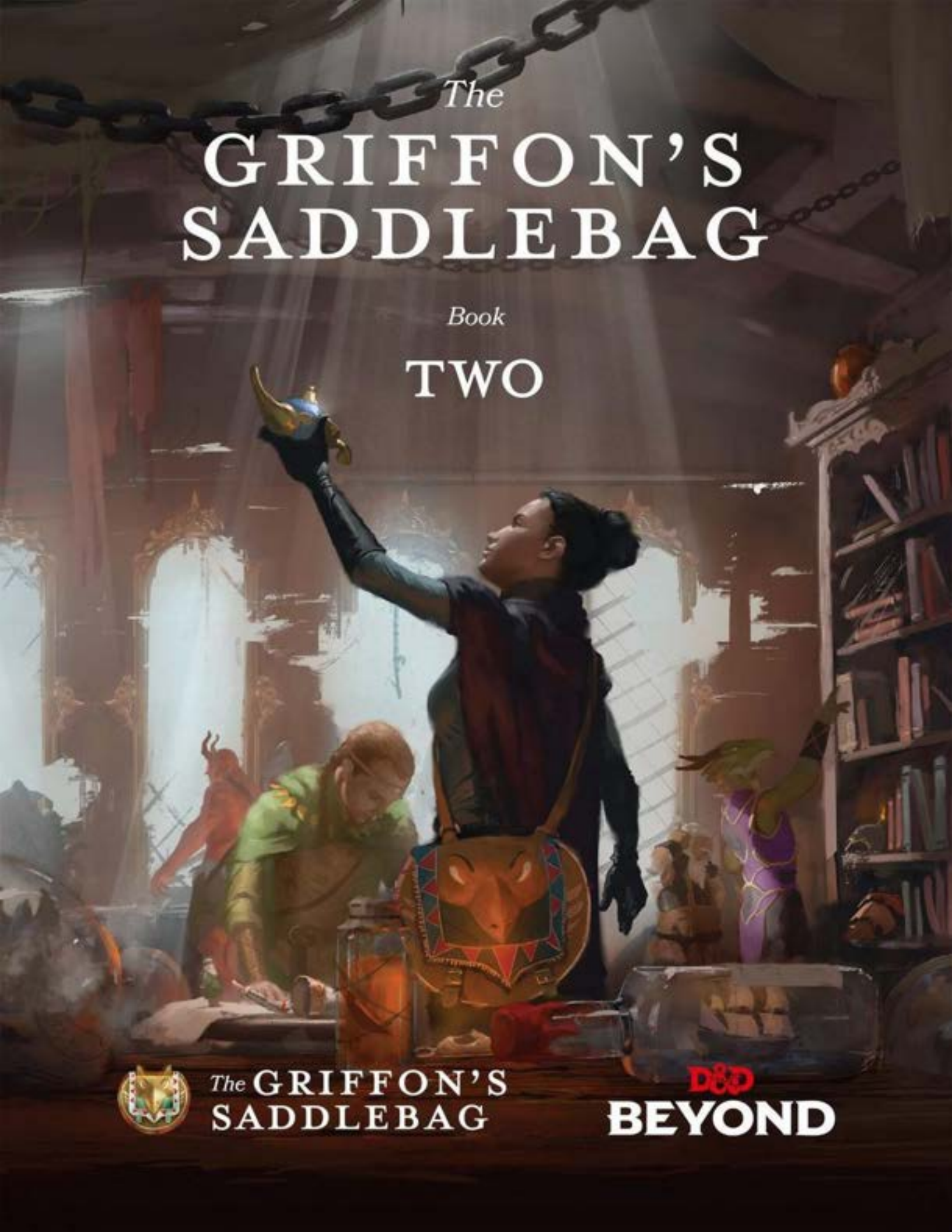

The
GRIFFON'S
SADDLEBAG
Book
TWO
The GRIFFON'S SADDLEBAG
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The

GRIFFON'S SADDLEBAG

Book Two

Credits

ITEM WRITING, ILLUSTRATION, & DESIGN: Griffin Macaulay

EDITING: Dom Prezio, Rose "GM" Whitcomb, Tony Casper, Willow Christensen, Jayden Catron, Zachary Thorpe

PRODUCTION: Ricardo Evangelho, Hit Point Press

LAYOUT: Griffin Macaulay, Jelke Ludolphij

COVER ART: Aaron Riley

DELUXE COVER ART: Sinlaire

SETTING WRITING: Willow Christensen

SETTING EDITING: Griffin Macaulay

SETTING ILLUSTRATION: Benjamin Sommeregger

SUBCLASS CHARACTER ILLUSTRATION: Fabian Saravia

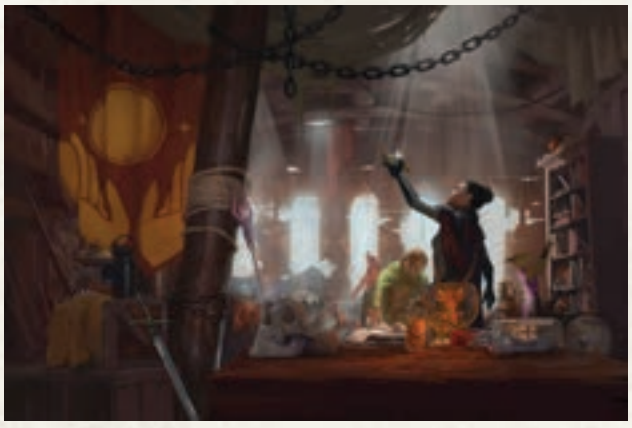
MONSTER DESIGN: Tony Casper, Kyle "ItsADnDMonsterNow" Pointer

MONSTER ART: Studio Agate

FILLER ART: Benjamin Sommeregger, Caio Santos, Chencheng, Fran Hao Shuang, Yu Kailiang

MAP ART: Renflowergrapx, Cze & Peku

SPECIAL THANKS: Dani Dimon, Dave Hamrick, Mage Hand Press, Daniel Lichte, Brian Mealey, the Tabletop Creators Guild, James Introcaso, JoCat, and the countless people online who participated in the creation and review of this content. Extra thanks go out to Hunter Bachmeier, Jacob Demmith, Jacob R., Kenai Vera, OmegaScales, Retae, The Shaper of Worlds, Robert Thompson, Robert Scripps, and Thræknir for their generous contributions to the crowdfunding campaign for this book.



On the Cover: Aaron Riley shows a band of adventurers inspecting the treasures of a long-lost Antronec Mercantile vessel while their *Griffon's Saddlebag* witnesses a nearby item's unexpected magical effects.

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DISCORD: thegriffonssaddlebag.com/discord

EMAIL: thegriffonssaddlebag@gmail.com

MERCH: hitpointpress.com/tgs

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ISBN: 978-1-7782211-4-9

First printing. Printed in Lithuania. 1 2 3 4 5 6 7 8 9 10

The GRIFFON'S SADDLEBAG

CRIIR | HITPOINT PRESS

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This book is dedicated to heroes.

It's dedicated to the forever GMs,
to the first-time players,
and to all the friends around the table
(and computer screens)
that choose to spend their precious time
together.

It's dedicated to the stories we tell
together.
It's dedicated to the characters we play,
no matter their color, kind, or creed.

It's dedicated to the people working hard,
or taking a deserved rest,
moving through all of life's challenges
both seen and secret.

We all deserve some magic in our lives.
The magic of a joyous surprise.
The magic of treasure
that matches us,
our stories,
our characters:
boundless as our imagination can take us.

We lead adventures in our day-to-day lives
and our make-believe ones.
It can't be helped.
We are all on this journey
together
through time and space,
real and imagined,
becoming better versions of ourselves
all the time.

This book it dedicated to all of us
for being on this adventure together.
Through thick and thin.
We are all heroes in this
together.

This book is dedicated to us.
It is dedicated
to you.

INTRODUCTION

Thank you for taking the time to explore and read this book. Thank you doubly for taking the time to read the introduction! I hope your thoroughness rewards you well with what you find in this compendium.

On these pages you will find a wealth of supplemental content that's been designed to make your fifth edition campaigns all the more memorable and unique.

Part 1 contains tables and entries for 504 illustrated magic items. The Magic Item Table starting on page 8 covers the names, types, rarities, subrarities, attunement requirements, and page numbers of every item in this book. The tables following them are loot tables: use them to replace or supplement the ones found in the official source books.

Part 2 details new character options for players, including two new character races and twelve subclasses. Not all classes are available to make content for, so the subclasses you find here are designed for the original classes found in the core rulebooks.

Parts 3 and 4 dive deep into fourteen unique setting options and their creature stat blocks. These have been purposefully designed to be campaign-agnostic to fit in all manner of worlds you may be playing in.

If you have any questions about what you find in this book, you can always find answers and support online through the Discord server or in an email to me, Griffin, directly. Links to those can be found on the right-hand side of the Credits on page 2.

ASK YOUR GAME MASTER

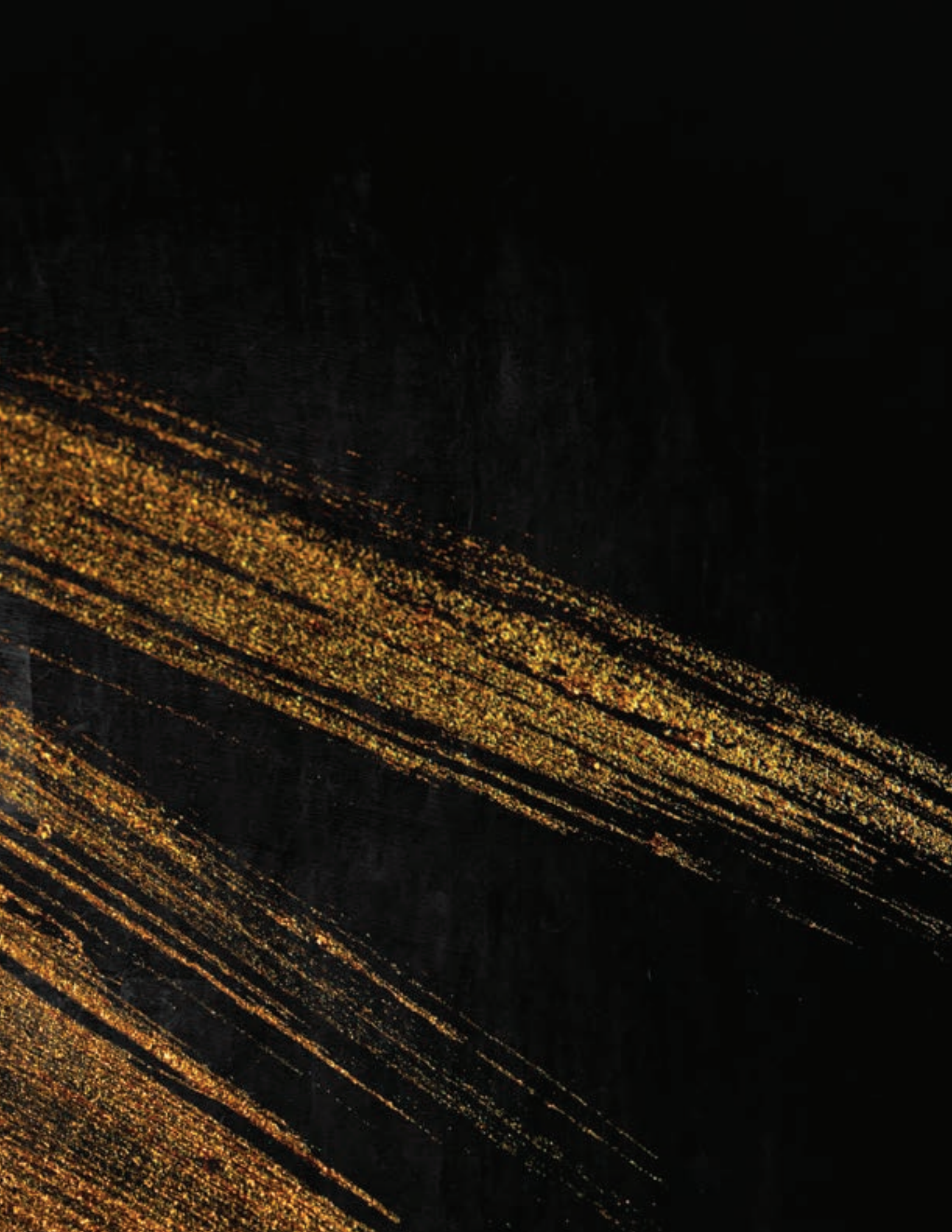
As with anything, check with your Game Master (GM) to make sure that these items, character options, settings, or monsters are welcome in your game.

The contents in this book are carefully designed to follow existing precedents as found in the official publications as closely as possible. The quality of your adventure is always top priority, and this content has been made to abide by the same standard that you've come to expect from the official source books.

MAKING IT YOUR OWN

If an item matches your campaign's style or setting but isn't the proper fit in terms of its power or features, feel free to adjust it however you see fit. While the items in this book are designed and balanced to fit within the parameters of typical games, what is ultimately the most important is that you have fun with them.

Some players use powerful magic items throughout an entire campaign by first reducing their strength and features to make them appropriate for lower levels. Over the course of their adventures, the player may find ways to slowly empower these items or restore their true abilities. So if an item's right, don't let its rarity stop you from having fun with it: make it your own, and allow the treasure to play a larger part of your stories!



PART 1

MAGIC ITEMS

Magic Items

Twirling a porcelain-white wand in her hand, a human summons a pair of shimmering pegasus wings from her back and soars into the air.

Slamming a smoldering hammer into the ground, a muscular tiefling grins as his weapon splits apart and erupts with a wave of molten rock.

A wary halfling peers over their shoulder before carefully touching the surface of a painting, disappearing into its oily surface without a trace.

Magic items have the power to add intrigue to stories and offer character growth for players. Limitlessly varied, magic items are always a treasured reward after a challenging adventure.

This section includes 504 new items for you to use in your fifth edition campaign settings, and assumes you're familiar with the rules for magical items, including their rarities, categories, curses, and the requirements of attuning to an item or casting a spell through it.

Legend

C Common · U Uncommon · R Rare · V Very rare · L Legendary · A Artifact · ✿ Requires Attunement

Weapon · Armor · Wondrous item · Ring · Rod · Wand · Staff · Potion · Scroll

Subrarity: m (Minor), M (Major)

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Abjurer's Bangle	Wondrous item	Uncommon	m	—	32
R	Abjurer's Bangle	Wondrous item	Rare	m	—	32
V	Abjurer's Bangle	Wondrous item	Very rare	m	—	32
V✿	Aciurgist's Blade	Weapon (glaive)	Very rare	M	Yes, by a paladin	32
U	Acorn Charm	Wondrous item	Uncommon	m	—	32
R✿	Adventurer's Overcoat	Wondrous item	Rare	M	Yes	32
R	Aged Goodberry Wine	Potion	Rare	m	—	32
R✿	Air Render	Weapon (shortbow)	Rare	M	Yes	33
U	Alchemist's Potion Belt	Wondrous item	Uncommon	m	—	33
U✿	Ambitious Medic's Box	Wondrous item	Uncommon	m	Yes	33
U	Amulet of Buoyancy	Wondrous item	Uncommon	M	—	34
R✿	Amulet of Immutability	Wondrous item	Rare	M	Yes	34
R✿	Amulet of the Lycanthrope	Wondrous item	Rare	M	Yes	34
R✿	Amulet of the Sentinel	Wondrous item	Rare	M	Yes	34
V✿	Amulet of the Spirit Naga	Wondrous item	Very rare	M	Yes	34
U✿	Angler's Armor	Armor (scale mail)	Uncommon	M	Yes	36
U	Angler's Worldly Fisher	Wondrous item	Uncommon	m	—	36
L✿	Ao Hai's Fang	Weapon (longsword)	Legendary	M	Yes, by a monk	36
R✿	Appraiser's Eye	Wondrous item	Rare	M	Yes, by a creature missing an eye	36
V✿	Arborguard Shield	Armor (shield)	Very rare	M	Yes	37
V✿	Arc of the Alicorn	Weapon (longbow)	Very rare	M	Yes	37
R✿	Arcanist Gauntlets	Wondrous item	Rare	M	Yes, by a spellcaster	38
U	Arcanist's Magnificent Magnifier	Wondrous item	Uncommon	m	—	38
R✿	Arcanist's Scribing Wand	Wand	Rare	M	Yes, by a wizard	38
V	Archivist's Key	Wondrous item	Very rare	m	—	39

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
A*	Arista, Wand of the Spire	Wand	Artifact	M	Yes, by a spellcaster	196
R*	Armor of Icarus	Armor (breastplate)	Rare	M	Yes	39
U	Arrow of Anchoring	Weapon (arrow or bolt)	Uncommon	m	—	39
R	Astral Caltrops	Wondrous item	Rare	m	—	39
U	Astronomer's Boon	Wondrous item	Uncommon	M	—	40
C	Aurora Dust	Wondrous item	Common	m	—	40
U	Badge of the Savant	Wondrous item	Uncommon	m	—	40
R	Badge of the Wayfarer	Wondrous item	Rare	M	—	40
C	Bag of Bellstones	Wondrous item	Common	m	—	41
C	Ball of Wild Earth	Wondrous item	Common	m	—	41
U*	Ballista Prosthesis	Weapon (crossbow, hand)	Uncommon	M	Yes, by a creature missing an arm, forearm, or hand	41
R*	Bandolier of the Elements	Wondrous item	Rare	M	Yes	42
U*	Bane Shield	Armor (shield)	Uncommon	M	Yes	42
R	Bartender's Armistice	Wondrous item	Rare	m	—	42
U*	Battlechef Field Dresser	Weapon (dagger)	Uncommon	M	Yes	43
R*	Beads of Meditation	Wondrous item	Rare	M	Yes	43
U*	Beard Cannon	Wondrous item	Uncommon	M	Yes	43
C	Bell of Alarm	Wondrous item	Common	m	—	44
U	Bellhop Topper	Wondrous item	Uncommon	m	—	44
R*	Belt of the Hell Hound	Wondrous item	Rare	M	Yes	44
C	Bird's-Eye Bolt	Weapon (arrow or bolt)	Common	m	—	44
R*	Blackthorn Spear of the Moonless Hunter	Weapon (spear)	Rare	M	Yes	45
V*	Blood Moon Blade	Weapon (longsword)	Very rare	M	Yes	45
U	Bloodhound Amulet	Wondrous item	Uncommon	m	—	45
U	Bloodmire Phiale	Wondrous item	Uncommon	m	—	47
R*	Bloodmire Rod of the Witch Doctor	Rod	Rare	M	Yes, by a cleric, druid, paladin, or warlock	47
L*	Bloodmire Soulflame Lantern	Wondrous item	Legendary	M	Yes	47
R*	Bloodshard Trident	Weapon (trident)	Rare	M	Yes	48
V*	Bloodthirster Scimitar	Weapon (scimitar)	Very rare	M	Yes	48
U	Bloodthirsty Bistoury	Weapon (dagger)	Uncommon	M	—	48
C	Bloody Marilith	Potion	Common	m	—	48
V	Bloody Marilith	Potion	Very rare	m	—	48
C	Bonfire Charm	Wondrous item	Common	m	—	49
U	Book of Clothier's Croquis	Wondrous item	Uncommon	m	—	49
C	Book of Instant Copying	Wondrous item	Common	m	—	49
R	Bounder's Ball	Wondrous item	Rare	m	—	50
R*	Bow of the Cobra	Weapon (any bow)	Rare	M	Yes	50
R*	Bow of the Eldritch Archer	Weapon (shortbow)	Rare	M	Yes	50
V*	Bow of the Spelldrinker	Weapon (any bow)	Very rare	M	Yes	50
R*	Bow of the Twilight Valkyrie	Weapon (any bow)	Rare	M	Yes	50
R*	Bracers of the Iron Octopus	Wondrous item	Rare	M	Yes	52

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U*	Bramble Buckler	Armor (shield)	Uncommon	M	Yes, by a druid or ranger	52
U	Brawler's Ring	Ring	Uncommon	m	—	52
U	Brutal Macuahuitl	Weapon (longsword)	Uncommon	M	—	52
U*	Bulette Bulwark	Armor (shield)	Uncommon	M	Yes	53
V*	Bulette Torpedo	Weapon (javelin)	Very rare	M	Yes	53
C	Bullfrog Totem	Wondrous item	Common	m	—	53
U	Burrage's Collegiate Case	Wondrous item	Uncommon	m	—	54
R*	Caduceus Flail	Weapon (flail)	Rare	M	Yes, by a cleric or paladin	54
V*	Camilla's Quicksilver Mirror	Wondrous item	Very rare	M	Yes	54
C	Camper's Crutch	Weapon (mace)	Common	m	—	55
U	Camper's Respite	Rod	Uncommon	m	—	55
U*	Candleflame Bow	Weapon (any bow or crossbow)	Uncommon	M	Yes	56
C	Candleflame Helm	Wondrous item	Common	m	—	56
C	Candy Xorn	Wondrous item	Common	m	—	56
U	Canister of Vreyval's Soothing Tea	Wondrous item	Uncommon	m	—	56
R*	Captain's Pride	Armor (leather or studded leather)	Rare	M	Yes	57
V*	Carrion Shroud	Wondrous item	Very rare	M	Yes	57
C	Celestial Sunrise	Potion	Common	m	—	57
U	Celestial Sunrise	Potion	Uncommon	m	—	57
R*	Chain Devil Gloves	Wondrous item	Rare	M	Yes	58
R	Champion's Greatbow	Weapon (longbow)	Rare	M	—	58
V*	Charged Rapier	Weapon (rapier)	Very rare	M	Yes	58
R	Chi-Balancing Tea	Potion	Rare	m	—	58
R	Chimeric Collar	Wondrous item	Rare	M	—	59
R*	Chromatic Obsidian Greataxe	Weapon (greataxe)	Rare	M	Yes	59
V	Chronal Sphere	Wondrous item	Very rare	m	—	60
V*	Chronomancer's Eyepiece	Wondrous item	Very rare	M	Yes	60
V*	Circlet of the Sharpened Mind	Wondrous item	Very rare	M	Yes, by a creature with an Intelligence of 17 or higher	60
U*	Claymore of the Great Badger	Weapon (greatsword)	Uncommon	M	Yes	61
C	Cleaning Cube	Wondrous item	Common	m	—	61
V	Cloche of Surprise Treats	Wondrous item	Very rare	M	—	62
R	Clockwork Colony Toolbox	Wondrous item	Rare	M	—	62
U	Clockwork Earwig	Wondrous item	Uncommon	M	—	62
U	Clockwork Mend-A-Pillar	Wondrous item	Uncommon	m	—	62
U*	Club of Dancing	Weapon (club)	Uncommon	M	Yes	63
U	Club of the Forest Drake	Weapon (club)	Uncommon	M	—	63
U	Club of the Rook	Weapon (club)	Uncommon	M	—	63
R	Coldfire Anvil	Wondrous item	Rare	M	—	64
R*	Comet Ballista	Weapon (crossbow, heavy)	Rare	M	Yes	64
R*	Conspirator's Coat	Wondrous item	Rare	M	Yes	64

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
R	Contingency Band	Ring	Rare	M	—	64
R	Cottage Chest	Wondrous item	Rare	m	—	65
U*	Courtesan's Fanblade	Weapon (dagger)	Uncommon	M	Yes	65
U	Covolt Dagger	Weapon (dagger)	Uncommon	M	—	66
R*	Covolt Scythe	Weapon (glaive)	Rare	M	Yes	66
L*	Crown of Storms	Wondrous item	Legendary	M	Yes	66
R*	Crown of the Mindmaster Matriarch	Wondrous item	Rare	M	Yes, by a wizard	66
R	Cube of Teleportation	Wondrous item	Rare	m	—	67
U*	Cuff of Captions	Wondrous item	Uncommon	m	Yes	67
U	Dagger of First Light	Weapon (dagger)	Uncommon	M	—	68
U*	Dark Mantle	Wondrous item	Uncommon	M	Yes	68
L*	Davy Jones's Key	Weapon (trident)	Legendary	M	Yes	68
R	Dawn and Dusk	Weapon (mace or sickle)	Rare	M	—	69
L*	Death's Shadow	Wondrous item	Legendary	M	Yes	69
R*	Deathloop Watch	Wondrous item	Rare	m	Yes	69
V*	Deathly Diadem	Wondrous item	Very rare	M	Yes	70
U*	Detective's Notebook	Wondrous item	Uncommon	m	Yes	70
U*	Direstone Dwarven Key	Weapon (handaxe)	Uncommon	M	Yes, by a dwarf	70
R*	Direstone Runic Wand	Wand	Rare	M	Yes, by a spellcaster	71
R*	Diviner's Dice	Wondrous item	Rare	M	Yes	71
C	Djinn and Tonic	Potion	Common	m	—	71
R	Djinn and Tonic	Potion	Rare	m	—	71
U	Dominic’s Field Guide to Language	Wondrous item	Uncommon	m	—	71
R	Doom Bloom	Wondrous item	Rare	m	—	72
U	Doubloon Diver's Goggles	Wondrous item	Uncommon	m	—	72
V*	Dragon Horn Pauldron	Wondrous item	Very rare	M	Yes	73
V	Dragon Turtle Barding	Armor (any heavy barding)	Very rare	M	—	73
R	Dragonband	Wondrous item	Rare	m	—	73
R	Dragonbreath Ammunition	Weapon (arrow or bolt)	Rare	m	—	74
U*	Dramus's Dancing Shoes	Wondrous item	Uncommon	m	Yes, by a bard	74
R*	Dream Saber	Weapon (scimitar)	Rare	M	Yes	74
R*	Dress of Defense	Wondrous item	Rare	M	Yes	74
C	Dress of Many Pockets	Wondrous item	Common	m	—	74
C	Drowner's Pearl	Wondrous item	Common	m	—	75
R	Dune Cowl	Wondrous item	Rare	M	—	75
R	Dusk Cleaver	Weapon (handaxe)	Rare	M	—	75
U	Dusk Dagger	Weapon (dagger)	Uncommon	M	—	76
R	Dusk Dagger	Weapon (dagger)	Rare	M	—	76
V	Dusk Dagger	Weapon (dagger)	Very rare	M	—	76
R*	Dwarven Boozehound's Backpack	Wondrous item	Rare	M	Yes	76
U	Ear Cuff of the Climber	Wondrous item	Uncommon	m	—	76
U*	Eclipse Spear	Weapon (spear)	Uncommon	M	Yes	76

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Egg of Primal Water	Wondrous item	Uncommon	m	—	76
U	Ehagan's Moving Ladder	Wondrous item	Uncommon	m	—	77
R*	Elder Sequoia Scale Mail	Armor (scale mail)	Rare	M	Yes, by a druid	77
R*	Eldritch Bident	Weapon (trident)	Rare	M	Yes	77
V*	Enzymatic Gastrostaff	Staff	Very rare	M	Yes	78
L*	Eternal Slayer	Weapon (any sword)	Legendary	M	Yes	78
R*	Everglacier Prosthesis	Wondrous item	Rare	M	Yes, by a creature missing a hand, arm, or leg	78
U	Evoker's Exchange	Wondrous item	Uncommon	M	—	78
U	Eyedrops of Clarity	Wondrous item	Uncommon	m	—	79
U	Eyes of the Beheld	Wondrous item	Uncommon	m	—	79
R	Faeflame Torch	Wondrous item	Rare	M	—	79
R*	Failed Purity Spear	Weapon (spear)	Rare	M	Yes	80
L	Fell-Rider Chariot	Wondrous item	Legendary	M	—	81
U	Felling Greataxe	Weapon (greataxe)	Uncommon	M	—	81
U	Feywatch Shield	Armor (shield)	Uncommon	M	—	81
U*	Feywood Ivy	Wondrous item	Uncommon	M	Yes, by a druid, ranger, or fey creature	81
U*	Fists of the Guiding Star	Wondrous item	Uncommon	M	Yes, by a monk	81
U*	Flamebreather Staff	Weapon (quarterstaff)	Uncommon	M	Yes	82
U*	Flood Pauldron	Wondrous item	Uncommon	M	Yes	82
R*	Focus Breaker	Weapon (maul)	Rare	M	Yes	82
U*	Focus Circlet	Wondrous item	Uncommon	M	Yes, by a spellcaster	82
V	Fool's Lamp	Wondrous item	Very rare	M	—	82
C	Forecaster's Cloak	Wondrous item	Common	m	—	84
U	Forgekeeper's Spark	Wondrous item	Uncommon	m	—	84
R	Forgework Dragon Shield	Armor (shield)	Rare	M	—	84
C	Fortune's Flower	Wondrous item	Common	m	—	84
C	Foxfire Charm	Wondrous item	Common	m	—	85
C	Freerunner's Armor	Armor (light)	Common	m	—	85
V*	Frostburn Spear	Weapon (spear)	Very rare	M	Yes	85
V*	Furious Flail	Weapon (flail)	Very rare	M	Yes, by a barbarian	86
R*	Fused Chimeric Hide	Armor (hide)	Rare	M	Yes, by a barbarian or druid	86
V	Gateway Ring	Ring	Very rare	M	—	86
U*	Gauntlets of Deliverance	Wondrous item	Uncommon	M	Yes, by a paladin	87
R*	Gauntlets of Eldritch Ferocity	Wondrous item	Rare	M	Yes, by a warlock	87
U*	Gelatinous Whip	Weapon (whip)	Uncommon	M	Yes	87
R*	Gentleman's Saber	Weapon (longsword or scimitar)	Rare	M	Yes	87
R*	Gi of Shifting Seasons	Wondrous item	Rare	M	Yes, by a monk	88
R	Giantcraft Ambusher	Weapon (greataxe)	Rare	M	—	88
L*	Gladius of the Everfighter	Weapon (shortsword)	Legendary	M	Yes, by a fighter	88
L*	Glaive of the Revenant King	Weapon (glaive)	Legendary	M	Yes	89

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Glass Carver	Weapon (dagger)	Uncommon	m	—	89
U*	Gloves of Amphibios	Wondrous item	Uncommon	M	Yes	90
R	Gloves of Healing	Wondrous item	Rare	M	—	90
V*	Gloves of Mimicry	Wondrous item	Very rare	M	Yes, by a bard	90
U*	Gloves of the Great Badger	Wondrous item	Uncommon	M	Yes	91
U	Gnashing Key	Wondrous item	Uncommon	m	—	91
L*	Godsteel Warplate	Armor (plate)	Legendary	M	Yes	92
L*	Godsteel Worldcarver	Weapon (greatsword or longsword)	Legendary	M	Yes	92
R	Golem Sapper	Wondrous item	Rare	M	—	92
L*	Gorget of the Holy Soldier	Wondrous item	Legendary	M	Yes, by a creature of good alignment	92
V*	Grasping Staff	Staff	Very rare	M	Yes, by a warlock or wizard	93
U*	Great Owl's Shroud	Wondrous item	Uncommon	M	Yes	94
V*	Green Knight's Vow	Wondrous item	Very rare	M	Yes	94
C	Griffon Coinpouch	Wondrous item	Common	m	—	95
U	Griffon Component Pack	Wondrous item	Uncommon	m	—	95
C	Griffon Key Loop	Wondrous item	Common	m	—	95
L*	Guardian's Reliquary	Wondrous item	Legendary	M	Yes, by a creature missing an arm	96
U*	Gusting Blowgun	Weapon (blowgun)	Uncommon	M	Yes	96
L*	H'rethi Soul Scepter	Rod	Legendary	M	Yes, by a spellcaster	96
U*	Hadiya's Handy Quill	Weapon (dart)	Uncommon	m	Yes	97
L*	Half Plate of the Blind Martyr	Armor (half plate)	Legendary	M	Yes, by a cleric	97
R	Harbinger's Flail	Weapon (flail)	Rare	M	—	98
U	Harvest	Weapon (sickle)	Uncommon	M	—	98
C*	Hat of Osnomnosis	Wondrous item	Common	m	Yes, by a wizard	98
U*	Hat of the Sanguine Coven	Wondrous item	Uncommon	M	Yes, by a sorcerer, warlock, or wizard	98
A*	Hatred, the Wrathful Edge	Weapon (greataxe)	Artifact	M	Yes, by a creature the axe deems worthy	197
C	Headband of the Sweatless	Wondrous item	Common	m	—	98
U*	Headdress of the Serpent King	Wondrous item	Uncommon	M	Yes	99
U	Headhunter's Bullseye Lantern	Wondrous item	Uncommon	M	—	99
L*	Heart of Damned Intervention	Wondrous item	Legendary	M	Yes, by a cleric or paladin	99
V*	Heartless Cage Pendant	Wondrous item	Very rare	M	Yes	100
L*	Heaven's Edge	Weapon (dagger)	Legendary	M	Yes	100
L*	Heaven's Gavel	Weapon (maul)	Legendary	M	Yes, by a creature of good alignment	101
R	Heavenly Chalice	Wondrous item	Rare	M	—	101
R*	Heavy Golem Armor	Armor (plate)	Rare	M	Yes, by a Small humanoid	101
C	Hedgewitch's Gardening Cane	Staff	Common	m	—	101

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U*	Hedonic Motivator	Weapon (whip)	Uncommon	M	Yes	102
V*	Helm of the Broken Dragon	Wondrous item	Very rare	M	Yes, by a non-lawful dragonborn	102
V*	Helm of the Chromatic Dragon	Wondrous item	Very rare	M	Yes, by a dragonborn of evil alignment	102
L*	Helm of the Justicars	Wondrous item	Legendary	M	Yes	102
V*	Helm of the Platinum Dragon	Wondrous item	Very rare	M	Yes, by a dragonborn of good alignment	103
V*	Helm of the Ruby Dragon	Wondrous item	Very rare	M	Yes, by a dragonborn of neutral alignment	103
U	Hideaway Vase	Wondrous item	Uncommon	m	—	104
U	Hoarder's Haul	Wondrous item	Uncommon	M	—	104
R	Hoarder's Haul	Wondrous item	Rare	M	—	104
V	Hoarder's Haul	Wondrous item	Very rare	M	—	104
R	Homeroot	Wondrous item	Rare	m	—	105
R*	Homeward Boots	Wondrous item	Rare	M	Yes	106
R	Horatio's Impossible Ship in a Bottle	Wondrous item	Rare	m	—	106
V*	Horn of the Wild Hunt	Wondrous item	Very rare	M	Yes	106
V*	Hour and Minute	Weapon (dagger and shortsword)	Very rare	M	Yes	107
V	Hourglass of Slumber	Wondrous item	Very rare	M	—	107
U*	Hushed Ring	Ring	Uncommon	M	Yes	108
V*	Hydra Charm	Wondrous item	Very rare	M	Yes	108
R	Hydra Flail	Weapon (flail)	Rare	M	—	108
V*	Impact Plate	Armor (plate)	Very rare	M	Yes	108
L*	Indigo Stray's Conviction	Wondrous item	Legendary	M	Yes	108
V*	Infernal Chain	Weapon (flail)	Very rare	M	Yes	109
C	Inker's Armband	Wondrous item	Common	m	—	110
R	Insatiable Tome	Wondrous item	Rare	m	—	110
C	Inspector's Silverware	Wondrous item	Common	m	—	110
V*	Instrument of Roses and Thorns	Wondrous item	Very rare	M	Yes, by a bard	111
R*	Ironleaf Impaler	Weapon (javelin or spear)	Rare	M	Yes	111
U*	Jo'Catian Denier	Weapon (longsword, scimitar, or shortsword)	Uncommon	M	Yes, by a creature of neutral alignment	111
U*	Jo'Catian Rebuker	Armor (shield)	Uncommon	M	Yes, by a creature of neutral alignment	111
U	Kestra's Bent Spoon	Wondrous item	Uncommon	M	—	112
V*	Ki Blade	Weapon (shortsword)	Very rare	M	Yes, by a monk	112
R	Kinetic Bowstring	Wondrous item	Rare	M	—	112
V*	Kraken Band	Wondrous item	Very rare	M	Yes	112
V	Lady Phantasma's Material Anchor	Wondrous item	Very rare	m	—	113
R*	Lamian Facestealer	Weapon (dagger)	Rare	M	Yes	113
R*	Lash of the Spelldrinker	Weapon (whip)	Rare	M	Yes, by a spellcaster	113
C	Leatherbeard	Wondrous item	Common	m	—	114

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Life Tether Ankh	Wondrous item	Uncommon	m	—	114
L	Life Turner	Wondrous item	Legendary	m	—	114
R*	Life's Flower Restorative	Wondrous item	Rare	M	Yes, by a creature missing a hand, arm, or leg	114
C	Light Sling	Weapon (sling)	Common	m	—	115
R	Lightning Khopesh	Weapon (scimitar)	Rare	M	—	115
R*	Lightscreen Hover Boots	Wondrous item	Rare	M	Yes	115
L*	Lightseer's Gaze	Wondrous item	Legendary	M	Yes, by a monk	116
U*	Locket of the Stolen Heart	Wondrous item	Uncommon	M	Yes	116
U	Luckleaf	Wondrous item	Uncommon	m	—	116
U*	Luna Moth Cape	Wondrous item	Uncommon	m	Yes	117
U	Lupine Mask	Wondrous item	Uncommon	M	—	117
R*	Mace of the Priest	Weapon (mace)	Rare	M	Yes, by a cleric	117
U	Mace of the Pumpkin King	Weapon (mace)	Uncommon	M	—	117
L*	Mage Eater Scythe	Weapon (glaive)	Legendary	M	Yes	117
V	Magebane Poison	Potion	Very rare	m	—	118
U*	Magentan Sun-Saw	Weapon (scimitar)	Uncommon	M	Yes	118
V*	Magentan Sun-Saw	Weapon (scimitar)	Very rare	M	Yes	118
R*	Mageplate Ring	Ring	Rare	M	Yes	118
C	Magnificent Pocket Vanity	Wondrous item	Common	m	—	118
U*	Mandible Bident	Weapon (trident)	Uncommon	M	Yes	118
R*	Mantle of Security	Wondrous item	Rare	M	Yes	120
U*	Marlin Lunger	Weapon (rapier)	Uncommon	M	Yes	120
C*	Masks of the Sacred Beasts	Wondrous item	Common	M	Yes	120
U*	Masks of the Sacred Beasts	Wondrous item	Uncommon	M	Yes	120
R*	Masks of the Sacred Beasts	Wondrous item	Very rare	M	Yes	120
V*	Masks of the Sacred Beasts	Wondrous item	Rare	M	Yes	120
L*	Masks of the Sacred Beasts	Wondrous item	Legendary	M	Yes	120
V	Matron's Mug	Wondrous item	Very rare	m	—	121
R	Medusan Lavalier	Wondrous item	Rare	m	—	121
U*	Medusan Signet	Ring	Uncommon	m	Yes	121
R	Medzo's Crossbow	Weapon (crossbow, hand)	Rare	M	—	122
L*	Meta Mantle	Wondrous item	Legendary	M	Yes, by a sorcerer	122
R*	Meta Medallion	Wondrous item	Rare	M	Yes, by a sorcerer	122
U	Mimicloak	Wondrous item	Uncommon	M	—	123
V*	Mindmaster's Monocle	Wondrous item	Very rare	M	Yes, by a wizard	123
R*	Mistwalker Armor	Armor (leather)	Rare	M	Yes	123
R*	Monarch Mantle	Wondrous item	Rare	M	Yes	123
R*	Monster Tamer's Shield	Armor (shield)	Rare	M	Yes	124
R*	Monster Tamer's Sword	Weapon (any sword)	Rare	M	Yes	124
R*	Moonstone Bracers	Wondrous item	Rare	M	Yes	124
A*	Morath, Scepter of the Soul Vortex	Rod	Artifact	M	Yes, by a sorcerer, warlock, or wizard	198
R*	Mosshide Troll Belt	Wondrous item	Rare	M	Yes	124

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
V*	Mourningsteel Demi-Gauntlets	Wondrous item	Very rare	M	Yes	127
U*	Mourningsteel Ghost Candle	Wondrous item	Uncommon	M	Yes	127
L*	Mourningsteel Half Plate	Armor (half plate)	Legendary	M	Yes	127
R*	Mourningsteel War Banner	Wondrous item	Rare	M	Yes	127
U	Murk Blowgun	Weapon (blowgun)	Uncommon	M	—	128
R*	Myceliaweave Armor	Armor (leather, studded leather, or hide)	Rare	M	Yes	128
U*	Night Owl's Half-Moon Spectacles	Wondrous item	Uncommon	m	Yes	128
R	Nightmare Flask	Wondrous item	Rare	m	—	128
R*	Nightstalker's Armor of the Northeastern Wind	Armor (plate)	Rare	M	Yes	129
R*	Nightstalker's Mask	Wondrous item	Rare	M	Yes	129
A*	Nimbus, First Staff of the Thunderbirds	Staff	Artifact	M	Yes	199
U	No-Stones	Wondrous item	Uncommon	m	—	130
V*	Novanite Armor	Armor (medium or heavy, but not hide)	Very rare	M	Yes	130
C	Oaken Candle	Wondrous item	Common	m	—	130
V*	Oathkeeper's Resolve	Armor (shield)	Very rare	M	Yes, by a paladin	130
L*	Octavius's Saber	Weapon (rapier)	Legendary	M	Yes, by a rogue	131
V*	Ogramau's Graveyard	Wondrous item	Very rare	M	Yes, by a cleric or wizard	131
U	Ol' Stumpy	Weapon (maul)	Uncommon	M	—	131
C	Orb of Remembrance	Wondrous item	Common	m	—	132
R*	Orelia's Tome of Beast Familiars	Wondrous item	Rare	M	Yes, by a wizard	132
U*	Orner's Venomous Crossbow	Weapon (crossbow, hand)	Uncommon	M	Yes	132
C	Orostead Iced Tea	Potion	Common	m	—	133
V	Orostead Iced Tea	Potion	Very rare	m	—	133
U*	Overseer's Spade	Wondrous item	Uncommon	m	Yes	134
U*	Owlbear Leather Armor	Armor (leather)	Uncommon	M	Yes	134
R	Pack of Revisibility Bombs	Wondrous item	Rare	m	—	134
U	Pegasus Quill	Wondrous item	Uncommon	m	—	134
R	Pennypuncher Slingshot	Weapon (sling)	Rare	M	—	134
R	Peregrine Spear	Weapon (spear)	Rare	M	—	134
C	Performer's Puppet	Wondrous item	Common	m	—	135
C	Periscope Rod	Rod	Common	m	—	135
U	Phantom Walkers	Wondrous item	Uncommon	m	—	135
V*	Phasing Bow	Weapon (any bow)	Very rare	M	Yes	135
V*	Phoenix Breastplate	Armor (breastplate)	Very rare	M	Yes	136
V*	Phoenix Rocket Sword	Weapon (greatsword)	Very rare	M	Yes	136
R	Pick and Pocket	Weapon (dagger)	Rare	M	—	136
U	Pisces Shield	Armor (shield)	Uncommon	M	—	137

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
R*	Poison Armor of Amphibios	Armor (light)	Rare	M	Yes	137
U*	Pollinator Carapace	Armor (leather, studded leather, or hide)	Uncommon	M	Yes, by a druid or ranger	138
U*	Pollinator Pants	Wondrous item	Uncommon	M	Yes, by a druid or ranger	138
U*	Pollinator Visor	Wondrous item	Uncommon	M	Yes, by a druid or ranger	138
C	Poltergeist Candle Holder	Wondrous item	Common	m	—	139
R	Power Collar	Wondrous item	Rare	M	—	139
C	Prism Glasses	Wondrous item	Common	m	—	139
R*	Prototype Thunderberd	Weapon (halberd)	Rare	M	Yes	140
U	Prying Mace	Weapon (mace)	Uncommon	M	—	140
R	Quick Change Ring	Ring	Rare	m	—	140
L*	Quiver of Elemental Chaos	Wondrous item	Legendary	M	Yes	140
V*	Radiant War Pick	Weapon (war pick)	Very rare	M	Yes, by a cleric or paladin	142
L*	Realmswarden Greataxe	Weapon (greataxe)	Legendary	M	Yes	142
L*	Red Queen's Burden	Weapon (glaive)	Legendary	M	Yes	143
R*	Redeemer's Regards	Weapon (longbow)	Rare	M	Yes, by a paladin	143
C	Redsmith Crucible Set	Wondrous item	Common	m	—	144
C	Redsmith Hammer	Weapon (light hammer)	Common	m	—	144
U	Rejuvenating Draft	Potion	Uncommon	m	—	144
R	Rejuvenating Draft	Potion	Rare	m	—	144
V	Rejuvenating Draft	Potion	Very rare	m	—	144
L	Rejuvenating Draft	Potion	Legendary	m	—	144
U*	Reliquary of Holy Memories	Rod	Uncommon	M	Yes, by a cleric or paladin	144
R*	Reliquary of Holy Memories	Rod	Rare	M	Yes, by a cleric or paladin	144
V*	Reliquary of Holy Memories	Rod	Very rare	M	Yes, by a cleric or paladin	144
L*	Reliquary of Holy Memories	Rod	Legendary	M	Yes, by a cleric or paladin	144
U*	Riff's Dimensional Ripper	Weapon (dagger)	Uncommon	M	Yes	144
R*	Rift Sheath	Weapon (quarterstaff or shortsword)	Rare	M	Yes	144
R*	Ring of Changing Shapes	Ring	Rare	M	Yes, by a sorcerer	146
U*	Ring of Healer's Heroism	Ring	Uncommon	M	Yes, by a spellcaster	146
V*	Ring of Lunar Might	Ring	Very rare	M	Yes	146
R	Ring of Misdirection	Ring	Rare	m	—	146
U	Ring of Rituals	Ring	Uncommon	m	—	146
R*	Ring of Solar's Sight	Ring	Rare	M	Yes	147
U	Ring of Stolen Alacrity	Ring	Uncommon	m	—	147
R*	Ring of the Arcane Berserker	Ring	Rare	M	Yes, by a barbarian	147
L*	Ring of the Assassin Lord	Ring	Legendary	M	Yes, by a rogue	147
U*	Ring of the Mute Mage	Ring	Uncommon	M	Yes, by a spellcaster	148
V*	Ring of the Split Mind	Ring	Very rare	M	Yes, by a spellcaster	148
U	Ring of Volleys	Ring	Uncommon	M	—	147
R*	Rings of the True Companions	Ring	Rare	M	Yes	148
R*	Riptide Crossbow	Weapon (crossbow, heavy)	Rare	M	Yes	148

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Roaring Whip	Weapon (whip)	Uncommon	M	—	149
C	Rod of Endless Light	Rod	Common	m	—	149
R	Rod of Refstophobia	Rod	Rare	m	—	149
R*	Rod of Reverberation	Rod	Rare	M	Yes	149
R*	Rod of Storms	Rod	Rare	M	Yes, by a spellcaster	150
R	Rod of the Magicycle	Rod	Rare	M	—	151
U	Rod of Thought Projection	Rod	Uncommon	m	—	150
R	Rod of Water Absorption	Rod	Rare	M	—	150
C	Rope Caster	Weapon (crossbow, hand)	Common	m	—	152
C	Rose Quartz Koi	Wondrous item	Common	m	—	152
V*	Royal Blade of Amphibios	Weapon (rapier)	Very rare	M	Yes	152
L*	Royal Incinerator	Staff	Legendary	M	Yes, by a druid, sorcerer, warlock, or wizard	152
U	Rust Arrow	Weapon (arrow)	Uncommon	m	—	153
U*	Sagittarian Vestments	Armor (light, medium, or heavy)	Uncommon	M	Yes, by a cleric or paladin	153
R*	Salamander Flame Gauntlets	Wondrous item	Rare	M	Yes	153
R*	Sash of Sorcerous Synergy	Wondrous item	Rare	M	Yes, by a sorcerer	154
U	Satchel of Beast Chow	Wondrous item	Uncommon	m	—	154
R*	Scarlet Scourge	Weapon (whip)	Rare	M	Yes	154
V*	Scepter of Faith	Rod	Very rare	M	Yes, by a cleric	155
R*	Scorned Heart Breastplate	Armor (breastplate)	Rare	M	Yes	155
U*	Scorpio Armor	Armor (half plate or plate)	Uncommon	M	Yes	155
U*	Scorpion Lasher	Weapon (whip)	Uncommon	M	Yes	155
U	Scroll of Mapping	Scroll	Uncommon	m	—	156
V	Scroll of Mapping	Scroll	Very rare	m	—	156
R	Scroll of Nightmares	Scroll	Rare	m	—	156
R	Scroll of the Jester	Scroll	Rare	m	—	156
U	Second Fiddle	Wondrous item	Uncommon	M	—	157
U	Seeker's Compass	Wondrous item	Uncommon	m	—	157
U*	Seer's Starlight Cloak	Wondrous item	Uncommon	m	Yes, by a cleric, druid, or wizard	157
R*	Seraphim's Stiletto	Weapon (dagger)	Rare	M	Yes, by a creature of good alignment	158
R	Shadow Tag	Wondrous item	Rare	m	—	158
U*	Shadow Weaver's Guise	Wondrous item	Uncommon	M	Yes, by a spellcaster	158
L*	Shadowscale Shroud	Armor (scale mail)	Legendary	M	Yes	158
R	Shield of the Justicars	Armor (shield)	Rare	M	—	158
C	Shifter's Shine	Potion	Common	m	—	160
U	Shifter's Shine	Potion	Uncommon	m	—	160
C	Shimmering Spectacles	Wondrous item	Common	m	—	160
C	Shipwright's Watch	Wondrous item	Common	m	—	160
V*	Shooting Star	Weapon (longbow)	Very rare	M	Yes	160

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
R*	Siege Staff	Staff	Rare	M	Yes, by a bard, cleric, druid, sorcerer, warlock, or wizard	161
C*	Silver Coin of Duvra	Wondrous item	Common	m	Yes	161
U*	Silver Eagle Studded Cuirass	Armor (studded leather)	Uncommon	M	Yes	161
C	Silver Star Cane	Weapon (rapier)	Common	m	—	161
A*	Silverwind, the Cleansing Breeze	Weapon (longsword)	Artifact	M	Yes	200
U	Sir Varion's Helm	Wondrous item	Uncommon	m	—	162
U*	Sir Varion's Lance	Weapon (lance)	Uncommon	M	Yes	162
U*	Sir Varion's Mantle	Wondrous item	Uncommon	m	Yes	162
U*	Sir Varion's Shield	Armor (shield)	Uncommon	M	Yes	162
R	Sky Anchor	Weapon (spear)	Rare	M	—	162
R*	Skyglider Shield	Armor (shield)	Rare	M	Yes	163
L*	Skylit Greaves	Wondrous item	Legendary	M	Yes	163
L*	Slaying Longbow	Weapon (longbow)	Legendary	M	Yes, by a good-aligned creature	164
C	Sleepytime Sheep Stuffy	Wondrous item	Common	m	—	164
U*	Snake Charmer's Flute	Wondrous item	Uncommon	m	Yes	164
C	Snow Rider's Sleigh	Wondrous item	Common	m	—	164
R*	Soul Pendant	Wondrous item	Rare	M	Yes	165
L*	Soul-Searing Scythe	Weapon (halberd)	Legendary	M	Yes	165
R	Sovereignseed Satchel	Wondrous item	Rare	M	—	166
L*	Spellfire Bow	Weapon (longbow)	Legendary	M	Yes, by a spellcaster	166
R	Spellsword	Weapon (shortsword)	Rare	M	—	167
R*	Spellwriter's Brace	Wondrous item	Rare	M	Yes, by a wizard	167
L*	Spirit Cleaver	Weapon (dagger)	Legendary	M	Yes, by a rogue	167
R*	Spirit Sheath	Weapon (scimitar)	Rare	M	Yes, by a creature with a Wisdom of 13 or higher	168
R*	Spiritwalker Breastplate	Armor (breastplate)	Rare	M	Yes	168
R*	Splinterguard	Armor (splint)	Rare	M	Yes, by a druid or ranger	168
R	Sream's Stoppered Oasis	Potion	Rare	m	—	168
U	Staff of Cubic Cultivation	Staff	Uncommon	m	—	169
U*	Staff of the Dream Shepherd	Staff	Uncommon	M	Yes, by a spellcaster	169
U*	Staff of the Vineyard	Staff	Uncommon	M	Yes, by a cleric, druid, monk, or ranger	169
R	Stalagmight Geode	Weapon (greatclub)	Rare	M	—	170
C	Stalwart Staff	Staff	Common	m	—	170
L*	Starmetal Nova Armor	Armor (chain shirt and half plate)	Legendary	M	Yes	170
R*	Starmetal Shard Spear	Weapon (spear)	Rare	M	Yes	171
V*	Starmetal Sliver	Weapon (dagger)	Very rare	M	Yes	171
C	Status Signets	Ring	Common	m	—	171
R	Steam Harpoon	Weapon (spear)	Rare	M	—	172
U	Stonemason's Companion	Wondrous item	Uncommon	M	—	172

Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
C	Storm Seer Lamp	Wondrous item	Common	m	—	172
R*	Storm's Eye Shield	Armor (shield)	Rare	M	Yes	172
R*	Stormbrewer Bracers	Wondrous item	Rare	M	Yes	172
C	Storyteller's Stein	Wondrous item	Common	m	—	173
U	Stuffy Familiar	Wondrous item	Uncommon	m	—	173
C	Stylist's Circlet	Wondrous item	Common	m	—	173
L*	Tarrasque Plate	Armor (plate)	Legendary	M	Yes	174
C	Tea Weird	Wondrous item	Common	m	—	174
R*	Tempest Griffon Bracers	Wondrous item	Rare	M	Yes	174
R	Thalamus Thread	Wondrous item	Rare	M	—	201
A	The Griffon's Saddlebag	Wondrous item	Artifact	M	—	174
U	Thomas's Dimensional Trousers	Wondrous item	Uncommon	m	—	175
C	Tide Turner	Wondrous item	Common	m	—	175
U*	Titan Cricket Greaves	Wondrous item	Uncommon	m	Yes	175
V	Titan's Tooth Claymore	Weapon (greatsword)	Very rare	M	—	175
V	Tome of Advanced Fighting Styles	Wondrous item	Very rare	M	—	176
L*	Tome of Lost Knowledge	Wondrous item	Legendary	M	Yes, by a wizard	176
R	Torrdok's Magnificent Forgery	Wondrous item	Rare	m	—	177
R*	Traitor's Gauntlet	Wondrous item	Rare	M	Yes	177
U	Trampling Crossbow	Weapon (crossbow, heavy)	Uncommon	M	—	177
R	Tremor Spike	Rod	Rare	M	—	178
C	Turtle Brooch	Wondrous item	Common	m	—	178
R*	Tyrannosaurus Rax	Weapon (greataxe)	Rare	M	Yes	178
L*	Underworld Asphodel Regalia	Wondrous item	Legendary	M	Yes, by a cleric or wizard	178
R*	Urnblade	Weapon (scimitar)	Rare	M	Yes	179
U*	Vain Virtuoso's Violin	Wondrous item	Uncommon	M	Yes, by a bard	179
R	Verax Weapon	Weapon (any metal melee weapon)	Rare	M	—	180
L*	Violet King's Promise	Weapon (rapier)	Legendary	M	Yes, by a bard, cleric, paladin, or ranger	180
R	Viper Khopesh	Weapon (scimitar)	Rare	M	—	181
R	Voyage Collar	Wondrous item	Rare	M	—	181
V*	Vyra's Broken Path	Wondrous item	Very rare	M	Yes, by an elf or half-elf	181
U*	Wand of Dowsing	Wand	Uncommon	M	Yes	182
R*	Wand of Gilding	Wand	Rare	M	Yes, by a bard, sorcerer, or wizard	182
V*	Wand of Merriment	Wand	Very rare	M	Yes	182
V*	Wand of Necrosis	Wand	Very rare	M	Yes, by a sorcerer, warlock, or wizard	182
V*	Wand of Puppetry	Wand	Very rare	M	Yes, by a spellcaster	183
R*	Wand of Stars	Wand	Rare	M	Yes, by a spellcaster	183



Q	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
L*	Wand of the Alicorn	Wand	Legendary	M	Yes, by a good-aligned spellcaster	184
R*	Wand of the Frostrose	Wand	Rare	M	Yes, by a spellcaster	184
V*	War's Wager	Weapon (greataxe)	Very rare	M	Yes	185
R	Wardancer's Spear	Weapon (spear)	Rare	M	—	185
V*	Warding Staff	Staff	Very rare	M	Yes, by a cleric or paladin	185
R*	Warhammer of Eruptions	Weapon (warhammer)	Rare	M	Yes	186
R	Warp Anchor	Rod	Rare	M	—	186
U	Waterskin of Voices	Wondrous item	Uncommon	m	—	186
R	Wavecutter	Weapon (any axe)	Rare	M	—	186
R	Wayfinder Sphere	Wondrous item	Rare	m	—	186
U*	Weapon of Verdict	Weapon (any melee weapon)	Uncommon	M	Yes, by a creature of good alignment	187
U	Weaving Wasp Needles	Weapon (dart)	Uncommon	M	—	187
R*	Webgrip Bow	Weapon (any bow)	Rare	M	Yes	188
R	Whirling Weapons	Weapon (any melee weapon without the special or two-handed property)	Rare	M	—	188
U	Whirlpool Dart	Weapon (dart)	Uncommon	M	—	188
C	Whispergust Mote	Wondrous item	Common	m	—	188
C	Widemouth Bucket	Wondrous item	Common	m	—	189
R	Widow's Tea	Wondrous item	Rare	M	—	189
R	Wildfire Ammunition	Weapon (arrow or bolt)	Rare	m	—	189
U*	Wildskin Armor	Armor (hide)	Uncommon	M	Yes, by a druid	190
C	Williwig's Time Stopper	Wondrous item	Common	m	—	190
V*	Wind and Whirl	Weapon (scimitar)	Very rare	M	Yes	190
R	Wind Riders	Wondrous item	Rare	M	—	190
R	Wind-Up Merchant	Wondrous item	Rare	M	—	191
U*	Wisp Cloak	Wondrous item	Uncommon	M	Yes	191
C	Wispy Sour	Potion	Common	m	—	192
U	Wispy Sour	Potion	Uncommon	m	—	192
V*	Wraps of the Restless	Wondrous item	Very rare	M	Yes	192
R*	Wyrmling Wristlet	Wondrous item	Rare	m	Yes	192
R*	Wyrmshide Bow	Weapon (shortbow)	Rare	M	Yes	193
V*	Xibalban Blade	Weapon (longsword)	Very rare	M	Yes	193
R*	Xorn-Sole Boots	Wondrous item	Rare	M	Yes	194
V*	Yellow Harbinger's Path	Armor (light or medium)	Very rare	M	Yes, by a creature with a Dexterity of 17 or higher	194





Random Magic Items

When a source indicates the presence of one or more magic items, you can determine which ones appear by rolling on the appropriate table(s) below.

You can use these tables in addition to or instead of ones found in other publications. For suggestions on how to make your own treasure tables, turn to page (x).

Magic Item Table A1

d100	Item Name
1 – 5	Bird's-Eye Bolt
6 – 10	Celestial Sunrise (common)
11 – 15	Orostead Iced Tea (common)
16 – 20	Wispy Sour (common)
21 – 23	Bag of Bellstones
24 – 26	Bell of Alarm
27 – 29	Book of Instant Copying
30 – 32	Camper's Crutch
33 – 35	Candy Xorn
36 – 38	Dress of Many Pockets
39 – 41	Forecaster's Cloak
42 – 44	Foxfire Charm
45 – 47	Griffon Coinpouch
48 – 50	Headband of the Sweatless
51 – 53	Inker's Armband
54 – 56	Leatherbeard
57 – 59	Magnificent Pocket Vanity
60 – 62	Orb of Remembrance
63 – 65	Periscope Rod
66 – 68	Prism Glasses
69 – 71	Redsmith Hammer
72 – 74	Rope Caster
75 – 77	Shimmering Spectacles
78 – 80	Silver Star Cane
81 – 83	Snow Rider's Sleigh
84 – 86	Status Signets
87 – 89	Storyteller's Stein
90 – 92	Tea Weird
93 – 95	Turtle Brooch
96 – 98	Widemouth Bucket
99 – 100	Hat of Osnomnosis

Using Split Tables

Because of the wealth of magic items in this book, some of these random magic item tables have been equally split in two. You can either roll a d100 and choose from either table which result you like more, or roll a d2 (half a d4, rounded up) or flip a coin to determine whether to use the first or second option of a given table.

