC to 15. Add *see invisibility* to the list of spells in Breaching Sun and *invisibility* to the list of spells in Engulfing Moon.

Very rare variant: Increase the DC to 16. Add *see invisibility* to the list of spells in Breaching Sun and *invisibility* to the list of spells in Engulfing Moon. The gauntlets have the Woven Light property.

Woven Light. While in bright light, you have **advantage** on Perception checks that rely on sight. While in dim light or darkness, you have **advantage** on Stealth checks made to avoid being seen.

HIDE & SEEK

Armour (any light), rare

Component: pouch of Plant leaves

After a group of wood elves, accustomed to slower foes, was ambushed by a warren of kobolds, the elves realised they couldn't rely on their speed and agility. Instead, they adorned their armour with countless leaves, infused their goggles with chlorophyll, and hid in plain sight. When the kobolds attacked again, they were easy pickings for the elves.

This armour has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Verdant Veil. While wearing this armour, you are indistinguishable from a shrub to creatures that haven't seen you move or act. While you are motionless, a creature that can see you can discern your true nature by using its action to make a successful **DC 15 Intelligence (Investigation)** check. Additionally, while wearing the armour, you can expend **1 charge** to take the Hide action as a bonus action.

Wild Hunt. When you hit a creature with a weapon attack while wearing this armour, you can expend **1 charge**



to mark it as your quarry. Your weapon attacks score a critical hit on a roll of 19 or 20 against your quarry, and you can roll one additional weapon damage die when determining the extra damage for a critical hit. A creature remains your quarry for **1 minute**, until it drops to 0 hit points or falls **unconscious**, or until you use this property again.

Uncommon variant: Reduce the charges to **3** and the **DC** to **13**. The armour regains **all** expended charges daily at dawn. The armour doesn't have the Wild Hunt property.

Very rare variant: Increase the **DC** to **16**. You have a **+1 bonus** to AC while wearing this armour. The armour has the Unerring Strike property.

Unerring Strike. When you miss a creature with a weapon attack while wearing this armour, you can expend **1 charge** to gain a **+10 bonus** to the attack roll and the attack ignores half cover and three-quarters cover as it weaves around obstacles, potentially turning the miss into a hit.

HOT & HEAVY

Weapon (mace, maul, or warhammer), rare
Component: Elemental volatile mote of fire

Whether lit or unlit, this hammer radiates warmth like a sunbathed rock, even in the dead of night. When the hammer's flames are ignited and fragrant smoke pours from its chamber, it becomes almost too hot to handle.

Light the Spark. You can spend **1 hour** (which can be during a short rest) stoking the chamber of this hammer with 5 gp worth of high-quality coal, causing it to light up for the next **8 hours**. While lit, the hammer sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**, and deals an extra **1d6** fire damage to the first target it hits on each of your turns.

Heat the Room. While the hammer is lit, you can use an action to unlatch the chamber and scatter hot coals on each space within **10 feet** of you. Each creature in the area other than you must make a **DC 15 Dexterity saving throw**, taking **5d6** fire damage on a failed save, or half as much damage on a successful one. Once this property of the hammer has been used, the hammer becomes unlit.

Uncommon variant: Reduce the damage of the Light the Spark property to **1d4**, and reduce the Heat the Room property's **DC** to **13** and damage to **3d6**. Once the hammer has been lit, it can't be lit again until the next dawn.

Very rare variant: Increase the damage of the Light the Spark property to **1d10**, and increase the Heat the Room property's **DC** to **16** and damage to **6d6**.



INSULT & INJURY

Weapon (greatclub or maul), rare (requires attunement)

Component: Fey horn

A Fey prince once tasked a pair of satyr brothers with composing a song together, in order to worsen their fabled rivalry. The satyrs couldn't even agree on the first note, but when they realised the prince's true intent, they cut off their horns, carving musical motifs into them, and crafted them into an instrument that they used to mock and ridicule the prince.

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

Taunting Tune. When you hit a creature with an attack using this weapon, you can expend **1 charge** to taunt the target with a mocking note. Until the start of your next turn, the target has **disadvantage** on attack rolls against creatures other than you.

Schadenfreude. When a hostile creature you can see within **30 feet** of you misses with an attack roll or fails an ability check or saving throw, you can use your reaction to expend up to **3 charges** to ridicule the target, revelling in its misfortune and gaining **2d6** temporary hit points for each charge expended.

Uncommon variant: Reduce the attack and damage bonus to **+1**, the charges to **4**, and the recharge to **1d4**. The weapon doesn't have the Schadenfreude property.

Very rare variant: The weapon has the Showstopper property.

Showstopper. When you hit a creature with an attack using this weapon, you can expend up to **3 charges**. The target must make a **DC 16 Constitution saving throw**. On a failed save, the target takes **2d6** thunder damage for each expended charge and is **incapacitated** until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated. If the target was subjected to the Taunting Tune property since the start of your last turn, it has **disadvantage** on its saving throw. Once this property is used, it can't be used again until the next dawn.



LIVE & LEARN

Wondrous item, rare

Component: phial of Plant sap

<Caution! Objects in this pop-up book are more realistic than they appear.>

— Warning Label

This thick parchment book can hold a maximum of **5** potion pop-ups, beautifully illustrated on stiffened parchment. When first found, the book has **1d4 + 1** potion pop-ups.

Pop-Up Locker. While holding the book, you can use an action or bonus action to tear a pop-up from its pages, causing it to magically transform into a random potion. Roll a **d4** and consult the table below to determine the potion, which can be drunk as an action and loses its potency after **1 hour** if not consumed. A creature that drinks the potion gains its associated benefit.

POTION POP-UP

d4 Benefit

- 1 **Animated Tabs.** For **1 minute**, the creature can use a bonus action to take the Dash action.
- 2 **Bolstering Layer.** The creature gains **15** temporary hit points that last for **1 minute**. If the creature is poisoned, the poisoned condition is suppressed while these temporary hit points persist.
- 3 **Healing Volvelle.** The creature regains **2d6 + 2** hit points.
- 4 **Unfolding Heroism.** For **1 minute**, the creature gains **1d4** temporary hit points at the start of each of its turns, and it has **advantage** on saving throws made to avoid or end the frightened condition. Any remaining temporary hit points disappear when this potion's effects wear off.

Pop-Up Stocker. Over the course of a short rest, a creature proficient with painter's supplies can expend materials worth 20 gp to illustrate a potion on a page in the book, causing it to regain **1** potion pop-up. Once the book has regained 2 potion pop-ups in this way, it can't regain more until the next dawn.

An Illustrated Guide. Over the course of **1 minute**, you can consult this book's accumulated knowledge on alchemy or herbalism. Once you do, you gain **advantage** on the next ability check you make using alchemist's supplies or a herbalism kit within the next **hour**. Once this property of the book has been used, it can't be used again until the next dawn.

Uncommon variant: The book can hold a maximum of **2** potion pop-ups and has **2** potion pop-ups when first found. Reduce the temporary hit points granted by the Bolstering Layer potion to **10**, and the number of pop-up potions that can be painted into the book each day to **1**.

Very rare variant: Increase the number of pop-up potions that can be painted into the book each day to **3**. The potions created by the book can be consumed as a bonus action instead of an action.



RISE & SHINE

Wondrous item, uncommon (optional attunement)

Component: pouch of Celestial dust

Golden light traces the seams of this cloak, a garment fit for an angel with a celestial loftiness woven into its threads. When dropped, it never impacts the ground with force, magically slowing its descent at the final moment.

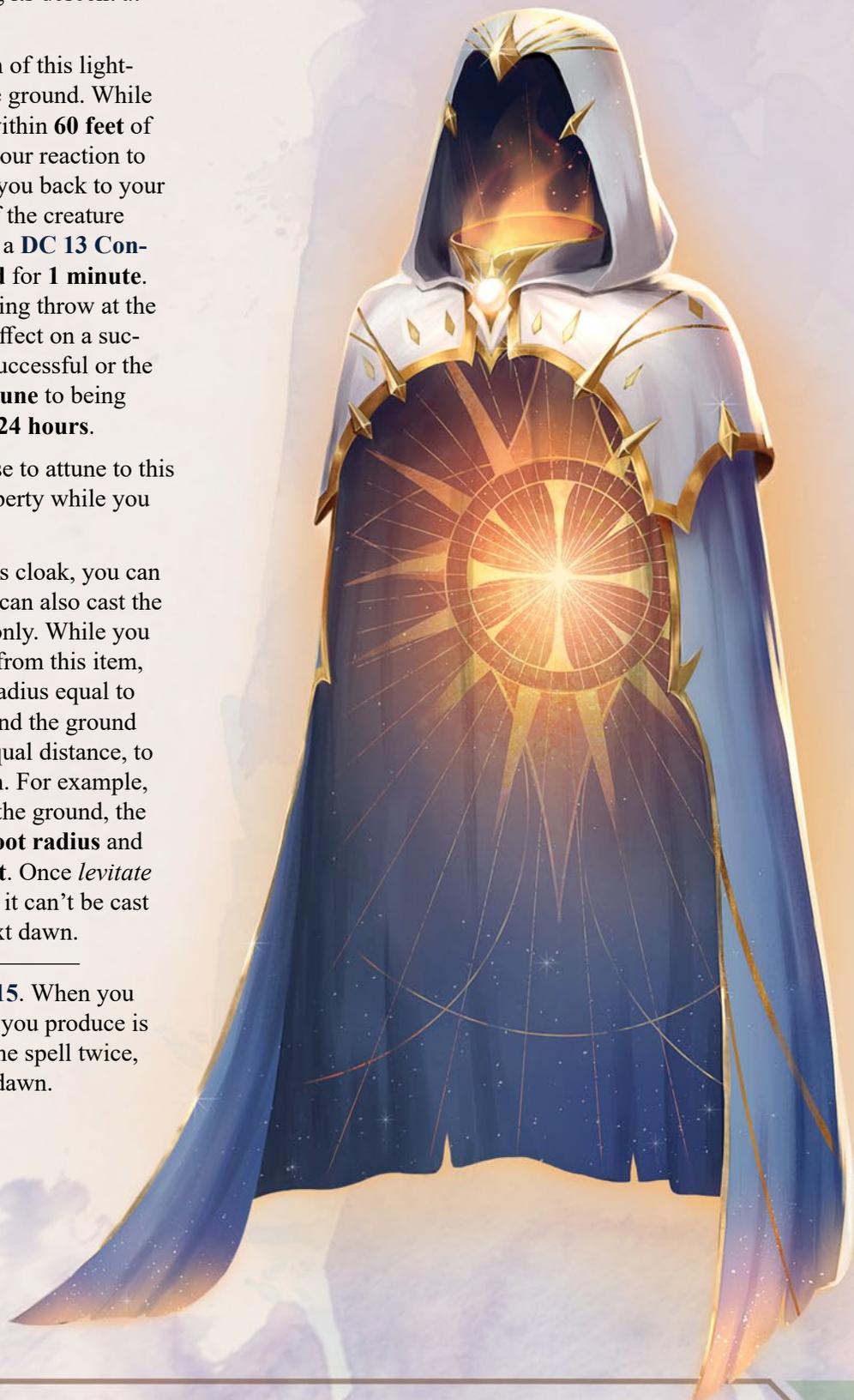
Early to Rise. When worn, the hem of this lightweight cloak hovers gently above the ground. While wearing the cloak, when a creature within **60 feet** of you knocks you prone, you can use your reaction to resist it. The cloak immediately lifts you back to your feet and flashes with brilliant light. If the creature can see the cloak, it must succeed on a **DC 13 Constitution saving throw** or be **blinded for 1 minute**. A blinded creature can repeat the saving throw at the start of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is **immune** to being blinded by this property for the next **24 hours**.

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

OA: Dawn Star. While wearing this cloak, you can cast the *light* cantrip at will. You can also cast the *levitate* spell, targeting yourself only. While you are under the benefits of *levitate* from this item, the cloak sheds bright light in a radius equal to twice the distance between you and the ground and dim light for an additional equal distance, to a maximum range of **60 feet** each. For example, while you levitate **10 feet** above the ground, the cloak sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**. Once *levitate* has been cast using this property, it can't be cast from the cloak again until the next dawn.

Rare variant: Increase the **DC** to **15**. When you cast *levitate* from the cloak, the light you produce is sunlight. Additionally, you can cast the spell twice, regaining all expended uses daily at dawn.

MICHELLE MUELLER



SLICE & DICE

Weapon (longsword), uncommon (requires attunement)

Component: Construct (iron golem) metal plating

The dice that form the blade of this weapon, originally intended to even the odds in games of chance, were transmuted from the plate of an iron golem and enchanted with arcane runes. However, when these dice failed to end a streak of bad luck, their owner forged them into the first weapon of this kind, vowing to plunge it into Lady Luck's heart.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon.

Incremental Impact. After you hit with an attack using this weapon, its damage die increases by one step (for example, from a d8 to a d10), to a maximum of a **d12**. After you miss with an attack using the weapon, its damage die decreases by one step (for example, from a d8 to a d6), to a minimum of a **d4**. While wielding this weapon with two hands as part of its Versatile property, the damage die is always one size

higher than when the weapon is being wielded with one hand (up to a maximum of a d12). The weapon's damage die resets to a d8 at the end of your turn if you haven't used it to attack since the end of your last turn.

Rare variant: Increase the attack and damage bonus to **+2**. The weapon has the Rigged Roll property.

Rigged Roll. Whenever you make an attack with this weapon and don't score a critical hit, the range of rolls on which you score a critical hit increases by 1. For example, if you normally score a critical hit on a roll of 19 or 20, the next attack scores a critical hit on a roll of 18-20. The number required to score a critical hit resets to normal each day at dawn or when you score a critical hit. Once this weapon is used to score a critical hit thanks to this property, this property can't be used again until the next dawn.

Very rare variant: Increase the attack and damage bonus to **+2**. The weapon has the Rigged Roll and Loaded Dice properties.

Loaded Dice. Once on each of your turns when you roll damage for an attack with this weapon, you can flip the damage die over and use the number on the opposite side. If the damage die is a d4, a 1 can be flipped into a 4, a 2 can be flipped into a 3, and vice-versa.



SMOKE & MIRRORS

Wondrous item, very rare (requires attunement)

Component: Elemental volatile mote of air

“This is not a trick! This is a world-class illusion! A trick is something a novice sorcerer does for money.”

— Man of Mystery, Amateur Magician

This helmet has **5 charges** and regains **1d3 + 2** expended charges daily at dusk.

Not a Trick—an Illusion! While wearing this helmet, you can cast the *minor illusion* cantrip at will (save **DC 16**). You can also expend charges to cast one of the following spells: *fog cloud* (**1 charge**) or *mirror image* (**2 charges**).

Only Smoke! When a creature destroys one of the duplicates produced by the *mirror image* spell cast from the helmet, you can reveal that the illusory duplicate was made of smoke. The duplicate bursts into thick smoke that heavily obscures a **5-foot radius sphere** centred on your space. The smoke lasts until the end of your next turn, or until you dismiss it (no action required). You can use this property twice, regaining all expended uses daily at dawn.

Only Mirrors! When you cast the *fog cloud* spell from this helmet, you can modify the spell’s fog to be made of mirrored smoke, producing eerie shapes as if strange figures lurk within. When a creature starts its turn in the fog or moves into it for the first time on

a turn, it must succeed on a **DC 16 Wisdom saving throw** or be **frightened** of the fog for **1 minute**. While frightened this way, the creature must move as far as possible out of the fog’s area on its turn. It can repeat the saving throw at the start of each of its turns, ending the condition on a successful save. If a creature’s saving throw is successful or the effect ends for it, the creature is **immune** to this property for the next **24 hours**. Once this property of the helmet has been used, it can’t be used again until the next dawn.

Rare variant: Reduce the charges to **4**, the recharge to **1d3 + 1**, and the **DCs** to **15**. Once the Only Smoke! property has been used, it can’t be used again until the next dawn. When a creature fails the saving throw against the Only Mirrors! property, it is only **frightened** until the start of its next turn.

Legendary variant: Increase the **DCs** to **17**. The helmet has the Vanishing Act property.

Vanishing Act. While wearing this helmet, you can use an action to expel magical smoke in a **20-foot cone**, forcing each creature in the cone to make a **DC 17 Charisma saving throw**. A creature can choose to fail this saving throw. Each creature that fails the saving throw teleports to an unoccupied space closest to one point of your choice within **60 feet** of you; you can include yourself in this teleportation. Once this property of the helmet has been used, it can’t be used again until the next dawn.



STICKS & STONES

Weapon (any crossbow), uncommon

Component: Plant bark

“Sticks and stones may break my bones, so please stop hitting me with them!”

— Common saying popularised during the forest gnome revolts

This crossbow can use both crossbow bolts and sling bullets as ammunition. When using sling bullets, it deals bludgeoning damage instead of piercing damage. The crossbow has **2 charges** and regains **all** expended charges daily at dawn.

Logs & Boulders. As an action while holding this crossbow, you can expend **1 charge**, shoot one piece of ammunition, and speak a command word to cause the ammunition to enlarge. Depending on the type of ammunition shot, it has one of the following effects:

- **Crossbow Bolt.** The bolt expands into a sharpened log, which is shot in a **30-foot-long, 5-foot-wide line**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6**

piercing damage on a failed save, or half as much damage on a successful one.

- **Sling Bullet.** The bullet expands into a massive boulder, which falls in a **5-foot-radius, 20-foot-tall cylinder** centred on a point within **30 feet** of you. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

Rare variant: Increase the **DCs to 15**, each damage to **6d6**, the length of the line to **60 feet**, the radius of the cylinder to **10 feet**, and the distance the cylinder’s centre can be from you to **60 feet**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the charges to **3**, the **DCs to 16**, each damage to **8d6**, the length of the line to **60 feet**, the radius of the cylinder to **10 feet**, and the distance the cylinder’s centre can be from you to **60 feet**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



SUPPLY & DEMAND

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

Component: Fiend (devil) horn

Any tinker or mage will tell you that the basic principles of economic success are simple and easy to understand: limit supply, increase demand, and, of course, use magic to cheat your way to the top.

This item has **8 charges** and regains **1d6 + 4** expended charges daily at dawn.

Spells. While holding this item, you can expend **1** or more of its charges to cast one of the following spells from it (**save DC 15**): *create food and water* (**3 charges**), *creation* (**5 charges**), *fabricate* (**4 charges**), or *inequality** (**2 charges**).

Change Exchange. Whenever you cast a spell that requires a material component with a cost while holding this item, you can replace the material component with an amount of money equal to the component's cost + 50 gp, which flies from your person and into the slot on the staff. Once this property has been used, it cannot be used again until the next dawn.

Curse. This item is cursed, and attuning to it extends the curse to you. While cursed in this way, you are unwilling to part with any money or treasure you possess unless you are using the Change Exchange property or exchanging your wealth for something of equal or greater value, and will go out of your way to obtain more whenever possible.

Very rare variant: Increase the charges to **12**, the recharge to **1d8 + 4**, and the **save DC** to **16**. There is no limit to the number of times the Change Exchange property can be used.

*See Appendix A



A pair of large, black, decorative brackets with inward-pointing ends frame the title text. The top bracket is positioned above the text, and the bottom bracket is positioned below it, creating a central focus for the title.

FOUR FACTIONS





BULWARK BLADES

Shield, uncommon (requires attunement)

Component: Construct stone

The *bulwark blades*, signature weapons of the Last Legion, demonstrate their unusual protective philosophy. Even as these swords whirl in devastating patterns, they still maintain a steady defence. The shield often fells more enemies than the blades.

Defender's Blades. While this item is in its shield form, you can use a bonus action to perform a defensive split, transforming it into two magical shortswords. When you do, your speed increases by **10 feet** and you gain a **+1 bonus** to AC until the start of your next turn.

Attacker's Aegis. While this item is in the form of two shortswords, you can use a bonus action to perform a unifying sweep attack, transforming it back into a shield which you immediately don. When you do, each creature of your choice within **5 feet** of you

must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **1d4** slashing damage and is pushed **5 feet** directly away from you.

Rare variant: While holding this item in the form of two shortswords, you gain a **+1 bonus** to attack and damage rolls made with these magic weapons.

Very rare variant: While holding this item in the form of two shortswords, you gain a **+1 bonus** to attack and damage rolls made with these magic weapons. While you wield this item in the form of a shield, you have a **+2 bonus** to AC.

STONE LEGIONNAIRE

Item Set. While you are attuned to any two of *bulwark blades*, *stone plate of the fort knight*, and *tactician's turret ring*, you gain the durability and certainty of stone. You gain a **+1 bonus** to your AC.

COWL OF THE FINAL WATCH

Wondrous item, rare (requires attunement)

Component: Undead rancid fat

Upon their monasteries, the Order of the Purging Sun blinds itself to the mundane chaos of the world, choosing to devote their resources and attention to the greatest of purposes: to let the light cleanse all shadow, and burn away those that would hide within it.

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

Vigilant Light. This cowl is adorned with magical candles. As a bonus action while wearing the cowl, you can speak its command word to light or extinguish the candles. While lit, the candles shed bright light in a **15-foot radius** and dim light for another **15 feet**. As a bonus action while the candles are lit, you expend **1 charge** to snuff out one candle, sending its light to appear as a flickering flame at a point within **30 feet** of you. The flame sheds bright light in a **15-foot radius** and dim light for another **15 feet**; this light is sunlight and lasts for **1 minute**. If this flame appears in the same space as a creature, the creature must succeed on a **DC 15 Dexterity saving throw** or take **2d8** radiant damage. An **invisible** creature or one hidden from you has **disadvantage** on this saving throw. While a creature is within the bright light from this flame, it cannot benefit from being invisible. If **all** charges have been expended, all the candles go out and can't be lit again until the next dawn.

Binding of Eyes. As an action, you can wrap the bands of this cowl around your eyes. When you do, you gain blindsight out to a range of **15 feet**, beyond which you are blind. This effect lasts until you use an action to unwrap the bands.

Uncommon variant: Reduce the **DC** to **13**. The Vigilant Light property deals no damage and produces normal light instead of sunlight.

Very rare variant: Increase the **DC** to **16**, the charges to **7**, the recharge to **1d4 + 3**, and the damage of the Vigilant Light property to **3d8**.

STALWART OF THE ORDER OF THE PURGING SUN

Item Set. While you are attuned to any two of *cowl of the final watch*, *last nail*, and *undying grips*, your attacks are infused with a purging light. Whenever you deal bludgeoning, piercing, or slashing damage with a weapon attack, you can choose to make the damage radiant instead. Additionally, whenever you reduce a creature of CR 1 or higher to 0 hit points, you gain **10** temporary hit points.



HORIZON'S REACH

Prosthesis, very rare (requires attunement)

Component: Celestial soul

The Scholars of the Dark Dawn seek, above all else, to understand the stars. They believe the movements of celestial bodies can reveal the secrets of fate and allow one to directly intervene in the schemes of destiny.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Hookshot (30 ft.) property. Instead of firing a hook and rope, this prosthesis fires the hand itself, bound by a gravitational tether that cannot be damaged or destroyed. It otherwise functions in the same way.

Gravitational Anchor. As an action while your hookshot hand is attached to a target, you can reel yourself in. When you do, you move up to **30 feet** in a straight line towards the hand. Additionally, while your hookshot hand is attached and you are within **15 feet** of it, you have a flying speed of **15 feet**.

Orbital Binding. As an action, you can send a series of expanding rings to bind a creature you can see within **60 feet** of you. The creature must succeed on a **DC 16 Strength saving throw** or take **5d6** force damage and become **restrained** for **1 minute** or until your

concentration ends (as if concentrating on a spell). While restrained in this way, the target hovers in the centre of the rings. As a bonus action, you can move a target restrained in this way up to **30 feet** in any direction, including vertically. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Uncommon variant: Reduce the DC to **13** and the distance you can move a creature restrained by Orbital Binding to **10 feet**. The Orbital Binding property doesn't deal damage.

Rare variant: Reduce the DC to **15**, the damage to **3d6**, and the distance you can move a creature restrained by Orbital Binding to **20 feet**.

SCHOLAR OF THE DARK DAWN

Item Set. While you are attuned to any two of *horizon's reach*, *robes of the stardust savant*, and *staff of sun's demise*, you gain **advantage** on Arcana checks. Additionally, you can spend **1 minute** studying a written language, after which you can read that language for the next **hour**.





KEEN EYE CROSBOW

Weapon (any crossbow), rare (requires attunement)

Component: pouch of Beast feathers

The crow's sharp senses and dark plumage make it a fitting symbol for the Mist Hunters. This crossbow takes inspiration from the corvid's precision and cunning, allowing Mist Hunters to see beyond the limits of their own eyes.

This item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Piercing Wing. Once per turn, whenever you hit a creature with this crossbow, you can expend **1 charge** to send the bolt flying towards one additional target. Make a second attack roll against another target within the crossbow's normal range of the first target.

Bird's Eye View. As an action, you can fire an ethereal feather at a creature you can see within the crossbow's normal range. The creature must make a **DC 15 Intelligence saving throw**. On a failure, the feather lodges in the creature's psyche for **1 hour**. Once the effect ends, the feather fades away and the creature

knows it was shot by you. While a creature has an ethereal feather lodged in it, you can use an action to see through the creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses. Once this property has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. Both targets of the Piercing Wing property take an extra **1d6** damage.

STALKER IN THE MIST

Item Set. While you are attuned to any two of *keen eye crossbow*, *misthunter cloak*, and *stone of the senseless*, you gain darkvision out to a range of **60 feet**. If you already have darkvision, its range increases by **60 feet**. Additionally, you add your proficiency bonus to initiative rolls while in areas of dim light or darkness.

LAST NAIL

Weapon (war pick), rare (requires attunement)

Component: Undead bone

“The barrier between life and death is not a door. It is a deep pit, from which none are meant to return. Those who do are trespassers in the land of light.”

— High Chamberlain of the Order of the Purging Sun

Death’s Grasp. Whenever you deal damage to a creature using this weapon, it cannot regain hit points until the start of your next turn.

Finishing Blow. Whenever a creature within 5 feet of you takes damage from an attack not made by you, you can use your reaction to make an attack against it using this weapon. If the attack hits, the target takes an extra 1d10 piercing damage.

Uncommon variant: The Finishing Blow property doesn’t deal extra damage.

Very rare variant: You gain a +1 bonus to attack and damage rolls made using this magic weapon.

STALWART OF THE ORDER OF THE PURGING SUN

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *cowl of the final watch* for more details.

MISTHUNTER CLOAK

Wondrous item, rare (requires attunement)

Component: Undead ethereal ichor

Just as the cold fog seeps through cracks in doors and windows, so too do the Mist Hunters as they stalk their prey. There’s no escape when the air and shadows seek your demise.

This item has 10 charges and regains 2d6 + 4 expended charges daily at dawn.

Fleeting Shadows. When you start your turn in dim light or darkness while wearing this cloak, your speed increases by 10 feet until the end of your turn.

Shadow Dance. Whenever you are the target of a melee attack from a creature in dim light or darkness while wearing this cloak, you can use your reaction to expend 1 charge and teleport to an unoccupied space within 5 feet of the attacking creature. As you teleport, you wreath yourself in protective shadow, gaining a +2 bonus to AC until the start of your next turn.

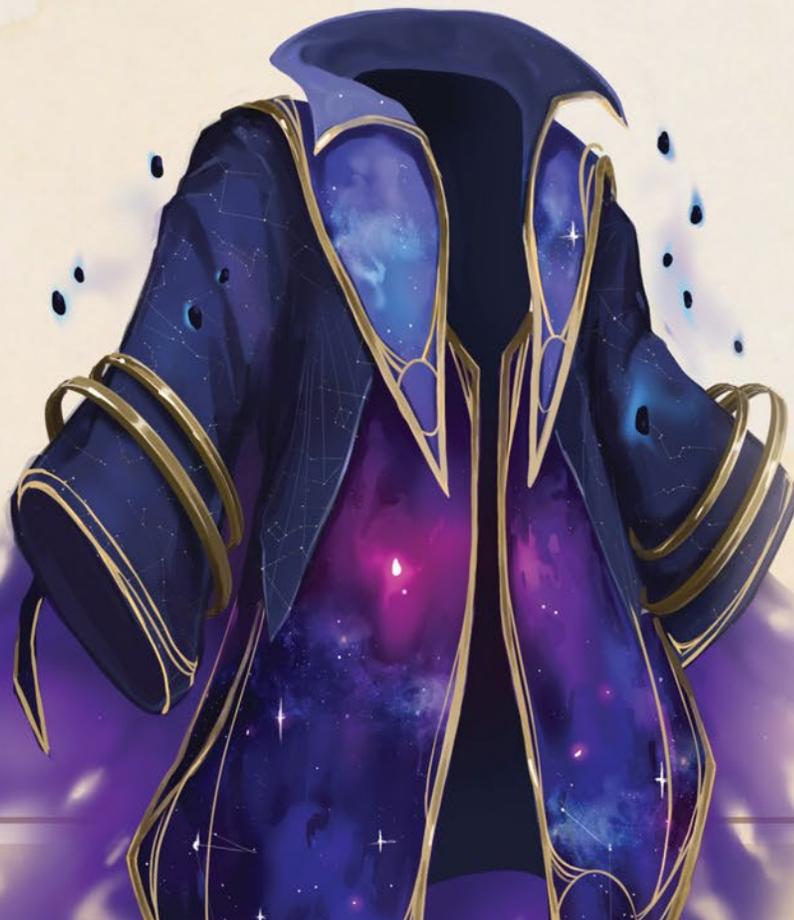


Deadly Passage. As an action while wearing this cloak, you can expend **4 charges** to turn your physical form into a deadly mist and move up to **30 feet** in a straight line without provoking opportunity attacks, passing through creatures and gaps as narrow as 1 inch wide, returning to your normal form at the end of the movement. Each creature you pass through must make a **DC 15 Constitution saving throw**, taking **2d8** cold damage on a failed save, or half as much damage on a successful one. If you end this movement occupying the same space as an object or creature, you take **1d10** force damage and are shunted to the nearest unoccupied space.

Very rare variant: Increase the AC bonus granted by the Shadow Dance property to **+3**, the **DC** to **16**, and cold the damage of the Deadly Passage property to **3d10**.

STALKER IN THE MIST

Item Set. This item is part of a set of items that pogrants extra benefits while attuned to them. Refer to the *keen eye crowsbow* for more details.