Magic Item Table A2

d100	Item Name
1 – 5	Bloody Marilith (common)
6 – 10	Djinn and Tonic (common)
11 – 15	Shifter's Shine (common)
16 – 18	Aurora Dust
19 – 21	Ball of Wild Earth
22 – 24	Bonfire Charm
25 – 27	Bullfrog Totem
28 – 30	Candleflame Helm
31 – 33	Cleaning Cube
34 – 36	Drowner's Pearl
37 – 39	Fortune's Flower
40 – 42	Freerunner's Armor
43 – 45	Griffon Key Loop
46 – 47	Hedgewitch's Gardening Cane
48 – 51	Inspector's Silverware
52 – 54	Light Sling
55 – 57	Oaken Candle
58 – 60	Performer's Puppet
61 – 63	Poltergeist Candle Holder
64 – 66	Redsmith Crucible Set
67 – 69	Rod of Endless Light
70 – 72	Rose Quartz Koi
73 – 75	Shipwright's Watch
76 – 78	Sleepytime Sheep Stuffy
79 – 81	Stalwart Staff
82 – 84	Storm Seer Lamp
85 – 87	Stylist's Circlet
88 – 90	Tide Turner
91 – 93	Whispergust Mote
94 – 96	Williwig's Time Stopper
97 – 98	Masks of the Sacred Beasts (crocodile)
99 – 100	Silver Coin of Duvra

Magic Item Table B1

d100	Item Name
1 – 7	Arrow of Anchoring
8 – 14	Rejuvenating Draft (uncommon)
15 – 21	Scroll of Mapping (uncommon)
22 – 27	Wispy Sour (uncommon)
28 – 30	Acorn Charm
31 – 33	Angler's Worldly Fisher
34 – 36	Badge of the Savant
37 – 39	Bloodhound Amulet
40 – 42	Book of Clothier's Croquis
43 – 45	Burrage's Collegiate Case
46 – 48	Canister of Vreyval's Soothing Tea
49 – 51	Dominic's Field Guide to Language
52 – 54	Ear Cuff of the Climber
55 – 57	Ehagan's Moving Ladder
58 – 60	Eyes of the Beheld
61 – 63	Glass Carver
64 – 66	Griffon Component Pack
67 – 69	Life Tether Ankh
70 – 72	No-Stones
73 – 75	Phantom Walkers
76 – 78	Ring of Stolen Alacrity
79 – 81	Satchel of Beast Chow
82 – 84	Sir Varion's Helm
85 – 87	Stuffy Familiar
88 – 90	Waterskin of Voices
91 – 92	Cuff of Captions
93 – 94	Dramus's Dancing Shoes
95 – 96	Luna Moth Cape
97 – 98	Night Owl's Half-Moon Spectacles
99 – 100	Seer's Starlight Cloak

Magic Item Table B2

d100	Item Name
1 – 7	Celestial Sunrise (uncommon)
8 – 14	Rust Arrow
15 – 21	Shifter's Shine (uncommon)
22 – 24	Abjurer's Bangle (uncommon)
25 – 27	Alchemist's Potion Belt
28 – 30	Arcanist's Magnificent Magnifier
31 – 33	Bellhop Topper
34 – 36	Bloodmire Phiale
37 – 39	Brawler's Ring
40 – 42	Camper's Respite
43 – 45	Clockwork Mend-A-Pillar
46 – 48	Doubloon Diver's Goggles
49 – 51	Egg of Primal Water
52 – 54	Eyedrops of Clarity
55 – 57	Forgekeeper's Spark
58 – 60	Gnashing Key
61 – 63	Hideaway Vase
64 – 66	Luckleaf
67 – 69	Pegasus Quill
70 – 72	Ring of Rituals
73 – 75	Rod of Thought Projection
76 – 78	Seeker's Compass
79 – 81	Staff of Cubic Cultivation
82 – 84	Thomas's Dimensional Trousers
85 – 86	Ambitious Medic's Box
87 – 88	Detective's Notebook
89 – 90	Hadiya's Handy Quill
91 – 92	Medusan Signet
93 – 94	Overseer's Spade
95 – 96	Sir Varion's Mantle
97 – 98	Titan Cricket Greaves
99 – 100	Snake Charmer's Flute



Titan Cricket Greaves



Ring of Stolen Alacrity

Magic Item Table C

d100	Item Name
1 – 4	Aged Goodberry Wine
5 – 8	Chi-Balancing Tea
9 – 12	Djinn and Tonic (rare)
13 – 16	Dragonbreath Ammunition
17 – 20	Rejuvenating Draft (rare)
21 – 24	Scroll of Nightmares
25 – 28	Scroll of the Jester
29 – 32	Sream's Stoppered Oasis
33 – 36	Wildfire Ammunition
37 – 39	Abjurer's Bangle (rare)
40 – 42	Astral Caltrops
43 – 45	Bartender's Armistice
46 – 48	Bounder's Ball
49 – 51	Cottage Chest
52 – 54	Cube of Teleportation
55 – 57	Doom Bloom
58 – 60	Dragonband
61 – 63	Homeroot
64 – 66	Horatio's Impossible Ship in a Bottle
67 – 69	Insatiable Tome
70 – 72	Medusan Lavalier
73 – 75	Nightmare Flask
76 – 78	Pack of Revisibility Bombs
79 – 81	Quick Change Ring
82 – 84	Ring of Misdirection
85 – 87	Rod of Refstophobia
88 – 90	Shadow Tag
91 – 93	Torrdok's Magnificent Forgery
94 – 96	Wayfinder Sphere
97 – 98	Deathloop Watch
99 – 100	Wyrmling Wristlet

Magic Item Table D

d100	Item Name
1 – 15	Bloody Marilith (very rare)
16 – 30	Magebane Poison
31 – 45	Orostead Iced Tea (very rare)
46 – 60	Rejuvenating Draft (very rare)
61 – 75	Scroll of Mapping (very rare)
76 – 80	Abjurer's Bangle (very rare)
81 – 85	Archivist's Key
86 – 90	Chronal Sphere
91 – 95	Lady Phantasma's Material Anchor
96 – 100	Matron's Mug

Magic Item Table E

d100	Item Name
1 – 80	Rejuvenating Draft (legendary)
81 – 100	Life Turner



Cube of Teleportation

Magic Item Table F1

d100	Item Name
1 – 4	Headdress of the Serpent King
5 – 8	Sagittarian Vestments
9 – 12	Vain Virtuoso's Violin
13 – 16	Amulet of Buoyancy
17 – 20	Bloodthirsty Bistoury
21 – 24	Clockwork Earwig
25 – 28	Club of the Rook
29 – 32	Dagger of First Light
33 – 36	Evoker's Exchange
37 – 40	Feywatch Shield
41 – 44	Headhunter's Bullseye Lantern
45 – 48	Kestra's Bent Spoon
49 – 52	Mace of the Pumpkin King
53 – 56	Murk Blowgun
57 – 60	Pisces Shield
61 – 64	Ring of Volleys
65 – 68	Second Fiddle
69 – 72	Trampling Crossbow
73 – 75	Whirlpool Dart
76	Ballista Prosthesis
77	Battlechef Field Dresser
78	Bramble Buckler
79	Candleflame Bow
80	Club of Dancing
81	Dark Mantle
82	Eclipse Spear
83	Fists of the Guiding Star
84	Flood Pauldron
85	Gauntlets of Deliverance
86	Gloves of Amphibios
87	Great Owl's Shroud
88	Hat of the Sanguine Coven
89	Hushed Ring
90	Jo'Catian Rebuker
91	Mandible Bident
92	Masks of the Sacred Beasts (lion)
93	Orner's Venomous Crossbow
94	Pollinator Carapace
95	Pollinator Visor
96	Riff's Dimensional Ripper
97	Ring of the Mute Mage
98	Scorpion Lasher
99	Sir Varion's Lance
100	Staff of the Dream Shepherd



Magic Item Table F2

d100	Item Name
1 – 4	Locket of the Stolen Heart
5 – 8	Shadow Weaver's Guise
9 – 12	Wisp Cloak
13 – 16	Astronomer's Boon
17 – 20	Brutal Macuahuitl
21 – 24	Club of the Forest Drake
25 – 28	Covolt Dagger
29 – 32	Dusk Dagger (uncommon)
33 – 36	Felling Greataxe
37 – 40	Harvest
41 – 44	Hoarder's Haul (uncommon)
45 – 48	Lupine Mask
49 – 52	Mimicloak
53 – 56	Ol' Stumpy
57 – 60	Prying Mace
61 – 64	Roaring Whip
65 – 68	Stonemason's Companion
69 – 71	Weaving Wasp Needles
72	Angler's Armor
73	Bane Shield
74	Beard Cannon
75	Bulette Bulwark
76	Claymore of the Great Badger
77	Courtesan's Fanblade
78	Direstone Dwarven Key
79	Feywood Ivy
80	Flamebreather Staff
81	Focus Circlet
82	Gelatinous Whip
83	Gloves of the Great Badger
84	Gusting Blowgun
85	Hedonic Motivator
86	Jo'Catian Denier
87	Magentan Sun-Saw (uncommon)
88	Marlin Lunger
89	Mourningsteel Ghost Candle
90	Owlbear Leather Armor
91	Pollinator Pants
92	Reliquary of Holy Memories (uncommon)
93	Ring of Healer's Heroism
94	Scorpio Armor
95	Silver Eagle Studded Cuirass
96	Sir Varion's Shield
97	Staff of the Vineyard
98	Wand of Dowsing
99	Weapon of Verdict
100	Wildskin Armor



Magic Item Table G1

d100	Item Name
1 – 2	Belt of the Hell Hound
3 – 4	Myceliaweave Armor
5 – 6	Traitor's Gauntlet
7 – 8	Champion's Greatbow
9 – 10	Clockwork Colony Toolbox
11 – 12	Contingency Band
13 – 14	Dune Cowl
15 – 16	Dusk Dagger (rare)
17 – 18	Forgework Dragon Shield
19 – 20	Gloves of Healing
21 – 22	Harbinger's Flail
23 – 24	Hoarder's Haul (rare)
25 – 26	Kinetic Bowstring
27 – 28	Medzo's Crossbow
29 – 30	Peregrine Spear
31 – 32	Power Collar
33 – 34	Rod of Water Absorption
35 – 36	Sky Anchor
37 – 38	Spellsword
39 – 40	Steam Harpoon
41 – 42	Tremor Spike
43 – 44	Viper Khopesh
45 – 46	Wardancer's Spear
47 – 48	Wavecutter
49 – 50	Widow's Tea
51 – 52	Wind-Up Merchant
53	Air Render
54	Amulet of the Sentinel
55	Arcanist Gauntlets
56	Armor of Icarus
57	Beads of Meditation
58	Bloodmire Rod of the Witch Doctor
59	Bow of the Cobra
60	Bow of the Twilight Valkyrie
61	Caduceus Flail
62	Chain Devil Gloves
63	Comet Ballista
64	Covolt Scythe
65	Direstone Runic Wand
66	Dream Saber
67	Dwarven Boozehound's Backpack
68	Eldritch Bident
69	Focus Breaker
70	Gauntlets of Eldritch Ferocity
71	Gi of Shifting Seasons
72	Homeward Boots
73	Lamian Facestealer
74	Life's Flower Restorative
75	Mace of the Priest
76	Mantle of Security
77	Meta Medallion
78	Monarch Mantle
79	Monster Tamer's Sword
80	Mosshide Troll Belt
81	Nightstalker's Armor of the Northeastern Wind
82	Orelia's Tome of Beast Familiars
83	Prototype Thunderberd
84	Reliquary of Holy Memories (rare)
85	Ring of Changing Shapes
86	Ring of the Arcane Berserker
87	Riptide Crossbow
88	Rod of Storms
89	Sash of Sorcerous Synergy
90	Seraphim's Stiletto
91	Skyglider Shield
92	Spellwriter's Brace
93	Spiritwalker Breastplate
94	Starmetal Shard Spear
95	Stormbrewer Bracers
96	Tyrannosaurus Rax
97	Wand of Gilding
98	Wand of the Frostrose
99	Webgrip Bow
100	Xorn-Sole Boots



Peregrine Spear

Wind-Up Merchant

Magic Item Table G2

d100	Item Name
1 – 2	Amulet of the Lycanthrope
3 – 4	Failed Purity Spear
5 – 6	Scorned Heart Breastplate
7 – 8	Badge of the Wayfarer
9 – 10	Chimeric Collar
11 – 12	Coldfire Anvil
13 – 14	Dawn and Dusk
15 – 16	Dusk Cleaver
17 – 18	Faeflame Torch
19 – 20	Giantcraft Ambusher
21 – 22	Golem Sapper
23 – 24	Heavenly Chalice
25 – 26	Hydra Flail
27 – 28	Lightning Khopesh
29 – 30	Pennypuncher Slingshot
31 – 32	Pick and Pocket
33 – 34	Rod of the Magicycle
35 – 36	Shield of the Justicars
37 – 38	Sovereignseed Satchel
39 – 40	Stalagmight Geode
41 – 42	Thalamus Thread
43 – 44	Verax Weapon
45 – 46	Voyage Collar
47 – 48	Warp Anchor
49 – 50	Whirling Weapons
51 – 52	Wind Riders
53	Adventurer's Overcoat
54	Amulet of Immutability
55	Appraiser's Eye
56	Arcanist's Scribing Wand
57	Bandolier of the Elements
58	Blackthorn Spear of the Moonless Hunter
59	Bloodshard Trident
60	Bow of the Eldritch Archer
61	Bracers of the Iron Octopus
62	Captain's Pride
63	Chromatic Obsidian Greataxe
64	Conspirator's Coat
65	Crown of the Mindmaster Matriarch
66	Diviner's Dice
67	Dress of Defense
68	Elder Sequoia Scale Mail
69	Everglacier Prosthesis
70	Fused Chimeric Hide
71	Gentleman's Saber
72	Heavy Golem Armor
73	Ironleaf Impaler
74	Lash of the Spelldrinker
75	Lightscreen Hover Boots
76	Mageplate Ring
77	Masks of the Sacred Beasts (hawk)
78	Mistwalker Armor
79	Monster Tamer's Shield
80	Moonstone Bracers
81	Mourningsteel War Banner
82	Nightstalker's Mask
83	Poison Armor of Amphibios
84	Redeemer's Regards
85	Rift Sheath
86	Ring of Solar's Sight
87	Rings of the True Companions
88	Rod of Reverberation
89	Salamander Flame Gauntlets
90	Scarlet Scourge
91	Siege Staff
92	Soul Pendant
93	Spirit Sheath
94	Splinterguard
95	Storm's Eye Shield
96	Tempest Griffon Bracers
97	Urnblade
98	Wand of Stars
99	Warhammer of Eruptions
100	Wyrmshide Bow



Ring of Solar's Sight



Coldfire Anvil

Magic Item Table H1

d100	Item Name
1 – 4	Blood Moon Blade
5 – 8	Deathly Diadem
9 – 12	Infernal Chain
13 – 18	Cloche of Surprise Treats
19 – 25	Dusk Dagger (very rare)
26 – 32	Gateway Ring
33 – 39	Hourglass of Slumber
40 – 46	Tome of Advanced Fighting Styles
47 – 48	Amulet of the Spirit Naga
49 – 50	Arc of the Alicorn
51 – 52	Bow of the Spelldrinker
53 – 54	Camilla's Quicksilver Mirror
55 – 56	Chronomancer's Eyepiece
57 – 58	Dragon Horn Pauldron
59 – 60	Frostburn Spear
61 – 62	Gloves of Mimicry
63 – 64	Green Knight's Vow
65 – 66	Helm of the Chromatic Dragon
67 – 68	Helm of the Ruby Dragon
69 – 70	Hour and Minute
71 – 72	Impact Plate
73 – 74	Ki Blade
75 – 76	Magentan Sun-Saw (very rare)
77 – 78	Mindmaster's Monocle
79 – 80	Novanite Armor
81 – 82	Ogramau's Graveyard
83 – 84	Phoenix Breastplate
85 – 86	Radiant War Pick
87 – 88	Ring of Lunar Might
89 – 90	Royal Blade of Amphibios
91 – 92	Shooting Star
93 – 94	Vyra's Broken Path
95 – 96	Wand of Necrosis
97 – 98	War's Wager
99 – 100	Wind and Whirl

Magic Item Table H2

d100	Item Name
1 – 4	Carrion Shroud
5 – 8	Helm of the Broken Dragon
9 – 12	Wraps of the Restless
13 – 19	Dragon Turtle Barding
20 – 27	Fool's Lamp
28 – 35	Hoarder's Haul (very rare)
36 – 42	Titan's Tooth Claymore
43 – 44	Aciurgist's Blade
45 – 46	Arborguard Shield
47 – 48	Bloodthirster Scimitar
49 – 50	Bulette Torpedo
51 – 52	Charged Rapier
53 – 54	Circlet of the Sharpened Mind
55 – 56	Enzymatic Gastrostaff
57 – 58	Furious Flail
59 – 60	Grasping Staff
61 – 62	Heartless Cage Pendant
63 – 64	Helm of the Platinum Dragon
65 – 66	Horn of the Wild Hunt
67 – 68	Hydra Charm
69 – 70	Instrument of Roses and Thorns
71 – 72	Kraken Band
73 – 74	Masks of the Sacred Beasts (mule)
75 – 76	Mourningsteel Demi-Gauntlets
77 – 78	Oathkeeper's Resolve
79 – 80	Phasing Bow
81 – 82	Phoenix Rocket Sword
83 – 84	Reliquary of Holy Memories (very rare)
85 – 86	Ring of the Split Mind
87 – 88	Scepter of Faith
89 – 90	Starmetal Sliver
91 – 92	Wand of Merriment
93 – 94	Wand of Puppetry
95 – 96	Warding Staff
97 – 98	Xibalban Blade
99 – 100	Yellow Harbinger's Path



Instrument of Roses and Thorns

Magic Item Table I

d100	Item Name
1 – 5	Bloodmire Soulflame Lantern
6 – 9	Half Plate of the Blind Martyr
10 – 13	Heart of Damned Intervention
14 – 17	Lightseer's Gaze
18 – 21	Tome of Lost Knowledge
22 – 24	Fell-Rider Chariot
25 – 26	Ao Hai's Fang
27 – 28	Crown of Storms
29 – 30	Davy Jones's Key
31 – 32	Death's Shadow
33 – 34	Eternal Slayer
35 – 36	Gladius of the Everfighter
37 – 38	Glaive of the Revenant King
39 – 40	Godsteel Warplate
41 – 42	Godsteel Worldcarver
43 – 44	Gorget of the Holy Soldier
45 – 46	Guardian's Reliquary
47 – 48	H'rethi Soul Scepter
49 – 50	Heaven's Edge
51 – 52	Heaven's Gavel
53 – 54	Helm of the Justicars
55 – 56	Indigo Stray's Conviction
57 – 58	Mage Eater Scythe
59 – 60	Masks of the Sacred Beasts (jackal)
61 – 62	Meta Mantle
63 – 64	Mourningsteel Half Plate
65 – 66	Octavius's Saber
67 – 68	Quiver of Elemental Chaos
69 – 70	Realmswarden Greataxe
71 – 72	Red Queen's Burden
73 – 74	Reliquary of Holy Memories (legendary)
75 – 76	Ring of the Assassin Lord
77 – 78	Royal Incinerator
79 – 80	Shadowscale Shroud
81 – 82	Skylit Greaves
83 – 84	Slaying Longbow
85 – 86	Soul-Searing Scythe
87 – 88	Spellfire Bow
89 – 90	Spirit Cleaver
91 – 92	Starmetal Nova Armor
93 – 94	Tarrasque Plate
95 – 96	Underworld Asphodel Regalia
97 – 98	Violet King's Promise
99 – 100	Wand of the Alicorn

MAKING CUSTOM LOOT TABLES

In general, these tables are in order of rarity from common to legendary, with Magic Item Table A being used for all common items, Tables B and F for uncommon ones, and so on. Items are listed in alphabetical order, with consumable, cursed, and one-time-use items given to the lowest numbers first. In addition, magic items that require attunement in order to use are given more precise numbers than those that don't.

Further, Magic Item Tables A–E use Minor items, and Tables F–I use Major items. For more on subrarities, visit *saddleb.ag/subrarity*.

Using these rules, you can make your own magic item tables for your adventures using whichever items you like. Alternatively, you can export customized loot tables online at *ledger.thegriffonssaddlebag.com*.





Magic Items

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Abjurer's Bangle

Wondrous item, rarity varies

You can clasp or remove this metal bracelet around the wrist or ankle of yourself or a willing creature within your reach using an action. The bangle emits a ward of abjuration magic from it that has a number of hit points determined by its rarity. A creature wearing the bangle can use its reaction when it takes damage to speak the bangle's command word, causing the magical ward to take the damage instead. Any excess damage carries over to the creature when the bangle's ward is reduced to 0 hit points, at which point the bangle becomes a nonmagical bracelet.

Rarity	Ward Hit Points
Uncommon	30
Rare	75
Very Rare	120

Aciurgist's Blade

Weapon (glaive), very rare (requires attunement by a paladin)

This smooth, magic glaive bears holy sigils and oaths down the length of its haft and is always impeccably clean. While holding it, your reach increases by 5 feet when using your Lay on Hands feature.

Once on each of your turns when you expend a spell slot to use your Divine Smite feature on an attack made with this glaive, you can choose one of the following effects to inflict on the target until the start of your next turn. When you expend a spell slot of 2nd level or higher, you can inflict an additional effect for each slot level above 1st, choosing each effect no more than once.

- The target has disadvantage on the next attack roll it makes.
- The target's speed is reduced by 10 feet.
- The next time the target takes damage, it takes an additional 1d8 necrotic or radiant damage (your choice).
- The next attack made against the target is made with advantage.
- The target can't regain hit points.

Acorn Charm

Wondrous item, uncommon

This small, polished acorn has been made into a magical bell that rings softly when moved. While wearing this charm, you have advantage on Charisma checks made to interact with plants, and you can communicate with plant creatures as if you shared a common language.

Adventurer's Overcoat

Wondrous item, rare (requires attunement)

This well-traveled and now faded overcoat has been worn by countless other mountaineering adventurers. A thin layer of frost hangs along the coat's hem. While wearing the coat, you and friendly creatures within 5 feet of you have resistance to cold damage.



Aged Goodberry Wine

Potion, rare

This bottle of thick red wine is miraculously made from magical goodberries and peonies using a closely kept family recipe. It tastes fruity and floral, with notes of honey and the feeling of a fresh breeze, and is deeply rejuvenating. The bottle comes with 8 servings of the syrupy potion, which each take 1 minute to drink.

When you drink this wine, you can regain hit points by spending any number of Hit Dice, as if you'd finished a short rest. You regain 1 extra hit point for each Hit Die you spend in this way. The wine provides enough nourishment to sustain a creature for one day. In addition, for the next hour, whenever you roll a Wisdom or Charisma ability check or saving throw, you add 1d4 to the total of the roll.

Air Render

Weapon (shortbow), rare (requires attunement)

When you make a ranged attack with this magic bow, you can choose to fire a mote of wind instead of using an arrow. When you do, you gain a +1 bonus to the attack and damage rolls, and you can choose the form the wind takes, causing it to deal either bludgeoning, piercing, or slashing damage (your choice). When you roll a 20 on an attack roll made in this way, the target also suffers from one of the following effects:

Bludgeoning Gust. If the mote of wind dealt bludgeoning damage, the target must succeed on a DC 15 Strength saving throw or be knocked prone or pushed 15 feet away from you (your choice). If the target is Huge or larger, it automatically succeeds on the saving throw.

Piercing Wind. If the mote of wind dealt piercing damage, you can immediately make another attack with the same mote of wind against a different creature that is within 15 feet of the original target. This attack deals piercing damage.

Slashing Tornado. If the mote of wind dealt slashing damage, each other creature within 5 feet of the original target must succeed on a DC 15 Dexterity saving throw or take 2d6 slashing damage.

Alchemist's Potion Belt

Wondrous item, uncommon

This enchanted belt has two stoppers that magically resize to fit the mouth of any kind of bottle. The belt can carry up to two potions in this way. The belt can be worn comfortably around your waist or across your chest as a bandolier. While wearing the belt, any potion carried on it seems to magically unstopper and spring to your hand, allowing you to drink it as a bonus action. You can attach a bottle to the belt using an action.

When you roll a 1 on a Dexterity saving throw or are hit by a critical hit, roll a d20. On a 1, one of the bottles on the belt shatters and is destroyed.

Ambitious Medic's Box

Wondrous item, uncommon (requires attunement)

This wooden box has two halves which are magically locked by ornamental clasps that can only be opened during certain times of the day. The box is 1 foot wide, 2 feet long, and weighs 3 pounds. You can open and use the box as normal, as described below, even if you aren't attuned to it.

The left side is locked by a metal clasp decorated with a sun. From dawn until dusk, you can open the left

side of the box, which contains the same contents and functions identically to a healer's kit. Each day at dusk, the left side of the box magically closes and regains all expended uses of its healer's kit.

The right side is locked by a metal clasp decorated with a moon smoking a pipe. From dusk until dawn, you can open the right side of the box, which contains three pewter steins, a flask, and a wooden pipe. While holding the flask, you can use an action to speak its command word followed by either "beer", "wine", or "whiskey". When you do, the flask magically fills with up to 4 gallons of beer, 1 gallon of wine, or 8 ounces of liquor, depending on the chosen drink, which can be poured out as an action, up to 1 gallon per minute. Once this property of the flask has been used, it can't be used again until the next dusk. The wooden pipe is magically refilled with tobacco daily at dusk. Each day at dawn, the right side of the box magically closes, and anything removed from the box is magically returned to it.

While attuned to the box, you are proficient in the Medicine skill and can open either side of the box at any time. If you're already proficient in the Medicine skill, your proficiency bonus is doubled for any ability check you make that uses that skill.

Amulet of Buoyancy

Wondrous item, uncommon

This well-worn necklace is adorned with the bow of a ship and a crashing wave of blue glass. While wearing this amulet, you can use your reaction to immediately stand up when you're knocked prone. When you do, your speed is halved until the end of your next turn. In addition, if you start your turn underwater with 0 hit points, you immediately rise 60 feet toward the surface.

Amulet of Immutability

Wondrous item, rare (requires attunement)

This adamantine amulet protects you from magic that would threaten to alter your form against your will. While wearing the amulet, you have advantage on saving throws against transmutation spells of 5th level or lower that would transform or control you, such as *enlarge/reduce*, *levitate*, or *slow*.

In addition, when you are targeted by the *polymorph* spell, you can choose to automatically succeed on the saving throw.

Amulet of the Lycanthrope

Wondrous item, rare (requires attunement)

This rounded amulet depicts a harrowing crescent moon with blood-red claw marks running through its center. The markings emit a dim red light on the day of a full moon.

If you're not a lycanthrope, you can use a bonus action while wearing the amulet to assume a more bestial appearance, taking on the claws and defining features of either a bear, rat, tiger, or wolf (your choice). This transformation lasts for 1 minute or until you drop to 0 hit points or use a bonus action to revert to your normal form. For the duration, you can use your claws as natural weapons when making unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing or smell for the duration of the transformation. This property can't be used again for 12 hours or until the next dusk, whichever comes first. Alternatively, if it's within 24 hours of a full moon, this property can be used again after 6 hours, instead of 12.

If you're already a lycanthrope and are wearing the amulet, your claw and bite attacks while in your animal or hybrid forms deal an extra 1d8 necrotic damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your bite attack save DC increases by 3.

Curse. This amulet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you have disadvantage on saving throws made to resist becoming cursed by lycanthropy.

Amulet of the Sentinel

Wondrous item, rare (requires attunement)

This golden amulet of an eye has a large ruby embedded in its center and eight smaller gems around it. The amulet has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing this amulet, you can expend 1 or more of its charges to use one of the following properties:

Alertness. When you roll for initiative, you can use your reaction to expend 1 charge to add your proficiency bonus to the roll.

Protection. When a creature that you can see within 30 feet of you suffers a critical hit, you can use your reaction to expend 2 charges to turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.

Vigilance. When one or more creatures that you can see within 30 feet of you are forced to make a saving throw, you can use your reaction to expend 2 or more charges. For 2 charges, you grant one affected creature of your choice advantage on the saving throw. For each additional charge you expend, you grant one more affected creature of your choice advantage on the saving throw. You make this choice after you see the roll, but before the GM says whether the roll succeeds or fails.

Amulet of the Spirit Naga

Wondrous item, very rare (requires attunement)

While wearing this platinum pendant, you are immune to the poisoned condition and have immunity to poison damage.

In addition, if you die while wearing the pendant, you immediately return to life with half your hit points. This property restores any missing body parts, neutralizes any poisons, and cures normal diseases afflicting you when you died, but has no effect if you die of old age. Once you're returned to life in this way, the amulet loses this property.



Amulet of the Sentinel

Amulet of the Lycanthrope

Amulet of the Spirit Naga

Amulet of Buoyancy

Amulet of Immutability

"Alacarde,
Before aught is said, please forgi accept this gift. We did not part kindly, but still the sea would be worse for your loss. So ~~stay sa~~ keep your boots level and your eyes above the tides ~~until we meet again~~.
Your father captain, be you willing,
—Horatio Ironbrace"

Alacarde pictured the old man shaping the trinket with care-worn hands—his words made literal. If he'd had it that day....

But that was the past, even though new tears dampened the page again.

This was only good for the future.

Angler's Armor

Armor (scale mail), uncommon (requires attunement)

This magic armor was hand-made by a clan of proud fishers. The armor is made of countless hardened scales lining a reinforced leather jacket, making it a sturdy and weather proof option for sailors. While wearing this armor, you gain a swimming speed of 30 feet, and the normal and long ranges of nets are doubled for you. In addition, when you fish while wearing this armor, you catch twice as many fish as you normally would.

Angler's Worldly Fisher

Wondrous item, uncommon

This magic fishing rod can be used anywhere on the Material Plane to fish from the world's waters. While holding this fishing rod, you can use an action to speak its command word and cast it at a point you can see within 30 feet of you. When you do, the end of the line vanishes at the point and magically reappears somewhere else in the Material Plane in a random body of water. Despite not being able to see the end of the rod's line, you can still feel it being tugged at by the water's currents. Any fish you catch in this way reappear at the point where you cast the line. You have advantage on ability checks to catch fish while using this fishing rod.

Ao Hai's Fang

Weapon (longsword), legendary (requires attunement by a monk)

This ancient sword was forged in a kingdom ruled by a tyrannical dragon that has long since sunken to the bottom of the ocean. While attuned to *Ao Hai's fang*, you are proficient with it. You gain a +3 bonus to attack and damage rolls made with this magic weapon, which is a monk weapon for you.

Dragon King's Wrath. As a bonus action, you can spend 4 ki points to channel the fury of a powerful dragon and enter a magical rage. While raging in this way, you gain the following benefits:

- If you aren't wearing armor, dragon-like scales cover your body, granting you a +1 bonus to AC.
- You can't be charmed or frightened.
- You can make one attack with this weapon as a bonus action on each of your turns, and when you use your Flurry of Blows, you can make two attacks with this weapon instead of two unarmed strikes.
- When a creature within 5 feet of you hits or misses you with an attack, you can use your reaction to make an attack with this weapon against that creature immediately after its attack.

This rage lasts for 1 minute and ends early if you are knocked unconscious. You can also end your rage on your turn as a bonus action. This property can't be used again until the next dawn.

Appraiser's Eye

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

This golden sphere is the size of an eyeball with a bejeweled iris. Its weight is negligible. The sphere has 3 charges and regains 1d3 expended charges daily at dawn. Even if you aren't attuned to the sphere, you can use it and its charges for the following properties.

While holding the eye, you can use an action to expend 1 of its charges to cast the *identify* spell from it. Alternatively, you can use the eye as the material component required for the *legend lore* spell. When you do, there is only a cumulative 10 percent chance that the sphere is consumed by the spell.

While you're attuned to the sphere, it also functions like a normal eye while it's in your socket, and you have advantage on Intelligence checks you make to determine an item's value, as well as on Wisdom (Perception) checks that rely on sight. In addition, if you cast *legend lore* and use the sphere as the material component for the spell while you're attuned to it, the 10 percent chance that the sphere is consumed by the spell isn't cumulative, and in the event that the sphere is consumed by the spell, it loses this property and can no longer be used as a component for the spell, but isn't destroyed.



Arborguard Shield

Armor (shield), very rare (requires attunement)

This massive wooden shield was made using the bark of an ancient treant. While holding it, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While holding this shield, you can speak its command word as an action to create a wall of up to twelve trees on a solid surface within 120 feet of you. Each tree is 5 feet across at its base, up to 20 feet tall, and must be contiguous with another tree. Alternatively, you can create a ringed wall of trees up to 25 feet in diameter centered on your space. The trees grow tightly next to each other, preventing movement between them and providing total cover to anything behind them. A tree only grows a canopy if there is room for it.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 8d6 bludgeoning or piercing damage (your choice), or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. Each tree has AC 13, 20 hit points, and is vulnerable to fire damage. A tree disappears when it drops to 0 hit points or when the effect ends.

While you're within 30 feet of the wall, you can see through a tree's space (no action required) using your senses. When you make a melee weapon attack while within 30 feet of one or more of the trees, you can make the attack as if you were in one of the trees' spaces. When you do, the tree magically forms a wooden copy of you and any weapon you're holding to make the attack: duplicating any of its effects.

The wall lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until it's dispelled by a *dispel magic* spell of 6th-level or higher, or until you are no longer holding the shield. Once this property of the shield has been used, it can't be used again until the next dawn.

Arc of the Alicorn

Weapon (longbow), very rare (requires attunement)

This magic ivory bow is sculpted to look like a pair of curved unicorn horns and is strung with the finely braided hair of a pegasus' mane. This bow's damage die is a d10 instead of a d8.

The bow has 4 charges for the following properties. It regains all expended charges daily at dawn.

Flight. While holding the bow, you can use a bonus action to expend 1 of its charges to cause small wings to appear on your feet that last until the end of your turn. For the duration, you have a flying speed of 90 feet. While the wings remain, you can choose to expend another charge from the bow at the end of each of your turns (no action required) to extend the wings' duration until the end of your next turn.

Healing Horn. While holding the bow, you can use a bonus action to expend 1 of its charges to fire a magical arrow of pure light at a creature that you can see within 60 feet of you, causing that creature to regain 2d6 + 2 hit points.

Trampling Arrow. When you make a ranged attack with the bow, you can expend 1 of its charges to cause the fired arrow to transform into a spectral, charging pegasus. On a hit, the target takes an extra 3d6 force damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target of the attack is already prone, you ignore the normal disadvantage imposed on ranged attack rolls against prone creatures and make the roll with advantage instead.



Arborguard Shield



Appraiser's Eye

Ao Hai's Fang

Arc of the Alicorn



Arcanist Gauntlets

Wondrous item, rare (requires attunement by a spellcaster)

This pair of rich silk gloves is guarded by an enchanted mithral shell that sporadically releases arcane power. You can use the gauntlets as a spellcasting focus while wearing them, and when you cast a spell using a spell slot of 5th level or lower, you can choose to roll a d6. If you roll a number on the d6 equal to or greater than the spell's slot level, the spell draws on the magic within the gauntlets, instead of your own, and is cast without expending a spell slot. The slot must be of a level you can normally cast. The gauntlets can provide up to 5 levels worth of spell slots in this way each day, and no two slots can be the same level.

If the number rolled on the d6 is less than the spell slot's level, you cast the spell as normal and expend the spell slot. If you don't have the spell slot to cast the spell, the spell fails and the slot is counted toward the gauntlets' daily provided spell slots.

For example, a 9th-level wizard can use the gauntlets to provide either one 5th-level spell slot or a 4th- and 1st-level spell slot over the course of a day, but not two 2nd- or 3rd-level spell slots.

Arcanist's Magnificent Magnifier

Wondrous item, uncommon

This magical magnifying glass helps deduce the arcane nature of items. While looking through the glass at an object within 1 foot of you, your proficiency bonus is doubled for any Intelligence (Arcana) or Intelligence (Investigation) check you make regarding that object's magical properties. In addition, you can speak the glass's command word as an action to cast the *identify* spell from it, targeting an object with the spell that you can see through the glass within 1 foot of you. Each time you do, there is a cumulative 5 percent chance that the glass shatters and is destroyed after casting the spell.

Arcanist's Scribing Wand

Wand, rare (requires attunement by a wizard)

This wand's handle has a fountain pen nib at its end that releases its own magical ink. When you use this pen to copy a spell into your spellbook, the gold it takes to do so is halved. Swinging the wand causes tiny droplets of illusory ink to trail behind it.

The wand has 7 charges for the following properties:

Spells. While holding the wand, you can use an action to expend 1 of its charges to cast one of the following spells from it: *comprehend languages* (written language only) or *illusory script*.

Cloudscript. While holding the wand, you can use an action to expend 2 of its charges to cause up to 10 words to appear in the sky. The words are formed from wisps of clouds or smoke (your choice) and remain in place as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into a puddle of mundane ink and is destroyed.

Archivist's Key

Wondrous item, very rare

This magical key is one of several made by a secret order of historians and archivists. While holding the key, you can use an action to twist the key, as if you were unlocking a door. When you do, a magical, spectral door slowly appears in front of you over the course of 1 minute, duplicating the effect of the *magnificent mansion* spell with the following change. The dwelling always includes a large library that magically includes copies of books, scrolls, maps, and more. The library does not count toward the total amount of space created by the spell. Its contents are strangely organized and seemingly change each time the key is used. A creature can visit the library and attempt to uncover a piece of knowledge, such as ancient poetry, the history of a forgotten kingdom, or the family lineage of a tyrannical king. The GM determines the checks and DCs needed to locate a given piece of information. For example, a book of foreign nursery rhymes may be easy to find, but a copy of necromantic research documents would be extremely difficult, if not impossible.

When the spell ends, the key can't be used this way again for 24 hours.

Armor of Icarus

Armor (breastplate), rare (requires attunement)

This sculpted breastplate has a pair of small mechanical wings attached to its back. You gain a +1 bonus to AC while wearing this armor. The armor has 6 charges and regains 1d4 + 2 expended charges daily at dawn. While wearing the armor, you can use an action to expend 1 of its charges to magically unfurl the mechanical wings and fly up to 60 feet in a straight line toward a point of bright light that you can see (such as a torch, *light* spell, or the sun) without provoking opportunity attacks. The wings remain unfurled until you touch the ground, during which time you fall at a rate of 30 feet per round and gain a flying speed of 30 feet, which you can use to glide horizontally as you descend. While gliding in this way, you cannot fly upwards unless you use the armor to fly toward a point of bright light again. When you land on the ground while falling in this way, the mechanical wings refold themselves to your back, and you take no damage from falling.

Arrow of Anchoring

Weapon (arrow or bolt), uncommon

This magic piece of ammunition weighs 1 pound but otherwise flies exactly like a normal arrow or bolt. When you hit a creature with a ranged attack using this ammunition, that creature must make a DC 13 Strength saving throw. On a failed save, the creature is grappled by the arrow for 1 minute as the chain magically extends and wraps around the target. On a success, the creature's speed is halved until the start of your next turn instead. A creature grappled by the arrow in this way can use an action to repeat the saving throw, ending the effect and freeing itself on a success.

After this effect ends, the ammunition clatters to the ground and becomes a 2-foot length of nonmagical chain.

Astral Caltrops

Wondrous item, rare

As an action, you can spread these magic caltrops over a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. When this happens, the caltrops explode in a burst of extraplanar energy, destroying the caltrops and dealing 6d6 force damage to the creature and causing it to rise vertically up to 20 feet, as if by the *levitate* spell. The creature remains suspended in this way for 1d4 rounds, during which time its speed becomes 0. The effect ends early if the creature takes any damage.

When the caltrops are spread on the ground, they become nearly invisible and float up to 1 inch off the ground. A creature notices the caltrops with a successful DC 20 Wisdom (Perception) check. You can reclaim the invisible caltrops for later use with 1 minute of careful searching and collecting. The caltrops stop floating and become visible once they're reclaimed in this way.



Astronomer's Boon

Wondrous item, uncommon

This brass astrolabe has a glass back that sparkles softly when light shines through it. While looking through the glass at the night sky, the names and patterns of any constellation you can see appear alongside their stars on the astrolabe. At the GM's discretion, you may find one or more of the following constellations while looking through the glass. When you do, the astrolabe begins to glow, and you can use an action to speak the item's command word to gain the constellation's respective benefit:

The Drum. 3 stars appear on your back in the shape of a drum. When you roll for initiative, you can expend 1 of the stars as a reaction to grant you and any other friendly creature within 10 feet of you a +1 bonus to the roll. In addition, any creature that gains this bonus to initiative can use a bonus action on its first turn of combat to take either the Dash or Disengage action.

The Knight. 5 stars appear on your arm in the shape of a sword. When you hit with a melee attack, you can choose to expend 1 of the stars as part of the attack to cause the target to take an extra 1d4 radiant damage. Alternatively, if a friendly creature within 30 feet of you that you can see hits a target with a melee attack, you can use your reaction to expend 1 of the stars and empower the attack with light, causing the target to take an extra 1d4 radiant damage.

The Seer. 4 stars appear on your forehead in the shape of an eye. You can use a bonus action to expend 1 of the stars and touch a creature. Once within the next 10 minutes, that creature can choose to add 1d4 to an ability check or saving throw that it makes. It can choose to roll the die before or after making the ability check or saving throw.

The stars remain until the next dusk, at which point any unused stars vanish and are lost. Once the astrolabe has granted a benefit in this way, it can't be used again until the next dusk.

Aurora Dust

Wondrous item, common

This bag is filled with 1d6 + 4 pinches of iridescent blue dust. You can use an action to sprinkle a pinch of it over an open flame. The dust changes the flame's color and light to a mixture of blue, green, and purple, and creates a shimmering aurora the same color above it within the bright light. The dust's effect lasts for the flame's duration (up to 24 hours).

Aurora Dust





Astronomer's Boon

Ballista Prosthesis

Badge of the Savant

Wondrous item, uncommon

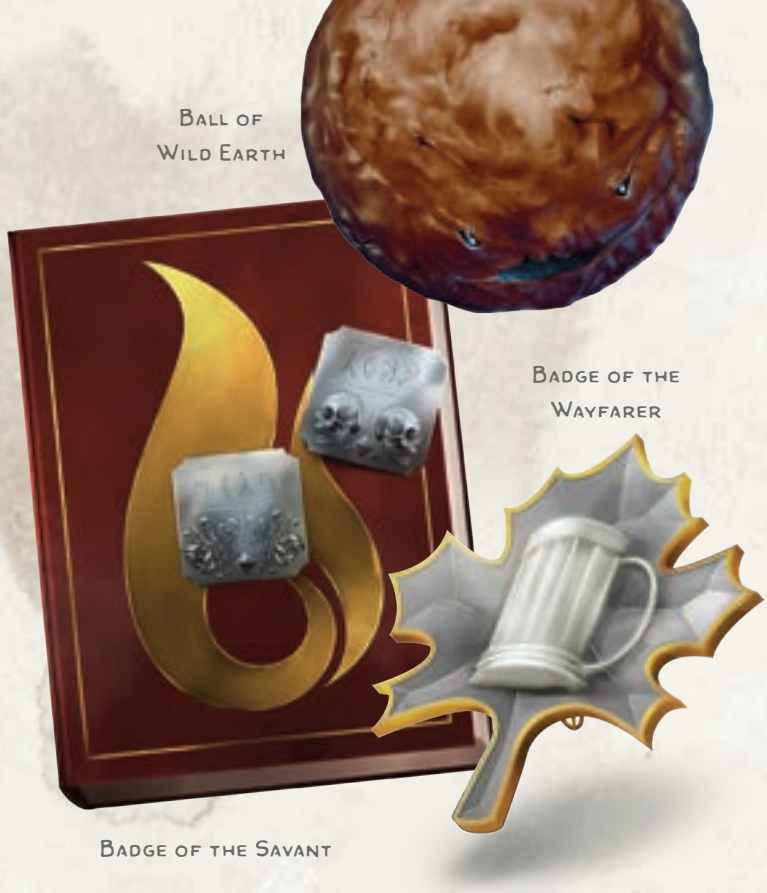
A *badge of the savant* is a platinum bookplate that can be magically affixed to a wizard's spellbook. Each badge features a design that represents a different school of magic. While a badge is attached to the cover of your spellbook, the gold and time you must spend to copy a spell of that badge's school of magic into your spellbook is halved. You can collect multiple of these plates and fit them onto the cover of your spellbook, allowing you to gain this benefit for multiple schools of magic at once.

You can use an action to attach or remove a badge from a spellbook by expending a spell slot of a level equal to 1 plus the number of badges already on the book (a maximum of a 9th level spell slot).

Badge of the Wayfarer

Wondrous item, rare

This badge is formed in the shape of a maple leaf with an embossed porcelain mug. While wearing the badge, you can recite its command phrase over the course of 1 minute to cast the *plane shift* spell using the badge. When cast in this way, the spell's destination can only be the Wayfarer's Respite on the Astral Plane, an inn and pub of legend that drifts throughout the astral sea. The inn has no doors leading outside and can only be entered using the badge. Inside, the Wayfarer's Respite is large, comfortable, and decadent. It's frequently busy, despite its exclusivity, but always seems to have enough room and beds available for the wayward band of adventurers. The inn is expensive and suited for an aristocratic lifestyle, but is known to be willing to barter or trade for treasure, information, and favors.



Any creature that teleports to the inn is magically transported with their belongings back to their original location after 24 hours. You can use the badge to cast the *plane shift* spell again in this way to return to your original location early. Once you return from the Wayfarer's Respite, the badge can't be used again until 7 days have passed.

The badge's command phrase and purpose is a closely-kept secret. While casting *identify* on the badge only reveals the fact that the badge is magical, a *legend lore* spell reveals the badge's command phrase and properties.

Bag of Bellstones

Wondrous item, common

This cloth bag shines like brass and can hold up to 20 small stones. When found, the bag has 1d12 + 8 stones inside. When you remove a stone that's been in the bag for at least 1 minute, it becomes magical until the end of the turn, if it isn't already. While a stone is magical in this way, it emits a clear, bell-like ringing that's audible out to a range of 60 feet whenever it hits a target or touches an object or surface.

Ball of Wild Earth

Wondrous item, common

This Tiny, sentient pebble is covered in dirt and is likely a remnant of a charmed earth elemental. It rolls about on its own in search of new and unique sources of dirt. When it finds a patch of particularly rich soil, the ball rolls around in it to incorporate the dirt into its form. The ball carries captured moisture inside itself, allowing it to make its form either dusty or clay-like in texture, as well as hard or soft to the touch. A friendly *ball of wild earth* can magically reshape the dirt it's covered in to form a variety of shapes at will, such as a tiny figurine or a large die, provided that the dirt continues to cover the pebble at its center by doing so.

The *ball of wild earth* is considered a magical object and is not a creature. It has a speed of 10 feet and can only move by rolling across the ground. It has AC 10, 15 hit points, and has resistance to all damage. The ball regains all its hit points if it's left buried underground for at least 1 hour.

Sentience. The *ball of wild earth* is a sentient neutral item with an Intelligence of 2, a Wisdom of 6, and a Charisma of 4. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Common and Terran.

Personality. The *ball of wild earth* is most happy when rolling through rich, healthy soil. Most can be found, at least initially, in mountainous farmlands, but even urban ones can enjoy the dust and traces of weird, foreign dirt that are ever-present in well-traveled cities. The quickest way to make a *ball of wild earth* happy is to give it gemstone dust to roll in, whereas removing the dirt and mud that surround its central pebble is certain to upset it. By reforming the dirt covering its form, the ball can make vague facial expressions based on the emotions its seen other creatures make.

Ballista Prosthesis

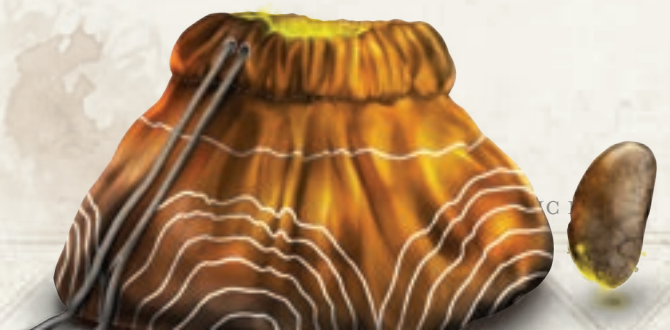
Weapon (crossbow, hand), uncommon (requires attunement by a creature missing an arm, forearm, or hand)

A *ballista prosthesis* is a magical weapon composed of numerous complex mechanical pieces that allow it to act as a functional prosthetic arm. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This crossbow has an internal magazine that can hold up to 20 bolts. While there are bolts in the magazine, the crossbow does not have the loading property. It takes 1 minute to reload the magazine.

The prosthesis attaches to your arm at the elbow or the shoulder, and it can't be removed against your will as long as you're attuned to it. To attune to this item, you must hold it against your arm for the entire attunement period. While attuned to the prosthesis, you can use an action to remove or reattach it.

As a bonus action, you can retract the crossbow's limbs to the side of your hand or extend them from there. While retracted, the crossbow is concealed and functions identically to a normal hand. A creature can use an action to make a DC 13 Intelligence (Investigation) check, identifying its crossbow components and determining that it's a concealed weapon on a success. While extended, you can use the weapon as if you were holding it, and you can't use that hand for other purposes.

Bag of Bellstones



Bandolier of the Elements

Wondrous item, rare (requires attunement)

This cross-chest bandolier has 6 magic daggers sheathed across it. When you take the Attack action while wearing this bandolier, you can use a bonus action to throw 1 of the daggers, making a ranged attack with it, provided you have a free hand. When you hit a target with one of these daggers, roll a d6 and consult the table below. The target takes an extra 1d6 damage of the type determined by the table, in addition to the weapon's damage, and the dagger disappears. On a miss, the dagger vanishes and reappears in the bandolier.

A dagger vanishes if you don't hurl it right away and immediately reappears in the bandolier. 1d6 missing daggers reappear in the bandolier's empty sheaths daily at dawn.

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder

Bane Shield

Armor (shield), uncommon (requires attunement)

This classic iron shield is emblazoned with the skull-like face of a demon. The shield has 3 charges and regains 1d3 expended charges daily at dawn. When you take damage from a creature within 5 feet of you while holding this shield, you can use your reaction to expend 1 of its charges to curse that creature. The next time that creature makes an ability check or attack roll before the end of its next turn, it must roll a d4 and subtract the number rolled from the total.

Bartender's Armistice

Wondrous item, rare

A *bartender's armistice* is a magical coaster typically kept by wary tavernkeepers for cases of extreme danger. When found, a *bartender's armistice* comes in a set of 1d3 + 1 coasters. Each coaster is 4 inches across, and its weight is negligible.

As an action, you can speak the coaster's command word and throw it at a point on the ground you can see within 30 feet of you. When you do, the coaster becomes fixed in place at the point and emits a magical field in a 30-foot-radius, 15-foot-high cylinder that's centered on it. Each creature within the area must make a DC 15 Charisma saving throw when the field appears or when it enters the area for the first time on a turn or starts its turn there. A creature can choose to fail this saving throw if it wishes. On a failed save, a creature is charmed by you while it remains within the field. A charmed creature is indifferent about creatures it can see that it's hostile toward. This indifference ends if the target is attacked or harmed by a spell, or if it witnesses any of its friends being harmed. If you or your companions harm a charmed creature or its friends, the charm ends. When the charm or field ends, the creature becomes hostile again, unless the GM rules otherwise.

When a creature makes an attack or casts a harmful spell that either affects a target within the field or enters or leaves the field's area, that creature must first make a DC 15 Wisdom saving throw. On a failed save, the attack or spell fails and is expended, and the action is wasted.

Each creature within the field has advantage on any Charisma (Persuasion) check it makes to deescalate a violent situation. In addition, if a creature in the area is unconscious when the field appears, it immediately stabilizes if it has 0 hit points.

The coaster has AC 15 and 25 hit points. The field remains for 10 minutes or until the coaster drops to 0 hit points, at which point the coaster is destroyed and the field ends. If the field ends after the full duration, there is a 10 percent chance that the coaster remains magical and can be used again. Otherwise, the coaster becomes nonmagical.



Bandolier of the Elements

Bane Shield



Battlechef Field Dresser



Beads of Meditation



Beard Cannon



Bartender's Armistice

Battlechef Field Dresser

Weapon (dagger), uncommon (requires attunement)

This sharp knife is enchanted with five fiery runes that magically heat its edge. Its sharp blade is intentionally designed to quickly prepare fresh cuts of meat from slain creatures. When you hit with an attack using this magic dagger, the target takes an extra 1d4 fire damage. In addition, when you reduce a living beast or monstrosity that you can see within 5 feet of you to 0 hit points using this weapon, you can quickly slice off a small, prime cut of its flesh (no action required), cooking it in the process. When you do, you gain 1 ration.

Beads of Meditation

Wondrous item, rare (requires attunement)

This beaded necklace can be used as a set of prayer beads or special rosary. While wearing or holding the beads, you can use an action to end one effect on yourself that is causing you to be charmed or frightened.

If you're a cleric, monk, or paladin, you can use an action to hold onto the beads to further channel your spirituality. If you're a monk, you regain 1d4 + 1 expended ki points. If you're a cleric or paladin, you regain one use of your Channel Divinity. This property can't be used again until the next dawn.

Beard Cannon

Wondrous item, uncommon (requires attunement)

This item appears to be a wide, cylindrical hair cuff used for taming unruly hair. The cuff is 4 inches in height and diameter and weighs 1 pound. As part of attuning to the cuff, you must pull it onto your hair or beard, which must be at least one foot long in order to fit. When you finish attuning to the cuff, 6 smaller, spherical beads appear and weave themselves into the hair nearby.

When you take the Attack action, you can forgo one of your attacks to point the hair cuff at a target within range and speak its command word. When you do, the cuff magically retracts any hair pulled through it and fires 1 of the smaller beads through its exposed opening. Make a ranged weapon attack using the magic cuff, which has a normal range of 15 feet and a long range of 30 feet. You are proficient with the attack. When fired, the spherical bead magically grows to become fist-sized, and it deals 2d6 bludgeoning damage on a hit.

After the attack, the retracted hair magically reappears through the cuff, and the fired bead is lost. 1d6 fired beads magically reappear in your hair daily at dawn. When not in use as a weapon, the item is indistinguishable from a normal hair cuff.



Bell of Alarm

Wondrous item, common

This brass bell doesn't have a clapper inside it and has 4 charges. As an action, you can expend 1 of the bell's charges to shake it and speak its command word, followed by a total number of hours, minutes, or seconds equal to no more than 8 hours. After the specified amount of time has passed, the bell emits a loud ringing in your ears that's audible to only you, provided that you're within 1 mile of the bell and are on the same plane of existence. You can mentally end a timer at any time using a bonus action.

The bell regains all expended charges daily at dawn.

Bellhop Topper

Wondrous item, uncommon

This deep purple top hat is ringed with a velvet ribbon and secured with leather straps and belts. The hat has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of the hat's charges and speak its command word, tossing it onto the ground in an unoccupied space within 5 feet of you. When you do, the hat magically flattens and expands into a purple, circular disk 3 feet in diameter and 1 inch thick. The disk duplicates the effect of the *floating disk* spell, except that the disk is opaque and remains within 10 feet of you, instead of 20. You can end the spell early using an action to speak the hat's command word again. When the spell ends, the disk transforms back into the hat.

Belt of the Hell Hound

Wondrous item, rare (requires attunement)

When you wear this belt, you can feel the fires of the lower planes burn inside you. While wearing the belt, when you make a melee attack against a creature and have advantage on the attack, the target takes an extra 1d6 fire damage from the attack on a hit.

In addition, while wearing this belt, you can use an action to release a hellish howl. When you do, you exhale a plume of flames from your mouth in a 15-foot cone. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried. Once this property has been used, it can't be used again until the next dawn.

Curse. Once you wear this belt, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the belt, you must eat twice the normal amount of food each day (a minimum of 2 pounds) to avoid exhaustion. In addition, while wearing the belt, there is a cumulative 10 percent chance when you die and again at the end of each hour you remain dead that you immediately immolate and turn to ash.

Bird's-Eye Bolt

Weapon (arrow or bolt), common

As an action, you can fire this piece of magic ammunition into the air above you, causing it to disappear into a dusting of feathers and be destroyed. The ammunition creates an invisible sensor in an unoccupied space that you can see up to 120 feet directly above you. The sensor remains for 1 minute or until you move more than 120 feet away from where you first fired the ammunition. For the duration, you can use an action to see and hear through the sensor as if you were in its space until the start of your next turn. If the ammunition hits a target, it's no longer magical.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible bird about the size of a fist fluttering in the air.

Blackthorn Spear of the Moonless Hunter

Weapon (spear), rare (requires attunement)

This spiny, black bone spear is a favorite among nocturnal hunting tribes. While attuned to the spear, you can always see the faint outline of it, even in total darkness. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This spear contains a fragment of the moonless hunter, an ancient spirit that can be channeled to assume some of its powers. While holding the spear, you can use a bonus action to call forth and assume the spirit of the moonless hunter. While assuming the spirit, your eyes become pure white, and you gain the following benefits:

- You ignore the effects of exhaustion.
- You can't sleep or be put to sleep by magical means, and you can't take or benefit from finishing a long rest.
- You have advantage on Dexterity (Stealth) checks.
- You can see normally in darkness, both magical and nonmagical, out to a range of 60 feet.
- You can use a bonus action to cause the spear to fly back to your empty hand or land at your feet (your choice), provided that the spear is within 60 feet of you.
- Your walking speed increases by 10 feet.

You can assume the spirit in this way for up to 8 hours. The effect ends early if you release the spirit as a bonus action or if you're farther than 60 feet away from the spear for more than 1 minute. The spirit returns to the spear when you are no longer assuming it, at which point you gain 1 level of exhaustion for every 2 hours you assumed the spirit (minimum 1 level). Exhaustion gained in this way can only be reduced by finishing a long rest.

Blood Moon Blade

Weapon (longsword), very rare (requires attunement)

This fine blade is crafted from a strange black metal and bears a hole above the hilt that seems to draw in blood. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a Small or larger living creature with this weapon, that creature takes an extra 2d4 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt in this way. Constructs, plants, and undead creatures are immune to this necrotic damage.

Curse. This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. In addition, while you remain cursed, the number of hit points you regain when healed by magical means (other than the sword's effect) is halved.



Bloodhound Amulet

Wondrous item, uncommon

While wearing this pendant, you have advantage on any ability check that relies on smell. In addition, you can use an action to focus on a particular scent. When you do, you perceive that smell visually as a cloud of red vapor for up to 1 hour. Once this property of the amulet has been used, it can't be used again until the next dawn.





Bloodmire Rod of the Witch Doctor



Bloodmire Soulflame Lantern

Bloodmire Phiale



The bloodmire bog used to be teeming with life, back when it was called the Syre Wood. The fey that lived there would come to visit, you know? They were mischievous, of course, but they were special.

After the war it changed. The forest turned dull and gray, and all the songbirds up and left. Our old homeland was changing, and we didn't know why.

Then the blood came. So, so much blood. Roaring tides of it swept through the undergrowth, tearing up roots and drowning woodland creature and person alike. The fey were gone. Whatever drove them off was evil, for sure.

Years have passed since I lived there. I did visit, though, maybe 50 years ago. It had changed. What was a lush wood was now a swamp of blood. The trees have grown to lift themselves out of the bog, and what few patches of ground there are to walk on are muddy with red.

The people seemed to return, though. Villages of all sorts of odd folk made their way as best they could through the bloody quagmire, making ends meet. While they didn't like the murk, it seemed they'd made their peace with it.

Bloodmire Phiale

Wondrous item, uncommon

This shallow, ceramic drinking bowl is enchanted to repurpose spilled blood into new life. The bowl holds up to 8 ounces of blood. Once filled, the blood begins to slowly swirl on its own. If left to sit for 1 hour without spilling, the blood in the bowl becomes a gruesome tonic that pulses with a faint, internal glow.

Drinking the entire bowl of still blood causes one of two effects. Roll a d12. On a 12, you take 12 necrotic damage. If this damage reduces you to 0 hit points, you are stable. On a roll of 11 or lower, you instead regain a number of hit points equal 4 + the number rolled. The blood is thick and sweet, but leaves a bitter aftertaste.

The blood's magic fades if it's poured from the bowl without being drunk. Once the bowl has been used in this way, it can't be used again until 1d4 days have passed.

Bloodmire Rod of the Witch Doctor

Rod, rare (requires attunement by a cleric, druid, paladin, or warlock)

This gnarled wooden scepter from the Bloodmire is set with a strange, cracked opal at its head and can be used as a spellcasting focus. The rod has 6 charges and regains 1d4 + 2 expended charges daily at dusk.

While holding the rod, you can expend 1 of its charges as an action to create a magical tether of light between the rod and another creature you can see within 30 feet of you. The tether's color and effects depend on what kind of tether you create. You can only have one of each tether at a time.

Empowering Tether. This tether is a brilliant white. A creature affected by this tether regains 2d10 hit points when it's first affected by it, and while it's connected to the tether, it deals an extra 1d10 damage of the weapon's type to the first target it hits with a melee weapon attack on each of its turns. In addition, on each of your following turns while you maintain the tether, you can expend 1 of the rod's charges as a bonus action to send a surge of healing magic through the tether and cause the target to regain 2d10 hit points.

Withering Tether. This tether is a sickly red. A creature affected by this tether must make a Constitution saving throw when it's first affected by it, using your spell save DC. On a failed save, a creature takes 2d10 necrotic damage, and on each of your following turns while you maintain the tether, you can use a bonus action to deal 1d10 necrotic damage to the target automatically. On a successful save, a creature takes half as much necrotic damage, and the tether immediately ends.

The tether ends after 1 minute. It ends early if you sever the tether (no action required), are no longer holding the rod, the target ends its turn more than 30 feet away from you, the target has total cover from you, or if you or the target fall unconscious.

Bloodmire Soulflame Lantern

Wondrous item, legendary (requires attunement)

This iron lantern is surrounded by six glass panels and has a sharp spike in its center where a wick would normally be. When you attune to the lantern, it suddenly springs to life with a crimson flame at the top of the spike, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The flame is magical and can't be extinguished by any means while it burns within the lantern. While the lantern is on your person, you can use a bonus action to mentally expand or reduce the lantern's light, to a maximum of 30 feet each or a minimum of 10 feet each. As part of this bonus action, you can also cause the lantern's glass panels to magically turn black or clear, allowing you to choose whether the lantern's light is shed in a radius, a cone, or entirely hidden by the darkened glass.

While the lantern is on your person, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks that rely on sight.
- You have resistance to necrotic damage and are immune to disease.
- When you are reduced to 0 hit points but not killed outright, you can use your reaction to spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1). This property can't be used again for 1d12 hours.
- When a creature within the lantern's light (including you) reduces a living target to 0 hit points, that creature gains 1d8 temporary hit points.
- You see anything within the lantern's bright light as if you had truesight.
- Any fiend or undead creature within the lantern's bright light doesn't gain the benefits of any damage resistances it may have, and if it has an ability that would normally take effect when the creature is reduced to 0 hit points, it doesn't.

Curse. This lantern is cursed, and attuning to it extends that curse to you. You remain cursed as long as you remain attuned to the lantern, which can only be ended with a *wish* spell or by the touch of a powerful fey creature. Even if you die, your attunement to the lantern doesn't end until 7 days have passed.

As long as you remain cursed, you are unwilling to part with the lantern, keeping it within reach at all times. In addition, you must continuously feed the lantern's flame using your own vitality. Whenever you gain or spend any number of Hit Dice, you must also sacrifice one Hit Die to the lantern (if you have any). Alternatively, you can use an action to open the lantern's door and hold your hand over the flame, sacrificing one of your Hit Dice when you do. If the lantern isn't given any Hit Dice for 24 hours, you die, and the flame goes out until the lantern is attuned to by another creature or you return to life while still attuned to it.

Bloodshard Trident

Weapon (trident), rare (requires attunement)

This magic trident has grooves in its obsidian surface that are used to channel blood in rituals of self-sacrifice. While holding the trident, you can use a bonus action to make a blood offering. When you do, choose a number of hit points to sacrifice. You take necrotic damage equal to the amount you sacrifice, which can't be reduced or prevented in any way. For every 5 hit points you sacrifice, the trident creates 1 shard of magic obsidian, which floats alongside the trident's three prongs for 1 minute. You can have up to 3 shards in this way at a time. The trident deals an extra 1d4 piercing damage to any target it hits for each floating shard it has.

When you throw the trident while it has at least 1 floating shard, the weapon flies back to your hand immediately after the attack.

Bloodthirster Scimitar

Weapon (scimitar), very rare (requires attunement)

This carefully carved bone scimitar belonged to a cult of vicious monks whose extraordinary bloodlust and strength have been all but entirely erased from history. While you hold this magic sword, you have resistance to necrotic damage.

When you take the Attack action while holding this sword, you can choose to forgo one of your attacks to sacrifice your own blood. When you do, you take 1d6 + 3 piercing damage from the sacrifice. This damage ignores resistance and immunity. This self-inflicted harm empowers the sword, granting you a cumulative +1 bonus to attack and damage rolls made with this magic weapon that lasts for 1 minute, up to a maximum bonus of +3. While the sword is empowered in this way, it deals an extra 1d6 necrotic damage to any target it hits.

Bloodthirsty Bistoury

Weapon (dagger), uncommon

This elegant, dark dagger is never bloodstained and effortlessly pierces flesh. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When this dagger is used by an evil-aligned creature, any creature hit by it doesn't bleed from the attack or the wound it leaves behind for 10 minutes.

Bloody Marilith

Potion, common or very rare

The typical *bloody marilith*, a common potion, is a specialty alcoholic beverage that fills your body with reactive energy. For 1 minute after drinking this potion, you can use a reaction even if you've already taken one since the end of your last turn. Once you take this reaction, the potion's effect ends. The potion is a deep crimson color with a thick consistency that vibrates softly within its bottle, sending ripples along its surface. It smells and tastes of freshly ground pepper, hot spices, and faintly sour tomato juice. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

Drinking additional *bloody mariliths* before you finish a long rest leaves your body feeling worn. When the potion's effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you.

The following *bloody marilith* is a very rare variant with more powerful properties. It uses blood from a fiendish marilith, instead of a magical substitute, and pleasantly burns your tongue when drinking it. It also tastes better.

When you drink this potion, you can take one reaction on every turn in a combat for 1 minute. Unlike its common variant, this potion's effect does not end when you use an additional reaction.



"The skeletal remains were cradling a similar skeletal sword. Its edges, abrasive and stained from long-dried blood, seemed to match some of the markings left on the figure holding it. Beneath the blade was a badly faded manuscript. It was seemingly hand written, and repeated like a mantra:

Embrace Self-Sacrifice. To forget the familiar as a price for greatness is admirable.

Conquer your Limits. To become more powerful is to embrace the purpose of life.

Enforce your Will. To conquer all obstacles in your path is to ensure success.

The lines kept repeating, even off the bottom of the page. Whoever, or whatever, this was, they had had a serious conviction."

—From the diary of Garold, the soldier.

Bonfire Charm

Wondrous item, common

This fiery glass sculpture is 4 inches tall and has a small, magical ember inside. When placed on a burning campfire or torch, the charm and ember enchant the fire with a faint, healing radiance. If you or any friendly creatures within the fire's light regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures treats a Hit Die roll of 1 as a 2.

Book of Clothier's Croquis

Wondrous item, uncommon

This magic book has only the basic outline of a humanoid drawn on each of its pages. When found, the book has 2d6 + 8 remaining pages inside. If you spend at least 10 minutes drawing a detailed set of clothes on the outlined humanoid, the page becomes charged with magic. A creature holding a torn-out sheet of charged paper can use its action to speak the book's command phrase, causing the drawn clothes to either magically appear on its body or transform any similar, overlapping garment it's already wearing to match the new appearance. The sheet of paper then turns to dust and is destroyed. If the creature isn't humanoid, the clothes fit as best they can as determined by the GM.

A transformed garment loses any magical or nonmagical property it may have until it returns to its normal form, unless that garment's function is completely unchanged by the new appearance. For example, a set of plate armor that's transformed into a leather vest would no longer grant any benefit to AC, but a chain shirt that's been transformed to match the ones worn by the royal guard still would.

The drawn clothes and transformed garments remain for up to 4 hours but magically disappear or return to their normal form if you remove them or use an action to speak the command phrase again. The drawn clothes are physical but offer no benefits to AC. Although the drawn clothes and transformed garments can duplicate the appearance of other magic clothes, they don't gain their magical properties.

Book of Instant Copying

Wondrous item, common

This book has a glass cover and is typically found with 2d10 + 30 blank pages. As an action, you can place a piece of paper or similar object (such as a leaf or patterned fabric) between the book's glass and the page below it and speak the book's command word. When you do, the book magically inscribes an image of the placed object in black ink as it appears pressed against the glass on the first blank page of the book.

Copied magic scrolls or spellbooks appear as nonsensical glyphs when copied in this way. When the last page of the book has been used, you can rebind it with 50 blank new pages using 50 gp of fine materials and 8 hours of work.



Book of Clothier's Croquis

Book of Instant Copying



Bonfire Charm

Bloody Marilith



Bounder's Ball

Bounder's Ball

Wondrous item, rare

This enchanted strip of metal is bound to a friendly spirit, which emits a faint glow and seems to vibrate with excitement when held. When you throw this item, a playful animal spirit appears beside you and chases after it. Immediately after you throw it, the spirit returns the ball to you.

You can attach the *bounder's ball* to the base of a weapon that does not have the heavy property by pressing it against the weapon for at least 10 minutes. Once you do, you can use a bonus action to speak the ball's command word to cause the weapon to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or stowing the weapon puts out the light. When you make a ranged attack with the glowing weapon, the ball's animal spirit appears and happily retrieves it. Immediately after the attack, the spirit returns the weapon to your hand or drops it at your feet (your choice).

You can remove the ball from the weapon over the course of a short rest by gently tugging at it, as if from an animal's mouth. The spirit is ethereal and doesn't occupy any space. If you have a *companion's band[1]*, the spirit can interact with the one created by the band.

Bow of the Cobra

Weapon (any bow), rare (requires attunement)

This metallic bow resembles the shape of a mighty cobra and is covered in spots of patina. When you fire an arrow from the bow, you can choose to coat the arrow in a thin layer of acid. A target hit with the acid-coated arrow takes an extra 1d4 acid damage. Hit or miss, a nonmagical coated arrow is destroyed after the attack.

In addition, the bow has 4 charges and regains 1d4 expended charges daily at dawn. When you take the Attack action using this bow, you can expend 1 of its charges to replace one of your weapon attacks with a special attack. This special attack duplicates the effect of the *acid arrow* spell and uses the same attack bonus as your normal weapon attacks with the bow.

Bow of the Eldritch Archer

Weapon (shortbow), rare (requires attunement)

This unearthly bow is disjointed and gruesome. It's made of an ashen, twisted wood that acts as a conduit for eldritch energy and has a series of fleshy tendril-like growths that bulge through the wood's grain. Arrows shot from this bow are destroyed once they're fired, turning into a projectile of pure energy instead. This projectile deals 1d10 force damage, instead of the arrow's normal damage, and retains any magical properties of the destroyed arrow. Hit or miss, a projectile is lost after the attack.

These energy projectiles can sometimes pierce enemies. Once on each of your turns when you make an attack using this weapon, you can force another creature 10 feet directly behind the original target to make a DC 15 Dexterity saving throw. On a failed save, the creature takes 1d10 force damage.

Bow of the Spelldrinker

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

This gilded bow creates hazy illusions of the cosmos when drawn. Attacks made with this magic bow deal an extra 1d4 force damage to any target hit by it.

When you see a creature casting a spell within 60 feet of you while holding this bow, you can use your reaction to draw from your own life force and attempt to counter it. When you do, you take 30 force damage, which can't be reduced or prevented in any way, and fire a magical arrow of pure force from the bow toward the creature. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. In addition, the target must make a DC 16 saving throw, using its spellcasting ability. On a failed save, the creature takes 30 force damage as the magic is ripped from it. On a successful save, the creature takes half as much force damage. Once this property has been used, it can't be used again until you finish a short or long rest.

Bow of the Twilight Valkyrie

Weapon (any bow), rare (requires attunement)

This bow balances the positive and negative magics from the upper and lower planes of existence. Once on each of your turns when you make an attack with the bow as part of the Attack action, you can channel either positive or negative energy into the attack. When you do, you take a –5 penalty to the attack roll. If you channeled positive energy into the attack and hit, the target takes an extra 2d6 radiant damage, and the next attack roll made against it by a creature other than you before the start of your next turn has advantage. If you channeled negative energy into the attack, the target takes an extra 2d6 necrotic damage, and the next attack roll the target makes before the end of your next turn has disadvantage.

The balance of good and evil, of right and wrong, is always a great challenge. Without light there is no shadow, yet we can only see the stars when it's at its darkest.



Bow of the Spelldrinker

Bow of the Twilight Valkyrie

Bow of the Cobra

Bow of the Eldritch Archer



Bracers of the Iron Octopus

Wondrous item, rare (requires attunement)

These iron bracers are ornamented with an embossed octopus and tentacle designs. While wearing the bracers, you gain a +5 bonus on ability checks and saving throws to resist and escape from being grappled.

In addition, you can use an action to speak the bracers' command word. When you do, the bracers' iron and leather twist and writhe, falling off your arms. The bracers become a giant octopus at a point within 10 feet of you under your control that acts on its own initiative count. By using a bonus action to speak the command word again, you return the bracers to their normal form in a space formerly occupied by the octopus.

This octopus is made of leather and iron, is a construct instead of a beast, and has a +2 bonus to its AC. On your turn, you can mentally command the octopus if it is within 60 feet of you and you aren't incapacitated. You decide what action the octopus takes and where it moves during its next turn, or you issue it a general command, such as to attack your enemies or guard a location.

If the octopus is reduced to 0 hit points, it dies and reverts to its bracer form. The bracers then shatter and are destroyed. If the octopus reverts to bracer form before losing all its hit points, it regains all of them.

Bramble Buckler

Armor (shield), uncommon (requires attunement by a druid or ranger)

This twisting mass of tightly knotted thorns forms a functional buckler. Its thorny limbs move ever so slightly to defend against incoming attacks that might otherwise pierce it. When you don the shield, the vines grow harmlessly around the arm and hand that's holding it, preventing it from being unwillingly dropped or disarmed.

As an action, you can speak the shield's command word and touch it to the ground at a point at your feet. When you do, you doff the shield as the vines release from your arm and rapidly grow across the ground, creating a visible line of thorns and brambles 20 feet long and 15 feet wide. The thorns recreate the effects of the *spike growth* spell within that area, without requiring concentration, and last for the spell's duration. When it ends, the thorns coalesce back into the twisted shield. You can speak the shield's command word again as an action while you're within 5 feet of the thorny area to end the effect early, causing the vines to regrow onto your arm as you don the shield again. Once this property of the shield has been used, it can't be used again until the next dawn.

Brawler's Ring

Ring, uncommon

This brass ring has several splits in its metal that are filled with seams of jade. While wearing this ring, your unarmed strikes deal bludgeoning damage equal to 1d4 + your Strength modifier on a hit.

Brutal Macuahuitl

Weapon (longsword), uncommon

This tribal sword's sturdy wooden frame is lined with obsidian shards, allowing attacks made with it to deal either bludgeoning or slashing damage (your choice). In addition, the sword has been enchanted through numerous blood rituals by war priests. When you roll a 20 on your attack roll with this magic weapon against a creature, that creature becomes marked for death until the start of your next turn. A marked creature can't regain hit points, and when the mark ends, that creature takes 1d8 necrotic damage.

The brambles in the Grymclover forest were twisting. Moving. Writhing. And then they were gone. In their place stood a druid caressing the thorns like a long lost friend.

Bulette Bulwark

Armor (shield), uncommon (requires attunement)

This leather-wrapped shield was made from the armored body of a bulette and still retains some of its natural properties. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, the shield has 3 charges and regains 1d3 expended charges daily at dawn. While holding the shield, you can use a bonus action to speak the shield's command word and expend 1 of its charges. When you do, you gain tremorsense out to a range of 30 feet. This effect lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until you drop or stow the shield.