ROBES OF THE STARDUST SAVANT

Wondrous item, uncommon (optional attunement)
Component: phial of Aberration blood

Even those who know nothing about the Scholars of the Dark Dawn know of the Stardust Savants: beings who represent the pinnacle of astronomical prowess and are symbolic of a kinship with the stars themselves.

Starlit Mantle. These robes twinkle with stars that can even be seen in pitch dark. While wearing these robes, whenever a creature within **5 feet** of you hits you with an attack roll, you can use your reaction to engulf the creature in starlight. The creature must make a **DC 13 Wisdom saving throw**. On a failed save, a creature takes **4d6** radiant damage, and the next attack roll made against it before the end of your next turn has **advantage**. On a successful save, it takes half as much damage and suffers no additional effects. Once this property of the item is used, roll a **d6**. On a roll of **3** or lower, this property can't be used again until the next dawn.

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

OA: Stardust Savant. As an action while wearing these robes, you can absorb whispers and light from the world and beings around you. For **1 minute**, you know the location of any Humanoid within **30 feet** of you and can hear their surface thoughts. Additionally, you learn the location and subject of any nonmagical books, scrolls, or other forms of information within **30 feet** of you. You do not gain any of the knowledge they hold, but gain a general idea of what could be learned by reading them. Once this property has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. The robes have the Dark Nebula optional property.

OA: Dark Nebula. As an action, you can cause nebulous mists to fill a **20-foot-radius sphere** centred on you. The area is heavily obscured, it is stationary, and it lasts for **1 minute**. Whenever a hostile creature within the mists is hit with an attack, it takes an extra **1d4** radiant damage. Once this property has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. You have a **+1 bonus** to AC while wearing these robes. The robes have the Dark Nebula optional property, which deals **1d8** radiant damage instead of 1d4.

SCHOLAR OF THE DARK DAWN

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *horizon's reach* for more details.

STAFF OF SUN'S DEMISE

Staff, rare (requires attunement by a spellcaster)

Component: Aberration heart

A small faction of the Scholar of the Dark Dawn dedicated itself to researching the shadows between the stars and the spaces where light cannot reach. Most of them went mad, and the resulting experiments were nearly as unstable as the scholars themselves.

This staff has **9 charges** and regains **1d6 + 3** 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**): *darkness* (**2 charges**), *feather fall* (**1 charge**), *gravity repulsion** (**4 charges**), *levitate* (**2 charges**), or *slow* (**3 charges**).



Unstable Focus. As an action while holding this staff, you can expend **3 charges** to extend the pull of the black hole at its tip beyond the restraints of the staff. Each other creature within **30 feet** of you must make a **DC 15 Strength saving throw**. On a failed save, a creature takes **5d6** force damage, is pulled **30 feet** towards you, and is knocked **prone**. On a successful save, a creature takes half as much damage and is not pulled or knocked **prone**. Additionally, any loose items in the area that aren't being worn or carried are pulled **30 feet** towards you. If a non-magical item reaches you in this way, it is consumed and destroyed by the black hole. Any creature that is reduced to 0 hit points by this property and is pulled within **5 feet** of you is also consumed and destroyed by the black hole.

Uncommon variant: Reduce the **DCs** to **13**, the charges to **5**, and the recharge to **1d4 + 1**. Reduce the cost to use the Unstable Focus property to **2 charges**, its damage to **2d6**, and the distance a creature is moved to **20 feet**. Remove *gravity repulsion* from the Spells property's spell list.

Very rare variant: Increase the **DCs** to **16**, the charges to **13**, and the recharge to **1d8 + 5**. Increase the cost to use the Unstable Focus property to **5 charges** and its damage to **9d6**. Add *gravity smash** (**5 charges**) to the Spells property's spell list.

*See Appendix A

SCHOLAR OF THE DARK DAWN

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *horizon's reach* for more details.

STONE OF THE SENSELESS

Wondrous item, very rare (requires attunement)
Component: Aberration eye

These crystalline amulets are a symbol of status among the Mist Hunters, marking a master of sight and shadow. Beautiful to onlookers but blinding to enemies, these powerful trinkets are often described as... eye-catching.

Dark's Betrayal. As a bonus action while wearing this amulet, you can cast the *hunter's mark* spell from it, causing the crystal to fill with a blood red smoke. While the spell lasts, the target can't benefit from dark-vision and has **disadvantage** on Perception checks.

Sensory Deprivation. As an action while wearing this amulet, you can attempt to deprive your enemies of their senses. Each creature of your choice within **20 feet** of you must make a **DC 16 Wisdom saving throw**. On a failure, a creature is **blinded**, **deafened**, and cannot benefit from blindsight or tremorsense until the start of your next turn. Once this property has been used, it can't be used again until the next dawn.

Rare variant: The *hunter's mark* spell from the Dark's Betrayal property has a range of touch. Remove the Sensory Deprivation property.

STALKER IN THE MIST

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *keen eye crossbow* for more details.



STONE PLATE OF THE FORT KNIGHT

Armour (half-plate or plate), uncommon (requires attunement)

Component: Giant (stone giant) skin

No one would blame you for mistaking a Fort Knight for a distant tower. This armour transforms soldiers into strongholds. It's said that one legionnaire used it to hold out alone against ninety-nine other skilled warriors in a bloody battle to the death.

Buddy Battlement. As a bonus action while wearing this armour, you can extend its protection to your allies. Until the start of your next turn, creatures of your choice within **5 feet** of you have three-quarters cover. Once this property has been used, it can't be used again until the next dawn.

Stone Anchor. While wearing this armour, you can't be knocked prone against your will.

Rare variant: The armour has the Bitty Ballistae property.

Bitty Ballistae. The armour's pauldron towers are equipped with four tiny ballistae. As an action while wearing this armour, you can fire them. Make four ranged weapon attacks using the ballistae, with a normal range of **20 feet** and a long range of **40 feet**, that deal **1d4** piercing damage on a hit and deal double damage to objects and structures. You are considered proficient with the ballistae. Once the ballistae have been fired, they take **1 minute** to reload.

Very rare variant: The armour has the Bitty Ballistae property. You have a **+1 bonus** to AC while wearing the armour.

STONE LEGIONNAIRE

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *bulwark blades* for more details.





TACTICIAN'S TURRET RING

Wondrous item, very rare (requires attunement)

Component: Elemental (earth) bone

Designed by the master strategists of the Last Legion, these rings have been used to control and conquer countless conflicts. Commanders have been seen lifting grand defences from the earth in battle. They've also been seen massaging their fingers. The rings are really heavy.

Tactician's Tailored Barriers. While wearing this ring, you can use an action to cast the *wall of stone* spell (**save DC 16**). When you cast the spell in this way, you can sacrifice a number of the panels it produces in order to augment the wall with one of the following additional defences:

- **Archer (2 panels):** The wall is lined with arrow slits, crenellations, walkways, and staircases on one side (your choice). Creatures using the arrow slits have three-quarters cover from effects on the other side, and creatures on top of the wall have half cover against effects from below.
- **Moat (3 panels):** You create a moat of mud or shallow water that extends **10 feet** out from one side of the wall (your choice). The moat is considered difficult terrain, and any creature that enters the area for the first time on a turn or starts its turn there must succeed on a **DC 16 Dexterity saving throw** or fall **prone**. As part of this defence, you can add a drawbridge that spans the length of the moat. The drawbridge is **5 feet** wide, has an AC of

15, and **60** hit points. It can be raised or lowered as an action by a creature on the side of the wall without the moat.

- **Oil (4 panels):** Each creature within **10 feet** of one side of the wall (your choice) when it's created must make a **DC 16 Dexterity saving throw**, taking **3d6** fire damage on a failed save or half as much damage on a successful one.
- **Abatis (5 panels):** You create a line of spikes that extends **5 feet** out from one side of the wall (your choice). Each creature that is in this area when you create the wall must make a **DC 16 Dexterity saving throw**, taking **2d6** piercing damage on a failed save or half as much damage on a successful one. In either case, the creature is pushed back **5 feet**, out of the spikes' area. A creature that enters the spikes for the first time on a turn or starts its turn in the spikes takes **1d4** piercing damage.

This property can be used three times, regaining all expended uses daily at dawn.

Rare variant: Reduce the DCs to **15**. The Tactician's Tailored Barriers property can only be used twice, regaining all expended uses daily at dawn. Remove the Abatis defence option.

STONE LEGIONNAIRE

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *bulwark blades* for more details.

UNDYING GRIPS

Wondrous item, rare (requires attunement)

Component: pouch of Undead teeth

Both terrible and beautiful, the Order of the Purging Sun's touch simultaneously sears and cleanses the soul. Those who have been healed by their light often bear the mark of that blessing as a brand upon their flesh, a symbol of the impurity they once carried.

Radiant Touch. While wearing these gauntlets, you can cast the *shocking grasp* (2d8 damage) and *spare the dying* cantrips. When you cast *shocking grasp* in this way, it deals radiant damage instead of lightning damage.

Refiner's Fire. While wearing these gauntlets, you can cast the *lesser restoration*, *protection from poison*, and *remove curse* spells. Whenever you cast one of these spells using the gauntlets, the target creature takes 1d6 radiant damage. Once these gauntlets 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 damage of *shocking grasp* to 1d8. Increase the damage of the Refiner's Fire property to 1d10. Remove *remove curse* from the Refiner's Fire property's list of spells.

Very rare variant: Increase the damage of *shocking grasp* to 3d8. Add *greater restoration* to the Refiner's Fire property's list of spells.

STALWART OF THE ORDER OF THE PURGING SUN

Item Set. This item is part of a set of items that grants extra benefits while attuned to them. Refer to the *cowl of the final watch* for more details.





ELDRITCH SEAS



BLASTIN' BLADE GUNLASS

Weapon (scimitar), uncommon

Component: phial of Dragon blood

"What are ye plannin' to do to me from all the way over there? Slash me with yer sword? Ha!"

— Last words of a scallywag shot by a gunlass

This weapon also functions as a magitech pistol.

Point Plank. When using this weapon to make a ranged weapon attack, being within **5 feet** of a hostile creature does not impose disadvantage on the attack roll.

Black Powder Blade. The steel of this weapon is imbued with explosive energy that can be placed on an enemy, then ignited. Whenever you hit the same target for the second time on a turn with this weapon, the target takes an extra **1d4** fire damage from the resulting blast.

Rare variant: Increase the damage of the Black Powder Blade property to **2d4**. The pistol can be reloaded as a bonus action if you've made an attack with the scimitar on the same turn.

Very rare variant: Increase the damage of the Black Powder Blade property to **2d6**. The pistol can be reloaded as a bonus action if you've made an attack with the scimitar on the same turn. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

BLAZE BARREL

Wondrous item, rare

Component: Elemental (efreeti) volatile mote of fire

This brass-bound barrel holds a plentiful supply of otherworldly alcohol, the same kind that lines the cellars of nobles' estates on the Elemental Plane of Fire. Equipped with a pair of sturdy leather straps and a handy nozzle, anyone capable of carrying it can dispense drinks and doom alike.

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

Cheers! As an action while wearing this item, you can expend **1 charge** to dispense enough liquid to fill a single mug. A creature that drinks an entire mug of this hearty, spiced brew gains **resistance** to cold damage for **10 minutes** and ignores the effects of extreme cold in temperatures as low as -50 degrees Fahrenheit for **1 hour**.

Warm Welcome. As an action while wearing this item, you can expend **2 charges** to unleash scorching flames in a **15-foot cone** or a **30-foot-long, 5-foot-wide line** (your choice). Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **5d6** fire damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the **DC** to **13** and the damage of the Warm Welcome property to **3d6**. The item doesn't have the Cheers! property.

Very rare variant: Increase the number of charges to **10**, the recharge to **1d8 + 2**, and the **DC** to **16**. Increase the area of the Warm Welcome property's effect to a **30-foot-cone** or a **60-foot-long, 5-foot-wide line**, and the damage to **7d6**.



CAPTAIN'S SKULLCLOAK

Wondrous item, rare (requires attunement)

Component: Undead ethereal ichor

Some pirates wear eyepatches so one of their eyes is always adjusted to the darkness below deck. Others wear eyepatches so they never have to see the horrors that dwell in the abyss again.

Hoist the Horrors. While wearing this cloak, you can use your action to raise the jolly roger on it, causing ethereal tentacles to surface in a **20-foot-radius sphere** centred on you. This area lasts for **1 minute** or until you dismiss it (no action required). When a creature other than you enters the area for the first time on a turn or starts its turn there, it must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of the tentacles for **1 minute**. While frightened this way, a creature's speed is reduced to **0 feet**. A creature frightened this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property of the cloak can be used three times, regaining all expended uses daily at dawn.

Uncommon variant: The Hoist the Horrors property can be used twice, regaining all expended uses daily at dawn. While frightened, a creature's speed is reduced by **10 feet**.

Very rare variant: The cloak gains the Paralysing Fear property.

Paralysing Fear. When a creature you can see fails its saving throw against the Hoist the Horrors property, you can use your reaction to cause the ethereal tentacles to coil around it. The target becomes **paralysed** until the end of your next turn or until it is outside the area. Once this property of the cloak has been used, it can't be used again until the next dawn.



DECKHAND

Prosthesis, uncommon

Component: Construct gears

9 out of 10 captains agree that hooks are so last century. This practical prosthesis for the modern pirate will get you pillaging and plundering at twice the usual rate—hook, line, and anchor!

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Hookshot (**20 feet**) and Launch (**1d6 bludgeoning, 20 feet**) properties, and the Trip* Superior Strike.

Improved Hookshot. As an action while the 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 is **13**.

Hoist the Sail. When you reel yourself towards a creature using the Improved Hookshot property, you can choose to hoist the sail on the prosthesis, reeling even faster and creating an opportunity for you to strike. At the end of your movement, you can make one melee weapon attack as part of the action used to reel yourself in. Once this property of the item has been used, it can't be used again until the next dawn.

Anchor-Clanker. While the prosthesis' hook is attached to a creature, that creature's speed is reduced by **10 feet**.

Rare variant: Increase the **DC** to **15**, the range of the Hookshot and Launch properties to **30 feet**, and the speed reduction to **15 feet**. The Hoist the Sail property can be used at will.

Very rare variant: Increase the **DC** to **16**, the range of the Hookshot and Launch properties to **40 feet**, and the speed reduction to **20 feet**. The Hoist the Sail property can be used at will, and when you hit with an attack as part of that property, it deals an extra **1d6** damage.

*For more information on superior strikes and Advanced Weapon Masteries, see *Ryoko's Guide to the Yokai Realms*.

EYE ON THE PRIZE

Wondrous item, uncommon

Component: Fiend skin

“Beginner’s luck, he called it. After we found out the real reason why he was so lucky, he lost his other eye.”

— Mitch “Pocket” Queens

Beginner’s Luck. While wearing this item, you can reroll an ability check you make when playing a nonmagical game of chance, such as a game of poker, but not pulling from a *deck of many things*. You must decide to reroll before the GM determines the outcome of the check. Once this property of the item has been used, it can't be used again until the next dawn.



Golden Opportunity. When a creature you can see within **60 feet** of you makes an attack roll against a hostile creature or saving throw, you can use your reaction to guess whether that creature's attack will hit or miss, or whether its saving throw will succeed or fail. If you guess correctly, you gain a lucky coin. You can use a bonus action to give a creature you can see within **60 feet** of you a lucky coin. Once this property has been used to gain **three** coins, it can't be used again until the next dawn.

When a creature carrying a lucky coin misses with an attack roll or fails a saving throw, it can expend the coin to try its luck. Flip a coin and guess whether it will land on heads or tails. If you guess correctly, the creature hits with its attack or succeeds on its saving throw.

Rare variant: Increase the number of coins that can be gained each day to **four**. The item has the Lucky Number property.

Lucky Number. When you finish a long rest, choose a number on the d20 other than 1 or 20 to be your lucky number. Whenever you roll your lucky number on an attack roll or saving throw, you can roll an additional d20. You choose which of the d20s is used for the attack roll or saving throw. Once this property of the item has been used, it can't be used again until the next dawn.

HULL TO PAY

Weapon (flail), rare

Component: Elemental volatile mote of air

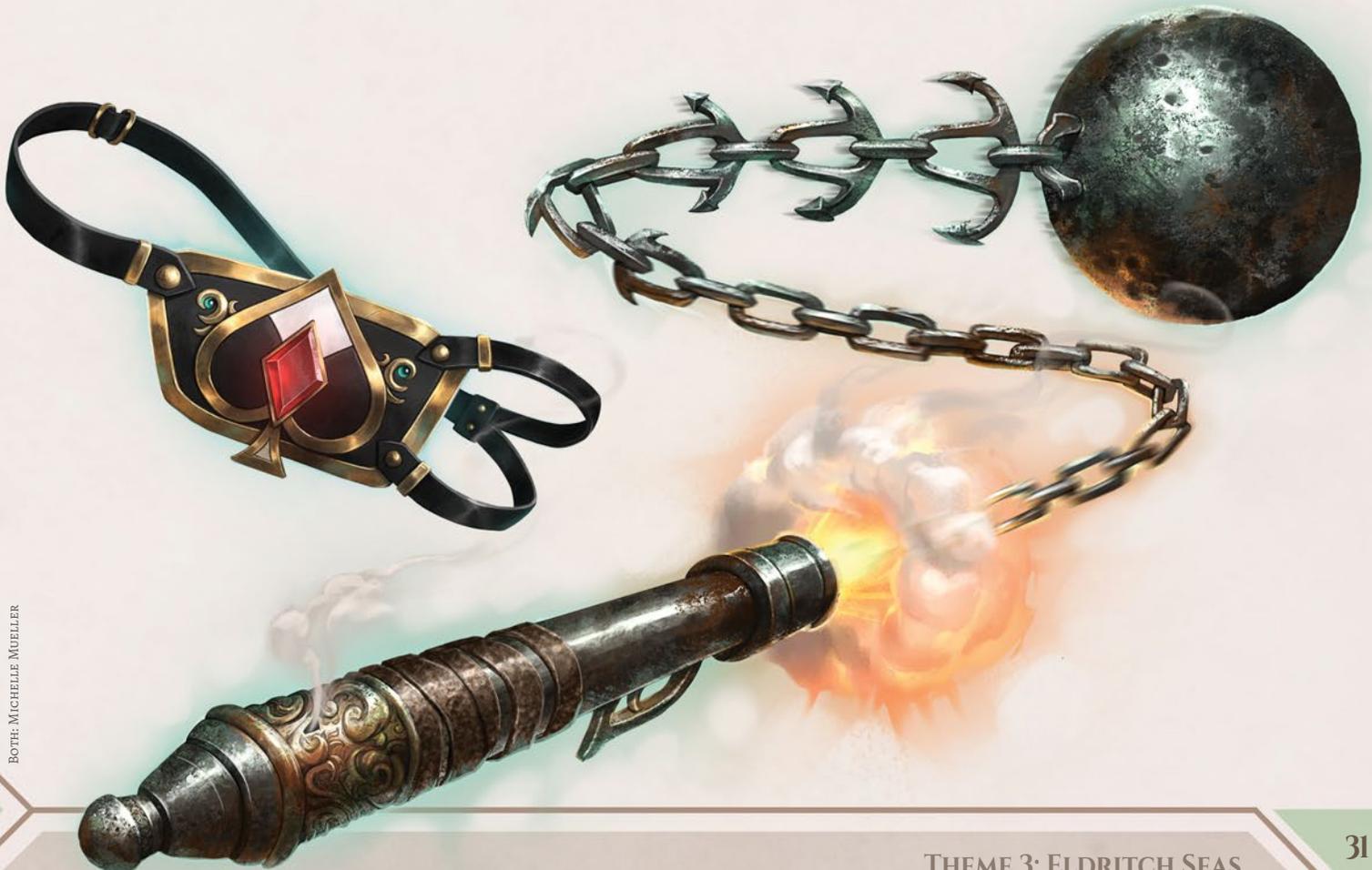
This insane design is the invention of a seasick cabin boy drunk off his rocker on rum. He broke the deck and knocked out half the crew trying to prove how neat it was until the kickback blasted him unconscious into the mast. This new one is probably safe though. Probably.

This magic weapon has the Reach property.

Ship Sinker. Attacks made with this magic weapon deal double damage to objects and structures.

Bombs Away. As an action, you can reel the cannonball in and fire it against a target within **20 feet** of you, making a ranged weapon attack using the flail, which uses your Strength modifier for the attack and damage rolls. On a hit, the target suffers the attack's normal effects and must succeed on a **DC 15 Constitution saving throw** or be **stunned** until the end of its next turn. This property can be used twice, regaining all expended uses daily at dawn.

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





LEVIATHAN LEATHERS

Wondrous item, rare (requires attunement)

Component: Aberration tentacle

This ghostly set of a duster coat and matching hat is bound to the soul of the madness-inducing sea creature from which it was made. Phantasmal tentacles swirl from beneath the hem, intimidating foes and making your skin uncomfortably damp and clammy.

One with the Deep. As a bonus action while wearing this item, you can unleash the power of the phantom leviathan for **1 minute** or until you fall unconscious, causing ghostly tentacles to extend from beneath the coat and lift you off the ground. While in this form, your walking speed increases by **10 feet**, you can breathe underwater, and you gain a swimming speed equal to your walking speed. When a creature starts its turn within **10 feet** of you while in this form, you can force it to make a **DC 15 Wisdom saving throw**. On a failure, it becomes **frightened** of you until the start of its next turn. If a creature's saving throw is successful or the effect ends on it, the creature becomes **immune** to this effect for **1 minute**. Once this property of the item has been used, it can't be used again until the next dawn.

Beckoning Abyss. As an action while wearing this item, you can extend a ghostly tentacle from the coat to make a melee weapon attack with it against a creature within **10 feet** of you. You are considered proficient with the tentacle, which uses your Strength modifier for its attack and damage rolls. On a hit, the target takes **3d8** necrotic damage and is pulled **5 feet** towards you. If the target is frightened of you, it takes an extra **1d10** psychic damage.

Uncommon variant: Reduce the **DC** to **13**. Creatures within **10 feet** of you make the saving throw against being frightened when you activate the One with the Deep property, instead of at the start of their turns.

Very rare variant: Increase the **DC** to **16**, and the necrotic damage to **3d10**, and the psychic damage to **2d10**.

LEVIATHAN'S INK

Wondrous item (tattoo), uncommon (requires attunement)

Component: phial of Monstrosity (kraken) blood

Only the most fearless sailors and dastardly sea dogs dare to etch this design onto their skin, many seeing it as an open invitation for savage storms and sea monsters. Others, however, welcome the chance to prove themselves against such forces of nature with open arms.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If your attunement to the tattoo ends, it vanishes, and the needle reappears in your space.

Inky Tendril. As an action while the tattoo is on your skin, you can speak the tattoo's command word, causing the ink of the tattoo to protrude as a jet-black tentacle or to retract back onto your skin. The tentacle has a reach of **15 feet**, and you can use it, as a bonus action, to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. The tentacle can wield a weapon that has the Light property or a shield. You can use this weapon to engage in two-weapon fighting, even if the weapon you're wielding in your hands doesn't have the Light property.

Rare variant: The item has the Blinding Ink property.

Blinding Ink. As a reaction when a creature within **10 feet** of you hits you with an attack, you can fire a jet of ink at the creature. The target must succeed on a **DC 15 Constitution saving throw** or be **blinded for 1 minute**, or until it uses an action to wipe away the ink. Once this property of the item has been used, it can't be used again until the next dawn.





LICHKRAKEN'S ROAR

Wondrous item, rare (requires attunement)

Component: Undead (lich) undying heart

When you see a storm gathering offshore, stay inside. When you feel the waves beneath rumble, take cover. When you hear the ocean roar, say your prayers.

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

Spectral Salvo. As an action while holding this item, you expend **1 charge** to fire an agglomeration of ethereal tentacles at a point you can see within **30 feet** of you, causing them to violently unfurl in a **10-foot-radius sphere** centred on that point. Each creature in the area must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes **2d6** necrotic damage and is **restrained** until the end of its next turn. On a successful save, it takes half as much damage and isn't restrained. A creature that takes any of this necrotic damage can't regain hit points until the start of your next turn.

Uncommon variant: Reduce the charges to **2** and the **DC** to **13**. The Spectral Salvo property doesn't prevent creatures from regaining hit points.

Very rare variant: Increase the **DC** to **16**. The item has the Otherworldly Vigor property.

Otherworldly Vigor. When a creature restrained by the Spectral Salvo property dies, you can use your reaction to absorb a fragment of the creature's life force. You gain **5d6** temporary hit points, which last for **1 minute**.

P.O.L.L.Y., SQUAWK-WORK PARROT

Wondrous item, rare (requires attunement)

Component: Construct instructions

Parrot for the **Observation** and **Larceny** of **Landlubbers** and **Yellowbellies** is yer new best friend. She'll perch on yer shoulder and scream at anything lookin' to harm ye, until ye want to harm her.

Combat. In combat, P.O.L.L.Y. shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take an action in its stat block or the Dash, Disengage, Help, or Hide action.

Squawk-Work Form. If P.O.L.L.Y. is reduced to 0 hit points, it becomes inert. A creature can spend **1 hour** repairing P.O.L.L.Y. using tinker's tools, causing it to regain all of its hit points. Additionally, P.O.L.L.Y. regains **2d6** hit points each time the *mending* cantrip is cast on it. Except for these two means, P.O.L.L.Y. can't regain hit points.

Lookout Perch. As an action, you can command P.O.L.L.Y. to keep lookout. While on lookout, P.O.L.L.Y. cannot move or take actions and keeps watch of a **60-foot radius** area centred on itself. Whenever a Tiny or larger creature enters the area, the watch ends and P.O.L.L.Y. begins to squawk loudly for **1 minute**. When you set the lookout, you can specify any creatures that won't set off the alarm. P.O.L.L.Y. stays on watch until triggered or you take an action to revoke the command. A creature that triggers P.O.L.L.Y. must make a **DC 15 Wisdom saving throw**. On a failure, the creature is **frightened** of P.O.L.L.Y. until it stops squawking. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.



P.O.L.L.Y.

Tiny Construct, Unaligned

Armour Class 13 (natural armour)

Hit Points 18 (4d4 + 8)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Sleight of Hand +4

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of the creature that is attuned to it but can only repeat short phrases

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Ship Sense. While in contact with a water vehicle, P.O.L.L.Y. knows the exact location of any other creature in contact with the vehicle.

Flyby. P.O.L.L.Y. doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Immutable Form. P.O.L.L.Y. is **immune** to any spell or effect that would alter its form.

Magic Resistance. P.O.L.L.Y. has **advantage** on saving throws against spells and other magical effects.

ACTIONS

Peck Their Eyes Out! (1/Day). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is **blinded** until the end of its next turn.

Squawk-work Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Larceny. P.O.L.L.Y. attempts to steal one Tiny item being worn or carried by a creature within its reach. P.O.L.L.Y. makes a **Dexterity (Sleight of Hand)** check against the creature's passive Perception score, stealing the item on a success.



SEADOG'S SCEPTRE

Rod or staff, rare (requires attunement)

Component: Undead bone

Carved from the figureheads of sunken ships, these sceptres are constantly dripping with the bitter saltwater of sailors' graves, and they don't appreciate you splashing it all over the captain's quarters!

This sceptre has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Spells. While holding this sceptre, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *call lightning* (**3 charges**), *calm waters** (**2 charges**), *control water* (**4 charges**), *fog cloud* (**1 charge**), or *riptide** (**2 charges**).

Figurehead. Over the course of a minute, you can perform a ritual to magically attach the sceptre's figurehead to a water vehicle, replacing the existing figurehead if it has one, or to remove the figurehead from a water vehicle it's attached to. While attached this way, the sentience of the sceptre extends to the entire vehicle, and the sceptre gains limited control over the vehicle's functions. You can issue mental commands to the sceptre while aboard the vehicle, allowing it to steer the vehicle and perform basic tasks like raising and lowering sails. Additionally, you can use the vehicle's helm (or equivalent) as if it were the sceptre for the purpose of its Spells property. Spells cast from the sceptre while it is attached in this way can originate from any point on the ship and can target water vehicles as if they were creatures.

Sentience. A *seadog's sceptre* is a sentient, chaotic neutral item with an Intelligence of **12**, a Wisdom of **14**, and a Charisma of **16**. It has hearing and darkvision out to a range of **60 feet**. The item can communicate telepathically with any creature touching it and can speak and understand Aquan and Common.

Personality. The *seadog's sceptre* has the voice and disposition of an old sailor, and will frequently recount old tales of the sea and give unsolicited sailing advice whenever there's someone to listen. It gets rather attached to its crew and will curse at any rival ships or crews it can detect.

Uncommon variant: Reduce the **DC** to **13**, the charges to **4**, and the recharge to **1d2 + 2**. Remove *call lightning* and *control water* from the Spells property's spell list.

Very rare variant: Increase the **DC** to **16**, the charges to **10**, and the recharge to **1d6 + 4**. Add *incorporeality** (**5 charges**) to the Spells property's spell list.

*See Appendix A

TREASURE MAP OF HOLDING

Wondrous item, uncommon

Component: Aberration hide

A sailor once became shipwrecked on a deserted island. When all hope seemed lost, he came across a half-buried treasure chest containing supplies! Miraculously, every time he emptied the chest, it soon filled back up. When a ship finally arrived, however, he wasn't met by sailors, but by four disgruntled adventurers.

X Marks the Spot. This treasure map is inscribed with ink that ripples like sea waves. Over the course of **1 hour**, you can touch the map to a container no more than **2 feet** in any dimension, performing a ritual that links the two. This can be done as part of a short or long rest. In order to access the magic of the map, the linked container must then be buried, at which point the map changes to display the general area in which the container is located.

As an action, you can use your finger to draw an X on the spot on the map that corresponds to its linked container's location, causing the map to momentarily become a portal that can be reached through to retrieve or stow an item from the container as part of the same action. When you reach through the map for a specific item, the item is always magically at the top of the container. A creature that draws an X on any other location on the map takes **1d4** psychic damage.

Rare variant: You can open the portal and retrieve or stow an item as a bonus action instead of an action. You can link the map to a container that is up to **4 feet** in each dimension.