Bulette Torpedo

Weapon (javelin), very rare (requires attunement)

This javelin is protected by a tough carapace wrought from a slain bulette and can burrow through dirt and unworked stone in order to reach its mark. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you make a ranged attack with this javelin, you can throw it into the ground instead. When you do, you can target either a creature you can see or space on the ground within the weapon's range. The space can be a place you can see or one you can describe by stating the distance and direction the javelin would travel through the ground to reach it, such as "100 feet northwest" or "30 feet straight downward." The javelin effortlessly burrows through the ground (if able) to reach the target of the attack, stabbing through the ground at its destination. After the attack, it burrows back to your location, jumping out of the ground and back into your hand. When you roll a 20 on an attack roll made in this way, the target of the attack takes an extra 1d6 bludgeoning damage and 1d6 slashing damage as the weapon viciously erupts from the ground, and if the target is a Large or smaller creature, it must also succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone. Attacking a prone creature with this weapon doesn't impose disadvantage on your ranged attack rolls.

Bullfrog Totem

Wondrous item, common

The magical fey spirit of a bullfrog inhabits this moss-covered stone statue. A creature that can see invisible objects can see this spirit swimming through the air around the statue. The statue is 9 inches tall and weighs 3 pounds. Harmless, mundane insects such as flies, gnats, and mosquitos are magically repelled from the statue in a 30-foot-radius sphere that remains centered on it.

BULETTE TAKES THE LIAR

For more bulette-themed adventure, consider teaching your players the quick-to-play dice game "Bulette Takes the Liar" on page 272.





Caduceus Flail

Burrage's Collegiate Case

Camilla's Quicksilver Mirror

Burrage's Collegiate Case

Wondrous item, uncommon

This lute case is made from a rich, dark wood and is decorated with 33 mithral stars along its lid, with its largest star along the top. The case has five compartments. Four of the case's compartments connect to an extradimensional space that allows it to hold numerous items while never weighing more than 7 pounds. You choose which compartment you access by holding one of the large star's five points whenever you open the lid. The smallest compartment can hold up to 7 flutes or similar small instruments. The midsize compartment holds up to 3 large instruments, such as a bagpipe, drum, or dulcimer. The largest compartment holds up to 4 small stools and a music stand. The fourth compartment doesn't have a defined size, but can hold and categorize up to 60 sheets of written music. If you don't choose a compartment, the case automatically opens to the fifth one, which doesn't connect to an extradimensional space. The fifth compartment has enough room to hold a lute inside it.

Retrieving an item from the case requires an action. If you place something other than an instrument or musical object within one of the case's extradimensional compartments, it magically appears next to the case again when you close the lid.

Caduceus Flail

Weapon (flail), rare (requires attunement by a cleric or paladin)

This holy flail serves as a conduit for divine warriors and pulses with holy light, allowing you to fend off evil while protecting the wounded. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the flail, you can use a bonus action to speak the weapon's command word to cause it to glow, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until you use a bonus action to speak the command word again or until you drop or stow the flail. When you hit an undead with the glowing flail, that target takes an extra 1d8 radiant damage.

When you use your Channel Divinity while holding the glowing flail, hostile creatures in the weapon's bright light take radiant damage equal to 1d8 + your spellcasting modifier, and friendly creatures in the bright light regain hit points equal to the same amount. This damage is dealt before any other effects from your Channel Divinity. In addition, if your Channel Divinity forces a creature to make a saving throw, any undead in the flail's bright light that fail the saving throw are also blinded until the end of your next turn.

Camilla's Quicksilver Mirror

Wondrous item, very rare (requires attunement)

This hand mirror is roughly 1 foot tall and weighs 1 pound. While gazing into its reflective surface, you see a version of yourself that's ever-so-slightly different. For example, your legs may bend the opposite direction, your eyes may be pitch black, or your reflection simply takes a moment to match whatever it is you're doing. If you look at your reflection in the mirror while holding it and aren't attuned to the mirror, you are forced to make a DC 16 Wisdom saving throw. On a failed save, you are frightened of the mirror, are unable to look away from or let go of it, and your speed becomes 0 for the duration. You can repeat this saving throw at the start of each of your turns or whenever you take damage while frightened in this way, ending the effect on a success. If you can't see the mirror, you have advantage on the saving throw. On a successful save, you are immune to this effect for 24 hours.

While attuned to the mirror, you can use an action to hold it out and force another creature within 30 feet of you that can see you to see its own reflection. That creature must succeed on a DC 16 Wisdom saving throw or suffer from one of the following effects (your choice):

Frighten. The creature is frightened of the mirror for up to 1 minute, is unable to look away from it, and its speed becomes 0 for the duration. The creature can repeat this saving throw at the start of each of its turns while frightened in this way, ending the effect on a success. If it can't see the mirror at the start of its turn, it has advantage on the saving throw. On a successful save, the creature is immune to this effect for 24 hours.

Store Reflection. The creature's reflection is stored within the mirror. While stored, you can use an action to look into the mirror and cause your own reflection to become the stored one, simultaneously changing the appearance of your physical form as if you had cast the *alter self* spell (Change Appearance option). This version of the spell lasts until it's dispelled. You can have up to 3 stored reflections in this way. A stored reflection is lost after it's used to alter your form. An affected creature is aware that its reflection has been stored, but not its or the mirror's purpose.

These properties can be used a combined total of three times and regain all expended uses daily at dawn. Using a stored reflection to alter your appearance doesn't count against the mirror's total number of uses.

Camper's Crutch

Weapon (mace), common

This enchanted fire poker is a favorite among travelers. Attacks made with this magic weapon deal either bludgeoning or piercing damage (your choice). In addition, as an action, you can use the poker to touch a pile of dry wood or other flammable object that isn't being worn or carried and speak the weapon's command word. When you do, the object catches fire and slowly begins to burn. Once this property has been used, it can't be used again until the next dusk.

Camper's Respite

Rod, uncommon

This rod weighs 3 pounds and has an iron brazier at its top and spike at its base. You can use a bonus action while holding the rod to speak its first command word and create a magical flame at its top. While lit, this rod functions as a burning torch. You can use a bonus action to speak its command word again to extinguish the flame.

You can use an action to place the rod's brazier upside down on the ground in an unoccupied space and speak its second command word. When you do, the spike at the rod's other end begins to glow from within, revealing its subtle design as a tent. Over the course of 1 minute, the rod expands and magically unfurls a canvas from its top, creating a 5-foot-square opaque tent in its space with an entrance large enough for a Medium or smaller creature to comfortably fit. You choose the style, color, and quality of the tent each time you use this property. Regardless of its appearance, the tent can't be anything but a tent.

Inside the tent is a square extradimensional dwelling, 15 feet on a side and 10 feet high, with the enlarged *camper's respite* supporting it at its center. The walls and ceiling are made of the same canvas as the tent, but the floor is made of smooth stone. The rod's enlarged brazier functions as a magical fireplace that can be lit or extinguished by speaking the rod's first command word. This fire gives off light and heat like a normal fire, but doesn't require oxygen or create smoke. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

The tent is immobile and remains for up to 12 hours, until you use an action to speak its second command word again to dismiss it, or until the tent collapses. Dealing 20 damage to the tent (AC 13) causes it to collapse. The tent is immune to poison and psychic damage. The tent reverts to a rod at the end of its duration, and anything inside the tent is forced into the nearest unoccupied space. When the tent becomes a rod again, this property of the rod can't be used again for 12 hours.



Candleflame Bow

Weapon (any bow or crossbow), uncommon (requires attunement)

Wrought from metal in the likeness of a brazier, this ranged weapon's grip has been covered in wax and has a simple candle positioned in front of where the arrow or bolt is fired from. The candle is magic and never runs out of wax, nor can it be removed from the weapon. You can use a bonus action to speak the weapon's command word to cause the candle to light itself, shedding light like a normal candle while ablaze. While the candle is lit, this magic weapon deals an extra 2 fire damage to any target it hits with a ranged attack. The candle's flame lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon.

If you roll the same number on both d20s when you make a ranged attack roll with advantage or disadvantage using this weapon while its candle is lit, the ammunition becomes wreathed in a conflagration of uncontrollable flames. The arrow or bolt flies toward the target and explodes, destroying the ammunition and dealing 4d6 fire damage to the target (instead of the attack's normal damage), or half as much damage if the total of the attack roll was less than the target's AC. This fire ignites flammable objects within 5 feet of the target that aren't being worn or carried. This property can't be used again until the next dawn.

Candleflame Helm

Wondrous item, common

While wearing this helm, you can use a bonus action to mentally create a tiny flame just above your head. The flame sheds bright light in a 15-foot radius and dim light for an additional 15 feet. While the flame persists, you can use an action to mentally expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each. The flame remains until you use a bonus action to extinguish it, until you remove the helm, or you're incapacitated.

Candy Xorn

Wondrous item, common

Candy xorn is a round, waxy candy that typically comes in small bags of 2d6 + 3 pieces. Each piece is traditionally either orange or yellow, but always has a narrow, reptilian pupil drawn at its center. Eating a *candy xorn* causes your eyes to turn orange or yellow (your choice), and your pupils to match the ones found on the piece of candy. After 1 minute, the effect ends and your eyes return to normal.

In addition, each piece of *candy xorn* has a 5 percent chance to not be candy at all, but actually a gemstone covered in the sugared coating. When you find a gemstone in this way, it can be either eye agate (40%, 10 gp), tiger's eye (40%, 10 gp), or amber (20%, 100 gp).

Canister of Vreyval's Soothing Tea

Wondrous item, uncommon

This small metal canister contains 2d4 + 2 bags of magical tea when found. You can steep a bag of tea for 1 minute in a cup of boiling water to transform the water into a rich, flavorful tea that calms the nerves and revitalizes the spirit. When you drink a cup of the hot tea, you regain 1d6 + 2 hit points and gain the same amount as temporary hit points. In addition, any effect causing you to be charmed or frightened is suppressed for 1 hour, after which any suppressed effect resumes, provided that its duration hasn't expired in the meantime.

You can drink the tea using an action, although it's most commonly finished over the course of at least 1 minute. If the tea has been left to cool before you drink it, you regain only half the amount of hit points and temporary hit points, and no other effects are suppressed.



Captain's Pride

Armor (leather or studded leather), rare (requires attunement)

This well-crafted leather armor comes with a sturdy, enveloping longcoat, bearing on its back the insignia of a well-known pirate captain. When you attune to it, the insignia changes to one that represents you instead. While wearing this armor, climbing and swimming don't cost you extra movement, and you can breathe underwater.

In addition, you can use a bonus action to shift into a watery, elemental form, gaining the following benefits for the duration:

- Your speed increases by 10 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as resistance to acid damage.
- You have advantage on ability checks to avoid or escape being grappled or restrained. If you're already grappled or restrained when you shift into this form, you automatically escape.
- While you're underwater, Wisdom (Perception) checks made to see you have disadvantage.

This form lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. Once this property of the armor has been used, it can't be used again until the next dawn.

Carrion Shroud

Wondrous item, very rare (requires attunement)

This ruffled cloak of dull feathers and down grants you the resilience and cunning of a ravenous vulture. When you move while wearing this cloak, small, tattered feathers drift from the cloak that vanish when they touch the ground. While wearing the cloak, your Constitution score increases by 2, to a maximum of 20, you have advantage on saving throws against disease and poison, and you have resistance to poison damage.

In addition, while wearing the cloak, you can speak its command word as a bonus action to cause it to transform into a pair of sickly vulture wings for 1 minute. While the cloak is transformed, you gain a flying speed of 60 feet, and when you hit a creature that's missing any of its hit points with a melee weapon attack, that creature takes an extra 1d6 necrotic damage. This property of the cloak can't be used again until the next dusk.

Curse. This cloak is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell. As long as you remain cursed, you are unwilling to part with the cloak, keeping it worn at all times. The cloak gives you an insatiable hunger for flesh, and while traditional food can sustain you, you no longer enjoy the smell or taste of it. While cursed, whenever you reduce a creature within 5 feet of you to 0 hit points, you're forced to make a DC 13 Wisdom saving throw. If the creature is a construct, ooze, plant, or undead, you automatically succeed on this saving throw. On a failed save, you are overcome with the urge to tear into the creature's flesh and feast: sacrificing any additional movement, action, or bonus action you had left on your turn. You can repeat this saving throw at the start of each of your following turns, ending your need to feast on a success.

Celestial Sunrise

Potion, common or uncommon

The typical *celestial sunrise*, a common potion, is a specialty alcoholic beverage that causes light to pour from your mouth for 1 hour after you drink it. The light shines in a cone from your mouth, casting bright light for 20 feet and dim light for an additional 20 feet. The potion glows softly on its own, even if no light is shining through it. The beverage is rejuvenating and powerfully flavored with pineapple, orange, and honey, with just a hint of pomegranate as an aftertaste. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *celestial sunrise* is an uncommon variant with additional properties. It also tastes better.

When you drink this potion, you can see normally in darkness, both magical and nonmagical, for the next 8 hours. In addition, the light cast from your mouth due to the potion's common effects increases, casting bright light out to 40 feet and dim light for an additional 40 feet instead.







Chain Devil Gloves

Wondrous item, rare (requires attunement)

These leather gloves are fashioned from the hands of a slain chain devil. While wearing these gloves, an ethereal chain attaches itself to any weapon you throw that has the thrown property. The chain has a reach of 60 feet and breaks its connection to the weapon if the weapon is held by a creature or if you are ever more than 60 feet away from it. You can have up to 4 of these chains at any time.

As an action, you can cause these chains to suddenly retract and pull any attached weapons with them. Any creature within the path of one or more of these weapons must make a DC 15 Dexterity saving throw. On a failed save, a creature takes force damage equal to the damage die of the thrown weapon. A solid object or wall blocks the path of the retracted chain and weapon.

A retracted weapon lands harmlessly at your feet or in an open hand once it reaches you.

Champion's Greatbow

Weapon (longbow), rare

This large bow is wrought from the boughs of an old, resilient tree. Its wooden frame is exceptionally sturdy but difficult to draw. You must have a Strength score of 13 or higher to wield this bow. This bow's damage die is a d10, and when you make a ranged attack with this bow, you score a critical hit on a roll of 19 or 20.

Once on each of your turns when you make a ranged attack with this weapon, you can use the bow to fire a javelin or spear, instead of an arrow, without affecting the bow's damage die. When you do, the bow's normal and long ranges are halved for the attack. If the attack hits, the target takes extra piercing damage equal to your Strength modifier.

Charged Rapier

Weapon (rapier), very rare (requires attunement)

This blade snaps and crackles with electrical power as it's waved through the air. While holding the rapier, you have resistance to lightning damage. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 lightning damage to any target it hits.

Electric Charge. If you are proficient with this weapon, when you move at least 20 feet in a straight line on your turn while holding this rapier, you can speak its command word as a bonus action to briefly disappear and transform into a bolt of lightning. When you do, choose an unoccupied space you can see within 20 feet of you that's along the same straight line and in the same direction in which you're moving. You form a 5-foot-wide line of lightning originating from yourself that extends to the unoccupied space. You reappear in that space as the bolt of lightning passes through anything in its path.

If there are any creatures in the line of lightning, roll a d20 and add 9 to the roll. If the total of the roll meets or exceeds the AC of any creature in the line, that creature takes 1d4 + 1 lightning damage as you pierce through it as the bolt of lightning.

Chi-Balancing Tea

Potion, rare

This potion is specially brewed by the monks of Durheim using a unique leaf found only in their gardens. The tea remains magically warm while inside its traditional porcelain bottle. The potion's flavor is deep and smoky, and leaves a sour aftertaste like the air after a storm.

When you drink this potion, it cures any short-term madness afflicting you, and if you are charmed or frightened, it ends those conditions. In addition, if you have 2 or more levels in the monk class, you regain 1d4 + 1 expended ki points.



Chain Devil Gloves

Chimeric Collar

Chromatic Obsidian Greataxe

Chimeric Collar

Wondrous item, rare

This magic collar has three sections of sculpted metal bound by a strip of leather, with each section representing the head of a dragon, lion, and ram. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed.

You can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature grows in size to become Large, provided there's enough space. When it becomes enlarged, the creature gains 2d10 + 4 temporary hit points, can understand Draconic (but can't speak it), and magically grows a second, identical head next to its own that lasts for the duration of the effect. Whenever the enlarged creature takes the Attack action, it can make two attacks, or it can take the Multiattack action instead if it has that action. The creature remains enlarged for up to 1 minute, until it drops to 0 hit points, or until you end the effect using a bonus action. Once this property of the collar has been used, it can't be used again until the next dawn.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bond fails when you speak the command word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind. A creature can only gain the benefits of one magical collar at a time.

Chromatic Obsidian Greataxe

Weapon (greataxe), rare (requires attunement)

This prismatic greataxe is made using chromatic obsidian, a dazzling type of stone found where several Elemental Planes meet. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this magic weapon, the target must make a DC 15 Constitution saving throw. A target takes 1d6 cold damage, 1d6 fire damage, 1d6 lightning damage, and 1d6 radiant damage on a failed save, or half as much damage on a successful one. Roll the damage dice separately, recording any 6 you roll. For each 6 you roll in this way, use the table below to determine which of the following effects apply.

Damage Type	Effect
Cold	The target's speed is halved until the end of your next turn.
Fire	The target takes an extra 6 fire damage at the end of its next turn.
Lightning	The target can't take reactions until the end of your next turn.
Radiant	The next attack roll made against the target before the end of your next turn has advantage.



Chronal Sphere

Wondrous item, very rare

This brass sphere is roughly fist-sized and weighs 1 pound. It vibrates gently while you hold it as tiny mechanisms whir inside. While holding the sphere, you can use a bonus action to speak its command word, causing spectral clock hands to appear on its curved surface and indicate the current time. The hands remain on the surface of the sphere until you speak the command word again. This property only functions on the Material Plane.

Spells. While holding the sphere, you can use an action to cast either the *haste* or *slow* spell (save DC 18, no concentration required) from it. Once the sphere has been used to cast a spell in this way, it can't be used to cast that spell again. When the sphere has been used to cast both of these spells, it loses this property.

Chronomancer's Eyepiece

Wondrous item, very rare (requires attunement)

This singular lens lets you faintly see and command the flow of time around a target. The eyepiece has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the eyepiece, you can expend 1 charge as a reaction at the end of another creature's turn to speak either of the eyepiece's two command words to warp the flow of time around that creature. You must be able to see the target, and it must be within 60 feet of you.

Past. If the target is willing, it is teleported back to the space it was at the beginning of its turn. If another creature or object is occupying the space, the target is teleported to nearest unoccupied space instead. An unwilling target must succeed on a DC 16 Charisma saving throw or be teleported in this way against its will.

Future. If the target is willing, it can immediately choose to move again, up to half its speed, without provoking opportunity attacks. After a target moves in this way, its speed is halved until the end of its next turn.

Circlet of the Sharpened Mind

Wondrous item, very rare (requires attunement by a creature with an Intelligence score of 17 or higher)

This iron circlet has a magical pearl at its center and can hold up to 4 gemstones. When found, the circlet has 2 gemstones. A gemstone worth at least 5,000 gp can be added to the circlet over the course of 1 minute as it's magically drawn and fastened into place. While wearing the circlet, you can take a special Attack action on your turn to summon a number of floating, spectral swords equal to the number of gemstones in the circlet and make one melee spell attack with each of them against a target within 10 feet of you. You are proficient with these attacks and use Intelligence as your spellcasting ability for them. On a hit, the target takes force damage equal to 1d8 + your Intelligence modifier. The swords appear at your side and remain there until you dismiss them as a bonus action or until you fall unconscious or remove the circlet. While the swords are summoned, you can take this special Attack action once on each of your turns. The spectral swords shed bright light in a 10-foot radius and dim light for an additional 10 feet.

You can replace one of these melee spell attacks with a weapon attack as part of this special Attack action. If you're able to make multiple attacks when you take the Attack action, you can instead replace a number of these spell attacks up to the number of weapon attacks that you can normally make as part of the Attack action.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to make one melee spell attack with one of the summoned swords against the creature, rather than making an opportunity attack.

Claymore of the Great Badger

Weapon (greatsword), uncommon (requires attunement)

This weighty blade carries with it the strength of the mighty badger. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 3 charges and regains all expended charges daily at dawn. When you hit a Large or smaller creature with this weapon, you can expend 1 charge from it to push that creature 5 feet away from you.

Cleaning Cube

Wondrous item, common

This Tiny, sentient piece of an enchanted gelatinous cube is harmlessly soapy, instead of acidic, and enjoys cleaning the surfaces it travels across. When found, the *cleaning cube* is a dehydrated, 2-inch cube. While dehydrated, the cube is inanimate and its weight is negligible. You can place the dehydrated cube in 1 or more gallons of water as an action, causing it to animate and grow in size to become a 1-foot cube that weighs 6 pounds. The rehydrated cube moves slowly while animated in this way, methodically cleaning objects and surfaces it comes into contact with. The cube remains hydrated for up to 8 hours, but can be squeezed as an action (as if it were a sponge) to dehydrate it again early.

The *cleaning cube* is considered a magical object and is not a creature. It has a speed of 1 foot and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It has AC 10, 10 hit points, and resistance to all damage. The cube dehydrates when it drops to 0 hit points, but regains all its hit points when hydrated again.

Sentience. The *cleaning cube* is a sentient unaligned item with an Intelligence of 1, a Wisdom of 6, and a Charisma of 1. It has hearing and blindsight out to a range of 60 feet. It can't speak or read, but obeys your commands as best as it can understand them.

Personality. The *cleaning cube* is happiest finding and dissolving dirt and other grime, and enjoys the feeling of moving across clean, polished surfaces. It doesn't concern itself with combat, preferring to continue its cleaning instead of involving itself in confrontation. If the cube finds a stray coin, gemstone, or other similar small item out of place while it cleans, it will absorb and clean the item until it's removed by a creature as an action or until it becomes dehydrated once again.





Cloche of Surprise Treats

Cloche of Surprise Treats

Wondrous item, very rare

This magic silver cloche covers a large dinner platter. You can use an action to speak the cloche's command word and remove it from the platter. When you do, use the table below to determine what kind of meal appears.

d12	Meal
1	A delicious meal appears on the platter large enough for one creature and provides as much nourishment as 1 day of rations.
2 – 5	A number of decadent, perfectly ripe mixed berries equal to twice the number rolled on the d12 appear on the platter. Eating one of these berries duplicates the effect of eating a berry from the *goodberry* spell. These berries remain potent for up to 10 days.
6 – 12	The cloche magically conjures a great feast, as if by the *heroes' feast* spell. This version of the spell can feed a number of creatures equal to the number rolled on the d12.

Once the cloche has been used to conjure a meal in this way, it can't be used again until a number of days have passed equal to the number rolled on the d12.

Clockwork Colony Toolbox

Wondrous item, rare

This trim bronze toolbox rattles softly with the sound of bolts, screws, and other tools inside. The box weighs 3 pounds and is 3 feet long, 1 foot wide, and 1 foot deep. Inside the toolbox are four empty, resizable bins with nothing inside. Any metal object left inside the closed toolbox for 1 hour becomes meticulously clean and polished.

Similarly, any small machine (such as a compass or hunting trap) left inside the closed toolbox for 1 hour is magically repaired. Any magical item with "clockwork" in its name regains all its hit points when left in the toolbox in this way. If the magical item has charges or additional magical properties, it regains 1d4 expended charges and the ability to use those properties again. Once an item or object has been restored in this way, it can't be restored by the toolbox again for 24 hours.

Clockwork Earwig

Wondrous item, uncommon

This 1-inch-long, copper mechanism magically coils around and clasps to the side of your ear, fitting as a functional ear cuff. It can be worn or removed using an action. When worn in this way, the mechanism can magically process any sound you hear, granting you the following benefits:

- You have advantage on Wisdom (Perception) checks you make that rely on hearing.
- You can tap the earwig twice to record up to 1 minute of sound, tapping it twice again to stop recording early. You can tap the earwig once to replay the recording in your ear, tapping it a second time to stop it early. Pressing and holding your finger to the earwig while it's replaying the recording will pause the recording until you release your finger from it. Creating a new recording in this way erases any previous one stored.
- You can speak the earwig's command word as an action to cast the *comprehend languages* spell from it. The spell ends early if you remove the earwig. This property of the earwig can't be used again until the next dawn.

Clockwork Mend-A-Pillar

Wondrous item, uncommon

This segmented mechanical caterpillar is 5 inches long, weighs 1 pound, and is made of copper. It has several tiny copper legs that give it a 5-foot walking speed. Within it are multiple containers filled with silk filaments, spools of thread, dyes, and an incredibly strong adhesive. Each of these materials is expelled through a tube in its mouth, and it is equipped with a transmutation lens in its head that allows it to change the adhesive to various kinds of wood, metal, stone, or crystal.

As an action, you can speak the caterpillar's command phrase to cause it to repair a broken or torn object or area that it's set upon. As long as the break or tear is no larger than 1 foot across in more than 1 dimension, the caterpillar can create the material to repair it. The caterpillar then begins crawling over and repairing the object or area, taking 10 minutes for every cubic foot it repairs (minimum of 1 minute). The caterpillar can physically repair a magic item or construct, but can't restore magic to such an object. After the caterpillar finishes repairing an object or area, it stops moving and makes a soft chirping sound audible out to 30 feet. Once the caterpillar repairs 10 cubic feet of material, it can't be used again until 24 hours have passed.

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



Club of Dancing

Weapon (club), uncommon (requires attunement)

This metallic club emits prismatic flashes of light whenever it hits a target. While you're holding this weapon, you can use an action to cast the *dancing lights* spell from it. In addition, the club has 3 charges and regains 1d3 expended charges daily at dusk. When you hit with an attack using this weapon, you can expend 1 of its charges to deal an extra 1d6 thunder damage. If the target is a creature, it must also make a DC 13 Wisdom saving throw. On a failed save, that creature's speed becomes 0 until the start of your next turn, and it spends its action on its next turn dancing in place: shuffling, tapping its feet, and capering.

Club of the Forest Drake

Weapon (club), uncommon

This wooden club's head has been naturally formed into the shape of a dragon's maw. As an action, you can speak the club's command word and strike the ground with it to cause a wave of thorns and thrashing vines to spring up from the ground in a 15-foot cone in front of you. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 2d6 slashing damage and be grappled by the thorns and vines for up to 1 minute. A grappled creature can use its action to make a DC 13 Strength or Dexterity check, freeing itself on a success. At the end of each of its turns, a grappled creature takes 1d6 piercing damage as it's constricted by the thorny vines. Once this property of the club has been used, it can't be used again until the next dawn.

Club of the Rook

Weapon (club), uncommon

This club is a magic weapon and has a weighty stone tower at its end. While holding the weapon, you can use an action to move up to 30 feet in a line to an unoccupied space you can see on the ground, barreling through creatures no more than one size larger than you and objects that weigh no more than 400 pounds in the line. This movement doesn't provoke opportunity attacks and ignores difficult terrain. Each target in the line you barrel through must make a DC 13 Strength saving throw. On a failed save, a target takes 3d4 bludgeoning damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone. If a target in the line is a structure or is too large or heavy to barrel through, it automatically succeeds on the saving throw and your movement ends early. Your movement also ends early if you attempt to move over a space in which you normally can't, such as over a gorge or up a wall.

The club's property can't be used again until the next dawn. In the meantime, the club can still be used as a magic weapon.

Coldfire Anvil

Wondrous item, rare

This cold, iron anvil weighs 50 pounds and is 1 and a half feet long. It has three magic runes on its side from the Everglacier that magically enchant any item sharpened, forged, or otherwise smithed using this anvil. Over the course of a full workday, or half as long if you're proficient with smith's tools, you can use the anvil to turn a nonmagical metal weapon into a coldfire one. A coldfire weapon is magical and deals an extra 1d6 cold damage to any target it hits, but is made fragile like ice. When you make an attack roll using a coldfire weapon and roll a 1, roll a d20. On a 9 or lower, the weapon shatters and is destroyed, releasing a biting burst of icy air that deals 2d6 cold damage to all creatures within 10 feet of the weapon. After 7 days, a coldfire weapon loses the enchantment and becomes nonmagical again.

Once the anvil has been used to enchant a weapon in this way, it can't do so again for 1d6 + 1 days.

Comet Ballista

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

This crossbow is partially covered in cold shards of stone and metal and uses sling bullets as ammunition instead of crossbow bolts. When you fire a sling bullet from this magic crossbow, it flashes with blue light and leaves behind a brief, glimmering trail of cold, sparkling dust. Ranged attacks with this weapon deal bludgeoning damage, instead of piercing damage, and any target hit by it takes an extra 1d6 cold damage. In addition, the first time you hit a target on each of your turns with a ranged attack using this weapon, each creature within 10 feet of the target must succeed on a DC 13 Constitution saving throw or take 1d6 cold damage.

Hailing Comets. You can use an action to fire the crossbow into the air and speak its command word, choosing a point that you can see within 120 feet of you when you do. The sling bullet scatters into icy dust and is destroyed, but magically conjures a barrage of miniscule falling comets above the point. The comets fall in a 20-foot-radius, 40-foot-tall cylinder centered on that point and disappear once they hit the ground. Each creature within the area must make a DC 13 Dexterity saving throw, taking 8d6 cold 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.

Conspirator's Coat

Wondrous item, rare (requires attunement)

This magic longcoat is adorned with raven feathers and carved jet buttons. While wearing this coat, you have advantage on Charisma (Deception) checks. In addition, the coat has 5 charges and regains 1d4 + 1 expended charges daily at dusk. While wearing the coat, you can use a bonus action to expend 1 of its charges to disappear, releasing up to three ravens from your location under your control that scatter into the air. Each raven has AC 12, 1 hit point, and can fly up to 40 feet as part of this bonus action without provoking opportunity attacks. At the start of your next turn, the ravens vanish, and you reappear in the space of one of the ravens (your choice).

If all the ravens are reduced to 0 hit points, you reappear early in the same space as the last one that died. When you do, any excess damage dealt to the raven carries over to your normal form.

Contingency Band

Ring, rare

Each of this leather ring's three braided bands bears the design of a dark, winding serpent. You can use an action to submerge the ring in a *potion of healing* or similar healing draft. If the ring is left to sit in a potion for 1 minute in this way, the ring magically consumes it and any of its healing properties. For each potion the ring has consumed, one of its dark serpents glows with a faint red light. The ring can have up to 3 consumed potions at a time.

Immediately after you take damage while wearing the ring, you can use your reaction to speak its command word and gain the healing effects of one of the ring's consumed potions (your choice). The consumed potion is then lost, and one of the ring's serpents becomes dark once more.



Cottage Chest

Wondrous item, rare

This 1-foot-long chest looks like a replica of a woodland cottage and is magically locked. You can use an action to place this chest on the ground and speak its command word. The chest immediately unlocks and grows into a cottage that remains until you use an action to speak the command word that dismisses it, which works only if the cottage is empty. When dismissed, the cottage returns to its normal chest form. If there isn't enough space for the cottage or there are creatures in its area when you speak the command word, the chest remains locked and the action is wasted.

The cottage is a wooden, two-story building that's 40 feet wide and 65 feet long. Inside is a kitchen, a dining room, and a large parlor with an ever-burning fire in its hearth. A curling stairway leads to the second floor, which has 4 bedrooms equipped with furniture you'd find in a modest to respectable inn. The first floor has six windows, and each bedroom on the second floor has one. When activated, the cottage has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

The cottage's kitchen is filled with magical utensils that automatically stir, measure, and heat all manner of cuisine. Any check made using cook's utensils within the cottage has advantage on the roll. When left to its own devices, the cottage magically produces an array of baked goods for up to 8 creatures when the cottage appears for the first time each day and again each day at dawn until it is dismissed. Eating the food within the cottage provides enough nourishment to sustain a creature for one day. If any baked goods are left uneaten, they vanish at dawn as the new goods appear. Any baked good, furniture, or similar object vanishes when taken outside the cottage and immediately reappears inside.

Further, fey and fiends can't enter the cottage unless you choose to let them, and creatures can't move or travel into it using teleportation or by extradimensional or interplanar means.

The cottage is made of wood and plaster, and its magic prevents it from being tipped over or moved. The roof, the door, and the walls (including the windows) each have 60 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the cottage (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the roof, the door, or one wall to regain all its hit points.

Courtesan's Fanblade

Weapon (dagger), uncommon (requires attunement)

This magic dagger is made of two hollow halves that can be opened with a flick of a small lever above its handle. Opening the dagger in this way reveals a beautiful paper fan that spreads out between the weapon's two halves (no action required). While the fan is exposed, you can't use this weapon to attack. You can close the fan and recombine the dagger's halves again as a bonus action.

This dagger has 3 charges and regains 1d3 expended charges daily at dawn. While the fan is exposed, you can use an action to cover your face with it and expend 1 of its charges to cast the *charm person* spell (save DC 13) at 1st level. You can increase the spell slot level by one for each additional charge you expend.





Covolt Dagger

Weapon (dagger), uncommon

This angular dagger is forged with covolt, an elemental blue metal that carries storm-like properties. When you score a critical hit against a target with an attack made with this magic weapon, the target takes an extra 1d8 lightning damage and can't take reactions until the start of its next turn.

Covolt Scythe

Weapon (glaive), rare (requires attunement)

This jagged scythe is forged with covolt, an elemental blue metal that carries storm-like properties. When you hit a creature with an attack using this magic weapon, it takes an extra 1d8 lightning damage. Once on each of your turns when you hit a creature with this weapon, you can choose a different creature within 10 feet of the target. That creature must succeed on a DC 15 Dexterity saving throw or take 1d8 lightning damage as an arc of electricity lashes out at it from the original target.

Crown of Storms

Wondrous item, legendary (requires attunement)

This crown was created by storm giants as a reward for a brave band of much smaller adventurers. While wearing this crown, you have resistance to lightning and thunder damage. If you are subjected to an effect that deals lightning or thunder damage and allows you to make a saving throw to take only half damage, you instead take no lightning or thunder damage if you succeed on the saving throw. If you are a giant, you can choose to wear this crown as a ring, instead.

In addition, you can use a bonus action to take on the aspect of the stormbringer. When you do, you spark with electrical power and your eyes glow bright white. The aspect lasts for 1 minute or until you end it early using a bonus action. While the aspect persists, you gain a flying speed of 30 feet and can hover. For the duration, you also gain the following benefits:

- You can use an action to release a bolt of lightning at a point on the ground that you can see that's within 60 feet of you and at least 15 feet below you. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, or half as much damage on a successful one.
- You can use an action to cast the *thunderwave* spell (2nd-level version, save DC 17). The first time you cast this spell each time you take on the aspect, it's cast at 4th level instead.
- When an attacker within 30 feet hits you with a weapon attack, you can use your reaction to send out a bolt of lightning at the attacker. The attacker must make a DC 17 Dexterity saving throw, taking 1d10 lightning damage on a failed save, or half as much damage on a successful one. Each time the attacker hits you again before the end of this turn, it must repeat the saving throw.

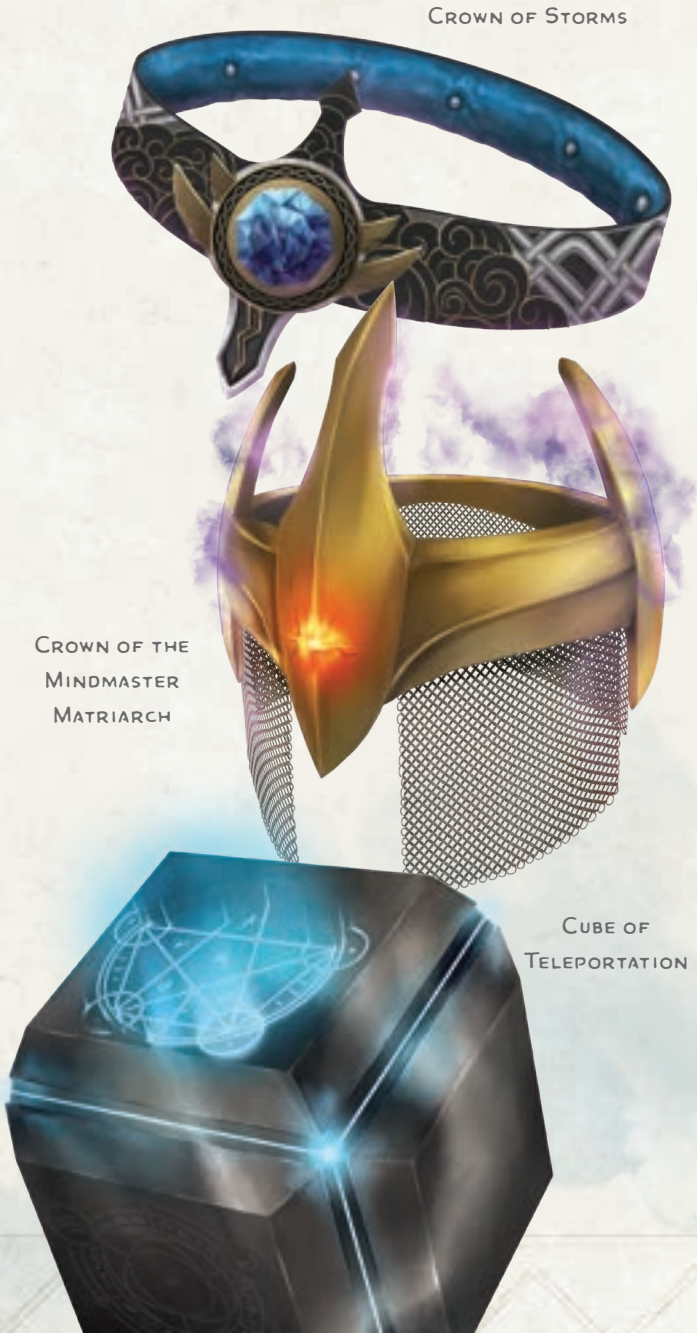
Once this property of the crown has been used, it can't be used again until the next dawn.

Crown of the Mindmaster Matriarch

Wondrous item, rare (requires attunement by a wizard)

This golden crown is inset with a powerful fire ruby and veiled with light, mithral chain. The crown's descending prongs overlap with your temples and third eye, expanding your mind's commanding reach. While wearing this crown, you can use an action to cast the *telepathic bond* spell from it.

In addition, while wearing the crown, you can use an action to cast the *dominate person* spell using your spell save DC from it. On a failed save, a creature is affected by the spell for the duration, and for the next 24 hours after the spell ends, you have advantage on Charisma checks you make to interact with it. These effects end early if you or an ally deals damage to the creature. If the target is connected to you through your telepathic bond, it has disadvantage on the saving throw to resist this spell's effects when cast in this way. Once this property has been used, it can't be used again until the next dawn.



Cube of Teleportation

Wondrous item, rare

This hefty, metal cube is about 6 inches on a side and weighs 3 pounds. One of the cube's sides looks like a metallic stamp, and is made of countless interlocking and shifting panels that reconfigure themselves to magically generate a new, unique sigil sequence daily at dawn, as described in the *teleportation circle* spell. Its five other sides are flat and blank, or, at the GM's discretion, have up to 5 different sigil sequences recorded onto them.

If you find a permanent teleportation circle, you can place and hold one of the cube's flat sides against the circle for 1 hour, focusing on it for the duration (as if concentrating on a spell). If you hold and focus on the cube for the full duration, the circle's sigil sequence is recorded onto the cube's face. If a sigil was already on the cube's face, it's replaced by the new one.

The cube has 3 charges and regains 1d3 expended charges daily at dawn. If you hold one of the cube's recorded sigil sequences on the ground face-down and focus on it for 1 minute (as if concentrating on a spell), the cube expends 1 of its charges and duplicates the effect of the *teleportation circle* spell, using the sigil sequence from the cube's face to form the spell's teleportation circle on the ground below it.

Alternatively, you can hold the stamp side of the cube on the ground and focus on it for 1 minute (as if concentrating on a spell). If you hold and focus on the cube for the full duration, it magically applies its unique sigil sequence onto the ground in a 10-foot-diameter teleportation circle, provided that there's enough space to do so. This circle remains for 1 hour, and can only be used as a destination circle for the duration. Once this property has been used, it can't be used again until the next dawn, unless you use an action to expend 1 of the cube's charges to generate a new sigil sequence and regain the use of this property. Once you've placed a unique teleportation circle in this way, you can use this side of the cube as if it were a normal sigil sequence recording for the generated circle.

Cuff of Captions

Wondrous item, uncommon (requires attunement)

While wearing this platinum ear cuff, any audible sound or spoken language that you're within earshot of is magically transcribed, appearing as unobtrusive, illusory text that only you can see in the corner of your vision. While wearing the cuff, you gain a +2 bonus to Wisdom (Perception) checks that rely on hearing, even if you're deafened, as you can sometimes read the transcriptions of sounds that are otherwise inaudible. The transcriptions are written in Common, and vary in size and form depending on the nature of the sound. The text conveys the literal meaning of any spoken language that it transcribes, but can suggest similar Common idioms in place of the ones it translates from other languages. You can choose to ignore certain sounds and transcriptions, causing the text to vanish, in order to better focus on the ones you're interested in.



Covolt Scythe

Covolt Dagger



Cuff of Captions



Dagger of First Light

Weapon (dagger), uncommon

You have advantage on initiative rolls while holding this weapon. If you're first in the initiative order, your speed is increased by 15 feet for the first round of combat.

In addition, you can use a bonus action to speak the weapon's command word to cause its blade to glow. The glowing weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the weapon is glowing, it deals radiant damage instead of piercing. You can use a bonus action to speak the weapon's command word again to cause its light to fade and return to normal.

Dark Mantle

Wondrous item, uncommon (requires attunement)

This leathery cloak is made from the remains of a darkmantle. While wearing it, climbing doesn't cost you extra movement, and you have advantage on Strength (Athletics) check made to climb.

In addition, while wearing this cloak, you can use an action to speak its command word to emit an aura of magical darkness. This aura extends from you in a 15-foot radius, moves with you, and spreads around corners. The darkness lasts as long as you maintain concentration (as if concentrating on a spell), up to 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Once this property of the cloak has been used, it can't be used again until the next dawn.

Davy Jones's Key

Weapon (trident), legendary (requires attunement)

This powerful trident is made of verdigris-covered bronze. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 while you are underwater.

When you roll a 20 on an attack roll made with this weapon against a creature, that creature must succeed on a DC 15 Constitution saving throw or begin to suffocate. At the end of each of its turns, a creature suffocating in this way can repeat the saving throw. On a successful save or when it drops to 0 hit points, the creature can breathe again. A suffocating creature can't speak. A creature is immune to this effect if it doesn't need to breathe or has legendary actions.

Release the Kraken. You can use an action to speak the trident's command word to open a 15-foot-radius eldritch gate centered on a point you can see on the ground within 60 feet of you, turning the ground in the area into difficult terrain. If you are underwater, the point doesn't need to be on the ground. The gate is one-way. When the gate opens, up to 3 massive kraken tentacles appear through the gate, forcing any Large or smaller creature in the tentacle's space into the nearest unoccupied space. Each tentacle is treated as a Large monstrosity with 60 hit points, AC 18, a reach of 30 feet, immunity to all conditions, and a +7 bonus to all ability checks and saving throws. A tentacle can move anywhere within the gate's area on your turn (no action required) without provoking opportunity attacks. You can use your reaction to make an opportunity attack with the tentacle. A tentacle remains until it falls to 0 hit points or the gate closes.



When the tentacles appear, they immediately make up to 3 melee attacks, one with each tentacle, against targets you can see within the tentacles' reach with an attack bonus of +10. On a hit, a target takes 3d6 bludgeoning damage, and if the target is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained. Each tentacle can grapple one target. A creature that ends its turn and is restrained by a tentacle takes 1d6 bludgeoning damage.

While at least one tentacle remains, you can use an action to repeat these attacks, making one with each tentacle. If an object is held or a creature is grappled by a tentacle, you can throw it up to 60 feet away in a random direction, knocking it prone, instead of attacking with the tentacle. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

The gate stays open for 1 minute. It closes early if you dismiss it using a bonus action or if you are incapacitated or die. Once this property of the trident has been used, it can't be used again until the next dawn.

Dawn and Dusk

Weapon (mace or sickle), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which also has the light property. The weapon transforms at different times of the day. At dawn, the weapon's form becomes a mace, whose head is ringed with a line of radiating spikes. At dusk, it becomes a sickle with star designs along its crescent edge. A target hit with the mace takes an extra 1d4 radiant damage. A target hit with the sickle takes an extra 1d6 necrotic damage.

Death's Shadow

Wondrous item, legendary (requires attunement)

This black garnet amulet is carved into the shape of a bird's skull and is adorned with several dark feathers. At its center is a single phoenix feather that serves as a catalyst for this strange talisman's necromantic magic. While wearing this amulet, you are immune to necrotic damage.

Shadow Form. When you are reduced to 0 hit points while wearing this amulet, a shadowy version of yourself rises from your unconscious body. You control this form, which has your equipment and statistics. It has 100 temporary hit points and resistance to all damage that isn't force, psychic, or radiant. The shadow form can't move more than 60 feet from your body. The shadow vanishes after 1 minute or when it loses all its temporary hit points. If the shadow survives for the duration, it returns to your body and causes you to regain a number of hit points equal to the shadow's remaining number of temporary hit points. If the shadow is defeated, the amulet is destroyed and you immediately fail 2 death saving throws.

While your shadow form is defending you, your unconscious body is covered by an impenetrable veil of shadow. While covered in this way, you can't be interacted with: you are immune to all damage, don't make death saving throws, can't regain hit points, and can't be affected by spells or magical effects. A creature can use an action to make a DC 30 Strength check, moving the covered body up to 10 feet on a success.

Once this property has been used, it can't be used again until 7 days have passed.

Deathloop Watch

Wondrous item, rare (requires attunement)

This golden pocket watch has a skull-shaped lid with three panes of blue glass that cover its two eyes and nose. At the center of the watch is a secondary dial with a small, skeletal hand that indicates the amount of hit points you have remaining. If you die while the watch is on your person, the watch reverses your personal time stream just long enough to keep you alive, returning you to life with 1 hit point and allowing you to immediately stand up. When the watch reverses time in this way, one of the watch's three glass panes cracks and can't be repaired by mundane or magical means. For each pane of cracked glass, there is a cumulative 25 percent chance that the watch fails to reverse time when you die. When all three panes of glass are cracked, the watch becomes nonmagical, although it can still be used to tell the time.

Tick. Tick. Tick.
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Tick. Tick.

Deathly Diadem

Wondrous item, very rare (requires attunement)

This gruesome crown was worn by a powerful lich before falling into the hands of the adventurers who slayed it. While wearing this crown, you have resistance to necrotic damage, are always under the effects of the *tongues* spell, and you can cast the *speak with dead* spell at will. When you cast *speak with dead* in this way, you can only ask the target 1 question, to which the target answers with either "yes," "no," or "maybe." If the question can't be answered in this way, the spell ends. In addition, while you wear this crown, undead creatures have disadvantage on attack rolls against you.

Curse. This crown is cursed, a fact that is only revealed to you when you die. The first time that you die while attuned to this crown, its curse is extended to you, and you are immediately returned to life with 1 hit point. While cursed, your alignment becomes evil, if it isn't already, and your utmost goal is to become an all-powerful lich. While cursed, your creature type becomes undead, in addition to your other existing creature types.

A creature remains cursed in this way until targeted by a *wish* spell or divine intervention. Removing the crown fails to end the curse. While a cursed creature may not reveal that the diadem is cursed, its allies may be able to deduce its presence and effects based on the creature's behavior.

Detective's Notebook

Wondrous item, uncommon (requires attunement)

This worn notebook is filled with pages of scribbled notes, addendums, and sketches—many of which seem to be added by different sources. While holding the book, whenever you make an Intelligence (Investigation) or Wisdom (Insight) check, you gain a +1 bonus to the roll. If you spend at least 10 minutes investigating or interacting with the subject of these checks while writing notes in the book, you make the roll with advantage.

In addition, you can use an action to cast the *comprehend languages*, *detect thoughts*, or *locate object* spell from the book (save DC 13). Once the book has been used to cast one of these spells, it shouldn't be used to cast a spell again in this way until the next dawn. Each time it is used again before then, the book has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Direstone Dwarven Key

Weapon (handaxe), uncommon (requires attunement by a dwarf)

This dwarven handaxe is specially issued to guards of the Direstone mines, treasury, and prisons. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If it hits a stone object, the hit is automatically a critical hit.

In addition, you can use an action to speak the handaxe's command word and strike a fixed stone surface with it, such as a wall or ceiling. If the surface is no more than 2 feet thick, it magically pulls apart to form a temporary doorway. The doorway is no more



than 5 feet across in any dimension and closes at the end of your next turn, leaving no trace of it behind. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the doorway created by the handaxe are ejected to an unoccupied space on a random side of the stone surface and take 1d6 bludgeoning damage. Once this property has been used, it can't be used again until 12 hours have passed.

Direstone Runic Wand

Wand, rare (requires attunement by a spellcaster)

A rigid stone wand used by the arcane dwarves of the Direstone mines. The wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to trace one of the following runes in the air to invoke its properties (spell save DC 15):

Algiz. You can expend 3 charges to grant 1 creature you can see within 10 feet of you resistance to fire damage for 1 hour.

Eihwaz. You can expend 2 charges to cast the *arcane lock* spell. When you use this spell to lock a second object, the spell ends on the first one.

Hagalaz. You can expend 2 charges to cast the *shatter* spell.

Kenaz. You can expend 1 charge to cast the *burning hands* spell, or 2 charges to cast the *heat metal* spell.

Raidho. You can expend 4 charges to cast the *stone shape* spell. This version of the spell can alter the form of either stone or natural metal (such as iron or silver).

Alternatively, you can use the wand to cast the *illusory script* spell over the course of 1 minute by expending 1 of its charges, but can only use it to write on stone or metal surfaces.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into stone dust. If you are not a dwarf when this happens, you must also succeed on a DC 20 Constitution saving throw or be petrified until freed by the *greater restoration* spell or similar magic.

Diviner's Dice

Wondrous item, rare (requires attunement)

This set of three six-sided crystal dice is weakly connected to the tides of fate. You can roll these dice as an action and record the numbers rolled. Once rolled, you can't record any other numbers in this way until the next dawn. While you have the dice on your person, you can use a reaction when you or a creature you can see within 60 feet of you makes an attack roll or ability check to add or subtract one of the recorded numbers from the attack roll or ability check's total. You can wait to use this reaction until after the creature rolls the d20, but must decide before the GM says whether the roll succeeds or fails. Each recorded number can only be used once. You lose any unused recorded numbers daily at dawn.

Djinn and Tonic

Potion, common or rare

The typical *djinn and tonic*, a common potion, is a specialty alcoholic beverage that causes a magical wind to tussle your hair, cloak, or other clothing dramatically for 1 hour after you drink it. A small mote of mist dances above the potion's liquid and gently stirs it. The beverage is smooth, bubbly, and very refreshing with notes of juniper, elderberries, white peach, and lavender. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *djinn and tonic* is a rare variant with additional properties. It also tastes better.

When you drink this potion, you gain the effect of the *gaseous form* spell for 10 minutes (no concentration required) or until you end it early using an action. When the effect ends, your form rematerializes in a rush of air, forcing all Large and smaller creatures within 30 feet of you to make a DC 15 Strength saving throw. On a failed save, a creature is pushed 10 feet away from you and knocked prone.

Dominic's Field Guide to Language

Wondrous item, uncommon

This magical book is filled with strange, shifting writing. While holding the book, you can use an action to speak its command word followed by a language of your choice, causing the book's pages to become filled with translations between Common and the language you chose. This property can't be used again for 24 hours. When found, the book's pages are filled with translations for a random language.

You can read the book over the course of 1 hour, which can be done during a short rest. When you finish reading, you can magically speak, read, and write the chosen language for 24 hours. Only one creature can read from the book at a time.



Detective's Notebook

Dominic's Field Guide to Language

Doom Bloom

Wondrous item, rare

This dark, velvety lotus has tiny pinpricks of starlight in its petals and releases lofting, magical pollen. Once picked, a *doom bloom* withers and is destroyed after 1d6 + 1 days. As an action, you can inhale the magical pollen from a picked flower and speak the name of a creature or location that's on the same plane of existence as you, duplicating the effect of the *scrying* spell (save DC 15).

If the target of the effect fails the saving throw, the spell succeeds and the flower explodes into a burst of pollen and is destroyed. If the target succeeds on the saving throw, you instead witness hundreds of brief, painful visions until the start of your next turn that show you untold ways that you might die. When the visions end, you take 6d6 psychic damage, but the flower isn't destroyed. Once this property of the flower has been used, it can't be used again for 24 hours.

Doom blooms typically grow on their own, but can sometimes be found near others. When the flower dies or is destroyed, a new one grows after 1d6 + 1 days in the same place in which it last grew. If the flower was successfully used to duplicate the effect of the *scrying* spell, the new flower grows at the location where the spell's sensor first appeared instead. If the sensor followed a creature, there is a 10 percent chance that an additional flower will grow after 1d6 + 1 days at the sensor's location at the end of each minute of the spell's duration.

Doubloon Diver's Goggles

Wondrous item, uncommon

These leather and shell-covered goggles have peculiarly narrow lenses. While wearing the goggles, you have darkvision out to a range of 120 feet while underwater. In addition, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks you make that rely on sight while underwater.



Dragon Horn Pauldron

Wondrous item, very rare (requires attunement)

This single pauldron is made from the horn of a fallen dragon. While wearing it, you gain a +1 bonus to AC and have resistance to one damage type, which is determined by the kind of dragon that provided the horn, as shown on the table below.

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

In addition, when you are subjected to an effect that allows you to make a saving throw to take only half damage of this resisted type, you can use your reaction to instead take no damage if you succeed on the saving throw.

Dragon Turtle Barding

Armor (any heavy barding), very rare

This heavy armor is made using salvaged pieces of a dragon turtle's shell and can fit on a variety of common mounts. Once worn, the armor expands over the course of 1 hour to cover the creature with a defensive shell and enhance its natural abilities, granting it the following benefits:

- The creature gains a +1 bonus AC.
- The creature can breathe air and water.
- The creature gains a swimming speed equal to its walking or flying speed, whichever is higher.

Dragonband

Wondrous item, rare

This metal bracelet hangs loosely from a wrist or ankle and is made from either brass, bronze, copper, gold, or silver wire. The clasp is cast in the shape of a metallic dragon's head matching the metal used in the rest of the band.

While wearing the band, you can use an action to speak its command word and cause it to unravel and shatter, destroying the bracelet. When it does, it releases a powerful blast of energy in a wave around you. Each creature within 20 feet of the band other than you must make a DC 15 Dexterity saving throw, taking 10d6 damage on a failed save, or half as much damage on a successful one. The damage type is determined by the type of metal used in the band, using the table below.

Metal	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold



Dragon Horn Pauldron

Dragonband

Dragon Turtle Barding

The pegasus riders of Orostead were renowned for their prowess over the land and sky, so the neighboring merrow thought they were safe to plunder the city's rich harbors.

When the winged horses plunged through the waves and into the harbor's depths, the merrow realized just how wrong they were.



Dragonbreath Ammunition

Weapon (arrow or bolt), rare

This metallic ammunition flies effortlessly on its own when fired. When you take the Attack action and make a ranged weapon attack, you can instead fire this ammunition at a point you can see within range. The arrow or bolt explodes when it reaches the point, destroying the ammunition and creating either a cone or 5-foot-wide line of dragon's breath in the direction it was fired. The created effect depends on the metal it was cast from. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d8 damage of the associated type on a failed save, or half as much damage on a successful one. Use the table below to determine the effect's area of effect and damage type:

Ammunition Metal	Area	Damage Type
Brass	60-foot line	Fire
Bronze	90-foot line	Lightning
Copper	60-foot line	Acid
Gold	60-foot cone	Fire
Silver	60-foot cone	Cold

Dramus's Dancing Shoes

Wondrous item, uncommon (requires attunement by a bard)

These comfortable, wine-dark slippers give confidence in your dancing abilities. Even if you aren't attuned to the shoes, you have advantage on ability checks made to dance while wearing them. If you are attuned to the shoes while wearing them, you can cause musical notes to play from them whenever you take a step, as if they were instruments, allowing you to use your feet as a spellcasting focus for your bard spells. Ability checks made to dance in this way are made separately from ones made to play music.

Dream Saber

Weapon (scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and any creature it hits takes an extra 1d4 psychic damage. When the damage you deal with this weapon would reduce a creature to 0 hit points, you can choose to magically cause it to fall asleep, instead of dealing the damage. The sleeping creature is unconscious for 10 minutes or until it takes damage or someone uses an action to shake or slap it awake. When you cause a creature to fall asleep in this way, you can also force it to make a DC 15 Wisdom saving throw. On a failed save, you immediately learn its surface thoughts and can decide what dreams it has while asleep. Once a creature falls asleep in this way, it is immune to this effect for the next 24 hours.

Dress of Defense

Wondrous item, rare (requires attunement)

This dress has several decorative armor plates adorning it, but is otherwise made of layers of lush and sheer fabric. While wearing this dress, you gain a +1 bonus to AC if you are wearing no armor. You can use a shield and still gain this benefit. As a bonus action, you can speak the dress' command word to cause its armored plates to emit a protective magical force, causing the bonus to increase to +3 for 1 minute. Once this property of the dress has been used, it can't be used again until the next dawn.

Dress of Many Pockets

Wondrous item, common

This dress has six pockets that can be magically shown or hidden. While wearing the dress, you can use a bonus action to cause any number of its pockets to appear or vanish from it. The pockets can be located anywhere on the dress, and needn't be in the same place each time they appear. Each pocket is large enough for a small parcel, measuring no more than 4 inches in any



Dune Cowl

Dusk Cleaver

dimension and weighing no more than 2 pounds. While a pocket is hidden, its contents are magically moved to the inside of the dress and evenly distributed throughout it so as to not affect its delicate appearance.

Drowner's Pearl

Wondrous item, common

This magic, sickly pearl contains a fragment of life absorbed from a body that sank to the bottom of the sea. While holding this pearl in your mouth, you can survive for 1 additional minute before you suffocate when you run out of breath or begin to choke underwater. Once this property has been used, the pearl turns to dust and is destroyed.

Dune Cowl

Wondrous item, rare

This tough leather hat and cowl help protect you against the extreme heat and sun of the desert. While wearing the cowl, you can withstand temperatures as hot as 200 degrees Fahrenheit, and if you have the Sunlight Sensitivity trait, you are unaffected by the trait while wearing the hat.

In addition, while wearing the hat, you can use an action to speak its command word and throw it on the ground within 10 feet of you. The hat becomes a giant scorpion under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the hat to its normal form in a space formerly occupied by the scorpion.

On your turn, you can mentally command the scorpion if it is within 60 feet of you and you aren't incapacitated. You decide what action the scorpion takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

The hat remains in scorpion form for up to 8 hours. If the scorpion is reduced to 0 hit points, it dies and reverts to its hat form. Once this property of the hat has been used, it can't be used again until 7 days have passed.

Dress of Defense

Clink, clonk, clink,
A man is in the drink.
Can he swim
'Gainst the tidal whim
That'd keep him far from shore?

Clink, clonk, clink,
The man's begun to sink.
But why's he there?
None seem to care,
With nary an "O'erboard!"

Clink, clonk, clink,
No one stops to blink.
For when the earl
Wants drowner's pearls,
You simply must make more.

Drowner's Pearl



Dusk Cleaver

Weapon (handaxe), rare

This dark iron axe head is shaped like a crescent moon. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to swing the axe at an area of magical darkness within 5 feet of you, making an attack roll against the darkness (AC 10). If the magical darkness was created by a spell, add the spell's level to its AC. If you're inside the area of magical darkness, you ignore the disadvantage normally imposed on this attack roll as a result of not being able to see. On a hit, the darkness is dispelled. If the darkness fills a space that's larger than 60 feet on a side, the darkness in a 60-foot cube originating from you is dispelled instead. Once this property has been used, it can't be used again until the next dusk.

Dress of Many Pockets



Dusk Dagger

Weapon (dagger), rarity varies

This delicately curved dagger is ornamented with several crescent moon designs. When you hit a creature who is completely in dim light or darkness with this magic weapon, that creature takes an extra 1d4 (uncommon), 1d8 (rare), or 1d12 (very rare) psychic damage.

Dwarven Boozehound's Backpack

Wondrous item, rare (requires attunement)

This large, silver tank is nearly 3 feet tall and produces its own magical ale. It has several knobs alongside it and a tapered hose attached to the bottom. The tank holds 8 gallons of ale and completely refills daily at dawn. When you attune to the tank for the first time, it immediately fills with the magical ale. The tank is supported with several leather straps, allowing it to be easily carried. Regardless of how much ale is inside the tank, it always weighs 10 pounds.

You can dispense the magical ale as you would a normal keg, with the exception that this alcohol affects a creature twice as much as normal due to its magical nature. Alternatively, you can spend 10 minutes focusing on the tank and adjusting its various knobs to produce up to 4 special elixirs, expending 1 gallon of ale for each elixir you make. If you are a dwarf or are proficient with brewer's supplies, you can produce this elixir over the course of 1 minute instead. Each elixir contains one ounce of concentrated liquid. A creature can drink the elixir using an action, granting it advantage on saving throws against poison and resistance to poison damage for 8 hours. If the creature is a dwarf, it gains 10 temporary hit points instead. If an elixir isn't consumed before the next dawn, it becomes a nonmagical, albeit strongly alcoholic, beverage.

While carrying the tank, you can use an action to point its hose at a target you can see within 30 feet of you, provided you have a free hand. When you do, the tank expels 1 gallon of the ale in a powerful blast at the target. If the target is an object that isn't being worn or carried and weighs no more than 300 pounds, it is either knocked over or pushed up to 15 feet away from you. If the target is a creature, make a ranged spell attack against it, using an attack bonus of +7. On a hit, the creature takes 1d8 bludgeoning damage, is pushed 5 feet away from you, and must succeed on a DC 15 Constitution saving throw or be poisoned until the start of your next turn.

Ear Cuff of the Climber

Wondrous item, uncommon

This brass ear cuff hangs off the side of your ear and dangles several polished spheres of jet from fine chains. While wearing the cuff, whenever you make an ability check to climb, you can treat a d20 roll of 7 or lower as an 8.

Egg of Primal Water

Eclipse Spear

Weapon (spear), uncommon (requires attunement)

When in moonlight, this magic spear casts bright light in a 15-foot radius and dim light for an additional 15 feet. This spear pierces through darkness to find its marks, allowing the attacks you make with it against targets obscured by magical darkness to be made without the disadvantage normally imposed by magical darkness. Attacks made with this weapon deal either piercing or slashing damage (your choice).

In addition, while holding the spear, you can use a bonus action to cast the *branding smite* spell from it. Once cast in this way, this property can't be used again until the next dusk.

Egg of Primal Water

Wondrous item, uncommon

This glass egg is filled with 1 ounce of enchanted water from the Elemental Plane of Water. You can use an action to throw the egg at a point that you can see within 30 feet of you. The egg shatters at the point and creates a special pool of water up to 40 feet in diameter centered on the point. The surface of the pool is an entrance to a demiplane that's 20 feet deep and is always filled with water from the Elemental Plane. The water is potable and can be carried from the pool, but otherwise does not spill forth from it regardless of its placement. The pool remains for 24 hours, at which point anything left in the water is shunted out.



Ear Cuff of the Climber

Dwarven Boozehound's Backpack

Ehagan's Moving Ladder

Wondrous item, uncommon

This small, square platform is 2 feet across, weighs 4 pounds, and can hold up to 400 pounds. While standing on the platform, you can use a bonus action to speak its command word to cause it to move up to 30 feet up or down, or half that much if it's carrying more than 200 pounds. The platform can hover up to 60 feet in the air in this way, and can't be moved horizontally except by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if you were climbing.

When the platform's property has been used for a total of 10 minutes, its magic ceases to function until the next dawn. When its magic ends in this way, the platform floats gently to the ground if it is still aloft.

Elder Sequoia Scale Mail

Armor (scale mail), rare (requires attunement by a druid)

This hardy, natural mail is made with leather and protected with the large outer shell of an elder sequoia seed cone. You gain a +1 bonus to AC while wearing this armor. In addition, while wearing this armor, you can use your Wild Shape to transform into a mighty evergreen tree. The tree is 5 feet across at its base and can be up to 40 feet tall. Its branches extend up to 10 feet away from its trunk and must be at least 5 feet above its base.

The tree has hit points equal to 5 times your druid level, AC 20, and vulnerability to fire damage. While you're a tree, you magically retain your normal senses and gain tremorsense out to a range of 30 feet, but your speed becomes 0, and you can only use your actions to shuffle your limbs (as if by a breeze or rustling creature), revert to your normal form, or use your Wild Shape again.

Eldritch Bident

Weapon (trident), rare (requires attunement)

This two-pronged weapon has a sickly connection to another plane of existence. While holding the bident, you can use an action to release 2 simultaneous beams of eldritch force from it, with each beam originating from one of the weapon's prongs. Make a ranged spell attack for each beam, using a spell attack bonus of +7, against either one or two targets that you can see within 60 feet of you. On a hit, a target takes 1d8 force damage.

If you're a warlock, you are proficient with this weapon while you're attuned to it and gain the following benefits:

- When you make an attack with the bident's eldritch beams, you can choose to use your warlock spell attack bonus instead of the weapon's normal one.
- When you hit a target with one of the eldritch beams, you add your Charisma modifier to the damage dealt by each beam, which deal 1d12 force damage instead of 1d8.
- When you roll a 20 on an attack roll made with one of the eldritch beams against a creature, that creature must succeed on a DC 10 Charisma saving throw or be shunted to another plane of existence occupied by eldritch horrors. While there, the target is incapacitated. At the start of your next turn, the creature takes 2d12 psychic damage and reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Additionally, if you're a warlock, you can use an action to cast the *plane shift* spell from the bident while holding it to transport yourself only to the plane of existence and location of your warlock patron. You remain there for up to 24 hours or until you use an action to return to your previous location on your original plane of existence. Once this property of the bident has been used, it can't be used again for one year.





Enzymatic Gastrostaff

Staff, very rare (requires attunement)

This staff was found in the regurgitated remains of a mighty tarrasque's meal and is covered in a strange, magical mucus. You have resistance to acid damage while you hold this staff. The staff can be used as a magic quarterstaff and deals an extra 1d4 acid damage to any target it hits.

In addition, you can use an action to touch a Medium or smaller willing creature with the staff to cast the *enlarge/reduce* spell from it without requiring concentration, targeting the creature with the spell's Enlarge option. While a creature is enlarged in this way, it deals double damage to objects and structures and gains 1d6 + 4 temporary hit points at the start of each of its turns, in addition to the spell's normal effects. The effect ends early if the enlarged creature falls to 0 hit points. When the effect ends, the creature gains 1 level of exhaustion. Once this property of the staff has been used, it can't be used again until the next dawn.

Eternal Slayer

Weapon (any sword), legendary (requires attunement)

This fiery blade was fashioned from the remains of a cursed iron golem and burns with a relentless thirst for vengeance. While holding this sword, flames billow forth and lick up the edge the blade, casting bright light in a 20-foot radius and dim light for an additional 20 feet. While you're in combat, the light's range is doubled.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this sword, the toothed chain stretching along its lower edge begins to whir and spin, spewing flame and ripping apart any target it hits. Any target hit by this sword takes an extra 1d6 fire damage and 1d6 slashing damage. If the target is an aberration or fiend, this extra damage is doubled. This fire damage ignores resistance and immunity. A wooden creature, object, or structure hit by this weapon takes the maximum amount of damage from the attack.

Everglacier Prosthesis

Wondrous item, rare (requires attunement by a creature missing a hand, arm, or leg)

When found, this item appears to be a roughly hewn length of ice with runes etched into its side. To attune to this item, you must attach it to the end of your missing arm or leg, at which point the ice magically attaches to you and forms an icy copy of the appendage it's replacing. The prosthetic is a fully capable part of your body and can't be removed against your will as long as you're attuned to it.

While the prosthetic is attached, you have resistance to cold damage, and your unarmed strikes with the limb deal cold damage instead of bludgeoning damage.

In addition, the prosthesis has 6 icy spikes protruding from its surface. You can use an action while the prosthetic is attached to launch up to 3 of the spikes at one or more targets within 30 feet of you. Make a ranged spell attack for each spike, using an attack bonus of +7. On a hit, the target takes 2d6 cold damage. 1d4 + 2 launched spikes regrow daily at dawn.

Evoker's Exchange

Wondrous item, uncommon

While wearing this amulet, you can choose to convert the damage from one form of raw energy to another. You can use this amulet as a spellcasting focus when you cast a spell of 1st-level or higher that deals only fire or lightning damage and doesn't require concentration. When you do, you can choose to have the spell deal lightning damage if it originally dealt fire, or fire damage if it originally dealt lightning.

If a spell that deals fire damage would normally ignite flammable objects that aren't being worn or carried, it does not if it's converted to lightning damage in this way. However, a spell that deals lightning damage does ignite such objects if it's converted to deal fire damage instead.



Eyedrops of Clarity

Wondrous item, uncommon

This eyedropper is stoppered with a cork at the opening of its spherical top, which is designed in the likeness of an eye. When found, the eyedropper contains 1d4 + 2 doses of magical solution. When uncorked, the solution inside begins to drip from the eyedropper. A creature can use its action to uncork and apply 1 dose of the eyedrops to itself or another willing creature that it can see within reach, stoppering the eyedropper again once finished. A blinded creature that has eyes and receives a dose of the eyedrops ceases to be blinded. In addition, that creature gains darkvision out to a range of 30 feet and has advantage on Wisdom (Perception) checks that rely on sight for 1 hour. If the creature already has darkvision, its range increases by 30 feet for the duration.

Eyes of the Beheld

Wondrous item, uncommon

These button-sized metal trinkets typically come in sets of two and resemble the fearsome visage of a one-eyed monster. As an action, you can place one firmly on a solid surface—such as a wall, table, or boot—where it remains until destroyed. While you're within 5 feet of one, you can use a bonus action to speak the command word to cause its eye to open. The opening is about the size of a keyhole, and by peering through it, you can open and see through another eye's opening of your choice. You choose which eye to look through the first time you peer into the hole and can change it again using a bonus action.

The eyes you can choose to see through in this way must be a part of the set, be placed on a solid surface, and be on the same plane of existence as the one you're looking through. You can only see through one eye at a time, which operates both ways, and nothing can pass through the hole. If another eye attempts to look through one you're already using, the connection between the first two ends and is replaced by the new one. An eye closes when it's no longer being looked through.

Each eye has AC 10 and 5 hit points. If it drops to 0 hit points, the eye is destroyed. If a target or area is immune to divination magic or can't be perceived through scrying sensors, it doesn't appear through the hole. If you find another eye of the beheld, you can connect it to an existing set by holding it against another eye from the set for 1 minute.

Faeflame Torch

Wondrous item, rare

This magic torch was harvested from a tree in the Safire Wood, one of the most beautiful and deadly fey forests. While holding the torch, you can use a bonus action to speak its first command word, causing eerie blue flames to appear above the head of the torch. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. The flames are not extinguished when immersed in water and last until you use a bonus action to speak the command word again or until you stow the torch.

You can use an action while holding the lit torch to speak its second or third command word. Speaking the second command word causes any illusion within the torch's bright light to be outlined in blue, green, or violet (your choice) for 1 minute. The torch can't be used this way again until the next dawn.

Speaking the third command word causes the flame to fly from the torch and erupt at a point you can see within 60 feet of you, creating an explosion of blue flames and duplicating the effect of the *faerie fire* spell (save DC 15, no concentration required) in a 20-foot-radius sphere centered on that point. A creature also takes 3d6 fire damage on a failed save, or half as much damage on a successful one. You can choose to end the effect early as a bonus action. When the effect ends, the flame reappears above the torch. The torch can't be used this way again until the next dawn.



Felling Greataxe

Failed Purity Spear

Failed Purity Spear

Weapon (spear), rare (requires attunement)

The grayed unicorn horn that rests at the top of this sickly spear is fractured and slowly leaks a silver, corrupting fluid. A *failed purity spear* is the rare version of a *purity spear [1]*, a legendary weapon, that was made by a creature other than an elder fey. Its magic is a sad reminder that while unicorns are paragons of good, even their magic can become toxic when mistreated.

Corruption. This magic spear has 10 charges and regains 1d6 + 4 expended charges daily at dusk. You can expend 1 charge when you hit a creature with the spear to cause it to inject the target with its corrupting fluid. When you do, the target must succeed on a DC 15 Constitution saving throw or gain 1 point of corruption, which last for 1 minute. A creature takes 1d4 poison damage at the start of each of its turns for each point of corruption it has, up to a maximum of 3d4 poison damage. This poison damage ignores resistance and immunity. A creature with at least 1 point of corruption can make another DC 15 Constitution saving throw at the end of each of its turns. On a success, it removes 1 point of corruption. A creature is poisoned while it has 3 or more points of corruption.

If you expend the spear's last charge, roll a d20. On a 1, the tip of the spear shatters, and the spear becomes a nonmagical quarterstaff.

Charge. If you move at least 20 feet straight toward a target and then hit it with the spear on the same turn, the target takes an extra 1d6 piercing damage.

Curse. This spear is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the spear, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. While you're cursed, you have disadvantage on any saving throw against poison. However, while you are poisoned, you gain a +2 bonus to attack and damage rolls made with this magic weapon.



Fists of the Guiding Star



Feywatch Shield



Fell-Rider Chariot

Fell-Rider Chariot

Wondrous item, legendary

This Large, dark iron chariot weighs 300 pounds and can fit up to four Medium or smaller creatures. While you're in the chariot, you have resistance to fire damage. Two sets of floating, flaming reins appear when you stand in the chariot, which are harmless to you. As an action, you can crack the reins downward to summon two armored nightmares that are hitched to the front of the chariot. The nightmares have a +1 bonus to AC and exist until they drop to 0 hit points. You can use an action to dismiss them, which works only if you are standing on the chariot. The nightmares are friendly to you, fight only to protect themselves, and can't be unhitched from the chariot. The nightmares' hitches prevent them from being ridden.

The nightmares regain all lost hit points when they are dismissed for 24 hours. When a nightmare drops to 0 hit points, it can't be summoned again until 1d4 + 1 days have passed. If the second nightmare drops to 0 hit points while the first one can't be summoned in this way, the second nightmare reappears at the same time as the first.

The chariot is drawn where the nightmares pull it, which you control by holding the reins. If you have a good alignment, there is a 20 percent chance each turn you move the chariot that the nightmares ignore your command and stop in their tracks. While both nightmares are pulling the chariot, it shares their average movement speeds and stays upright when flying. While only one nightmare is pulling the chariot, the nightmare's speed is halved, and it has a flying speed of 0.

While both nightmares exist, you can use an action while holding the reins to cause the nightmares, the chariot, and any creatures or objects inside it to magically enter the Ethereal Plane from the Material Plane, or vice versa.

Felling Greataxe

Weapon (greataxe), uncommon

This large axe has felled thousands of trees since its creation, giving it a ring-like pattern on its blade and a unique enchantment. As an action, you can speak the axe's command word and swing it to cause a large, spectral tree to fall down in a line 60 feet long and 5 feet wide. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The spectral tree vanishes immediately after the effect. This property can't be used again until the next dawn. In the meantime, the axe can still be used as a magic weapon.

In addition, you have advantage on any ability check you make to cut down a tree when you're using the axe to chop it down.



Feywood Ivy

Feywatch Shield

Armor (shield), uncommon

This metal shield of elven make is a classic gift to allies of the fey. While holding it, you gain a +5 bonus to ability checks made to identify or perceive illusions and on saving throws against becoming charmed.

Feywood Ivy

Wondrous item, uncommon (requires attunement by a druid, ranger, or fey creature)

This tiny seed has a glowing rune on its shell. While holding the seed against a weapon or similar held object, you can speak its first command word as an action to cause the seed to sprout and cover the object with green and purple vines. The vines form a comfortable grip with which to hold the object and also create a protective cover for it, such as a sheath or carrying case, that automatically stows the object while it isn't being held, unless you decide for it not to. You can use an action to speak the first command word again to cause the vines to retreat from the object and return to the seed.

While an object is covered by the vines, you can't be disarmed of that object unless you are incapacitated. In addition, the object can be used as a spellcasting focus for you.

While the vine-covered object is on your person, you can use a bonus action to speak the vines' second command word to cause them to lash out at a Medium or smaller target that you can see within 5 feet of you. The target must succeed on a DC 13 Dexterity saving throw or be grappled for 1 minute. While grappled, the target is restrained and can use an action on each of its turns to make a DC 13 Strength or Dexterity check (its choice), freeing itself and ending the effect on a success. The effect ends early and frees the target if you move more than 5 feet away from it. Once this property has been used, it can't be used again until the next dawn.

Fists of the Guiding Star

Wondrous item, uncommon (requires attunement by a monk)

Stars and celestial bodies glimmer through these hand wrappings. While wearing these wraps over your hands, you can use a bonus action to spend 1 ki point to cause small motes of starlight to guide a creature you can see within 30 feet of you, giving it advantage on the next attack roll it makes before the end of your next turn. If that creature's next attack hits, the attack deals extra radiant damage equal to your Martial Arts die + your Wisdom modifier (minimum of 1).

In addition, you can use an action to cast the *light* cantrip while wearing these wraps.



Flamebreather Staff

Weapon (quarterstaff), uncommon (requires attunement)

This red, hollow quarterstaff releases a plume of fire when spun. When you hit with an attack using this magic weapon, the target takes an extra 1d4 fire damage.

In addition, while holding the quarterstaff, you can speak its command word as an action to cause it to release a gout of flame from its end, duplicating the effect of the *burning hands* spell (save DC 13). This property of the quarterstaff can't be used again until the next dawn.

Flood Pauldron

Wondrous item, uncommon (requires attunement)

This jewel-encrusted pauldron has the distinct appearance of a large conch shell. While wearing this pauldron, you can breathe underwater, and you have a swimming speed of 30 feet.

While worn, the pauldron releases a thin veil of illusory water, creating a small, watery cape behind you. While wearing it, you can use an action to speak its command word to cause the water to become real. When you do, the water pours from the shell in a flooding torrent that extends from you to form a 10-foot-radius, 20-foot-high cylinder of water that moves with you and remains centered on the ground beneath you. The cylinder lasts as long as you concentrate (as if concentrating on a spell), up to 10 minutes. However, if you move in such a way that causes you to leave the cylinder, such as by swimming upward and climbing out of it, the effect ends.

Any creature other than you in the cylinder when it appears must make a DC 13 Strength saving throw. On a failed save, a creature takes 4d6 bludgeoning damage and is pushed away from you to the nearest unoccupied space outside of the cylinder. On a successful save, a creature takes half as much damage and isn't pushed.

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

Focus Breaker

Weapon (maul), rare (requires attunement)

Forged during the Upheaval, these brutish weapons were given to members of the guard to quell any arcanist uprising. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature concentrating on a spell with this weapon, runes start to glow on the weapon's head, and that creature makes the resulting Constitution saving throw to maintain its concentration with disadvantage.

As an action, you can speak the weapon's command word and hold it aloft, causing the metal book adorning the head of the maul to wildly turn its pages and shatter. When it does, any spell or magical effect within 60 feet of you is dispelled, as if affected by the *dispel magic* spell (5th-level version). A spell or magical effect cast using a 6th-level spell slot or higher is unaffected in this way. Once this property has been used, it can't be used again and the book disappears from the head of the weapon.

Focus Circlet

Wondrous item, uncommon (requires attunement by a spellcaster)

While wearing this silver circlet, you gain a bonus to Constitution saving throws that you make to maintain your concentration on a spell you cast equal to the spell's level, up to a maximum of +3.

Fool's Lamp

Wondrous item, very rare

This brass lamp is decorated with flowing patterns around a blue, glass chamber at its center. Swirling, magenta clouds drift within the lamp and billow eagerly whenever it's held. Created as a grim sculpture by a spiteful djinni, this lamp offers no benefit to those foolish enough to encounter it.

An *identify* or *legend lore* spell correctly reveals the lamp to be empty, as well as its true nature. However,

identifying the lamp by any other means will reveal that the lamp has a djinni trapped inside it, allowing it to function as a *ring of djinni summoning* while held and without requiring attunement. It also reveals that the only way to summon the djinni is to ask it for a wish (such as a *wish* spell or general command), treating the wish as a command phrase.

When a creature holding the lamp speaks such a phrase using an action, the GM uses the table below to choose the outcome or determine it randomly:

d10	Effect
1	You're shunted to a harmless demiplane inside the lamp for 1 hour, during which time you can see as if you were in the lamp's space, but are otherwise incapacitated and deafened. At the end of each of your turns while you're in the demiplane, you can make a DC 20 Charisma saving throw, ending the effect early on a success. At the end of the duration, you return to the nearest unoccupied space within 5 feet of the lamp.
2	A *fireball* (5th-level version, save DC 16) erupts, centered on you.
3	You're unintelligible for 2d6 hours, during which time you only speak in nonsensical sounds.
4	You're under the effect of the *faerie fire* spell for 24 hours.
5	A hostile air (40%), earth (20%), fire (20%), or water (20%) elemental appears in an unoccupied space within 30 feet of you.
6	Your legs become unstable for 1d6 hours, during which time you have disadvantage on Dexterity checks and Dexterity saving throws, and if you move your full speed on a turn, you must succeed on a DC 16 Dexterity check or fall prone.
7	You're affected by the *levitate* spell for 1 minute. At the start of each of your turns, flip a coin and roll a d4. If it's heads, you float up a number of feet equal to 5 times the number rolled on the d4. If it's tails, you float down the same number of feet.
8	You are under the effect of the *suggestion* spell for 1d6 hours. If you are asked to do something that isn't harmful, accompanied by the word "please" or a similar phrase, you are compelled to obey.
9	You age 1d10 years, taking 5 necrotic damage for each year that you age in this way. Your age returns to normal when you finish a long rest.
10	Roll twice on the table and use both effects, rerolling any 10s.

If a creature affected by the lamp is targeted by the *greater restoration* spell or similar magic, one of the lamp's effects on the creature ends.



Fool's Lamp



Forecaster's Cloak

Freerunner's Armor

Forecaster's Cloak

Wondrous item, common

This warm, fur-lined cloak creates illusory representations of the impending weather. While wearing this cloak, you can use an action to open it and speak its command word to create a harmless, sensory effect within the cloak that represents what the weather will be at your location for the next 8 hours. This effect persists for 1 minute or until you close the cloak.

Forgekeeper's Spark

Wondrous item, uncommon

A lingering fragment of a fire spirit remains attached to this piece of coal, keeping it covered in harmless blue embers that are pleasantly warm to the touch. When surrounded by fire, the coal burns with a magical blue flame and the spirit within it emerges. The spirit remains until the fire goes out or is doused, at which point the spirit hides within its coal until immersed in flames once more. If removed from the fire, the spirit moves with the burning coal and remains for up to 1 minute.

While the spirit is present, it helps tend to the fire it's placed in. The spirit can maintain a fire that fills up to a 5-foot cube. A fire tended to by the spirit gains the following benefits:

- It can't be extinguished by strong winds.
- It produces no smoke, unless you want it to.
- It burns for twice the normal duration with the same amount of fuel.
- Any food being cooked in the fire is kept at an ideal temperature.

In addition, you have advantage on any ability check you make that uses either cook's utensils or glassblower's, smith's, or tinker's tools to heat and craft items in the fire. If you roll a 15 or higher on the d20, the time it takes to use the tools in this way is halved.

Sentience. The *forgekeeper's spark* is a sentient lawful neutral item with an Intelligence of 1, a Wisdom of 6, and a Charisma of 1. It is immune to fire damage and has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Common and Ignan.

Personality. The *forgekeeper's spark* is happiest in the fires of a forge, but also enjoys maintaining campfires. It is strict with the boundaries of its fire, preventing it from spreading uncontrollably, and is resourceful with how it manages any fuel that it's given. It enjoys assisting with tasks, such as cooking and metalworking, and snaps and pops with excited sparks when given something new to heat up.

Forgework Dragon Shield

Armor (shield), rare

While holding this plated brass shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has a metallic maw in the visage of a dragon forged into the face of the shield, and small plumes of flame occasionally leap from openings in the shield's plates.

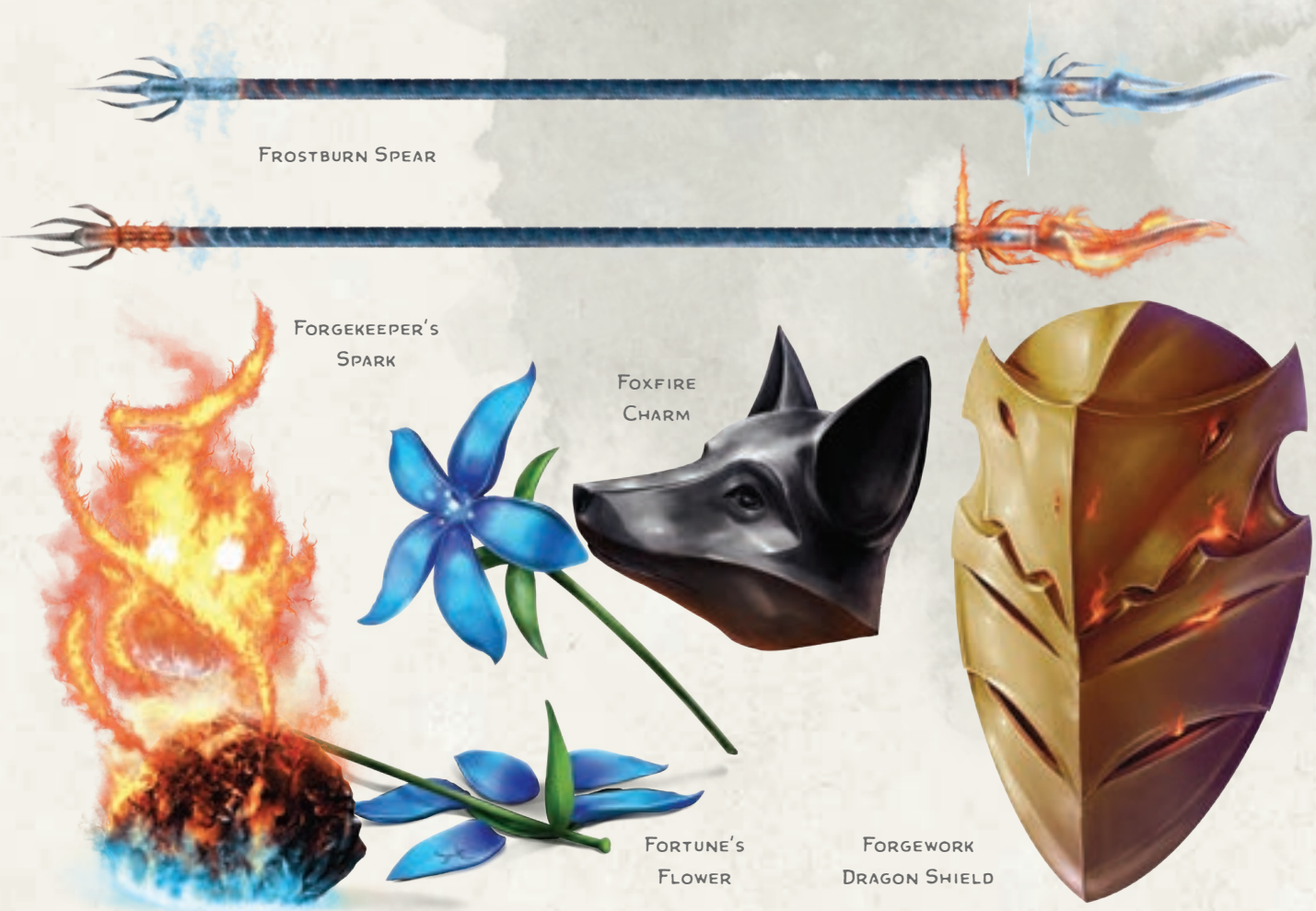
When a creature within 5 feet of you misses you with an attack, you can use your reaction to retaliate with the shield. When you do, a gout of flame erupts from the shield, forcing the attacker to make a DC 15 Dexterity saving throw. On a failed save, the target takes 3d10 fire damage and ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't ignite. Once this property has been used, it can't be used again until the next dawn.

Fortune's Flower

Wondrous item, common

These magic flowers are said to bring good luck and are often given as gifts at weddings. You can use an action to pull off and drop one of the flower's five petals. When you do, there is a 5 percent chance that the petal glimmers in a flash of light as a rune is burnt into it, recreating the effects of the *augury* spell. When it does, 1d6 new *fortune's flowers* grow at that petal's location after 30 days if the ground is suited for growth.

The plant has no seeds and can't be repotted for travel. An unpicked *fortune's flower* regrows one flower every year. Once picked, the flower can survive up to 7 days before it withers and dies.



Foxfire Charm

Wondrous item, common

This ebony charm is decoratively shaped into a fox's head and is always slightly warm to the touch. It measures 4 inches across and weighs 1/2 pound. If the charm is placed in a sufficiently hot fire, such as in a campfire, forge, or oven that fills up to a 10-foot cube, the charm begins to glow red-hot and creates a harmless, but comfortably warm, fire elemental in an unoccupied space within 5 feet of the fire. The elemental is in the form of a fox and can't move farther than 100 feet from the fire in which its charm is kept. The elemental's singular goal is to supply this fire with fuel. If the fire begins to burn out, the elemental will search the surrounding area for fuel that isn't being worn or carried.

The fox uses the statistics for a cat, except that it's an elemental instead of a beast, is immune to fire and poison damage, and understands Common and Ignan but can't speak. The elemental has advantage on ability checks to find fuel for its source fire and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. It can carry fuel back to the fire as normal, provided that it's appropriate to the elemental's size. If the elemental drops to 0 hit points, touches fire, or its source fire goes out, it vanishes and the charm grows cold and dark again until it's placed in a new fire.

Freerunner's Armor

Armor (light), common

While wearing this armor, you feel light on your feet and agile. When you make a long jump onto or alongside a wall or similar surface that isn't slippery for the first time on your turn, you can move along that wall for the length of the jump during the move. While on that surface, you can make a second jump, provided you have the movement to do so.

Frostburn Spear

Weapon (spear), very rare (requires attunement)

This magic spear harnesses both ice and fire to duplicate the natural destructive force of a remorhaz. Immediately after you throw the spear and it hits or misses a target, it flies back to your hand.

While holding the spear, it becomes covered in icicles and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. When you hit with an attack using this magic weapon, the target takes an extra 1d6 cold damage. You can speak its command word as a bonus action to cause the ice to melt and be replaced with flames, causing the bonus damage to become fire damage instead. You can speak the command word again to extinguish the flames and cause the ice to regrow from the spear, turning the bonus damage to

cold damage once more. The ice or flames remain until you drop or stow the spear.

While the spear is covered in ice, you have resistance to fire damage. While it's covered in flames, you have resistance to cold damage.

In addition, while holding the spear, you can use an action to cast the *fire shield* spell from it. This version of the spell has a range of 30 feet, instead of self, and can target any creature you can see within range. Once this property of the spear has been used, it can't be used again until the next dawn.

Furious Flail

Weapon (flail), very rare (requires attunement by a barbarian)

This magic stone flail has the heavy property. If you're raging while holding the flail, its volcanic nature reacts to your fury. When it does, the basalt handle extends, giving the weapon both the reach and versatile (1d10) properties. In addition, while you're raging, the flail deals an extra 1d8 fire damage to any target it hits. You take 1d4 fire damage when the flail transforms in this way and again at the start of each of your turns if you're holding the flail. The flail returns to its normal form and cools if you are no longer holding it at the end of your turn or if your rage ends.

Volcanic Fury. You can use an action to smash the flail into the ground at a point within the weapon's reach. When you do, the ground erupts, spewing a mixture of earth and fire in a 20-foot cube centered on that point. Each creature other than you in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 2d12 bludgeoning damage and 2d12 fire damage, or half as much damage on a successful one. In addition, the ground in that area becomes difficult terrain until cleared. It takes 1 minute to clear an affected 5-foot-square space of the rubble by hand. Once this property of the flail has been used, it can't be used again until the next dawn.

Fused Chimeric Hide

Armor (hide), rare (requires attunement by a barbarian or druid)

This armor is made from the three unique hides of a fearsome chimera, creating an armor that's both imposing and practical. You have a +1 bonus to AC while wearing this armor.

In addition, when you enter a rage or use your Wild Shape to transform into a beast, you can take on a special aspect, choosing one of the options below.

Aspect of the Dragon. Your skin hardens into plate-like scales, granting you 20 temporary hit points and resistance to fire damage.

Aspect of the Goat. You grow a pair of ram's horns. If you already have horns, this aspect causes them to grow larger and more powerful. When you move at least 20 feet straight toward a target no more than one size larger than you and immediately make a melee weapon attack against it, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Aspect of the Lion. You grow a shimmering mane that wreathes your head and neck, and your teeth become fangs. You have advantage on melee attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Each aspect lasts for 1 minute. At the end of the duration, you revert to your normal form or beast shape. Once you take on the aspect of a creature in this way, you can't take on that aspect again until the next dawn.

Gateway Ring

Ring, very rare

Made from tiny, moss-covered stones, this ring is enchanted with ancient fey magic. You can use an action to speak the ring's command word, followed by the name or description of a precise location on any plane of existence, and toss it into an unoccupied space within 10 feet of you. The ring expands into a 5-foot circular stone portal that's 1 foot thick in the space where it lands, floating 1 foot off the ground, where it remains for up to 1 minute.

The portal duplicates the effect of the *gate* spell, creating another stone portal at the destination. This version of the spell can't target an individual creature, but can be used to target a precise location on the same plane of existence as you.

You can end the spell and close the portal early by speaking the ring's command word again as an action while touching it with your hand. When you do, the ring returns to its normal size and reappears on your hand. If the portal remains for the full duration, the ring returns to its normal size and falls to the ground on a random side of the portal. Once the ring has been used, it can't be used again until 10 days have passed.



Gauntlets of Deliverance

Wondrous item, uncommon (requires attunement by a paladin)

These silver gauntlets are inscribed with powerful sigils that absorb malady and infection. When you magically cure a creature of blindness, deafness, disease, or poison while wearing these gauntlets, you can choose to have the sigils on the gauntlets contain the condition instead of destroying it outright. While the gauntlets contain a condition in this way, you can use a bonus action to touch a creature and force it to make a DC 13 Constitution saving throw. On a failed save, the target suffers the effects of the stored condition until the end of your next turn, as the condition is passed from the gauntlets into it. Whether the creature succeeds or fails the saving throw, the stored condition is then lost from the gauntlets.

The gauntlets can only hold one condition at a time. Any contained condition is lost if you contain another one in order to make room for the new condition.

Gauntlets of Eldritch Ferocity

Wondrous item, rare (requires attunement by a warlock)

These leather gloves are protected with ancient stone plates inscribed with indecipherable runes. When you hit a target with the *eldritch blast* spell while wearing these gauntlets and roll damage, you can treat any 1 on a damage die as a 2.

Additionally, while wearing these gauntlets, you can choose to create an additional beam of energy and make an extra attack whenever you cast *eldritch blast*. When you roll a 1 or 2 on an attack roll made with this extra beam, you take 3d12 necrotic damage, and until you finish a short or long rest, your hit point maximum is reduced by an amount equal to the necrotic damage you take. This necrotic damage ignores resistance and immunity, and if it reduces you to 0 hit points, you die.

Gelatinous Whip

Weapon (whip), uncommon (requires attunement)

This whip was pulled from the ooze of a gelatinous cube. When motionless, the whip appears to be a sword hilt with a blob of ooze at its end. When you attack with this magic weapon, the ooze extends elastically to form the length of the whip. This whip adds 10 feet to your reach when you attack with it, instead of 5. Targets hit by this weapon are marked with an acidic residue. At the start of each of your turns, any marked target takes 1d4 acid damage, and the acidic residue disappears.

While you are attuned to this weapon, its ooze is harmless to you.

Gentleman's Saber

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

This elegant blade has a gently curved handle and a guard in the shape of a shield. Even if you aren't attuned to the sword, you gain a +1 bonus to attack and damage rolls made with this magic weapon, and if you make an opportunity attack with the weapon and hit, the target takes an extra 1d6 slashing damage from the attack.

If you're attuned to the weapon, the weapon's shield-like guard changes its design to match your family crest. In addition, the sword has 3 charges, which you can use only if you're attuned to it. When you're hit by a ranged attack while holding the sword, you can use your reaction to expend 1 of its charges to hold the blade in front of you. Roll a d6. A domed, spectral barrier appears from the blade's tip, granting you a bonus to AC against ranged attacks equal to the number rolled on the d6 until the start of your next turn, including against the triggering attack. The sword regains 1d3 expended charges daily at dawn.





The seasons change at their own pace: we cannot pretend to control nature's course. We must simply take time to enjoy the wisdom each season provides.

Gi of Shifting Seasons

Gi of Shifting Seasons

Wondrous item, rare (requires attunement by a monk)

When found, this gi is gray with a large tree design at its bottom hem. When you attune to the gi, its color and tree design changes to resemble the current season: Winter (blue, leafless), Spring (green, pink blossoms), Summer (red, green leaves), or Autumn (Yellow, red leaves along the bottom hem). While the gi resembles a season, it gains the following respective benefits:

Winter. You are immune to the effects of extreme cold, and whenever you hit a creature with one of the attacks granted by your Flurry of Blows, that creature's speed is reduced by 5 feet (to a minimum speed of 15 feet) until the start of your next turn.

Spring. When the gi changes to this season, you gain 1d4 + 4 temporary hit points. In addition, when you use your Step of the Wind, your jump distance is tripled, instead of doubled, and you ignore the effects of difficult terrain until the end of your turn.

Summer. You are immune to the effects of extreme heat, and whenever you hit a target with an unarmed strike, the target takes an additional 2 fire damage. If you are outside during the day, the target takes an additional 3 fire damage, instead.

Autumn. You have advantage on Constitution saving throws. When you use your Patient Defense, creatures provoke an opportunity attack from you when they move within 5 feet of you until the start of your next turn.

You can change the gi's season to another one of your choice by spending 1 minute in silent meditation. Alternatively, whenever you use an action, bonus action, or reaction to spend 1 or more ki points, you can choose to shift the gi's season by one, moving in chronological order. When you do, you choose whether to gain the season's benefits before or after the action. For example, if the gi is in Autumn and you spend 1 ki point to use Flurry of Blows, the gi can immediately change to represent Winter and grant the season's benefits to your Flurry of Blows.

Giantcraft Ambusher

Weapon (greataxe), rare

This dark metal axe contains the brute force of a fire giant inside and requires a Strength of 15 or higher in order to wield it. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While holding the weapon, you can speak its command word using a bonus action to magically enlarge it. When you do, the weapon grows to three times its normal size until the start of your next turn. While enlarged, this axe has the reach property and deals an extra 2d12 slashing damage to any target it hits. The axe's weight doesn't change. While the axe is enlarged, it doesn't impose disadvantage on your attack rolls due to its larger size. Once this property of the axe has been used, it can't be used again until the next dawn.

Gladius of the Everfighter

Weapon (shortsword), legendary (requires attunement by a fighter)

This worn gladius has been used by numerous famed warriors over centuries. When swung, the sound of a valiant battlecry can be faintly heard. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While holding this weapon, you gain an additional use of your Second Wind and Action Surge class features, but can use Action Surge only once on a turn.

As an action, you can speak the weapon's command word to transform it into a different simple or martial melee weapon of your choice. When you do, the weapon glimmers with a golden sheen and becomes mutable, allowing you to use a bonus action to mentally change the weapon's form again for the duration. The weapon remains mutable for 1 minute or until you use a bonus action to end the effect early. It reverts to its normal form when it's no longer mutable.

While the gladius is transformed into a weapon with the thrown property, it flies back to your hand immediately after you make a ranged attack with it.

Sentience. The *gladius of the everfighter* is a sentient weapon of lawful neutral alignment with an Intelligence of 12, a Wisdom of 15, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common. It has a stern and commanding voice.

Personality. The *gladius of the everfighter* is sworn to do battle for eternity. It grows tired of diplomacy quickly and believes that disputes are best settled through combat, either lethal or otherwise. It only finds comradery with its wielder after overcoming a powerful adversary together. It strongly resists being parted from its wielder for any length of time, preferring instead to search out new tests of strength.

If the gladius enjoys a fight that would normally end in the death of the opposing creature, it can choose to knock the creature out instead of killing it.

Glaive of the Revenant King

Weapon (glaive), legendary (requires attunement)

This long-lost silver glaive once belonged to an elven king. Its impeccable elven make lets it be swung nimbly, despite its size. This weapon has the finesse property. In addition, you gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sentience. The glaive is a sentient weapon of chaotic good alignment, with an Intelligence of 14, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Elvish and Sylvan.

Personality. The glaive is inhabited by the spirit of Kelren, the elven king of Imfe Mythse. His life's mission to rid his kingdom of demons, fiends, and other unwelcome ilk lives on inside the weapon. He seeks to rebalance the flow and seasons of nature, eager to destroy anything that threatens to change the natural ecosystems of the world.

Kelren is stern, but honest. He may share stories of his kingdom from time to time if an anecdote serves to further his ambitions. A character who he deems unworthy of wielding the blade, such as a weak or evil creature, may be denied the ability to attune to the weapon.

Elven Kinship. You are considered proficient with this weapon if you are an elf or half-elf. In addition, while attuned to this weapon, you have advantage on Charisma checks made to interact with fey creatures.

Energy Nullification. If you hit a target with this weapon that is either resistant or immune to cold or fire damage, that target loses that resistance or immunity until the end of your next turn.

Glass Carver

Weapon (dagger), uncommon

This magic dagger's edge is lined with a sharp, enchanted crystal that magically pierces through glass. While holding the dagger, you can use an action to cut a straight line up to 1 foot long into a piece of nonmagical glass no more than 1 inch thick. Each line emits a faint glow, allowing you to see any lines you've made. Making these lines requires you to focus, as if concentrating on a spell. Your concentration ends early if you are no longer holding the dagger or aren't within reach of the glass. When your concentration ends, any line you made with the dagger magically vanishes and repairs itself.

You can connect these lines to form a cutout shape in the glass. As part of the action to complete this shape, make a Dexterity (Sleight of Hand) check. The DC for this check is equal to 8 plus half the number of actions it took to form the shape. On a success, you silently remove the cutout glass shape. On a failure, the cutout glass shatters. Once the shape is removed in this way, either in one piece or as shattered glass, your concentration ends without repairing the glass.

If the original glass shape is returned to the hole, you can spend 1 minute retracing the cuts made to the glass with the dagger to seamlessly repair the damage done to it, as if by the mending spell.





Gloves of Amphibios

Gloves of Healing

Gloves of Mimicry

Gloves of the Great Badger

Gloves of Amphibios

Wondrous item, uncommon (requires attunement)

These gloves come in many different colors and meld seamlessly into your hands when you don them. While wearing these gloves, climbing doesn't cost you extra movement, you gain a +1 bonus to Strength (Athletics) checks made to grapple a creature, and any creature grappled by you that is not wearing armor takes 1d4 poison damage at the end of each of your turns.

Gloves of Healing

Wondrous item, rare

These silken gloves enhance the rejuvenating power of healers and clerics. While wearing the gloves, whenever you cast a spell of 1st level or higher to restore hit points to one or more creatures, you can choose one target of the spell to regain additional hit points equal to your proficiency bonus.

Alternatively, a creature can regain these additional hit points if you use a healer's kit to stabilize or restore hit points to it. Once a creature regains extra hit points in this way, it can't do so again until it finishes a short or long rest.

Gloves of Mimicry

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

These brightly colored gloves extend a peculiar psychic magic to your hands and fingers. While wearing the gloves, you can use an action to cast the *mage hand* spell from them. In addition, you can use an action to cast the *arcane hand* spell from the gloves (save DC 16, spell attack +8). Once the gloves have been used to cast this spell, they can't be used to cast it again until the next dawn.

The gloves have 5 charges for the following properties. They regain 1d4 + 1 expended charges daily at dawn.

Applaud. When a creature other than you that can see and hear you rolls a Bardic Inspiration die, you can use your reaction to expend 1 of the gloves' charges to clap your hands together and add your Charisma modifier to the total of the roll. You can choose to use this reaction after the creature rolls the die, but before the GM determines whether the roll succeeds or fails.

Barrier. When you're hit by an attack, you can use your reaction to expend 1 of the gloves' charges and hold your hands out in front of you, as if you were pressed against an invisible barrier. You gain a +5 bonus to AC for that attack, potentially causing the attack to miss you.

Pinch. By holding your thumb and forefinger less than an inch apart, you can use an action to expend 1 of the gloves' charges to visually pinch a creature within 60 feet of you that you can see. That creature must must make a DC 16 Intelligence saving throw. The creature takes 3d4 psychic damage and 3d4 force damage on a failed save, or half as much damage on a successful one. If the creature was concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Taunt. You can use an action to remove one of the gloves and expend 1 of their charges to visually slap a creature that you can see within 30 feet of you with it—as if you were challenging it to a duel. That creature must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 2d4 psychic damage and 2d4 force damage and has disadvantage on attack rolls against creatures other than you until the start of your next turn. On a successful save, the creature takes half as much damage and doesn't suffer disadvantage on its attack rolls. Immediately after the effect, you replace the glove on your hand.

Gloves of the Great Badger

Wondrous item, uncommon (requires attunement)

This pair of fingerless gloves is decorated with badger-like stripes and fitted with razor-sharp claws. While wearing the gloves, your unarmed strikes with them deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, you gain a burrowing speed of 5 feet.

While wearing the gloves, you can use a bonus action to invoke the might of a giant badger, granting the following benefits for 1 minute:

- Your burrowing speed is doubled, and you can burrow through nonmagical, unworked stone.
- You gain a +1 bonus to your attack and damage rolls whenever you make an unarmed strike with the gloves.
- Your unarmed strikes score a critical hit on a roll of 19 or 20.

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

Gnashing Key

Wondrous item, uncommon

This curious brass key is animated by a weak enchantment. When placed in the keyhole of a lock, it magically begins to open and shut its mouth-like key bit, loudly destroying the inside of the lock over the course of 1 minute. At the end of the minute, the lock is destroyed and forced open. If the lock's DC is greater than 15, the key has a percent chance to break before the end of the minute. The percent chance is equal to 5 times the difference between the lock's DC and 15. If the key breaks, the lock is instead jammed shut and the key is destroyed, but can still be seen protruding from the keyhole.

While the key is destroying a lock, the sound of breaking tumblers and grating metal can be heard out to a range of 90 feet.



Gnashing Key

Godsteel Warplate

Armor (plate), legendary (requires attunement)

While wearing this shimmering armor, you gain a supernatural buffer to your vitality and resilience. The first time you don and attune to this armor, and whenever you finish a long rest while attuned to it, you gain 50 temporary hit points. You lose these temporary hit points if you remove the armor. While wearing this armor, you gain a +1 bonus to AC, and if you have temporary hit points, you also have resistance to nonmagical damage.

Godsteel Worldcarver

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

This hefty blade becomes miraculously nimble in hand, as if a portion of its weight were displaced elsewhere. If the weapon is a greatsword, Small creatures don't make attack rolls with disadvantage using this weapon as a result of its heavy property. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 1d8 radiant damage to any target it hits.

While holding the weapon, you can use a bonus action to magically store it in a special extradimensional space. While the weapon is stored in this space, you can use a bonus action to magically retrieve it again, causing the weapon to reappear in your hand. If the sword is ever more than 30 feet away from you, it magically vanishes into the space on its own.

When you roll a 20 on an attack roll made with this weapon, you can force the target to make a DC 17 Charisma saving throw. On a failed save, the target takes an extra 3d8 radiant damage, and if the target is a creature, it is incapacitated and banished to a special demiplane until the start of your next turn, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. On a successful save, the target takes half as much radiant damage and isn't incapacitated or transported. If you are a cleric or paladin, you and each creature of your choice within 30 feet of you regains a number of hit points equal to half the radiant damage dealt in this way.

Golem Sapper

Wondrous item, rare

This octagonal device is roughly fist sized and weighs 1/2 pound. As an action, you can place the device on a construct within your reach. When you do, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature takes 2d10 necrotic damage and is stunned until the start of your next turn, at which point it can repeat the saving throw. Each time the creature makes this saving throw after the first, the DC is reduced by 2 (to a minimum DC of 10). On a successful save, the device falls from the creature and can't be used again for 1 hour.

The device's saving throw DC remains reduced after being used. The DC increases by 2 for every 24 hours it isn't in use, up to a maximum DC of 18.

Gorget of the Holy Soldier

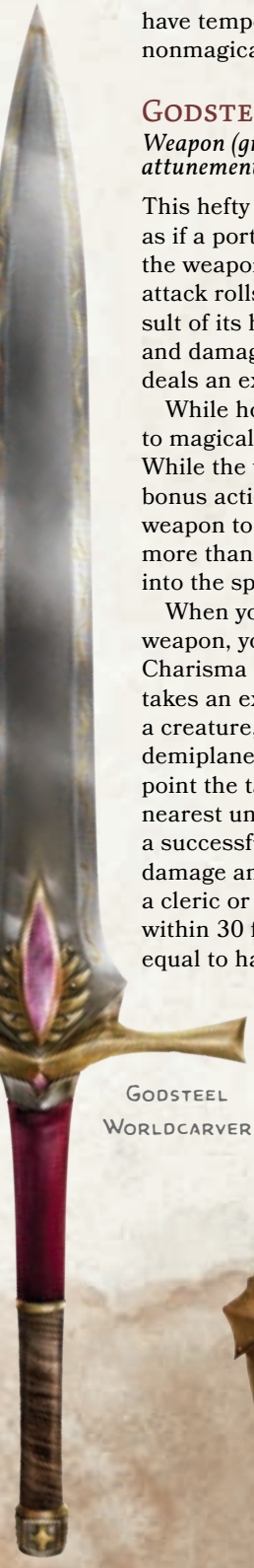
Wondrous item, legendary (requires attunement by a creature of good alignment)

This magical gorget is imbued with the divine power of a planetar and has been passed down through multiple generations, manifesting a different power for each wearer. While wearing the gorget, you have resistance to radiant damage and gain the following benefits. If you have a feature that allows you to ignore class, race, or level requirements when you use a magic item, you can choose to gain the benefits of one of these properties. You make this choice the first time you attune to the item.

Investiture of the Planetar. If you have 10 or more levels in the barbarian class, your Strength score increases by 2, to a maximum of 26, and while you're raging, any creature you hit with a melee weapon attack takes an extra 1d6 radiant damage.

Litany of Heaven. If you have 10 or more levels in the bard class, you gain the ability to speak and understand all languages. In addition, whenever you give a creature a Bardic Inspiration die, that creature regains a number of hit points equal to twice your Charisma modifier.

Divine Judge & Jury. If you have 10 or more levels in the cleric class, you always have the *commune*, *dispel evil and good*, and *raise dead* spells prepared, and they don't count against the number of spells you can prepare each day. In addition, when you cast *raise dead* using a spell slot, you can choose to cast it as an action, instead of its normal casting time. When you do, the spell requires no material components and returns the target to life with half its maximum hit points. Once this property has been used, it can't be used again until 7 days have passed.



Godsteel Worldcarver



Godsteel Warplate



Gorget of the Holy Soldier

Herald of Omens. If you have 10 or more levels in the druid class, the gorget becomes covered in vines and leaves. While wearing it, you always have the *control weather* and *insect plague* spells prepared, and they don't count against the number of spells you can prepare each day. In addition, you can use a bonus action to summon a pair of white-feathered wings from your back. While the wings exist, you have a flying speed of 60 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

Unstoppable Legionnaire. If you have 10 or more levels in the fighter class, you can't be charmed or frightened, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Angelic Grace. If you have 10 or more levels in the monk class, your walking speed increases by 10 feet, and you have advantage on ability checks to resist being grappled. In addition, while you aren't wearing any armor, you gain a +2 bonus to your AC.

Caress of Life. If you have 10 or more levels in the paladin class, your Lay on Hands pool of healing power increases by 10 hit points. In addition, you can expend 10 hit points from your pool of healing to end the effects of blindness, deafness, or paralysis on a creature. Alternatively, you can expend 15 hit points from the pool to end a curse affecting a creature or object, as if by the *remove curse* spell.

Sight of the Celestial Warden. If you have 10 or more levels in the ranger class, you have advantage on Wisdom (Perception) checks and gain truesight out to 15 feet. In addition, you can see up to 1 mile away with no difficulty and are able to discern fine details as though looking at something from no more than 100 feet away.

Heavenly Messenger. If you have 10 or more levels in the rogue class, you can use a bonus action to cast the *invisibility* spell (no concentration required) from the gorget, targeting only yourself. Once the spell has been cast, it can't be cast again until you finish a short or long rest. In addition, you can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Luminous Soul. If you have 10 or more levels in the sorcerer class, you learn the *light* and *dancing lights* cantrips as well as the *guiding bolt* spell, which don't count against your number of cantrips or sorcerer spells known. You can cast *guiding bolt* by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points and hit a target, it must succeed on a Constitution saving throw against your spell save DC or be blinded until the start of your next turn. In addition, when you cast a spell that deals damage, you can spend 1 sorcery point to change its damage type to radiant.

Pact of Veracious Awareness. If you have 10 or more levels in the warlock class, you know if you hear a lie. If you hear a creature tell a lie, you can attempt to force that creature to tell the truth. The creature must succeed on a Charisma saving throw against your spell save DC or be compelled to answer the next question you ask it truthfully. You can use this ability a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a long rest.

Celestial Wards. If you have 10 or more levels in the wizard class, your AC becomes 13 + your Dexterity or Intelligence modifier (your choice). In addition, you have advantage on saving throws against spells and other magical effects.

Grasping Staff

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

This grotesquely carved stone staff is miraculously light but deathly cold and clammy to the touch. You have resistance to necrotic damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *arcane hand* (5 charges), *bestow curse* (3 charges), *chill touch* (no charges, or 1 charge to cast at 5th level), *inflict wounds* (1 charge per spell level, up to 5th), *mage hand* (no charges), or *vampiric touch* (3 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to ash and summons 2d6 hostile tiny undead crawling hands within 10 feet of you.

Golem Sapper



The wizard's hand felt unwelcome by the staff, as if it knew that it was being touched and didn't like it. He dropped it, wiping his hands on his cloak.

He waved a steady hand over the stone staff and muttered an incantation. His eyes opened, suddenly aware of the staff's power. He decided to make camp for the evening. It wasn't ideal, but he felt safe knowing that he'd already dispatched the cave's previous inhabitants.

He sat down again, focusing on the arcane connections he shared with other possessions. He felt the space open for another such connection, and carefully, slowly, allowed his magical being intertwine with the staff.

An hour later, drenched in a sweat from meditation, the wizard picked up the staff once more. This time, the hands adorning the staff seemed warm and welcoming: ushering him to join them.

Grasping Staff



Great Owl's Shroud

Wondrous item, uncommon (requires attunement)

This draping shoulder cloak flutters softly while worn, even if there isn't a breeze. The cloak has 10 charges and regains all expended charges daily at dawn. When you take the Attack action while wearing this garment, you can replace one or more of your attacks with a special ranged spell attack using the cloak, expending 1 of its charges for each attack you replace. When you do, you flourish the cloak and release a barrage of magical feathers that fly toward the target. You have a +5 bonus to attack rolls made with the cloak, which have a normal range of 30 feet and a long range of 120 feet. On a hit, the target takes 2d4 + 3 force damage. After the attack, the feathers vanish.

In addition, you can use a reaction when you fall to cast the *feather fall* spell from the cloak, targeting only yourself. Once this property of the cloak has been used, it can't be used again until the next dawn.

Green Knight's Vow

Wondrous item, very rare (requires attunement)

These dark green adamantine and copper bracers are granted to devout warriors of the Infernal Court and are designed to match their army's signature tower shields. While wearing the bracers, you grow a sweeping pair of horns from your forehead if you are not a tiefling. If your attunement to the bracers ends, the horns crack and fall away after 24 hours.

The bracers have a total of 7 charges and regain all expended charges daily at dawn. While wearing them, you can expend 1 or more of their charges to use the following three properties:

"Brace Yourselves!" As a bonus action, you can expend 2 or more charges from the bracers to provide cover to a creature you can see within 30 feet of you. For 2 charges, you summon a large, spectral shield that follows the creature for the duration, providing it with half cover. You can summon one extra shield for each additional charge you expend, targeting a different creature with each one. The shields fade at the end of your next turn.

"Press the Assault!" When you make an opportunity attack, you can expend 1 or more of the bracers' charges to embolden your nearby allies. For each charge you spend, one creature of your choice within 60 feet of you can use its reaction to make one weapon attack. The chosen creatures must be able to see or hear you.

"You Will Burn!" You can expend 1 or more charges from the bracers to cast the *hellish rebuke* spell (save DC 15) from them. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The fire from this spell is a haunting emerald green.

Flaw. The *Green Knight's vow* makes its wearer tremendously loyal to royalty. While attuned to the bracers, you gain the following flaw: "I will stand by my sovereign leader, no matter what." You or your GM determine who your leader is. In addition, if you are attuned to the bracers for 24 consecutive hours, your commitment to duty drives you to the brink of zealotry. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you are already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to either of these weapons becomes your sovereign leader, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or the *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the bracers.



Griffon Component Pack



Griffon Key Loop

Stories of the fabled saddlebag brought about the need to have one for themselves, some even taking to clever forgeries. Little did they know that the spark of inspiration would give life to some of the pouches.



Griffon Coinpouch

Griffon Coinpouch

Wondrous item, common

This stylized purse is sewn and stitched in the style of *the griffon's saddlebag*, a classic treasure and character from children's stories and legends. The purse is 6 inches across and holds up to 1,000 coins. Coins taken from the purse are miraculously clean and shiny, as if freshly minted. The bag always weighs 1 pound, regardless of the number of coins within it.

At the GM's discretion, a small slip of parchment can be found folded among the coins inside. The parchment can have anything on it, although it usually carries enigmatic warnings or peculiar words of guidance. The GM can write their own notes, or you can roll a d8 and consult the table below to determine what the parchment says:

d8	Message
1	Falling rocks play to the rhythm of catastrophe.
2	Whether or not you succeed, you can certainly try.
3	Draughts are meant to be drunk.
4	Strength in numbers.
5	Acid, fire, and diamonds can solve most problems.
6	Not all strangers are trustworthy.
7	Asking for directions is not a sign of weakness.
8	Keep on adventuring.

Griffon Component Pack

Wondrous item, uncommon

This special component pouch is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. As an action, you can place an amount of coins equal to 5 gp plus the exact worth of a component you need for a spell you know in the bag and speak its command word, followed by the name of the needed component. When you do, the coins disappear from the bag and are replaced by the material component needed for the spell. Once this property of the bag has been used, it can't be used again until the next dawn.

At the GM's discretion, the bag may consume only the additional 5gp and leave a note that describes the nearest person or place that can help you find the named component.

Griffon Key Loop

Wondrous item, common

This leather key loop is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. You can attach a key to the key loop by holding them together for 1 minute. When you do, the key is shunted into an extradimensional space. You can use an action to speak the key loop's command word, causing one or more of the attached keys to reappear on the loop (your choice). Speaking the command word again causes them to disappear once more. You can have up to 10 keys attached to the key loop in this way at a time, and can remove one by gently pulling on it for 1 minute.

While holding the key loop, you can touch it to a lock whose key has been attached to the loop. When you do, the lock becomes unlocked or locked (your choice), as if you had used its key. When you shake the key loop, you can faintly hear the sound of its keys jingling.



Guardian's Reliquary

Guardian's Reliquary

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

This ornate prosthetic arm is a reliquary set with glass windows, revealing the suspended skeletal hand and arm of a saint devoted to protecting others. The prosthesis attaches to your arm at the elbow or the shoulder, and it can't be removed against your will as long as you're attuned to it. To attune to this item, you must hold it against your arm for the entire attunement period. While attuned to the prosthesis, you can use an action to remove or reattach it. The prosthetic is a fully capable part of your body.

While the prosthesis is attached, you gain a +3 bonus to saving throws. As a bonus action, you can touch a creature to transfer this bonus to it. When you do, the bonus remains on that creature, instead of you, for 1 minute, until it dies, or until you use a bonus action to return the bonus to yourself.

In addition, the prosthetic has 10 charges. You can use an action to expend 1 or more of its charges to cast one of the following spells from it: *greater restoration* (5 charges), *lesser restoration* (2 charges), *protection from evil and good* (1 charge), *remove curse* (3 charges), or *warding bond* (2 charges). The prosthetic regains all expended charges daily at dawn.

Final Sacrifice. As an action, you can use the prosthetic to cast either *mass heal* or *true resurrection*. When you do, the prosthetic releases a massive burst of divine light as the bones inside it are destroyed. The prosthetic then loses all its properties, but it can still be used as a magical prosthetic that functions as a fully capable part of your body and no longer requires attunement.

Gusting Blowgun

Weapon (blowgun), uncommon (requires attunement)

This magic, twisting blowgun channels the air around it to create powerful blasts of wind. When you hit with a ranged attack using this weapon, the target takes an extra 1d4 bludgeoning damage, and if the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be pushed 5 feet away from you. Attacking at long range with this weapon doesn't impose disadvantage on your ranged attack rolls with it.

The blowgun has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 of its charges to blow through the weapon to create a line of wind 30 feet long and 5 feet wide. Any Medium or smaller creature in the line must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from you.

H'rethi Soul Scepter

Rod, legendary (requires attunement by a spellcaster)

This golden scepter has an empty basin at its end that's always hot to the touch, as if it had been left out in the sun. While attuned to the rod, you can walk normally on difficult terrain caused by sand and can tolerate temperatures as hot as 200 degrees Fahrenheit.

The rod has 20 charges for the following properties. It regains 2d6 + 8 expended charges daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod disappears in a burst of sand.

Sandblast. While holding the rod, you can use an action to expend 1 charge and send out a cascade of pressurized sand at a target you can see within 60 feet of you. Make a ranged attack roll using the scepter with an attack bonus of +10. On a hit, the sand deals 4d6 bludgeoning damage and disappears after the attack.

Sandstorm. While holding the rod, you can use an action to expend 5 charges to cause a flurry of sand to whip up and swirl around you. The sand creates a blistering maelstrom that follows you in a 15-foot radius, 30-foot-high cylinder and makes the area heavily obscured for creatures other than you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour. Arrows, bolts, and other ordinary projectiles fly upward and automatically miss when they enter the area. Any creature that moves into the sandstorm for the first time on its turn or starts its turn there must make a DC 17 Constitution saving throw. A creature takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one. You are immune to this bludgeoning damage. The sand disappears once the storm subsides.

If you are standing on sandy ground while concentrating on a sandstorm, you can use a bonus action to teleport to another unoccupied space you can see within 60 feet of you that is also on sandy ground.

Sand Summon. While holding the rod, you can use an action to expend 3 charges to cause the ground in a 30-foot radius centered on a point you can see within 60 feet of you to turn to shifting sands for up to 1 minute. You can end the effect early as a bonus action. For the duration, a creature must spend 3 feet of movement for every 1 foot it moves through the area.

Soul of the H'rethi. While holding the rod, you can use an action to expend 3 charges to summon a sand elemental in an unoccupied space on the ground that you can see within 30 feet of you that's covered in sand. Use the statistics for an earth elemental for this elemental, with the following changes:

- The sand elemental can only move through areas of sandy terrain.
- The sand elemental has advantage on any ability check it makes to grapple a creature.

The elemental remains as long as you concentrate (as if concentrating on a spell), up to a maximum of 1

hour, and disappears early if it drops to 0 hit points. It is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

Hadiya's Handy Quill

Weapon (dart), uncommon (requires attunement)

This dart doubles as a magical quill and is fletched with three iridescent crow feathers. Immediately after you make a ranged attack with this magic weapon, it flies back to your hand. When you make a ranged attack with the dart, you can speak its first command word as part of the attack to cause the dart to release a splatter of ink. If the attack hits, the target is blind until the end of its next turn. A creature can use its action to clear away the ink on itself or another creature within its reach, allowing it to see again. This property can't be used again until the next dawn.

When used as a quill, the dart produces its own ink unless you provide it with a different one. You can choose what color ink the quill produces by speaking its second command word as a bonus action.

In addition, you can use a bonus action to speak the quill's third command word to cause it to vanish and reappear as a feather-like tattoo on your body. You choose the design and placement of the tattoo each time. You can use a bonus action to speak the command word again while you have the tattoo to cause it to vanish and reappear as a dart in a free hand or at your feet (your choice).

Half Plate of the Blind Martyr

Armor (half plate), legendary (requires attunement by a cleric)

This dark, battle-scarred half plate armor honors the blind valkyrie, a twisted symbol of impartial war, justice, and repentance. You gain a +2 bonus to AC while wearing this armor.

Charges. This armor has 8 charges and regains 1d4 + 4 expended charges daily at midday. While wearing the armor, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC, spellcasting ability modifier, and spell attack bonus:

- 1 charge: *cure wounds*, *inflict wounds*
- 2 charges: *blindness/deafness*, *lesser restoration*
- 3 charges: *bestow curse*, *remove curse*
- 4 charges: *banishment*, *death ward*
- 5 charges: *contagion*, *mass cure wounds*
- 6 charges: *harm*, *heal*

Curse. This armor is cursed, and attuning to it extends that curse to you. This curse can only be removed by a *wish* spell or similar magic, removing the armor fails to end the curse. While you're cursed, you are blind, but have blindsight out to a range of 60 feet while wearing this armor. In addition, whenever you hit a creature with an attack or cast a spell that affects a creature other than yourself, you take 3 psychic damage. This damage ignores resistance and immunity.





Harbinger's Flail

Weapon (flail), rare

This whip-like chain flail's head is a sonorous bell from the Temple of Twin Fates, a holy site known for its grim foretellings. This weapon has the reach property and deals an extra 1d4 thunder damage to any target it hits. When it hits a target, the bell releases a deep sound that's audible out to 100 feet.

Harvest

Weapon (sickle), uncommon

This classic farmer's heirloom depicts wheat and field designs. When you hit a plant creature with an attack using this magic weapon, the target takes an extra 1d6 slashing damage. In addition, any nonmagical plant harvested with this sickle magically remains fresh for an extra 7 days.

Hat of Osnomnosis

Wondrous item, common (requires attunement by a wizard)

This colorful, frumpy hat contains the animated and sentient spirit of a wizard's old pet. While unworn and immobile, it is indistinguishable from a normal hat. When the hat is worn and spoken to or otherwise interacted with, it springs to life and pulls its seams apart to form a stitch-ridden mouth and toothless smile.

You can use the hat as an arcane focus for your wizard spells while you're wearing it. In addition, you can feed one piece of paper to the hat using an action, destroying the paper. The hat happily accepts any paper it's fed and wiggles about as the page is chewed and swallowed. If you're wearing the hat, you immediately know any information that was contained on the piece of paper as if you had read it. If the paper or its contents were magical, it's immediately spat back out by the hat. If the paper contained a spell, such as a spell scroll or page from another wizard's spellbook, you also take 1d6 psychic damage for each level of the spell that was transcribed on the paper when it's spat out.

Sentience. The *hat of osnomnosis* is a sentient chaotic good item with an Intelligence of 4, a Wisdom of 8, and a Charisma of 6. It has hearing and darkvision out to a range of 30 feet. It can't speak or read, but can communicate with you telepathically while you're wearing it. When the hat communicates with you in this way, it can only transmit simple emotions and images. While you are attuned to it, the hat understands every language you know.

Personality. The hat loves nothing more than being worn and eating bits of paper and is easily befriended by creatures who pet it. The hat's button eyes can't move, but it uses its cloth folds to change its expression at will.

Hat of the Sanguine Coven

Wondrous item, uncommon (requires attunement by a sorcerer, warlock, or wizard)

This red hat is worn by a coven of witches known for their familiarity with death's doorstep. While wearing this hat, you can cast the *chill touch* spell at will. Whenever you have 0 hit points while wearing this hat, you gain the following benefits:

- You stabilize or die after your sixth successful or failed death saving throw, instead of your third, but only succeed on the saving throw on a roll of 15 or higher.
- When you roll a death saving throw, you can immediately cause the hat to cast the *chill touch* spell (+5 to hit, no action required) against a creature within 30 feet of you that isn't behind total cover or heavily obscured. If it hits, you gain a +5 bonus to the saving throw.

Headband of the Sweatless

Wondrous item, common

These vibrant silk headbands come in a variety of colors and patterns. While wearing the headband, you magically don't get wet when you perspire, but are still naturally cooled as if you had. In addition, the first time you make a Constitution saving throw to resist the effects of extreme heat, add 1d4 to the total of the roll. This property can't be used again until the next dawn.



Headdress of the Serpent King

Wondrous item, uncommon (requires attunement)

This gold and emerald green headdress channels old and twisting serpentine magic to your bidding. If you take poison damage while wearing this headdress, that damage is reduced by an amount equal to your Constitution modifier.

While wearing the headdress, ordinary snakes and snakes with a challenge rating of 1/4 or lower are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you can use an action to cast the *animal messenger* spell from it, but can only target snakes with it.

Curse. This headdress is cursed, and becoming attuned to it extends that curse to you until you are targeted by the *remove curse* spell. Removing the headdress fails to end the curse on you. While cursed, your speech is slightly changed: you hiss when pronouncing "s" sounds.

Headhunter's Bullseye Lantern

Wondrous item, uncommon

This bullseye lantern magically creates its own light, which is always a brilliant red. It emits bright light in a 60-foot cone and dim light for an additional 60 feet. While holding the lantern, you can use a bonus action to speak its command word to release an intense burst of light from the lantern's lens. Each hostile creature within the lantern's bright light must succeed on a DC 13 Dexterity saving throw or be marked for 1 minute. For the duration, marked creatures shed dim light in a 10-foot radius. Marked creatures can't benefit from being invisible, and any attack roll made with disadvantage against a marked creature is made normally instead, provided that the attacker can see it. You choose the direction of the light when you use this property, which can't be used again until the next dawn.

Heart of Damned Intervention

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

This large infernal heart was torn from a powerful archdevil and is 1 foot tall and weighs 10 pounds. It still pulses, softly, and spews out small gouts of flame from an unquenchable fire within. The heart is hot to the touch and is wrapped by strange, writhing chains.

There is a glimmer of good in this heart that can be used to purify it. While attuned to the heart, you have resistance to fire damage, and you can cast *hellish rebuke* as a 2nd-level spell at will.

Curse. This heart can only be purified and destroyed by a powerful celestial or deity, and attuning to it overwhelms your heart with its evil desires. The heart is cursed, and attuning to it extends the curse to you. When you attune to the heart, the heart's flames turn pitch black as it painfully sears into your body, taking the place of your own heart, and taints your connection to the gods. You take 15d6 necrotic damage, leaving chain-shaped scars across your torso, and your alignment becomes evil if it wasn't already. While cursed, you and other creatures within 100 feet of you are unable to

magically communicate with any god, and any radiant damage you deal becomes necrotic damage instead. In addition, you can understand and speak Infernal, and you have disadvantage on attack rolls against devils and on saving throws against their spells and special abilities.

If you die while cursed in this way, your soul is bound to the lower planes and can only be restored to life by a *wish* spell or divine intervention. Only a deity or a *wish* spell cast by a good-aligned creature can end this curse, destroying the *heart of damned intervention* and restoring your original heart and connection to the gods.

In addition, while you're cursed, you can use an action to speak a devil's true name to summon it, causing it to appear in an unoccupied space you can see within 60 feet of you. The devil must have a challenge rating of 6 or lower. Roll initiative for the devil, which has its own turns. When you summon it and on each of your turns thereafter, you can tell the devil what to do on its next turn (no action required). If you don't issue a command, the devil spends its turn attacking any creature within reach that's attacked it. The devil disappears and returns to its plane of origin after 1 hour or when it reaches 0 hit points. Once this property has been used, it can't be used again until the next dawn.

While cursed, you lose your Channel Divinity feature, and you gain the Channel Damnation ability below instead:

Channel Damnation. As an action, you point your finger at a creature you can see within 120 feet of you and speak a powerful, damning curse. That creature and all creatures within 10 feet of it must make a Charisma saving throw. On a failed save, a creature takes fire damage equal to 1d12 + your cleric or paladin level and is bound by searing, hellish chains. On a successful save, a creature takes half as much fire damage and isn't bound by the chains. A bound creature's speed is halved, and it takes 1d12 fire damage at the start of each of its turns for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

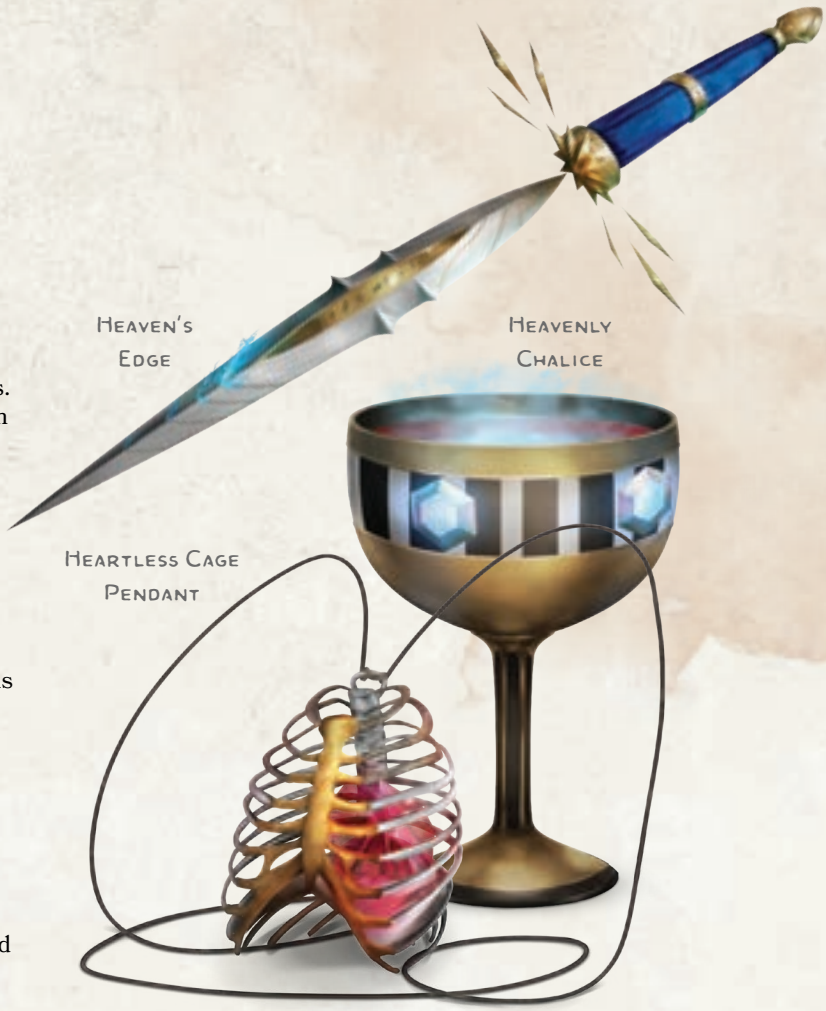
Heartless Cage Pendant

Wondrous item, very rare (requires attunement)

This metal ribcage pendant has 12 pairs of ribs that contain a single, roughly hewn ruby that rattles around inside. The pendant has 1d4 + 8 charges when found. When a charge is expended, a pair of the pendant's ribs magically rust.

While wearing this pendant, you can use your reaction to expend 1 of the pendant's charges when a hostile creature that you can see within 30 feet of you is reduced to 0 hit points, causing the target to immediately die before any magical effects or traits can either restore it to life or prevent it from falling to 0 hit points. When you do, you gain 2d6 + 25 temporary hit points, and that creature can't be restored to life by any spell of 5th level or lower. A creature is immune to this effect if it has legendary actions.

When you expend the pendant's last charge, the ribcage shatters and releases the ruby inside. When it does, the ruby crackles with necrotic energy and



summons 12 skeletons that appear in unoccupied spaces that you can see within 60 feet of you. The summoned skeletons are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the skeletons' statistics.

A skeleton disappears when it drops to 0 hit points or after 24 hours.

Once the ribcage shatters and the ruby summons the skeletons, the pendant and gemstone crumble into ashes and are destroyed.

Heaven's Edge

Weapon (dagger), legendary (requires attunement)

This ornate dagger is made of multiple pieces that magically hover together, but move as if they were solidly connected. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d4 radiant damage to any creature it hits. This extra damage increases to 4d4 radiant damage if the creature is a fiend or undead.