KAIJU HUNTER'S CACHE





ALL-TERRAIN LEG

Prosthesis, uncommon (requires attunement)

Component: Monstrosity chitin

In the Yokai Realms, they say you can't judge a man until you've walked a mile in his legs. And climbed a mile in his legs. And swum a mile in his legs.

Prosthesis Properties. This prosthesis can replace or enhance a leg. It has the Melee* (1d6 slashing, 5 ft.) property.

Modular Limb. As a bonus action while wearing this prosthesis, you can change it into one of the following forms, each of which grants a different benefit, or back into a regular leg shape:

- **Blade.** Your walking speed increases by **5 feet**.
- **Claw.** You gain a climbing speed equal to your walking speed.
- **Fin.** You gain a swimming speed equal to your walking speed.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made using this prosthesis.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made using this prosthesis. The prosthesis provides additional benefits depending on its form, as described below:

- **Blade.** Attacks made using the prosthesis deal an extra **1d4** slashing damage on a hit.
- **Claw.** You have **advantage** on saving throws made to resist being moved against your will while standing on the ground or climbing a surface.
- **Fin.** While underwater, you can take the Dash action as a bonus action.

*See Appendix B

BOMBUKU'S BASALT BOTTLE

Wondrous item, common

Component: pouch of Dragon (black) scales

When an attack or effect would deal acid damage to a target within **5 feet** of you while you hold this bottle, you can use your reaction to try and capture some of the acid. Make a **Dexterity (Arcana)** check with a DC equal to one-quarter of the acid damage dealt (minimum of 10). On a success, you reduce the damage by **2d10**, and the bottle gains an equivalent number of charges as it fills with the caustic substance. You can't use this reaction again until the bottle loses its charges.

Unleash. As an action, you can unstopper the bottle and point it in a direction. Acid splashes out in a **15-foot-cone**, and each creature in the area must make a **DC 11 Dexterity saving throw**. On a failure, the target takes acid damage equal to the number of charges in the bottle, and all the bottle's charges are lost. After this property is used, the bottle is destroyed.

If you unstopper the bottle other than to use the Unleash property, all charges are lost and the bottle is destroyed.

Uncommon variant: Increase the DC to **13**. A creature that succeeds on the saving throw against the Unleash property takes half as much acid damage. The bottle isn't destroyed if the Unleash property is used or if it's otherwise unstoppered.

BOMBUKU'S BRONZE BOTTLE

Wondrous item, common

Component: pouch of Dragon (blue) scales

When an effect or attack would deal lightning damage against a target within **5 feet** of you while you hold this bottle, you can use your reaction to try and capture some of the lightning. Make a **Dexterity (Arcana)** check with a DC equal to one-quarter of the lightning damage dealt (minimum of 10). On a success, you reduce the damage by **2d10**, and the bottle



gains an equivalent number of charges as it fills with crackling flashes. You can't use this reaction again until the bottle loses its charges.

Unleash. As an action, you can unstopper the bottle and point it at a target within **30 feet** of you. Make a ranged spell attack (+3 to hit). On a hit, the target takes lightning damage equal to the number of charges in the bottle, and all the bottle's charges are lost. After this property is used, the bottle is destroyed. If you unstopper the bottle other than to use the Unleash property, all charges are lost.

Uncommon variant: Increase the attack bonus to +5. On a hit, the target takes lightning damage equal to twice the charges in the bottle. The bottle isn't destroyed if the Unleash property is used or if it's otherwise unstopped.



COMPASS OF DESIRE

Wondrous item, rare

Component: Fey psyche

Knowing what you want is not always an easy endeavour. Getting what you want is even harder, though, if you try sometimes, you just might find, fate brings what you need. Through mindfulness practice, these pale green crystalline compasses reveal the direction a creature must take to find the object of its desire. For the weak-willed who acquire such an item, they are more likely to be led astray than they are to find what they desire.

As an action, you can lay this compass flat in your hand and make a **DC 15 Wisdom** check as you focus hard on something you want. On a success, the compass points towards the thing on which you focused, provided it is within **20 miles** of you. If you succeed on the check but the thing you focused on is not within **20 miles** of you, the compass spins listlessly. If you fail the check, the compass points towards something entirely different, responding to your wandering thoughts, though you are not aware of this mistake. This item can't locate something if any thickness of lead, even a thin sheet, blocks a direct path between you and your target.



HANABI KICKER

Prosthesis, rare (requires attunement)

Component: Elemental volatile mote of fire

“Innovation is all about thinking outside the box. When you gaze upon a fireworks display, what’s the first thing that comes to your mind? The beauty of the colours? How dazzling the lights are against the night sky? By the time you complete this course, I want you thinking ‘I could use that to fly’ instead.”

— Prof. Bombuku during a lecture
at the College of Hanabi

Prosthesis Properties. This prosthesis can replace or enhance a leg.

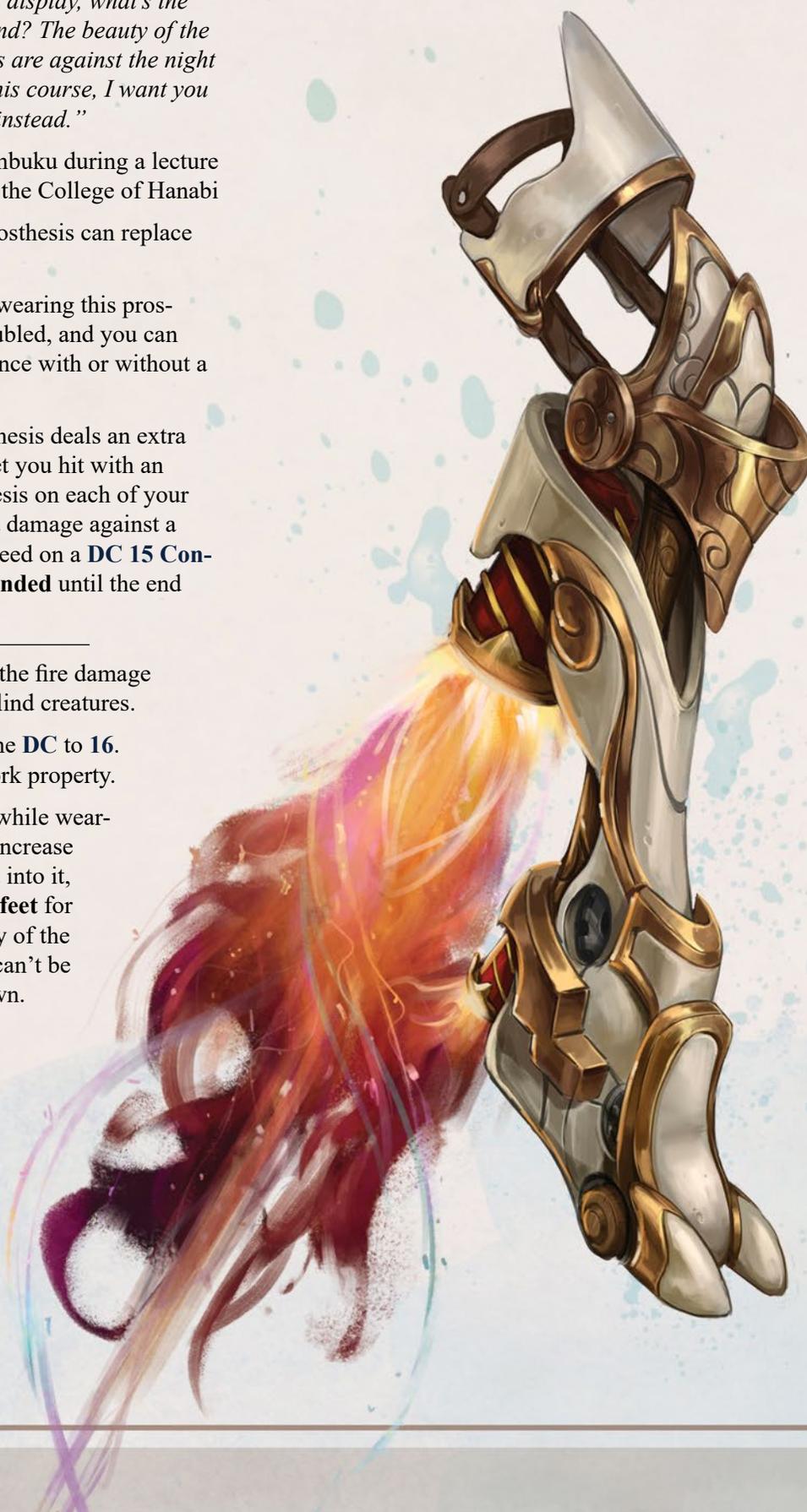
Rocket-Assisted Leap. While wearing this prosthesis, your jump distance is doubled, and you can jump up to your maximum distance with or without a running start.

Pyrotechnic Kicks. This prosthesis deals an extra **1d6** fire damage to the first target you hit with an unarmed strike using the prosthesis on each of your turns. If you roll a **6** on the extra damage against a creature, that creature must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of its next turn.

Uncommon variant: Reduce the fire damage to **1d4**. The prosthesis doesn’t blind creatures.

Very rare variant: Increase the **DC** to **16**. The prosthesis gains the **Flierwork** property.

Flierwork. As a bonus action while wearing this prosthesis, you can increase the output of the rocket built into it, gaining a flying speed of **60 feet** for **1 minute**. Once this property of the prosthesis has been used, it can’t be used again until the next dawn.



MISTCHEST

Wondrous item, common

Component: Monstrosity (mimic) tentacle

Mistchests are the perfect arcane contraptions for hiding things in plain sight. While camouflaged, they can take any form, such as a shoe rack, a ship-in-a-bottle, or a pendant that can be worn. In a puff of mist, it can form into a chest, ready to store love letters, bodies, or ill-gotten booty.

A creature that casts *identify* on a *mistchest* can learn its passphrase with a successful **DC 11 spellcasting ability** check.

Summon Chest. As a bonus action, a creature holding a *mistchest* can speak the secret passphrase, causing it to transform into its camouflaged shape, or back into its normal form as a chest measuring 3 feet by 2 feet by 2 feet. There is no lock on the chest.

Rare variant: Increase the **DC** to **15**. The chest measures 6 feet by 3 feet by 3 feet and also functions as a *bag of holding*.

RING OF EMBIGGENING

Wondrous item, uncommon

Component: monstrosity chitin

This black chitin ring is shot with veins that give off a green sheen in natural light, and a yellow glow in magical light.

As an action while wearing the ring, you can twist it once around your finger. For the next **minute**, your size doubles in all dimensions and your weight is multiplied by eight. You grow by one size category—from Medium to Large, for example. If there isn't enough room to double your size, you attain the maximum possible size in the space available. For the duration, you also have **advantage** on Strength checks and Strength saving throws. Your items and equipment do not grow with you, unless they are magical clothing or armour.

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

Rare variant: While enlarged by the ring, your weapon attacks deal an extra **1d6** damage on a hit.

Very rare variant: While enlarged by the ring, your weapon attacks deal an extra **1d10** damage on a hit. The ring can be used to enlarge its wearer twice, regaining all expended uses daily at dawn.



ROARING THUNDER

Wondrous item, rare

Component: pouch of Plant (dragonlily) seeds

Along the Shiromizu river, seasonal celebrations are often marked with pyrotechnic displays, and contests are held to determine which settlement can create the most dazzling fireworks. The first *roaring thunder* was made by Phi Urwuk, an up-and-coming craftsman who to this day maintains that his five-year victory streak was more than worth a couple of lost fingers.

Draconic Fireworks. As a bonus action, you can light this firework and release it. It rises **30 feet** into the air, where it detonates harmlessly, creating an illusory image of a roaring dragon in a **15-foot square**. When you first light the firework, choose one of the options below:

- **Terrifying Display.** Each creature within **60 feet** of the dragon's image must make a **DC 15 Wisdom saving throw** or be **frightened** of the dragon until it disappears. The dragon's image lasts for **1 minute**.
- **Shattering Cry.** The dragon lets out a piercing roar and immediately vanishes. Each creature within **60 feet** of the dragon must make a **DC 15 Constitution saving throw**, taking **8d6** thunder damage on a failed save, or half as much damage on a success.

Very rare variant: Increase the **DCs** to **16**. The item has the *Lilystars* property.

Lilystars. Regardless of which option you choose, when the firework detonates as per the *Draconic Fireworks* property, **four** pyrotechnic stars whizz through the air, each one making a ranged spell attack against a creature of your choice within **60 feet** of the dragon (+**8** to hit). On a hit, each star deals **2d4** damage of one of the following damage types, depending on the colour of the dragonlily from which the firework was crafted: cold (white), lightning (blue), radiant (yellow), or thunder (orange).

Legendary variant: The item has the *Lilystars* property. Increase the **DCs** to **17**, the to hit bonus to **+9**, and the number of pyrotechnic stars to **eight**.



SCORPION'S WARTAIL

Prosthesis, uncommon (requires attunement)

Component: Beast (giant scorpion) chitin

Why does the scorpion sting the frog, even if both drown as a result? After experiencing the intoxicating thrill of slaughter with this prosthesis, the mystery begins to clarify. With such a beautifully lethal weapon at one's disposal, after all, it's a travesty to see it go unused...

Prosthesis Properties. This prosthesis can replace, simulate, or enhance a tail, and can be worn by a creature even if doing so would put it over its typical number of limbs. It has the Melee (**1d6** piercing, 15 ft.) property.

Get Over Here! Once on each of your turns, when you hit a Medium or smaller creature with an attack using this prosthesis, you can force it to make a **DC 13 Strength saving throw**. On a failed save, the creature is pulled up to **10 feet** closer to you.

Rare variant: Increase the **DC** to **15**. The prosthesis has the **Venom-Tipped** property.

Venom-Tipped. This prosthesis contains a reservoir of powerful venom in its tip. When you hit a creature with an attack using the prosthesis, you can inject the venom into the creature, which must make a **DC 15 Constitution saving throw**. On a failed save, the creature takes **3d8** poison damage and is **poisoned** for **1 minute**. On a successful save, it takes half as much damage and isn't poisoned. A creature poisoned this way must repeat the saving throw at the end of each of its turns, ending the effect on a success and taking **3d8** poison damage on a failure. Once this property of the prosthesis has been used, it can't be used again until the next dawn, when the reservoir magically refills with venom.

Very rare variant: This prosthesis has the **Venom-Tipped** property. Increase the **DCs** to **16**, the reach of the prosthesis' Melee property to **20 feet**, the distance a creature can be pulled with the **Get Over Here!** property to **15 feet**, and both the initial and ongoing poison damage to **5d8**.



THUNDERARROW

Ammunition and weapon (javelin), rare

Component: Elemental (storm) volatile mote of air

The breakthrough that ended the Iron IncurSION, these 4-foot-long steel javelins are enchanted to explode upon impact. They can be used as ammunition for a *raikyu* or thrown like normal javelins by a creature with a **Strength** score of **15** or higher.

On a hit, a *thunderarrow* explodes, dealing **8d6** thunder damage to the target. Each other creature within **30 feet** of the exploding *thunderarrow* must make a **DC 15 Constitution saving throw**, taking **8d6** thunder damage on failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal takes twice as much thunder damage from this effect.



TIDETURNER

Weapon (trident), rare (requires attunement by a spellcaster)

Component: Beast (bitan) bone

Fog is the curse of any ship's captain, and the ability to see through its banks to the jagged rocks or enemy vessels beyond can turn the tide of a vessel's voyage. Clouds of white mist seem to spontaneously coalesce around this trident, evaporating moments before they hit the floor.

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

Umigiri. While holding the trident, you can expend the requisite number of charges to cast one of the following spells from it (using your **spell save DC**):

- *Command* (targets Undead only, **1 charge**)
- *Fog cloud* (**1 charge**)
- *Calm waters** (**2 charges**)
- *Water wyrm** (**3 charges**)

Mistsense. While you hold this trident, you have tremorsense out to **60 feet** while in water vapour. As a bonus action, you can expend **1 charge** to manipulate water vapour (mist, fog, or steam) with a volume that fits inside a **40-foot cube**. You can cause the vapour to disappear or to move up to **20 feet**.

Phylactery. A creature capable of casting 6th-level spells that dies while attuned to this trident becomes a **bathyal spectrelich****, and this trident becomes its phylactery. The GM assumes control of the spectrelich.

Very rare variant: Add the *cloudstride** (4 charges) and *control water* (4 charges) spells to the Umigiri property. You don't need to expend charges to cast *fog cloud* from the trident. If the creature is capable of casting 7th-level spells, the Phylactery property can transform it into an **abysal spectrelich**** instead.

Legendary variant: Increase the charges to 10 and the recharge to **1d6 + 4**. Add the *cloudstride** (4 charges), *control water* (4 charges), and *white water wall** (5 charges) spells to the Umigiri property. You don't need to expend charges to cast *fog cloud* from the trident. If the creature is capable of casting 8th-level spells, the Phylactery property can transform it into a **hadal spectrelich**** instead.

*See Appendix A

**See *Ryoko's Guide to the Yokai Realms*

TSUKISALT

Wondrous item, common

Component: Monstrosity (shapechanger) bone

These salt-like crystals emit a slightly blue glow and refuse to dissolve in any nonmagical solvent. Reports from lycanthropes describe how, to them, the salt emits a dazzling glow making it hard to look at.

A pouch of *tsukisalt* is generally found with **1d4 + 1** doses inside it. A dose of *tsukisalt* can cover one **5-foot-square** area of ground. As an action, you can spread up to four doses of *tsukisalt* across areas of ground within your reach.

A Plant or shapechanger that tries to move onto ground containing *tsukisalt* must succeed on a **DC 11 Wisdom saving throw** or choose a different direction for its movement. Creatures immune to the frightened condition automatically succeed on this saving throw. A Plant or shapechanger that starts its turn in an area of *tsukisalt* or moves into such an area for the first time on its turn takes **2d6** radiant damage if it's a Plant or **4d6** radiant damage if it's a shapechanger. Plants and shapechangers have **disadvantage** on attack rolls against targets in areas covered in *tsukisalt*.





FACTIONS OF THE YOKAI REALMS





ART OF DISRUPTION

Prosthesis, uncommon (requires attunement)

Component: phial of Ooze mucus

Wealthy, uptight merchants don't appreciate graffiti on their property, especially when it exposes their corruption in vibrant colours. They tend to like it even less when the graffiti explodes.

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

Prosthesis Properties. This prosthesis can replace or enhance an arm.

Painter's Touch. Whenever you press a finger of this prosthesis to a surface, you can cause paint to begin flowing from it and use the finger as a paintbrush. You choose the colour of the paint, and can change it at any point.

Magic Tag. As an action, you can expend **1 charge** to create a magical painting on a surface within **5 feet** of you, choosing one of the effects below. The painting can look like anything you want but is always clearly visible. When a creature starts its turn within

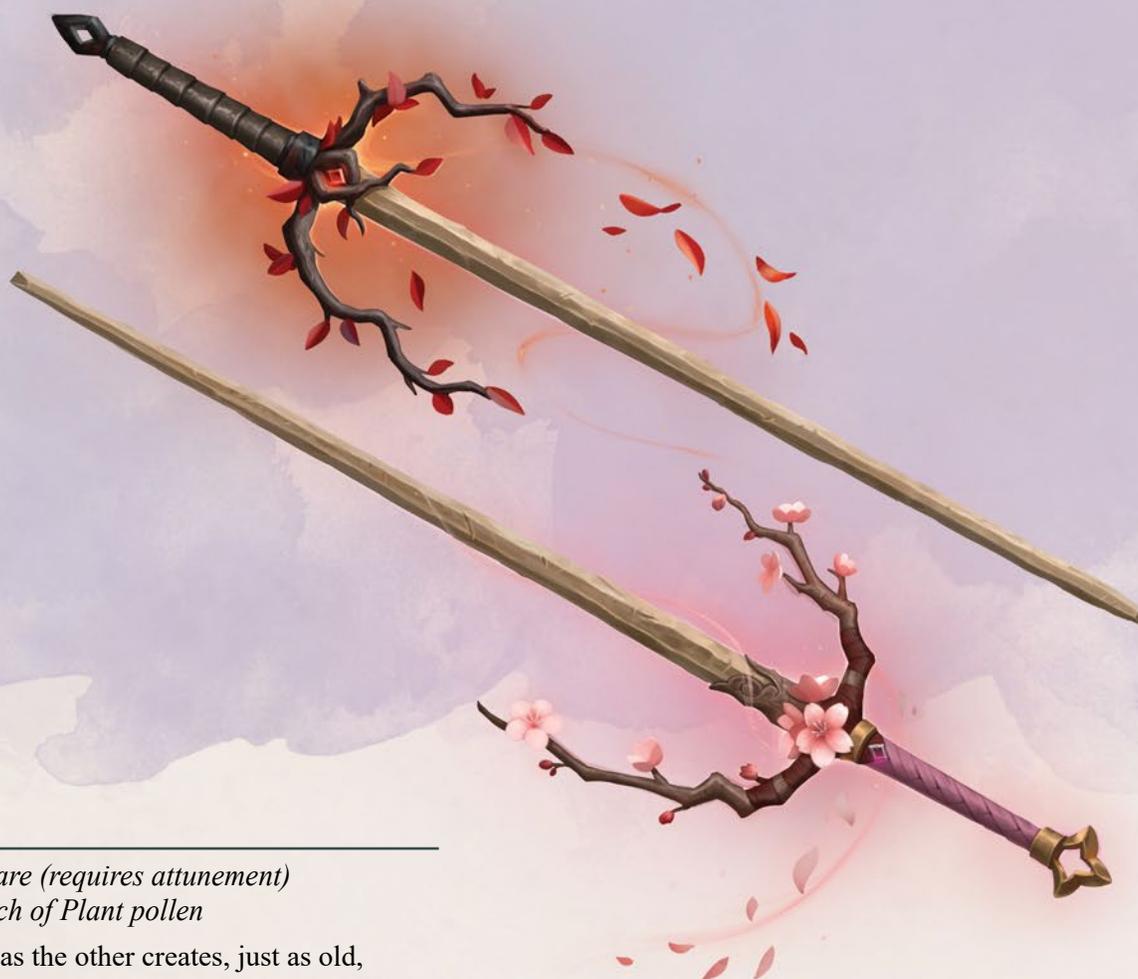
5 feet of the painting or moves within **5 feet** of it for the first time on a turn, it triggers the chosen effect and then the painting fades away.

- **Brilliant:** The creature must succeed on a **DC 13 Constitution saving throw** or take **2d6** radiant damage and be **blinded** until the end of its next turn.
- **Engrossing:** The creature must succeed on a **DC 13 Strength saving throw** or take **2d6** acid damage and be **restrained** until the end of its next turn.
- **Shocking:** The creature must succeed on a **DC 13 Dexterity saving throw** or take **4d6** lightning damage and be knocked **prone**.

Common variant: Remove the charges and the Magic Tag property.

Rare variant: Increase the DCs to **15**, the charges to **8**, and the recharge to **1d6 + 2**. Increase the damage of the Brilliant and Engrossing tags to **6d6** and the damage of the Shocking tag to **8d6**. Whenever you create a painting with the Magic Tag property, you can spend an additional **1 charge** to make it nearly invisible. The painting can be found with a successful **DC 15 Intelligence (Investigation)** check.

Very rare variant: Increase the DCs to **16**, the charges to **10**, and the recharge to **1d6 + 4**. Increase the damage of the Brilliant and Engrossing tags to **7d6** and the damage of the Shocking tag to **9d6**. Whenever you create a painting with the Magic Tag property, you can spend an additional **1 charge** to make it nearly invisible. The painting can be found with a successful **DC 16 Intelligence (Investigation)** check.



CYCLE SAI

Weapon (sai), rare (requires attunement)*

Component: pouch of Plant pollen

One sai destroys as the other creates, just as old, rotting wood decays into new, fertile soil. The Rising Blossoms tear down corruption to lay the way for new ideas, paving the road to their future with action and watering their seeds with blood.

These two sai, one blooming with cherry blossoms and the other sporting vivid autumnal colours, count as a single magic item with regard to the number of magic items you can attune to.

Soaring Petals. As an action, you can stab the blossoming sai into the ground. Doing so causes a blooming cherry sapling to rapidly grow beneath you, lifting you and the sai **10 feet** into the air. This sapling lasts until the end of your next turn, at which point it harmlessly dissipates into a cloud of pollen. Each creature other than you within **5 feet** of this sapling when it grows must make a **DC 15 Constitution saving throw** as petals and pollen fill the air. On a failed save, a creature is **poisoned 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.

Falling Leaves. The deep red of autumn brings death to foster new life. Whenever you deal damage to a poisoned creature using the autumnal sai, the creature takes an extra **1d6** poison damage.

Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made using these magic weapons.

Legendary variant: Increase the **DC** to **17**. You gain a **+1 bonus** to attack and damage rolls made using these magic weapons. The sai have the Seasons' Change property.

Seasons' Change. Whenever a creature you can see within **30 feet** of you is the target of an attack roll or forced to make a saving throw, you can use your reaction to send a whirlwind of petals toward it and attempt to switch its place with another creature you can see within **15 feet** of it. If either creature is unwilling, that creature must make a **DC 17 Charisma saving throw**. If an unwilling creature succeeds on the saving throw, this property has no effect. If both creatures are willing or fail the saving throw, the two swap places in a flurry of pink and red. The second creature becomes the target of the triggering attack roll or saving throw instead. Once this property has been used, it can't be used again until the next dawn.

*See Appendix B



HANABI BRAWLER

Prosthesis, uncommon (requires attunement)
Component: Elemental volatile mote of fire

After a riveting lecture by Professor Bombuku, an inspired student at the College of Hanabi decided to strap fireworks to her arm in an effort to punch through walls. The first experiment nearly destroyed the entire building, but the knowledge she gained from it was enough to finish designing this prosthesis.

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Melee (1d6 bludgeoning, Pugilist) property and the Shockwave Superior* Strike.

Firecracker Swings. You can use unpredictable but powerful fireworks to enhance your punches. The first time each turn that you deal damage with an unarmed strike using this prosthesis, the attack deals an extra **1d6** fire damage. If you roll a **6** on the damage die, you roll the damage die again and add it to the total damage. This continues until you roll something other than a 6 on the die.

Rare variant: The prosthesis has the Brutal Bash property.

Brutal Bash. Whenever you make an unarmed strike using this magic prosthesis, you score a

critical hit on a roll of **19** or **20**. Additionally, whenever you score a critical hit against a Huge or smaller creature, it's pushed **15 feet** directly away from you. If the creature collides with something (such as a wall) before reaching the end of this push, it takes an extra **1d8** bludgeoning damage as part of the attack.

Very rare variant: The prosthesis has the Brutal Bash property. You gain a **+1 bonus** to attack and damage rolls on unarmed strikes you make using this magic prosthesis.

*For more information on superior strikes and Advanced Weapon Masteries, see *Ryoko's Guide to the Yokai Realms*.

KIRIN'S BLESSING

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

Component: pouch of Celestial scales

It is a long held tradition among the Heirs of Kirin that the highest ranking members must prove the purity of their hearts by obtaining the blessing of a kirin. Of the few who succeed, even fewer return with a pouch of the kirin's scales, a gift to the exceptionally virtuous.

Conductive Scales. While wearing this armour, you have **resistance** to lightning damage.



Conjuring Helm. As an action while wearing this armour, you can remove the helmet and call for a kirin’s aid. When you do, a **kirin guardian** emerges from the helmet, wearing it. It appears in an unoccupied space within **5 feet** of you and disappears after **1 hour**, when it is reduced to 0 hit points, or when you use an action while within reach of it to remove its helmet. No matter how the kirin guardian disappears, the helmet is immediately transported back onto your head.

The kirin guardian 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 uses its move to avoid danger.

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

Rare variant: This item doesn’t have the Conductive Scales property.

KIRIN GUARDIAN

Large Celestial, Lawful Good

Armour Class 14 (natural armour)
Hit Points 65 (10d10 + 10)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	15 (+2)	16 (+3)	16 (+3)

Skills Insight +6, Perception +6
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The kirin has **advantage** on saving throws against spells and other magical effects.
Magic Weapons. The kirin’s weapon attacks are magical.

ACTIONS

Multiattack. The kirin makes one Hoof attack and one Horn attack.
Hoof. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.
Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) lightning damage.
Innate Spellcasting. The kirin casts one of the following spells, requiring no material components and using Charisma as its spellcasting ability (**spell save DC 14**):
 At will: *light, spark**
 1/day each: *cure wounds, protection from evil and good*

*See Appendix A

KODACHI CONTROL CANE

Weapon (shortsword), rare (requires attunement)

Component: Celestial hair

The ornate exteriors of these elegant statement pieces conceal both sword and spell. Fabric woven from Celestial hair makes unsheathing the blade nearly silent and grants the wielder a subtle key into the minds of others.

You gain a **+1 bonus** to attack and damage rolls made using this magic weapon.

Silent Sheath. You have **advantage** on attack rolls made with this sword on your first turn after you roll initiative.

Manipulate the Mind. As an action you can touch the base of the sword's cane to the skull of a creature within your reach and cast the *modify memory* spell on it (**save DC 15**). A creature that fails the save also has its mind laid bare, and you learn a secret that it wants to keep hidden. Once this property has been used, it can't be used again until the next dawn.

Very rare variant: Increase the attack and damage bonus to **+2** and the **DC** to **16**.

LOREKEEPER'S LANTERN

Wondrous item (rod or staff), rare (requires attunement by a spellcaster, enhanced attunement by a wizard)

Component: Dragon eye

"It is the burden of the lantern bearer to carry light into the shadows, braving the dark to illuminate the hidden secrets shrouded within."

— Chronicler saying

This item has **7 charges** and regains **1d4 + 3** expended charges daily at dawn.

Flickering Flame. This item sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**. While holding the item, you can cast the *dancing lights* cantrip at will.

Spells. While holding this item, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *catalogue** (**2 charges**), *detect magic* (**1 charge**), *legend lore* (**5 charges**), *truth-flame** (**3 charge**), or *weavebend** (**4 charges**).

Enhanced Attunement: Wizard. If you are a wizard, you can enhance your attunement to the item by signing an oath of repute over the course of **1 minute**,



which is then bound to the item. If you knowingly utter a falsehood while under this oath, the lanterns bathe you in an unavoidable red light, and any creature that can see you learns that you spoke dishonestly. While enhanced, this item gains the Arcanum Collector property. In addition, when the item regains charges, it regains **all** expended charges.