When you roll a 20 on an attack roll made with this weapon against a fiend, the target must make a DC 15 Charisma saving throw. On a failed save, the creature is



banished, as if by the *banishment* spell. This version of the spell doesn't require concentration but ends early if you become incapacitated or die within the next minute. On a successful save, the creature is blinded until the start of your next turn and isn't banished.

Heaven's Gavel

Weapon (maul), legendary (requires attunement by a creature of good alignment)

This platinum weapon was a gift from a divine dragon to one of her loyal knights and has been passed down for generations. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit an evil-aligned creature with the weapon, that creature takes an extra 1d6 radiant damage.

The maul has 10 charges and regains 1d6 + 4 expended charges daily at dawn. When you hit a creature no more than one size larger than you with the maul, you can expend up to 3 of its charges as part of the attack. When you do, the target must make a DC 17 Strength saving throw. On a failed save, a creature is launched 10 feet away from you for each expended charge, or half as far on a successful one. If the target hits a solid object by being launched in this way, it takes 1d6 bludgeoning damage for every 10 feet it had left to travel from the impact. If the solid object is a creature, that creature takes the same amount of bludgeoning damage from the impact as the target of the attack.

Heavenly Chalice

Wondrous item, rare

This golden goblet is ornamented with 4 glimmering gems and stripes of jet and ivory. It weighs 2 pounds and can hold the contents of one potion. When a *potion of healing* (of any rarity) is poured into the cup, a cleric, paladin, or other creature with a magical connection to a celestial can spend 1 minute reciting a prayer over it. At the end of the prayer, the potion becomes sanctified and begins to glow with a calming blue light. When a *potion of healing* becomes sanctified, it creates a pool of hit points equal to the maximum number of potential regained hit points possible for that potion.

When a creature drinks from a sanctified *potion of healing*, that creature can restore a number of hit points of its choice, up to the maximum amount remaining in the pool. When the pool is reduced to 0 hit points, the potion is gone.

A potion remains sanctified for 24 hours or until it's spilled or poured into another vessel. Once this property of the goblet has been used, it can't be used again for 24 hours.

Heavy Golem Armor

Armor (plate), rare (requires attunement by a Small humanoid)

This heavy set of plate mail is 5½ feet tall, weighs 100 pounds, and is reconfigured from the pieces of an iron golem. Despite the armor's larger size, a series of clever harnesses inside its chest piece comfortably support you inside it. While wearing this armor, your Strength score is 19, unless it's already higher, and you are considered to be a Medium creature. Magic currents run through the inside of the armor and connect to you, allowing you to control the metal limbs as if they were your own. This magical connection causes you to still take any damage you receive while wearing the armor.

While wearing this armor, you can use a bonus action to speak its command word to force the armor to move more rapidly. When it does, you gain the effect of the *haste* spell (no concentration required), and the armor's joints creak and groan from the increased strain. At the end of each of your turns while you're under this effect, there is a cumulative 20 percent chance that the armor overheats. When it does, you take 1d10 fire damage from the armor, and the effect ends. Once this property of the armor has been used, it can't be used again until the next dawn.

Hedgewitch's Gardening Cane

Staff, common

This wooden walking stick has a silver flower at either end. The flower is blooming on the handle, but merely a bud towards the bottom. While holding the cane, you can use an action to tap it against the ground and mentally command the bottom portion to magically transform into a broom, a hoe, a rake, a shovel, or back into a normal cane.



Hedonic Motivator

Hedonic Motivator

Weapon (whip), uncommon (requires attunement)

This magic whip once belonged to an especially controlling succubus or incubus. The whip has 3 charges and regains 1d3 expended charges daily at dusk. While holding the whip, you can use a bonus action to expend 1 of its charges to lash out with it against a friendly creature within 10 feet of you. That creature gains one of the following benefits of your choice:

- The creature gains 2d4 + 4 temporary hit points, which last for 1 minute.
- The creature can add 1d4 + 2 to one ability check, attack roll, or saving throw it makes before the start of your next turn.

Helm of the Broken Dragon

Wondrous item, very rare (requires attunement by a non-lawful dragonborn)

This helmet is made of harsh, angular shapes that come together into the shape of an aberrant dragon skull. Your scales twist into strange, fractal-like patterns tinged with otherworldly colors when you attune to this item. While wearing the helmet, you have resistance to psychic damage, and creatures have disadvantage on Wisdom (Insight) checks against you. In addition, your breath weapon changes to be a plume of unearthly psionic energy, dealing psychic damage instead of its normal damage type. A creature in the area must make a Wisdom saving throw, instead of your breath weapon's normal save. On a failed save, a creature is also affected as by the *bane* spell for 1 minute as maddening whispers fill its mind. The creature can make a Wisdom saving throw against your breath weapon DC at the end of each of its turns, ending the effect on itself on a success.

Curse. This helmet is cursed with gnawing insecurity and self-doubt. Attuning to the helmet curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are unwilling to remove the helm, and you gain the following flaw: "Whatever course of action I take, there is a voice in my head that screams at me to do the opposite. The voice is never silent."

Helm of the Chromatic Dragon

Wondrous item, very rare (requires attunement by a dragonborn of evil alignment)

This iridescent helmet has been blessed by a powerful, evil dragon. While wearing this helmet, your breath weapon deals an extra 1d6 damage of its type, and you can choose whether it deals acid, cold, fire, lightning or poison damage. You can also choose if your breath weapon affects a 15-foot cone or 5-by-30-foot line, and if creatures affected by it must make a Dexterity or Constitution saving throw.

In addition, when you use your breath weapon, roll a d6. On a 5 or 6, you gain an additional use of your breath weapon before you need to finish a short or long rest.

Helm of the Justicars

Wondrous item, legendary (requires attunement)

This helm once belonged to Grand Mage-Arbiter Elodie Scolian, the preeminent leader of the surviving Justicar order. Designed to eliminate the threat that all mages pose to the nonmagical populace, the wearer of this helmet has an uncanny resilience against spells of all kinds. While wearing this helmet, you gain a +1 bonus to AC, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

In addition, the helm has 12 charges and regains 2d6 expended charges daily at dawn. Whenever you're affected by a spell while wearing this helmet, you can use your reaction to learn the level of the spell and expend any number of charges from the helm (minimum 1 charge). If the number of charges is equal to or greater than the level of the triggering spell, you are unaffected by it. A cantrip is considered to be a 1st-level spell for the purposes of this property.



Helm of the Justicars

The Justicars

The Justicars were a group of radicalized mage-hunters that led the Upheaval, a hundred-year war that demonized those who practiced magic. You can read more about this war and learn how to include its lasting effects in your game in Part III on page 328.

Helm of the Platinum Dragon

Wondrous item, very rare (requires attunement by a dragonborn of good alignment)

This magical platinum helmet has been blessed by a powerful, holy dragon. While wearing this helmet, you gain a +1 bonus to AC and saving throws, and when you use your breath weapon, you can choose to exhale a holy blue plume of healing energy instead. When you do, this breath weapon deals radiant damage, evil-aligned hostile creatures within the area have disadvantage on the saving throw, and any friendly creatures in the area regain a number of hit points equal to your breath weapon's damage dice instead. This property of the helm can't be used again until the next dawn.

Helm of the Ruby Dragon

Wondrous item, very rare (requires attunement by a dragonborn of neutral alignment)

This magic gold and ruby helm has been blessed by a powerful, psychic dragon. While wearing this helmet, you have advantage on Intelligence (Investigation) checks, as well as Intelligence checks made to glean information from an observation or bit of lore. In addition, you can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

When you use your breath weapon while wearing this helmet, you can choose to exhale a blast of pure, concussive force. When you do, your breath weapon deals force damage, instead of its normal damage type, and any creature that fails the saving throw takes an extra 2d6 psychic damage and is stunned until the end of your next turn. This property of the helm can't be used again until the next dawn.

There is no joy to the life of a Justicar. For as much as we fight, what we fight creeps back to fill in the voids we cannot suppress. For what we can suppress, what we suppress simply hides in the cracks we cannot see. For all we see, what we can see will convince itself our eyes are blind.

We tried to convince them that magic was weak, was heretical, was wrong. But they lived by the evidence of their faulted eyes, seeing only what they wished to of their profane ability. And in this, they could find their misplaced conviction, find the resilience to blind themselves to the truth.

That way was wrong. We could never convince them of their own fall.

Instead, we must convince them of this: moral or amoral, their magic is nothing before us.

—Ultimatum of Purpose, Grand Mage-Arbiter Elodie Scolian



Helm of the Broken Dragon

Helm of the Chromatic Dragon

Helm of the Platinum Dragon

Helm of the Ruby Dragon

Firell walked through the door to his estate, rifling through papers and tucking his jumbling keys back into his purse. He idly glances to the side to see a new vase. He stops.

"Jura? Darling? Did you get this vase?"

From somewhere else in the house another voice replied back, "No, sweety, it was left for us outside. I think it's from the Hawkins. I've sent a messenger there to thank them."

Firell continued to eye the vase, "Ah, that makes sense. How nice of them." He went back to sorting through papers. "God awful taste, those Hawkins. What a tacky thing."

The vase suddenly began to wobble. Its lid cracked open before shutting once more. Next to the vase stood a towering half-orc, sword in hand. He stooped down to look at the vase in more detail, "Hmm, well, I don't think it's tacky. I worked hard to pick out this pattern. Everyone else said they liked it, too."

Firell stared in disbelief, the papers now hanging loosely in his hands.

The half-orc stood up, suddenly realizing his error. He covered his face with a large hand and slowly dragged it down and off his stubbled chin.

The two stared at one another for a long pause.

"Well, this is awkward," said the half-orc. "Tell you what, you give me those keys like I came here for, I leave this surprisingly un-tacky vase here, and you tell the Hawkins you love their gift. Win-win, right?"

Firell blinked several times, shook his head, and started to slowly turn his head and open his mouth. The half-orc held up a hand and continued:

"The alternative is I kill you, take your keys, and take the pretty vase back with me."

Firell's mouth closed, his shoulders slumped, and reached for his keys once more. He held them out with trembling fingers.

Satisfied, the half-orc took them. "Thank you, that was much easier. Now, last thing, I want to hear you call the vase beautiful. Make sure to sound convincing."



Hideaway Vase

Hideaway Vase

Wondrous item, uncommon

This durable, ceramic vase is 3 feet tall and weighs 15 pounds. You can use an action to remove the vase's lid. When you do, you must succeed on a DC 13 Charisma saving throw or be shunted onto a harmless demiplane inside the vase. A Large or larger creature automatically succeeds on the saving throw, but a willing Medium or smaller creature can choose to fail it. If a creature is already on the demiplane when you remove the lid, that creature reappears in the nearest unoccupied space, and you automatically succeed on the saving throw. Immediately after opening the vase in this way, the lid flies back and reseals the vase.

While on this demiplane, you can't move and are blinded, but can hear everything outside of the vase as if you were standing in its space. You can leave this demiplane using an action to reappear in the nearest unoccupied space. When you attempt to leave the demiplane, a creature outside the vase can use its reaction to hold the vase's lid shut and make a DC 25 Strength check, preventing you from leaving on a success.

The vase has AC 12, 30 hit points, and is vulnerable to bludgeoning damage. The vase is destroyed if it drops to 0 hit points. If the vase is destroyed while a creature is on its demiplane, that creature is forced into the nearest unoccupied space. Once a creature leaves the demiplane, the vase's lid can't be removed again for 24 hours.

You can remain on the demiplane for up to 8 hours or until the vase is placed inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item, at which time you are forcefully shunted out of it. If the lid is successfully held in place when you would be forcefully shunted from the demiplane in this way, the vase shatters and is destroyed.

While holding the vase, you can use an action to change the style, color, and apparent quality of the vessel. The vase's weight doesn't change. Regardless of its appearance, the vase can't be anything but a vase.

Hoarder's Haul

Wondrous item, rarity varies

This magical cart is made from the large, hollow horn of a fallen dragon. While all *hoarder's hauls* are made from the horns of dragons, their true magic stems from the strength of the dragon's greed. Uncommon and rare carts have handles and a single wheel at their front and must be physically moved. Very rare versions have a flying speed of 10 feet, can hover up to 20 feet off the ground, and move according to your spoken directions, provided that you are within 30 feet of the cart.

The cart has two command words. The first command word can be spoken using an action and causes the cart to shrink or enlarge, becoming as small as 1 foot long and 7 inches across or as large as 5 feet long and 3 feet across. Regardless of its size, the cart always weighs 5 pounds without anything inside it. Anything contained by the cart does not resize to fit its new size, potentially spilling onto the ground if the cart becomes too small.

When you place a nonliving object in the cart, you can speak the cart's second command word as an action to cause the object to become locked in place. A locked object can't be removed or interacted with against your will, unless the cart becomes too small to contain it. A creature that attempts to remove an object locked in this way must succeed on a Wisdom saving throw or become frightened of the cart for 1 minute. A frightened creature is unwilling to move toward the cart or interact with it for the duration. If the cart is a rare or very rare version, the creature also takes psychic damage on a failed saving throw. A creature that succeeds on the saving throw is immune to this effect for 24 hours. You can speak the second command word as an action again to unlock any number of objects within the cart.

The cart's properties depend on the item's rarity, as shown in the table below:

Rarity	Capacity	Save DC	Psychic Damage
Uncommon	250 lb.	13	—
Rare	500 lb.	15	3d6
Very Rare	750 lb.	16	6d6

Homeroot

Wondrous item, rare

This piece of gnarled root has several bulbous openings along its twisted length. Enchanted by powerful druids, this root has a tiny door and a small, chimney-like protrusion from its larger end. While holding it, a tiny plume of illusory smoke emanates from the chimney.

You can bury and plant this root in soil over the course of 1 minute. If the root remains buried for 1 hour, it then immediately grows underground to create a comfortable, wooden dwelling (provided that there's enough room to grow), and a stump appears from the ground where the root was buried. The stump has a simple round door carved into it that is large enough for a Medium or smaller creature to enter. The door appears and opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*. The door opens to reveal a tunnel 15 feet deep and lined with ladder-like rungs made of twisting roots. At the bottom of the tunnel is a large, circular room that's 30 feet in diameter with 10-foot-high ceilings. The room is brightly lit by bioluminescent fungi that grow along its wooden walls and ceiling. You can magically control the light in the room by touching the luminous fungi, allowing you to fill the room with total darkness, dim light, or bright light.

A single hallway leads away from the room. Four doors line the hallway, which each lead to a room that's 10 feet in diameter with a 10-foot-high ceiling. Every room is decorated with various pieces of wooden furniture made from coiled roots and other magically occurring plant growth, such as tables, chairs, or a bed, depending on the needs of the creature who planted the root.

At the end of the hallway hangs a single red root. You can use a bonus action to pull the root to cause the hallway to extend upward into a tunnel, complete with a root-like ladder, and create a second, temporary entrance to the dwelling in an unoccupied space 60 feet away from the entrance stump. The temporary entrance is well-hidden, noticeable only with a successful DC 15 Wisdom (Perception) check, and remains until the start of your next turn.

A creature that casts the *plant growth* spell as an action can redesign the appearance and furniture in one of the dwelling's rooms. If the spell is cast over the course of 8 hours, the creature can redesign the appearance and furniture of the entire dwelling instead, except for the location of the entrance stump. A conscious druid or ranger inside the dwelling is aware of any Small or larger creature that comes within 60 feet of the dwelling's entrance, and magically knows only the creature's size and gait, such as the gallop of a horse or walk of a humanoid.

The entrance stump has 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *plant growth* spell cast on the stump can repair it, with each casting restoring 10 hit points to it, or all its hit points if cast over the course of 8 hours. If the stump is destroyed, the dwelling collapses and magically shunts anything inside it (other than the furniture) to the nearest unoccupied space next to where the root was buried. When this happens, the earth magically returns to the way it was before the root was buried.





Homeward Boots

When a crew brings up a wreck, it is the captain who has first choice of the salvage. And Ironbrace always chose moldering bottles and shards of aging timber; "to give the old hulks new life," he said, as the walls of his cabin grew lined with perished ships in miniature, each in its own glass sepulchre.

And, when one of his crew felt a call to leave the sea, each went with a ship from the precious collection. For the sea might call them back again, and his charges would not be found wanting.



Horatio's Impossible Ship in a Bottle

Homeward Boots

Wondrous item, rare (requires attunement)

These well-worn boots have an ever-changing arcane circle ingrained into their heels. While wearing the boots, you can use an action to speak their first command word to create an arcane circle, as per the *teleportation circle* spell, on the ground below you. The circle appears as a trail of dirt or similar muck from the bottom of the shoe, and is treated as a permanent one for the purposes of this spell. Speaking the first command word again destroys the first circle, magically cleaning the surface it was placed on, before creating a new one at your location.

You can speak the boots' second command word as an action while wearing them to cast the *teleportation circle* spell, except that this circle is only 5 feet in diameter. This circle's sigil sequence matches the one created by the first command word and links to its location. When it's created, the circle appears under your feet, centered on your location, and you immediately teleport through it. Only a circle created in this way can connect to the permanent one created by the boots' first command word. If the permanent circle is washed away or otherwise cleaned or destroyed before you speak the second command word, the spell fails and the circle isn't created.

Once you use the boots to teleport in this way, they can't do so again until 1d3 days have passed. In the meantime, you can still speak the boots' first command word.

Horatio's Impossible Ship in a Bottle

Wondrous item, rare

This sea-tumbled glass bottle has a miniature sailing ship assembled inside it. The bottle weighs 1 pound and is magically sealed with red wax. Despite there being no wind in the bottle, the vessel's sails seemingly billow and turn on their own.

You can speak the bottle's command word to cause the wax to come apart and open the bottle. When the open bottle is submerged in a large enough body of water, the ship inside it magically slips out, destroying the bottle, and becomes a sailing ship 50 feet long and 15 feet wide. A crew of 10 *unseen servants* remain on the ship at all times and can be commanded by you or any creature that is friendly to you while on board to adjust the ship's sails and direction. The ship's reduced size halves the vessel's normal creature and cargo capacity, but is otherwise treated as if it were a normal sailing ship.

If you keep a similarly sized glass bottle aboard the vessel, the ship and its unseen crew magically reduce in size and appear inside the newly sealed bottle when the ship is run aground. The bottle must have been submerged in the ocean for at least 10 years, and anything onboard the ship when it is resealed falls to the water or ground below.

Horn of the Wild Hunt

Wondrous item, very rare (requires attunement)

This large, spiraling warhorn has 3 charges and regains 1d3 expended charges daily at dawn. You can use an action to expend 1 charge and blow the horn, summoning a war elk as if you had cast the *find steed* spell. A war elk uses the same statistics as a giant elk with the following changes: its size is Large, it has AC 14 (hide barding), and has 37 hit points. The steed disappears if your attunement to the horn ends.

Alternatively, you can use an action to expend 1 of the horn's charges to speak its command word and then blow the horn. When you do, a spectral stampede of elk trample the area in a line 60 feet long and 15 feet wide that extends from you in a direction you choose. Each creature in the line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d10 force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

When you blow the horn, it emits a deep, rumbling tone that is audible 300 feet away.

Hour and Minute

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

These two magical weapons are bound by a powerful force. Despite there being two weapons, you only need to attune to one of them to use their properties. While holding one of the weapons, you can use an action to determine the distance and direction of the other paired weapon as long as you're on the same plane of existence.

If you attune to one of the weapons while another creature is attuned to the other, you are each aware of the other creature's attunement and must make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The creature that wins the contest remains attuned to the item, and for the next 24 hours, its attunement cannot be broken by another creature attempting to attune to the other weapon. The creature that loses the contest is no longer attuned to the weapon.

While holding both weapons in either hand, you gain several benefits:

- You gain a +1 bonus to attack and damage rolls made with these magic weapons.
- Your perception of time is slightly quickened: allowing you to dodge attacks that would have normally hit you. You gain a +1 bonus to AC.
- When you roll a 20 on an attack roll using *Hour* (the dagger) against a creature, that creature is subjected to the effect of the *slow* spell until the end of your next turn.
- When you roll a 20 on an attack roll using *Minute* (the shortsword), you gain the effect of the *haste* spell until the start of your next turn. When the effect ends, you don't suffer the normal effects of the spell ending.
- In addition, you can use an action to lay the two weapons down on the ground. When you do, they magically point north before spinning around to align and tell the current time. When they do, 12:00 is always facing north.

Hourglass of Slumber

Wondrous item, very rare

This ebony and gold hourglass is filled with nebulous clouds of dreamy smoke instead of sand. The hourglass can act as a 1-minute timer, allowing the smoke to filter from one chamber to the next for the duration.

The hourglass has 3 charges and regains 1d3 expended charges daily at dusk. While holding it, you can expend 1 or more of the glass's charges to turn it over and cast the *sleep* spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. This version of the spell has the following changes:

- The spell lasts until the hourglass's timer ends or is stopped, or until the hourglass is flipped again.
- Each time a sleeping creature takes damage, it must make a Constitution saving throw, waking up on a success. The DC is equal to 20 minus half the damage dealt (minimum DC 10). After 3 failed saves, a creature automatically wakes up.





Hydra Charm

Hushed Ring



Impact Plate

Hushed Ring

Ring, uncommon (requires attunement)

This ring creates an arcane field around you that prevents certain modes of communication. While wearing this ring, you cannot be spoken to telepathically by creatures other than the ones you choose.

In addition, while wearing this ring, you can use an action to speak this ring's command word to create an aura of silence around you. The aura affects creatures other than yourself within 10 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. For the duration, when a creature within the aura attempts to speak or utter the verbal components of a spell, it must make a DC 13 Wisdom saving throw. On a failed save, the creature is unable to speak or produce the verbal components of a spell until the start of its next turn, and any action, bonus action, or reaction it used to do so is wasted. This property of the ring can't be used again until the next dusk.

Hydra Charm

Wondrous item, very rare (requires attunement)

This golden talisman is made of five twisting hydra heads and hung from a simple gold chain. While wearing this talisman, you gain the following benefits:

- When you use your reaction to make an opportunity attack, you can make a second attack against that same target as part of that reaction.
- You can make an opportunity attack, even if you've already used your reaction.
- When you are forced to make a saving throw against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious, you can use your reaction to make the saving throw with advantage.
- When you take more than 25 damage from a single attack or effect, you can use your reaction to regain 10 hit points. If this damage would reduce you to 0 hit points but not kill you outright, you drop to 1 hit point instead and do not regain 10 hit points.
- When your head would be cut off by an effect, such as by a *vorpal sword*, you can use your reaction to negate the effect.

Once a benefit of the talisman has been used, that benefit can't be used again until you finish a long rest.

Hydra Flail

Weapon (flail), rare

This flail's spiked head is held in the jaws of a metal hydra figurehead. Whenever you score a critical hit with this weapon against a hostile creature, the weapon magically grows another spiked head. You gain a +2 bonus to damage rolls made with this magic weapon for each head the flail has (to a maximum of +6). After 1 hour, any head the flail grows in this way falls off and disappears.

Impact Plate

Armor (plate), very rare (requires attunement)

This resilient plate mail was made by dwarves but magically resizes to fit the wearer's stature. While wearing it, you have resistance to bludgeoning damage, and you don't take any falling damage when you fall no farther than 100 feet.

Indigo Stray's Conviction

Wondrous item, legendary (requires attunement)

This set of midnight-colored gloves effervesce with slow wisps of smoke, and were famously worn by a royal assassin who had been freed of their bindings.



At the hems are old, well-worn manacles that have been fastened to the gloves and magically clasp onto your forearms when worn. If you're missing any arms, hands, or fingers when you attune to the gloves, dark, smoky copies of the missing appendages magically rematerialize. The limbs are fully capable parts of your body and remain as long as you're attuned to the gloves.

While attuned to the gloves, you have darkvision out to a range of 60 feet. You can see normally in magical and nonmagical darkness within this range. If you already have darkvision, wearing the gloves increases its range by 60 feet, although you can only see within magical darkness within the first 60 feet of its range.

The gloves have 7 charges which are used for the following properties while wearing them. They regain all expended charges daily at dawn.

"Allow Me!" When an attacker that you can see within 15 feet of you deals damage to a friendly creature, you can use your reaction to expend 1 of the gloves' charges to immediately move up to 15 feet, and make one weapon attack against the attacker. On a hit, you have advantage on attack rolls against that target until the end of your next turn.

"By His Will!" You can use a bonus action to expend 3 of the gloves' charges to surround yourself with a dark, smoking aura of retribution. The aura extends from you in a 15-foot radius, creating an area of magical darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. When a hostile creature enters this darkness for the first time on a turn or starts its turn there, it takes 2d8 necrotic damage. If you roll an 8 on both of the damage dice for this effect, the creature becomes magically grappled by the aura's smoky tendrils. The creature remains grappled until it's no longer within the aura, or until it uses an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check (its choice), escaping the grapple on a success. The aura remains for 1 minute or until you die, are incapacitated, or end the effect early using a bonus action.

"The Price of Freedom!" When a creature that you can see within 30 feet of you takes damage, you can use your reaction to expend 2 of the gloves' charge to magically take that damage, instead of the creature taking it. Alternatively, if a creature that you can see within this range becomes blinded, deafened, paralyzed, petrified, or poisoned, you can use this reaction to suffer the effects of that condition instead of the target creature.

Flaw. The *Indigo Stray's conviction* compels its wearer to take swift, decisive action to prove themselves. While attuned to the gloves, you gain the following flaw: "I will do what I must to demonstrate my ability, and I won't stop until a job is done." In addition, if you are attuned to the bracers for 24 consecutive hours, your commitment to prove yourself drives you to obsession, and even minor acts of kindness compel you to feel heavily indebted. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you are already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to the *Violet King's promise* becomes your sovereign leader, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or the *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the gloves.

Infernal Chain

Weapon (flail), very rare (requires attunement)

This length of heavy chain has a weight at its end and is always warm to the touch. The chain is 10 feet long and weighs 10 pounds. When you attune to the chain, it magically coils up one of your arms (your choice) and secures itself in place. When you swing it, the chain

magically extends from you before returning to coil around your arm once again. You must use a hand in order to swing and use the chain.

When swung, the chain releases flames and billowing smoke. This magic weapon has the reach and heavy properties, and any target hit with it takes an extra 1d8 fire damage.

You can choose to use this chain instead of your normal reach when you grapple a target on your turn. While a target is grappled by the chain, you can't use the chain to make a weapon attack, but you can use a bonus action to pull the target 5 feet toward you. At the start of each of its turns, a creature grappled by the chain takes 2d8 fire damage. A creature grappled by the chain doesn't have its speed reduced as a result of the grapple, but it can't move farther than 10 feet away from you until the grapple ends.

Curse. This chain is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unable to remove the chain from your arm, and at the start of each of your turns while a celestial is within 30 feet of you (that you are aware of), you must succeed on a DC 16 Wisdom saving throw or be compelled to use your action to attack the nearest celestial. In addition, while cursed, you gain the following flaw: "I delight in exploiting my enemy's flaws and fears to make them suffer."

Inker's Armband

Wondrous item, common

This brushed metal bracelet is lined with a magical black ink. The ink only stains skin and slides harmlessly off of clothing. While wearing the bracelet, you can use a bonus action to cause magical tattoos to appear on the arm that's wearing it. The tattoos remain until you remove the bracelet or use a bonus action to end the effect or change their appearance. These tattoos can either be still or magically animated in a slow loop that repeats every 6 seconds. Regardless of the tattoo, the armband only produces black ink.

Insatiable Tome

Wondrous item, rare

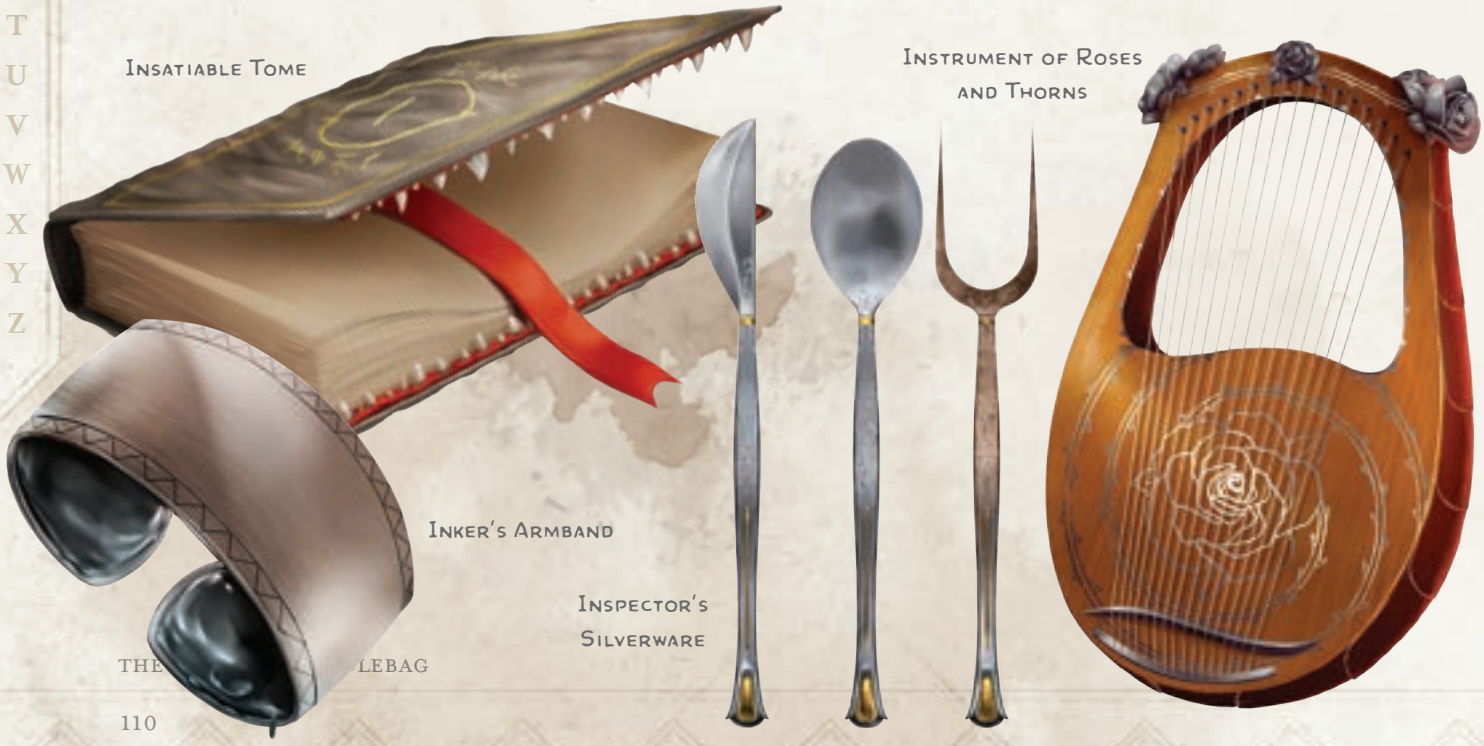
This large, ragged tome weighs 12 pounds and has up to one thousand blank vellum pages inside it. The tome is magical and devours any smaller nonmagical book or document placed next to it with rows of hidden teeth over the course of 1 minute. After the tome has eaten a book, you can use an action to speak the tome's command word, followed by the name of a book or document it's eaten, to cause the previously destroyed contents to appear on the blank pages of the book. The contents are magically printed on the tome's pages in the same language or cipher they were originally written in and remain until you speak the tome's command word again to erase them or replace them with another document's contents.

The tome dislikes the taste of magic. Any swallowed pages containing spells, magical sigils, or arcane scrolls are harmlessly spat back out by the tome. However, any notes, spells, or magical sigils that are written in the tome (instead of having been eaten by it) can be recalled if they're either dated, labeled, or titled. Written commentary, notes, and other such addenda to documents within the tome are saved by it and appear whenever the document is recalled again.

Inspector's Silverware

Wondrous item, common

This array of polished magic silverware typically comes in sets of three pieces of cutlery: a knife, a spoon, and a fork. Each piece of cutlery has 1 charge. When a piece of cutlery that has a charge comes into contact with a food or drink that's poisonous (either naturally or magically), it loses its charge and immediately begins to tarnish and corrode. A piece of tarnished cutlery regains its expended charge and becomes polished again when a creature holding it is targeted by a *lesser restoration* spell or similar magic. If a creature is holding multiple pieces of this cutlery when targeted by the spell, only one of them regains an expended charge.



Instrument of Roses and Thorns

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

This string instrument is ornamented with rose and thorn designs. Whenever you use this instrument to give a Bardic Inspiration die to a creature, you can also choose to force another creature within 60 feet of you that can hear you to make a Charisma saving throw against your spell save DC. On a failed save, the creature gains an Enervation die, which remains for 1 minute or until it's rolled. When a creature with one or more Enervation dice that you can see makes an ability check or attack roll, you can use your reaction to roll any number of its Enervation dice, which are the same as your Bardic Inspiration dice, and subtract the result from the total of the roll. The Enervation dice are then lost. You can wait to use this reaction until after the creature rolls the d20, but must decide before the GM says whether the roll succeeds or fails. If the total of the roll is reduced to 0 or lower as a result of the Enervation die, the creature also takes 6d6 necrotic damage.

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 16 Constitution saving throw or take 2d6 necrotic damage.

Ironleaf Impaler

Weapon (javelin or spear), rare (requires attunement)

This wooden weapon is sprouted from a roughly fist-sized seed that's still attached to its base. A large, red thorn creates the weapon's pointed tip. Dense, thorny vines coil around the top and bottom of the haft, with small, glowing splits appearing in the wood beneath them. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, this weapon has 5 charges and regains all expended charges daily at dawn. When you make a ranged attack with the weapon, you can choose to expend 1 of its charges. Hit or miss, the weapon explodes into thorny shrapnel after it reaches the target. The target and each creature within 10 feet of it must make a DC 15 Dexterity saving throw. A creatures takes 1d8 piercing damage on a failed save, or half as much damage on a successful one. If the target was hit by the attack, it automatically fails the saving throw. Immediately after the weapon explodes, the seed reappears at your location and regrows the weapon into your hand.

Jo'Catian Denier

Weapon (longsword, scimitar, or shortsword), uncommon (requires attunement by a creature of neutral alignment)

This magic weapon comes from a clan of sentient wurms that debilitate their foes with strange magic. This sword has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a creature with the sword, you can expend 1 of its charges as part of the attack to force that creature to make a DC 13 saving throw of your choice. On a failed save, a creature is subjected to an effect based on the kind of saving throw it made:

- **Strength.** The creature gains a –2 penalty to attack rolls until the end of its next turn.
- **Dexterity.** The creature's movement speed is halved until the end of its next turn.
- **Constitution.** If the creature is Large or smaller, it loses its balance and is pushed 15 feet away from you.
- **Intelligence.** The creature has disadvantage on the next spell attack it makes within 1 minute.
- **Wisdom.** The creature becomes slightly sluggish and can't take reactions until the end of its next turn.
- **Charisma.** The creature has disadvantage on attacks against creatures other than you until the end of its next turn.

Wiggling Charges. While you're attuned to this weapon as well as the *Jo'Catian rebuker*, you can use charges from either item to fuel this weapon's properties.

Jo'Catian Rebuker

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

This magic shield is forged by a mysterious group of sentient wurms whose work is prized for its craftiness. This shield has 3 charges and regains 1d3 expended charges daily at dawn. When you take damage from a creature you can see within 30 feet of you and are holding the shield, you can expend 1 of its charges as a reaction to reduce the damage you take by 1d6. When you do, you can also choose an ability. Until the end of its next turn, that creature magically has disadvantage on the next saving throw it makes of the chosen ability.

Once a creature has been affected by this property, it can't be affected by it again for 1 minute.

Wiggling Charges. While you're attuned to this shield as well as the *Jo'Catian denier*, you can use charges from either item to fuel this shield's properties.





Kestra's Bent Spoon

Wondrous item, uncommon

This silver spoon once belonged to a mystic with an unending appetite. It has three runes etched into the metal that perform various magical functions.

- *Ulm*, in the bowl of the spoon, enhances the flavor of any soup or similarly spoonable dish by drawing out the more nuanced flavors that are often overlooked.
- *Tox*, on the back of the spoon's head, causes the spoon to tarnish and dim when touched by a poison. The spoon remains this way until the next dawn, when its normal luster magically reappears.
- *Seera*, on the handle, strengthens the power of certain psychic effects. While the spoon is on your person and you roll psychic damage, you can focus your attention on the spoon (no action required) to deal maximum damage on one of the damage dice. Once this rune has been used, it can't be used again until the next dawn.

Ki Blade

Weapon (shortsword), very rare (requires attunement by a monk)

This gently curved blade resonates with the force of your ki. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and while you're attuned to it, your ki point maximum increases by 2.

When you use your Deflect Missiles feature and are holding the *ki blade*, you can choose to use the weapon to attack the missile instead of capturing it. If you do, the damage you take from the ranged attack is reduced by an extra 1d10. If you reduce the damage to 0, the missile is destroyed unless it was magical, in which case it clatters to the ground at your feet. Once you use this property, you can spend 1 ki point to use your Deflect Missiles feature again on the same turn, potentially destroying multiple missiles from the same attacker.

Kinetic Bowstring

Wondrous item, rare

This magic bowstring can be used to string a nonmagical bow or crossbow, turning any attack made with it into a magical one. A *kinetic bowstring* magically amplifies some of the stored kinetic force that it releases when it fires an arrow or bolt. The first ranged attack you make on each of your turns using a weapon strung with this item has twice its normal range, and on a hit, the attack deals one extra die of its damage.

Kraken Band

Wondrous item, very rare (requires attunement)

This metal sculpture of a tentacle coils around your arm as part of attuning to it. While you're attuned to the band, it can't be removed against your will, and you can magically transform the arm wearing it into a lashing tentacle as part of your attacks. When you take the Attack action, you can use your bonus action to make an unarmed strike using this tentacle, which has a reach of 15 feet. On a hit, the tentacle deals an extra 1d6 acid damage. When you attempt to grapple a creature on your turn as part of the Attack action, you can use the tentacle to target a creature within 15 feet of you that you can see, instead of within your normal reach. On a successful grapple, the creature takes 1d6 acid damage and is pulled up to 10 feet in a straight line toward you.



The call of the sea can be an emotional one for some. It pulls you towards its gentle tides and salt-sprayed air like a siren. For others, the ocean simply reaches out a tentacle and pulls you in.

Lady Phantasma's Material Anchor

Wondrous item, very rare

This small and rusted anchor charm is bound to a famous, lost ship: the *Lady Phantasma*. This ship and its crew was lost to the Ethereal Plane centuries ago, cursed to remain there for all eternity as punishment for stealing a powerful sea hag's treasured relic. However, this small charm can act as the ship's sole remaining tether to the Material Plane.

As an action, you can call out to the ship while holding the charm aloft. If you're within 30 feet of a body of water on the Material Plane, a full-sized anchor appears on the ground in an unoccupied space within 5 feet of the water. A wispy, green chain appears on the anchor that extends into nothingness for 1 minute. At the end of the minute, the *Lady Phantasma* emerges from the Ethereal Plane, pulled by the anchor's chain, and comes to rest in the water nearby. The ship is a longship 70 feet long and 20 feet wide. It's piloted by thirty-four crewmembers and five officers, all of whom are long-dead, ghostly remains of their former selves. They are formless and harmless, but are nevertheless visible and friendly to you and your companions. They can interact with the rigging, sails, and other equipment on the ship, but nothing else while they remain on the Material Plane. While the ship remains, you are considered the captain of the vessel while the charm is on your person.

At dawn, the ship's crew is shunted back to the Ethereal Plane, leaving the ship behind, until the following dusk when they reappear on the vessel once more. The ship's anchor is immovable while the crew is on the Ethereal Plane, holding the ship in place until they return each night. While the ship can move, it moves at a speed of 10 miles per hour, even when there isn't any wind.

If the charm is removed from the *Lady Phantasma* for 24 hours, the ship and its crew vanish and return to the Ethereal Plane until they're summoned again. You can speak the charm's command phrase "Until the tides call once more," to cause the ship and crew to return to the Ethereal Plane early. Any objects on the ship other than what was there when it came from the Ethereal Plane are dropped into the water below the ship when it disappears. If the ship is destroyed while on the Material Plane, the charm is destroyed and turns to flecks of nonmagical rust.

Lamian Facestealer

Weapon (dagger), rare (requires attunement)

This dagger once belonged to an infamous lamian assassin and features a sculpted metal face at the base of the blade. When you attune to this weapon, the metal face magically changes to match your appearance. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The dagger has 3 charges and regains 1d3 expended charges daily at dusk. When you hit a humanoid with this weapon, you can expend 1 of its charges to immediately recreate the effect of the *disguise self* spell (save DC 15), taking on the appearance of the target. When you do, the dagger's metal face changes to match the appearance. This version of the spell allows you to seem up to 3 feet shorter or taller when taking on the target's appearance.

When you take on a creature's appearance in this way, that creature must make a DC 15 Wisdom saving throw. On a failed save, that creature has disadvantage on Wisdom saving throws and all ability checks as long as it can see you while you share its appearance in this way.

Lash of the Spelldrinker

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

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to this whip, you are considered proficient with it and can use it as a spellcasting focus. In addition, you can use your spellcasting ability modifier for any attack or damage roll made with it, instead of Strength or Dexterity.

When a hostile creature within the whip's reach casts a spell, you can use your reaction to make a weapon attack against that creature with the whip. On a hit, the target must make a saving throw using its spellcasting ability against your spell save DC. On a failed save, you learn the level of the creature's highest remaining spell slot, and the creature takes extra force damage equal to that number.

When a creature takes force damage from the whip in this way, you can choose to recover an expended spell slot of a level equal to or less than the force damage dealt, up to 3rd level. Once the whip has been used to recover a spell slot in this way, it can't do so again until the next dusk.

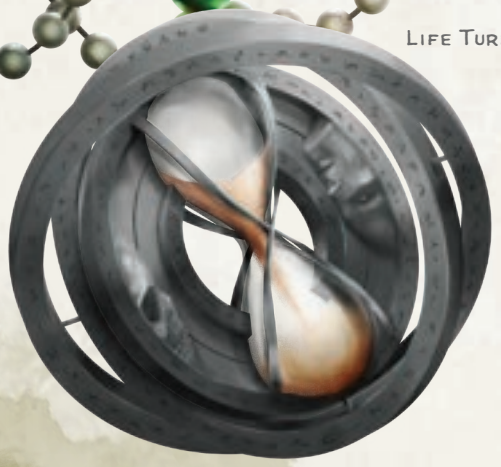




Leatherbeard



Life Tether Ankh



Life Turner



Life's Flower Restorative

Leatherbeard

Wondrous item, common

This leather mask sits over your mouth and chin and can be worn or removed using an action. While wearing the mask, you grow an illusory beard. You choose the color and style of the beard each time you wear the mask. The beard can be up to 2 feet long. A DC 10 Intelligence (Investigation) check reveals the beard is an illusion.

For every 7 consecutive days that pass in which you do not remove the mask, there is a cumulative 25 percent chance that the beard becomes real. When it does, the mask is destroyed. The real beard doesn't continue to grow unless you can already naturally grow a beard.

Life Tether Ankh

Wondrous item, uncommon

While wearing this necklace, you can choose to succeed on a death saving throw you would have otherwise failed (no action required). Once the ankh has been used to succeed on a death saving throw, it shatters and is destroyed.

If you use the ankh when you would normally suffer two failed death saving throws, you instead gain one success and one failure. If this would cause you to have 3 successful death saving throws as well as 3 failed ones, roll a final death saving throw. On a success, you stabilize. On a failure, you die.

Life Turner

Wondrous item, legendary

This tiny, spinning hourglass has six seconds' worth of sand inside it and can be easily held or worn as a pendant. When a creature that you can see within 120 feet of you dies, you can use your reaction to speak the hourglass's command word and spin it, allowing you to immediately take an extra turn, interrupting the current turn. At the end of your turn, the dead creature returns to life with a number of hit points equal to your current hit point total (up to its hit point maximum), and you die. If the dead creature was prone, it can immediately stand up (no action required). Once this property has been used, it can't be used again until 1 year has passed.

When you die as a result of using the hourglass, your body is enchanted by protective magic for 3 hours. During this time, if a spell, such as *raise dead*, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you. In addition, while you're protected by this magic, you are also under the effect of the *gentle repose* spell.

Life's Flower Restorative

Wondrous item, rare (requires attunement by a creature missing a hand, arm, or leg)

This vital branch pulses with life and resembles a crude limb. To attune to this item, you must attach it to the end of your missing arm or leg, at which point the branch magically forms an elegant copy of the appendage it's replacing. This prosthetic is a fully capable part of your

body and can't be removed against your will as long as you're attuned to it.

The prosthetic branch has 10 flowers and regrows 1d6 + 4 missing flowers daily at dawn. While attached, the branch provides these benefits:

- When you regain hit points as part of a spell or magical effect, you can choose to expend any number of flowers to regain an extra 5 hit points for each flower spent. This property can restore you to no more than half of your hit point maximum.
- If you start your turn with 0 hit points while the prosthetic has 3 or more remaining flowers, you can choose to expend 3 flowers to regain 5 hit points. This property can't be used again until the next dawn.

Light Sling

Weapon (sling), common

As an action, you can speak this magic sling's command word and hurl a tiny ball of light at a point or target you can see within 30 feet of you. The ball of light sheds bright light in a 20-foot radius and dim light for an additional 20 feet. On a hit, the ball deals no damage and sticks to the target for up to 1 minute, until the sling is used to hurl another ball of light, or until a creature within reach of the light uses its action to snuff it out (as if snuffing out a candle). If the target is an unwilling creature or an object being worn or carried by one, the creature must also make a DC 10 Dexterity saving throw. On a failed save, the ball sticks to the target for the duration. On a successful save, the ball of light winks out.

Lightning Khopesh

Weapon (scimitar), rare

This bolt-like blade crackles with electric energy. When you hit with an attack using this magic weapon, the target takes an extra 1d6 lightning damage. In addition, the first time you have advantage on an attack roll and miss using this weapon on each of your turns, the target takes 1d6 lightning damage as stray sparks leap from the blade to shock the target.

Lightscreen Hover Boots

Wondrous item, rare (requires attunement)

These hefty boots are miraculously light to walk in. As a bonus action, you can click your heels together while wearing the boots to hover 1 foot off the floor. You can move as normal while hovering in this way using your walking speed, skating above the ground on a plume of blue light. The light sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

As an action, you can speak the boots' command word to cause their light to shine brighter, emitting bright light in a 40-foot radius and dim light for another 40 feet until the end of your turn. As part of this action, you can immediately move up to your walking speed across any horizontal or vertical surface, including walls or upside down along ceilings. This movement doesn't provoke opportunity attacks and leaves a trail of blue light behind you. At the end of this movement, the trail of light solidifies, becoming a radiant blue wall that extends perpendicularly from the surface on which you moved, excluding your current space. The wall is translucent, 1/4 inch thick, and up to 10 feet tall. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however.

The wall lasts until the start of your next turn. Once you use this property, it can't be used again for 1d4 hours.





Lightseer's Gaze

Wondrous item, legendary (requires attunement by a monk)

This flourished mask obscures your eyes and magically stays in place while worn. It once belonged to a wise spiritual leader whose name has been lost to time, but was said to have eschewed personal belongings. While wearing the mask and attuned to it, you gain the following benefits:

- You have blindsight out to a range of 120 feet, and truesight out to a range of 60 feet. You are blind beyond this radius. Despite being blind, you can still see the moon, stars, and sun when they're in the sky above you.
- Your Wisdom score changes to 21. This property has no effect on you if your Wisdom is already 21 or higher without the mask.
- You have advantage on Wisdom (Insight) checks.
- You can spend 3 ki points as an action to cast the *spirit guardians* spell (save DC 16).
- You can use an action to spend 2 ki points to cast the *calm emotions* spell (save DC 16). Alternatively, if you speak to a hostile creature for 1 minute, it must succeed on a DC 20 Charisma saving throw or become indifferent about creatures of your choice that it is hostile toward, as if affected by the *calm emotions* spell (no concentration required). If a creature succeeds on the saving throw in this way, it's immune to the effects of this property for 24 hours.

Curse. This item is cursed, and attuning to it extends that curse to you. You can't remove the mask while cursed in this way. You remain cursed until it's ended by a *wish* spell or similar magic. When you become cursed, your name remains known to only you but becomes lost to the rest of the universe, at the GM's discretion. You must choose a new name. This new name replaces every instance of your lost name throughout history, and becomes the only known name for you among all creatures who once knew your lost name. While cursed, you take 5d10 psychic damage whenever you attempt to speak, write, or otherwise share or communicate your lost name. Regardless of how you attempt to share the lost name, it always comes across as your new one.

Locket of the Stolen Heart

Wondrous item, uncommon (requires attunement)

The portrait inside this tiny golden locket transforms to depict the creature you love most (living or dead) once you attune to it. The love can be familial, romantic, or otherwise devotional. If your feelings change and you fall in love with a different creature while wearing the locket, the portrait transforms again to reflect your current feelings. While wearing the locket, you're immune to being charmed.

Curse. This locket is cursed, and if the creature you love most is dead while you're attuned to it, the curse is extended to you. Even if the attunement ends or the target of your love changes, the curse remains. While cursed, your dreams are riddled with forlorn whispers and memories from your lost love. If you die while cursed in this way, you must also make a DC 13 Wisdom saving throw whenever you're targeted by a spell or other effect that returns you to life. On a failed save, your soul is lost forever as it joins the soul of your lost love.

You remain cursed until you're targeted by the *greater restoration* or *remove curse* spell, if the creature you love is restored to life, or if a creature casts the *dream* spell and enters your dreams to dissolve the locket's illusions.

Luckleaf

Wondrous item, uncommon

This plant is commonly thought to be a special kind of clover. However, a *luckleaf* is a separate, magical species that grows in random locations across the Material Plane and has 5 leaves. While a *luckleaf* is on your person, you can choose to expend any number of its leaves (no action required). When you do so, you gain a +1 bonus or take a –1 penalty to any roll you make for each expended leaf. This bonus or penalty can't change the total result beyond the highest or lowest number possible for the die you rolled. You can wait to use this property until after seeing the total of the roll, but before the GM determines the outcome of it. An expended leaf withers and turns to dust. When the last leaf is expended, the plant becomes a nonmagical stem.



Luna Moth Cape

Wondrous item, uncommon (requires attunement)

This beautiful elven cape is fashioned after the wings of a luna moth. While wearing the cape, you can move an extra 10 feet when you take the Dash action.

In addition, while wearing this cape, you can speak its command word as a bonus action when you jump to cause it to unfurl and flap downwards, sending you 10 feet into the air when you reach the height of your jump. This property can't be used again until you land on solid ground.

Lupine Mask

Wondrous item, uncommon

While wearing this dark ceramic mask, you have advantage on Wisdom (Perception) checks relying on hearing and smell, as well as on Wisdom (Animal Handling) checks made to interact with dogs and dog-like beasts, such as foxes, jackals, and wolves.

Mace of the Priest

Weapon (mace), rare (requires attunement by a cleric)

This magic mace is carried by priests and is a symbol of their devotion to ridding the world of evil. While holding it, you can use a bonus action to adjust its telescoping haft, changing it from a mace to a quarterstaff, and vice versa. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The weapon has 4 charges and regains 1d4 expended charges daily at dawn. While holding it, you can use an action to expend 1 of its charges to cast either *cure wounds* (3rd-level version) or *dispel magic* from it, using your spellcasting ability modifier.

Alternatively, you can use an action to speak the weapon's command word to cast the *heal* spell from it. When you do, the weapon releases a flash of light and is destroyed.





Mace of the Pumpkin King

Weapon (mace), uncommon

This magic mace is actually an enchanted pumpkin whose stem is used as a handle. Its orange exterior is carved into a frightening visage with a toothy maw and unforgiving eyes. Between dusk and dawn, the pumpkin is lit from within with a magical flame that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the flame is lit, targets hit by the mace take an extra 1d4 fire damage, and when you roll a 20 on an attack roll with the flaming weapon, the target must succeed on a DC 13 Wisdom saving throw or be frightened of you until the start of your next turn.

Mage Eater Scythe

Weapon (glaive), legendary (requires attunement)

This dark metal scythe bears a fiendish grin along its blade. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the scythe, you have advantage on saving throws against spells and other magical effects.

When you hit a creature with an attack using this scythe, you can spend 2 or more Hit Dice (maximum 4) to deal extra necrotic damage, in addition to the weapon's damage. The extra damage is 1d6 for each Hit Die you spend. If the creature has cast a spell since the end of your last turn, the extra damage dice become d10s, instead of d6s, and that creature loses a total number of spell slot levels equal to the number of Hit Dice you spend. Starting with the highest spell slot level that creature has (up to 4th), subtract each slot level from the total, if possible, before moving on to the next remaining spell slot level.

Alternatively, while holding the scythe, you can use an action to spend 5 Hit Dice to create a magical barrier around yourself. While the barrier exists, you can't be affected or detected by spells of 5th level or lower unless you choose to be, and friendly creatures within 10 feet of you have advantage of saving throws against spells and other magical effects. The barrier remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute, or until you drop or stow the scythe.

Magebane Poison

Potion, very rare

This dark, bubbling poison is made from a rakshasa's magic-immune blood and tastes sweet and syrupy, despite its gruesome appearance. Each bottle contains one dose of the poison. A creature that ingests this poison must make a DC 19 Constitution saving throw. On a failed save, a creature takes 4d6 poison damage and is poisoned for 1 hour. If the poisoned creature is a spellcaster, it takes an additional 4d6 psychic damage and can't cast cantrips until this poison ends. In addition, a poisoned spellcaster can only cast spells of 1st level or higher by using a spell slot at least 4 levels higher than the desired slot level, without the added benefits of using the higher spell slot level. For example, a poisoned spellcaster can cast the 2nd-level version of *magic missile* using a 6th-level spell slot. On a successful save, a creature takes half as much poison and psychic damage and isn't poisoned.

Magentan Sun-Saw

Weapon (scimitar), rarity varies (requires attunement)

The typical *magentan sun-saw*, an uncommon item, is a falchion with a curved metal guard that protects your hand. The sword has 7 charges and regains 1d6 + 1 expended charges daily at dawn.

When you hit a target with this magic sword, you can expend 1 of its charges as part of the attack to reach your fingers around the weapon's curved guard and pull it like a trigger. When you do, a line of whirring blades of light springs from the weapon's edge and rips around the length of the sword, rending and tearing into the target to deal an extra 1d6 radiant damage to it. The light is a vibrant magenta.

The following *magentan sun-saw* is a very rare variant with more powerful properties. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when you expend 1 of the weapon's charges when you hit with an attack, the light is sunlight (albeit still magenta in color) and deals an extra 2d6 radiant damage to the target, instead of 1d6. If the target has the Sunlight Sensitivity or Sunlight Hypersensitivity trait, such as a drow or vampire, it's considered to be in sunlight until the end of its next turn.

Mageplate Ring

Ring, rare (requires attunement)

This thin iron ring has a helm-like visor at its top. The ring has 3 charges and regains all expended charges daily at dawn. While wearing this ring, you can use a bonus action to expend 1 or more charges from it to become magically protected by an illusory set of spectral armor. For 1 charge, your base AC becomes 16 (your Dexterity modifier doesn't affect this number). You can increase this base AC by 1 for each additional charge you expend. The illusory armor lasts for 1 minute and sheds bright light in a 20-foot radius and dim light for another 20 feet for the duration.

Mageplate Ring



Magnificent Pocket Vanity

Wondrous item, common

This palm-sized brass device contains enough magical makeup for 3 uses. A creature holding the vanity can use an action to expend 1 of its uses to apply the makeup to itself or another willing creature within reach, at which point the creature's appearance magically changes to one of the following forms, as if by the *disguise self* spell (save DC 13). This version of the spell can visually alter a creature's height by up to 5 feet, although the creature's size does not change, and you roll on the table below to determine which random appearance the creature assumes:

d6	Random Appearance
1	A hunched-over elderly gnomish woman with graying hair, missing teeth, and wearing a ragged, faded dress.
2	An intimidating half-orc man with deep green skin, black hair pulled back in a bun, and battle-worn hide armor.
3	A regal and androgynous elf with a tan complexion and golden hair wearing fine leathers and a shimmering cape of red and silver.
4	A dust-covered human boy of no more than 13 years with messy blonde hair wearing a flimsy cap and half-torn overalls.
5	A strikingly red tiefling woman with white hair wearing silver plate armor and wielding a polished longsword.
6	A bald, dwarven man with a peg leg and scar-covered face wearing the garb of a well-traveled sailor.

When the last use of the makeup has been used, the vanity and its makeup become nonmagical.

Mandible Bident

Weapon (trident), uncommon (requires attunement)

This chitinous, two-pronged weapon still shudders with predatory instinct, magically biting down on creatures it hits. Once on each of your turns when you hit a Medium or smaller creature with this magic bident with a melee attack, you can force that creature to make a DC 13 Strength or Dexterity saving throw (its choice). On a failed save, the creature is grappled by you and is held in place by the weapon. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach from this grapple on a success. You can't use the weapon to attack another target while it's grappling a creature in this way, but you can choose to deal 1d8 bludgeoning damage to the grappled creature automatically in place of any attack you'd make with it as part of the Attack action, as the weapon's pincers clamp down tightly around the target.

You can release a creature from the bident's grapple on your turn (no action required). The weapon releases a creature from its grasp early if you let go of the weapon or are incapacitated.


Mandible
Bident
Magnificent
Pocket Vanity
Magebane
Poison
Magentan Sun-Saw



Mantle of Security

Wondrous item, rare (requires attunement)

This soft cloak was once a child's beloved blanket and has been miraculously enchanted by their hopes and dreams. While worn as a cloak, you can't be frightened, and magic can't put you to sleep. When unclasped, it can still be used as a warm blanket. When used as a blanket while sleeping or over the course of a short or long rest, you can't be unwillingly targeted by the *dream* spell, you gain a +3 bonus to your passive Wisdom (Perception) score, and you can't be surprised as a result of being unconscious. Regardless of how the cloak is used, you can tolerate temperatures as low as −50 degrees Fahrenheit without any additional protection.

Marlin Lunger

Weapon (rapier), uncommon (requires attunement)

This rapier allows you to sail through the water to pierce your foes. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you don't suffer the negative effects of underwater fighting when you make an attack with it. Once on each of your turns when you attack with this rapier while underwater, you can glide up to 15 feet through the water, as part of that action, immediately before or after the attack.

Masks of the Sacred Beasts

Wondrous item, rarity varies (requires attunement)

These dark ceramic and gold masks are fashioned after animals that are sacred in certain cultures. Each mask's appearance and properties are based on the sacred beast it represents. While attuned to a mask, you can end your attunement to it and attune to a different one over the course of 1 minute, instead of over the course of one or more short rests.

Crocodile (Common). While wearing a crocodile mask, you gain a swimming speed of 30 feet and can hold your breath for up to 10 minutes at a time.

Lion (Uncommon). While wearing a lion mask, you have advantage on Wisdom (Perception) checks that rely on smell. In addition, your nails extend into claws, turning your unarmed strikes with your hands into magic weapons that deal slashing damage with a damage die of 1d6.

Hawk (Rare). While wearing a hawk mask, you have advantage on Wisdom (Perception) checks that rely on sight, and attacking at long range doesn't impose disadvantage on your ranged attack rolls. In addition, you can cast the *feather fall* spell at will, targeting only yourself.

Mule (Very Rare). While wearing a mule mask, your Strength score increases by 2, to a maximum of 20, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, and you have advantage on Strength and Dexterity ability checks and saving throws against being knocked prone. In addition, when you hit a Large or smaller creature with a melee weapon attack, you can use a bonus action to force that creature to make a DC 16 Strength or Dexterity saving throw (its choice). On a failed save, the creature is knocked prone.

Jackal (Legendary). While wearing a jackal mask, you have advantage on Wisdom (Perception) checks and immunity to necrotic damage.

In addition, you can use an action to fire a beam of deathly green magic from your forehead at a creature you can see within 60 feet of you. The creature must make a DC 17 Constitution saving throw, taking 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. Once this property of the mask has been used, it can't be used again until the next dusk.

A humanoid killed by this necrotic damage rises at the start of your next turn as a mummy under your control. The mummy acts on its own initiative count. On your turn, you can mentally command the mummy if it is within 120 feet of you and you aren't incapacitated (no action required). You decide what action the mummy

takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

The mummy remains until you dismiss it as a bonus action, until it's reduced to 0 hit points, or until you are no longer attuned to any *mask of the sacred beast*, causing it to turn to dust. You can only create and control one mummy at a time in this way.

Matron's Mug

Wondrous item, very rare

This rustic stoneware mug is warm to the touch and exudes a feeling of comfort while held. You can speak its command word as an action to cause it to fill with a rich, creamy drink that tastes like chocolate. When you drink this beverage, it fills you with a rejuvenating and magical vigor that builds over the course of 1 minute. At the end of this minute, you can choose to recover one expended spell slot by spending a number of Hit Dice equal to the spell slot's level, up to a maximum of 5. Once the mug has created this beverage, it can't create it again until the next dawn.

Medusan Lavalier

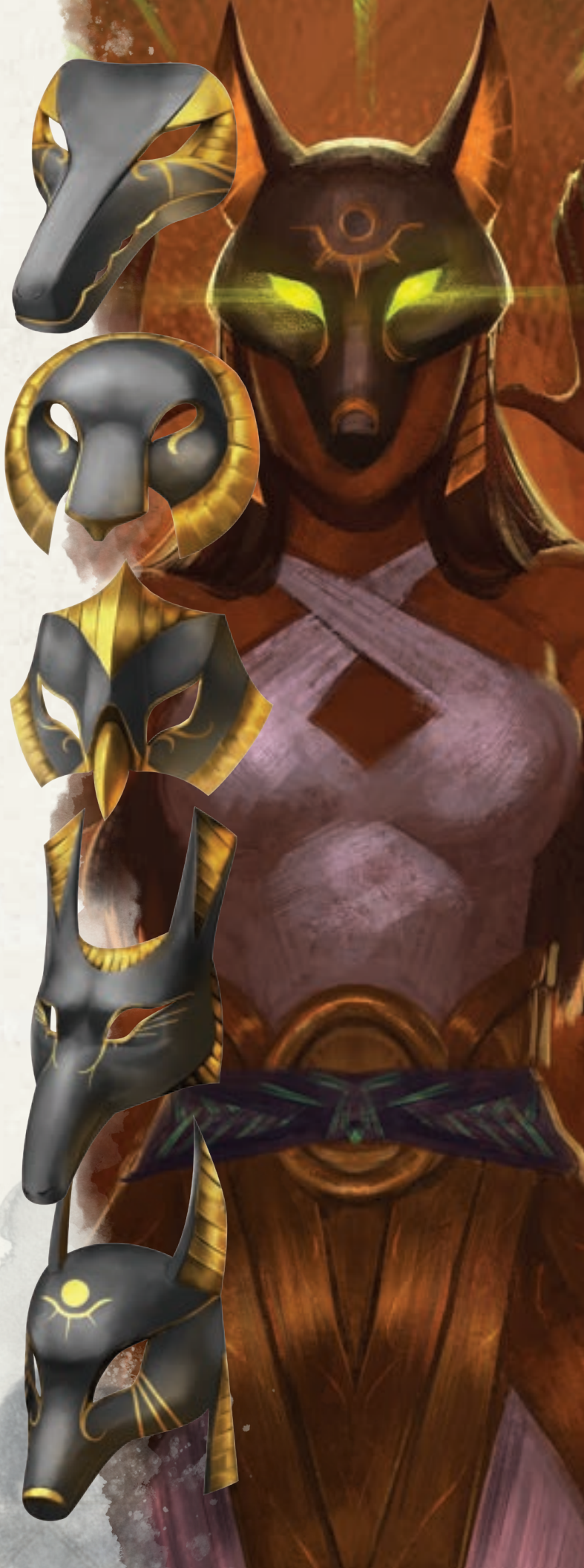
Wondrous item, rare

This pair of metallic snakes forms a twisting necklace that hangs around your neck. It coils and moves almost imperceptibly, keeping latched together at the nape of your neck where the snakes' tails intertwine. You can wear or remove the necklace using an action. While wearing this necklace, you can't become petrified or otherwise turned to stone against your will. If you are already petrified or turning to stone when you wear the necklace, the effect is suppressed until you remove it, provided that its duration has not expired in the meantime.

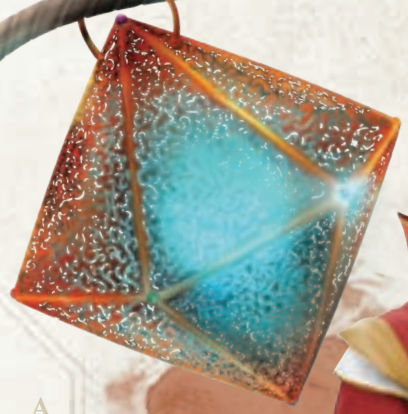
Medusan Signet

Ring, uncommon (requires attunement)

When you are reduced to 0 hit points but not killed outright while wearing this ring, you don't fall prone but are immediately turned to stone and are petrified. You remain petrified until you die or are targeted by the greater restoration spell, or until you regain any number of hit points, regaining consciousness and returning to your normal form when you do. While petrified in this way, you don't make death saving throws at the start of each of your turns, although you still suffer failures if you take damage. In addition, critical hits against you while petrified become normal hits, as your stone form offers some protection. When you regain consciousness, you also gain 2d6 + 3 temporary hit points that last for 1 minute as the stone form's lingering protection slowly fades. Once this property has been used 3 times, the ring turns to dust and is destroyed.



Masks of the Sacred Beasts



Meta Medallion



Meta Mantle

Medzo's Crossbow

Weapon (crossbow, hand), rare

This crossbow once belonged to a savage gambler. Scoring a critical hit with this magic weapon doesn't double the weapon's damage dice, and when you roll a 1 on an attack roll made with it, the weapon jams and can't be used again until the end of your next turn.

A target hit with a ranged attack from this crossbow takes 3d4 piercing damage, instead of its normal damage. When you hit with an attack using this weapon and roll three of the same number on its damage dice, use the matching number to determine what effect occurs using the table below. When this happens, the target takes an extra 1d6 piercing damage.

Matching Number	Effect
1	You can reroll one of the weapon's damage dice, even if it was a matching number. You must use the new roll.
2	The next attack roll made against the target before the end of your next turn has advantage.
3	The target has disadvantage on attack rolls it makes until the end of your next turn.
4	If the target is a hostile creature, 30gp magically appears at your feet.

Meta Mantle

Wondrous item, legendary (requires attunement by a sorcerer)

This short scarlet robe's interior and sleeves hold hundreds of arcane runes that have been embroidered with platinum thread. While wearing the robes, you can change your known Metamagic options whenever you finish a long rest. In addition, you gain the following three Metamagic options to choose from.

Delayed Spell. When you take the Ready action to ready a spell that targets a point within its range, you can spend 3 sorcery points to choose a point you can see within that spell's range. Readying this spell doesn't require concentration, can be released as a reaction within 1 minute, and when the spell is released, it targets the chosen point (even if you can no longer see it) and is cast as though you were in the same space as when you took the Ready action. A spell readied in this way fades and has no effect if it's not released within 1 minute. You can only have one spell readied at a time in this way.

Emergency Spell. When a creature hits you with an attack or you take damage, you can use your reaction and spend 6 sorcery points to cast a spell that has a casting time of 1 action or bonus action.

Expanded Spell. When you cast a spell that affects an area such as a line, cone, or sphere, you can spend 2 sorcery points to increase its area of affect. A line's length increases by 15 feet, a cone's size increases by 5 feet, a cube's size increases by 5 feet on a side, a sphere's radius increases by 5 feet, and a cylinder's diameter or height increases by 5 feet or 10 feet, respectively (your choice).

Meta Medallion

Wondrous item, rare (requires attunement by a sorcerer)

This small medallion is 1 inch tall and made of a strange metal that contains a mote of pure magic. While wearing the medallion, your understanding of Metamagic expands, granting you one additional Metamagic option of your choice. As long as you continue to wear the medallion, you can change this option when you finish a long rest.



Medzo's Crossbow

Mimicloak

Wondrous item, uncommon

This strange cloak is made using the enchanted remains of a young mimic. While wearing it, you can use a bonus action to speak its command word to change the style, color, and apparent quality of the cloak. The garment's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak with these properties.

While wearing this cloak, you have advantage on ability checks made to escape from a grapple. Whenever you make an ability check to escape a grapple or free yourself from restraints, the creature or object holding you takes 1d10 piercing damage as the cloak's fabric magically splits into a toothed maw to bite it.