EA: Arcanum Collector. Whenever you use this item to cast the *weavebend** spell, you can attempt to capture the arcane knowledge used to cast the spell. If you successfully redirect a spell with the *weavebend* spell, and the redirected spell is a wizard spell of a level you can cast, the spell is immediately copied into your spellbook. Once this property has been used, it can't be used again for **1d6 days**.

Very rare variant: Increase the **DC** to **16**, the charges to **10**, and the recharge to **1d6 + 4**. Reduce the recharge for the Arcanum Collector property to **1d4 days**. Add the *true seeing* spell (**6 charges**) to the Spells property's list of spells.

*See Appendix A

REAPER'S RICE HOOK

Weapon (kusarigama), uncommon (requires attunement)*

Component: pouch of Plant leaves

Magical innovation is not confined to the College of Hanabi. This tool, for example, is found in farmers' fields to aid in their work, defend against threats, and, of course, provide snacks to hungry harvesters.

This weapon has **3 charges** and regains **1d2 + 1** expended charges daily at dawn

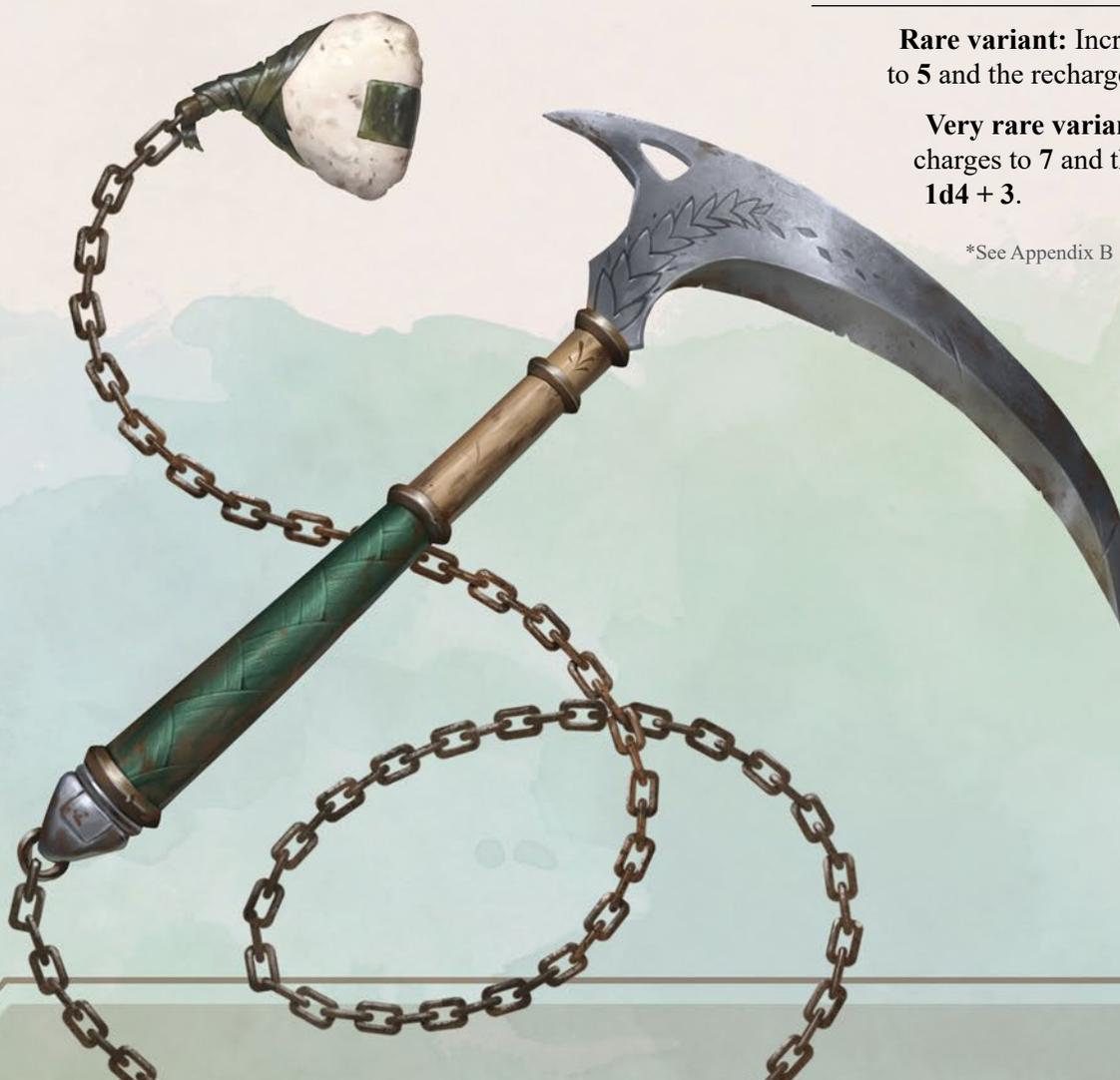
Sticky Rice. Whenever you deal damage to a creature using the counterweight of this magic weapon, you can expend **1 charge** to slow the target's assault. If the creature uses the Attack or Multiattack action on its next turn, it makes one fewer attack than it normally would (minimum of one).

Onigiri. If you take the Attack action on your turn to make an attack with this magic weapon, you can use your bonus action on that turn and expend **1 charge** to toss the counterweight at a creature other than you within **10 feet** of you. If the creature is not incapacitated, it can immediately take a bite of the rice ball (no action required), regaining **2d10 + 4** hit points.

Rare variant: Increase the charges to **5** and the recharge to **1d4 + 1**.

Very rare variant: Increase the charges to **7** and the recharge to **1d4 + 3**.

*See Appendix B



SCRIVENING SOUL SCROLL

Scroll, rare

Component: Beast pelt

A study group of time-pressed Chroniclers fashioned a means of precisely capturing a sprite's likeness during its brief bouts of visibility. Upon unveiling their invention, the creature emerged from its scroll, causing calamitous chaos at the Chroniclers' Chronofence. Luckily, the technology is somewhat more controllable these days.

Soul Sketch. As an action while holding this scroll, you can sketch a non-Humanoid creature you can see onto it, capturing a sliver of its being as you do. The creature must have a CR no higher than 4. Once a creature has been sketched onto the scroll, another can't be sketched onto it.

Off the Page. As an action while holding the scroll with a sketched creature on it, you can summon an

imitation of that creature, which appears in an unoccupied space you can see within **60 feet** of you. It uses the same stat block as the sketched creature, but can't use any legendary actions or the Legendary Resistance trait. The creature disappears after **10 minutes** or when it is reduced to 0 hit points.

The creature is an ally to you and your companions. In combat, the creature 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 uses its move to avoid danger. Once this property has been used, the scroll dissipates into a swirl of magical ink and is destroyed.

Uncommon variant: The creature sketched must have a CR no higher than 2.

Very rare variant: The creature sketched must have a CR no higher than 6.





SILK SHURICOIN

Weapon (shuriken), uncommon*

Component: Fey psyche

Only a trained touch can distinguish these deadly weapons from average gold pieces. Often hidden away in the deep pockets of Silk Purse agents, they serve as a testament to the guild's adage that there's nothing like money to change someone's mind.

Coin Camouflage. While its blades aren't extended, this item is indistinguishable from a normal gold piece to anyone who doesn't know its true nature. When you make an attack roll using this weapon, its blades extend as part of the attack, and retract after the attack hits or misses.

Cutting Charm. Whenever you hit a creature you are hidden from with an attack using this weapon, it must make a **DC 13 Wisdom saving throw**. On a failure, the target suffers a memory lapse and does not remember the attack. After using this property, roll a **d4**. On a roll of **1 or 2**, this property can't be used again until the next dawn.

Common variant: This item doesn't have the Cutting Charm property.

Rare variant: Increase the **DC** to **15** and the **d4** to a **d8**. When you use the Cutting Charm property, you can choose to also cast the *suggestion* spell on the target (**save DC 15**). If you do so, this property can't be used again until the next dawn if you roll a **4** or lower on the **d8**.

Very rare variant: Increase the **DC** to **16** and the **d4** to a **d12**. When you use the Cutting Charm property, you can choose to also cast the *suggestion* spell on the target (**save DC 16**). If you do so, this property can't be used again until the next dawn if you roll a **4** or lower on the **d12**. The weapon has the Paper Trail property.

Paper Trail. While a creature is under the effects of the *suggestion* spell cast using the Cutting Charm property, you know its direction from you and whether or not it is conscious.

*See Appendix B

SLIP-BY STRAW ARMOUR

Armour (any light), uncommon

Component: bundle of Plant roots

After getting pulled into someone else's fight for the third time, Medatan decided it was the last straw!

By designing armour from the most inconspicuous

material he had, he was free to work in his field without anyone giving him a second glance.

Unseen Warrior. While wearing this armour, you can attempt to hide even when you are only lightly obscured by foliage.

Glance-Past Grass. While wearing this armour, you can use a bonus action to make yourself look harmless and inconspicuous, casting the *sanctuary* spell on yourself (save DC 13). This property can be used twice, regaining all expended uses daily at dawn.

Rare variant: Increase the DC to 15. The armour has the Full Cloak property.

Full Cloak. While wearing this armour, you can use an action to cast the *pass without trace* spell, affecting only yourself. When you cast the spell in this way, it doesn't require concentration.

Very rare variant: Increase the DC to 16. The armour has the Full Cloak property. You have a +1 bonus to AC while wearing the armour.

THE HEIRS' GOLDEN STANDARD

Wondrous item, rare

Component: Celestial horn

A grateful villager once told the Heirs of Kirin that they brought a little slice of the heavens with them wherever they went. They decided to take this literally.

Celestial Domain. As an action, you can forcefully plant this banner into the ground, causing a gold-hued bright light to extend out from it in a 10-foot radius. Friendly creatures within the radius gain a +2 bonus to their AC. If a creature hostile to you attempts to enter the radius, it must make a DC 15 Strength saving throw. On a failed save, it fails to enter the radius and can't attempt to enter again until the start of its next turn. This radius lasts for 1 minute, or until you remove the banner as a bonus action. Once this property has been used, it can't be used again until the next dawn.

Very rare variant: Increase the DC to 16. The banner has the Turn the Tide property.

Turn the Tide. When you plant this banner, it sends out a wave of healing. When you first activate the Celestial Domain property, you can distribute six d8s to creatures within the radius, divided as you choose. Each creature then immediately rolls any dice it received and regains hit points equal to the total.



UNDERHANDED ARM

Prosthesis, rare

Component: Construct gears

When students started discreetly using prosthetic enhancements to set record times in their craftsmanship exams, the College of Hanabi held a lengthy assembly to discuss sanctions and prohibitions.

Ultimately, they decided against any ban, citing that ingenuity was to be encouraged... and omitting the fact that several professors had started using the prostheses themselves.

Prosthesis Properties. This prosthesis can replace or enhance an arm.

Limb Leverage. While wearing this prosthesis, you can use it to wield a melee weapon with the Two-handed or Versatile property as if it were held in two hands.

Efficient Fingers. While wearing this prosthesis, the time needed to make any **Dexterity** check using tools with which you are proficient is halved. Additionally, each hour you spend crafting an item using your Dexterity counts as **2 hours** towards the item's completion.

Very rare variant: The prosthesis has the Enhanced Handling property.

Enhanced Handling. While wearing this prosthesis, you have **advantage** on Dexterity (Sleight of Hand) checks and on Strength (Athletics) checks made to grapple creatures.







RULERS OF THE SANDS





GILDED MANTLE

Wondrous item, uncommon

Component: pouch of Celestial feathers

The magic inherent in these wings keeps them light as a feather and as strong as steel, but saying they allow you to fly is a bit of an overstatement. It's more like falling with style.

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

Falcon's Glide. As a reaction when you fall while wearing this cape, you can expend **1 charge** to slow your fall and glide for **1 minute** or until you land, negating any fall damage. While gliding, for every **1 foot** you fall, you can move up to **2 feet** horizontally, which uses your movement as normal. If it's not your turn, deduct the movement used in this way from the movement you have available on your next turn.

Wingblades. When you activate the Falcon's Glide property, you can expend **1** additional charge to sharpen the feathers of the wings into blades until the end of your turn. Whenever you move within **5 feet** of a creature while gliding, it must make a **DC 13 Dexterity saving throw**, taking **2d8** slashing damage on a failed save, or half as much damage on a successful one.

Rare variant: Increase the **DC** to **15**, the charges to **4**, the recharge to **1d4**, and the damage of the Wingblades property to **3d8**. Gliding with the Falcon's Glide property doesn't provoke opportunity attacks.

Very rare variant: Increase the **DC** to **16**, the charges to **4**, the recharge to **1d4**, and the damage of the Wingblades property to **3d8**. Gliding with the Falcon's Glide property doesn't provoke opportunity attacks. You gain a **+1 bonus** to AC while wearing this cape.



JARS OF CANOPIC REBIRTH

Wondrous item, rarity varies (requires attunement)
 Component: Construct (clay golem) stone

It's common knowledge that true power comes from within. Well, why not take what's within and store it safely in a nice clay jar? You're not really using all those internal organs anyway, right?

Attunement and Revival. When you attune to a *jar of canopic rebirth*, one of your internal organs (determined by the jar's type, described below) magically disappears from your body and appears in the jar. You suffer no adverse effects from this while you remain attuned to the jar, and your body continues to function normally. While your organ is in the jar, you receive a benefit depending on the type of jar, as described below. Being more than 100 feet away from you for **24 hours** doesn't end your attunement to it, and ending your attunement to the jar doesn't return the organ to your body. You can't be attuned to more than one *jar of canopic rebirth* at the same time.

If you die while attuned to a *jar of canopic rebirth*, the jar immediately shatters and is destroyed, leaving the organ inside it behind. Over the course of **1 hour**, your body reforms around the organ, resurrecting you

with all of your hit points. If the organ is destroyed during this process, the resurrection doesn't happen.

Baboon Jar, Rare. This jar holds your lungs. While attuned to it, you can breathe normally in any environment, and you have **advantage** on saving throws made against harmful gases and vapours.

Crocodile Jar, Very Rare. This jar holds your kidneys. While attuned to it, you have **resistance** to poison damage and **advantage** on saving throws against being poisoned.

Falcon Jar, Legendary. This jar holds your brain. While attuned to it, you have **advantage** on Intelligence, Wisdom, and Charisma saving throws.

Human Jar, Rare. This jar holds your heart. While attuned to it, you have **advantage** on saving throws against being charmed or frightened.

Jackal Jar, Very Rare. This jar holds your stomach. While attuned to it, you don't need to eat or drink, and you have **advantage** on saving throws made as a result of ingesting something.



PTAV'S VENOMOUS PAIR

Weapon (scimitar), rare

Component: Beast poison gland

The original name of these weapons was “Ptav’s poisonous pair,” but Ptav got so sick of people correcting him that he decided to change it. It was easier than stabbing everyone who tried to explain the differences between poison and venom.

These two khopeshes, one bearing the semblance of a viper and the other a scorpion, have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Envenomed Edge. Whenever you deal damage to a creature using one of these weapons, you can expend **1 charge** to inject venom into it. The target must succeed on a **DC 15 Constitution saving throw** or be **poisoned** until the end of its next turn.

Set the Slash. Whenever you hit a poisoned creature with the viper blade, the creature is **blinded** until the end of its next turn. Whenever you hit a poisoned creature with the scorpion blade, the venom stiffens and locks its muscles, and it’s **restrained** until the end of its next turn.

Uncommon variant: Reduce the **DC** to **13**, the charges to **2**, and the recharge to **1d2**.

Very rare variant: Increase the **DC** to **16**, the charges to **6**, and the recharge to **1d4 + 2**. A creature that fails its saving throw against the Envenomed Edge property also takes **1d12** poison damage.



RADIATE CROWN

Wondrous item, rare

Component: Celestial (solar) soul

You've seen the world kneel before the might of the elements. You've seen the unholy potential of vile necromancy. You've seen the chaotic energy of raw magic. Yet all of those pale in comparison to this: the power of the sun... on the top of your head.

The orb of flame atop this crown sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**. While wearing the crown, you can use an action or bonus action to extinguish the flame or reignite it. The flame is extinguished if you remove the crown.

Deadly Laser. As a bonus action while wearing the crown with the flame ignited, you can cause a powerful beam of energy to emit from it at a point on the ground within **30 feet** of you. You can then move that beam up to **20 feet** along the ground in any combination of directions, after which it fades. Each creature on the ground whose space the beam moves through must make a **DC 15 Dexterity saving throw**, taking **4d6** radiant or fire damage (your choice when you use this property) on a failed save, or half as much damage on a successful one. Once this property of the item 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** and the damage to **3d6**. The Deadly Laser property takes an action to use instead of a bonus action, and it can't be used again until the next dawn if you roll a **3 or lower** on the d6.

Very rare variant: Increase the **DC** to **16**, the damage to **5d6**, and the distance the beam can move to **30 feet**. The item has the Flash in the Pan property.

Flash in the Pan. While wearing the crown with the flame ignited, you can cast the *daylight* spell on it. When cast in this way, the spell lasts **10 minutes**, and the light it produces is sunlight. Once this property of the item has been used, the crown's flame is extinguished and can't be ignited again until the next dawn.

SANDBLIGHT SCEPTRES

Rod, rare (requires attunement by a spellcaster)

Component: Elemental volatile mote of earth

Wielding the mighty powers of the ancient plagues is all fun and games until the prices of meat and grain



skyrocket and no one from the farmers' guild is willing to help you for some reason. How rude of them.

These two rods, one bearing the power of sandstorms and the other of locust plagues, count as a single magic item with regard to the number of magic items you can attune to.

Desert Legions. While these sceptres are on your person, creatures friendly to you have **advantage** on saving throws against spells you cast.

Plague Master. You can use these sceptres to summon a powerful plague upon your enemies. As an action while holding the sceptres, you can cast either the *insect plague* spell or the *cloudkill* spell, using your **spell save DC**. If you cast *cloudkill* in this way, it manifests as a sandstorm and deals slashing damage instead of poison damage. Once this property has been used, it can't be used again until the next dawn.

Very rare variant: Spells cast using the Plague Master property don't require concentration.

SAND SOVEREIGN'S WAR PLATE

Armour (any heavy), rare (requires attunement)

Component: Celestial heart

The commanding presence boasted by the armour of the ancient desert kings could bring even the proudest man to his knees, but its imposing style came at a steep price. With all those nooks and crannies in the design, it was too easy for the coarse, rough, and irritating sand to get everywhere.

Royal Presence. While wearing this armour, you can cast the *command* spell (**save DC 15**). A creature that succeeds on the saving throw is **immune** to the effects of this property until the next dawn.

Gilded Divinity. As an action while wearing this armour, you can momentarily assume a deific state for **1 minute**. When you enter this state, each creature of your choice within **30 feet** of you that can see you must succeed on a **DC 15 Charisma saving throw** or become **frightened** of you for the duration. A creature frightened in this way takes a **1d4** penalty to its saving throws against the Royal Presence property. 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** and remove the Gilded Divinity property.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to AC while wearing this armour.





SNAPJAW CLEAVER

Weapon (greataxe), very rare

Component: Beast (crocodile) bone

The jawbone that lines this weapon is a testament to the bravery of the warrior who wields it. For someone to earn the honour of decorating their weapon with crocodile bones, they must first learn the hunting tactics of these ferocious Beasts, then defeat one in single combat.

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

Death Roll. When you hit a creature with this weapon, you can speak its command word and expend **1 charge**, causing the jaw to bite down on the target and roll it violently. If the target is Large or smaller, it must make a **DC 16 Strength saving throw**. On a failed save, the creature takes **4d8** bludgeoning damage, is knocked **prone**, and is **grappled (escape DC 16)**. Only one creature can be **grappled** by this weapon at a time, and the grapple ends if you let go of the weapon. When you're grappling a creature in this way, you can only make attacks with this weapon against that creature.

Ambush Tactics. Attacks you make with this weapon score a critical hit on a roll of **19** or **20** against prone creatures.

Uncommon variant: Reduce the **DCs** to **13** and the charges to **2**. The Death Roll property deals no damage on a failed save. Remove the Ambush Tactics property.

Rare variant: Reduce the **DCs** to **15**. The Death Roll property deals no damage on a failed save.

SPECTRAL SYPHON

Wondrous item, rare (requires attunement)

Component: Undead undying heart

The lapis lazuli at the centre of this ornate amulet shimmers gently to mortal eyes, but burns like a beacon to those on the Ethereal Plane. Its haunting glow attracts stray souls like moths to a flame... and consumes them like fuel to a fire.

Whenever a hostile creature of CR 1 or higher within **60 feet** of you dies, you can use a reaction to absorb part of its life force into this amulet, causing it to gain **1 charge**. The amulet can store a maximum of **4 charges** and loses all charges daily at dawn. While the amulet has a certain number of charges, it has the following properties.

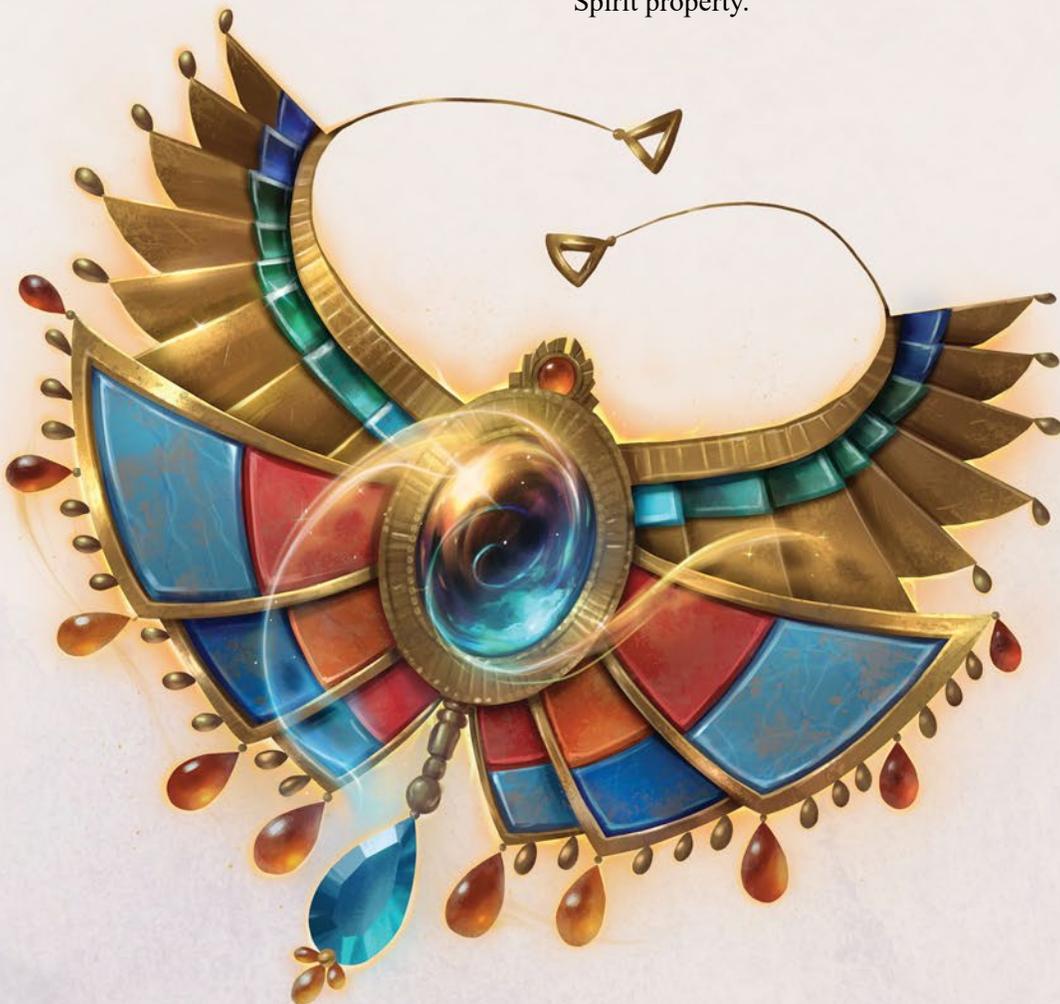
Ethereal Sight (1 Charge). You can see **60 feet** into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Ghost Step (2 Charges). You can use a bonus action to teleport up to **30 feet** to an unoccupied space that you can see. Once this property of the item has been used, it can't be used again until the next dawn.

Soulflame (3 Charges). When you take the Attack action on your turn, you can replace one of your attacks with a gout of pale fire, which you shoot at a creature within **60 feet** of you. Make a ranged spell attack (+7 to hit). On a hit, the target takes **2d12** fire damage and **2d12** necrotic damage. Once this property of the item has been used, it can't be used again until the next dawn.

Guardian Spirit (4 Charges). When you are reduced to 0 hit points but not killed outright, you can drop to **1** hit point instead. Once this property of the item has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the attack bonus to +5, the fire and necrotic damage to **2d8** each, and the maximum charges to **3**. Remove the Guardian Spirit property.



STAFF OF JUDGMENT

Staff, uncommon (requires attunement by a spellcaster)

Component: pouch of Celestial feathers

“Reward the just. Punish the wicked. As for those who are neither...” The inscription is followed by a hieroglyph of a man shrugging.

— Instructions included with the purchase of a *staff of judgment*

This staff has **4 charges** and regains **1d4** 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 13**): *detect evil and good* (**1 charge**), *protection from evil and good* (**1 charge**), or *zone of truth* (**2 charges**).

Judgment. As a bonus action while holding the staff, you can expend **1 charge** to pass judgment on a creature you can see within **30 feet** of you, weighing its heart against the feather of an angel. The creature is affected as described below, depending on its alignment:

- **Good:** The creature regains **2d8** hit points.
- **Evil:** The creature must make a **DC 13 Constitution saving throw**, taking **4d6** radiant damage on a failed save, or half as much damage on a successful one.
- **Non-good and non-evil:** Roll a **d6**. On a **1** or **2**, the creature is treated as if it was good. On a **3** or **4**, the creature is treated as if it was evil. On a **5** or **6**, you choose for the creature to be treated as if it was good or as if it was evil.

Rare variant: Increase the **DCs** to **15**, the charges to **7**, and the recharge to **1d6 + 1**. Add *detect thoughts* (**2 charges**) to the Spells property’s list of spells.

Very rare variant: Increase the **DCs** to **16**, the charges to **9**, and the recharge to **1d6 + 3**. Add *detect thoughts* (**2 charges**) and *dispel evil and good* (**5 charges**) to the Spells property’s list of spells. When you use the Judgment property, you can expend up to **3 charges**. For each charge expended, select one creature you can see within **30 feet** of you upon which to pass judgment.



SUN SLIVER SCARAB

Weapon (any axe), rare

Component: Celestial soul

The legendary scarab god depicted on this axe rolls the sun across the sky. Some desert scarabs roll dung across the barren earth. This scarab axe, on the other hand, makes heads roll.

Dying Light. Whenever you kill a Small or larger creature using this axe, the sun gem in its head begins to glow with solar energy. Whenever you deal damage to a creature using this weapon while the gem is glowing, you can expend the energy to deal an extra **2d6** radiant damage. Alternatively, while the gem is glowing, you can use a bonus action to expend the energy and regain **1d10** hit points.

New Dawn. If you would be reduced to 0 hit points while holding this axe, you are reduced to **1** hit point instead. When this happens, the gem on the axe begins to glow if it wasn't glowing already. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the New Dawn property.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Additionally, when you kill a creature of CR 15 or higher using this weapon, you can choose for the sun gem not to start glowing and instead reduce your age by **1 year**. Once you have reduced your age in this way, you can't do so again until the next dawn.



TABLET OF MYRIAD GLYPHS

Wondrous item, very rare (requires attunement)

Component: Elemental (earth elemental) bone

“When I was young, we’d use a dictionary when learning new languages! Kids these days and their tablets...”

— Hiro Gliff, resident curmudgeon of Kasbat Azzaman

Arcanolinguistic Revelation. When you attune to this magic item, some of the hieroglyphs on its surface become intelligible to you. Roll a **d8** twice, rerolling any duplicates, and consult the table below to determine which languages you learn. While attuned to the tablet, you can speak, understand, and write the respective languages, and can cast the spells associated with them (**save DC 16**). Once this item has been used to cast a spell, it can’t be used to cast that spell again until the next dawn. Each day at dawn, you can choose to roll the **d8** twice again, replacing the languages learned from this item with new ones.

d8	Language	Spell
1	Abyssal	<i>insect plague</i>
2	Celestial	<i>mass cure wounds</i>
3	Deep Speech	<i>black tentacles</i>
4	Draconic	<i>cone of cold</i>
5	Infernal	<i>wall of fire</i>
6	Primordial	<i>conjure elemental</i>
7	Sylvan	<i>confusion</i>
8	Undercommon	<i>seeming</i>

Animated Glyphs. As an action while holding the tablet, you can cast the *animate objects* spell, targeting ten of the hieroglyphs on the tablet. The glyphs count as Tiny objects for the purposes of the spell and their attacks count as magical for the purpose of overcoming **resistance** and **immunity** to nonmagical attacks and damage. When an animated glyph dies or the spell ends, the glyph returns to the tablet. Once this property of the item has been used, it can’t be used again until the next dawn.

Rare variant: Reduce the DC to **15**. Remove the Animated Glyphs property.



WRAP OF THE ROYAL DEAD

Wondrous item, rare (requires attunement)

Component: Undead undying flesh

Necromancy has always carried a negative connotation, but letting your flesh decay a little can grant you a plethora of great opportunities! For example, your body can become a home for hundreds of tiny friends!

These robes have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Flesh to Swarm. When you take damage from a melee weapon attack while wearing these robes, you can use your reaction and expend **1 charge** to release a swarm of scarabs from the wound, which appears in an unoccupied space within **5 feet** of you. The scarabs use the statistics of a **swarm of insects**, obey your verbal commands, and take their turns immediately after yours. When you create the swarm, it gains temporary hit points equal to the triggering damage (maximum of **20**). The swarm lasts for **1 hour**, until you dismiss it, or until you activate this property again.

Curse. This item is cursed, and attuning to it extends the curse to you. While cursed in this way, you can't willingly remove the robes. Your skin becomes withered and dry in patches, and you always feel mildly parched, no matter how much water you drink.