Mindmaster's Monocle

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

This ancient golden monocle's lens is a roughly hewn ruby. While you wear this monocle, it magically floats in front of your eye, instead of resting on your face, and you can see clearly through its ruby lens. While peering through the lens, you always know if a creature you can see is concentrating on a spell. You perceive a concentrating creature's head as being shrouded in an indigo mist.

This monocle has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn.

Spells. While wearing the monocle, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *arcane eye* (4 charges), *detect thoughts* (2 charges), or *telepathic bond* (5 charges).

Mental Assault. While wearing the monocle, you can use a bonus action to expend 3 of its charges to attempt to break a creature's concentration on a spell. The target must be within 60 feet of you, and you must be able to see it. When you do, make an Intelligence check contested by the target's spellcasting ability check. If you win the contest, the target's concentration on the spell ends.



Monarch Mantle

Mindmaster's Monocle



Mimicloak

Mistwalker Armor

Mistwalker Armor

Armor (leather), rare (requires attunement)

This dark leather armor releases thin wisps of fog from its seams. While wearing this armor, you can use an action to cast the fog cloud spell (2nd-level version) from it. Once this property of the armor has been used, it can't be used again until the next dawn.

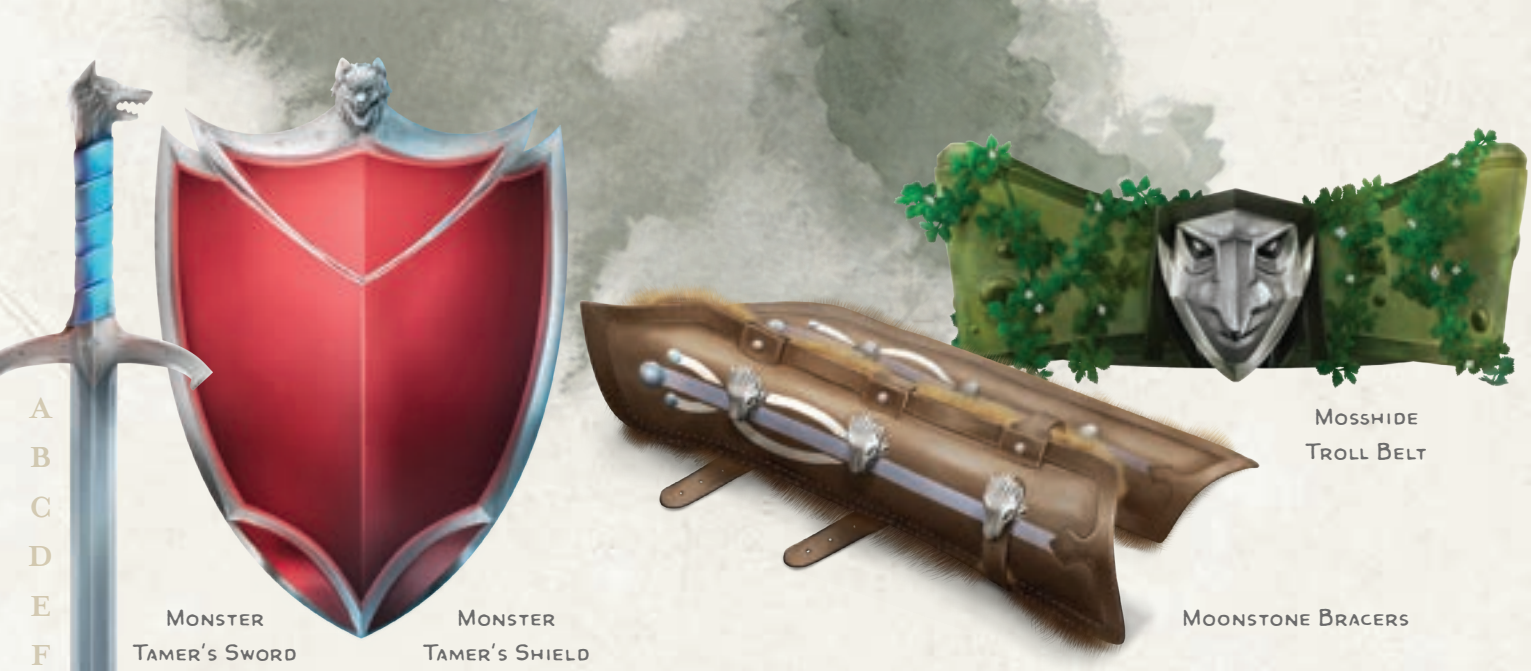
In addition, fog doesn't obscure your vision, and while you're in opaque fog, you can use your movement to teleport to an unoccupied space that you can see in the fog. Doing so costs an amount of movement equal to the distance you teleport.

Monarch Mantle

Wondrous item, rare (requires attunement)

While wearing this silky, scalloped cloak, you can use a bonus action to gain a flying speed of 30 feet until the end of your turn. The cloak flaps behind you like butterfly wings while flying in this way.

In addition, the cloak has 3 charges and regains 1d3 expended charges daily at dawn. When a creature that you can see hits you with an attack while you're wearing this cloak, you can use your reaction to expend 1 of its charges to take half as much damage from the attack and teleport up to 15 feet to an unoccupied space that you can see. When you do, you reappear in a flourish of butterflies that remain in that space until the end of the current turn, imposing disadvantage on any attack roll against you while you remain in that space for the duration.



Monster Tamer's Sword

Monster Tamer's Shield

Mosshide Troll Belt

Moonstone Bracers

Monster Tamer's Shield

Armor (shield), rare (requires attunement)

This shield punishes certain creatures for their hostility and comes from a culture whose dominion is in direct competition with powerful beasts. While holding this shield, whenever you take damage from a melee attack made by a beast or monstrosity, that creature takes 1d4 psychic damage. In addition, you have advantage on Wisdom (Animal Handling) checks.

Tamer's Protection. If you are also attuned to the *monster tamer's sword* and are holding this shield, any creature captured by the sword gains a +1 bonus to its AC and can't be charmed.

Monster Tamer's Sword

Weapon (any sword), rare (requires attunement)

This magic weapon exerts dominance over certain creatures and was crafted by a culture known for its hunting and battling of monsters.

This sword has 6 charges and regains 1d4 + 2 expended charges daily at dawn. As a reaction when you reduce a Large or smaller beast or monstrosity of challenge rating 3 or lower to 0 hit points with this weapon, you can expend 1 of its charges to try and capture it instead. The creature must make a DC 15 Charisma saving throw. On a failed save, it disappears and is contained within the sword with 1 hit point. On a success, it resists the effect and falls to 0 hit points. Shapechangers automatically succeed on the saving throw. Only one creature can be captured by the sword at any time.

As an action while holding the sword, you can speak its command phrase to release the stored creature. It reappears in an unoccupied space that you can see within 10 feet of you. The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the creature's statistics. The creature returns to the sword after 1 minute if you're within 100 feet of it, or earlier if you touch the creature with the sword as an action. The creature ceases to be friendly to you and your companions if it's unable to return to the sword, or if you release control of it using a bonus action, or if it takes damage from you or an ally.

While you're holding the sword and the creature is stored within it or within 30 feet of you, you can use a bonus action to speak the weapon's command word and expend 1 or more of its charges to restore 10 hit points to that creature for each charge spent. A captured creature can only regain hit points in this way.

Moonstone Bracers

Wondrous item, rare (requires attunement)

These leather bracers are adorned with moonstones and unique wolfen buckles made of silver. While wearing these bracers, you have immunity to damage from the *moonbeam* spell, and have resistance to nonmagical bludgeoning, piercing, and slashing damage from silvered weapons.

While wearing the bracers in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a wolf. While you are in the form of the wolf, you retain your Intelligence, Wisdom, and Charisma scores. The bracers can't be used this way again until the next dusk.

Mosshide Troll Belt

Wondrous item, rare (requires attunement)

Magical, flowering vines have been fashioned around the remains of a troll's hide, preserving a fragment of its renowned regeneration ability. While wearing this belt, your Constitution score increases by 2, to a maximum of 20.

In addition, the belt's restorative magic activates when it senses danger. While in combat, you regain 1d4 + 1 hit points at the start of your turn if you have less than half your hit points left. This property ceases to function for 1 hour if you take acid or fire damage, or until the next dawn if you drop to 0 hit points.





MOURNINGSTEEL

Mourningsteel is a metal made from ore that's been mined from the bloody fields of vicious battlefields. You can read more about mourningsteel and its implications in the Border Ethereal in Part III on page 310.

Mourningsteel Demi-Gauntlets

Wondrous item, very rare (requires attunement)

This pair of dark, open-fingered gauntlets are made from mourningsteel, a metal whose ore has been steeped in the blood of countless fallen creatures. While wearing the gauntlets, you have resistance to necrotic damage.

The gauntlets have 12 charges and regain 1d6 + 6 expended charges daily at dawn. While wearing the gauntlets, you can use an action to cast one of the following spells from them using a spell attack bonus of +8: *chill touch* (no charges, or 1 to cast at 5th level), *inflict wounds* (1 charge per spell level, up to 5th), or *vampiric touch* (3 charges). Damage dealt by these spells ignores resistance to necrotic damage.

In addition, if you spend a charge to cast *chill touch* from the gauntlets and hit a creature, you can immediately choose to expend additional charges to cast either the *inflict wounds* or *vampiric touch* spell from them as part of the action to cast the cantrip. When you do, the cantrip's skeletal hand delivers the spell to the target, instead of requiring you to touch it. If you were already concentrating on the *vampiric touch* spell when you hit a creature with *chill touch* in this way (after spending a charge to cast it), you don't need to expend any additional charges to deliver your *vampiric touch* spell to the target. Necrotic damage dealt by *chill touch* doesn't count toward the amount dealt by *vampiric touch* for the purpose of calculating the number of hit points you regain from the spell.

Mourningsteel Ghost Candle

Wondrous item, uncommon (requires attunement)

This candle holder and its candle never run out of wax while it burns, even if you aren't attuned to it. Although wax runs down the sides of the candle, it never drips off it onto the holder, nor does it ever seem to be diminished or consumed. The candle can't be removed from the holder. While the candle burns, ghostly hands reach out from the holder as if to warm their hands by the tiny fire.

If you're holding the lit candle and its holder while attuned to it, will-o'-wisps are indifferent toward you and will not attack you unless you threaten or harm them. In addition, you can use an action to cast the *blink* spell from it. For the duration of the spell, whenever you vanish from your current plane of existence, a will-o'-wisp appears in your space there instead. The will-o'-wisp's turn is immediately after your own, and it obeys your mental commands (no action required by you). The will-o'-wisp vanishes when you return from the Ethereal Plane or when it's reduced to 0 hit points, at which point you return early to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from.

Once the candle and holder have been used to cast this spell, it can't do so again until the next dusk.

Mourningsteel Half Plate

Armor (half plate), legendary (requires attunement)

This dark armor has been made from mourningsteel, a metal refined from ore found beneath the battlefields of particularly vicious wars. Steeped in the blood from relentless battles, this metal carries with it a magical aversion to all things holy. While wearing this armor, you gain a +1 bonus to AC and have resistance to radiant damage. While you wear it, you gain the following benefits:

Death Transference. Whenever you are subjected to necrotic damage, you can use your reaction to take no damage and instead gain a number of temporary hit points equal to half the necrotic damage dealt. This property of the armor can't be used again until the next dusk.

Spells. You can use an action to cast one of the following spells (save DC 17) from the armor: *bestow curse*, *divine word*, or *nondetection*. Once the armor has been used to cast a spell, it can't be used to cast that spell again until the next dusk.

The Battlefield Remembers. You can use an action to touch a weapon, piece of armor, or similar object that's seen blood and battle to recreate the effect of the *legend lore* spell, using the touched object as the subject of the effect. Once this property of the armor has been used, it can't be used again until 7 days have passed.

Unholy Aura. As a bonus action, you can speak the armor's command word to surround yourself with an aura of grim blasphemy. The aura remains for 1 minute or until you are incapacitated or die. For the duration, celestials have disadvantage on attack rolls against you, and the first time that a celestial moves within 5 feet of you on its turn or starts its turn there, that creature takes 1d10 necrotic damage. This damage ignores resistance and immunity. In addition, once before the aura ends, if you fail a saving throw against an effect from a celestial (such as a solar's Slaying Longbow), you can choose to succeed instead. Once the aura ends, it can't be used again until the next dusk.

Mourningsteel War Banner

Wondrous item, rare (requires attunement)

This war standard is adorned with a tattered, bloodied banner of an army long lost to time. The standard is 6 feet tall and weighs 7 pounds, but can be collapsed down to 3 feet tall or extended up to its full length by using a bonus action. While the banner is on your person, you have advantage on saving throws against being frightened.

The standard has 3 charges and regains 1d3 expended charges daily at dawn. While holding the extended standard, you can use an action to speak its command word and plant it on the ground in an unoccupied space within your reach. While the standard is within your reach, you can use an action to remove it. Alternatively, another creature that can reach the standard can use an action to make a DC 25 Strength (Athletics) check, removing it on a success. While the standard remains there, the space becomes difficult terrain.

As part of the action to plant the standard, you can expend any number of its charges to magically summon



one animated armor for each expended charge. When you do, the armors each appear in an unoccupied space that you can see within 20 feet of the standard. A summoned armor remains for 1 hour, until it drops to 0 hit points, or until the standard is removed. The armor vanishes when the effect ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the animated armors' statistics.

Murk Blowgun

Weapon (blowgun), uncommon

A hefty blowgun used by the inhabitants of the Murk: a series of deadly swamps whose waters are polluted with an uncanny poison. When you hit a creature with a ranged attack using this magic blowgun, that creature takes an extra 1d4 poison damage. When you roll a 20 on a ranged attack roll made with the blowgun, the target must also succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. It is incapacitated while poisoned in this way.

In addition, this blowgun can be wielded as a magic club.

Myceliaweave Armor

Armor (leather, studded leather, or hide), rare (requires attunement)

This naturally-sourced armor is interwoven with fibers and caps from a resilient strain of violet fungus that grows when exposed to rejuvenating magic. While wearing this armor, your Constitution score increases by 2, to a maximum of 20, and whenever a spell or magical effect causes you to regain hit points, you also gain a number of temporary hit points equal to half the number of hit points you recover, up to a maximum of 15 temporary hit points. While you have temporary hit points in this way, you also have resistance to necrotic damage.

Curse. Once you don and attune to this magic armor, you can't doff it unless you die or are targeted by the *remove curse* spell: a side effect of the violet fungus' magical and parasitic effects. When your attunement to the armor ends, your Constitution score is reduced by 2 (to a minimum score of 1) until 2d6 + 6 days have passed or until you attune to the armor again.

Night Owl's Half-Moon Spectacles

Wondrous item, uncommon (requires attunement)

While attuned to these darkened, horned spectacles, you gain the following benefits:

- You can use an action while wearing the glasses to cast the *comprehend languages* spell from them. The spell ends early if you remove them.
- At the start of a long rest, you can place the glasses next to a book or stack of parchment, such as on a desk, to create a spectral copy of yourself. The copy appears after 10 minutes, sheds dim light in a 5-foot radius, and remains for the duration of the rest or until the glasses are moved or you move more than 30 feet away from them. It can perform light activity within the glasses' space, such as reading, writing, or copying spells into your spellbook, provided it has all the materials necessary to do so. You decide what the copy does at the start of the long rest. The copy can't speak, hear, or see anything outside of its space. When you finish the long rest, you learn any information the copy read or wrote about over the course of the rest.

Nightmare Flask

Wondrous item, rare

This glass orb has a special funnel at its top that traps bad dreams. When you finish a long rest in which you sleep while the orb is on your person, there is a 25 percent chance that the orb is filled with a small amount of dark, swirling smoke: a visual representation of a collected nightmare. The orb can collect 1 nightmare every 24 hours and can hold up to 10 nightmares in this way.

You can use an action to throw the flask at a point you can see within 30 feet of you, shattering and destroying it upon impact. When the flask shatters, each creature within 20 feet of the point must succeed on a DC 13 Wisdom saving throw or be magically put to sleep. If a creature has less than half its hit points left, it makes the saving throw with disadvantage. Each creature that falls asleep is unconscious for up to 1 minute or until it takes any damage other than psychic damage or someone uses an action to shake or slap the sleeper awake. A creature that's asleep in this way takes 1d10 psychic damage at the start of each of its turns, up to a number of turns equal to the number of nightmares collected by the orb. This psychic damage can't reduce a creature's hit points below 1.

Alternatively, the orb can be used as a preventative measure against the *dream* spell. When you're targeted by the *dream* spell, the caster of the spell must make a DC 17 Wisdom saving throw. On a failed save, the caster takes 1d10 psychic damage for each collected nightmare in the flask. The flask then cracks and is destroyed, and the spell fails. On a successful save, the spell takes effect, and the orb isn't destroyed.

Nightstalker's Armor of the Northeastern Wind

Armor (plate), rare (requires attunement)

This unusual armor is composed of blue metal plates with a horned helm, and was tempered by the frigid breath of an oni.

Retributive Cold. When you take damage from a creature that is within 5 feet of you while wearing this armor, you can use your reaction to deal 1d6 cold damage to that creature.

Freezing Fog. While wearing this armor, you can use a bonus action to speak its command word to cast the *gaseous form* spell from it, targeting only yourself, with the following changes:

- You take the form of a frigid cloud of fog, creating illusory frost on objects you touch.
- You can take the Attack action while in this form. When you do, your attacks are unarmed strikes that deal 1d6 cold damage, instead of their normal damage.
- You can use the armor's Retributive Cold property.
- The spell has a duration of 1 minute.

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

Nightstalker's Mask

Wondrous item, rare (requires attunement)

This demon-faced mask has 3 charges and regains 1d3 expended charges daily at dusk. While wearing the mask, you can expend 1 of its charges when you take the Hide action to become invisible until the end of your next turn. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell. If you make an attack against a creature while invisible in this way and hit, the target takes an extra 1d10 psychic damage.



No-Stones

Wondrous item, uncommon

This engraved geode has been split apart into two equal halves. A labyrinth is carved into the rock's rough exterior and glows with a faint light.

While holding one of the halves, you can use an action to speak the geode's command word, "unturned," and turn it over so the flat, gem-encrusted side is pressed against a solid stone, natural metal (such as iron or silver), or earthen surface such as a floor or wall. When you do, the geode becomes magically fixed in place against the surface and projects a 3-foot-spherical map above it, showing the area within 120 feet of it. The map shows all walls, floors, and other surfaces made of either stone, natural metal, or earth within range as translucent outlines and shapes. The map is entirely monochromatic, but shows the general location of any trap or gemstone within its range with a shapeless, red glow.

The geode remains fixed in place until you speak its command word again using a bonus action, its surface moves, or it's forced to hold more than 100 pounds. A creature can use an action to make a DC 15 Strength check, moving the geode and causing the map to vanish.

Once a half has been used in this way, that half can't be used again until the next dawn.

Novanite Armor

Armor (medium or heavy, but not hide), very rare (requires attunement)

Novanite is a strong metal smelt from ore mined in the Astral Plane. Armor made from this metal absorbs more light than normal and gives off a strange, otherworldly aura. Glimmering cosmos can be seen in the armor's reflections at night. You have a +1 bonus to AC while wearing this armor.

Astral Leap. While wearing this armor, you can speak its command word as an action to choose a space you can see within 30 feet of you. When you do, you vanish into a planar tear and reappear at the chosen spot at the start of your next turn, remaining in the Astral Plane until you do. If you would arrive in a place already occupied by an object or a creature, you take 3d6 force damage and appear in the nearest unoccupied space. This property of the armor can't be used again until 12 hours have passed.

Disappearing and reappearing in this way creates vacuums and waves as space is pushed and pulled around you. Other creatures within 10 feet of you when you vanish or reappear must make a DC 15 Strength saving throw. On a failed save, a creature takes 3d6 force damage and is pulled up to 10 feet toward the space you left from, or pushed 10 feet away from the space you reappear in. On a successful save, a creature takes half as much force damage and is not pulled or pushed.



No-Stones



Oathkeeper's Resolve

Novanite Armor

Oaken Candle

Oaken Candle

Wondrous item, common

This magic, bark-like candle emits a green flame when burned, which sheds bright light in a 5-foot radius and dim light for an additional 5 feet. You can light the candle as an action. After burning for 1d8 + 4 hours, the candle is destroyed and an oak tree no more than 30 feet tall grows in its place over the course of 10 minutes. If there isn't enough room for a tree to grow or the candle isn't placed on solid ground, the candle is destroyed without creating a tree.

Oathkeeper's Resolve

Armor (shield), very rare (requires attunement by a paladin)

This star-shaped mithral buckler weighs 2 pounds and bolsters your sense of holy purpose. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The center of the shield is ornamented with a durable, glassy lens that can project your holy radiance. You can use a bonus action while holding this shield to cause it to emit bright light from the lens in a 15-foot radius and dim light for an additional 15 feet. The light lasts until you use a bonus action to extinguish it or until you drop to 0 hit points.

Radiant Aura. When you doff this shield or by using an action, you can speak the shield's command word and choose to throw it to a friendly creature (if it has a free hand) or unoccupied space within 30 feet of you that

you can see, causing the shield to radiate with your holy resolve and light. The shield's light becomes suffused with divine intention, casting bright light in a 30-foot radius and dim light for an additional 30 feet instead of its normal radius. This holy light lasts for 1 minute, and any friendly creature within the bright light gains the effects of your paladin auras. Completely covering the affected shield with an opaque object blocks the light. Once the holy light fades, this property can't be used again for 8 hours.

Octavius's Saber

Weapon (rapier), legendary (requires attunement by a rogue)

The swirling guard of this powerful blade is a mesh of floral and serpentine sculpture. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you deal Sneak Attack damage with an attack using this weapon, you treat any 1 on a Sneak Attack damage die as an 8.

Ogramau's Graveyard

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

This glass orb has a miniature graveyard inside and has a base made from a hollowed humanoid skull. It's roughly fist-sized and weighs 1 pound. While the orb is on your person, undead creatures have disadvantage on attack rolls against you. If you're holding the orb, you can use an action to speak one of its two command words.

The first command word shunts a Medium or Small humanoid corpse that you can see within 5 feet of you into a special demiplane contained within the orb. A corpse within this demiplane doesn't age, effectively extending the time limit on raising it from the dead. If you shunt a second corpse into the demiplane while another one is there, the first corpse reappears in the space left behind by the new one.

The second command word duplicates the effect of the *animate dead* spell, using a corpse stored within the orb's demiplane as the target of the spell. A skeleton or zombie created in this way appears in an unoccupied space that you can see within 15 feet of you and turns to dust and is destroyed after either 24 hours have passed or it drops to 0 hit points. If you speak this command word again to create a second skeleton or zombie while the first one remains, the first skeleton or zombie turns to dust and is destroyed when the new one appears.

Ol' Stumpy

Weapon (maul), uncommon

This lashed-together stump and stick carry an age-old enchantment from an unknown source. Over time, the strength of the magic has faded, but this heirloom of a weapon has remained in caring hands all the while. Creatures hit with this magic weapon take an extra 1d4 poison damage. If the creature is fey, you deal maximum poison damage instead of rolling.

Ol' Stumpy

"But it's not fair! The answer means nothing! The riddle can't be solved if—"

The bog fey's tantrum was cut short by a hollow thud. Kneeling by its unconscious form, Angus the Grizzled muttered through his matted beard, "S'not meant to. S'meant t'leave ya stumped."

Octavius's Saber

Ogramau's Graveyard



Orb of Remembrance

Wondrous item, common

This glassy orb is 3 inches in diameter, weighs 1/2 pound, and is wrapped in a golden wire cage. Strange, wispy smoke drifts around inside the orb, creating cloud-like shapes that are almost recognizable as real-life objects.

While holding the orb, you can use an action to speak its command word, priming the orb and causing the smoke inside to restlessly billow and swirl. You can gently squeeze the primed orb (no action required) to cause it to record that moment in time around you. When you do, the glassy sphere becomes perfectly clear over the course of 1 minute and reveals an exact duplicate of the area around you in up to a 30-foot radius as a miniature, illusory diorama inside it. While holding the orb, the scene inside soundlessly replays the next 6 seconds following the diorama's capture.

An orb remains primed for 1 minute or until used to capture a diorama. Touching a primed *orb of remembrance* to one that already has a diorama creates a duplicate of the diorama in the primed orb. Speaking the command word again while shaking the orb causes the diorama inside to disappear into smoke, allowing it to be primed once more.

Orelia's Tome of Beast Familiars

Wondrous item, rare (requires attunement by a wizard)

While attuned to this book, you always have the *find familiar* spell prepared. This spell doesn't count against the number of spells you have prepared.

When you cast this spell using a spell slot of 2nd level or higher, your familiar can take on the form of stronger animals. The spell slot level determines what beasts your familiar can take the form of, as shown in the table below.

Spell Slot Level	Max CR
2	1/8
3–4	1/4
5–6	1/2
7–8	1
9	2

In addition, when you cast this spell using a spell slot of 2nd level or higher, it requires an extra 10 gp worth of material components for each slot level above 1st. If your attunement to the book ends, any familiar you have disappears, leaving behind no physical form.

Orner's Venomous Crossbow

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

This magic crossbow carries a small system of curious tubes and vessels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The crossbow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. You can expend 1 of the weapon's charges when you make an attack with it to coat the fired bolt with a unique, self-generating venom. If the attack hits, the target takes an extra 1d6 poison damage and must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn.

If you expend the crossbow's last charge, roll a d20. On a 1, the vessels attached to the crossbow shatter and spray poison in a 20-foot-radius sphere centered on your location. Creatures within the sphere take 1d12 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. When this happens, the crossbow ceases to be magical and loses all of its additional properties.

Orostead Iced Tea

Potion, rarity varies

The typical *Orostead iced tea*, a common potion, is a specialty alcoholic beverage that creates harmless sensory effects with each sip. When made, a tea has enough for 6 + 1d4 sips before it's used up, instead of a single use. You can take a sip as an action. When you drink this potion, roll on the table below to determine which one of the following effects occur:

d8	Common Effect
1	You suddenly become drenched with illusory salt water. After 1 minute, it dries.
2	You're suddenly overwhelmingly warm (50%) or cold (50%) for 1 minute.
3	You remain frozen in place for 1 second, as if briefly removed from time.
4	You gain the effect of the *speak with animals* spell for 1 minute.
5	You suddenly teleport 5 feet into an unoccupied space next to you.
6	Any clothing you wear becomes various shades of gray for 1 minute.
7	Static charge builds up on you. Touching or being touched by anything for the next minute causes a sharp shock of electricity to leap between you.
8	Your skin, hair, and eye colors are inverted. In addition, roll a d12. You grow or shrink a number of inches equal to the result of the die, shrinking by odd numbers or growing by even ones. After 1 minute, your appearance returns to normal.

The drink is incredibly refreshing with notes of lemon, tea, and cherry, and has virtually no alcoholic bite to it. Regardless, due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

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

When you take a sip of this potion, roll a d8 and consult the table below instead to determine which one of the following benefits you gain. Once you've gained a benefit from the table, you can't gain that same benefit again until you finish a long rest.

d8	Very Rare Effect
1	For 1 hour, you gain a +2 bonus to Strength ability checks and saving throws, as well as attack and damage rolls for weapons that use Strength.
2	For 1 hour, you gain a +2 bonus to Dexterity ability checks and saving throws, as well as attack and damage rolls for weapons that use Dexterity.
3	You gain 2d10 + 20 temporary hit points.
4	For 1 hour, you gain a +2 bonus to Intelligence ability checks and saving throws. If Intelligence is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
5	For 1 hour, you gain a +2 bonus to Wisdom ability checks and saving throws. If Wisdom is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
6	For 1 hour, you gain a +2 bonus to Charisma ability checks and saving throws. If Charisma is your spellcasting ability, you also gain a +2 bonus to your spell attack rolls and spell save DC for the duration.
7	Choose a benefit from the table, even if you've already gained it since you finished your last long rest.
8	You recover expended spells slots with a combined level that is equal to or less than 8, and none of the slots can be 6th level or higher. If you don't have any expended spell slots, you can use an action to cast the *fireball* spell once within the next 8 hours, casting the spell at 6th level and using a spell save DC of 16 when you do.

Orostead Iced Tea



A now-famous remnant of the very brief School of Mixology course taught at the Spire in Orostead. This single drink caused more mayhem in one week than the city had seen since the Upheaval. The class was immediately canceled, but its legend continues to live on in this miraculous drink.

It also, begrudgingly admitted by the Spire administration, led to a sharp increase in Adventuring Guild requests for wizarding parties—in both senses of the word.



Overseer's Spade

Wondrous item, uncommon (requires attunement)

This golden shovel is miraculously resistant to impacts and scrapes. As an action, you can touch the tip of the shovel to a patch of loose earth within 5 feet of you and speak its command word. When you do, you can magically excavate up to a total of eight contiguous 5-foot cubes of loose, nonmagical earth, starting from where you touched the shovel. It takes 1 minute for these changes to take effect. Any dirt or stone removed in this way is destroyed, leaving behind any loose metals or gemstones within the excavated area. The shovel can only remove up to eight 5-foot cubes of earth in this way each day.

Owlbear Leather Armor

Armor (leather), uncommon (requires attunement)

This set of leather armor was made from the remains of a hardy and ferocious owlbear. While wearing this armor, if you fail a Constitution saving throw against an effect from a hostile source, you can choose to succeed instead. Once this property of the armor has been used, it can't be used again until the next dawn.

Pack of Revisibility Bombs

Wondrous item, rare

A *pack of revisibility bombs* typically includes 1d3 + 3 fist-sized bombs when found. You can use an action to throw a bomb at a point that you can see within 60 feet of you. The bomb explodes at the point where it impacts, destroying the bomb and releasing a dispelling vapor in a cloud around it. When the bomb explodes, each creature within 30 feet of it must make a DC 20 Dexterity saving throw. On a failed save, the creature becomes visible if it isn't already, and can't become invisible for 1 minute. Objects within the area that aren't being worn or carried automatically become visible if they're invisible and can't become invisible for 1 minute.

Pegasus Quill

Wondrous item, uncommon

The feather adorning this quill was a gift from a mighty pegasus and has a beautiful, pearlescent shimmer. When you write with this magic quill, the time it takes for you to write something, such as copying a spell into a spellbook or creating a spell scroll, is halved.

Pennypuncher Slingshot

Weapon (sling), rare

This slingshot requires two hands to attack and is adorned with coin-like designs. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you make a ranged attack with this weapon and use a coin as its ammunition, it deals extra damage on a hit based on the value of the coin you use:

Coin	Damage Bonus
1cp	+1
1sp	+1d4
1ep	+1d6
1gp	+1d8
1pp	+1d12

Recovering coins fired in this way follows the normal rules for recovering ammunition. Depending on the nature of the battlefield, you may recover more or fewer coins than normal as determined by the GM.

Peregrine Spear

Weapon (spear), rare

You gain a +1 bonus to attack and damage rolls made with this magic spear. When you make a ranged attack with this spear, you can speak its command word to cause the weapon to soar through the air straight toward the target and magically build momentum. Hit



or miss, the spear flies back to your hand immediately after the attack. On a hit, the target takes an extra 1d4 piercing damage for every 5 feet the spear flew before hitting it, up to a maximum of 12d4 extra damage. This property can't be used again until the next dawn.

Performer's Puppet

Wondrous item, common

This simple puppet is a favorite among street performers and traveling thespians. While wearing the puppet on your hand, you can use a bonus action to change the style, color, and shape of the puppet's clothing and face. The material is always made of a colored canvas, but its eyes, stitching, and other descriptive details can change when using this property. In addition, while wearing the puppet on your hand and holding it aloft, your voice originates from the puppet instead of you.

Periscope Rod

Rod, common

This silver rod is 1 foot long and is polished to a mirror finish. Its two ends are bent in different directions and are emblazoned with the symbol of an eye. While holding the rod, you can speak its command word as either an action or as part of making a Wisdom (Perception) check, placing your eye against one of the rod's ends. When you do, you can magically see through the rod and outside the far end as if the rod were a spyglass. While looking through the rod in this way, you can use a bonus action to mentally control the angle of the rod's ends, as well as its length. The rod can grow up to 5 feet long in this way, and returns to its normal size when your remove your eye from it.

Phantom Walkers

Wondrous item, uncommon

While wearing these boots, the DC of any ability checks made to track your movements using your footprints increases by 5.

In addition, you can use a bonus action to cause the boots to leave behind no footprints for 1 minute. When you do, another set of similar footprints appear on the ground that lead in random directions. These footprints last for 8 hours and travel up to 300 feet. A successful DC 13 Intelligence (Arcana) check reveals that the footprints are magical. Once this property of the boots has been used, it can't be used again until the next dawn.

Phasing Bow

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

This flexible bow is made from the chitinous legs of a phase spider and retains some of its ethereal properties. When you hit with a ranged attack using this magic bow, the target takes an extra 1d4 force damage.

The bow has 5 charges and regains all expended charges daily at dawn. When you make a ranged attack with this bow, you can expend 1 of its charges to cause the arrow to slip partially into the Ethereal Plane. When you do, the target of the attack gains no benefit from cover, including total cover, as long as the cover isn't made of lead or more than 1 foot thick. If you hit, the target takes an extra 3d4 force damage. Any effect that blocks travel through the Ethereal Plane also blocks the arrow.

Alternatively, you can speak the bow's command word as a bonus action to expend 3 of its charges and fire an arrow at a point you can see within the weapon's normal range. When the arrow hits a solid surface, you vanish from your location and reappear in an unoccupied space nearest to that point.





Phoenix Breastplate

Pick and Pocket

Pisces Shield

Phoenix Rocket Sword

Phoenix Breastplate

Armor (breastplate), very rare (requires attunement)

This golden breastplate has the shape of a phoenix worked into its design. While wearing this armor, you gain a +1 bonus to AC and resistance to fire damage.

When you're reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. When you do, a fiery explosion surrounds you. Hostile creatures within 30 feet of you must make a DC 16 Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one. You and other friendly creatures within the area regain a number of hit points equal to the same amount, instead of taking fire damage. Once this property of the armor has been used, it can't be used again until 1d6 + 1 days have passed.

Phoenix Rocket Sword

Weapon (greatsword), very rare (requires attunement)

This heavy, steel greatsword creates a powerful fan of flames from curious, whirring chambers mounted to the blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 10 charges and regains 1d6 + 4 expended charges daily at dawn.

As an action, you can hold the sword out in front of you and speak its command word to expend up to 5 of its charges, causing a jet of flame to erupt from it. When you do, the sword emits a roar that's audible out to 100 feet, and you must succeed on a Strength saving throw or be pushed back 20 feet for each charge you expend. You can choose to fail this saving throw, whose DC equals 10 + the number of charges you expend. This movement doesn't provoke opportunity attacks. Pointing the blade down and expending charges in this way launches you upward instead. If you do and you are not launched, the sword's flames spread out in a 15-foot-radius circle, centered on you.

The jet of flame spreads out in a 15-foot cone and moves with you if you're pushed. Any creature in the area when the flame first appears or when it moves into the creature's space must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much fire damage on a success. The fire damage increases by 1d6 for each additional charge you expend beyond the first.

If you strike an object because of this forced movement, such as a wall or floor, you take 1d6 bludgeoning damage for every charge you expend and are knocked prone. If you strike a creature, you and that creature take the same bludgeoning damage and must each succeed on a Strength saving throw (DC 10 + the number of charges you expend) or be knocked prone.

Pick and Pocket

Weapon (dagger), rare

This brass and steel dagger can also be used as part of a set of thieves' tools when picking locks. You gain a +1 bonus to attack and damage rolls made with this magic weapon, as well as on any ability check you make using thieves' tools to pick open a lock, provided you use the dagger as part of the set of tools.

While holding the dagger in one hand and a small enough object in another, you can use an action to speak the dagger's command word and twist it in the air as if it were a key. When you do, the object is shunted into a special demiplane, where it remains until you either twist the dagger in the opposite direction on your turn (no action required) or until you're no longer holding the weapon. If you have a free hand, the stored object reappears in it when the object leaves the demiplane. Otherwise, it reappears at your feet. The demiplane can only store one object at a time, which must be no more than 1 foot on a side and weigh no more than 10 pounds.

Pisces Shield

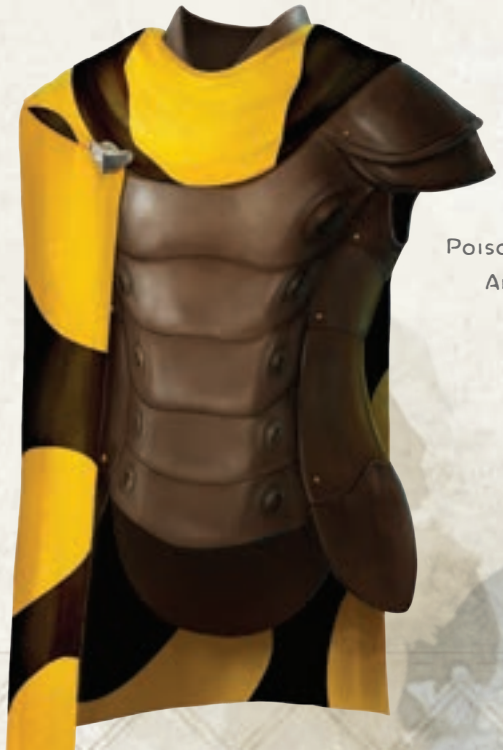
Armor (shield), uncommon

This round iron shield is emblazoned with two spiraling golden koi. If the shield is submerged in water for at least 1 minute, the koi begin to animate and swim across the surface of the shield for up to 24 hours. While the koi are swimming in this way, the next time you roll a 1 on the d20 for an attack roll, ability check, or saving throw while holding the shield, you can treat the roll as if it were a 20 instead. When you do, the koi stop swimming, and they can't swim again until 24 hours have passed.

Poison Armor of Amphibios

Armor (light), rare (requires attunement)

This armor is enriched by poisonous frog toxins. While wearing this armor, you have advantage on saving throws against poison, and you have resistance to poison damage. In addition, the armor has 3 charges and regains all expended charges daily at dawn. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to expend 1 of the armor's charges to release a spray of poison from the armor at the attacker. The attacker must make a DC 15 Constitution saving throw. On a failed save, the target takes 2d6 poison damage and is poisoned until the end of its next turn. On a successful save, the target takes half as much poison damage and isn't poisoned.



Poison Armor of Amphibios



Pollinator Visor



Pollinator Carapace

Pollinator Pants

Pollinator Carapace

Armor (leather, studded leather, or hide), uncommon (requires attunement by a druid or ranger)

This black and yellow armor has a billowing plume of soft fur around its neck and chest. Draped over its shoulders is a scalloped cape that's split into two translucent, wing-like ends.

The armor has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the armor, you can expend 1 of its charges (no action required) to activate the cape, transforming it into a pair of insect-like wings for 1 hour. For the duration of the wings, you gain a flying speed of 30 feet and can hover.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the armor regains all expended charges daily at dawn, instead of 1d3, and gains the following benefit:

Pollinator. While the armor's cape is transformed, it releases a sparkling mist of enchanting pollen. For the duration, any insect or plant creature that targets you with an attack or harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Pollinator Pants

Wondrous item, uncommon (requires attunement by a druid or ranger)

While wearing this pair of black-and-yellow striped pants, any flower you move within 5 feet of magically blossoms, as if by the *druidcraft* spell.

The pants have 3 charges and regain 1d3 expended charges daily at dawn. While wearing the pants, you can use an action to expend 1 of their charges to cast the *speak with plants* spell from them. This version of the spell only affects plants within the spell's range that have at least one flower on them. When you speak with a plant in this way, you do so by making a combination of somatic gestures and dance-like steps, rather than using your voice. These movements come naturally to you for the duration of the spell and magically convey your message.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the pants regain all expended charges daily at dawn, instead of 1d3, and gain the following benefit:

Sting. When you take the Attack action on each of your turns, you can use a bonus action to make a special unarmed strike against a creature within 5 feet of you. On a hit, the target takes an extra 1d4 piercing damage from the attack. When you roll a 20 on an attack roll made with this unarmed strike, the target takes an extra 10 poison damage from the attack and must succeed on a DC 15 Constitution saving throw or be poisoned until the end of your next turn.

Pollinator Visor

Wondrous item, uncommon (requires attunement by a druid or ranger)

This chitinous mask rests over your ears and can be raised or lowered using an action to sit on top of your head or in front of your eyes. The mask has two large, eye-like lenses that improve your vision and allow you to

visualize scents. While wearing the mask over your eyes, you gain advantage on Wisdom (Perception) checks that rely on sight and smell.

The mask has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the mask over your eyes, you can expend 1 of its charges as an action to cast the *animal messenger* spell from it, targeting a Tiny insect or similar creature within range, such as a centipede, spider, wasp, or scorpion. When cast in this way, the insect covers about 25 miles per 24 hours for a flying messenger, or 12 miles for other insects.

Beekeeper's Commitment. While you are attuned to three magic items that have this named property, the mask regains all expended charges daily at dawn, instead of 1d3, and gains the following benefit:

Bug. When you use the mask to cast the *animal messenger* spell, you can direct the insect to surreptitiously follow the spell's recipient for the duration instead. When you do, you must also provide the insect with a trigger word or phrase. When the recipient speaks the trigger word or phrase, the insect magically begins to record the following words spoken by the recipient and any other creature it's speaking to. The insect can record up to 25 total words in this way, or up to 6 second's worth of other sounds. Once it has a recording, you hear it in your mind as the insect magically communicates it to you across any distance, provided that you're on the same plane of existence. The message replicates the sound of any recorded creature's voice. The spell then ends, and the insect makes its way back to where you cast the spell.

Poltergeist Candle Holder

Wondrous item, common

This pewter candle holder makes your hand feel slightly numb while holding it. While holding it, you can use a bonus action to speak its command word to cause the candle holder to magically hover just above your shoulder. The holder floats back to the ground if anything other than a candle is placed on it. In addition, any candle in the holder releases a thin wisp of smoke while lit. The smoke hangs motionless in the air, regardless of wind, and dissipates after 6 seconds.

Power Collar

Wondrous item, rare

This spiked leather collar is adjustable in size and has a buckle on its side in the shape of a bear's head. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or a familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed. While the bonded creature is wearing the collar, its hit point maximum increases by an amount equal to your character level.

In addition, you can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature gains the effect of the Enlarge option from the *enlarge/reduce* spell (no concentration required). Alternatively, if you drop to 0 hit points while the bonded creature is within 30 feet of you, it can use its reaction to gain the spell's effect instead. Once this property of the collar has been used, it can't be used again until 2 days have passed.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bond fails when you speak the command word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind. A creature can only gain the benefits of one magical collar at a time.

Prism Glasses

Wondrous item, common

This pair of magical glasses fits snugly against your face without needing to rest over your ears. The lenses are made using miniscule prisms that amplify color in dim conditions. If you have darkvision while wearing these glasses, you perceive color for the first 15 feet you see in darkness, instead of shades of gray. In addition, a color-blind creature wearing these glasses can perceive color normally.



Prototype Thunderberd

Weapon (halberd), rare (requires attunement)

This halberd is a long-lost prototype from a now-dissolved military research facility. Electricity magically courses through the weapon along specially channeled grooves in its hollow haft. When you hit with an attack using this halberd, the target takes an extra 1d6 lightning damage.

This halberd has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While the weapon has at least 1 charge, you can use an action to load a crossbow bolt into its haft toward the bottom of the weapon. Powerful magnetic forces inside the hollow weapon stabilize the bolt and charge it with electricity. When you take the Attack action while holding this loaded weapon, you can expend 1 or more of its charges to make a special ranged attack with it by leveling and firing the halberd as if it were a crossbow. When you do, you don't make an attack roll for the attack, and the bolt is magically launched forward from the weapon in a 1-foot-wide line that's 10 feet long, plus an extra 10 feet for each charge you expend. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage, plus 1d6 lightning damage for each charge you expend. On a successful save, a creature takes half as much piercing and lightning damage. After the attack, the bolt is destroyed.

If you expend the halberd's last charge, roll a d20. On a 1, the weapon becomes overcharged and splinters into an explosion of shrapnel, destroying the halberd. Each creature within 10 feet of the weapon must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10d6 piercing damage, or half as much damage on a successful one.

Prying Mace

Weapon (mace), uncommon

This mace was used by ruthless inquisitors during the Upheaval, a century-long war against magical secrets. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you roll a 20 on an attack roll made with this weapon against a living creature with an Intelligence of 6 or higher that speaks at least one language, you immediately learn what the last lie was that it told. You don't learn the truth behind the lie, only the phrase or phrases that were used when telling it. If the phrase is in a language you don't understand, you still learn the phrase, but not its meaning.

Quick Change Ring

Ring, rare

This ring grows and shrinks to fit its wearer, but always seems slightly large for the finger it's on. The ring has an extradimensional space inside it dedicated to carrying armor. You can magically bind one set of unworn light, medium, or heavy armor to this extradimensional space over the course of 1 hour by resting the ring on top of the armor. Only one suit of armor can be bound to the ring's extradimensional space. Binding a second suit breaks the bond with the first one, causing it to be forced from the extradimensional space and appear in an unoccupied space within 5 feet of the ring. While wearing the ring, you're considered to be within 100 feet of any armor stored inside its extradimensional space.

While wearing this ring, you can use an action to speak its command word and touch a suit of bound armor, even if you're wearing it, to shunt it into the ring's extradimensional space. Speaking the command word again while the armor is in this extradimensional space causes you to magically don the armor, adjusting to fit you as needed, or causes it to appear at your feet (your choice). If you're already wearing a suit of armor when you don one in this way, the bound armor appears at your feet instead. If the armor would magically prevent you from doffing it, this property of the ring has no effect.

You can create an instantaneous, harmless sensory effect when you don or doff a suit of armor with the ring in this way, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

When found, the ring has a 50 percent chance to have a set of bound armor in its extradimensional space. The GM can choose a suit of bound armor from the following table or roll a d12 to determine it randomly.

d12	Armor
1	Padded
2	Leather
3	Studded leather
4	Hide
5	Chain shirt
6	Scale mail
7	Breastplate
8	Half plate
9	Ring mail
10	Chain mail
11	Splint
12	Plate

Quiver of Elemental Chaos

Wondrous item, legendary (requires attunement)

This quiver has a lid with 5 holes in it and has depictions of the Elemental Planes on its side. It has 4 buttons along its top that correspond to each of the four elements: Air, Earth, Fire, and Water.

Elemental Ammunition. The quiver can have up to 5 arrows or bolts on display at a time, which appear through the holes in its lid. You can press one of the quiver's buttons using a bonus action to cause it to create and display 1 elemental arrow or bolt. The type of arrow or bolt depends on the button you press. The quiver can produce up to 5 of each type of ammunition in this way each day.

Any arrow or bolt created by this quiver is magical and has the following properties based on its element. The ammunition is only magical for you, and any arrow

or bolt removed from the quiver loses its magic at the end of the turn.

Air Ammunition. This ammunition is weightless and whistles softly as it moves. This piece of ammunition can be fired at its long range without disadvantage and deals an extra 1d6 thunder damage to any target it hits. In addition, any magical atmospheric effect that the arrow passes through cast at 3rd level or lower, such as a *fog cloud* or *stinking cloud*, is dispelled.

Earth Ammunition. This ammunition carries an uncanny force behind it and turns to stone at its end. When you hit with a ranged attack using this ammunition, the target takes an extra 2d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from you.

Fire Ammunition. This ammunition has tongues of fire licking up its side and spews embers at the slightest movement. When shot, it erupts into a plume of white-hot flame. This piece of ammunition deals an extra 1d6 fire damage to any target it hits. Hit or miss, the ammunition explodes. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage.

Water Ammunition. This ammunition has a silky texture and glitters with watery reflections. A ranged attack made with this ammunition ignores the normal penalties of underwater fighting and deals an extra 2d6 piercing damage to any target it hits, or 3d6 piercing damage if the target is made of fire. In addition, any nonmagical flames within 10 feet of this ammunition's point of impact are extinguished when it hits.

Paraelemental Ammunition. You can press two compatible elemental buttons at the same time as a bonus action to create a paraelemental arrow or bolt: a hybrid piece of ammunition. Water and Air create Ice, Fire and Earth create Magma, Earth and Water create Ooze, and Air and Fire create Smoke. This ammunition appears from a special compartment in the quiver's lid. The quiver can create 1 of each type of paraelemental ammunition each day. A non-compatible combination, such as Fire and Water or Air and Earth, has no effect.

Ice Ammunition. This special piece of frosted ammunition is cold to the touch and casts off snowflakes when it moves. When you hit with a ranged attack using this ammunition, the target takes an extra 3d6 cold damage and must make a DC 15 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. On a success, the target's speed is halved until the end of its next turn. A creature with resistance or immunity to cold damage automatically succeeds on the saving throw. A paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect ends early if the paralyzed target takes fire damage.

Magma Ammunition. This special piece of glimmering ammunition is warm to the touch and flakes off in sooty pieces. When you hit with a ranged attack using this ammunition, the target takes an extra 3d6 fire damage. Hit or miss, the area in a 10-foot-radius sphere centered on the point of impact becomes unbearably hot until the end of the turn. Each creature within the area must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion from the sudden flash of heat. A creature with resistance or immunity to fire damage automatically succeeds on the saving throw.

Ooze Ammunition. This special piece of sticky ammunition gives off a faint, alchemical odor. This ammunition creates a unique *grease* spell (save DC 15) at the point of impact. This version of the spell covers a 20-foot-square area, and any creature that starts its turn prone in the area takes 1d6 acid damage.

Smoke Ammunition. This special piece of black ammunition feels smooth like coal to the touch and releases a faint wisp of smoke. This ammunition duplicates the effect of the *fog cloud* spell (2nd-level version) at the point of impact, with the exception that this fog is pitch black.





Radiant War Pick

Weapon (war pick), very rare (requires attunement by a cleric or paladin)

This silver and golden weapon is wrapped in fragments of holy vestments and glimmers spectacularly in sun and moonlight. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this war pick, the target takes an extra 1d8 radiant damage. If the target is a shapechanger or undead, this radiant damage is maximized.

In addition, while holding the war pick, you can use an action to expend a use of your Channel Divinity to cast the *moonbeam* (6th-level version) or *sunbeam* spell from it (save DC 16). Once this property of the weapon has been used, it can't be used again until the next dawn.

You can use an action to speak the war pick's command word to cause it to shed bright light in a 20-foot radius and dim light for an additional 20 feet. Speaking the command word again puts out the light.

Realmswarden Greataxe

Weapon (greataxe), legendary (requires attunement)

This ancient stone axe hilt is intricately carved. At its center is a gap that houses a single, perfect diamond that's magically suspended in place and glows with an uncanny energy. While grasping the hilt, you can use a bonus action to cause a wide blade of pure prismatic light to radiate from the axe's head, or make the blade disappear. The axe's blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of slashing damage. When you hit an aberration or undead with it, that target takes an extra 1d12 radiant damage.

While the blade persists, you can use a bonus action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

The light that comes from the diamond at the axe's center and forms the blade can be wrought to create powerful, destructive glyphs. Over the course of 1 minute, you can trace a glyph onto the surface of the axe, starting with the gem at its center, to recreate the effects of the *symbol* spell (save DC 17) with the following changes:

- The glyph you create as part of the spell exists on the axe and moves with it.
- The glyph can only be triggered when you hit a creature with the axe. Once that creature makes a saving throw against the glyph's effect, the spell ends.
- The spell only affects the target that triggered the glyph.
- Aberrations and undead have disadvantage on the saving throw to resist the spell's effects.

Once this property of the axe has been used, it can't be used again until 12 hours have passed. You can only have one glyph on the axe in this way at a time.

Red Queen's Burden

Weapon (glaive), legendary (requires attunement)

This brass, battle-scarred glaive was famously wielded by a tyrannical queen. You must have a Strength score of 17 or higher to wield this weapon. The queen's intensity still burns inside this weapon, making its handle always warm to the touch. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 fire damage to any target it hits.

The glaive has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, a magical, illusory crown appears on your head. The crown is brass and has a number of horns equal to the number of charges the weapon has remaining. When you expend 1 or more charges from the glaive, the horns adorning the illusory crown burn away in a shower of embers.

While holding the glaive, you can expend 1 or more of its charges to impose your will on the creatures around you, using the following commands:

"Cower." When you hit a target with the glaive, you can expend 2 charges to exude an imposing aura of dominance. All hostile creatures within 15 feet of you must succeed on a DC 17 Wisdom saving throw or be frightened of you until the end of your next turn. The target of the attack has disadvantage on this saving throw.

"Execute." Immediately after you make an attack with the glaive as part of the Attack action, you can expend 1 charge to command a willing creature other than you to use its reaction to make one weapon attack. The creature must be able to see and hear you. If the attack hits, it deals an extra 2d6 fire damage.

"Survive." As a bonus action, you can expend 1 or more charges to grant a creature other than you a number of temporary hit points equal to 5 times the number of charges you expend, plus your Strength modifier. The creature must be able to see and hear you.

Alternatively, while holding the glaive, you can expend 2 of its charges at the start of your turn (no action required) to become an unyielding pillar of defense. When you do, your movement speed becomes 0 and you gain the following benefits until the start of your next turn:

- You gain a +2 bonus to AC.
- You can use your reaction up to three times, instead of once, before the start of your next turn. You can use no more than one reaction per turn.
- When a creature within 10 feet of you makes an attack against you or another target, you can use your reaction to make a melee attack with the glaive against the attacking creature.
- When you hit a creature with an attack using the glaive, that creature must make a DC 15 Wisdom saving throw. On a failed save, its speed becomes 0 until the start of its next turn.

Flaw. The *Red Queen's burden* makes its wielder angry and untrusting. While attuned to the weapon, you gain the following flaw: "I can only trust one person. Everyone else is either a subject, a threat, or both." You or your GM determine who you can trust. In addition, if you are attuned to the weapon for 24 consecutive hours, your hotheadedness leaves your mind open to weakness and distraction. You are vulnerable to psychic damage and have disadvantage on Intelligence (Investigation) checks. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the weapon.

Redeemer's Regards

Weapon (longbow), rare (requires attunement by a paladin)

A bow designed for holy warriors who prefer to keep evil at a distance. Any ranged attack you make with this weapon is considered to be a melee weapon attack for the purposes of using your Divine Smite feature and meeting the requirements of any paladin spell you cast with "smite" in its name.

In addition, when you expend a 1st-level spell slot to use your Divine Smite feature on an attack made with this bow, you can choose to not expend the spell slot instead. This property can't be used again until the next dawn.





Redsmith Crucible Set

Wondrous item, common

This set of magic smith's tools from the dwarven Redsmith family includes a stone crucible that's been enchanted with minor transmutation magic. If you are proficient with smith's tools or are a dwarf, you can use an action to speak the tools' command word and lower a nonmagical weapon made of metal into the crucible and hold it there for 10 minutes. At the end of that time, make a DC 10 Strength check using the smith's tools. On a success, the weapon is magically reforged. A reforged weapon counts as magical, and when you pull the reforged weapon from the crucible, you can change it into another type of weapon that shares the same properties as the original one. For example, a light hammer could become a handaxe, or a longsword could become a warhammer. These benefits last for 24 hours, at which point the weapon becomes nonmagical once more and returns to its original form.

Once this property of the tools has been used, it can't be used again for 24 hours. In the meantime, the tools can still be used as magic smith's tools.

Redsmith Hammer

Weapon (light hammer), common

This dwarven smithing hammer has runes running from end to end. When beaten against an anvil, the runes around the hammer glow a bright red and emanate heat, allowing a blacksmith to use the hammer to mold weapons and armor using only the hammer and anvil.

Rejuvenating Draft

Potion, rarity varies

When you drink this potion, you regain 1d3 + 1 (uncommon), 1d4 + 3 (rare), 1d6 + 4 (very rare), or all (legendary) spent Hit Dice. When you drink the legendary variant of a *rejuvenating draft*, your age is reduced by 1d4 years (to a minimum of 1 year old).

Reliquary of Holy Memories

Rod, rarity varies (requires attunement by a cleric or paladin)

This scepter holds the bones of a powerful martyred saint and are said to contain the echoes of their memories. The rod can also be used as a magic mace.

While attuned to this rod, you can prepare one additional spell for each bone held within the rod, up to a maximum of 5. The rarity of the reliquary is determined by the number of bones inside. Use the table below to determine the number of extra spells you can prepare while attuned to a *reliquary of holy memories*.

Number of Bones and Extra Prepared Spells	Rarity
1-2	Uncommon
3	Rare
4	Very rare
5	Legendary

Riff's Dimensional Ripper

Weapon (dagger), uncommon (requires attunement)

This roughly forged dagger of goblin make has somehow been enchanted with weak, planar magic. This magic dagger has 4 charges and regains 1d4 expended charges daily at dawn. While holding the dagger within 5 feet of a creature at least one size larger than you, you can use an action to expend 1 of the dagger's charges to create and slip through a brief, planar tear, reappearing in an unoccupied space within 5 feet of the creature on the opposite side of it. When you do, you can immediately make one weapon attack with this dagger against that creature. If the attack hits, that creature takes an extra 1d6 force damage and can't take reactions until the end of your turn.

If using the dagger in this way would cause you to move more than 20 feet, you are shunted out of the planar tear and reappear in your original space instead. When this happens, you take 4d6 force damage, and the action is wasted.

Rift Sheath

Weapon (quarterstaff or shortsword), rare (requires attunement)

This dark, wooden staff is actually a two-sided sheath for a pair of equally dark shortswords. While holding the staff with two hands, you can use a bonus action to twist the staff to sheath or unsheath the two swords from it. When unsheathing the swords, the wooden sheath is shunted into a special extradimensional space until

you decide to sheath the swords again, at which point it magically reappears between the swords.

The weapon has the following properties depending on whether the swords are sheathed as a quarterstaff or unsheathed as a pair of shortswords.

Quarterstaff. While wielded as a quarterstaff, you gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. While holding it, you can use a bonus action to speak the staff's command word to create a spatial rift around you that lasts as long as you concentrate (as if concentrating on a spell), up to 1 minute. For the duration of the rift, other creatures within 15 feet of you must spend 2 feet of movement for every 1 foot they move. Once this property has been used, it can't be used again until the next dawn.

Shortswords. These magic shortswords have the thrown property with a normal range of 15 feet and a long range of 30 feet. Hit or miss, the shortsword vanishes in a mirage-like distortion and immediately reappears in your hand after the attack. When you hit with a ranged attack using one of the swords, you can use your reaction to teleport to an unoccupied space that you can see within 5 feet of the target. When you do, you have advantage on the next attack roll you make against that target before the end of your next turn. Once this property has been used, it can't be used again until 1 hour has passed.





"Oh, I know Riff! Nice fella. Only stabbed me the once."
—Ind Fonts



Ring of Changing Shapes

Ring, rare (requires attunement by a sorcerer)

This magic ring is made of solid mercury that bubbles and flows freely around your finger whenever you cast a spell. While wearing the ring, you gain the following benefits:

Shift Spell. When a spell you are casting fails because of a *counterspell* cast by another creature, you can spend 3 sorcery points as a reaction to immediately cast a different spell of the same level or lower without expending another spell slot. This property can't be used again until the next dawn.

To be eligible, the new spell must have the same casting time as the first one and can't consume any material components.

Spell Surge. As a bonus action, you can spend 5 sorcery points to cast a spell no higher than 5th level that has a casting time of 1 action, even if you've already used your action to cast a spell on this turn. When you do, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. This property can't be used again until the next dawn.

Ring of Healer's Heroism

Ring, uncommon (requires attunement by a spellcaster)

When you use an action to restore hit points to a creature other than yourself while wearing this winged ring, you become infused with heroism. You gain temporary hit points equal to your spellcasting modifier, and until the end of your next turn, you are immune to being frightened.

Ring of Lunar Might

Ring, very rare (requires attunement)

This intricate ring has various flowing designs that are both entropic and patterned in nature. While wearing the ring, you can use an action to create an area of gravitational force that extends from you in a 20-foot-radius, 40-foot-high cylinder. The area moves with you and remains as long as you concentrate (as if concentrating on a spell), to a maximum of 10 minutes. You have a semblance of control of the gravity within this cylinder. A friendly creature other than you spends 1 foot of movement for every 2 feet it moves within the area, while hostile creatures must spend 2 feet of movement for every 1 foot moved instead.

For the duration, you can use a bonus action on each of your turns to try and overwhelm a creature that you can see within the cylinder with a wave of intense gravity. Such a creature must succeed on a DC 16 Strength saving throw or take 2d10 bludgeoning damage and be knocked prone. In addition, you can use a bonus action on your turn to pull or push any water within the area up to 20 feet toward you or away from you, up to the outside of the cylinder. This effect lasts for the duration of the cylinder or until you use a bonus action to change the water's direction or end the effect.

Once the ring has been used to create an area of gravitational force, it can't do so again until the next dusk.

Alternatively, you can use an action to speak the ring's command word to cast the *reverse gravity* spell (spell DC 16) from it. Once the ring has been used in this way, it loses this property.

Ring of Misdirection

Ring, rare

This dark silver ring is covered in chiseled, dune-like swirls that seem to shift and change throughout the day. When found, this ring has 1d3 + 3 charges. While wearing the ring, you can use your reaction whenever you're hit by an opportunity attack to expend 1 of the ring's charges to cast the *mislead* spell. When you do, your illusory double is hit by the attack, instead of you, and you and the double can immediately move up to your remaining speed without provoking opportunity attacks. This version of the spell doesn't require concentration, but lasts until the end of your next turn, instead of 1 hour. The ring becomes nonmagical when you use the last charge.

Ring of Rituals

Ring, uncommon

While wearing this ring, you can speak its command word to cause a small, illusory flame to appear above it. The flame emits light like a normal candle but doesn't require oxygen or give off heat. Speaking the command word again snuffs out the light.

In addition, when you cast the ritual version of a spell, you can use the ring as a material component of the



Ring of Solar's Sight

Ring of the Arcane Berserker



Ring of Lunar Might

Ring of the Assassin Lord

spell in addition to its normal requirements. When you do, the ritual version of the spell's total casting time is reduced by 5 minutes. Once this property of the ring has been used, it can't be used again until the next dawn.

Ring of Solar's Sight

Ring, rare (requires attunement)

This gilded ring has 4 charges and regains 1d3 + 1 expended charges daily at dawn. While wearing the ring, you can use a bonus action to expend 1 of its charges to cast the *hunter's mark* spell from it, which lasts for 1 minute. You gain a +2 bonus to weapon attack rolls made against any target you mark with the spell in this way, and on a hit, the attack deals radiant damage instead of the weapon's normal damage type.

Ring of Stolen Alacrity

Ring, uncommon

This ring has a loose outer layer that's covered with illustrations of a person caught in various stages of running. If you spin the outer layer, the person appears to animate and run.

If you aren't surprised while wearing this ring, you can use your reaction when you roll for initiative to spin the ring and speak its command word. You use this reaction after you know the initiative order, if the GM shares it with you, but before any creature takes its turn. Choose a creature that you can see within 30 feet of you that also rolled for initiative. That creature must succeed on a DC 13 Charisma saving throw or swap the total of its initiative roll with yours. A willing creature can choose to fail this saving throw. Once this property of the ring has been used, it can't be used again until the next dawn.

If the GM doesn't share the initiative order with you, you can choose up to three creatures that you can see within 30 feet of you as part of this reaction. You immediately learn whether each of those creatures acts before or after you in the initiative order. Afterward, choose one of those creatures to make the saving throw as normal.



Ring of Stolen Alacrity

Ring of Volleys

Ring, uncommon

While wearing this ring, you can choose to summon a nocked arrow or bolt whenever you draw a bow or crossbow. The ammunition is magical. An arrow or bolt vanishes if you don't fire it right away and disappears right after it hits or misses.

Ring of the Arcane Berserker

Ring, rare (requires attunement by a barbarian)

This dark silver ring is decorated by a metallic skull with an amethyst gemstone embedded in its forehead. While wearing the ring, you can use an action to cast the *chill touch* spell (+5 to hit with ranged spell attack) from it.

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can cast a spell even if you're raging by expending 1 of the ring's charges as part of casting the spell. If you do, your rage does not end at the end of your turn as a result of not attacking a hostile creature. In addition, you can concentrate on spells while raging, but have disadvantage on Constitution saving throws to maintain your concentration on them when you take damage.

Ring of the Assassin Lord

Ring, legendary (requires attunement by a rogue)

This dagger-shaped ring has been worn by famous assassins throughout history. While wearing this ring, you can deal your extra Sneak Attack damage twice, instead of once, on each of your turns. The two attacks must be made against different targets, and the Sneak Attack damage for the second attack is halved.

The inside of the ring is blank when you first attune to the ring. A small tick mark appears on the band's interior whenever you reduce a creature of challenge rating 1 or higher to 0 hit points with an attack in which you dealt Sneak Attack damage. Once the ring has 50 marks, your Dexterity ability score increases by 2, as does your maximum for that score, and the ring stops adding more marks. If another creature attunes to the ring and gains this bonus, your Dexterity ability score and maximum for that score return to normal.



Ring of the Mute Mage

Ring of the Split Mind

Rings of the True Companions

Ring of the Mute Mage

Ring, uncommon (requires attunement by a spellcaster)

This dark silver ring looks like a tongue wrapped around your finger with an amethyst pressed into it. The Undercommon word for "silent" is inscribed into the ring's tongue. While wearing the ring, the same word becomes harmlessly written on your own tongue, and when you cast a spell of 3rd level or lower that requires only verbal components, you can choose to cast the spell using somatic ones instead. Any spell that requires a target to hear its verbal component gains no benefit from this property. Once this property of the ring has been used, it can't be used again until the next dawn.

Ring of the Split Mind

Ring, very rare (requires attunement by a spellcaster)

This crimson ring is split into two half-circles that magically hover a hair's breadth apart. While wearing the ring and concentrating on only one spell, you have advantage on Constitution saving throws that you make to maintain your concentration on that spell when you take damage.

If you're concentrating on a spell of 3rd level or lower and wearing the ring, you can choose to cast another spell of 3rd level or lower that also requires concentration without losing concentration on the first one. While concentrating on two spells in this way, make a Constitution saving throw for each spell as normal whenever you take damage to maintain your concentration. When you do, roll the d20 for each spell's saving throw in the order in which you cast them. You are vulnerable to psychic damage while concentrating on two spells in this way. Once this property of the ring has been used, it can't be used again until the next dawn.

Rings of the True Companions

Ring, rare (requires attunement)

These rings typically come in pairs but have been known to come in sets of up to four. Each ring is magically connected and can be attuned to by a different creature. While wearing one of the rings, you can use the following property even if you aren't attuned to it:

When another creature that you can see who is also wearing one of the rings drops to 0 hit points, you can use your reaction to cause that creature to drop to 1 hit point instead. Once this property of the rings has been used, it can't be used again until the next dawn.

If you find an additional *ring of the true companions*, you can add it to an existing set by holding all of the rings together for 1 minute. A ring can only be a part of one set at a time, and is removed from a set if it's more than 1 mile away from the other rings for 24 consecutive hours.

If you are the only creature attuned to one of the rings, it gains 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action expend 1 of its charges to cast the *cure wounds* spell (spellcasting modifier +3). If the target of the spell is another creature wearing one of the rings, the spell's range increases to 30 feet.

If additional creatures are attuned to rings from the set, the rings' collective strength grows and they share a pool of charges instead. For each attuned creature after the first, the rings gain an extra 2 charges and regain another 2 expended charges daily at dawn. The rings can share a maximum of 9 charges in this way (1d3 + 6).

The following properties are shared among all attuned creatures who are also wearing one of the rings from the set. The effects are cumulative and are determined by the number of attuned wearers:

2 attuned wearers: When you use the rings to cast *cure wounds* on another wearer, you can choose to cast it using a bonus action instead, but can only cast it once on the same turn.

3 attuned wearers: When you use the rings to cast *cure wounds* on another wearer, its range increases to 60 feet, and you can increase the spell slot level by one for each additional charge you expend, up to 4th level.

4 or more attuned wearers: When you use the rings to cast *cure wounds* on another wearer, you also gain 1d4 + 1 temporary hit points for each charge you spend.

Riptide Crossbow

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

This magic crossbow has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can expend 1 of the crossbow's charges to speak its command word and fire a bolt at a point on the ground you can see within the weapon's normal range. The

bolt creates a magical vacuum in a 20-foot-radius circle centered on that point, causing strange, spectral tides to pull creatures toward it. Each creature in the area must make a DC 15 Strength saving throw. A creature is pulled up to 15 feet toward the point on a failed save, or only 5 feet on a successful one. Until the start of your next turn, the area becomes difficult terrain.

At the start of your next turn, the point erupts, sending out a powerful wave of water in a 20-foot radius that extinguishes all nonmagical flames within the area. The water then vanishes. Any creature in the area when the point erupts must make a DC 15 Strength saving throw. On a failure, a creature takes 3d10 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Roaring Whip

Weapon (whip), uncommon

This magic whip releases a thunderous burst of sound from it when snapped that can damage faraway targets with its ferocity.

When you take the Attack action while holding this whip, you can use it to attack a target that's up to 5 feet outside your normal reach with the weapon. On a hit, the weapon's damage die changes to a d6 and deals thunder damage instead of slashing damage. Hit or miss, it emits the sound of a roaring lion audible out to 100 feet.

Rod of Endless Light

Rod, common

While holding this rod, you can use an action to speak its command word. When you do, the rod sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light remains for 1 hour or until you use an action speak the rod's command word again while holding it. For the duration, you can use a bonus action to mentally change the color of the light while holding the rod.

Rod of Refstophobia

Rod, rare

This heavy stake can magically repel liquids in contact with it and always feels uncomfortably dry. While holding the rod, you can use an action to speak its command word to cause any freestanding, nonliving liquids within 10 feet of the rod to be pushed away. You can use the rod in this way for up to 1 hour, all at once or in several shorter increments, each one using a minimum of 1 minute from the duration. The rod regains 15 minutes of use for every 12 hours it remains inactive.

Rod of Reverberation

Rod, rare (requires attunement)

This rod bears the embossed likeness of an ox at its top, where it splits into two horn-like prongs. When struck, the prongs reverberate with a magical force and electricity.

The rod has 3 charges and regains all expended charges daily at dawn. While holding the rod, you can use your reaction when another creature hits you with a





melee attack to expend 1 of the rod's charges to increase your AC by 1d6 for that attack, potentially causing the attack to miss you. If the attack misses you as a result of using this property, the attacker must also make a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 lightning damage and 1d10 thunder damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, the creature takes half as much damage and makes its next attack as normal.

Rod of Storms

Rod, rare (requires attunement by a spellcaster)

This silver rod crackles with energy and can redirect or release powerful electric surges. While holding it, if a creature you can see within 30 feet of you takes lightning damage, you can use your reaction to halve that lightning damage and choose another target you can see within 30 feet of you. When you do, that target must succeed on a DC 15 Dexterity saving throw or take lightning damage equal to the lightning damage taken by the creature.

Spells. The rod has 3 charges and regains all expended charges daily at dawn. While holding the rod, you can use an action to expend 1 of its charges to cast the *lightning bolt* spell (save DC 15) from it.

In addition, you can use an action to expend 1 of the rod's charges to cast the *call lightning* spell (save DC 15) from it if the spell is on your spell list. If you take lightning damage from a bolt of lightning you call down in this way, the rod regains 1 expended charge.

Rod of Thought Projection

Rod, uncommon

While holding this rod, you can use an action to create a mental connection with a willing humanoid creature that you can see within 120 feet of you. The connection lasts as long as you concentrate (as if concentrating on a spell), or until the other creature chooses to close it or moves farther than 120 feet away from you. For the duration, you can communicate with it telepathically. In addition, as part of the action to open this connection or as an action on a subsequent turn while it remains open, you can choose 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.

If the creature is unwilling, it must succeed on a DC 13 Wisdom saving throw or have the mental connection be established anyway. The creature is aware of the effect when it makes the saving throw. At the end of each of the creature's turns, it can make another Wisdom saving throw. On a success, the connection is severed, and the effect ends. Once the rod has been used on an unwilling creature in this way, it can't do so again until the next dawn.

Rod of Water Absorption

Rod, rare

This hollow rod has a hole at its end and four sections that each magically hold up to 10 gallons of water. Each hollow section is capped with a ring of glass, allowing you to see inside the rod and know how much water is stored within it. The rod weighs 3 pounds, regardless of how much water is stored inside.

While holding the open end of the rod underwater, you can speak its first command word as an action to cause it to begin absorbing water for the next minute. The rod can only absorb water. If the rod is submerged in this way for the full duration, it absorbs 10 gallons of water. The rod can hold up to 40 gallons at any time in this way, and can absorb up to 100 each day.

While holding the rod, you can use an action to speak its second or third command words. When you speak the second command word, you cast the *create or destroy water* spell (Create Water only) from the rod. You can cast the spell at up to 4th level in this way. Each gallon of water you create as part of the spell is drawn from the pool of water within the rod. If you cast this spell from the rod and cause the water to fall as rain, the spell consumes 10 gallons of water for each of the spell's slot levels.

Speaking the third command word causes 10 or more gallons of water to erupt from the rod in a torrent of water, up to the maximum amount remaining within the rod. This water is drawn from the pool of water within the rod. The water is shot in a line 30 feet long and 1 foot wide. Any creature in the line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage for every 10 gallons of water

used from the rod and is pushed 10 feet away from you. On a successful save, a creature takes half as much bludgeoning damage and isn't pushed.

Rod of the Magicycle

Rod, rare

This sturdy antler rod is capped on either end with a plush leather handle. You can twist the two handles in opposite directions as an action, releasing an unearthly roar audible out to 100 feet and causing the rod to magically split apart and form a powerful, two-wheeled vehicle made of wood, with the rod's handles at its front. You can twist the handles again as an action to return the vehicle to its rod form. The vehicle can appear underneath you, with you standing astride it, or in an empty space within 5 feet of you (your choice). The vehicle is a Medium magical object, called a magicycle, and has the following properties:

- The vehicle has AC 14, 40 hit points, and a speed of 60 feet. While moving, its AC becomes 17. When underwater, it ceases to function and immediately reverts to its rod form.
- The vehicle weighs 200 pounds. If it falls prone, it can't right itself until a creature within reach pulls it upright as an action.
- One Small or Medium creature drives and steers the vehicle. It can carry up to 300 pounds and comfortably fits either one Medium creature or two smaller ones.
- If the vehicle moves in a straight line for 600 feet, its speed increases to 100 feet until the next time it makes a significant turn or until it slows down or comes to a stop.
- For every uninterrupted period of 8 hours that the vehicle is in its rod form or goes unmoved, it regains 1d8 hit points. If it drops to 0 hit points, it reverts to its rod form and can't be used again until 5 days have passed.
- When you make a Dexterity saving throw while riding the vehicle, you can use your reaction to gain advantage on the roll. On a successful save, you can drive the vehicle up to 20 feet as part of the reaction. If moving in this way causes you to no longer be in the triggering effect's area, such as an ancient red dragon's fiery breath or an ice storm spell, you instead take no damage, instead of half damage, from the effect. On a failed save, you and the vehicle fall prone.



Rod of the Magicycle

Rope Caster

Weapon (crossbow, hand), common

This magic weapon is a favorite among infiltrators. Its firing mechanism has no string, unlike other crossbows. Instead, this weapon can only be loaded with rope. As a bonus action, you can load a length of rope into the crossbow. When you do, individual strands from the rope magically latch onto the weapon's limbs and pull the mechanism taut. You can make a ranged attack with the crossbow to fire the rope at a willing creature or an object within range that isn't being worn or carried. If it hits, the target takes no damage from the attack but is bound by the rope. If the rope is long enough, it magically wraps around the target in a single loop and securely ties itself, leaving the remaining rope to hang from the knot. If the target is a willing creature, the rope ties itself around the creature's chest or waist as a harness but does not restrain them. If the attack hits an unwilling creature, the rope falls harmlessly to the ground without being tied.

A creature can use its action to make a DC 10 Strength or Dexterity check, releasing a bound object within its reach on a success.

Rose Quartz Koi

Wondrous item, common

This Tiny crystalline sculpture of a fish weighs 2 pounds and looks miraculously lifelike. When you place or release the sculpture at a point underwater, it comes to life and swims around in a 5-foot-cube centered on that point. If placed in a container of salt water that's no larger than 5 feet on a side, the water inside becomes fresh after 10 minutes. You can use an Action to recapture the swimming sculpture.



Rose Quartz Koi

Rope Caster

Royal Blade of Amphibios

Weapon (rapier), very rare (requires attunement)

This expertly crafted blade is ornamented with rose gold designs of frogs and lily pads. While holding the rapier, you can stand on and move across any liquid surface as if it were solid ground, you can hold your breath for up to 30 minutes at a time, and you gain a swimming speed of 30 feet. In addition, any creature with the Amphibious trait can understand the meaning of your words when you speak, though you gain no special ability to understand them in return.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the blade has 3 charges and regains all expended charges daily at dawn. When you take the Attack action while holding the weapon, you can choose to expend 1 of its charges to transform the blade into a lashing, silver pseudopod that loosely resembles a frog's tongue. Until the end of your turn, the weapon adds 10 feet to your reach when you attack with it and deals slashing damage, instead of piercing, and on a hit, the target must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet straight toward you.

Royal Incinerator

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

This crimson and gold staff exudes authority and is always warm to the touch. While held, a mote of harmless fire sparks into life and floats above its crown-like head.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. On a hit, the target takes an extra 1d8 fire damage. You have resistance to fire damage while you hold this staff.

The staff has 15 charges for the following properties. The staff regains 2d6 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff erupts into a pillar of flame and is destroyed. The flames erupt in a 20-foot-radius cylinder that's 80 feet tall. Each creature in the area must make a DC 17 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.

Protective Flame. When a creature that you can see hits you with an attack while you're holding the staff, you can use your reaction to expend any number of charges from the staff to reduce the attack's damage against you by an amount equal to 5 times the number of charges you expend. If the attacker is within 5 feet of you, it also takes fire damage equal to the amount of damage that was reduced in this way.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *fire shield* (4 charges, warm shield only), *fireball* (3 or more charges), or *scorching ray* (2 or more charges). When you cast *fireball* or *scorching ray* from the staff in this way, you can increase the spell slot level by one for each additional charge you expend.

Rust Arrow



Rust Arrow

Weapon (arrow), uncommon

Rust arrows are typically made in sets of 5 using the remains of a rust monster's antennae and chitinous hide. When found, a quiver of *rust arrows* contains 1d3 + 2 of the magic ammunition. Once it hits a target, an arrow flakes away into dust and is destroyed.

When you make a ranged attack with a *rust arrow* and hit a target that is either wearing nonmagical metal armor or holding a nonmagical metal shield or weapon, that armor or weapon takes a permanent and cumulative –1 penalty to its AC or damage rolls, respectively. You choose what object takes the penalty. If an armor's penalty reduces its AC to 10 or its bonus to AC to +0, or if a weapon's penalty drops to –5, the object is destroyed.

If the target is a nonmagical ferrous metal object that isn't being worn or carried, the arrow destroys a 1-foot cube of it.

Sagittarian Vestments

Armor (light, medium, or heavy), uncommon (requires attunement by a cleric or paladin)

This armor is covered by a tabard that bears a cross-like symbol with an arrow at its top. While attuned to the armor, its symbol changes to represent the mark of your deity. You can benefit from the armor, as described below, even if you aren't attuned to it.

While wearing this armor, you have advantage on Wisdom (Medicine) checks, and you can use a bonus action to speak the armor's command word and touch a dying creature to magically stabilize them.

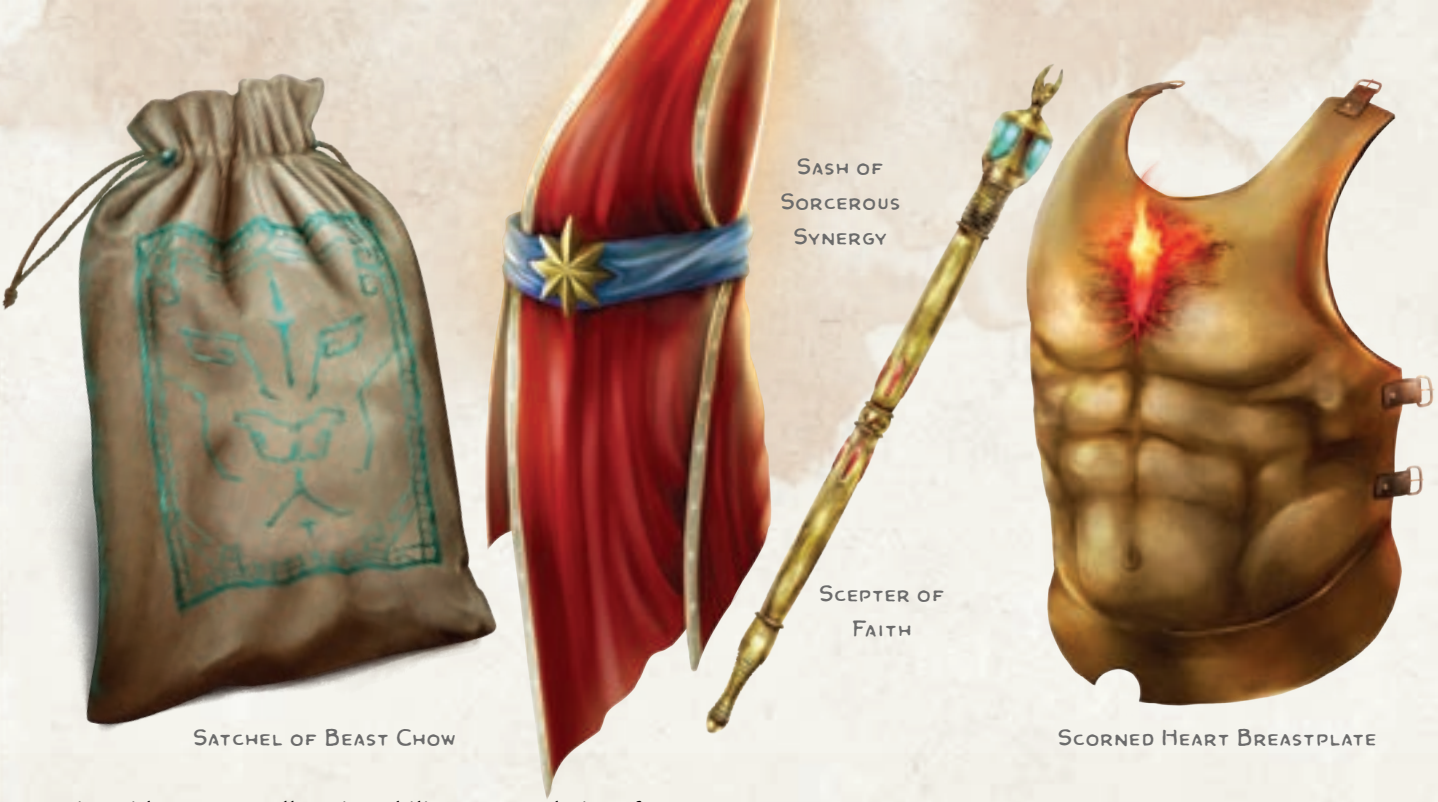
While attuned to this armor and wearing it, you can use a bonus action to cast the *spiritual weapon* spell from it, using a spell attack bonus of +5 and spellcasting ability modifier of +2. This version of the spell causes the summoned weapon to take the form of a bow that shares your space and moves with you, as opposed to moving independently. The bow makes ranged spell attacks, instead of melee ones, with spectral arrows that have a range of 30 feet. Once the armor has been used to cast this spell, it can't cast it again until the next dawn. Additionally, when you stabilize a creature using this armor's command word, roll a d20. On a 20, the creature regains 1 hit point.

Curse. This armor is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell. While cursed, your legs magically change shape to become hooved and equine, unless they already are, and you take a –5 penalty to Dexterity (Stealth) checks. In addition, while cursed, the distance you can jump without a running start is halved.

Salamander Flame Gauntlets

Wondrous item, rare (requires attunement)

These dark metal gauntlets were forged using fire from the heart of a salamander. While wearing them, your unarmed strikes with your hands deal an extra 1d4 fire damage to any target they hit. In addition, you can use a bonus action to cast the *flame blade* spell (4th-level version, no concentration required) from the gauntlets,



using either your spellcasting ability or your choice of Strength or Dexterity for the spellcasting ability of the spell when you do.

While holding the fiery blade, you can use an action to make a ranged spell attack with it instead. When you do, the blade becomes a fiery spear with a range of 30 feet. On a hit, the spear deals 4d6 fire damage. Immediately after the attack, the fiery blade reforms in your hand.

Sash of Sorcerous Synergy

Wondrous item, rare (requires attunement by a sorcerer)

This miraculous, one-shouldered robe is made from fine fabrics that have been steeped in powerful magic and fastened with an ornate buckle. The sash has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When an ally that you can see within 60 feet of you casts a spell while you're wearing this robe, you can use your reaction to expend 1 or more of the sash's charges to twist the spell with one of your known Metamagic options, without spending any sorcery points. The number of charges you expend is equal to the number of sorcery points the Metamagic option would normally cost. If using the sash would cause the spell to target a second creature, you choose the new target.

In addition, when you use a Metamagic option on a spell while wearing this sash, you can change the style, color, and material of the garment and buckle. The sash's weight doesn't change. Regardless of its appearance, the sash can't be anything but a one-shouldered robe.



Satchel of Beast Chow

Wondrous item, uncommon

This hefty satchel is 1 foot tall, weighs 2 pounds, and has 2d4 + 2 servings of magical, nondescript food inside it when found. The morsels of food come in small, half-inch cubes and smell as if they could have been made of either savory meats, enriched plants, or both. If a beast or monstrosity with a challenge rating of 2 or lower and an Intelligence of 3 or lower eats a serving of this food from your hand or similar outstretched vessel, it must succeed on a DC 15 Wisdom saving throw or be charmed by you for 1 hour. While charmed, the creature regards you and your companions as friends, and you have advantage on Wisdom (Animal Handling) and Charisma checks made to interact with the creature. If the creature takes any damage from you or your companions for the duration, the charm ends early. If the charm lasts for the full duration, the creature remains nonhostile toward you until you threaten it.

Scarlet Scourge

Weapon (whip), rare (requires attunement)

This whip is made from the severed vertebrae of a slain vampire's victims. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The whip siphons blood from creatures that it hits. Whenever you hit a Small or larger living creature with the whip that is not a construct, ooze, plant, or undead, the bone blade at its end absorbs some of its blood and gains 1 charge. The whip can hold up to 10 charges and loses its charges whenever you finish a short or long rest. While holding the whip, you can use a bonus action to speak its command word to convert these charges into healing energy. When you do, the whip loses all its charges and you regain 2 hit points for each charge lost.

For every 5 charges the whip has, the muscle fibers that hold it together loosen and add 5 feet to the weapon's reach.



Scorpio Armor

Scepter of Faith

Rod, very rare (requires attunement by a cleric)

This rod is imbued with the last remaining magic from a pious saint. While holding the rod, you can use a bonus action to cast the *shield of faith* spell from it on a creature other than you within range. When an attacker within 60 feet of you deals damage to a creature under the effect of this spell, you can use your reaction to cause a spectral shield to appear before it and push the attacker 5 feet away from the creature.

In addition, while holding the rod, you can use an action to cast either the *guardian of faith* or *find the path* spell. When cast in this way, *find the path* can only be used to find the route to a temple or other holy site. Once the rod has cast either of these spells in this way, it can't be used to cast that spell again until the next dawn.

Scorned Heart Breastplate

Armor (breastplate), rare (requires attunement)

This brass breastplate is torn apart in its center by a crimson gemstone. You gain a +1 bonus to AC for every two allies within 10 feet of you (up to a maximum of +2) while you wear this armor. In addition, while wearing this armor, you can cast *hellish rebuke* (save DC 15) as a 3rd-level spell from it, using your reaction. Once the armor has been used to cast this spell, it can't do so again until the next dawn.

Curse. This armor is cursed. Attuning to the armor curses you until you are targeted by the *remove curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have disadvantage on saving throws to resist becoming charmed, and you have disadvantage on Charisma checks to interact with any creature you find attractive.

Scorpio Armor

Armor (half plate or plate), uncommon (requires attunement)

This armor is made from the treated carapace of a giant scorpion. You can benefit from the armor, as described below, even if you aren't attuned to it.

While wearing this armor, it doesn't impose disadvantage on your Dexterity (Stealth) checks while you're in dim light or darkness. However, your speed is reduced by 5 feet while you're in sunlight, as the armored husk recoils and constricts from it.

While attuned to this armor and wearing it, you have advantage on saving throws against poison. In addition, you can use a bonus action to close your eyes and speak the armor's command word. When you do, you create an instantaneous pulse of awareness around you, immediately alerting you to the presence and location of any creature within 30 feet of you that's on the ground as if you had tremorsense out to a range of 30 feet. Once the armor's command word has been used, it can't be used again until the next dusk.

Scorpion Lasher

Weapon (whip), uncommon (requires attunement)

This whip was constructed using salvaged pieces of a giant scorpion and drips with a sickly venom. Once on each of your turns when you hit a creature with this weapon, you can cause the whip to deal an extra 1d6 poison damage. When you do, if the creature is Medium or smaller, it must also succeed on a DC 13 Strength saving throw or be pulled 5 feet closer to you.



Scorpion Lasher



Scroll of Mapping

Scroll, uncommon or very rare

By using an action to read the scroll, you cause the arcane script on the page to vanish and become an inked map of the surrounding area. The map shows the area in a 1-mile radius centered on the point where you read the scroll and indicates both structures and topography. By touching the map, a small light appears at your location to indicate where you are. Using a series of natural gestures when touching the page, you can cause the map to change its scale or displayed portion of the area. The scroll isn't destroyed when you read it, but can't be used again to create a different map.

The following *scroll of mapping* is a very rare variant with additional properties.

This map is in color and displays the names of large and small locations, depending on the map's scale, such as the name of the region, street, or nearby shop. In addition, you can use an action to touch the map and ask it where a familiar person or place is that you can name or clearly describe. If the person or place is somewhere that can be shown on the map, an X appears on it at the target's location. If there are multiple targets with the same name or description within the area, multiple marks appear. If the target is a creature that's in a different form, such as being under the effects of a *polymorph* spell, or can't be detected by divination magic or scrying sensors, the map doesn't display its location. If the target is moving, the X follows its movements for the duration. The marked target remains shown on the map for 10 minutes, after which time the X vanishes. Once this property of the map has been used, it can't be used again until 12 hours have passed.

Scroll of Nightmares

Scroll, rare

Using an action to read this dark scroll causes horrifying memories, fears, and regrets to violently invade the minds of up to 10 creatures of your choice that you can see within 60 feet of you. Each creature must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 5d10 psychic damage and becomes frightened of you for 1 minute or until it takes damage. On a successful save, a creature takes half as much psychic damage and isn't frightened. At the GM's discretion, non-sentient creatures, such as some constructs, oozes, plants, and undead, are immune to this effect.

Reading the scroll causes its script to flash and burn away as each word is spoken. Once the scroll has been used, it turns to ash and is destroyed, releasing a final wail as its magic is consumed.

Scroll of the Jester

Scroll, rare

Using an action to read this scroll, your appearance magically changes to become a jester. At the same time, 8 perfect illusions of jesters that are identical to you appear in random unoccupied spaces within 30 feet of you. When the jesters appear, each creature of your choice within 60 feet of you must succeed on a DC 15 Wisdom saving throw or be charmed by you as if you had cast the *enthrall* spell (no concentration required).

Each jester is indistinguishable from you and shares your AC, initiative, speed, and bonuses to saving throws. On your turn, you can mentally command each jester where to move (no action required). You can choose to see through a jester's eyes, hear what it hears, or speak through it in your own voice. A creature with truesight can determine which jester is you.

The jesters remain as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. A jester disappears early in a plume of confetti if it takes any damage, if it's more than 120 feet away from you, or if you choose to expend it in order to create one of the following effects:

- As an action, you can expend 1 or more jesters to cast one of the following spells (save DC 15, no concentration required): *charm person* (1 jester), *color spray* (1 jester), *confusion* (4 jesters), *greater invisibility* (4 jesters), *hideous laughter* (1 jester), *hypnotic pattern* (3 jesters), *levitate* (2 jesters), or *major image* (3 jesters). When you cast a spell in this way, you can cause the spell to originate from you or from a jester that you can see.
- As a bonus action or as a reaction when you take damage, you can expend 1 jester to immediately and imperceptibly teleport, swapping places with it. The jester disappears after it arrives in your original space.

When the last jester disappears, any effects or spells created by the scroll or its jesters end.

Second Fiddle

Wondrous item, uncommon

A hand-me-down fiddle that's been enchanted over time by the sheer number of bards to have played it. You have a +3 bonus to Charisma (Performance) checks made with this fiddle. In addition, if you're a bard and are holding the fiddle when a creature other than you who can see and hear you rolls a Bardic Inspiration die, you can use your reaction to play a magical note on the fiddle. When you do, the creature can roll the Bardic Inspiration die again and choose either result. You can use this reaction before or after the creature rolls the Bardic Inspiration die, but before the GM says whether the roll succeeds or fails. Once this property has been used, it can't be used again until the next dawn.

Seeker's Compass

Wondrous item, uncommon

This brass compass has two needles: one large, and one small. The large needle always indicates magnetic north and is unaffected by magical effects that would otherwise mislead it. The small needle remains motionless until activated.

While holding this compass, you can speak its command word as an action to cast the *locate object* spell from it and activate the smaller needle. This version of the spell has a duration of 1 hour, doesn't require concentration, and causes the smaller needle to indicate the direction of the object located by the spell. If the small needle can't detect the object specified by the spell, it spins wildly for a moment and then becomes motionless again. Once used, this property of the compass can't be used again until the next dawn.



Second Fiddle

Seer's Starlight Cloak

Seer's Starlight Cloak

Wondrous item, uncommon (requires attunement by a cleric, druid, or wizard)

This deep purple cloak is hemmed with a silver lining that radiates into starburst patterns around the head and arms. When in darkness, tiny stars can be seen from within the cloak's fabric. A constellation of stars in the shape of an eye can always be seen on the front of the cloak's dramatic hood. While wearing the cloak, you can use an action to cast the *guidance* spell.

While you can see the night sky and are wearing the cloak, you can use an action to cast the *augury* spell. When you do, the omens are represented by the number of shooting stars that appear in the sky:

- **Three or more shooting stars,** for good results
- **One shooting star,** for bad results
- **Two shooting stars,** for both good and bad results
- **Nothing,** for results that aren't especially good or bad

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



Seeker's Compass

Seraphim's Stiletto

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

This magic dagger is made from elven gold and a fine sliver of unicorn horn. The dagger has a pool of 20 hit points that replenishes daily at dawn. As an action, you can touch this dagger to a creature you can see within 5 feet of you and speak its command word. When you do, you can restore a number of hit points to that creature from the pool, up to the maximum amount remaining in the pool.

When you hit an undead creature with a melee attack using this dagger, you can expend a number of hit points from the pool, up to the maximum amount remaining, as part of the attack. When you do, you deal extra radiant damage to that creature equal to twice the number of hit points you expend in this way.

Shadow Tag

Wondrous item, rare

This silver coin is embossed with the visage of a hooded, near-faceless figure with eyes that are always dark. While holding the coin, you can use an action to whisper its command word and toss it into a creature's shadow that you can see within 10 feet of you. When you do, the coin magically dissolves and tags the creature's shadow, causing a smoky, pitch-dark copy of the coin to appear in your hand instead.

While you're within 1000 feet of the tagged creature's shadow, small points of light appear within the dark coin's eyes that look in the shadow's direction. If the dark coin's eyes are looking toward the shadow, you can grasp the coin and use an action to speak its command word again, destroying the coin and immediately teleporting you to an unoccupied space within 5 feet of the tagged creature. Alternatively, when you destroy the coin, you can force the tagged creature to make a DC 15 Charisma saving throw. On a failed save, the creature teleports to an unoccupied space on solid ground that you can see within 15 feet of you. A creature can choose to fail the saving throw.

If the tagged creature doesn't have a shadow, such as if it becomes invisible, the dark coin's eyes disappear until the creature's shadow reappears. The dark coin remains for 24 hours or until you destroy it. If the dark coin lasts for its full duration, there is a 50 percent chance that the normal coin reappears and replaces it. If the coin doesn't reappear at the end of the duration, it's destroyed.

Shadow Weaver's Guise

Wondrous item, uncommon (requires attunement by a spellcaster)

This patchwork gray cloak has three bone clasps at its neck. Whenever you cast an evocation spell that deals damage while wearing this cloak, you can choose to change its damage type to necrotic for that casting of the spell.

Curse. Once you don this cursed cloak, you are unwilling to remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, you are considered to be undead whenever you are in dim light or darkness. In addition, if you can normally cast the *light* or *dancing lights* cantrips, you are unable to cast them while wearing the cloak.

Shadowscale Shroud

Armor (scale mail), legendary (requires attunement)

Enchanted by powerful drow, this dark and shadowy dragon scale armor protects you from both damage and light. While wearing this armor, you have a +2 bonus to AC and resistance to necrotic damage, and if you have the Sunlight Sensitivity trait, you are unaffected by it.

In addition, this armor doesn't impose disadvantage on your Dexterity (Stealth) checks, and when you attempt to hide in areas of dim light or darkness while wearing it, you gain a +5 bonus to the roll.

Shadow Shift. While in an area of dim light or darkness, you can use an action to turn invisible. You remain invisible for up to 10 minutes or until you use a bonus action to become visible again. You become visible early if you enter an area of bright light or if you attack or cast a spell. While you're invisible in this way, you have resistance to all damage except force and radiant, and you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. In addition, while you're invisible in this way, you can't be targeted by any divination magic or perceived through magical scrying sensors against your will.

Once this property of the armor has been used, it shouldn't be used again until the next dusk. Each time it is used again before then, you must expend either 6 Hit Dice, rolling each one and taking force damage equal to the total rolled, or suffer one level of exhaustion (your choice). Force damage taken in this way ignores resistance and immunity.

Shield of the Justicars

Armor (shield), rare

One of the original arms from the Upheaval, this shield can be used to release a magically discordant pulse. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, the shield has 4 charges and regains 1d4 expended charges daily at dawn. While holding it, when a creature that you can see within 30 feet of you casts a spell, you can use your reaction to expend 1 of the shield's charges and speak its command word. When you do, the target must make a DC 15 Constitution saving throw. On a failed save, the target takes a –2 penalty to its spell attack bonus and saving throw DC until the end of the turn, including against the triggering spell.



Shadow Tag





Shadowscale Shroud



Shadow Weaver's Guise

Shield of the Justicars





Seraphim's Stiletto

Dorainir was tired. As she stood in the storm, she knew she should not be the one to do this. Her fine elven hands were never meant to wield the Spelldrinkers' blade, but she was the last of those to whom it had been entrusted. It had never been her place to carry on this long, but... the duty she had entrusted to her successors had been passed back to her.

And before her stood the cause, a face she was all-too familiar with. Once, she and Orvus Nightbane had stood together in the Spelldrinkers, her kinder hand a fair match for his acidic temperament. But they were younger, then. And time had only rendered the contrast all the starker, writ large by the hateful sigil his shield now bore.

Finally, the dwarf spoke, the bile dripping from his voice as he said, "So, the coward returns."

"I left because I believed my work was done, that I had given my place to those who came after. How many of mine have you sent to the grave? How many that couldn't fight back?"

"I have only destroyed those who stood against the oaths we swore so long ago, or have you forgotten those promises?"

"You took those words and twisted them to your own purpose, just as you did with the weapons you stole in your exile."

"I have forged my own tools, now, and to a man they've triumphed over those depraved magics you enabled, those servitors of yours you thought a match to my resolve."

Dorainir's shoulders sagged, looking towards her former compatriot with cold fury. He and his cursed shield were the icon of a new age, one in which her people were purged for the crime of truly trying to make things better. Her grip on the sky-laden blade tightened as she spoke with the weight of irretrievable sorrow.

"Four stars against the whole of the night sky, old friend. The Spelldrinkers shall not falter."

It was that day Dorainir earned her title as Hunter of Justicars, and left a wound from which her enemies would never truly recover.



Shifter's Shine

Potion, common or uncommon

The typical *shifter's shine*, a common potion, is a specialty alcoholic beverage that causes your face to appear more glamorous. For 1 hour after drinking this potion, your skin's complexion clears, appears healthier, and grows more taut. Your face, while largely unchanged, is distinctly more attractive and exudes a weak aura of enchantment magic. When you make a Charisma check while under the effects of this potion, you can choose to forgo rolling the d20 to get a 10 on the die. Once you use this property, you can't use it again for the remainder of the potion's duration. The potion is a rich honey color and swirls lazily around, regardless of how it's handled. It can be found in any sort of vessel, though it is usually found in glass jars. The eye of a shapeshifter drifts along the potion's bottom, making it a daunting beverage for the average taverngoer to order. It has an extremely strong alcoholic taste with a hint of caramel. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *shifter's shine* is an uncommon variant with additional properties. It also tastes better.

When you drink this potion, you gain the effects of the *alter self* spell for 1 hour (no concentration required) or until you end the effect as a bonus action.

Shimmering Spectacles

Wondrous item, common

While wearing these glasses, you can use a bonus action to cause them to briefly shine. When you do, the glasses cast bright light in a 5-foot radius and obscure your eyes until the end of your turn.

Shipwright's Watch

Wondrous item, common

This glimmering spyglass is actually coated in a fine layer of fool's gold. While peering through the spyglass, you can rotate a ring at the front of the telescope to toggle between looking directly ahead of you or directly behind you, as if you were turned around.

Shooting Star

Weapon (longbow), very rare (requires attunement)

Tiny specks of starlight gleam from the dark surface of this magic longbow at night. The bow is strung with an invisible string that appears only when it's drawn. When pulled, the string emits a soft yellow glow as motes of starlight appear and float around the bow's frame. Drawing the bow without first nocking an arrow creates a magic arrow of pure starlight in its place and intensifies the bow's glow. The starlit arrow shines bright light in a 20-foot radius and dim light for an additional 20 feet. You gain a +2 bonus to attack and damage rolls made with this weapon when you use a starlit arrow, which deals radiant damage instead of piercing damage. Hit or miss, the starlit arrow disappears immediately after the attack.

Falling Stars. As an action, you can speak the bow's command word and fire a starlit arrow into the air above you, choosing a point that you can see within 60 feet of you. The arrow immediately vanishes and creates a shower of tiny, magical stars that fall and land in a 30-foot-radius circle on the ground centered on the point you chose. Each creature of your choice within the area must make a DC 16 Dexterity saving throw. A target takes 3d6 radiant damage and 3d6 force damage on a failed save, or half as much damage on a successful one, as a shower of magical stars slam into the ground around them. This property can't be used again until the next dusk.

In addition, when you use a starlit arrow and roll a 20 on an attack roll made with this weapon, a tiny magical star appears and strikes the target. The target must make a DC 16 Dexterity saving throw, taking 1d6 radiant damage and 1d6 force damage on a failed save, or half as much damage on a successful one.

Immediately after a falling star hits the ground or a target, it disappears.



Siege Staff

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

This stony staff has been carved into the shape of a castle tower. The staff has 10 charges for the following properties, which use your spell save DC and spell attack bonus, and regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a the staff crumbles into rubble and is destroyed.

Battering Strike. This staff can be wielded as a magic quarterstaff. When you hit with a melee attack using this staff, you can expend 1 of its charges to cause the target to take an extra 1d6 bludgeoning damage. If the target is a creature, it's also pushed 5 feet away from you. In addition, when you attack an object with the staff and hit, maximize your weapon damage dice against the target.

Fire Pot. While holding the staff, you can use an action and expend 1 or more charges to cast the *grease* spell from it. You can increase the size of the square covered by the spell by 5 feet for each additional charge you expend in this way (up to a 20-foot square). When you expend 2 or more charges to cast the spell in this way, creatures also take 2d6 fire damage on a failed save, or half as much damage on a successful one.

Trebuchet. While holding the staff, you can use an action and expend 3 charges to magically create and fling a boulder at a point you can see within 60 feet of you. Any target within 5 feet of the point must make a Dexterity saving throw. On a failed save, a target takes 4d8 bludgeoning damage, and if it's Medium or smaller, it is also pushed 10 feet away from the point. On a successful save, a target takes half as much bludgeoning damage and isn't pushed. Maximize the bludgeoning damage dice against any object or structure hit by the boulder. After it lands, the boulder disappears.

Silver Coin of Duvra

Wondrous item, common (requires attunement)

This silver coin is embossed with the trickster dragon Duvra on one side (heads), and a sailing ship on the other (tails). Whenever you or another creature you can see flips this coin, you can control whether it lands heads, tails, or on its side.

Silver Eagle Studded Cuirass

Armor (studded leather), uncommon (requires attunement)

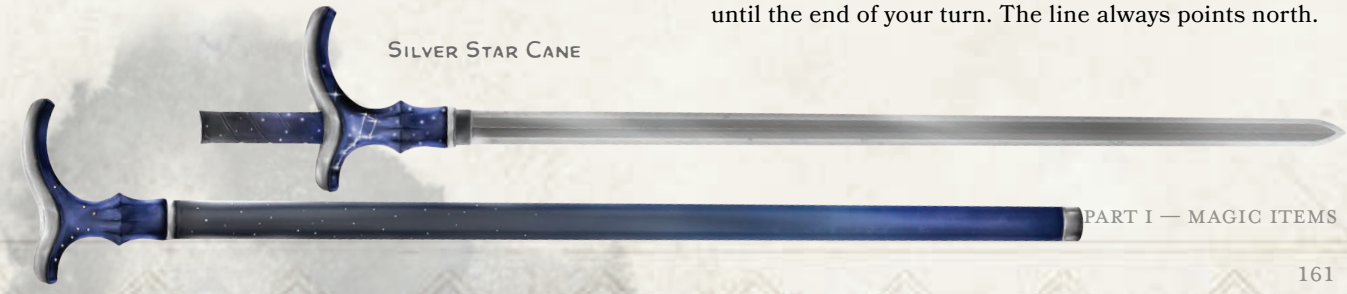
This studded leather armor is worn by an elite guard of a longstanding alliance between elves and humans. While you're wearing it, any critical hit against you becomes a normal hit.

In addition, when a creature you can see hits you with a melee attack while you're wearing this armor, you can use your reaction to speak its command word. When you do, a pair of ghostly eagle wings appear from the back of the armor. The wings beat the air around you and push you back up to 10 feet away from the attacking creature, without provoking opportunity attacks. In addition, the sudden movement takes you out of harms way, reducing the damage you take from the triggering attack by 2d6. Once this property of the armor has been used, it can't be used again until the next dawn.

Silver Star Cane

Weapon (rapier), common

This magic rapier is indistinguishable from a cane while stowed in its leather-wrapped wooden sheath. You can press a button on top of the cane to extend its handle upward (no action required), revealing a more comfortable grip with which to wield it. The rapier is adorned with eight pearls in the form of a heavenly constellation. When you draw the weapon, the pearls shed bright light in a line 5 feet long and 1 inch wide until the end of your turn. The line always points north.



Sir Varion's Helm

Wondrous item, uncommon

This helm was worn by the iconic hero Sir Varion, whose feats of fearlessness preceded him wherever he traveled. While wearing the helm, you can hold your breath for up to three times the normal duration.

In addition, when you make a saving throw against being frightened, you can roll a d6 and add the number rolled to the save. This property can't be used again until the next dawn.

Sir Varion's Lance

Weapon (lance), uncommon (requires attunement)

This weighty lance was originally designed for Sir Varion, a brave knight with a famous disregard for horses. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the heavy property, but is uniquely balanced to function well in close-quarters combat. Attacking a target within 5 feet of you with this weapon doesn't impose disadvantage on the attack roll.

If you are attuned to *Sir Varion's shield*, you can wield this weapon with one hand, instead of two, while also holding the shield.

Sir Varion's Mantle

Wondrous item, uncommon (requires attunement)

This sturdy, waterproof riding cape once belonged to Sir Varion, a famed knight known for his charm and eccentricity. While wearing this cape, you can spend 10 minutes to cast the *find steed* spell from it. When you do, the summoned steed is in the form of a giant toad. The steed remains for the duration or until your attunement to the mantle ends. When the steed drops to 0 hit points, this property can't be used again until 2 days have passed.

In addition, while you're mounted, you have advantage on Charisma (Persuasion) checks.

Sir Varion's Shield

Armor (shield), uncommon (requires attunement)

This large shield once belonged to Sir Varion, a noble knight who strode bravely through battles on ice, sand, or swamp. While holding this shield, you ignore non-magical difficult terrain and have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Sky Anchor

Weapon (spear), rare

This barbed spear was designed to hunt and trap flying creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has a normal throwing range of 40 feet. When you hit with a ranged attack using this weapon, you can speak its command word to create a magical chain that extends from the spear to a point on the ground within 5 feet of you. When you do, the spear remains lodged in the target. Until the spear is dislodged, that target can't move farther away from the point, and at the end of each of its turns, the target is pulled up to 10 feet closer to the



"Sir Varion!
Please come help me! A dreadful green dragon has taken me hostage in his dreadful lair! It smells dreadful in here!

Please save me, my darling knight!
—Princess Wingwumms of the Amphibious Court"

"Dearest Princess,
I will come with great haste to your aid. No creature of any color, size, shape, origin, language, age... (the list continues with several repeated options over the next few lines) ...or orientation will stop me from saving you from its malicious clutches. Rest assured, my Lady, your hero is coming as quickly as my legs can carry me!

Stay strong, Princess Wingwumms. May the fresh tide grace your skin.
—Sir Varion

Postscript: Do tell the dragon, won't you? I eagerly await our dramatic encounter when I find you and its dastardly lair!"



point. An object that weighs more than 4,000 pounds can't be pulled in this way. The spear is dislodged from the target after 1 minute, or when a creature uses its action to make a DC 15 Strength check, dislodging the spear from itself or another target within its reach on a success. When the spear is dislodged, it deals 2d8 piercing damage to the target it was lodged in and is immediately pulled back to the point. The magical chain then disappears. You can dislodge the spear on your turn by speaking its command word again as a bonus action. Once this property has been used, it can't be used again until the next dawn.

Skyglider Shield

Armor (shield), rare (requires attunement)

This rust-colored shield is made from the scales and leathery hide of a wyvern. While holding the shield, you have resistance to poison damage. In addition, the shield has 3 charges and regains all expended charges daily at dawn. When you fall while holding the shield, you can use your reaction to expend 1 of the shield's charges to cause a pair of wyvern wings to magically outstretch from the shield. While the wings remain outstretched, you fall at a rate of 10 feet per round and gain a flying speed of 30 feet, which you can use to glide horizontally as you descend so long as you hold onto the shield. If you land on the ground while falling in this way, you take no damage from falling. You can't Dash while using the shield to fly, and this flying speed can't be increased in any way. You can use the shield to gain altitude when flying in this way, but must spend 3 feet of movement for every 1 foot you fly upward. The wings refold immediately if you land or at the end of your turn if you didn't fly at least 15 feet on that turn.

Skylit Greaves

Wondrous item, legendary (requires attunement)

These mithral greaves feel weightless, despite being made from metal. While wearing the boots, small jets of storming vapor pour from their sides when you move. While wearing the greaves, you are always under the effect of the *jump* spell, your movement speed increases by 10 feet, and you have resistance to lightning and thunder damage.

The greaves have 5 charges and regain 1d4 + 1 expended charges daily at dawn. While wearing the greaves, you can stomp the ground or tap your heels together as an action and expend 1 of their charges to create one of the following effects, or 2 charges to create both at the same time.

- You summon a torrent of wind beneath your feet, propelling you upward. You gain a flying speed equal to your walking speed and can hover for 10 minutes.
- You summon a battering whirlwind around you. Any creature within 5 feet of you must make a DC 17 Strength saving throw. On a failed save, a creature takes 3d8 bludgeoning damage and is flung up to 20 feet away from you and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10

feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the creature takes half the bludgeoning damage and isn't flung away or knocked prone.



Slaying Longbow

Weapon (longbow), legendary (requires attunement by a good-aligned creature)

This powerful longbow originally served a solar, one of the mighty celestials that guard the heavens from evil. Normally unwieldy in the hands of mortals, this bow was bestowed upon a heroic human centuries ago and has been carefully passed down ever since. When you hit a creature with a ranged attack using this magic weapon, it takes an extra 2d8 radiant damage.

In addition, when you roll a 20 on a ranged attack roll made with this bow against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or die. On a success, a creature takes an extra 6d8 radiant damage from the hit instead. A creature automatically succeeds on the saving throw if it is good-aligned or has legendary actions.

Sleepytime Sheep Stuffy

Wondrous item, common

This small, soft stuffed sheep toy is 6 inches from head to tail and smells like lavender. A willing creature holding the stuffy can use an action to speak its command word to immediately fall asleep. This property can't be used again for 8 hours.

Snake Charmer's Flute

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use this flute. While you are attuned to the flute, ordinary snakes are indifferent toward you and will not attack you unless you threaten or harm them. For the purposes of this item, this includes flying snakes, poisonous snakes, and constrictor snakes, although swarms and giant versions of such creatures have a 50 percent chance of being indifferent to you instead.

You can use an action to play the flute. While you continue to play the flute each round as an action, any snake that comes within 30 feet of you and isn't under another creature's control must make a Wisdom check contested by your Charisma check. If you lose the contest, the snake behaves as it normally would and can't be swayed by the flute's music for the next 24 hours. If you win the contest, the snake is swayed by the flute's music and becomes friendly to you and your companions for as long as you continue to play the instrument. A friendly snake obeys your mental commands. If you issue no commands to a friendly snake, it defends itself but otherwise takes no actions. If a friendly snake starts its turn and can't hear the flute's music, your control over that snake ends, and the snake behaves as it normally would and can't be swayed by the flute's music for the next 24 hours. Your control over a snake ends early if you or your companions do anything harmful to it.

Snow Rider's Sleigh

Wondrous item, common

This magic sled moves effortlessly over land as if it were covered in fresh snow and sends small flurries of illusory snowflakes behind it as it travels.



Soul Pendant

Wondrous item, rare (requires attunement)

This mithral pendant holds a cleanly cut diamond at its center and hangs from a string of polished prayer beads. The pendant has 3 charges and regains 1d3 expended charges daily at dawn. When a creature that you can see within 60 feet of you dies while you're wearing this necklace, you can use your reaction to expend 1 of the pendant's charges and speak its command word. When you do, that creature's soul becomes trapped in the pendant for 24 hours or until you use this property of the pendant again as a reaction or you choose to release it as a bonus action on your turn. A nonliving creature or creature without a soul, such as a construct or undead, is immune to this effect. While a soul is trapped in the pendant, you gain a +2 bonus to Wisdom ability checks and Wisdom saving throws while you're wearing it.

In addition, you can use an action to telepathically ask the soul a question, as if by the *speak with dead* spell, regardless of what the form of its physical body was. Once a soul has been asked 3 questions in this way, it's released from the pendant.

While a creature's soul is trapped in the pendant, its body is under the effect of the *gentle repose* spell. If the creature is returned to life while you have its spirit trapped in this way, the spirit is released from the pendant and returned to its body.

Soul-Searing Scythe

Weapon (halberd), legendary (requires attunement)

This brass weapon was forged in the heart of the Elemental Plane of Fire. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the scythe, you can use a bonus action to speak its command word, causing soul-rending flames to erupt from the holes in the blade. These flames are harmless to you and shed bright light in a 40-foot radius and dim light for an additional 40 feet. The flames last until you use a bonus action to speak the command word again or until you drop or stow the scythe.

While the scythe is ablaze, it deals an extra 3d4 fire damage to any target it hits. This damage ignores fire resistance and immunity, and it becomes necrotic damage when it hits a creature with the Fire Absorption trait.

In addition, when you score a critical hit with this weapon against a creature that is not a construct or undead, the target must make a DC 17 Constitution saving throw. On a failed save, the creature takes 3d4 necrotic damage and is stunned until the start of your next turn. On a successful save, a creature takes half as much necrotic damage and isn't stunned.

When you reduce a creature to 0 hit points with this weapon, its body and soul are immolated and destroyed unless it is a construct or undead. A creature whose body and soul have been destroyed by the *soul-searing scythe* can be restored to life only by a *wish* spell or divine intervention.



Sovereignseed Satchel

Wondrous item, rare

This unassuming leather satchel is embroidered with a floral pattern and is connected to a strange garden on a special demiplane. The garden produces 4 magical seeds daily at dawn, which automatically appear at the bottom of the bag each day. When you open the bag to retrieve the seeds for the first time each day, roll 4d6 and consult the table below to determine the nature of each seed. Any unused seeds turn to dust and are destroyed daily at dawn when the bag produces a new batch of seeds.

d6	Seed
1	**Binding Bur.** You can throw this jagged bur as if it were a dart or use it as a sling bullet. A Large or smaller creature hit by the bur must succeed on a DC 15 Strength saving throw or be restrained by it for 1 minute, as the bur rapidly grows to form a series of entangling plants around it. A creature restrained in this way can use its action to make a DC 15 Strength check, freeing itself on a success. The bur withers and is destroyed once a creature succeeds on the saving throw or is no longer restrained by it.
2	**Bouncing Bloom.** You can use an action to plant this seed in the ground in an unoccupied space within your reach. When you do, a 5-foot-radius flower immediately grows in the space. A creature that jumps from the flower is propelled three times the normal distance, up to the creature's remaining movement, without the need for a running start. The flower withers away and is destroyed after 10 minutes or after it's been used to propel a creature in this way ten times.
3	**Cloaking Cotton.** You can use an action to hurl this boll into the air at a point within 5 feet of you. When you do, the boll erupts into an opaque cloud in a 20-foot-radius sphere, centered on that point. The sphere spreads around corners, and its area is heavily obscured. The sphere does not move with you. The cloud remains for 1 minute, until it's dispersed by a wind of moderate or greater speed (at least 10 miles per hour), or until 5 or more fire damage is dealt to a target within the area.
4	**Fiddle-Ferry Fig.** You can use an action to plant this seed in the ground or place it in a body of water in an unoccupied space within your reach. When you do, the seed immediately grows into a single, large leaf. A creature can break the leaf off its stem using an action. The leaf is 10 feet long and 5 feet across and can support up to 300 pounds. Creatures standing or sitting on the leaf while it's falling descend at a rate of 60 feet per round, or are supported by the leaf when floating in the water. If the leaf is carrying more than 300 pounds, it immediately falls or sinks as normal. After 1 hour, the leaf and stem wither away and are destroyed.
5	**Rose of Radiance.** While held, this seed emits a warm glow, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Alternatively, you can use an action to plant the seed in the ground at a point within your reach. When you do, a single, golden rose grows at the start of your next turn that sheds light twice as far as the seed. The effect lasts for 8 hours or until the flower is moved or destroyed.
6	**Spanning Sprout.** You can use an action to plant this seed in the ground in an unoccupied space within your reach. When you do, a bridge made of twisting vines grows horizontally in a line that's 5 feet wide and up to 30 feet long in a direction of your choice. The vines are sturdy and can support up to 500 pounds at a time, provided that both ends of the bridge connect to a solid surface, such as a point on the ground or a wall. The bridge withers away and is destroyed after 1 hour, or if it takes 15 slashing or fire damage (AC 10).

Spellfire Bow

Weapon (longbow), legendary (requires attunement by a spellcaster)

This richly polished wooden longbow is ornamented with a silver trim and bowstring. Even if you aren't attuned to the bow, it creates a special arcane arrow when you draw it back without nocking one. When you fire the

bow using one of these arcane arrows, you gain a +3 bonus to attack and damage rolls made with this weapon, which deals force damage instead of piercing damage.

If you're attuned to the bow, you are proficient with it and can use it as a spellcasting focus. While holding the weapon, you gain a +3 bonus to any ranged spell attack you make, as the spell is launched through the bow. When you do, you perform any somatic component for the spell by drawing the bow. In addition, when you cast a spell of 1st level or higher that has a range of 5 feet or greater, its range increases by 30 feet.

Spellsword

Weapon (shortsword), rare

This item appears to be a shortsword hilt. While grasping the hilt, you can use a bonus action to expend a spell slot of 1st level or higher to activate the sword, causing a blade of pure energy to spring into existence. The sword remains activated for 8 hours, or until you deactivate it early using an action. Once you activate the sword in this way, you can use it as a spellcasting focus, and you are proficient with the *spellsword* for the duration.

You can use your spellcasting ability, instead of Strength or Dexterity, for your attack and damage rolls using this weapon, which deals force damage instead of piercing damage. If you activate the sword using a 3rd- or 4th-level spell slot, its damage die becomes a d8, and you gain a +1 bonus to attack and damage rolls made with it. If you use a 5th-level slot or higher, its damage die becomes a d10, and the bonus increases to +2 instead.

When you deactivate the weapon early using an action, the remaining magic stored within the blade erupts into a wave of energy. Each creature in a 10-foot cone must make a DC 15 Dexterity saving throw. A creature takes 3d6 force damage on a failed save, or half as much damage on a successful one. If the sword was activated using a 3rd- or 4th-level spell slot, the force damage becomes 4d8, or 5d10 if it was activated with a 5th-level slot or higher.

The blade emits bright light in a 20-foot radius and dim light for an additional 20 feet, and disappears if the sword is no longer activated or if you let go of the weapon. While holding the activated sword, you can use a bonus action to cause the blade to vanish or reappear.

Spellwriter's Brace

Wondrous item, rare (requires attunement by a wizard)

This writer's hand brace allows you to prepare four extra spells from your spellbook whenever you finish a long rest. The spells can be no higher than 5th level and must be of a level for which you have spell slots. When you do, the prepared spells appear on the skin of your arm as abstract spell tattoos that represent them. You can prepare the same spell multiple times in this way, taking the necessary time in order to do so, to create multiple copies of the same spell tattoo.

As an action, you can touch a willing creature and speak the brace's command word to transfer one of your spell tattoos to it, causing the spell tattoo to disappear from your arm and appear on the creature instead. You can only have one tattoo transferred in this way at a time. Transferring a second spell tattoo causes the first one to disappear.

A spellcaster with a spell tattoo can expend a spell slot of the tattooed spell's level or higher, using its spell save DC, spell attack bonus, and spellcasting ability to do so. Once the spell is cast, its tattoo disappears.

Any spell tattoos created by the brace disappear when you finish a long rest or remove the brace.

Spirit Cleaver

Weapon (dagger), legendary (requires attunement by a rogue)

This dark metal blade can slip between a person and their spirit to sever their connection to one another. You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals slashing damage instead of piercing damage.

While holding this weapon, you can use an action to cast the *etherealness* spell from it with the following changes:

- While on the Ethereal Plane, you can attack targets that you can see on the plane you originated from with the *spirit cleaver*. These attacks are made with advantage. If a target has 75 hit points or fewer after taking Sneak Attack damage in this way and isn't a construct or undead, it must succeed on a DC 17 Constitution saving throw or die.
- The spell has a duration of 1 minute, but ends early if you attack a creature on the plane you originated from with the *spirit cleaver*.

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





Spirit Sheath

Weapon (scimitar), rare (requires attunement by a creature with a Wisdom score of 13 or higher)

This scimitar and its sheath are bound by a spiritual force that resonates with you when you attune to it. The sheath collects and incubates spiritual energy before it's focused and radiated by its blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you are proficient with this scimitar while you're attuned to it. When you make an attack with this weapon, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. You must use the same modifier for both rolls.

While holding the sword, you can use a bonus action to cast the *spiritual weapon* spell from it (spell attack bonus +7, +4 spellcasting ability modifier), creating a spiritual duplicate of the scimitar in the air within range. Once this property of the scimitar has been used, it can't be used again until the next dawn.

Spiritwalker Breastplate

Armor (breastplate), rare (requires attunement)

When you drop to 0 hit points while wearing this armor, your spirit leaves your body and appears as a floating, ghostly version of yourself. The spirit remains there for 1 minute or until you regain consciousness, at which point the spirit returns to your body. For the duration, you don't suffer a death saving throw failure as a result of taking damage, and you can only die from damage if the total damage you take on a turn equals or exceeds your hit point maximum. You still make death saving throws at the start of each of your turns while in this state; however, the number you must roll to succeed on a death saving throw increases by 1 for every 5 feet away from your physical body your spirit is at the start of each of your turns.

Your spirit is tethered to your physical body and can't be farther than 30 feet away from it at any time. The spirit has your senses, a flying speed of 30 feet, and can hover. On your turn, it can only move and take the Help action. The spirit is immune to all damage and is incorporeal, but an effect that turns undead will automatically send your spirit back to your physical body and end the effect early.

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

Splinterguard

Armor (splint), rare (requires attunement by a druid or ranger)

The protective panels that adorn this splint armor are made from carefully molded pieces of ironleaf lumber, a wood renowned for its remarkable durability. Even if you aren't attuned to the armor, you gain the following benefits:

While you're wearing this armor, any critical hit against you becomes a normal hit. In addition, the first time each day you're struck by a critical hit, the armor's panels splinter into countless shards of painful, wooden shrapnel. Other creatures within 10 feet of you must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failed save, or half as much damage on a successful one. Once this happens, the armor's wooden panels are cracked until the following dawn, at which point they magically regrow. Until the panels regrow, the armor can't be splintered again and suffers a –2 penalty to the AC it offers. The panels can't be repaired by magical or mundane means, but a *plant growth* spell can cause the panels to regrow early once before each dawn.

If you're attuned to this armor, you're considered proficient with it, and you don't suffer disadvantage on Dexterity (Stealth) checks you make as a result of wearing it. In addition, creatures hit by the armor's shrapnel when it splinters take 5d8 piercing damage, instead of 3d8, and you can choose which creatures in the area are affected by it when it happens.

Sream's Stoppered Oasis

Potion, rare

This tall decanter is filled with water from a miraculous oasis in the H'rethi Desert and is stoppered with a small, overgrown planter. You can pour the water out of the bottle on top of the planter as an action to create a magical oasis that fills up to a 100-foot-square space over the course of 10 minutes.

The oasis has a pond filled with clean water and exotic, fruit-bearing trees that can nourish up to fifteen

humanoids or five steeds for 24 hours. The area within the oasis is always under the effects of the *alarm* spell. A swarm of poisonous snakes appears to defend the oasis for each creature that sets off the alarm (maximum of 3), whose rattling tails act as the audible alarm. The swarms are friendly to you and your companions, but don't obey verbal commands. Roll initiative for the summoned swarms as a group, which have their own turns. A swarm disappears when it drops to 0 hit points or when there are no more hostile creatures within the oasis.

The oasis remains for 24 hours or until dispelled by a *dispel magic* spell cast at 5th level or higher. The atmosphere within the space is comfortable and dry, regardless of the weather outside the oasis. A friendly creature within the oasis can't be frightened and regains an extra 1d4 Hit Dice when it finishes a long rest.

Drinking the water in the bottle has no effect, but tastes refreshing.

Staff of Cubic Cultivation

Staff, uncommon

This staff has a perfect cube of blue crystal at its top that slowly drips with a viscous ooze. The staff has 10 charges. As an action, you can tap the head of the staff on the ground and expend 1 or more of its charges to create a 5-foot cube of a mysterious, gelatinous material for each expended charge. Each cube appears in an unoccupied space within 5 feet of you or adjacent to another cube you create as part of this action. The cubes are translucent objects that have AC 10, 20 hit points, and resistance to acid damage. Creating a cube in a space smaller than 5 feet across causes the cube to squeeze and fit the space. A cube remains for 1 minute or until it's reduced to 0 hit points, after which it dissolves into a puddle of slime and vanishes.

You can climb or walk on the cubes. However, their sticky surfaces are considered difficult terrain.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the gem on top of the staff shatters and is destroyed, creating a gelatinous cube in its place that's hostile toward you. When this happens, the staff becomes a nonmagical quarterstaff.

Staff of the Dream Shepherd

Staff, uncommon (requires attunement by a spellcaster)

This staff's cushioned handle is lined with soft wool and decorated with star and moon patches. While the staff is within 5 feet of you, you can use an action to immediately fall asleep, but otherwise can't be put to sleep by magical means. While attuned to the staff, you regain 1 extra Hit Die whenever you finish a long rest.

In addition, while holding the staff, you can use an action to summon a flock of spectral sheep. The sheep run in a line 20 feet long and 10 feet wide originating from you before disappearing. Each creature of your choice in the area must make a Wisdom saving throw against your spell save DC, taking 2d6 psychic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw and has 20 hit points or fewer after taking this damage, it also falls asleep. Undead and creatures immune to being charmed can't be put to sleep in this way. A sleeping creature is unconscious and stays asleep for 1 minute, until it takes damage, or until someone uses an action to shake or slap the creature awake. Once this property of the staff has been used, it can't be used again until the next dawn.



Staff of the Vineyard

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

This staff can be wielded as a magic quarterstaff. A clutch of up to 10 grapes hangs from the end of the staff's magical length of vine. A creature within reach of the staff can use an action to eat one of the grapes, which duplicates the effect of eating a berry from the *goodberry* spell. 1d10 eaten grapes regrow on the clutch daily at dawn.

While holding the staff, you can use an action to cast the *entangle* spell from it (save DC 13), causing twisting grapevines to sprout from the ground in the target area. If a creature restrained by these vines makes a Strength check to free itself and fails, that creature becomes magically drunk until the end of its next turn. A drunk creature is poisoned for the duration. Once this property of the staff has been used, it can't be used again until the next dawn.

Stalagmight Geode

Weapon (greatclub), rare

This snapped-off rock formation has a cache of magical, growing crystals inside it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon and roll the maximum number possible on the weapon's damage die, the crystals rapidly grow and increase the weapon's damage die by one size, up to a d12. For example, when you roll an 8 on the weapon's normal d8 damage die, its damage die magically becomes a d10 after the attack. Immediately after you roll a 12 on a d12 damage die in this way, each creature within 5 feet of the greatclub (other than yourself) must make a DC 15 Dexterity saving throw. A creature takes 1d12 piercing damage on a failed save, or half as much damage on a successful one, as the weapon's crystals explode into shrapnel. Once the crystal explodes, the weapon's damage die becomes a d8 again.

Stalwart Staff

Staff, common

A carved walking stick with a handle wrapped in worn leather, this magic staff gives you better endurance. While you use this staff as a walking stick while traveling on foot, you have advantage on the first save you make to endure a forced march.

Starmetal Nova Armor

Armor (chain shirt and half plate), legendary (requires attunement)

This magic set of iron armor is forged from metals that fell from the sky. The armor has two parts that can be worn together simultaneously: a chain shirt and a set of half plate armor. You have a +2 bonus to AC and resistance to lightning damage while wearing this armor. While wearing the chain shirt, you can speak the armor's command word as an action to don or doff the *starmetal nova armor's* half plate, causing it to either magically assemble itself around you or release and fall to the ground at your feet. You must be within 30 feet of the half plate in order to don the armor in this way. In addition, you always know which way is north while attuned to the armor.

Polarity Repulsion. While wearing either part of this armor, when a creature that you can see that's holding or wearing a metal object (such as a metal weapon or suit of heavy or medium metal armor) moves within 10 feet of you for the first time on its turn, you can use your reaction to change the polarity of your armor's metal and repel yourself up to 10 feet away from that creature, without provoking opportunity attacks.

Supernova Burst. While wearing both the chain shirt and half plate parts of the armor, you can use an action to speak the armor's other command word to doff the half plate and cause it to explode from you, releasing a 30-foot-radius burst of bright light. When you do, you end any grapple condition on yourself and force all creatures other than you within the bright light that are not behind total cover to make a DC 17 Constitution saving throw. On a failed save, a creature takes 3d8





radiant damage, or half as much damage on a successful one. The half plate falls to the ground at your feet when doffed in this way.

Starmetal Shard Spear

Weapon (spear), rare (requires attunement)

This weapon's otherwise small blade is made larger by 3 sharp fragments of starmetal that remain magically connected to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you hit a creature with an attack using the head of this spear, you can choose to leave 1 of the fragments embedded in its body. As a bonus action, you can speak the spear's command word to cause all embedded shards to magically return to the blade of the spear, flying through the air and avoiding creatures and objects to do so. When you do, the target takes 1d6 slashing damage for each embedded shard as it leaves the body. If all 3 shards are embedded in the same creature when you speak the command word, the creature's speed is also halved until the end of your next turn. If the spear is ever more than 120 feet away from a shard, the shard magically returns to the spear without harming the creature it was embedded in.

Immediately after you make a ranged attack with the spear, the weapon flies back to your hand.

Starmetal Sliver

Weapon (dagger), very rare (requires attunement)

This slim blade was forged using strange, unearthly metals from a meteorite. When you use an action to toss this magic dagger into the air, it orbits your body at a distance of 1d3 feet. Another creature can use an action to grasp the dagger to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and either wield or stow the dagger.

When you take the Attack action while the dagger is orbiting you, you can use a bonus action to cause the dagger to attack a target within 10 feet of you. The dagger uses your attack roll and ability score modifier to damage rolls. Immediately after the attack, the dagger returns to orbit you.

In addition, the dagger creates a small gravitational field that wards off harm. While the dagger orbits you, when you are hit by a ranged weapon attack, the damage you take from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the missile slows to a stop without hitting you and falls to the ground at your feet.

Status Signets

Ring, common

These silver rings often come in pairs and indicate the well-being of its wearer. If you and another friendly creature you can see are wearing these rings within 100 feet of each other, you are magically aware of the other creature's current number of hit points and condition.



Steam Harpoon

Weapon (spear), rare

A curious mesh of magic and steam-powered mechanism, this spear's barbed head can be launched from its shaft and quickly retrieved using the attached chain. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Once on each of your turns when you attack with the spear, you can choose to make a special ranged attack with it, firing the spear head toward a target within 20 feet of you. This ranged attack uses your Dexterity modifier for its attack and damage rolls. On a hit, the target must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet toward you. A Huge or larger target automatically succeeds on the saving throw. Hit or miss, the spear's head then reels back and reattaches to the top of the weapon immediately after the attack.

Stonemason's Companion

Wondrous item, uncommon

These tools were crafted by a lonely stonemason with a desire for a companion. You gain a +1 bonus to ability checks made using this set of mason's tools.

If you are proficient with mason's tools, you can use these tools to carve 10 gp worth of fine stone into the shape of a Small or smaller creature over the course of a full workday, mimicking the effects of the *find familiar* spell with the following changes: the familiar is an elemental and, while it remains motionless, it is indistinguishable from a stone statue.

When the familiar falls to 0 hit points, the spell ends and it crumbles into a pile of nonmagical rubble. While a familiar created by the stonemason's companion exists, you can't use the tools to create another one.

Storm Seer Lamp

Wondrous item, common

This crystal lantern gives off a faint, refreshing smell that reminds you of being near the ocean. As a bonus action, you can touch the crystal to cause it to glow, casting bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. You can alter the radius or cause the light to fade using a bonus action to touch the crystal again. Once the lamp has glowed for a total of 8 hours, it can't be used again in this way until the next dusk.

In addition, the lamp can detect incoming storms up to 3 hours before they arrive. If an approaching storm would affect the area within 1 mile of the lamp, the crystal's light becomes an eerie, cold gray.

Storm's Eye Shield

Armor (shield), rare (requires attunement)

Emblazoned on the face of this round shield is a cyclone design that magically swirls based on the likelihood and proximity of thunderstorms. While holding this shield, you have resistance to lightning damage. When you take lightning damage from a hostile source while holding this shield, you can use your reaction to cast the *thunderwave* spell (save DC 15) from it. This property can't be used again until the next dawn.

In addition, while the shield is flat on the ground, you can perform a 1 minute ritual to cast the *augury* spell from it. When you do, the omens are represented by how the cyclone's design changes:

- **Calm clouds,** for good results
- **Roiling clouds,** for bad results
- **A flash of lightning,** for both good and bad results
- **Nothing,** for results that aren't especially good or bad

Once this property of the shield has been used, it can't be used again until it's been in the presence of another thunderstorm for at least 1 hour.

Stormbrewer Bracers

Wondrous item, rare (requires attunement)

This pair of electrum bracers are always covered in a thin layer of condensation. When you roll initiative while wearing the bracers, they begin to billow out wafting clouds around your wrists. The clouds surrounding your wrists grow darker with every charge the bracers have, becoming fierce storm clouds when fully charged. The bracers can hold up to 5 charges, which are lost after 1

minute. The bracers gain 1 charge after you hit a hostile creature with a melee weapon attack while wearing them. If the bracers have 5 charges when you hit a creature in this way, they unleash a burst of electricity and lose all their stored charges, dealing 1d8 lightning damage to the target of the attack and up to 2 other creatures of your choice that you can see within 10 feet of you.