Uncommon variant: Reduce the temporary hit points the swarm gains to half the triggering damage (maximum of **10**).

Very rare variant: Increase the charges to **7**, the recharge to **1d6 + 1**, and the maximum temporary hit points the swarm can gain to **30**. The robes have the Soul Swarm property.

Soul Swarm. Whenever you are targeted by a spell that doesn't have a range of self while wearing these robes and have a scarab swarm created by the Flesh to Swarm property within **30 feet** of you, you can expend **3 charges** to make your swarm the target of the spell instead.





ELDEN REMEMBRANCE





FALLEN STARBLADES

Weapon (greatsword), legendary (requires attunement)
Component: magical material – cosmic iron

Carefully etched into the blades of these swords is a sigil of immense magical power that allows them to manipulate gravity itself, each thin line and subtle curve drawn with incredible rigour. Below this symbol, just above the handle, a few words are written more discreetly: “*For Leonard*”.

These two greatswords count as a single magic item with regard to the number of magic items to which you can attune. They have **5 charges** and regain **1d4 + 1** expended charges daily at dawn. You gain a **+2 bonus** to attack and damage rolls made with these weapons.

Alter Mass. As a bonus action while holding one or both of these swords, you can expend one or more charges to increase or decrease their mass for **1 minute** in one of the following ways:

- **Light (1 Charge).** Both swords become light and easy to wield. For the duration, they lose the Heavy and Two-handed properties and gain the Light property.
- **Heavy (2 Charges).** One of the swords becomes so heavy that it pulls chunks of the ground to its

blade. For the duration, it deals bludgeoning damage instead of slashing damage, and whenever you hit a creature with an attack using it, the creature must succeed on a **DC 17 Strength saving throw** or be knocked **prone**.

- **Light and Heavy (4 Charges).** Paradoxically, both swords gain the benefits of the Light and Heavy effects simultaneously for the duration.

Gravity Well. As an action while holding one or both swords, you can exert a strong gravitational force on up to four creatures you can see within **20 feet** of you, pulling them in a straight line to an unoccupied space within **5 feet** of you. You then emit a pulse of energy, forcing each creature pulled to make a **DC 17 Constitution saving throw**. A creature takes **8d10** force damage on a failed save, or half as much damage on a successful one. Once this property of the swords has been used, it can’t be used again until the next dawn.

Rare variant: Remove the attack and damage bonus. Reduce the charges to **4**, the recharge to **1d4**, the **DCs to 15**, and the damage to **5d10**.

Very rare variant: Reduce the attack and damage bonus to **+1**, the **DCs to 16**, and the damage to **6d10**.

FROSTMOON GREATSWORD

Weapon (greatsword), rare (optional attunement)

Component: Monstrosity (winter wolf) heart

“I have studied the planes, gazed beyond the stars, and surveyed countless worlds. In each reality, without fail, there is at least one of these. There is significance to this common thread... I just don’t know what it is.”

— Lusata Zur, planar scholar,
on the *frostmoon greatsword*

You can use your Intelligence modifier instead of your Strength modifier for attack and damage rolls made with this sword.

Frostbite. When you roll a **20** on your attack roll with this weapon, the target takes an extra **7** cold damage and, if it’s a creature, it must make a **DC 15 Constitution saving throw**. On a failed save, the creature’s speed is **halved** until the end of its next turn. In addition, if the creature is able to make multiple attacks using a Multiattack action or Extra Attack feature, it makes one fewer attack while its speed is reduced in this way.

Optional Attunement. If you have an **Intelligence score** of **16** or higher, you can choose to attune to this item, and can use the Lunar Blessing property while you remain attuned to it.

OA: Lunar Blessing. This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. As a bonus action while holding this sword, you can expend **1 charge** to imbue it with moonlight. Until the end of your turn, melee attacks made with the sword deal an extra **2d6** cold damage on a hit, and you can use the sword to make ranged weapon attacks by shooting crescent-shaped blades of frost when you swing it. These attacks have a normal range of **20 feet** and a long range of **60 feet**, and they deal cold damage instead of slashing damage.

Uncommon variant: Reduce the **DC** to **13**, the charges to **4**, the recharge to **1d4**, and the extra cold damage of the Lunar Blessing property to **1d6**. A creature doesn’t take extra damage from the Frostbite property.

Very rare variant: Increase the **DC** to **16**, the charges to **6**, and the recharge to **1d4 + 2**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the **DC** to **17**, the charges to **6**, the recharge to **1d4 + 2**, and the damage of the Lunar Blessing property to **2d8**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.



GARB OF THE PRIMORDIAL SAGE

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

Component: Aberration main eye

“Most who peer into the primordial current and attempt to unravel its mysteries go mad from the strain. I, of course, am cut from a different cloth. The eye and ear haemorrhaging? It’s recent, yes. Why do you ask?”

— Lusata Zur, mildly insane

While wearing these robes, you have **resistance** to force damage.

Glimpse the Current. While wearing these robes, you can cast the *contact other plane* spell. When you cast it in this way, you peer into the primordial current of energy that suffuses the multiverse and extract your answers from it instead of contacting an extraplanar entity. Once this property of the robes has been used, it can’t be used again until the next dawn.

Enhanced Attunement. If you are a wizard, you can spend **8 hours** entwining your magic with that of the robes to enhance your attunement, causing the robes to gain the Arcane Amplification property. If you do so, you can’t willingly remove the robes or end your attunement to them until you’re targeted by the *remove curse* spell or similar magic.

EA: Arcane Amplification. When you cast the *azure comet** or *starfall** spells while wearing these robes, you can choose to do so as if you cast it with a 7th-level spell slot, without using any additional resources. Once this property of the robes has been used to empower a spell, it can’t be used to empower that spell again until the next dawn.

Legendary variant: You gain a **+1 bonus** to AC while wearing these robes. When you use the Arcane Amplification property, you can choose to cast the spell as if you cast it with a 9th-level spell slot, instead of 7th. If you do, the property can’t be used again until the next dawn.

*See Appendix A





GLIMMERGEM STAFF

Staff, very rare (requires attunement by a spellcaster; enhanced attunement by a wizard)

Component: Dragon (gem) heart

“The distinction between comet and meteor magic always felt rather otiose to me. One produces horizontal beams. Another causes vertical blasts. Both hurt all the same. My colleagues insisted there was more nuance to it, however—so to prove them wrong, I mastered both.”

— Lusata Zur, wizardly prodigy

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

Glimmergem Spells. While holding the staff, you can expend **1 charge** to cast the *azure comet** or *starfall** spell from it (save DC **16**, +8 to hit).

Enhanced Attunement. If you are a wizard, you can spend **8 hours** entwining your magic with that of the staff to enhance your attunement, causing the staff to gain the Arcane Adaptation property. If you do so, you are unwilling to part with the staff, keeping it within reach at all times, and can’t willingly end your attunement to it until you’re targeted by the *remove curse* spell or similar magic.

EA: Arcane Adaptation. When you cast the *azure comet* or *starfall* spell from the staff, you can use the Empowered Spell or Quicken Spell Metamagic option from the sorcerer class on it without spending sorcery points. Once this property of the staff has been used, it can’t be used again until the next dawn.

Legendary variant: Increase the charges to **4**, the DC to **17**, and the attack modifier to **+9**. The staff regains **all** expended charges daily at dawn. Once the Arcane Adaptation property has been used to apply a Metamagic option, it can’t be used to apply that Metamagic option again until the next dawn.

*See Appendix A

HAND OF THE VALKYRIE

Prosthesis, legendary (requires attunement)

Component: Celestial bone

In the relentless struggle against the Rot God, valkyries often lose limbs to the virulent Scarlet Plague. Prostheses of unalloyed gold are bestowed upon

those brave enough to continue the fight despite their injuries, enabling them to return to the battlefield with renewed fervour and a formidable new weapon.

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

Prosthesis Properties. This prosthesis can replace or enhance an arm. It has the Integrated* (longsword) property. You gain a **+2 bonus** to attack and damage rolls made with the prosthesis' integrated longsword, which has the Finesse property.

Rushing River Dance. As an action, you can expend **3 charges** to begin an intricate blade dance, equal parts beautiful and deadly. You move **10 feet** in a straight line without provoking opportunity attacks, make one attack with the prosthesis' longsword, and then repeat this process up to two times. After you make your final attack, you unleash a violent whirlwind, forcing each other creature within **10 feet** of you to make a **DC 17 Dexterity saving throw**. A creature takes **8d6** slashing damage on a failed save, or half as much damage on a successful one.

Restorative Reprisal. When a creature within **5 feet** of you hits you with an attack, you can use your reaction to expend **1 charge** and make one attack against that creature using the prosthesis' integrated longsword. You regain hit points equal to the damage dealt (up to a maximum of **15**).

*See Appendix B

Rare variant: Reduce the charges to **4** and the recharge to **1d4**. Remove the attack and damage bonus and the Rushing River Dance property.

Very rare variant: Reduce the charges to **4**, the recharge to **1d4**, the attack and damage bonus to **+1**, and the **DC** to **15**.

UNALLOYED GOD

Item Set. While you are attuned to the *hand of the valkyrie* and *rotwing helm*, you are **immune** to disease.

POT

Wondrous item, uncommon

Component: Elemental core of earth

Legends are told of a mythical hero who appears from thin air whenever an adventurer falters against a dangerous monster. With no regard for his own safety, this mysterious stranger throws himself into the fray, his body protected by nothing more than a loincloth flapping in the breeze, and his anonymity by a humble clay pot worn as a helm.

Let Me Solo Her. While you are within **5 feet** of a hostile creature while wearing this helm, and no other creatures are within **5 feet** of you, you gain a **+1 bonus** to AC. In addition, when you hit that creature with an attack, it deals an extra **1d6** damage; you then can't deal this damage to any creature again until the start of your next turn.

Rare variant: Increase the AC bonus to **+2** and the damage to **1d10**.





REDMANE GREATBOW

Weapon (longbow), rare (requires attunement)

Component: Giant hair

The first *redmane greatbow* was wielded by a formidable general, accursed and shunned for his fiery red hair. The story of his ascension demonstrates that anything is possible when you wield strength of character, unbreakable willpower... and a bow that can launch spears at your enemies.

Greatbow. This bow uses Strength instead of Dexterity for its attack and damage rolls. In addition, you can use javelins or spears as ammunition for it. The bow's damage die increases to a **d10** for attacks made using javelins or spears as ammunition.

Meteor Shower. As an action while holding this bow, you can expend **5** pieces of ammunition, shooting them into the air and causing them to splinter into multiple projectiles, which destroys the ammunition. The projectiles fall down in a **10-foot-radius, 40-foot-high cylinder** within **30 feet** of you. Each creature in the area must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes **6d8** piercing damage and its speed is reduced to **0 feet** until the end of its next turn as the ammunition pins it to the ground. On a successful save, a creature takes half as much damage and its speed isn't reduced. If all the pieces of ammunition expended to use this property were javelins or spears, the damage is increased to **6d10** instead. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the Meteor Shower property.

Very rare variant: Increase the DC to **16** and the damage to **8d8** (or **8d10** if javelins or spears are used). You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

ROTWING HELM

Wondrous item, very rare (requires attunement)

Component: Celestial hair

Valkyries take solemn oaths to combat the spread of the Rot God's influence at any cost. The first true test of their devotion comes when they invite the Scarlet Plague into their own bodies, harnessing its incredible power to wield against its source.

While wearing this helmet, you have **resistance** to necrotic damage. The helmet has **3 charges** and regains **all** expended charges daily at dawn.

Aeonian Wings. As an action while wearing the helmet, you can expend **1 charge** to cause wings of rot to erupt from your back. For **1 minute**, you have a flying speed of **30 feet**.

Rot Rebirth. When you are reduced to 0 hit points but not killed outright, you can drop to **1 hit point** instead. When this happens, you can use your reaction to activate the helmet's Aeonian Wings property without expending any charges and immediately move up to half of your speed without provoking opportunity attacks. Once this property of the helmet has been used, it can't be used again until the next dawn.

Rare variant: The helmet doesn't grant **resistance** to necrotic damage.

Legendary variant: You gain a **+1 bonus** to AC while wearing this helmet. When you use your reaction as part of the Rot Rebirth property, you also gain **3d10** temporary hit points.

UNALLOYED GOD

Item Set. While you are attuned to the *hand of the valkyrie* and *rotwing helm*, you are **immune** to disease.

SANGUINE STREAM

Weapon (longsword), very rare (requires attunement)
Component: phial of Humanoid blood

The gods themselves were forced to intervene upon the creation of the first *sanguine stream*, a weapon so ludicrously overpowered that it rivalled divine might. In desperation, they shifted the very fabric of reality to reduce the power of all present and future versions of this deadly blade, so that it would never again threaten the balance of the world.

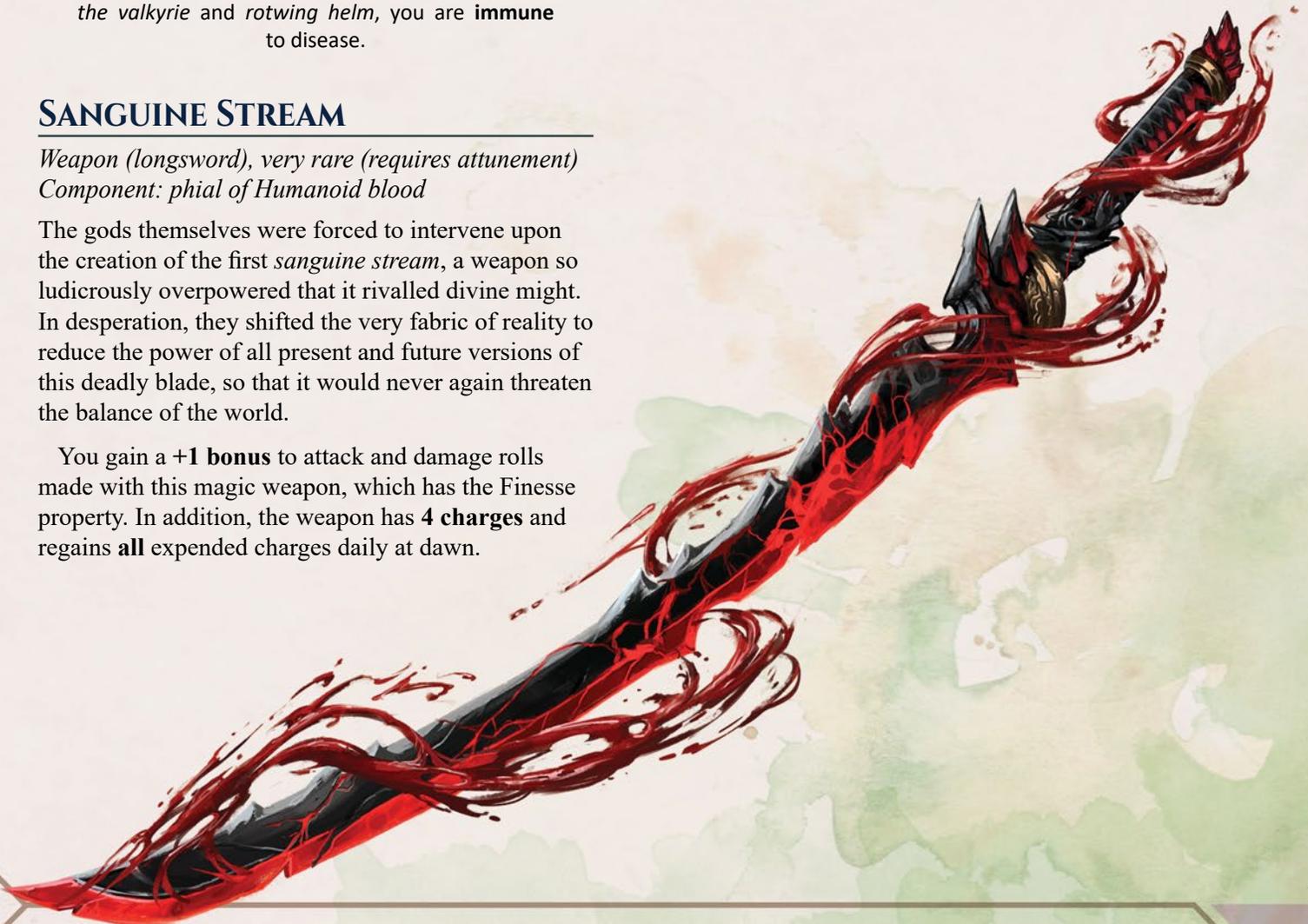
You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which has the Finesse property. In addition, the weapon has **4 charges** and regains **all** expended charges daily at dawn.

Bloody Flurry. As an action while wielding this weapon, you expend **1 charge** to unleash a barrage of deadly slashes, forming blades of blood in the air to cut down a foe. Make three attacks with the sword against one creature. Each of these attacks has a reach of **10 feet** and deals necrotic damage instead of slashing damage. At the end of the turn, that creature takes **2d6** necrotic damage if you hit with two of the attacks, or **4d6** necrotic damage if you hit with all three.

Curse. This weapon 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, if you haven't reduced a creature of CR 1 or higher to 0 hit points in the last **24 hours**, you can't use the Bloody Flurry property unless you choose to take **4d6** necrotic damage when you expend the charge.

Uncommon variant: Remove the attack and damage bonus and **all** charges. The Bloody Flurry property doesn't expend charges, but once it's been used, it can't be used again until the next dawn.

Rare variant: Remove the attack and damage bonus. Reduce the charges to **3**.





SHADOW OF THE
GODTREE



BLADE OF PERDITION

Weapon (greatsword or longsword), rare
Component: Elemental (azer) bone

Wielders of blades of perdition are widely regarded as dangerous individuals with a reckless disregard for their own safety, who go to any lengths to destroy their enemies. And still, some go out of their way to provoke the crazy people with the twisted, flaming sword and a troubling predilection for receiving and doling out pain. The depths of their foolishness!

This weapon deals piercing damage instead of slashing damage, and it deals an extra **1d6** fire damage to the first target it hits on each turn.

Excruciation. When you hit a creature with an attack using this weapon, you can cause the blade to branch into large spikes while inside the creature (no action required). The creature must make a **DC 15 Constitution saving throw**, taking **3d8** piercing damage on a failed save, or half as much damage on a successful one. Additionally, on a failed saving throw, spikes erupt from the target's body, and each creature

of your choice other than the target within **10 feet** of it must succeed on a **DC 15 Dexterity saving throw** or take **3d8** piercing damage. Once this property of the weapon has been used, it can't be used again until the next dawn.

Punishment. While holding this weapon, you can use a bonus action to cause a spike to protrude from its handle, piercing your hand. You take your choice of **1d4**, **1d8**, or **1d12** piercing damage, which can't be reduced or prevented in any way.

Uncommon variant: Reduce the **DCs** to **13**. The weapon doesn't deal extra fire damage on a hit.

Very rare variant: Increase the **DCs** to **16** and the damage rolls of the Excruciation property to **4d8**. The weapon deals an extra **1d6** fire damage to each target it hits, instead of only the first one on each turn. If you use the Excruciation property on the same turn you've used the Punishment property, the target of the attack has **disadvantage** on its Constitution saving throw.

BLOOMING SUNSHADOW

Weapon (maul or warhammer), uncommon (requires attunement)

Component: Pouch of Plant seeds

Native to the Plane of Shadow, sunshadows are the corrupted reflections of sunflowers, turning away from the light to flourish in the dark. In bloom, these flowers release staggering amounts of energy, but such a rare event happens only thrice in their lifetime.

As an action while holding this weapon, you can use one of the following properties:

Blinding Barrage. You cast the *scorching ray* spell (+5 to hit). When you cast the spell in this way, it deals radiant damage instead of fire damage, and if all three rays hit the same creature, that creature is **blinded** until the end of its next turn.

Blooming Beatdown. You make three attacks with the weapon in quick succession. If all attacks hit, the last one produces a shockwave of radiance, forcing each creature within **5 feet** of you to make a **DC 13 Constitution saving throw**. A creature takes **3d6** radiant damage on a failed save, or half as much damage on a successful one.

Binding Briars. You slam the weapon on the ground, producing three **5-foot-wide, 20-foot-long lines** of thorns that extend in separate directions of your choice. The first creature that each of those lines comes into contact with must succeed on a **DC 13 Strength saving throw** or be **restrained** by the thorns until the end of its next turn. If each line successfully restrains a creature, you gain **2d6** temporary hit points.

Once a property has been used, roll a **d6**. On a roll of **4 or lower**, these properties can't be used again until the next dawn.

Rare variant: Increase the **DCs to 15**. On a roll of **2 or lower**, the item's properties can't be used again until the next dawn.

Very rare variant: Increase the **DCs to 16** and the **d6 to a d8**. On a roll of **2 or lower**, the item's properties can't be used again until the next dawn. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



GLAIVE OF THE ROT ROSE

Weapon (glaive or halberd), uncommon

Component: Monstrosity stinger

When traversing a war-torn, plague-ridden hellscape, it's important to stop every once in a while to smell the roses. What harm could possibly come of it?

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

Bursting Butterflies. When you hit a creature with an attack using this weapon, you can expend **1 charge** to leave a pink, spectral butterfly fluttering in that creature's space. At the end of your next turn, the butterfly detonates in a burst of rot, and each creature within **5 feet** of its space must succeed on a **DC 13 Constitution saving throw** or take **2d6** necrotic damage. You can only have one butterfly created with this property at once. If you create a second butterfly, the old one disappears harmlessly.

Purifying Sweep. As an action while holding this weapon, you can expend **3 charges** to swing it around in a wide sweep. Each creature within **10 feet** of you must make a **DC 13 Dexterity saving throw**, taking **3d6** slashing damage on a failed save, or half as much damage on a successful one. Following the sweep, spectral butterflies fill the area in a **10-foot-radius sphere** centred on you. At the end of your next turn, those butterflies detonate, and each creature in the area must make a **DC 13 Constitution saving throw**, taking **3d6** necrotic damage on a failed save, or half as much damage on a successful one.

Rare variant: Increase the charges to **4**, the **DCs** to **15**, and the slashing and necrotic damage of Purifying Sweep to **4d6** each. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the charges to **4**, the **DCs** to **16**, the range of Purifying Sweep to **15 feet**, the area which butterflies fill to a **15-foot-radius sphere**, and the slashing and necrotic damage of Purifying Sweep to **4d6** each. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.





IMPALER'S GREATSPEAR

Weapon (pike), rare (requires attunement)

Component: Fiend (demon) horn

Forged for holy war and tempered in the blood of the impious, these pikes yearn to rend the flesh of those mad enough to defy the goddess. Their points are jagged and they burn hot with blackened fire, ensuring that all those they pierce meet their end in the embrace of the impaler's flame.

This weapon has the Thrown property, with a normal range of **20 feet** and a long range of **60 feet**. As a bonus action while this weapon is within **60 feet** of you, you can cause it to dissolve into flame and reappear in your hand.

Blackflame Infusion. As a bonus action while holding this weapon, you can charge it with dark fire, causing it to explode the next time you use it to make a ranged weapon attack before the end of your turn. Hit or miss, the target and each creature within **5 feet** of it must succeed on a **DC 15 Dexterity saving throw** or take **2d6** fire damage.

Impaler's Assault. As an action while holding this weapon, you can drive it into the ground, causing multiple flaming pikes to erupt from the ground around you, then vanish into wisps of fire. Each creature within **10 feet** of you must make a **DC 15 Dexterity saving throw**, taking **3d8** piercing damage and **3d8** fire damage on a failed save, or half as much damage on a successful one. 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**, the damage of Blackflame Infusion to **1d6**, and the piercing and fire damage of Impaler's Assault to **2d8** each.

Very rare variant: Increase the **DCs** to **16** and the damage of Blackflame Infusion to **2d8**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

ROBES OF THE FERVENT FLAME

Wondrous item, very rare (requires attunement)

Component: Elemental core of fire

As centuries of pain torture your bruised and lacerated flesh... Endure. As the burdens on your shoulders break down your weary bones... Endure. As the loss of those you love causes your mind to slip ever closer to the abyss... Endure. Your suffering won't be for naught.

These loose, tattered robes can be worn over armour.

Avatar of the Fervent Flame. While you're below half of your hit point maximum and wearing these robes, an orb of frenzied fire envelops your head, and you gain the following benefits:

- You shed bright light in a **30-foot radius** and dim light for an additional **30 feet**.
- You have **resistance** to fire damage.
- You have **immunity** to the blinded condition.
- Your weapon attacks deal an extra **1d6** fire damage on a hit. If you hit with a *blade of perdition*, the extra fire damage from both that weapon and this property increases to **1d8**.

In addition, when you're reduced below half of your hit point maximum, a corona of flame erupts from you. Each creature of your choice within **30 feet** of you must make a **DC 16 Dexterity saving throw**, taking **5d6** fire damage on a failed save, or half as much damage on a successful one. Once this eruption happens, it can't happen again until the next dawn.

Endure. When you take damage while wearing these robes, you can use your reaction to reduce that damage to **0**. Once this property of the robes has been used, it can't be used again until the next dawn.

Legendary variant: Increase the **DC** to **17**. While the Avatar of the Fervent Flame property is active, any creature that hits you with a melee attack while within **5 feet** of you takes **1d6** fire damage.



SEAL OF THE SERPENT

Wondrous item, very rare (requires attunement)

Component: Fiend (demon) soul

A fragment of an abyssal serpent of cataclysmic might is sealed in each of these iron helmets. The glowing yellow marks on the eyes of its snake ornaments indicate that the seal is intact. When they fade... be ready to run, pray, or plead for your life. And be ready for none of it to make a difference.

You gain a **+1 bonus** to AC while wearing this helmet.

Shatter the Seal. As a bonus action while wearing this helmet, you can shatter the seal binding the abyssal serpent within, allowing it to empower you until you're reduced to 0 hit points. While empowered by the serpent, you gain the benefits listed below, but take **2d8** fire damage at the end of each of your turns, which can't be reduced or prevented in any way.

- Your weapon attacks deal an extra **2d6** fire damage on a hit.
- Your walking speed is increased by **10 feet**.
- As part of the bonus action used to shatter the seal, and as bonus action on subsequent turns, you can briefly transform one of your arms into the abyssal serpent and strike at a target within **10 feet** of you.

Make a melee weapon attack against that target (**+8** to hit), which deals **2d6** piercing damage on a hit.

- As an action, you can fully transform into the abyssal serpent for a moment and fly to an unoccupied space on the ground you can see within **30 feet** of you without provoking opportunity attacks. You crash down on that space, creating a burst of flame in a **20-foot-radius sphere** centred on you. Each other creature in the area must make a **DC 16 Dexterity saving throw**, taking **8d6** fire damage on a failed save, or half as much damage on a successful one. You then revert to your original form. Once this action has been used, it can't be used again until you shatter the seal once more, unless you roll the maximum amount on the fire damage you take at the end of each of your turns.

Once this property of the helmet has been used, it can't be used again until the next dawn, at which point the seal reforms.

Legendary variant: Increase the AC bonus to **+2**, the attack modifier to **+9**, the reach of the attack to **15 feet**, the **DC** to **17**, and the radius of the sphere to **30 feet**.



STORMDANCER'S HEAD

Wondrous item, uncommon (requires attunement)

Component: Celestial horn

Fashioned in the likeness of a divine lion known for dancing across stormy skies, this helmet crackles with tempestuous power. Beware—its breath is worse than its bite.

This item has **3 charges** and regains **1d3** expended charges daily at dawn. While wearing it, you have **advantage** on Performance checks.

Storm Breath. The first time you attune to this helmet, choose one of the following aspects of the storm to imbue it with: strong gales, numbing frost, or crackling lightning. While wearing the helmet, you can use an action to change the aspect with which the helmet is imbued. As an action while wearing the helmet, you can expend **1 charge** to release a tempestuous breath in a **15-foot cone**, whose effects depend on the chosen aspect.

- **Strong Gales.** Each creature in the area must make a **DC 13 Strength saving throw**. On a failed save, a creature takes **3d6** bludgeoning damage and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't knocked prone.
- **Numbing Frost.** Each creature in the area must make a **DC 13 Constitution saving throw**. 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 save, a

creature takes half as much damage and its speed isn't reduced.

- **Crackling Lightning.** Each creature in the area must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **3d6** lightning damage and can't take reactions until the start of your next turn. On a successful save, a creature takes half as much damage and can take reactions as normal.

After you release a storm breath, the helmet immediately becomes imbued with a different aspect of the storm chosen randomly.

Curse. This item is cursed, and wearing 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 helm, and each time you regain hit points by magical means, roll a **d6** and subtract the result from the number of hit points regained (minimum 0).

Rare variant: Increase the charges to **4**, the recharge to **1d4**, the **DCs** to **15**, and the damage of each aspect of the storm to **5d6**. While wearing the helmet, you have **advantage** on Intimidation checks.

Very rare variant: Increase the charges to **4**, the recharge to **1d4**, the **DCs** to **16**, the area of Storm Breath to a **30-foot cone**, and the damage of each aspect of the storm to **6d6**. While wearing the helmet, you gain a **+1 bonus** to AC and have **advantage** on Intimidation checks.



TWIN MOON BLADES

Weapon (longsword), rare (requires attunement)

Component: Celestial soul

The first pair of *twin moon blades* was crafted in honour of two sisters of legend: one, a steadfast sorceress-queen of great renown; the other, an exiled warrior corrupted by a dark influence. Although their lives led them down diverging paths, these blades remain a symbol of their entwined destinies.

These two longswords each have the Light property and count as a single magic item with regard to the number of magic items to which you can attune. They have **3 charges** and regain **all** expended charges daily at dawn.

Moonfire Stance. At the start of each of your turns while wielding both of these swords, you can expend **1 charge** to assume a moonfire stance until the end of your turn or until you are no longer holding them. While in this stance, both swords are suffused with magical energy: one shines with moonlight and deals an extra **1d6** force damage on a hit, while the other is set ablaze and deals an extra **1d6** fire damage on a hit. When you engage in two-weapon fighting while in your moonfire stance, you can replace the attack made as a bonus action with one of the following options:

- **Crescent Slashes.** If you used your Attack action to attack with the blazing sword, you can use the moonlit sword to make two ranged spell attacks (+7 to hit), each sending a crescent-shaped blade of energy at a creature within **30 feet** of you. Each attack deals **2d6** force damage on a hit.
- **Flaming Whirlwind.** If you used your Attack action to attack with the moonlit sword, you can make a wide sweep with the blazing sword, creating a whirlwind of fire. Each creature within **10 feet** of you must succeed on a **DC 15 Dexterity saving throw** or take **2d6** fire damage.

Uncommon variant: Reduce the attack modifier to **+5** and the **DC** to **13**. Remove all charges. The Moonfire Stance property doesn't require you to expend charges to use it, but once it's used, it can't be used again until the next dawn.

Very rare variant: Increase the charges to **4**, the attack modifier to **+8**, and the **DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made with these magic weapons.



VISAGE OF THE DREAD DRAKE

Wondrous item, rare (requires attunement)

Component: Dragon heart

Fashioned in the likeness of an ancient dragon of legend, solid of scale and rotten of hide, this mask immortalises the hard-fought victory of the subjugated people against their draconic despot. To this day, their triumph is celebrated annually at the Drake Warrior Festival, when every village in the land resounds with the same defiant cry: CURSE YOU, DREAD DRAKE!

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

Dragon Aspect. While wearing this mask, you can expend **1** or more charges to manifest the aspect of a dragon, choosing from one of the options below:

- **Head (2 charges).** As a bonus action, you create the head of a dragon, which lets out a terrifying roar. Each creature within **30 feet** of you that can hear you must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you 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.
- **Wing (2 charges).** As an action, you create the wing of a dragon and beat it powerfully. Each creature within **10 feet** of you must succeed on a **DC 15 Dexterity saving throw** or take **3d8** bludgeoning damage and be knocked **prone**. You can then fly up to **30 feet**.
- **Tail (1 charge).** As a reaction at the end of a creature's turn, you can create the tail of a dragon and make an attack with it (+7 to hit) against a creature within **10 feet** of you. On a hit, the target takes **4d8** bludgeoning damage.

Flame Lightning. When you use the Dragon Aspect property, you can expend **1** additional charge to imbue the aspect with fire and lightning. A creature that fails its saving throw against the Head or Wing effects or is hit by an attack with the Tail effect takes an extra **1d6** fire damage and **1d6** lightning damage.

Very rare variant: Increase the charges to **9**, the recharge to **1d6 + 3**, the **DCs** to **16**, and the attack modifier to **+8**.





NEW GAME PLUS

BEASTKNIGHT TREEPLATE

Armour (plate), very rare (requires attunement)

Component: Monstrosity horn

Fearsome warriors who worship an ancient, primal deity, beastknights wear magical suits of armour that allow them to channel aspects of powerful beasts. Three different sets are known to exist, with rumours of a fourth shrouded in mystery. For the time being, however, the *beastknight udderplate* remains but a myth.

You gain a **+1 bonus** to AC while wearing this armour, and when you take piercing damage, that damage is reduced by **2**. In addition, whenever you roll damage for a weapon that deals piercing damage or the armour's Aspect of the Horn property, you can reroll any number of the weapon's damage dice. You must use the new rolls.

Aspect of the Horn. While you're below half of your maximum hit points and wearing this armour, you can use a bonus action to channel its true power. You manifest a spectral horn on your shoulder, move in a straight line to a creature within **30 feet** of you, and ram it. The creature must make a **DC 16 Strength saving throw**. On a failed save, the creature takes **4d8** piercing damage and is pushed back a number of feet equal to the distance you moved using this property. On a successful save, it takes half as much damage and isn't pushed. Once this property of the armour has been used, it can't be used again until the next dawn.

Very rare variant, *Beastknight Axeplate*: The armour reduces slashing damage and allows you to reroll damage dice for a weapon that deals slashing damage and the armour's Aspect of the Wings

property, instead of piercing damage. The armour has the Aspect of the Wings property instead of the Aspect of the Horn property.

Aspect of the Wings. While you're below half of your maximum hit points and wearing this armour, you can use a bonus action to channel its true power. You manifest a pair of spectral wings and fly in a straight line up to **30 feet** without provoking opportunity attacks. Whenever you move within **5 feet** of another creature in this way, that creature must make a **DC 16 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 armour has been used, it can't be used again until the next dawn.

Very rare variant, Beastknight Hammerplate: The armour reduces bludgeoning damage and allows you to reroll damage dice for a weapon that deals bludgeoning damage and the armour's Aspect of the Tail property, instead of piercing damage. The armour has the Aspect of the Tail property instead of the Aspect of the Horn property.

Aspect of the Tail. While you're below half of your maximum hit points and wearing this armour, you can use a bonus action to channel its true power. You manifest a spectral tail and spin it around, forcing each creature within **10 feet** of you to make a **DC 16 Strength saving throw**. On a failed save, a creature takes **4d10** bludgeoning damage and is knocked **prone**. On a success-

ful save, it takes half as much damage and isn't knocked prone. Once this property of the armour has been used, it can't be used again until the next dawn.

BLOODLORD'S ARM

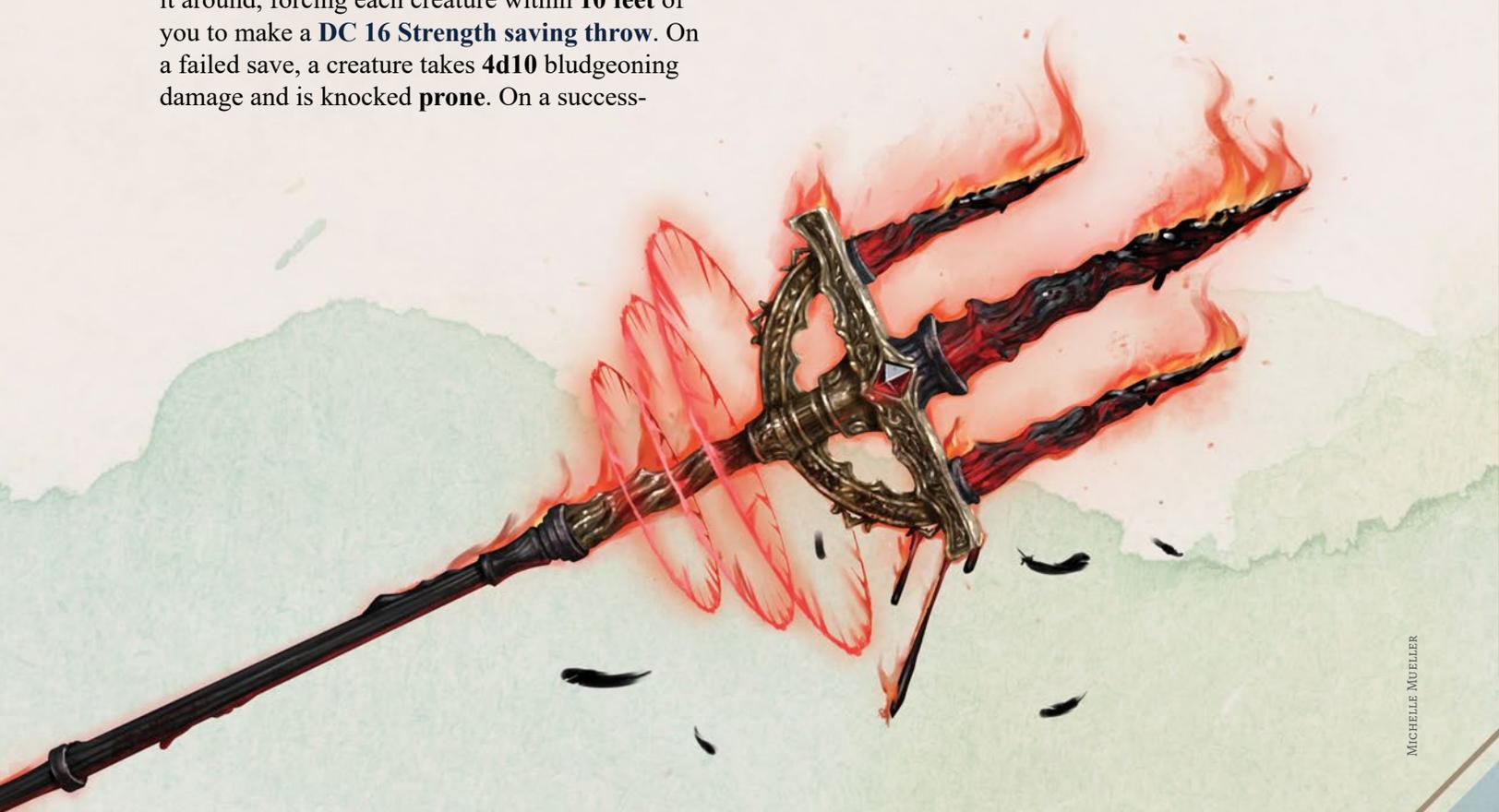
Weapon (trident), very rare (requires attunement)
Component: phial of Celestial blood

If you look past the whole sanguine aesthetic, and the agonising pain of being subjected to his profane ritual, and his dubious worshipping of an incomprehensible eldritch deity... the inventor of this trident was actually a surprisingly decent person! Promise!

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

Mark of the Bloodlord. Once per turn, when you hit a creature with an attack using this weapon, you can place a cursed mark upon it. A creature can have up to three marks, which appear as concentric rings of blood on its body. All marks disappear from the creature at dawn, if a mark is placed on a different creature, or if the marked creature is targeted by the *remove curse* spell or similar magic.

Bloodlord's Ritual. As a bonus action while holding this trident, you can point it at the sky and expend



1 charge, chanting an ancient ritual to activate the cursed marks. If the marked creature is within **30 feet** of you, it must make a **DC 16 Constitution saving throw**. The creature takes **2d10** necrotic damage for each mark placed on it on a failed save, or half as much damage on a successful one. If the creature has three marks on it, you also regain hit points equal to half the damage dealt. The marks then disappear from that creature.

Uncommon variant: Reduce the **DC** to **13** and the damage to **1d8**.

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

DESTINED DEATH

Weapon (any sword or dagger), rare
Component: Undead undying heart

Crafted to bring death to the very gods... favoured by cabals of shadowy assassins... jealously guarded by brooding monsters in lost, crumbling cities... Jagged as they may be, these weapons are undeniably edgy—you're just as likely to cut yourself on their backstory as you are on their blades.

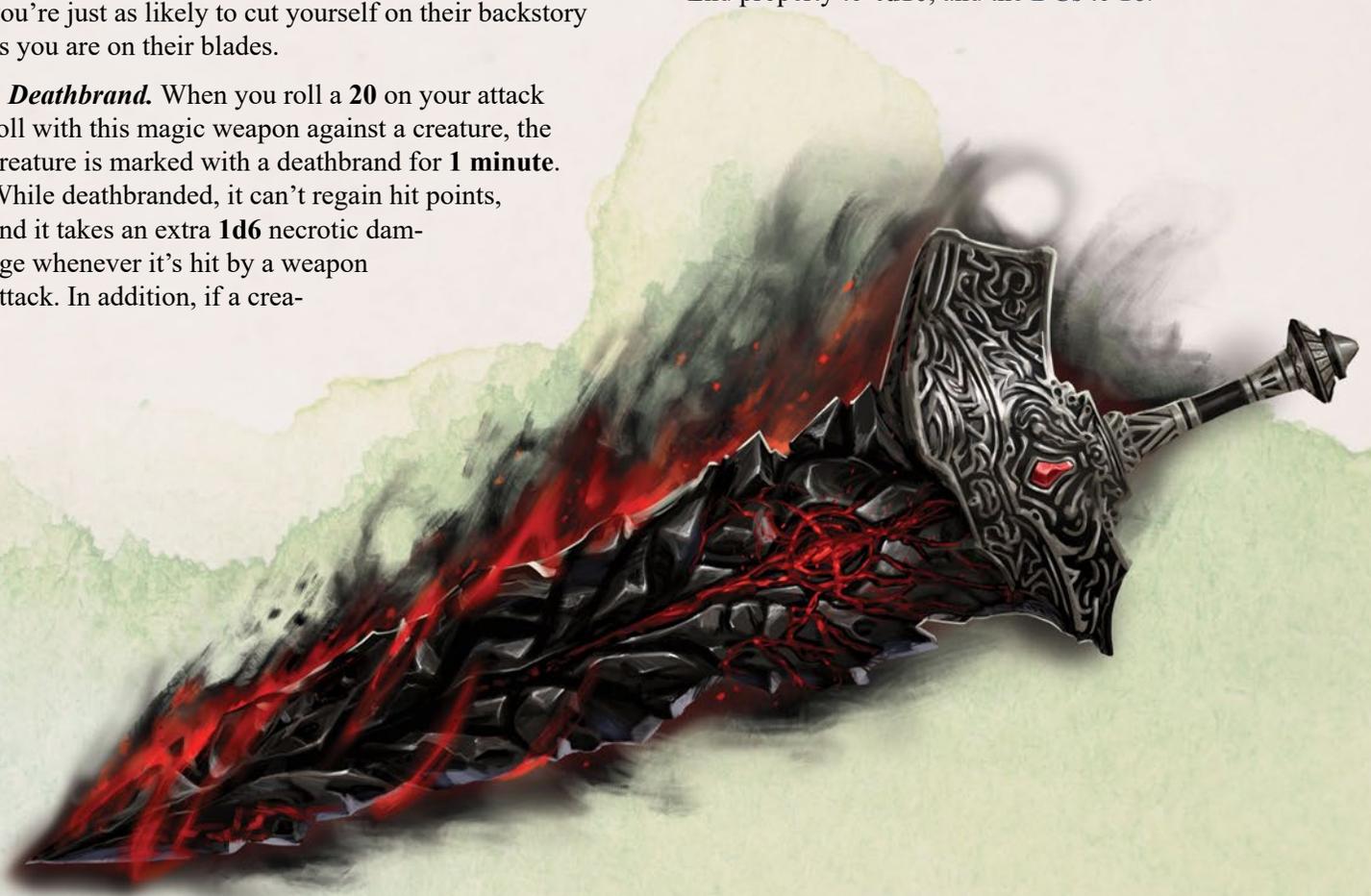
Deathbrand. When you roll a **20** on your attack roll with this magic weapon against a creature, the creature is marked with a deathbrand for **1 minute**. While deathbranded, it can't regain hit points, and it takes an extra **1d6** necrotic damage whenever it's hit by a weapon attack. In addition, if a crea-

ture dies while marked in this way, it can't be brought back to life by any means short of a *true resurrection* spell or similar magic. A deathbranded creature can make a **DC 15 Charisma saving throw** at the end of each of its turns, ending the deathbrand on itself on a success.

The End. As an action while holding this weapon, you can unleash a series of slashes all around you. Each creature of your choice within **10 feet** of you must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes **4d6** slashing damage and is marked as per the Deathbrand property until the end of your next turn. On a successful save, a creature takes half as much damage and isn't marked. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the damage of the Deathbrand property to **1d4** and the **DC** to **13**. The weapon doesn't have the The End property.

Very rare variant: Increase the damage of the Deathbrand property to **1d10**, the damage of the The End property to **4d10**, and the **DCs** to **16**.





GODFLAYER ROBES

Wondrous item, rare

Component: Celestial skin

Hey, my eyes are up here. And down there. And on the side. And just wait until you see the back!

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

Apostate's Hand. As a bonus action while wearing these robes, you can expend **1 charge** to stretch your limbs to unbelievable lengths, increasing your reach by **30 feet** until the end of your turn. In addition, your weapon attacks made during this time deal an extra **2d6** necrotic damage on a hit, as your weapons become enveloped in black flames.

Apostate's Body. As a bonus action while wearing these robes, you can expend **1 charge** to wreath your body in black flames and inflate it, increasing your size to Large until the end of your turn. If you are already Large or larger, this property has no effect. When you grow in this way, you can choose to expand into spaces occupied by other creatures. Each creature in a space into which you expand must make a **DC 15 Dexterity saving throw**. On a failed save, a creature takes **2d6** necrotic damage, is pushed **5 feet** directly away from you, and is knocked **prone**. On a successful save, a creature takes half as much damage, and chooses the nearest unoccupied space into which to move.

Uncommon variant: Reduce the charges to **2**, the **DC** to **13**, and the damage of *Apostate's Hand* and *Apostate's Body* to **1d6**.

Very rare variant: Increase the charges to **4** and the **DC** to **16**. You gain a **+1 bonus** to AC while wearing this item.

LANCE OF THE GREATWYRM

Weapon (lance), legendary (requires attunement)

Component: Dragon (blue or bronze) horn

“Wielded by the ancient leader of the draconic army during the battle against the humans in the kingdom’s capital, this lance is especially adept at piercing the flesh of... dragons? Wait, no, this doesn’t make any sense, hold on...”

— Lusata Zur, Confused Historian

You gain a **+3 bonus** to attack and damage rolls made with this magic weapon, which has the Finesse property. When you hit a Dragon with an attack roll using this lance, it deals an extra **1d12** lightning damage.

Redbolt. When you take the Attack action on your turn, you can replace one of your attacks with a special attack using this lance. The lance transforms into a large bolt of vivid, red lightning, which you launch at a target within **30 feet** of you. Make a ranged weapon attack using the lance, which deals lightning damage instead of piercing damage, and deals an extra **1d12** lightning damage on a hit. Hit or miss, the lance then reappears in your hand. A creature hit by this attack takes an extra **2d12** lightning damage at the start of its next turn, as red lightning descends from the sky to strike it. Once this property of the lance is used, roll a **d12**. On a **5 or lower**, it can’t be used again until the next dawn.

Rare variant: Reduce the attack and damage bonus to **+1** and the damage a creature takes at the start of its turn from the Redbolt property to **1d12**. The Redbolt property can’t be used again until the next dawn if you roll a **7 or lower** on the d12.

Very rare variant: Reduce the attack and damage bonus to **+2** and the damage a creature takes at the start of its turn from the Redbolt property to **1d12**.



SHADOWBOUND ARMOUR

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

Component: Beast (dire wolf) pelt

They say that behind every megalomaniac aspirant to apotheosis is an unflinchingly loyal shadow hound. It's a slightly overspecific saying... but it holds true.

Vow of Loyalty. Whenever you finish a long rest, you can choose a creature you can see to form a bond with until you finish a long rest. While wearing this armour, you have **advantage** on melee attack rolls made against targets within **5 feet** of your bonded creature. In addition, your bonded creature gains a **+1 bonus** to AC while it's within **5 feet** of you.

If your bonded creature is reduced to 0 hit points, you take **4d6** psychic damage and the bond is broken.

Packleader's Howl. While wearing this armour, you can use a bonus action to release a bolstering howl. Up to three willing creatures of your choice other than your bonded creature that are within **30 feet** of you and can hear you become bonded to your bonded creature as per the Vow of Loyalty property for **1 minute**. Your bonded creature gains a **+1 bonus** to AC for each creature bonded to it that is within **5 feet** of it. Once this property of the armour has been used, it can't be used again until the next dawn.

Rare variant: Remove the Packleader's Howl property.



SNOW WITCH'S EMBRACE

Wondrous item, rare (requires attunement)

Component: Giant (frost) hair

An extra pair of arms can come in very handy, but unfortunately, these are awful at giving hugs and handshakes—unless you enjoy the feeling of a thousand ice cubes sliding slowly down your spine, that is.

These robes have **8 charges** and regain **1d6 + 2** expended charges daily at dawn.

Spells. While wearing these robes, you can expend 1 or more of their charges to cast one of the following spells from it (**save DC 15**): *cone of cold* (**5 charges**), *freezing beam** (**3 charges**), *ice moon** (**1 charge**), *ice storm* (**4 charges**), or *witch's frostmoon** (**5 charges**).

Winter's Guidance. While wearing these robes, you can use a bonus action to manifest two additional arms made of pure frost under your own, which last until

you dismiss them with another bonus action. Each arm can carry no more than 10 pounds, and you can use them to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. In addition, you can use the arms to perform the somatic components for a spell. If you do and the spell deals damage, you can expend **1 charge** to change the damage the spell deals to cold damage.

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **13**. Remove *cone of cold*, *ice storm*, and *witch's frostmoon* from the Spells property's list of spells.

Very rare variant: Increase the **DC** to **16**. Add the *avalanche** spell (**6 charges**) to the Spells property's list of spells. While wearing these robes, you have **resistance** to cold damage.

*See Appendix A



SPIRITCALLER'S WHISTLE

Ring, uncommon (optional attunement)

Component: Celestial bone

Visions of lovable sort. Could this be a hero? In short, praise the horse!

Spectral Steed. As an action while wearing this ring, you can cast the *find steed* spell, summoning a spirit that takes the form of a **spectral steed**. When you cast the spell in this way, you can choose to immediately mount the steed if it appears in a space within your reach. Once this property of the ring has been used, it can't be used again until the next dawn.

Optional Attunement. You can choose to attune to this item, deepening your bond with the spectral steed. If you do, you can use the Spectral Steed property more than once each day, spending a number of Hit Dice equal to 1 + the amount of times you've already summoned the steed since the last dawn. In addition, whenever you summon the steed using the Spectral Steed property, it gains a bonus to AC equal to your proficiency bonus, and it gains temporary hit points equal to **3 x your character level**.

SPECTRAL STEED

Large Celestial, Unaligned

Armour Class 13

Hit Points 26 (4d10 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	5 (-3)	14 (+2)	8 (-1)

Senses passive Perception 12

Languages understands Celestial and Common but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Double Jump. The steed's long jump is up to **20 feet** and its high jump is up to **10 feet**, with or without a running start. In addition, once during each jump, the steed can jump again mid-air, and can choose to change the direction of its jump if it does.

Gentle Fall. When the steed falls and isn't incapacitated, it can subtract up to **100 feet** from the fall when calculating fall damage.

ACTIONS

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Spirit Charge (1/Day). The steed takes the Dash action and breaks into a mighty gallop. Until the end of its turn, the steed can move through the spaces of Large or smaller creatures, which aren't considered difficult terrain for it, and its movement doesn't provoke opportunity attacks. When the steed moves into a Large or smaller creature's space, the creature must succeed on a **DC 13 Strength saving throw** or be pushed to the nearest unoccupied space. A creature makes this saving throw only once per turn.



SWORD OF SACRILEGE

Weapon (greatsword or longsword), rare (requires attunement)

Component: Fiend heart

Holding this sword for the first time fills the wielder with a righteous anger towards the arrogance of the divines. Using it in combat makes one feel like they have the power to stand up to deific tyranny. And after killing their first creature with the fiery blade, any warrior will be certain that TOGETHEEEER, THEY CAN DEVOUR THE VERY GODS!

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Usurper's Fire. As an action while holding this sword, you can strike the ground, causing searing lava to erupt in a **5-foot-wide, 30-foot-long line** on the ground originating from you. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **6d6** fire damage on a failed save, or half as much damage on a successful one. You regain **2d6** hit points for each creature that failed the saving throw (maximum of 6d6). Once this property of the sword has been used, it can't be used again until the next dawn.

Blasphemous Ground. As an action while holding this sword, you can plunge it into the ground, creating a magical aura of boiling lava on the ground around you to a distance of **5 feet** for **1 minute**. This aura moves with you. Each creature standing on the ground other than you that starts its turn within the area or moves into it for the first time on a turn must make a **DC 15 Constitution saving throw**, taking **2d6** fire damage on a failed save, or half as much damage on a successful one. Once this property of the sword has been used, it can't be used again until the next dawn.

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

Legendary variant: Increase the attack and damage bonus to **+3**, the **DCs** to **17**, the length of the line to **60 feet**, the damage of the Usurper's Fire property to **8d6**, and the distance of the Blasphemous Ground property's aura to **10 feet**.





SWORDTEMBER 2024

ACHERON'S AMBER

Weapon (any sword), rare (requires attunement)

Component: Beast stinger

The insect encased within this amber blade twitches, forever trapped between life and death. Beneath its chitinous shell slumbers an ancient plague, ready to be loosed upon an unsuspecting world.

Black Death. When you score a critical hit against a creature with this weapon, the creature takes an extra **10** poison damage and must succeed on a **DC 15 Constitution saving throw** or be **poisoned** until the start of your next turn. While poisoned in this way, the creature is **incapacitated**.

Ancient Epidemic. While holding this weapon, you can cast the *contagion* spell (**save DC 15**), making a melee weapon attack with the weapon instead of a melee spell attack. 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** and the damage to **7**. Remove the Ancient Epidemic property.



BLACKFROST SHARD

Weapon (greatsword), very rare (requires attunement)

Component: Undead (lich) bone

When a lich's resurrection cannot be thwarted, the next best thing is to imprison it in ice and scatter its soul and body across the world. This blade of ice seethes with a sliver of a lich's essence, and its hilt is one of its stolen ribs.

This weapon deals cold damage instead of its usual slashing damage. It has **3 charges** and regains **all** expended charges daily at dawn.

Bloodfreeze. When you hit a creature with this weapon, you can attempt to freeze the blood in their veins. The creature must succeed on a **DC 16 Constitution saving throw** or be **paralysed** until the end of its next turn. The sword then melts, becoming a longsword. Subsequent uses of this property cause the sword to melt into a shortsword and then a dagger. When the sword becomes a dagger, this property can't be used again until the next dawn, when it regains its ice and becomes a greatsword.

Kiss of the Lich Queen. When you reduce a Humanoid to 0 hit points with an attack using this weapon, you can expend **1 charge** as a reaction to rip out the creature's soul and bind it as a **wraith** without the Create Specter action, which appears in an unoccupied space within **5 feet** of you. The wraith is an ally, obeys your verbal commands (no action required by you), and shares your initiative count, but it takes its turn immediately after yours. The wraith vanishes after **1 minute**.

Uncommon variant: Reduce the **DC** to **13**. This weapon is a shortsword instead of a greatsword. The Kiss of the Lich Queen property raises a **shadow** (whose Strength Drain does not raise a shadow) instead of a wraith.

Rare variant: Reduce the **DC** to **15**. This weapon is a longsword instead of a greatsword. The Kiss of the Lich Queen property raises a **specter** instead of a wraith.



BLADE-IN-A-BOX

Weapon (any sword), rare

Component: Humanoid (goblin) brain

"By Royal Decree, all blades-in-a-box are considered a threat to public health and order and must be surrendered to the crown for destruction!"

— Regal Edict #404

The pommel of this bladeless hilt is a crank; until it is cranked using the Crank It! property, the weapon functions as a club. The weapon has **4 charges** and regains **all** expended charges daily at dawn.

Crank It! As a bonus action, you can crank the pommel to extend a blade from it, or pull the blade back in if it's already present. Roll a **d6** and consult the table below to determine what blade is extended. As part of that bonus action, you can instead expend **1 charge** to choose your blade and empower it with its respective magical effect.

d6 Weapon and Charge Effect

- 1 **Dagger: Dagger-Confetti.** The hilt throws **1d6 + 2** daggers. You can direct them to attack one creature or several, but make only one attack roll, regardless of the number of targets. Each dagger pops into confetti when it hits or misses. On a hit, a dagger deals maximum weapon damage, but you don't add your ability modifier to it.
- 2 **Shortsword: Short Joke.** Until the start of your next turn, whenever you hit a creature with this shortsword, it telepathically shares a short joke so awful that the creature takes **1d6** psychic damage. A creature that takes this damage also has **disadvantage** on the next attack roll it makes before the start of your next turn.
- 3 **Scimitar: Shocky Scimitar.** Until the start of your next turn, you crackle with electricity. Whenever a creature touches or grapples you, starts its turn grappling you, or hits you with a melee attack, it takes **1d10** lightning damage, and it can't take reactions until the start of your next turn.
- 4 **Rapier: Greased-Up Razors.** The rapier extends with a burst of grease. As part of the bonus action taken to extend the blade, you cast the *grease* spell (**save DC 15**). Creatures that fall **prone** in the grease take **1d6** slashing damage. The spell ends early if you produce another blade.
- 5 **Longsword: Very Long Sword.** The longsword transforms into a snake. Until the start of your next turn, your reach with the longsword increases by **15 feet**, it can extend around corners and creatures, ignoring half cover, and it deals an extra **1d8** poison damage on a hit, or **1d10** if you attack with two hands.
- 6 **Greatsword: Rubber-Chicken Greatsword.** Each creature within **15 feet** of you must succeed on a **DC 15 Constitution saving throw** or take **2d6** thunder damage. On a failure, a creature is also deafened until the start of your next turn.

Common variant: Remove all charges. The Crank It! property produces only a magical, but otherwise ordinary, blade.





CENSER-SWORD OF THE DAMNED

Weapon (any sword), rare (enhanced attunement)

Component: Pouch of Fiend dust

Something must cut away and burn the gods' failed experiments to pave the way forward for more demonic ambitions. In the censer's choking smoke, whispers remind the wielder that they are righting the wrongs of the world.

This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals necrotic damage instead of its normal damage type.

Smoking Shadows. As a bonus action while holding this weapon, you can expend **1 charge** to enshroud yourself in accursed smoke, becoming heavily obscured until the start of your next turn. When you do so, creatures of your choice within **5 feet** of you take **1d6** necrotic damage.

Enhanced Attunement. If you are evil-aligned, you can enhance your attunement to this item. While enhanced, the item gains the Censure the Self-Righteous property, and while holding it, you can sense the alignment of any creature you can see or hear.

EA: Censure the Self-Righteous. While holding this weapon, you can expend **3 charges** to cast *counterspell*, using Charisma as your spellcasting ability. If the target of the spell is good-aligned and its spell is successfully interrupted, it also takes **1d10** necrotic damage.

Uncommon variant: The Smoking Shadows property doesn't deal damage.

Very rare variant: Increase damage of the Smoking Shadows and Censure the Self-Righteous properties to **2d6**, and the slot level at which *counterspell* is cast to 5th level.

CRYSTALOPHYLL

Weapon (any sword), rare (requires attunement)

Component: Plant bark

Replacing organic matter with mineral deposits produces some incredible petrified forests and fossils, but those have the benefit of being dead. Slowly turning your bones into crystals is actually quite painful if you're still alive.

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

Branching Shards. As an action while holding this weapon, you can expend **1 charge** to stab it into the ground and cause a **30-foot-long, 5-foot-wide line** of sharp crystal branches to erupt in a direction of your choice. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d8** piercing damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more takes an extra **1d8** piercing damage. The area is difficult terrain until cleared. As an action, a creature can use a weapon that deals bludgeoning damage to clear a **5-foot square** of crystals within its reach.

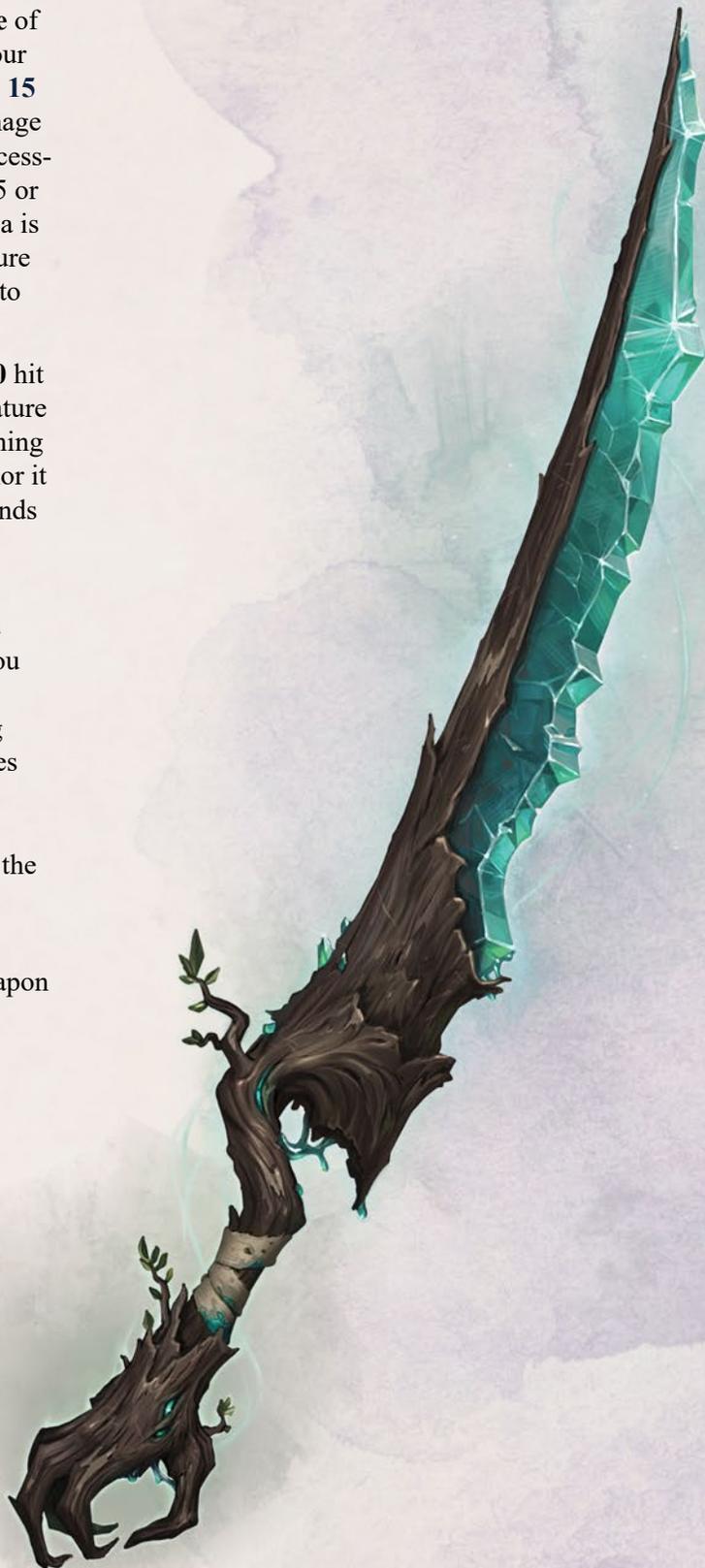
Rooted Matrix. When you reduce a creature to **0** hit points using this weapon or its properties, the creature isn't killed and is instead stable and **petrified**, turning to crystal and sprouting leaves and roots that anchor it into the ground. Pouring water over the creature ends the petrified condition.

Curse. This item is cursed, and attuning to it extends the curse to you until you're targeted by a *remove curse* spell or similar magic. As long as you remain cursed, your body slowly turns to crystal, reducing your speed by **5 feet** each dawn. Pouring water over a crystallised area of your body reverses this effect.

Uncommon variant: Reduce the **DC** to **13** and the damage of the Branching Shards property to **2d8**.

Very Rare variant: Increase the **DC** to **16**, the charges to **7**, and the recharge to **1d6 + 1**. The weapon has the Crystalline Conversion property:

Crystalline Conversion. When you hit a creature with an attack using this weapon on your turn, you can use a bonus action to expend **2 charges** to turn a portion of its body to crystal. The creature must succeed on a **DC 16 Constitution saving throw** or have **vulnerability** to bludgeoning damage until the end of your next turn.





FLORA MORDICE

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

Component: Plant pouch of pollen

The *flora mordice*, also known as the fanged flower or the biting blossom, was first created by a biomancer's apprentice who tried to enchant a flower bed on an empty stomach. Ever since then, it's widely regarded as a best practice among wizards to keep one's apprentices fed.

Vampiric Blossom. As an action while holding this sword, you can make a melee attack with it against a creature within reach, commanding the flowers to bite it. On a hit, the creature takes **4d8** necrotic damage instead of the weapon's normal damage. If a creature of CR 1 or higher takes this damage, you regain **1d8** hit points.

Every Rose Has Its Tooth. When you're hit by a weapon attack from a creature within **5 feet** of you while holding this weapon, you can use your reaction to prick it with fangs and thorns. The creature

must make a **DC 16 Constitution saving throw**.

On a failed save, it takes **2d8** necrotic damage and can't take reactions until the start of your next turn. On a successful save, a creature takes half as much damage only.

Sentience. A *flora mordice* is a sentient, unaligned item with an Intelligence of **3**, a Wisdom of **10**, and a Charisma of **16**. It can smell and taste, and has blindsight out to a range of **10 feet**. The item can only communicate by emotions and impressions, and it conveys its frequent hunger by making its wielder hungry as well.

Uncommon variant: Reduce the **DC** to **13**, the damage of the Vampiric Blossom property to **2d6**, the hit points regained to **1d4**, and the damage of the Every Rose Has Its Tooth property to **2d6**.

Rare variant: Reduce the **DC** to **15** and the hit points regained to **1d6**.



FORLORNUCOPIA

Weapon (any sword), rare

Component: Fiend (demon) blood

When summoning blessings of extraplanar aid, it's crucial to triple check to which plane your runes correspond. Casting a ritual of plentitude with abyssal runes can yield some interesting results.

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

Rotten Healing. As a bonus action while holding this sword, you can expend **3 charges** to feed a fruit produced from the sword to a willing creature within **5 feet** of you. The creature takes **1d6** necrotic damage, then immediately regains **3d8** hit points.

Corrupted Prosperity. When you hit a creature with an attack using this weapon, you can expend **1 charge** to extend a twisted blessing onto it. The creature regains **1d4** hit points and must make a **DC 15 Wisdom saving throw**. On a failure, the next time that creature takes damage before the start of your next turn, it takes an equal amount of extra necrotic damage.

Uncommon variant: Reduce the **DC** to **13**, the charges to **4**, the recharge to **1d4**, and the healing of the Rotten Healing property to **2d8**.

Very rare variant: Increase the **DC** to **16**, the charges to **6**, and the recharge to **1d4 + 2**. The weapon has the Infest Corpse property.

Infest Corpse. When you kill a creature with this weapon, you can choose to summon a **swarm of insects**, which appears in its space. The swarm is an ally to you and your companions and lasts for **1 minute**, until it's reduced to **0** hit points, or until a new swarm is summoned. 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 uses its move to avoid danger. You can't use this property when you kill a creature that lacks blood.

HEAVEN'S NEEDLE

Weapon (any sword), rare (requires attunement)

Component: Celestial (solar) hair

"And so the archangel offered a parting gift: a lock of her golden hair, and a needle to sew with, so we may weave tapestries and vestments. The paladins of our order, however, had a different idea..."

— Gospel of the High Sun

The angelic hair entwined around this blade sheds dim light in a **5-foot radius**.

Hellsbane. When you hit a Fiend or an Undead with this weapon, that creature takes an extra **2d6** radiant damage.

Angel's Interrogation. When you hit a creature with this weapon, you can attempt to wrap it in the angel's braid. The target must succeed on a **DC 15 Strength saving throw** or be **restrained** for **1 minute**. While restrained, the target takes **2d6** radiant damage at the start of each of its turns, and it takes **1d6** radiant damage whenever it speaks a lie. You can choose to make this damage non-lethal. The target 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 weapon has been used, it can't be used again until the next dawn.

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

Very rare variant: Increase the **DC** to **16** and the damage that a creature takes from the Angel's Interrogation property at the start of each of its turns to **3d6**. When you use the Angel's Interrogation property, you can target up to two additional creatures within **15 feet** of the original target.

HIGH NOON

Weapon (any sword), rare (requires attunement)

Component: Elemental volatile mote of fire

This weapon combines the best of a sword, wand, and pistol. To stare down the barrel is to gaze into the sun itself—and after the last shot is fired, when the crowds finally depart, only the sun still cares to watch the dead.

The weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Sunbreacher. This weapon can be used to fire bolts of searing light. These are ranged weapon attacks with a normal range of **20 feet** and a long range **60 feet**, which use your Dexterity modifier for their attack and damage rolls, and deal **1d6** radiant damage on a hit.





Point Blank Shot. When you hit a creature with a melee attack with this weapon on your turn, you can use a bonus action to expend **1 or more charges**, firing off a burst of light. The creature takes **1d6** radiant damage per expended charge, and it must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of your next turn.

It's High Noon. As an action while holding this weapon, you can expend **1 charge** to conjure a sunlit duelling ground. Choose a creature you can see within **15 feet** of you; a **15-foot-radius, 60-foot-tall cylinder** of bright light appears, centred on you, for **1 minute** or until you leave the area. The first time each turn the other creature attempts to leave the area, it must make a **DC 15 Charisma saving throw**. On a failed save, the target can't willingly leave the area that turn. While the creature is in the area, attacks made with this weapon deal an extra **1d6** radiant damage to it on a hit.

Uncommon variant: Reduce the charges to **3**, the recharge to **1d3**, and the **DC** to **13**. Remove the It's High Noon property.

MAELSTROM'S EYE

Weapon (any sword), uncommon (requires attunement)

Component: Elemental volatile mote of water

The Plane of Water threatens to spill out from the jewel of this blade, which rumbles with the sound of crashing waves. Staring into the rift-gem, one can see pearlescent palaces, sleep-swimming krakens, and the occasional lost ship of mortals desperately searching for a portal back home.

This weapon has **3 charges** and regains **all** expended charges daily at dawn. It deals bludgeoning damage instead of its normal damage type.

Amorphous Attacks. When you attack with this weapon, the attack ignores half cover and three-quarters cover, provided there is a space at least 1 inch wide that the watery blade can fit through between you and the target.

Splash Zone. As a bonus action while wielding this weapon, you can expend **1 charge** to release a torrent of water. Each creature of your choice within **10 feet** of you must make a **DC 13 Strength saving throw**, taking **2d6** bludgeoning damage on a failed save, or half as much damage on a successful one. On a failure, a creature is also knocked **prone** or pushed horizontally **10 feet** away (your choice).

Rare variant: Increase the **DC** to **15** and the damage to **4d6**.

PHOENIX DIVE

Weapon (any sword), rare (requires attunement)

Component: Elemental (phoenix) core of fire

Always is it darkest before the dawn, and desperate is it before the last gambit that might turn the tide of battle. One sacrifice can change the future—and this blade all but begs its wielder to make it.

While unsheathed, this weapon sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**.

Last Flight. While wielding this weapon, you can use an action on your turn to burst into flames, taking **6d6** fire damage that can't be reduced or prevented in any way. With a flap of the sword, you immediately fly to an unoccupied space that you can see within **60 feet** of you without provoking opportunity attacks, creating a fiery explosion in a **15-foot-radius sphere** when you land. Each friendly creature in the area gains **3d6** temporary hit points. Each hostile creature in the area must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes **3d6** fire damage and is **blinded** until the start of your next turn. On a successful save, it takes half as much damage only.

If the fire damage you take from this property reduces you to 0 hit points, you don't fall unconscious right away and can take the rest of your turn as normal. At the end of your turn, you fall **unconscious**, and

you and everything you're wearing and carrying are transformed into a pile of ashes. At the start of your next turn, you emerge from the ashes, along with all of your equipment, with **1** hit point remaining, and immediately regain **6d6** hit points.

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**, the fire damage dealt to hostile creatures to **4d6**, and the temporary hit points to **4d6**.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.



SCOLURUMI

Weapon (*urumi*), uncommon

Component: *Beast chitin*

The several segments of this blade make a horrible skittering sound when they move. Opponents go still, blood draining from their pale faces when they hear the awful noise. But then again, that might just be the poison... yeah, probably the poison.

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

Corrosive Primer. As a bonus action while holding this sword, you can expend **1 charge** to spray a mild acid from it at a creature you can see within **15 feet** of you. The acid is harmless on its own but makes flesh, scales, and even metal more susceptible to toxins. The creature must make a **DC 13 Dexterity saving throw**. On a failed save, it loses resistance to poison damage for **1 minute** and can't gain it during that time. If the creature has **immunity** to poison damage, it loses that immunity and gains **resistance** for the duration instead.

Stinging Strike. As an action while holding this sword, you can expend **1 charge** to inject venom into your enemy. Make a melee weapon attack with the weapon against a creature within reach. On a hit, instead of the sword's normal effects, the target takes **4d6** poison damage and is **poisoned** until the end of your next turn.

Rare variant: Increase the **DC** to **15**, the charges to **5**, and the damage to **5d6**. The poisoned condition lasts for **1 minute**.

Very rare variant: Increase the **DC** to **16**, the charges to **5**, and the damage to **5d6**. The poisoned condition lasts for **1 minute**. While poisoned in this way, a creature's speed is halved.

URUMI

Urumi are swords with flexible blades that resemble whips. They are martial melee weapons with the Light and Scourge properties, and deal **1d6** slashing damage on a hit. They have the Whirling Strike* superior strike.

Scourge. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Like the Reach property, the Scourge property extends your effective attack radius, but through a length of flexible material rather than a long, stiff material.

*For more information on superior strikes and Advanced Weapon Masteries, see Ryoko's Guide to the Yokai Realms.



SOULBEZZLED TOUCH

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

Component: Fiend soul

“Your eyes are such a deep emerald green! Have you ever considered a future in jewellery?”

— Kadet Guill, blademaster and avid gemstone collector

This item can hold up to **13 charges**. Whenever you kill a creature of CR 1 or higher using this weapon or its properties, you can choose to trap the creature’s soul in one of the gems set in the rings, gaining charges equal to the creature’s CR. Constructs yield no charges.

Wealth of Souls. When killing a creature would grant more charges than the rings can hold, any excess charges are converted into a gemstone. Additionally, as an action, you can convert any number of charges into a gemstone. Either way, the gemstone is a non-magical gem of the GM’s choice worth 50 gp times the number of charges used in the gem’s creation.

Woe, Souls Be Upon Ye. While wielding this weapon, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 16**): *bane* (**1 charge**), *bestow curse* (**5 charges**), *blood curse** (**9 charges**), *contagion* (**9 charges**), *lifesap aura** (**3 charges**), or *soul rend** (**7 charges**). Once this property has been used to cast three spells, it can’t be used again until the next dawn.

Curse. This item is cursed, and attuning to it extends the curse to you until you’re targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you are unwilling to part with the weapon and can’t willingly end your attunement to it. You are haunted by the souls trapped within the gemstones, and any that knew a language in life can speak to you telepathically. Additionally, if you die while attuned

to this item, your soul becomes trapped in one of the gems, and you can’t be revived until a *remove curse* spell or similar magic is cast on the weapon.

Rare variant: Reduce the DC to **15** and the maximum charges to **9**. Remove *blood curse*, *contagion*, and *soul rend* from the Woe, Souls Be Upon Ye property’s list of spells.

Legendary variant: Increase the DC to **17** and the maximum charges to **17**. Add *circle of death* (**11 charges**) to the Woe, Souls Be Upon Ye property’s list of spells.

*See Appendix A.

TEMPEST ICHOR

Weapon (any sword), rare

Component: Construct lifespark

“So you caught lightning in a bottle—now what? There are a plethora of uses for bottled lightning, but my personal favourite is to distil it, then inject it directly into one’s bloodstream!”

— Professor Bombuku

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

Aftershock. When you hit a creature with an attack using this weapon, you can expend **1 charge** to inject it with electricity. At the start of its next turn, the creature takes **4d6** lightning damage.



Amp Up. As an action while holding this weapon, you can expend **2 charges** to inject yourself with liquid energy for **1 minute**, taking **1d6** lightning damage as you do. While energised in this way, your speed increases by **15 feet**, you gain **resistance** to lightning damage, and your attacks made with this weapon deal an extra **1d6** lightning damage on a hit.

Uncommon variant: Reduce the charges to **4**, the recharge to **1d4**, the damage of the Aftershock property to **3d6**, and the speed increase of the Amp Up property to **5 feet**.

Very rare variant: Increase the charges to **7**, the recharge to **1d6 + 1**, the damage of the Aftershock property to **6d6**, and the extra damage of the Amp Up property to **1d10**.

VERITY

Weapon (rapier), uncommon

Component: Celestial (unicorn) horn

Shimmering with ethereal moonlight, the flames that wreath this blade have no heat to them, burning falsehoods instead of flesh. Don't let the cold glow fool you, though. The truth can hurt more than the hottest fire.

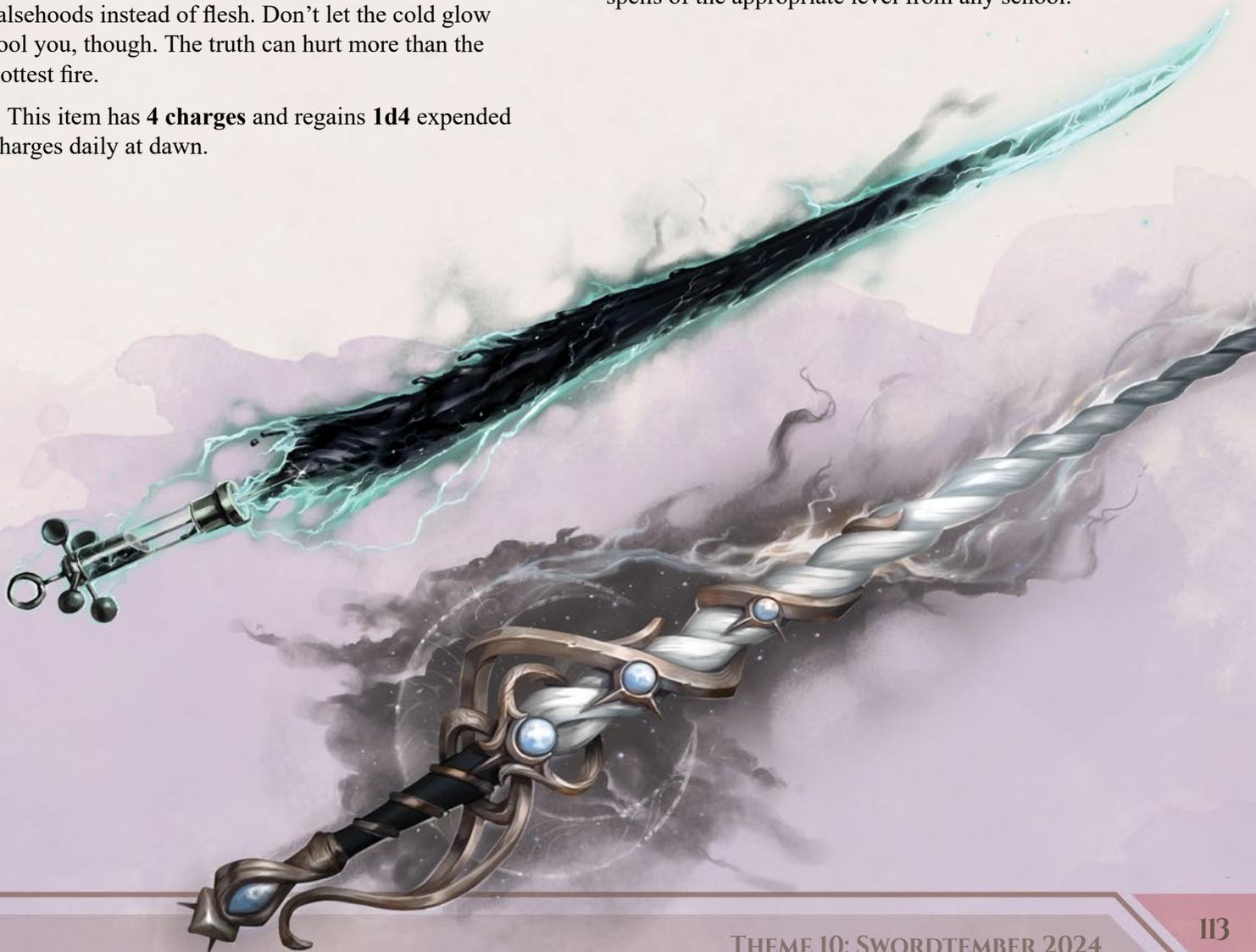
This item has **4 charges** and regains **1d4** expended charges daily at dawn.

Spells. While this weapon is on your person, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 13**): *faerie fire* (**1 charge**), *moonbeam* (**2 charges**), or *zone of truth* (**2 charges**).

Revealing Light. When you hit a creature with this weapon on your turn, you can expend up to **2 charges** to envelop the creature in ethereal flames. If you do, any illusion and transmutation spells that the creature is concentrating on or affected by immediately end, provided they are of a level equal to or lower than the number of charges expended.

Rare variant: Increase the **DC** to **15**, the charges to **7**, the recharge to **1d6 + 1**, and the maximum charges expendable with the Revealing Light property to **4**. The Revealing Light property also ends enchantment spells of the appropriate level.

Very rare variant: Increase the **DC** to **16**, the charges to **11**, the recharge to **1d8 + 3**, and the maximum charges expendable with the Revealing Light property to **6**. The Revealing Light property ends spells of the appropriate level from any school.





MARCH OF THE LIVING OASIS





BLAZING RING

Ring, uncommon

Component: Elemental (blaze) volatile mote of fire

Everyone knows the saying “no pain, no gain”. Fewer are familiar with some of the alternative versions that are popular across the Timespun Sands, such as “no flame, no fame”, or “no burning, no earning”, but they hold just as true.

This ring can hold a maximum of **15 charges**. As a bonus action while wearing the ring, you can take **1** fire damage, which can't be reduced or prevented in any way, and the ring gains **1 charge** if it has less than 15.

Flaming Discharge. When you hit a target with a weapon attack while wearing this ring, you can expend all of the ring's charges to deal extra fire damage equal to the number of charges expended. Once this property of the ring has been used, it can't be used again until the next dawn.

PRICKLEPLATE

Armour (any), rare (optional attunement)

Component: Plant (dunedrinker) thornrib

“Mess with the cactus, you get the thorns.”

— Cactari proverb

Thorny Troubles. When a creature within **5 feet** of you hits you with a melee attack while you're wearing this armour, that creature takes **1d8** piercing damage. Once this damage has been dealt, it can't be dealt again until the start of your next turn. In addition, whenever a creature fails on an ability check to avoid or escape being grappled by you, it takes **1d8** piercing damage, and when you fail an ability check to avoid or escape being grappled by another creature, that creature takes **1d8** piercing damage.

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

OA: Needle Burst. As an action, you can expel all the needles on the armour at once in an explosive burst. Each creature within **10 feet** of you must make a **DC 15 Dexterity saving throw**, taking **6d8** piercing damage on a failed save, or half as much damage on a successful one. Once this property has been used, it can't be used again until the next dawn, and the Thorny Troubles property doesn't function until you use an action to cause the needles to regrow.

Uncommon variant: Reduce the **DC** to **13**, each instance of damage of the Thorny Troubles property to **1d4**, and the damage of the Needle Burst property to **4d8**.

Very rare variant: Increase the **DC** to **16** and each instance of damage of the Thorny Troubles property to **1d10**. You gain a **+1 bonus** to AC while wearing this armour.

REFINED DUNEDUST

Wondrous item, uncommon
Component: pouch of Plant (dunedrinker) pollen

Aside from a dunedrinker's pollen, other ingredients of this unique mixture include brain devourer cerebrospinal fluid, hallucinogenic toad venom, and just a hint of shaved truffle for an earthy aftertaste. It's an experience you won't soon forget!

Impenetrable Mind. You can smoke a dose of *refined dunedust* over the course of **1 minute**, sending you into a mild psychedelic state that fortifies your mind against intrusion but tricks your senses. For **1 hour** after you do so, you're **immune** to effects that would allow other creatures to read your thoughts or determine whether you're lying. In addition, you have **advantage** on saving throws against spells of the enchantment school, and you have **disadvantage** on saving throws against spells of the illusion school and on ability checks made to see through illusions.

SPLINTERSTAFF

Staff, very rare (requires attunement by a spellcaster)
Component: pouch of Plant (dunedrinker) pollen

Splinterstaves are typically wielded by cactari elders in defence of their nursing sites. Witnessing a different Humanoid in possession of one is often indicative of friendship with the cactari people, mastery over the desert, and remarkably calloused hands.

This staff has **8 charges** and regains **1d4 + 4** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff bursts into a harmless cloud of pollen and is destroyed. You have **resistance** to poison 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**): *cloudkill* (5 charges), *hallucinogenic cloud** (2 charges), *fog cloud* (1 charge), *gust of wind* (2 charges), or *stinking cloud* (3 charges). Whenever you use this property to cast a spell that produces a cloud, it's always centred on you and caused by a type of magical pollen expelled from the staff. You are **immune** to the effects of the *cloudkill*, *hallucinogenic cloud*, and *stinking cloud* spells cast from the staff.

Rare variant: Reduce the **DC** to **15**. Remove the **resistance** to poison damage, and remove *cloudkill* from the Spells property's list of spells.

Legendary variant: Increase the **DC** to **17**, the charges to **12**, and the recharge to **1d8 + 4**.

*See Appendix A

THE NEEDLER

Weapon (revolver or rifle), uncommon

Component: pouch of Plant (dunedrinker) needles

These firearms are crafted with deliberately sensitive triggers to allow for maximum control over the amount of needles released with each shot. True masters are said to be capable of giving themselves a relaxing acupuncture session. Most people are far more likely to end up with an accidental lip piercing when they try to blow smoke from the barrel.

This weapon doesn't require ammunition. Instead, it fires its own needles, which it regrows when you reload it.

Rapid Fire. When you take the Attack action while holding this weapon, you can replace one of the attacks with a rapid discharge of multiple needles against a creature within this weapon's normal range, forcing it to make a **DC 13 Dexterity saving throw**. On a failed save, the creature takes **4d8** piercing damage and is embedded with needles until the end of its next turn, at which point they fall off. When a creature embedded with needles takes bludgeoning damage, it takes an extra **2d8** piercing damage and loses the needles. On a successful save, a creature takes half as much initial damage and isn't embedded with needles. Once this property of the weapon has been used, it can't be used again until the next dawn, and the weapon must be reloaded before it can be used to make more attacks.

Rare variant: Increase the **DC** to **15** and the initial damage of the Rapid Fire property to **6d8**. 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 initial and extra damage of the Rapid Fire property to **6d8** and **4d8**, respectively. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.





LURE OF THE SHADODWSTALKER



LIGHTWEIGHT

Weapon (mace), rare (requires attunement)

Component: Monstrosity (anglir) lure

Wielders of these squamous weapons tend to light up the room with their brilliant personalities and dazzling charm. Radiating confidence in everything they do, they can draw people in like moths to a flame just by flashing a smile. It's a little odd how they lose a little of that luster when the mace isn't with them, though...

This weapon can be used as a spellcasting focus. It has **4 charges** and regains **1d4** expended charges daily at dawn.

Beguiling Light. While holding this weapon, you can use a bonus action to cause it to emit bright light in a **10-foot radius** and dim light for an additional **10 feet** until you let go of the weapon or use a bonus action to extinguish the light. Creatures within the mace's bright light have **disadvantage** on saving throws against being charmed.

Spells. While holding this weapon, you can cast the *dancing lights* spell. In addition, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 15**): *daylight* (**3 charges**), *flash** (**1 charge**), *hypnotic pattern* (**3 charges**), or *lure** (**1 charge**).

Very rare variant: Increase the charges to **5** and the recharge to **1d4 + 1**. Add *dominate person* (**5 charges**) to the Spells property's list of spells. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Legendary variant: Increase the charges to **8** and the recharge to **1d4 + 4**. Add *dominate person* (**5 charges**) and *dominate monster* (**8 charges**) to the Spells property's list of spells. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

*see Appendix A





SHADOWWIND TWINBLADE

Weapon (twinblade), uncommon

Component: Monstrosity (anglir) frond

The most prestigious institutions of arcane learning teach that shadow is neither matter nor energy. It can't be touched, sensed, or harnessed, for it is nothing more than the mere absence of light. How do you explain this, then?

Shadowwind. As an action while holding this weapon, you can cast the darkness spell. For the duration of the spell, you can produce a gentle gust of wind whenever you use the twinblade's Special: Whirl property while within **10 feet** of the area of darkness, moving that area up to **30 feet** in any direction. If the spell was cast on an object, the darkness stops emanating from that object when moved in this way, and acts as if you'd cast it on a point of your choice instead. Once this property of the weapon has been used, it can't be used again until the next dawn.

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

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this weapon. The weapon has the Draining Darkness property.

Draining Darkness. When a creature capable of casting one or more spells starts its turn in the area of darkness created by the Shadowwind property, it must make a **DC 16 saving throw** using its **spellcasting ability**. On a failed save, that creature loses one of its highest-level spell slots of 3rd level or lower, or it loses one daily use of a random spell of 3rd level or lower. That magic is stored in the darkness itself, and while the darkness contains stored magic, creatures automatically succeed on the saving throw against this property. When the darkness spell ends, you absorb the magic it contained and regain an expended spell slot of equal level to the spell slot or spell that was stored within. Alternatively, you can use a reaction when the spell ends to redirect the magic to another creature within **10 feet** of you, causing it to regain the spell slot instead.



SPELLSAPPER CLAW

Prosthesis, uncommon (requires attunement)

Component: Monstrosity (anglir) skin

While it may be unpleasant to look at and eerily cold to the touch, the viscous slime coating this prosthesis won't harm you. Unless you can cast spells, that is. Then it will. Horribly.

As a bonus action, you can cause this prosthesis to emit dim light in a **10-foot radius** or extinguish the light.

Prosthesis Properties. This prosthesis can enhance or replace an arm. It has the Melee (**1d6** slashing, Pugilist) property and the Hamstring Superior Strike.

Arcanovore. You have **advantage** on ability checks made to grapple creatures capable of casting one or more spells using this prosthesis, and while grappling one, you can use an action to drain some of its magical power. The creature loses a 1st-level spell slot, or

it loses one daily use of a random 1st-level spell. This magic is stored in the prosthesis, and while it contains stored magic, it can't be used to drain more. As an action while the prosthesis contains stored magic, you can touch a creature with it and expend the stored magic, causing the creature to regain an expended spell slot of equal level to the spell slot or spell that was stored within. Once this property has been used, roll a **d6**. On a roll of **2 or lower**, it can't be used again until the next dawn.

Rare variant: Increase the maximum level of spell slots and spells that the prosthesis can drain to 2nd level.

Very rare variant: Increase the maximum level of spell slots and spells that the prosthesis can drain to 2nd level, and the d6 to a **d8**. You gain a **+1 bonus** to attack and damage rolls made with this prosthesis.



DARK WINGS,
GLEAMING GEMS





GRASP OF REALITY

Prosthesis, rare (requires attunement)

Component: Elemental (Amalgam) core of earth

With one arm, you can twist the strands of time. With the other, you can bend space to your will. With both combined, the very fabric of reality is yours to weave as you see fit.

These two prostheses count as a single magic item with regard to the number of magic items to which you can attune. Each prosthesis can enhance or replace either arm, shaping itself to accommodate it. If you hit a creature with attacks from both prostheses on the same turn, the creature takes an extra **1d4** force damage from the second attack.

Arm of the Griffon. This prosthesis is made of *smokeglass* and holds power over space. It has the Melee (1d8 slashing, Light) property and the Whirling Strike superior strike*. While wearing this prosthesis, you can cast the *spike growth* spell (save DC 15). When you cast the spell in this way, you release sharp obsidian feathers that become frozen in space, and the spell affects the entire area of a **30-foot cone** originat-

ing from you instead of just the ground in the spell's normal area. Once the prosthesis has been used to cast this spell, it can't be used to cast the spell again until the next dawn.

Arm of the Jinn. This prosthesis is made of *time-shards* and holds power over time. It has the Melee (1d8 bludgeoning, Light) property and the Reeling Blow superior strike*. While wearing this prosthesis, you can cast the *slow* spell (save DC 15). When you cast the spell in this way, you release a plume of slowing smoke from your hand, and the spell affects each creature in a **30-foot cone** originating from you instead of the spell's normal area. Once the prosthesis has been used to cast this spell, it can't be used to cast the spell again until the next dawn.

Unstable Fusion. You can concentrate on the effects of both spells at once using this item at once. While doing so, you take **2d6** force damage at the end of each of your turns, which doesn't cause you to make a sav-

ing throw to maintain your concentration. Whenever you're forced to make a saving throw to maintain your concentration on these spells, you make a single saving throw for both, and both spells end if you fail it.

Uncommon variant: Reduce the DCs to 13. The prostheses don't deal extra force damage. Remove the Unstable Fusion property.

Very rare variant: Increase the extra force damage if you hit a creature with both prostheses to 2d6 and the DCs to 16.

*See Ryoko's Guide to the Yokai Realms

SPATIAL PLUMESHIELD

Armour (shield), rare (requires attunement)

Component: Magical material – (smokeglass griffon) smokeglass

You can't hit what you can't catch. Unless what you want to catch wants to be caught to prevent you from catching something else. Then you can catch it. But it's still going to be hard to hit.

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

Swift Shift. As a reaction when a willing creature you can see within **30 feet** of you is targeted by an attack while you wield this item, you can expend **1 charge** to swap places with it. The creature teleports to your space and you teleport to its space, becoming the target of the attack.

Warp Slam. While wielding this item, you can use a bonus action and expend **1 charge** to slam it against a creature within **5 feet** of you. That creature must succeed on a **DC 15 Charisma saving throw** or be teleported to an unoccupied space of your choice that you can see within **30 feet** of you. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

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

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



TEMPORAL SHARDSPEAR

Weapon (spear), rare (requires attunement)
Component: Magical material – (timeshard jinn) timeshards

Time is a slow and insidious killer... but it turns out that when you sharpen it into a crystalline spear, it can kill rather quickly and abruptly as well.

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

Chronostasis. When you hit a creature with an attack using this weapon, you can expend **1 charge** to attempt to put it into temporal stasis. The creature must succeed on a **DC 15 Charisma saving throw** or be **incapacitated** until the end of its next turn. While incapacitated in this way, the creature has **immunity**

to all damage, automatically succeeds on all saving throws, and can't move, speak, or regain hit points. A creature can choose to fail this saving throw.

Time Theft. When you hit a creature with an attack using this weapon, you can expend **1 charge** to warp time around the two of you, making it slower and yourself faster. The creature must make a **DC 15 Charisma saving throw**. On a failed save, it can't take reactions until the end of its next turn, and until then, it makes one fewer attack whenever it takes the Multi-attack or Attack action (minimum of one). In addition, you can immediately make another attack using this weapon, and you gain one additional reaction until the start of your next turn, although you can still only use one reaction on each turn.

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

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



CHAOUKI "CIAO" TITOUHI © MARTIN KIRBY-JACKSON

PARADAXE

Item Set. While attuned to the *spatial plumesield* and the *temporal shardspear*, you can use a bonus action to merge them into the *paradaxe*, or to split it back into individual items. Each time you merge the items, choose whether the *paradaxe* is a greataxe or a halberd. If you are proficient with the *temporal shardspear*, you are considered proficient with the *paradaxe*.

Flawless Fusion. The *paradaxe* has the properties and combined charges of the *spatial plumesield* and the *temporal shardspear*, and it regains **all** expended charges daily at dawn. When the *paradaxe* is split, the charges are divided among the two items however you choose. In addition, you gain a bonus to attack and damage rolls made with this magic weapon depending on the highest rarity between the *spatial plumesield* and *temporal shardspear* (Uncommon: **+1**; Rare: **+2**; Very rare: **+3**).

Spacetime Strike. When you take the Attack action on your turn, you can expend **1 charge** to replace one of your attacks with a special strike across time and space. You immediately disappear. At the start of your next turn, you appear in an unoccupied space within **30 feet** of the space you left and immediately make an attack using this weapon (no action required), which deals an extra **2d6** force damage on a hit. You have **advantage** on the attack roll. From your perspective, no time has passed.



CHAOS AT THE
CORAL COURT



FISHBONE SCEPTRE

Rod, uncommon

Component: Beast (giant shark) bone

The ocean brims with microscopic life—countless tiny organisms populating each drop of water, unseen yet vital to the delicate balance of the ecosystem. It's upon these minuscule beings that this sceptre feeds, syphoning their life force to convert into powerful pulses of malevolent energy.

This sceptre has **4 charges**. When the last charge is expended, the sceptre is destroyed.

Necrotic Pulse. As an action while holding this sceptre, you can expend **1 charge** to release a pulse of necrotic energy, which affects a **10-foot-radius Sphere** centred on you. Each other creature within the sphere must make a **DC 13 Constitution saving throw**, taking **3d6** Necrotic damage on a failed save, or half as much damage on a successful one. If a creature rolls a **1** on this saving throw, its skin becomes flakey and brittle until the end of its next turn. When a creature with brittle skin takes any damage other than psychic damage, it takes an extra **3d6** damage of the same type, after which its skin returns to normal.

Nonmagical plants in the area that aren't creatures, such as coral and algae, wither and die instantly.

Rare variant: Increase the **DC** to **15** and both instances of damage to **6d6**.

Very rare variant: Increase the **DC** to **16** and both instances of damage to **8d6**.

MERMALIAN ELIXIR

Potion, rare

Component: Elemental volatile mote of water

Experience the wonders of the ocean unburdened by inefficient land-walking appendages. The mermalian elixir: made by mermalians... for non-mermalians.

Aquatic Form. For **24 hours** after you drink this potion, you can use a Bonus Action to transform into an aquatic form reminiscent of a mermalian, or to revert to your original shape. While in aquatic form, your lower body fuses into a mermaid's tail, granting you a Swimming Speed equal to your Walking Speed. In addition, you grow gills, making you able to breathe water, but not air, and you can speak and understand Aquan.



REEFPLATE

Armour (any), rare

Component: Construct (reefwalker) coral shards

The wearer of this vibrant armour is sure to stand out in the battlefield, drawing the attention—and aggression—of their enemies. Little do those poor, unfortunate souls know that's all part of the plan...

Palytoxin. When a creature hits you with a melee attack while you're wearing this armour, it takes **1d6** poison damage. Once this property has triggered, it can't trigger again until the start of your next turn. If the attack was a critical hit, the attacker is also **poisoned** until the end of your next turn.

Defensive Bleaching. When you take necrotic damage while wearing this armour, you can use your Reaction to let the coral in the armour absorb the brunt of it. You reduce the damage taken by **3d10**, and the coral in your armour becomes discoloured. While the armour is discoloured, the Palytoxin property can't trigger. The armour regains its colour after spending **1 hour** completely submerged in clean water.

Uncommon variant: Reduce the poison damage to **1d4**. Remove the Defensive Bleaching property.

Very rare variant: Increase the poison damage to **1d12** and the damage reduction to **4d10**.



SELACHIAN STAFF

Staff, very rare (requires attunement by a spellcaster)
Component: Humanoid (shark queen) heart

Experience a shark's hunger... smell the intoxicating scent of rich blood mixing with briney water... feel in your bones the power that the thirst brings... Only then will you know the struggle of all sharkin, and understand the Deepfathom's choice to give in.

This staff has **8 charges**, and regains **1d4 + 4** expended charges daily at dawn. While holding it, you can cast the *primal scent** cantrip.

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**): *control water* (**4 charges**), *coralskin** (**2 charges**), *create or destroy water* (**1 charge**), *exsanguinate** (**3 charges**), *riptide** (**2 charges**), or *white water wall** (**5 charges**).

Mystical Bloodlust. When you cast one of the spells from the staff, you can imbue it with one of the following special properties, which can only affect one creature below half of its hit point maximum. If a property could affect multiple creatures, you choose one creature to which it applies. Once a special property has been used, it can't be used again until the next dawn.

- **Awaken Bloodlust.** The first time that the creature fails its saving throw against the spell, it must immediately use its Reaction to make a melee weapon attack against a creature of your choice within its reach.
- **Drain Strength.** The first time that the creature takes damage from the spell, you gain **4d6** Temporary Hit Points, which last for **1 minute**.
- **Induce Weakness.** The first time that the creature makes a saving throw against the spell, it has **Disadvantage** on it.

Rare variant: Reduce the charges to **4** and the **DC** to **15**. The staff regains **all** expended charges daily at dawn. Remove *white water wall* from the Spells property's list of spells.

Legendary variant: Increase the charges to **10**, the recharge to **1d6 + 4**, and the **DC** to **17**. You have **resistance** to Cold damage while holding this staff.

*See Appendix A

SHARKSONG

Weapon (Greatclub), uncommon (optional attunement)

Component: Phial of Humanoid (shark queen) blood

“Sharks are actually great appreciators of music... we think. So far, they’ve eaten every artist who’s performed for them... but that was probably just some biting criticism.”

— Christopher Tacian,
Maestro at Queen Silverfathom’s court

Selachian Servant. When you make an attack with this weapon and you don’t have Disadvantage on the attack roll, you can choose to impose **Disadvantage** on it to swing the conch in a complex pattern that produces a unique melody. Regardless of whether the attack hits or misses, the song summons a **hunter shark**, which appears in an unoccupied space within **5 feet** of you, and lasts for **1 minute** or until it’s reduced to 0 Hit Points. You can choose to summon it underneath you so that you are mounted on it when it appears, as long as you are of an appropriate size. The shark 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 uses its move to avoid danger. Once this property of the weapon has been used, it can’t be used again until the next dawn.

Optional Attunement. You can choose to attune to this item. If you do, when you summon a shark with the Selachian Servant property, the shark can breathe both air and water, and has a Flying Speed equal to its Swimming Speed. In addition, when the shark disappears, roll a **d6**. On a **5 or higher**, you can use the Selachian Servant property again.

Rare variant: The Selachian Servant property summons a **giant shark** instead of a hunter shark.

Very rare variant: The Selachian Servant property summons a **giant shark** instead of a hunter shark. This weapon deals an extra **1d4** Bludgeoning damage to creatures that don’t have all of their Hit Points.



APPENDIX A - SPELLS

AVALANCHE

6th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a melted snowflake)

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

You conjure a landslide of snow and ice that crashes down on an area within range. The area can be up to **60 feet long**, up to **20 feet wide**, and up to **20 feet tall**. Each creature in that area must make a **Dexterity saving throw**. On a failed save, a creature takes **6d10** bludgeoning damage and is knocked **prone**. On a successful save, a creature takes half as much damage and isn't knocked prone. A 10-foot-thick layer of snow then persists in the area, acting as difficult terrain for **1 minute**, after which it melts. Each 5-foot-cube can be melted by being dealt 5 fire damage.

A creature that failed the saving throw or that was prone in the area when the spell was cast is **restrained** beneath this snow layer. At the start of each of its turns, it must succeed on a **Constitution saving throw** or take **3d6** cold damage. A creature restrained in this way that uses its action to make a successful **Strength (Athletics)** check against your **spell save DC** can move up to **10 feet** through the snow on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the initial and ongoing damage increases by **1d10** and **1d6**, respectively, for each slot level above 6th.

AZURE COMET

5th-level evocation

Casting Time: 1 action

Range: Self (10-foot-wide, 30-foot-long line)

Components: V, S, M (a shard of lapis lazuli)

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You channel a beam of azure energy that erupts from you in a **10-foot-wide, 30-foot-long line** until the spell ends. A creature that starts its turn in the beam or enters it for the first time on a turn must make a **Strength saving throw**, taking **5d12** force damage on a failed save, or half as much damage on a successful one.

The force of the beam is such that your speed is reduced to **0 feet** for the duration. Any creature in the line must spend **2 feet** of movement for every 1 foot it moves when moving closer to you. As an action on each of your turns until the spell ends, you can change the direction in which the line erupts from you.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d12** for each slot level above 5th.

BLOOD CURSE

5th-level biomancy (*can be replaced with divination)*

Casting Time: 1 minute

Range: Touch

Components: V, M (blood of target creature)

Duration: Concentration, up to 8 hours

Class: Cleric, Sorcerer, Warlock, Wizard

You touch the blood of a creature, attempting to create a trail that leads to the creature from whom it originated. The caster can choose whether only they can see the trail, or if everyone (including the target creature) can see it. The fresher the blood, the more accurate the spell; have the GM roll a d100 on the table below to determine the outcome.

Time since blood exuded	Mishap	Wrong	Near	On Target
< 1 hour	—	—	01-10	11-100
1 < 8 hours	—	01-10	11-25	26-100
8 hours < 24 hours	01-10	11-25	26-50	51-100
24 < 240 hours	01-25	26-50	51-74	75-100
240+ hours	01-50	51-75	75-100	—

Mishap. The caster must make a save against the Malediction feature, then the spell ends.

Wrong. The trail leads to a different creature.

Near. The trail peters out **100 to 1,000** feet away from the target creature.

On Target. The trail leads to and touches the creature.

Malediction. For the duration of the spell, if you are within **90 feet** of the target of the spell and you can see the target, you can try to corrupt its blood as an action. The target must make a **Constitution saving throw**, taking **8d8** necrotic damage and becoming **poisoned** for **1 minute** on a failure, or taking half as much damage and not being poisoned on a success.

A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poison on a success. Success or failure, the spell ends when you use this action.

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

Class: 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.

CATALOGUE

2nd level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a blank book worth at least 25 gp)

Duration: 1 hour

Class: Bard, Cleric, Wizard

You touch a point and magically catalogue a collection within a **60-foot radius** of it. For the duration, while in this area and holding the book used to cast this spell, you can use your action to speak one word. The book is magically inscribed with the contents of all written materials, drawings, and diagrams currently in the area that relate to that word, replacing information related to any other word spoken previously. Magical items and documents (as well as a wizard's spellbook) are unaffected by this spell. The spell ends early if you cast it again.

CORALSKIN

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lump of living coral)

Duration: Concentration, up to 1 hour

Class: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature, turning their skin into a rapidly growing landscape of varicoloured coral. When the spell is cast, and at the start of each of the target creature's turns for the duration of the spell, the creature gains temporary hit points equal to **2d4** plus your spellcasting ability modifier. In addition, the target's unarmed attacks deal an additional **1d4** slashing damage on a hit. When the spell ends, the target loses any remaining temporary hit points from this spell.

CLOUDSTRIDE

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a mithral feather worth 500 gp, which the spell consumes)

Duration: 24 hours

Class: Druid, Ranger, Sorcerer, Wizard

This spell grants up to ten willing creatures you can see within range the ability to walk on heavily obscuring cloud, fog, or mist as if it were solid ground. An affected creature may suspend this effect temporarily, should it, for example, want to walk through the mist.

In addition, a creature affected by this spell has its jump distance tripled when on cloud, fog, or mist, but leaves an obvious contrail in its wake. Finally, it has its rate of descent when falling slowed to 60 feet per round, takes no falling damage whilst affected by this spell, and can land on its feet.

EXSANGUINATE

3rd-level biomancy (*can be replaced with conjuration)*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of venom)

Duration: Concentration, up to 1 minute

Class: Druid, Ranger, Sorcerer, Warlock

You conjure a wave of anticoagulant liquid that drenches a creature you can see within range. For the duration, the first time that creature takes damage on a turn, it must succeed a **Constitution saving throw** or begin bleeding for **1 minute**. A creature without blood automatically succeeds on this saving throw. A creature that is bleeding takes **4d6** necrotic damage at the start of each of its turns as it bleeds freely through wounds and orifices. This damage can't be reduced in any way. At the end of each of its turns, the creature can repeat the saving throw, ending the bleeding on a success.

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.

FLASH

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within 10 feet of you that you can see targets you with an attack

Range: 10 feet

Components: S, M (a bead of magnesium)

Duration: Instantaneous

Class: Bard, Bender (fire), Cleric, Druid, Paladin, Sorcerer, Tamer, Wizard

You exploit a creature's focus on you to detonate a blinding flash of light. The attacking creature must succeed on a **Constitution saving throw** or be **blinded** until the end of its next turn.

FREEZING BEAM

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a glacial pebble)

Duration: Instantaneous

Class: Sorcerer, Wizard

An invisible beam of subzero, draining cold rushes out from you in a **5-foot-wide, 100-foot-long line** in a direction you choose. Each creature in the line must make a **Dexterity saving throw**. On a failed save, a creature takes **6d6** cold damage and its speed is halved until the end of its next turn. On a successful saving throw, a creature takes half as much damage and its speed isn't reduced.

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.

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: 120 feet (40-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Class: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius, 100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

GRAVITY REPULSION

4th-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You emit waves of gravitational energy, distorting the trajectories of incoming projectiles and making movement difficult. For the duration, ranged weapon attacks made against you have **disadvantage**. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see.

Gravity Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can create a gravity pulse, forcing one Huge or smaller creature of your choice that you can see within **20 feet** of you to make a **Strength saving throw**. On a failure, the creature is pushed **10 feet** in a direction of your choice, which can be upward, and falls **prone**, taking **3d6** force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the difficult terrain increases by **5 feet**, and gravity pulse's damage and range increase by **1d6** and **5 feet**, respectively, for each slot level above 4th.

HALLUCINOGENIC CLOUD

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet (20-foot-radius sphere)
Components: V, S, M (a cactus flower)
Duration: Concentration, up to 1 minute
Class: Druid, Ranger

You create a burst of brightly coloured, hallucinogenic pollen in a **20-foot-radius sphere** centred on a point within range. Each creature in the area must make a **Wisdom saving throw**. On a failed save, the creature sees hallucinations of horrifying monsters all around it, and is **frightened** of those visions for the duration. A creature that ends its turn frightened in this way takes **2d6** psychic damage and must immediately use its reaction to uselessly attack one of the hallucinations, after which it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

ICE MOON

1st-level conjuration

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S, M (a snowflake)
Duration: Instantaneous
Class: Bender (water), Druid, Sorcerer, Warlock, Wizard

You form a curving blade of ice and project it forward in an eviscerating rush. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**. On a failure, a creature takes **1d6** slashing damage and **1d6** cold damage, and its speed is reduced by **10 feet** until the end of its next turn. On a success, a creature takes half as much damage and its speed is unaffected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by **1d6** for each slot level above 1st.

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.

INEQUALITY

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood and water, mixed)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Tamer

You twist the fates of two creatures you can see, both of whom must be within range. Choose one target to favour and one to disfavour. The disfavoured target must succeed on a **Charisma saving throw** or the following effects occur:

- Whenever the favoured target makes an attack roll or saving throw before the spell ends, the favoured target can roll a **d4** and add the number rolled to the attack or saving throw.
- Whenever the disfavoured target makes an attack roll or saving throw before the spell ends, the disfavoured target must roll a **d4** and subtract the number rolled from the attack or saving throw.
- The disfavoured target's speed is halved, whilst the favoured target's speed increases by half.

These effects end for the pair if either of the target pair is knocked unconscious, killed, or the spell ends. While under the influence of this spell, a favoured target can't benefit from the *bless* spell, and a disfavoured target can't be afflicted by the *bane* spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can link two other creatures, favouring one, and disfavouring the other, for each two slot levels above 2nd.

LIFESAP AURA

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Class: Cleric, Druid, Paladin

You create a barrier of tempestuous necrotic energy that spirals around you for the duration. Your current hit points and hit point maximum are reduced by an amount equal to the spell's level at the start of each of your turns. When this spell ends, your hit point maximum returns to normal. If a creature hits you with

a melee attack roll, that creature takes **2d8** necrotic damage. In addition, you are **immune** to being frightened, and you have **advantage** on Intimidation (Charisma) checks. You can dismiss this spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

LURE

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: S, M (a fishing lure)

Duration: 1 round

Class: Bard, Bender (water), Cleric, Paladin, Ranger, Tamer

A creature you can see within range must succeed on a **Wisdom saving throw** or be lured by you. The lured target must immediately move a distance equal to its speed to approach you by the shortest route, avoiding obvious hazards. Until the end of your next turn, the creature can't willingly move away from you, and it has **disadvantage** on attack rolls against targets other than you.

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.

PRIMAL SCENT

Divination cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Class: Druid, Tamer

You inhale deeply, magically enhancing the scents that surround you. You have **advantage** on the next ability check you make that relies on smell, and you can treat a roll of 4 or lower as a **5**.

When you reach higher levels, this spell gives you an increasingly astute ability to identify the source of the scents around you. When you reach 5th level, whenever you make an ability check that relies on smell, you can treat a d20 roll of 7 or lower as an **8**. At 11th level, a roll of 10 or lower is treated as an **11**, and at 17th level, a roll of 13 or lower is treated as a **14**.

RIPTIDE

2nd-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: 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.

SOUL REND

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (one drop of blue curaçao)

Duration: Instantaneous

Class: Cleric, Druid, Warlock

You attempt to wrench the soul of a creature you can see within range from its corporeal form, forcing it to make a **Charisma saving throw**. On a failure, a creature takes **4d6** psychic damage and **4d6** necrotic damage, and is dazed until the end of its next turn. On a success, a creature takes half as much damage and isn't dazed. While dazed, a creature can't take reactions, can take only an action or bonus action on its turn, not both, and has its speed halved.

A creature that is reduced to 0 hit points in this way dies and can't be revived by a *revivify* spell. Creatures without souls are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, both damage types increase by 1d6 for each slot level above 4th.

SPARK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** lightning damage. On a critical hit, the target is also **blinded** until the end of its next turn.

The spell creates more than one spark when you reach higher levels: two sparks at 5th level, three sparks at 11th level, and four sparks at 17th level. You can direct the sparks at the same target or at different ones. Make a separate attack roll for each spark.

STARFALL

5th-level conjuration

Casting Time: 1 action

Range: 30 feet (30-foot-radius, 10-foot-tall cylinder)

Components: V, S, M (a shard of emerald)

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Warlock, Wizard

A starry cloud fills a cylinder that is **10 feet tall** with a **30-foot radius**, centred **100 feet** directly above a point you can see within range. The spell fails if you can't see a point in the air where the cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, and as an action on each of your turns until the spell ends, you can cause three clusters of stars to rain down upon creatures directly underneath the cloud. You can direct the clusters at one target or several. Make a **ranged spell attack** for each cluster. On a hit, the target takes **3d8** force damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can produce one additional cluster of stars for every two slot levels above 5th.

TRUTHFLAME

3rd-level abjuration

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S

Duration: 10 minutes

Classes: Bard, Cleric, Paladin

You create a magical zone filled with floating lights in a **20-foot-radius sphere** centred on a point of your choice within range. The zone is brightly lit and guards against deception. Until the spell ends, a creature that speaks a deliberate lie while in the zone must make a **Charisma saving throw**. On a failed saving throw, a creature takes **3d6** psychic damage and **3d6** radiant damage, and, if it has legwear, the clothing begins to smoulder. The legwear of a creature that fails three saving throws against this spell while within the zone sets aflame, and the creature takes **1d6** fire damage at the start of each of its turns until the flames are extinguished. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

At Higher Levels. When you cast this spell using a slot level of 4th level or higher, both the fire damage and your choice of either psychic or radiant damage increase by **1d6** for each slot level above 3rd.

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 effect you can use with the wurm is Ice Fang, targeting the restrained creature regardless of range. 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.

WEAVEBEND

4th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within range casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

You attempt to redirect a spell cast by a creature you can see. If the creature is casting a spell of 3rd level or lower, you can redirect the spell. If the spell involves a ranged spell attack, you can cause the ranged spell attack to target a different target of your choice within **10 feet** of its original target. If the spell has an area of effect, you can shift the area of effect up to **10 feet** in any direction. If the creature is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell is redirected as described.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell is automatically redirected as described if its level is less than the level of the spell slot you used.

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 debris. 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 opaque, and ranged attacks can't pass through the wall.

If the wall cuts through a creature's space when it appears, or a creature enters the wall's space, the creature must make a **Strength saving throw**. A Huge or larger creature automatically succeeds on this saving throw. On a failure a creature ceases to be grappled and becomes entrained by the water. Success or failure, a creature takes **3d10** bludgeoning damage. An entrained creature can't breathe and has a speed of **0 feet**.

A creature that starts its turn in the wall takes **3d10** bludgeoning damage as it is battered by the turbulent flow and debris. An entrained creature that uses its action to make a **Strength** check against your **spell save DC** and succeeds exits the wall prone within **5 feet** of its current location.

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** or take **3d10** slashing damage and be pulled into the wall where it becomes entrained by it.

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 maximum length also increases by **30 feet**, its thickness increases by **5 feet**, and the size of creature that automatically succeeds on the Strength saving throw increases by one for each two slot levels above 5th (to Gargantuan at 7th level and all creatures having to make the saving throw at 9th level).

WITCH'S FROSTMOON

5th-level evocation

Casting Time: 1 action

Range: 60 feet (20-foot-radius sphere)

Components: V, S, M (a porcelain doll)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You create an icy moon, which floats to a point within range and erupts in a whirlwind of frost. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**. On a failure, a creature takes **6d8** cold damage, and any spell of 3rd level or lower on it is dispelled. On a success, a creature takes half as much damage and spells on it aren't dispelled. In addition, any spell of 3rd level or lower affecting an area that extends into this spell's area is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** and the level of spell that the area dispels increases by **1** for each slot level above 5th.

APPENDIX B - EQUIPMENT

Some items in this Compendium are unique. They are listed here, along with any unique properties not found in the 5e SRD. A fully detailed prosthesis system is available in *Ryoko's Guide*.

PROSTHESIS PROPERTIES

HOOKSHOT (X FT.)

A prosthesis with this property has a hookshot: an enhancement that 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.

NEW WEAPONS

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, count as monk weapons, and have the Versatile (**1d6**) property. 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. Additionally, while wielding a kusarigama, you can use advanced techniques belonging to the Scourge property even if the weapon lacks that property.

MAGITECH FIREARMS

Magitech firearms (martial ranged weapons) 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.

Types. There are several types of magitech firearm currently found in the world.

Revolver. A small, personal firearm with a rotating barrel and accuracy-enhancing rifling that deals **1d10** piercing damage on a hit. It has the Ammunition (range 60/240), Loud (500), Reload (6) properties.

Rifle. The longest range of all the firearms, typically equipped with a multi-bullet magazine, it deals **1d12** piercing damage on a hit. It has the Ammunition (range 120/480), Loud (500), Reload (6), and Two-handed properties.

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.

SAI

Sai are martial melee weapons consisting of three sharp, metal prongs, with the longer one at the centre and a smaller one on each side. They deal **1d4** piercing damage, count as monk weapons, and have the Finesse, Light, and Parry properties.

SHURIKEN

Shuriken, also known as throwing stars, are martial ranged weapons—several sharp spikes or blades set in a circular pattern, usually around a central ring. They deal **1d4** piercing damage on a hit, count as monk weapons, and have the Finesse, Light, and Thrown (range 20/60) properties.

TWINBLADES

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

Special: Whirl. If you are proficient with the twinblade, you can use a bonus action to attempt to whirl the weapon. Make a **DC 15 Dexterity** check. On a success, you gain a **+2 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attacks. On a failure, that bonus is only a **+1**.

NEW WEAPON PROPERTIES

LOUD (X)

The sound of the weapon discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the Loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

PARRY

This weapon has been designed to help you parry blows. While wielding this weapon in your offhand, you can use your reaction when you are hit by a melee attack to gain a **+2 bonus** to AC against the triggering attack, potentially causing it to miss.

RELOAD (X)

A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

SHURIKEN



MAGITECH FIREARM



NUNCHAKU



LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Arsene", "Heliana", "Loot Tavern", etc., as well as spells, magic items, and player options.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

COPYRIGHT NOTICE

- *Loot Tavern's Legendary Ledger* © 2023, Max Wartelle and Mohammed Bellafquih.