In addition, while wearing the bracers, you can use your reaction when you take lightning damage to reduce that damage by 1d8 + 4 and cause the bracers to gain 1 charge.

Storyteller's Stein

Wondrous item, common

These steins are enchanted with a clever version of the *prestidigitation* spell that reacts when in the company of a good story. Whenever you tell a story while holding this stein, its lid opens and closes like a mouth to emit sounds and other harmless sensory effects that accompany the tale. For example, if you're telling the story of a thunderstorm at sea, the stein can create the sounds of rumbling thunder and creaking floorboards, or allow you to spew illusory flames after taking a drink from the stein when you tell the story of an ancient red dragon's deadly breath.

Stuffy Familiar

Wondrous item, uncommon

This small stuffed animal is soft to the touch and perfect for hugging. If you can cast the *find familiar* spell, you can use the animal as the material component for the spell, without it being consumed. When you do, the familiar inhabits the form of the stuffed animal, whose appearance you can change as part of casting the spell in this way. The familiar is a construct, in addition to being either a celestial, fey, or fiend, but its statistics are otherwise unchanged from its normal form. The familiar's stuffed animal form must be appropriate to the statistics of its normal animal one. For example, a familiar within a griffon stuffed animal could use the statistics for a cat or hawk, but not a poisonous snake. The stuffed animal grows or shrinks to match the size of the familiar's normal form.

While the familiar remains motionless, it is indistinguishable from a normal stuffed animal. If you temporarily dismiss the familiar, the stuffed animal and familiar disappear into a pocket dimension together. If the familiar is dismissed forever or drops to 0 hit points, it leaves the stuffed animal behind.

Stylist's Circlet

Wondrous item, common

While wearing this leather circlet, you can use a bonus action to change your hair's length, color, and styling. When you remove the circlet, your hair returns to its natural appearance. Your hair can grow up to 5 feet long in this way, and any hair you cut off immediately vanishes.



Tarrasque Plate

Armor (plate), legendary (requires attunement)

This impenetrable armor is made from refined fragments of a tarrasque's armored hide and retains some of its original properties. You have resistance to damage from spells and a +1 bonus to AC while wearing this armor. In addition, whenever you're targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 6, you are unaffected by the spell, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Tea Weird

Wondrous item, common

This Tiny, sentient fragment of a charmed water elemental has an endless desire to create tea. When given a leaf or other potential tea ingredient, its watery form gurgles happily as it begins to steep it, magically heating the water surrounding the ingredient to its ideal brewing temperature. It only picks up materials it chooses to and can control whether or not it's wet to the touch. The *tea weird* can inhabit up to 1 gallon of water, or as little as 1 ounce. Any water controlled by the *tea weird* is magical for the duration.

The *tea weird* is considered a magical object and is not a creature. It has a speed of 5 feet and can hover up to 5 feet off the ground. It has AC 10, 10 hit points, and has resistance to all damage. The *tea weird* regains all its hit points if given at least 1 ounce of water. Drinking the entire *tea weird* is harmless to you, but destroys the item.

Sentience. The *tea weird* is a sentient chaotic good item with an Intelligence of 3, a Wisdom of 8, and a Charisma of 6. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Aquan and Common.

Personality. The *tea weird* is dedicated to making tea. It will happily collect moisture, steep it with fresh ingredients, and then separate itself from the freshly brewed tea by pouring it into a cup or similar vessel. It avoids combat at all costs and enjoys resting in cups, kettles, or the pockets of friendly creatures.

Tempest Griffon Bracers

Wondrous item, rare (requires attunement)

While wearing these oiled bracers lined with magic griffon feathers, your speed increases by 5 feet.

In addition, you can use an action to speak the bracers' command word to vanish into a plume of sparks and feathers. Choose up to 3 different creatures that you can see within 60 feet of you. Make a melee weapon attack against each target, briefly appearing next to each one before making the attack. A target takes an extra 2d8 lightning damage on a hit, or half as much lightning damage on a miss. You can then teleport to an unoccupied space you can see within 5 feet of one of the targets or return to your original space, reappearing in a flourish of electricity, feathers, and wind. Once this property of the bracers has been used, it can't be used again until the next dawn.

Thalamus Thread

Wondrous item, rare

This pale gray thread is made from the remains of a powerful mystic's brain. The overdeveloped organ creates a congealed fiber that, once spun, can be used as a functional bowstring. It's always oily to the touch and leaves a faint residue on your fingers when pulled. Ranged attacks made with a weapon strung with this thread are considered magical.

When you hit a creature with a ranged attack using a bow or crossbow that was strung with this thread, you can speak the thread's command word as part of the attack to charge the arrow or bolt with psychic power. When you do, the target of the attack takes an extra 1d8 psychic damage and must make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned until the end of your next turn. On a successful save, the creature is not stunned. A construct or undead creature automatically succeeds on the saving throw. This property of the thread can't be used again until the next dawn.



Thomas's Dimensional Trousers

Wondrous item, uncommon

This flashy set of pants has four pockets that each lead to a special, extradimensional space. Each pocket is six inches wide at the mouth and can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The pants always weigh 1 pound, regardless of their contents.

Placing an object in one of the pants' pockets follows the normal rules for interacting with objects. Retrieving an item from the pants requires an action as your hand rummages around inside for a few moments before finding the item it's looking for.

If the pants are overloaded, pierced, or torn, they rupture and tear, scattering their contents in a 300-foot radius around you. Casting the *mending* spell on the pants daily for 30 days restores the pants' connection to the extradimensional spaces. If one or more pockets are turned inside out, their contents spill forth, unharmed, but the pocket must be put right before it can be used again. Breathing creatures inside the pocket can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

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

Tide Turner

Wondrous item, common

This magical brass timepiece has a pearl from the Lunar Sea at its top and tells you the phase of the moon, time between dawn and dusk, and time between high and low tides while on the Material Plane. Other planes may cause the device's various dials to behave differently. For example, on the Elemental Plane of Water, the tide's dial may spin chaotically, whereas the daytime dial may only move based on your location while on the home plane of fey creatures.

Titan Cricket Greaves

Wondrous item, uncommon (requires attunement)

These unusual leg braces are crafted from the legs of a giant cricket. While wearing the braces, your long jump is up to 25 feet and your high jump is up to 15 feet, unless it's already higher, with or without a running start. Further, your walking speed increases by 5 feet.

In addition, you can use an action to rub your legs together while wearing the braces to create the signature sound of one or many crickets. The sound can be as quiet as a whisper or as loud as a scream.

Titan's Tooth Claymore

Weapon (greatsword), very rare

This massive two-handed blade is made from the lost or harvested tooth of a tarrasque. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If it hits an object, the hit is automatically a critical hit. In addition, if you roll a 20 on an attack roll using this weapon, the target takes an extra 2d6 slashing damage.

Fragments of the titan's reddish carapace lay scattered across the scarred remains of the town. It was the only visible damage done to the monster even after hours of battle and countless lives lost. In the end, the survivors were only left because the beast had had its fill.

Through the wreckages, the young blacksmith, Voja, collected the jagged pieces of red shell. She worked tirelessly at the forge for weeks. Then months. A year. Trying to break what broke her and remake it in her vision. She quenched the fires of her rage and grief with sweat and tears, focusing only on the work laid out in front of her.

It was only then, after a year of relentless toil, that the monster's shell finally became pliable to her. Eventually, the armor that once shielded her home's destroyer would become the armor that protected her on her path of vengeance.



Tome of Advanced Fighting Styles

Wondrous item, very rare

This book's magically charged pages are filled with detailed descriptions and illustrations that teach unique styles of combat. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you gain one of the following Advanced Fighting Styles:

Advanced Simplicity. Your attacks made with simple weapons score a critical hit on a roll of 19 or 20.

Crushing Blows. When you score a critical hit using a melee weapon that has the heavy property, the target takes extra bludgeoning damage equal to 5 + the ability score modifier you used for your attack and damage rolls.

Net Mastery. When you throw a net, its normal and long range is doubled. In addition, the first time that a creature attempts to escape from a net that you threw, the escape DC is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice), unless it's already higher.

Quick Shot. You gain a special reach with ranged weapons called a firing reach that's a number of feet equal to 5 + your normal reach. While you are wielding a ranged weapon, other creatures provoke an opportunity attack from you when they move out of your firing reach.

Readied Bulwark. You gain a +2 bonus to AC against opportunity attacks while holding a shield.

Versatile Expert. When you hit with an attack using a weapon that has the versatile property, you can use the two-handed damage die even if you're only wielding the weapon with one hand.

You can't take an Advanced Fighting Style option more than once, even if you later get to choose again. Once the book has been used to grant an Advanced Fighting Style, it loses its magic, but regains it in a century.

Tome of Lost Knowledge

Wondrous item, legendary (requires attunement by a wizard)

This gold-trimmed book's cover is embossed with a portrait of **Ogden Fellweaver** (see appendix L), a legendary wizard infamous for his ill-gotten knowledge. If you can attune to this item, you can use it as a spellbook and an arcane focus. If your attunement to the book ends, anything written in the book disappears.

Absorb Knowledge. Immediately after a creature that you can see within 60 feet of you casts a spell of 1st level or higher, you can use your reaction to make an Intelligence (Arcana) check. The DC equals 10 + the spell's level. On a success, the spell is magically added to the book in your own notation. You must be holding the book to use this property. If the added spell is a wizard spell and of a level for which you have spell slots, you can prepare this spell just like your other spells. If the spell is not a wizard spell, its notation is garbled and impossible to use. Once this property has been used, it can't be used again until a number of days equal to the spell's level have passed.

Shift Knowledge. While using this book as your spellbook, you can replace up to 3 spells from your prepared list of spells when you finish a short rest. Once this property has been used, it can't be used again until the next dawn.

Unknown Knowledge. While holding the book, you can use an action to channel its hidden knowledge. When you do, you gain proficiency in one skill or tool of your choice until the next dawn. If you're already proficient in the chosen skill or tool, your proficiency bonus is instead doubled for any ability check you make using that skill or tool. Once this property has been used, it can't be used again until the next dawn.

Curse. This book is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the book, keeping it within reach at all times. In addition, you are compelled to use this book as your spellbook. Each time you prepare a spell from another spellbook, you take psychic damage equal to the spell's level.



Traitor's Gauntlet

Tome of Advanced Fighting Styles

Tome of Lost Knowledge

Torrdok's Magnificent Forgery

Wondrous item, rare

This large, gilded mirror is 5 feet tall, 3 feet across, and weighs 20 pounds. While the mirror is against a wall or similar vertical surface, you can speak its first command word using an action to magically fasten the mirror to the wall. You can unfasten the mirror by speaking the command word again using another action.

While the mirror is fastened to a wall, its reflective surface becomes oily and moves ever so slightly. If the fastened mirror is facing a room that's no larger than 40 feet on a side for 24 hours, the reflection stiffens and becomes a beautiful painting of the room's reflection. The painting remains until the mirror is removed from the wall. While the painting remains, a creature can use an action to touch its surface and speak the mirror's second command word to be magically transported to a special demiplane identical to the room the mirror is facing, including any of its furniture and decorations. Doing so again from within the demiplane transports you back to the nearest unoccupied space to the mirror in the original room. Any furniture or decoration created by the demiplane can't be removed from it, and if a piece of furniture or decoration was magical in the original room, the copy of it is not. Further, any doors or windows found in the original room don't appear in the demiplane's version.

Anything brought into the demiplane is shunted back to the original room when the mirror is removed from the wall. While the painting remains, it is indistinguishable from a regular painting. A successful DC 15 Intelligence (Arcana) or Intelligence (Investigation) check can reveal the true nature of the painting, but not what command words are required to use it.

Traitor's Gauntlet

Wondrous item, rare (requires attunement)

This pair of gloves is matched with one dark metal gauntlet, which once belonged to a traitorous knight who was burned for his treason. While wearing these gloves and gauntlet, your unarmed strikes with your hands are turned into magic weapons that deal 1d8 necrotic damage.

In addition, you can use a bonus action to speak the gauntlet's command word while holding a nonmagical melee weapon in the hand that's wearing it. When you do, the weapon becomes magical while you hold it in that hand. The weapon ceases to be magical if you throw, drop, or stow it. While the weapon is magical in this way, it's wreathed in dark flames that cause any target hit by it to take necrotic damage, instead of the weapon's normal damage, as well as an extra 1d8 fire damage.

While unworn, the gauntlet can be magically altered to fit over either hand by speaking its other command word as an action.

Curse. This gauntlet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the gauntlet, keeping it within reach at all times, and you can't remove the gloves. In addition, while you're cursed, you gain the following flaw: "Everyone has an ulterior motive, so I can only count on myself." While you have this flaw, you have disadvantage on Wisdom (Insight) and Charisma (Persuasion) checks made to interact with friendly creatures, and you can't take the Help action.

Trampling Crossbow

Weapon (crossbow, heavy), uncommon

This heavy crossbow carries with it the force of a raging bull. When you roll a 20 on an attack roll made with this magic weapon, the bolt transforms into a spectral stampede immediately after it hits the target. When it does, the target and up to 2 other targets of your choice that you can see within 15 feet of it must make a DC 13 Strength saving throw. On a failed save, a target takes 1d8 bludgeoning damage, and if it is Large or smaller, it's pushed 10 feet away from you. On a successful save, a target takes half as much bludgeoning damage and isn't pushed. This bludgeoning damage is doubled against objects and structures.



Torrdok's Magnificent Forgery

Tremor Spike

Rod, rare

This industrial, hollow rod is 3 feet long and weighs 15 pounds. The rod has a tapered spike on one end and an open, tower-like chimney on the other. Three hinged legs unfold from the sides of the rod, allowing it to stand upright with its spiked end pointed downward. Standing or collapsing the rod in this way requires an action.

The unfolded legs magically fasten the rod to the ground while it's standing, but a creature can use its action to try to push it over with a successful DC 20 Strength check. Once the rod is no longer standing, it magically deactivates and collapses itself again.

As a bonus action, you can press a button on the standing rod to cause its mechanisms to churn and whir, repeatedly sending its spike into the ground below it. Pressing the button again deactivates the rod. The spike sends out loud, drum-like shockwaves every 6 seconds. The waves are audible out to 300 feet, or 1200 feet if a creature has tremorsense. If a creature has tremorsense, its range is halved while it's within 300 feet of the active rod. A creature can't perceive anything within 30 feet of the active rod using its tremorsense, but is aware that the disrupting shockwaves originate from that location.

Turtle Brooch

Wondrous item, common

This gold and amber brooch resembles a turtle that's been flipped on its back. While you're wearing it, standing up from being prone costs 5 feet less of your movement (to a minimum of 5 feet).

Tyrannosaurus Rax

Weapon (greataxe), rare (requires attunement)

This bone-carved axe can channel the might of a rampaging tyrannosaurus rex. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the axe, you can use a bonus action to rampage. While rampaging, you can move through the space of any creature of your size or smaller. When you move through a creature's space in this way while rampaging, your movement doesn't provoke opportunity attacks from that creature for the rest of the turn. Once on each of your turns while rampaging, you can force a creature whose space you move through in this way to make a DC 15 Strength or Dexterity saving throw (its choice). On a failed save, that creature takes 1d6 bludgeoning damage and is knocked prone. In addition, while you're rampaging, your weapon attacks with this weapon score a critical hit against objects, structures, and prone creatures on a roll of 19 or 20.

Your rampage lasts for up to 1 minute. It ends early if you don't move through a hostile creature's space on your turn or if you drop to 0 hit points. This property of the axe can be used twice and regains all expended uses daily at dawn.

Underworld Asphodel Regalia

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

This set of royal finery was worn by a noble necromancer with a unique appreciation for the quality of life that extends beyond death. Asphodel blossoms, representing life beyond the tomb, ornament this enchanted outfit. The lush flowers in its laurel crown are nestled among long-dead leaves.

While wearing the regalia, you can cast the *animate dead* spell from it over the course of 1 minute. You can use this property a number of times equal to your spellcasting ability modifier, and you regain all expended uses daily at dusk. When you create an undead using a necromancy spell, the creature's hit point maximum is increased by an amount equal to five times your spellcasting ability modifier. In addition, when you cast a spell that deals necrotic damage, you can add your spellcasting ability modifier to one damage roll of that spell.

Chthonic Command. As an action, you can issue a command of either dismissal or obedience to an undead creature within 60 feet of you. That creature must make a Wisdom saving throw against your spell save DC. A creature immune to features that turn undead automatically succeeds on the saving throw. On a failed save, you can impose one of the following effects on that creature for 1 minute:

- The creature must spend its turns trying to move as far away from you as it can, and it can't willingly move into a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. This effect ends early if that creature takes any damage.
- The creature is charmed by you. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. Each time the creature takes damage, it makes a new Wisdom saving throw against your spell save DC. If the saving throw succeeds, the effect ends.

You can use this property a number of times equal to your spellcasting ability modifier. You regain all expended uses daily at dusk.

Ruler of the Dead. You are always under the effects of the *sanctuary* spell. This version of the spell only affects undead. If you make an attack or cast a spell that affects an undead creature, that creature is immune to this spell's effects for 24 hours.



Turtle Brooch



Urnblade

Weapon (scimitar), rare (requires attunement)

This item appears to be a small cremation urn. While grasping the urn, you can use a bonus action to speak its first command word and cause its lid to unseal. When you do, a curved blade of dark smoke pours from the mouth of the urn. Speaking the command word again reseals the urn and causes the blade to disappear. If you are proficient with shortswords or longswords, you are proficient with the *urnblade*.

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which deals necrotic damage instead of slashing damage.

Shadow Ally. While holding the urn, you can use an action to speak its second command word to animate your body's shadow, transforming it into an undead creature. When you do, your body's shadow detaches from you and becomes a shadow in an unoccupied space that you can see within 10 feet of you.

On your turn, you can mentally command the shadow if you aren't incapacitated. You decide what action the shadow takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location. The GM has the shadow's statistics. This shadow doesn't cause a new one to appear when a non-evil humanoid dies from its attacks.

The *urnblade's* bonus to attack and damage rolls becomes +2 while the summoned shadow exists. In addition, if you are the target of an attack and are within 5 feet of the shadow, you can use your reaction to command your shadow to become the target of the attack instead.

The shadow disappears when it drops to 0 hit points, when it's farther than 120 feet from you, or when you use an action to dismiss it. When it disappears, your cast shadow returns. If the shadow drops to 0 hit points, there is a cumulative 5 percent chance that the urn turns to dust and is destroyed.

Vain Virtuoso's Violin

Wondrous item, uncommon (requires attunement by a bard)

This finely crafted instrument is inlaid with intricate pearl designs. When you give another creature a Bardic Inspiration die using this violin, you also gain one yourself, which is a d4.

Curse. This violin is cursed, and becoming attuned to it extends the curse to you. When a creature that you can see (including yourself) fails an ability check, attack roll, or saving throw after adding the bonus from your Bardic Inspiration to the total of the roll, you take psychic damage equal to the number rolled on the Bardic Inspiration die as you lose faith in your own abilities. This damage ignores resistance and immunity.



Verax Weapon

Weapon (any metal melee weapon), rare

A *verax weapon* has been made by quenching its metal in the blood of a particular creature while being forged, enchanting the weapon with a magic that hunts down creatures of the chosen type. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Use the table below to choose or randomly determine what creature type's blood was used to enchant the weapon. When you use this weapon to attack a creature of the chosen type and are forced to make the attack roll with disadvantage, you make the attack roll as normal instead.

d10	Creature Type
1	Aberration
2	Beast
3	Celestial
4	Dragon
5	Fey
6	Fiend
7	Giant
8	Humanoid
9	Monstrosity
10	Undead

Violet King's Promise

Weapon (rapier), legendary (requires attunement by a bard, cleric, paladin, or ranger)

This elegant brass rapier was originally wielded by a beloved king, whose empathy and care for his subjects lives on within the blade. When you hit with an attack using this magic sword, the target takes an extra 1d8 fire damage. In addition, you can use this rapier as a spellcasting focus.

The rapier has 7 charges and regains all expended charges daily at dawn. While holding it, a number of gems inside the guard equal to the weapon's remaining charges glow red. When you expend a charge from the rapier, it releases a plume of dark smoke from one of the gems.

If an attacker makes a spell attack against you or a target within 5 feet of you while you're holding the rapier, you can use your reaction to impose disadvantage on the attack roll. If the attack misses and was a spell of 1st level or higher, the rapier regains 1 expended charge.

While holding the rapier, you can expend 1 or more of its charges to give one of three decrees that affect the flow of magic and battle:

"Clemency." When you cast a spell of 1st level or higher that restores hit points to a single creature, you can use your reaction to expend 2 charges to cause a different creature within 10 feet of the original target to regain 1d8 hit points per spell level. When you do, each creature has advantage on the next ability check or saving throw it makes before the end of its next turn.

"Condemn." When you cast a spell that deals damage to a single creature, you can use your reaction to expend 2 charges to cause that target as well as a different creature within 10 feet of it to make a Dexterity saving throw using your spell save DC. On a failed save, a creature takes 3d8 fire damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, a creature takes half as much fire damage and makes its next attack roll as normal.

"Overrule." After you roll dice to restore hit points to a single creature or roll damage for a spell attack or attack using this weapon, you can expend up to 2 charges (no action required) to change the result of those dice. For each charge you spend, you can use the highest number possible for two of those dice instead of the numbers you rolled.

Flaw. The *Violet King's promise* makes its wielder empathic and reluctant to resort to violence. While attuned to the weapon, you gain the following flaw: "I am slow to resort to violence, even if it's at the cost of my own safety." In addition, if you are attuned to the weapon for 24 consecutive hours, your soft-heartedness causes you to lose your ferocity and battle-readiness. You have disadvantage on Charisma (Intimidation) checks and take a –5 penalty to initiative rolls. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the weapon.

Viper Khopesh

Weapon (scimitar), rare

This curved blade was carved from a large viper's fang. When you hit with an attack using this magic sword, the target takes an extra 1d6 poison damage. In addition, when you roll a 20 on an attack roll made with this weapon against a Large or smaller creature, that creature must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 poison damage and is poisoned until the start of your next turn. The poisoned creature is incapacitated. On a successful save, a creature takes half as much poison damage and isn't poisoned.

Voyage Collar

Wondrous item, rare

This cushioned leather and rope collar is easily adjustable to fit the necks of all manner of creatures. You can place the collar on a willing Medium or smaller creature using an action. If the creature is a friendly beast companion or familiar (such as one summoned by the *find familiar* spell), you can speak the collar's command word as part of this action to create a magical bond between you and the creature. The bond remains until the collar is removed.

You can use a bonus action to speak the collar's command word while you can see the bonded creature within 30 feet of you. When you do, the creature grows in size to become Large, provided there's enough space. The enlarged creature gains a +2 bonus to AC (provided it isn't wearing armor), its speed increases by 10 feet, and is magically equipped with a bridle, reins, and saddle. The enlarged creature can understand the directions of any friendly creature that's riding it, and its carrying capacity magically becomes the same as a riding horse. The creature remains enlarged for up to 8 hours, until it drops to 0 hit points, or until you end the effect using a bonus action. Once this property of the collar has been used, it can't be used again until the next dawn.

If the beast or familiar wearing the collar is a transformed humanoid or other creature, such as by the *polymorph* spell or similar magic, the bond fails when you speak the command word and the collar has no effect. If the bonded creature is a familiar summoned by the *find familiar* spell, the collar and familiar disappear into a pocket dimension together whenever you temporarily dismiss it. If the bonded familiar is dismissed forever or drops to 0 hit points, it leaves the collar behind. A creature can only gain the benefits of one magical collar at a time.

Vyra's Broken Path

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

This cloak once belonged to an elven archer of masterful skill. Its shoulders are ornamented with furs and seasonal leaves, and it bears a clasp at its center made from intertwined branches. While wearing the cloak, you have advantage on Dexterity (Stealth) checks. As a bonus action, you can use a free hand to break the cloak's clasp and transform the cloak into a +3 longbow that appears in your hand. While attuned to the cloak, you are proficient with this magical longbow, and your ranged attacks with it ignore half cover. While holding the bow, you can use a bonus action to speak its command phrase in Elvish, "The arrow's path was true." When you do, the bow transforms into the cloak again and appears draped around your shoulders or in your hand (your choice).

While the cloak or bow is on your person, you can use an action to focus your awareness on the surrounding region. For 1 hour, you can sense if any of the following creature types are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. You know the type of any being whose presence you sense, but not its identity. This property doesn't reveal the creatures' location or number. Once this property of the cloak has been used, it can't be used again until the next dawn.



The agreement was clear: those who weren't kin of the elves had to stay on the determined path, the land outside the trail off limits. They did not hesitate to remind offenders that the woods watched for trespassers and punished for each trampled branch.



Wand of Dowsing

Wand, uncommon (requires attunement)

This hazel wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *locate object* spell from it. When the wand is used to detect water, its range increases to 10 miles.

The wand regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand bursts into a small cloud of harmless steam.

Wand of Gilding

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

This golden wand is a classic royal family heirloom and has a delicate lily at its end that flowers when held. While holding the wand, you can use the following properties:

Enhance Beauty. You can use an action to point the wand at a living target you can see within 30 feet of you and magically enhance its beauty for 1 hour. If the target is a creature, its eyelashes may become thicker, its skin more radiant, and its hair more luscious. If it's a plant, it may grow more vibrant, smell more fragrant, and look visibly healthier.

Gild. As an action, you can touch the wand to a target no larger than 1 foot in any dimension to cause it to appear to be made of gold for 1 hour. Its appearance and texture change to reflect the new appearance, but its weight remains the same. A successful DC 15 Intelligence (Investigation) check reveals that the effect is illusory. Once this property has been used, it can't be used again until the next dawn.

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

Spells. While holding this wand, you can use an action to expend 1 of its charges to cast one of the following spells from it (save DC 15): *alter self* (Change Appearance only), *charm person* (2nd-level version), *enthrall*, or *hypnotic pattern*.

Silver Tongue. While holding this wand, when you make a Charisma check or saving throw, you can use your reaction and expend 1 of its charges to make the roll with advantage.

Wand of Merriment

Wand, very rare (requires attunement)

This wand is made from a sprig of holly and exudes an unmistakable aura of cheer from it. It has 10 holly berries that each contain 1 charge and are used to fuel the wand's properties. When you expend a charge from a berry, it wilts away and disappears. The wand regrows 1d6 + 4 missing berries daily at dawn. While you're attuned to the wand, you gain a +2 bonus to Charisma checks and saving throws.

Spells. While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 16) from it: *create food and water* (3 charges), *goodberry* (1 charge), *hideous laughter* (1 charge), or *irresistible dance* (6 charges).

Dashing through the Snow. While holding the wand, you can use a bonus action to expend 2 of its charges to take the Dash action. When you do, you ignore difficult terrain created by ice or snow. This movement doesn't provoke opportunity attacks.

Festive. As an action, you can wave this wand over up to 1 gallon of water and expend 1 charge to transform the liquid into a weak, but pleasant-tasting, alcoholic beverage.

If you expend the wand's last charge, roll a d20. On a 1, all but one of the wand's leaves and berry stems wither away and die. When this happens, the wand becomes a common wand that does not require attunement, but has only 1 charge. This common version of the wand retains only the festive property of its original form and regains the expended charge daily at dawn.

Wand of Necrosis

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

This gnarled, wooden branch has grown over one of the severed fingers of a powerful lich, creating a gruesome and deadly wand. The wand has 7 charges. If the wand has at least 1 charge remaining, you have resistance to necrotic damage while you hold it.

While holding this wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 15, attack bonus +7):

blight (4 charges), *finger of death* (7 charges), *inflict wounds* (1 charge per spell level, plus 1 additional charge to make its range 30 feet), or *ray of enfeeblement* (2 charges).

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes, destroying the wand in a flash of green light that duplicates the effect of the *finger of death* spell, targeting only you. If you become a zombie as a result of this effect, you are under the command of the nearest lich within 100 miles of you, if any.

Wand of Puppetry

Wand, very rare (requires attunement by a spellcaster)

This wand is made of wood and looks like the handle of a marionette. The wand has 7 charges. While holding the wand, you can use an action to expend 1 or more of its charges to attach a number of magical strings equal to the charges spent to a humanoid that you can see within 60 feet of you. You can attach 1 string to each of the creature's limbs, including its head. For example, a humanoid with two legs, two arms, and only one head could have a maximum of 5 strings attached to it. The strings are invisible, but can be seen by a creature with a successful DC 16 Intelligence (Arcana) check. Dealing 10 slashing damage with a magical weapon attack to one of the strings (AC 10) causes it to detach and disappear. At the end of each of its turns, a strung creature can make a DC 16 Strength saving throw, breaking free of and destroying any number of the strings connected to it on a success. The strings break early if the creature is more than 100 feet away from you.

While a creature has a string attached to one or more of its limbs, the following effects occur depending on the location of the strings:

Arm or Hand. A creature with a string attached to one of its arms or hands must succeed on a DC 16 Strength saving throw each time it attempts to use it, such as making a weapon attack, climbing a wall, or using an item. On a failed save, the action, attack, check, or saving throw fails and is lost. If an action requires multiple arms and only one of the creature's arms has a string attached, it makes this saving throw with advantage. If the strung arm is holding a shield, the creature doesn't gain the benefits of holding it for the duration. In addition, you can use an action to force the creature to make a DC 16 Strength saving throw, dropping any number of items it's holding with the strung arms or hands on a failure.

Head. A creature with a string attached to its head has disadvantage on Intelligence checks, Wisdom (Perception) checks, and Constitution saving throws made to maintain concentration on a spell when it takes damage. You can use an action to force the creature to speak on your turn, saying a word or phrase no longer than twenty-five words.

Leg. A creature with a string attached to one or more of its legs (or similar limbs) has its speed reduced by 15 feet for each strung limb. If a flying creature's speed is reduced to 0 in this way, it falls to the ground at a rate of 60 feet per round and takes no falling damage when it lands. A creature with a string attached to each of its legs has disadvantage on Dexterity (Acrobatics) checks and Dexterity saving throws.

Spell. Alternatively, you can expend 5 charges to cast the *dominate person* spell (save DC 16) from the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand becomes nonmagical.



Wand of Stars

Wand, rare (requires attunement by a spellcaster)

This antiquated, dark blue wand is adorned with a glowing star at its tip. When it's swung, small specks of starlight drift from its end.

The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand scatters into glittering dust and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 15) from it: *color spray* (1 charge per spell level, up to 3), *daylight* (3 charges), *hypnotic pattern* (3 charges), *light* (no charges), *magic missile* (1 charge per spell level, up to 3), or *prestidigitation* (no charges).

Starlight Wayfinder. While you can see stars in the sky and are holding the wand, you can use an action to call out a cardinal direction and expend 1 of its charges. When you do, stars in that direction appear brighter to you for 1 hour or until you use the wand again to call out a new direction.



Wand of the Alicorn

Wand, legendary (requires attunement by a good-aligned spellcaster)

This wand was made using the horn of a unicorn and feather of a pegasus for the queen for Orostead, a powerful mage whose skilled leadership made her a favorite among her city's citizens and military. The wand has 7 charges, which are used for the following properties, and regains all expended charges daily at dawn.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *dispel evil and good* (1 charge), *find steed* (a pegasus, 1 charge), *guiding bolt* (6th-level version, 1 charge, +10 to hit with ranged spell attack), or *sacred flame* (no charges, cast at 5th level).

Create Wings. While holding the wand, you can use a bonus action to expend 1 charge from the wand to summon a pair of magical pegasus wings from your back for 1 hour. The wings give you a flying speed of 60 feet.

Alternatively, while holding the wand, you can use a bonus action to expend 1 of its charges to cause the wings to appear on the back of a creature you can see within 60 feet of you. When you do, that creature can immediately use its reaction to fly up to its speed, without provoking opportunity attacks. At the end of your turn, the wings vanish.

Healing Light. While holding the wand, you can use an action to expend 1 or more charges from the wand to cause a beam of healing light to shine down on a creature you can see within 60 feet of you. The creature regains 10 hit points for each charge you spend and is cured of either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. If a creature regains hit points in this way that would take it above its hit point maximum, that creature gains temporary hit points equal to the number of restored hit points above its hit point maximum.

Wand of the Frostrose

Wand, rare (requires attunement by a spellcaster)

This icy wand has a magical blue rose frozen at its center. The flower is a frostrose: a rare and delicate rose found only in the coldest parts of the Everglacier.

The wand has 7 charges. While holding it, you can use an action to expend up to 3 of its charges to create 1 or more Medium ice sculptures on the ground within 60 feet of you, creating 1 sculpture for each charge you expend. Each sculpture must appear in an unoccupied space on the ground you can see within range. Each sculpture is a delicate, thorned rose made of ice and is always a Medium object with 1 hit point and AC 12. A sculpture melts after 1 minute, or 8 hours if it's in an area of extreme cold. If a sculpture falls to 0 hit points, it erupts in an icy blast and is destroyed, causing all creatures within 20 feet of it to make a DC 15 Dexterity saving throw. An ice sculpture caught in this explosion erupts automatically, intensifying the blast. A creature takes 3d8 piercing damage and 3d6 cold damage on a failed save, plus an extra 1d8 piercing damage for

each explosion it's affected by beyond the first. On a successful save, a creature takes half as much piercing damage and cold damage.

The sculptures softly groan and crackle from the pressure they contain within them. A creature can determine the explosive nature of the sculptures with a successful DC 15 Intelligence (Arcana) or Intelligence (Investigation) check. Spaces occupied by the icy sculptures are difficult terrain.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a puddle of water, and the frostrose at its center crumbles into ashes and is destroyed.

War's Wager

Weapon (greataxe), very rare (requires attunement)

This golden axe is enchanted with haphazard divination magic. Its split blade features a spade, club, heart, and diamond on each of its four faces. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target with this weapon, you can choose to roll a second d20 before calculating the weapon's damage. If you roll an 11 or higher on the second d20, the blade magically seeks out and hits the weakest point of the target, turning the attack into a critical hit. On a roll of 10 or lower, the blade ricochets harmlessly off the original target and scores a critical hit against you, instead. When the axe hits you in this way, its damage ignores resistances and immunity.

Wardancer's Spear

Weapon (spear), rare

This double-bladed spear is extraordinarily light and perfectly balanced for use with one hand. While holding this magic spear with one hand, it has the finesse property. Whenever you take the Attack action and make a melee attack with the spear using only one hand, you can use a bonus action to make an additional attack with the spear. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Immediately after you use your bonus action in this way, you can move up to 10 feet without provoking opportunity attacks, though you can't move farther than your remaining movement would allow.

Warding Staff

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

This platinum staff has a wide brazier on top with a small crystal orb that floats above it. While holding the staff, its brazier is lit with harmless, holy flames that shed bright light in a 20-foot radius and dim light for an additional 20 feet. The staff can be wielded as a magic quarterstaff. On a hit, it deals an extra 1d6 radiant damage.

A friendly creature within reach of the staff can use its bonus action to remove the crystal orb that floats above the brazier. While the orb is on their person, that creature is under the effect of the *warding bond* spell as if you cast it. The spell lasts until the orb is more than 60 feet away from you, until you're no longer holding the staff, or until you die or are incapacitated. You can also choose to mentally end the spell at any time (no action required). When the spell ends, the orb teleports back to the head of the staff.

In addition, while a creature other than you that you can see is carrying the orb, you can use a bonus action to speak the orb's command word and teleport up to 60 feet to an unoccupied space that you can see within 5 feet of that creature. Alternatively, a creature holding the orb can use its bonus action to speak the orb's command word and teleport to an unoccupied space that it can see within 5 feet of you instead. This property of the orb can't be used again until the next dawn.





Warhammer of Eruptions

Weapon (warhammer), rare (requires attunement)

This sturdy warhammer has a core of magma at its center that heats up during combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Eruption. The first time that the warhammer hits a target in combat, it starts to release a steady stream of embers and smoke. When this happens, and while the hammer is smoldering in this way, it deals an extra 1d6 fire damage to any target it hits. At the end of each of your turns while the hammer is smoldering, its fire becomes increasingly unstable. At the end of the third turn, the hammer erupts, spraying lava and releasing a volcanic storm from it in a 30-foot cone in a direction of your choice (no action required). Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 3d6 fire damage and 3d6 lightning damage on a failed save, or half as much damage on a successful one. The lava then vanishes. The warhammer cools and doesn't erupt if combat ends or if you drop or stow the weapon before it erupts. Once the warhammer erupts, it loses this property until 2d6 hours have passed.

Warp Anchor

Rod, rare

This pair of batons magically link together to form a complete rod, causing a purple mist to swirl between the two glass orbs on either of its ends. While holding the rod or its batons, you can use an action to speak the rod's first command word to split it into the batons or recombine them again.

While holding one of the split batons, you can use an action to speak the rod's second command word to cast the *teleport* spell from it, teleporting only yourself to an unoccupied space within 5 feet of the other baton, even if it's on another plane of existence. Once this property has been used, it can't be used again until the batons have spent at least 12 hours recombined as the rod, at which point the swirling mist reappears within the orbs.

Waterskin of Voices

Wondrous item, uncommon

This leather waterskin has a magical beverage inside that allows you to briefly alter your voice. When found, the waterskin has 1d6 + 4 servings. You can drink 1 of the servings while holding the waterskin using an action. When you do, choose a voice from a creature you've heard or one from your imagination. The next 25 words you speak within 10 minutes sound virtually indistinguishable from the voice you chose, though a successful DC 20 Wisdom (Insight) check reveals that the voice is magically altered. If the voice you chose belongs to another creature, that creature automatically knows that the voice is altered.

Wavecutter

Weapon (any axe), rare

This axe has a single pearl set at the center of its blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you take the Attack action using this axe, you can forgo one of your attacks to swing the axe in front of you and speak its command word. When you do, the axe emits a crashing wave of magical water. The wave is 10 feet tall and extends from you in a 30-foot cone, after which it spreads out across the ground in all directions, extinguishing unprotected flames in the area within 30 feet of it before the water vanishes. Each creature within the cone must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. This property can't be used again until the next dawn.

Wayfinder Sphere

Wondrous item, rare

This spinning metal sphere is 6 inches in diameter and weighs 5 pounds. You can tap the orb twice as an action to activate it. While activated, the orb records basic details about the space that it can see within 100 feet. The orb has darkvision out to 100 feet, but can't see through heavily obscured areas or illusions. Tapping it twice again deactivates the orb.

The activated orb can display its recorded maps. If you are within 30 feet of it, you can speak its first command word, followed by a description of a location it's mapped. For example, you can command the orb to recall the entrance to a series of catacombs you explored 2 days ago, or the path you took to get through a twisting labyrinth. When you do, an illusory map appears in a 5-foot sphere centered on the orb that shows basic details about the recorded area, such as buildings, pathways, roads, signs, topography, and trees. While you're within 5 feet of the map, you can use a series of intuitive gestures to change the map's rotation, displayed location, or scale: showing as little of the recorded area as a 25-foot radius, or as much as a 1-mile radius. Speaking the command word again causes the map to vanish.

If you are within 30 feet of it, you can speak a second command word as an action to make the orb rise into

the air and float no more than 5 feet off the ground. The orb hovers in this way until you or another creature grasps it. If you move more than 30 feet from the hovering orb, it follows you until it is within 30 feet of you. It takes the shortest route to do so. If prevented from moving, the orb sinks gently to the ground and becomes inactive.

You can speak a third command word as an action, followed by a location name, while within 30 feet of the floating orb to cause it to move on its own. If the named location has been recorded by the orb and is within 1 mile of you, the sphere moves on its own and floats up to 10 feet ahead of you, guiding you to the named location using any of its recorded maps of the area to guide you. Once you reach your destination or speak the command word again, the orb begins to follow you again.

Weapon of Verdict

Weapon (any melee weapon), uncommon (requires attunement by a creature of good alignment)

These polished wooden weapons are traditionally used by the clerics and paladins of a righteous order to punish evildoers and aid the needy. Each of these magic weapons is blessed by a powerful priest or celestial. A *weapon of verdict* has 3 charges and regains 1d3 charges daily at dawn. You can use these charges to create the following effects:

Condemn. When you hit a creature with this weapon, you can expend 1 charge to deal an extra 1d8 fire damage to the target.

Commend. As an action, you can expend 1 charge to touch a creature other than yourself with this weapon to restore 1d8 + 2 hit points to that creature.

Weaving Wasp Needles

Weapon (dart), uncommon

This pair of dark, chiseled throwing needles are linked by a magical bond. A needle that hits a Large or smaller creature flies around it for 1 minute or until the creature falls to 0 hit points. If both needles fly around the same creature, they spin a magical thread that binds and restrains it. The creature is restrained until freed or until you take a bonus action to speak the needles' command word to release it. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Once the needles restrain a creature in this way, this property can't be used again until the next dawn.

In addition, you can use the needles as a set of weaver's tools. These magical needles can act on their own to either mend a simple tear or craft a simple garment given the proper materials in 1 minute or over the course of a short rest, respectively. As an action, you can speak the needles' other command word, followed by a description of the task, to cause them to spring to life and begin sewing and crafting. Uttering this command word again causes them to stop early and fall to the ground.







Webgrip Bow

Weapon (any bow), rare (requires attunement)

This 8-armed bow uses the remains of a spindly spider's legs and maw. The bow has 3 charges and regains all expended charges daily at dawn. When you make a ranged attack with the bow, you can expend 1 of its charges to lace it with sticky spider silk. On a hit, the arrow magically sheds the silk and releases it as a net-like web. If the target is a Medium or smaller creature, it and each Medium or smaller creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or be restrained until the end of your next turn. If the target is a Large creature, only it must succeed on the saving throw instead. Huge and larger creatures are unaffected by the web.

Summon Spiders. While holding the weapon, you can use an action to speak its command word to summon 2 swarms of insects (spiders) or 1 giant spider, which appear in unoccupied spaces that you can see within 10 feet of you. The GM has the creatures' statistics. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. A summoned creature disappears when it drops to 0 hit points, after 1 hour, or when you end the effect early as a bonus action. Once this property of the bow has been used, it can't be used again until the next dawn.

Whirling Weapons

Weapon (any melee weapon without the special or two-handed property), rare

These magic weapons were forged with lightweight metals and designed for speed rather than brute force. *Whirling weapons* have the finesse and light properties and whistle softly when swung through the air. When you take the Attack action and attack with a *whirling weapon* that you're holding in one hand, you can use a bonus action to make another attack with the same weapon. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If you're holding a different *whirling weapon* in each hand and engage in two-weapon fighting, you can make one attack with each weapon when you use a bonus action in this way.

In addition, if you have the Two-Weapon Fighting fighting style, you can add your ability modifier to the damage of the bonus attacks.

Whirlpool Dart

Weapon (dart), uncommon

This dart feels cold and hefty in the hand, but flies effortlessly when thrown. As an action, you can throw this dart at a point within 20 feet of you and speak its command word to cause it to create a wild, spiraling whirlpool in a 15-foot-radius, 10-foot-high cylinder centered on that point. Each creature in the area excluding you must make a DC 13 Strength saving throw. On a failed save, a creature takes 4d4 bludgeoning damage and is pulled up to 15 feet toward the center of the cylinder. On a successful save, a creature takes half as much damage and isn't pulled.

In addition, unsecured objects that are completely within the cylinder are automatically pulled 15 feet toward the center by this effect, and all nonmagical flames within the cylinder are extinguished.

The dart's property can't be used again until the next dawn. In the meantime, the dart can still be used as a magic weapon.

Whispergust Mote

Wondrous item, common

A *whispergust mote* is a sentient breath of air typically separated from a larger air elemental. When not invisible, its form resembles a dollop of blue whipped cream but is weightless and fluid to the touch. The mote can use an action to become invisible, but it typically



only does so when it senses danger. When left to its own devices, the mote will gently tousle the hair of passing creatures or flip a fallen leaf. While it is a form that is defined by its wanderlust, it nevertheless enjoys the company and experiences of adventuring parties that travel to new and unique locations. Most owners of a *whispergust mote* are rarely so bold as to claim ownership of it at all.

The mote is considered a magical object and is not a creature. It has a flying speed of 20 feet and can hover. It has AC 10, 5 hit points, and has resistance to all damage. The *whispergust mote* regains all its hit points if affected by a *gust of wind* spell or similar magic.

Sentience. The *whispergust mote* is a sentient chaotic good item with an Intelligence of 1, a Wisdom of 8, and a Charisma of 7. It has hearing and darkvision out to a range of 60 feet. It can't speak or read, but understands Auran and Common.

Personality. The *whispergust mote* ultimately travels where it wants to go, but knows that companionship is often worth the limitations that come with it. In even the most dull of places, the mote will find ways to entertain itself—often to the panic or frustration of the creatures it travels with.

Widemouth Bucket

Wondrous item, common

This brass bucket in the shape of a fish's open mouth is 12-inches across and tall and weighs 3 pounds while it isn't filled. The bucket can hold up to 10 gallons of liquid, even though it appears to hold only 1. Regardless of how much liquid is inside, the bucket's weight is only increased by the weight of up to 1 gallon of the liquid.

Widow's Tea

Wondrous item, rare

This dark ceramic tea set comes with a teapot and two matching teacups. The malignant spirit of a hag lives within the teapot and corrupts the first cup of tea that it pours into one of the matching teacups. The first creature that drinks this cup of tea must make a DC 15 Constitution saving throw as the hag's spirit assaults it from the inside. On a failed save, a creature takes 4d6 poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. At the end of each of its turns, a paralyzed creature can make another DC 15 Constitution saving throw, ending the effect on a success.

Once this property has been used, it can't be used again until 5 days have passed.

Wildfire Ammunition

Weapon (arrow or bolt), rare

This ammunition smolders while you hold it, sparking softly with simmering embers. When you use this arrow or bolt to make a ranged weapon attack, it vanishes in a scattering of sparks immediately after it's fired: disappearing into a special extradimensional space without hitting a target. The ammunition's flames burn hotter the longer it remains in this space and can stay there for up to 3 rounds.

You can use a bonus action on your turn to speak the ammunition's command word and choose a point you can see within 120 feet of where you fired it from. When you do, the arrow or bolt reappears directly above the point and explodes, creating a 20-foot-radius, 40-foot-high cylinder of searing flames centered on that point. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage, plus an extra 2d8 fire damage for every round the ammunition remained in its pocket dimension. On a successful save, a creature takes half as much damage.

If the ammunition remains in its extradimensional space for the full duration without its command word being spoken, it reappears and explodes above a random point within 120 feet of where it was fired.

An arrow or bolt is destroyed when it explodes in this way.





Williwig's Time Stopper



Wind-Up Merchant



Wind Riders

Wildskin Armor

Armor (hide), uncommon (requires attunement by a druid)

This enchanted hide armor magically conforms to your body and moves naturally with your movements.

While wearing this armor, you can choose to have it reinforce your new form when you use your Wild Shape. When you do, your AC while you are transformed is equal to 14 + your Dexterity modifier (maximum 2), unless it's already higher. You gain this benefit even if the armor merges into your new form. Once this property has been used, it can't be used again until the next dawn.

Williwig's Time Stopper

Wondrous item, common

This magic bottle stopper's base is made of a mixture of cork and metal, but a stony, gargoyle figurine with a bored expression rests atop it. You can seal or unseal a bottle, flask, jar, waterskin, or similar container with the stopper as an action. When you do, the stopper magically resizes to fit the container's opening (up to 6 inches in diameter). While a container is stoppered in this way, any nonliving liquid inside it doesn't age, decay, rot, or spoil. If the container has a tap or similar means of dispensing the liquid without unstoppering it (such as a keg), the effect on the liquid ends once it leaves the vessel.

Wind Riders

Wondrous item, rare

These boots look and feel like pale, dried leaves but are remarkably soft and quiet to walk in. While wearing these boots, you can move normally in difficult terrain caused by strong winds.

While wearing these boots, you can use an action to speak their command word to cast the *gaseous form* spell, transforming yourself into a swirling cloud of vapor and leaves. This version of the spell lasts for up to 1 minute, but only allows you to float vertically using your movement speed. Your horizontal movement speed while in this form is decided by the direction and speed of the wind. A wind of light speed (between 5 and 10 miles per hour) propels you 10 feet per round, whereas a wind of moderate or greater speed (at least 10 miles per hour) pushes you 20 feet instead.

Traveling somewhere while in this form where the swirling leaves are unable to follow you ends the effect early. Once the boots have been used to cast this spell, they can't do so again until the next dawn.

Wind and Whirl

Weapon (scimitar), very rare (requires attunement)

This pair of scimitars was forged in the Elemental Plane of Air and cut effortlessly through the air in tandem. Attuning to one of the scimitars automatically attunes you to both of them, which count as one attuned item.

You gain a +1 bonus to attack and damage rolls made with these magic weapons, which have the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after you make a ranged attack with one of the scimitars, it flies back to your hand. In addition, when you engage in two-weapon fighting using both scimitars, you can add your ability modifier to the damage of the second attack.

As an action, you can speak the scimitars' command words and throw the two swords at a point you can see within 60 feet of you. The two weapons spin wildly and create a sudden whirlwind in a 15-foot-radius, 30-foot-high cylinder centered on the point. A target caught in the whirlwind's area must make a DC 15 Strength saving throw. On a failed save, a target takes 6d6 bludgeoning damage and is flung up 20 feet away from the point in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. On a successful save, a target takes half as much bludgeoning damage and isn't flung away or knocked prone. The scimitars fly back to your hands immediately after the effect. Once this property of the scimitars has been used, it can't be used again until the next dawn.

Wind-Up Merchant

Wondrous item, rare

This soft toy figurine is 5 inches tall and weighs 1 pound. You can use an action to wind up the toy using a crank in the back, causing it to release a thin strip of parchment listing 3 magic items and their costs from the list below. The toy then whirs and animates slowly, walking and bowing slightly, and can't be wound up again until 24 hours have passed.

Roll 3d12, recording each number rolled, to determine which of the following magic items are listed on the parchment. At the GM's discretion, reroll duplicate results.

d12	Item Name	Cost
1	*potion of climbing*	25gp
2	*potion of healing*, common	25gp
3	*spell scroll*, 1st level: *comprehend languages* (25%), *detect magic* (25%), *feather fall* (25%), or *identify* (25%)	25gp
4	*broom of flying*	50gp
5	*dust of disappearance*	50gp
6	*eversmoking bottle*	50gp
7	*goggles of night*	50gp
8	*immovable rod*	50gp
9	*potion of growth*	50gp
10	*potion of resistance*	50gp
11	*restorative ointment*, 2 uses	50gp
12	*ring of water walking*	50gp

While the toy is animated, you can use an action to deposit any number of coins into the slot on the toy's belly and speak the name of an item listed on the parchment. If the value of the coins deposited in the toy is equal to or greater than the cost of the named item, the item magically appears in your hand or at your feet (your choice) and is removed from the parchment. The spent coins are then lost.

The toy remains animated for 5 minutes or until each item has been purchased from the list. When the toy stops animating, any deposited coins that weren't spent on the listed items clatter to the ground below it, converting them into smaller denominations as needed, and the parchment turns to dust and is destroyed.

An item purchased from the *wind-up merchant* disappears after 24 hours, or early if you attempt to sell or trade it to another creature.

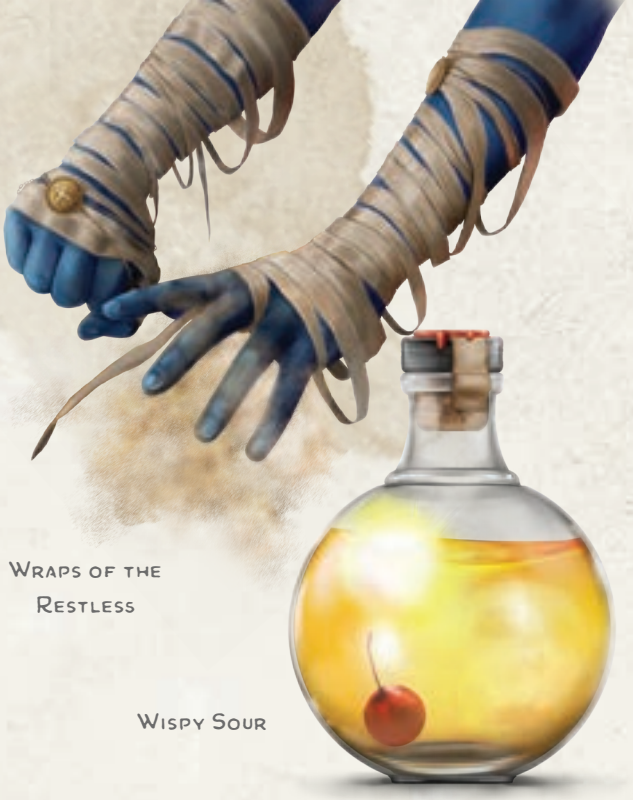
Wisp Cloak

Wondrous item, uncommon (requires attunement)

This near-weightless cloak billows softly even without wind. While wearing this cloak, you have advantage on death saving throws and can move normally through the space of any Medium or smaller creature once on each of your turns, but can't stop there.

Curse. This cloak is cursed by the spirit of a person who was betrayed by a close friend. Once you wear this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, whenever you move or end your turn within 10 feet of a friendly creature with 0 hit points for the first time on each of your turns, that creature must succeed on a DC 13 Constitution saving throw or suffer a failed death saving throw.





Wispy Sour

Potion, common or uncommon

The typical *wispy sour*, a common potion, is a specialty alcoholic beverage that causes you to float harmlessly off the floor. When you drink this potion, you gain a flying speed of 10 feet for 1 minute, but can only hover 1 foot above the ground when doing so. The drink is smooth, sweet, and has a slight aftertaste of ash. A tiny, single light from the *dancing lights* spell is often cast within the drink when served. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *wispy sour* is an uncommon variant with additional properties. It also tastes better.

For 1 minute after drinking this potion, you can regain 1d8 + 2 hit points once on each of your turns when you reduce a hostile creature to 0 hit points. If the creature is a construct or undead, you don't regain any hit points in this way. This variant contains a harmless will-o'-wisp fragment. Hazy visions of lost souls occasionally drift through the drink's cheery liquid.

Wraps of the Restless

Wondrous item, very rare (requires attunement)

These salvaged wrappings from the arms of a mummy lord hang loosely from your arms but never seem to slide off. While wearing the wraps, you have resistance to necrotic damage.

In addition, when you take the Attack action while wearing the wraps, you can use a bonus action immediately before or after one of your attacks to cause a piece of the wrapping to lash out at a target within 10 feet of you. Make a melee spell attack for the wrapping, using an attack bonus of +7. On a hit, the target takes 1d8 necrotic damage.

The wraps have 3 charges and regain 1d3 expended charges daily at dawn. As an action, you can hold out your hand and expend 1 or more of the wraps' charges to release a blast of sand from it in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature is blinded until the start of your next turn, and for each charge you spend, it takes 1d6 bludgeoning damage plus 2d8 necrotic damage. On a successful save, a creature takes half as much damage and isn't blinded.

Curse. Once you don these cursed wraps, you can't doff them unless you are targeted by the *remove curse* spell or similar magic. While wearing the wraps, you have disadvantage on attack rolls against undead and on saving throws against their spells and special abilities. In addition, while cursed, you don't recover as much from resting. When you roll Hit Dice to regain hit points, roll each one of the dice twice and use the lower result.

Wyrmling Wristlet

Wondrous item, rare (requires attunement)

This bracelet has 1d6 + 3 colorful, egg-shaped beads hanging from it. Ten types of beads exist. The GM decides the type of each bead on the bracelet or determines it randomly. A bracelet can have more than one bead of the same type. You can use an action to detach a bead and throw it into an unoccupied space that you can see up to 30 feet away from you. When it reaches the end of its trajectory, the bead cracks open, destroying the bead, and summons a dragon wyrmling in the space. The type of wyrmling is determined by the bead's color.

1d10	Bead Color and Wyrmling Type
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White

A summoned wyrmling disappears after 1 hour, when it drops to 0 hit points, or when you summon another wyrmling. The wyrmling shares your initiative count, but it takes its turn immediately after yours. It is friendly to you and your companions until you threaten or harm it. The wyrmling obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

When the last bead has been used, the wristlet becomes nonmagical.

Wyrmshide Bow

Weapon (shortbow), rare (requires attunement)

This bow is crafted with delicate dragon scales and strung with a fiber from a dragon's heart. While holding the bow, you can use a bonus action to speak its command word and channel the energy of the dragon within. When you do, the bow forms a draconic cowl of elemental energy around you. For the duration of the cowl, you gain the following benefits:

- You gain 25 temporary hit points, which last for 1 minute.
- You have resistance to damage of the same type as the elemental energy of the cowl. The type of energy is determined by the kind of dragon that provided the bow's scales, as shown on the table below.
- On a hit, the bow deals an extra 1d8 damage of the same type as the cowl's energy. If the target is a dragon, this extra damage ignores any resistance or immunity it has against that damage type.

The cowl remains until you lose all these temporary points. Once this property has been used, it can't be used again until the next dawn or until the bow is used to slay or help slay a Large or larger dragon. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Xibalban Blade

Weapon (longsword), very rare (requires attunement)

This toothed obsidian blade absorbs any blood that's left on it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature that is not a construct, plant, or undead with this sword, that creature takes an extra 1d6 necrotic damage.

If the sword has dealt necrotic damage in this way in the past hour, you can use an action to hold the sword aloft and speak its command word to summon a blood elemental, as if you had cast the *conjure elemental* spell. Once this property of the sword has been used, it can't be used again until the next dawn. A blood elemental uses the same statistics as a water elemental, with the following changes:

- The blood elemental has resistance to necrotic damage in addition to its other resistances.
- The blood elemental's alignment is neutral evil.

When you hit with an attack using this sword while the blood elemental is under your control and within 120 feet of you, the elemental regains a number of hit points equal to the necrotic damage dealt by the sword.



Xorn-Sole Boots

Wondrous item, rare (requires attunement)

This pair of iron-toed boots is made with the rocky leather hide of a xorn. Each boot is secured with three golden buttons bearing the icon of an eye and has several claw-like spikes extending from its toe and heel. While wearing these boots, you can use a bonus action to speak their command word and click the boots' heels together. If you do, you gain tremorsense out to a range of 30 feet and a burrowing speed equal to your walking speed. If you click your heels together again, you end the effect.

You can use this property for up to 10 minutes, all at once or in several shorter bursts, each one using a minimum of 1 minute from the duration. During this time, you can pinpoint the location of precious metals and stones, such as coins and gems, within the range of your tremorsense.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Yellow Harbinger's Path

Armor (light or medium), very rare (requires attunement by a creature with a Dexterity score of 17 or higher)

This burnt yellow armor is the mark of a royal scout. Its magical construction is unyielding to all but the most lithe and capable of scouts and huntsmen.

While wearing the armor, you gain a +5 bonus to any Dexterity (Stealth) check you make. While you have more than half your Hit Dice remaining, you can choose to expend 2 of them as an action to extend this property to creatures of your choice within 30 feet of you for 1 hour. When you do, each affected creature, including yourself, has advantage on initiative rolls and can't be tracked except by magical means. A creature only benefits from this effect if it remains within 30 feet of you.

The armor has 7 charges and regains all expended charges daily at dawn. While wearing the armor, you can expend 1 or more of its charges to use one of the following properties:

"At Arrow's Length!" When a creature that you can see within 60 feet of you uses its reaction to make an opportunity attack, you can use your reaction to expend 1 of the armor's charges to summon a spectral arrow from the air above it. The arrow flies harmlessly in front of the attacking creature and disappears, distracting them from the attack and causing the roll to be made with disadvantage. If the attacking creature has blindsight, this property has no effect. If you're concentrating on the *hunter's mark* spell, you can choose to move your mark to this creature as part of your reaction.

Alternatively, if a hostile creature ends its turn within 5 feet of you, you can use your reaction to expend 2 charges to immediately move up to half your speed, without provoking opportunity attacks.

"From Sky to Earth!" As an action, you can expend 4 charges from the armor to summon a volley of spectral arrows from the sky, choosing a point that you can see within 120 feet of you when you do. The arrows fall in a 30-foot radius, 60-foot high cylinder centered on that point and then disappear. Each creature in the area must make a DC 16 Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.

"There Is No Escape!" You can use a bonus action to expend up to 3 of the armor's charges to cast the *hunter's mark* spell from it. If you choose to expend 2 charges, you cast the spell at 3rd level, or 5th level if you choose to expend 3.

Flaw. The *Yellow Harbinger's path* compels its wearer to be cautious and overprepared. While attuned to the armor, you gain the following flaw: "I am duty-bound to lay out the perfect plan for every situation. Uncertainty is unacceptable." In addition, if you are attuned to the armor for 24 consecutive hours, your commitment to duty extends to the person you trust most. You or your GM determine who this person is. You consider this person your field commander and put their plans ahead of your own and trust them implicitly. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you're already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to either of these weapons becomes your field commander, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the armor.







Arista, Wand of the Spire

Wand, artifact (requires attunement by a spellcaster)

This elegant silver and gold wand was crafted by the archmages that first arrived in Orostead centuries ago, well before the magical fallout of the Upheaval. It has been carefully used by only the extremely powerful or clever for generations. The wand has 7 charges for some of the following properties. It regains all expended charges daily at dawn. If you expend the wand's last charge and are not a wizard, roll a d20. On a 1, the wand vanishes and returns to a secret vault within The Spire of Aristaeus, the legendary wizarding tower in Orostead.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This wand can have up to 3 of the following properties active at a time. When you attune to *Arista*, you can choose to activate up to 3 of its variant properties whose prerequisites you meet. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- While holding the wand, you can use an action to cast one of the following spells from it, using your spell save DC: *create or destroy water*, *floating disk*, *fog cloud*, *gaseous form*, *identify*, or *sanctuary*. Once the wand has been used to cast a spell, it can't be used to cast that spell again until the next dawn.
- While holding the wand, you can use an action to expend 1 of its charges to cast the *magic missile* spell. When you reach 9th level, this spell is cast at 2nd level instead, and is cast at 3rd level once you reach 13th.
- *(Prerequisite: 5th level)* You gain a +1 bonus to spell attack rolls and spell save DC. This bonus increases to +2 when you reach 9th level, and +3 when you reach 17th.
- *(Prerequisite: 5th-level wizard)* While holding the wand, you can use an action to cast the *unseen servant* spell.
- *(Prerequisite: 9th level)* While holding the wand, you can use an action to expend 2 of its charges to create one of the following effects, using your spell save DC:

  Drilling Gust. You harness the ever-present winds of Lake Ils and tighten them into a magic, twisting spear. The spear flies from the wand and forms a line 60 feet long and 5 feet wide, piercing through any creature in the area. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 3d6 piercing damage and 3d6 cold damage and is pushed 15 feet away from you. If a creature fails the saving throw by 5 or more, it is also knocked prone. On a successful save, a creature takes half as much damage from the effect and isn't pushed.

  Siphoning Vortex. You conjure the strange undercurrents of Lake Ils and create a magical whirlpool in a 15-foot-radius circle at a point on the ground you can see within 60 feet of

you. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature takes 4d6 bludgeoning damage and is pulled up to 10 feet toward the point. If a creature fails the saving throw by 5 or more, it is also knocked prone and spends its action on its next turn coughing and sputtering water. On a successful save, a creature takes half as much bludgeoning damage and isn't pulled. The water spreads out across the ground, extinguishing unprotected flames in its area, and then it vanishes.

- ○ *(Prerequisite: 9th-level wizard)* While holding the wand, you can expend 3 of its charges to cast the *banishment* spell, using your spell save DC. In addition, you are always under the effects of the *see invisibility* spell.
- ○ *(Prerequisite: 13th level)* While holding the wand, you gain truesight out to a range of 10 feet.
- ○ *(Prerequisite: 13th-level wizard)* While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC: *arcanist's magic aura* (1 charge), *dimension door* (2 charges), *etherealness* (5 charges), *fog cloud* (4 charges; 1 mile-radius sphere that remains for the duration of the spell), *guards and wards* (4 charges), *private sanctum* (2 charges), *teleport* (5 charges).
- ○ *(Prerequisite: 20th-level wizard)* You gain the benefits of all of this wand's variant properties.

Destroying Arista. The only way to destroy *Arista, Wand of the Spire* is to leave it in an *antimagic field* on the Ethereal Plane for 100 years, at which point it finally succumbs and becomes nonmagical, allowing it to be easily snapped in two.



Hatred, the Wrathful Edge

Arista, Wand of the Spire

Hatred, the Wrathful Edge

Weapon (greataxe), artifact (requires attunement by a creature the axe deems worthy)

This black iron axe was forged in the scorching fires of the Magmarath Caldera and has been the decisive end for countless mortal souls. Used as the mark of a Tribunal in the caldera's city, the weapon is an embodiment of anger and spite, and has been enchanted with blood magic that bubbles to the surface each time it's used to end a life. Glimmering veins of lava flicker from its dark metal surface, and roiling, volcanic sparks trail behind it in its wake when swung.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d6 fire or lightning damage (your choice) to any target it hits. When you reduce a living creature to 0 hit points using this weapon, you gain a number of temporary hit points equal to the fire or lightning damage dealt as part of the attack.

Explosive Rage. If you're a barbarian, the first time you enter a rage after finishing a short or long rest, up to 6 creatures of your choice within 10 feet of you take 4d6 fire or lightning damage (your choice). In addition, while raging, any creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire or lightning damage (your choice).

Fiendish Mind. You can speak, read, and write Abyssal and Infernal while attuned to this weapon.

Random Properties. *Hatred, the Wrathful Edge* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Volcanic Immunity. You are immune to fire damage while attuned to this weapon. In addition, you can stand on and walk across molten rock as if it were solid ground.

Sentience. *Hatred, the Wrathful Edge* is a sentient chaotic evil weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Abyssal, Common and Infernal.

Personality. The weapon enjoys the sensation of anger. It sees all conflict eventually reaching the same violent conclusion, and encourages its wielder to seek out such hasty and bloody resolutions.

Destroying the Axe. The only way to destroy the axe is to dispel the malevolent spirit within it over time from the Upper Planes. Casting *dispel evil and good* on the weapon every day for 5 years while on an Upper Plane causes the wrathful spirit within it to eventually succumb and perish. When the spirit leaves the axe, it loses all of its properties except for its bonus to attack and damage rolls, but becomes no harder to destroy than a normal magic weapon.



Morath, Scepter of the Soul Vortex

Morath, Scepter of the Soul Vortex

Rod, artifact (requires attunement by a sorcerer, warlock, or wizard)

This torch-like scepter almost hums with necrotic energy and appeared when the first soul was returned to the Material Plane after its death. Since then, it has been lost and found throughout its gruesome, storied history.

While attuned to the rod, you have resistance to necrotic damage, and you know the *chill touch* cantrip as if it were from your class's spell list. If you are a warlock, you also gain a +3 bonus to your spell attack rolls and saving throw DCs of your warlock spells while holding the rod.

An eerie, green flame erupts from the head of this rod when you hold it, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. While holding the rod, you can use a bonus action to mentally snuff out or relight the flames. While the flames are lit, you can use an action to make a ranged spell attack with it, using your spell attack bonus, out to a range of 30 feet. When you do, the flaming rod emits a phantasmal skull that flies out to attack the target. On a hit, the target takes 3d8 necrotic damage, and if the target is a creature, you regain hit points equal to half the amount of necrotic damage dealt. The skull disappears immediately after the attack.

Random Properties. *Morath, Scepter of the Soul Vortex* has the following random properties:

- 1 minor beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Spells. The rod has 8 charges and regains 1d3 + 1 expended charges daily at dawn. When you reduce a humanoid to 0 hit points, the rod regains 1 expended charge. While holding the rod, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack bonus and spell save DC: *bestow curse* (1 charge), *circle of death* (4 charges), *confusion* (2 charges), *insect plague* (3 charges), *ray of enfeeblement* (1 charge), or *speak with dead* (1 charge).

Bestow Greater Curse. When you cast the *bestow curse* spell while holding the rod using either the rod or a spell slot, you can choose to force the creature to make the saving throw with disadvantage. On a failed save, the target is simultaneously cursed by all four of the spell's listed options. Once this property has been used, it can't be used again until the next dawn.

Death Grip. While holding the rod, you can use an action to cast the *finger of death* spell from it, using your spell save DC. Once the rod has been used to cast this spell, it can't do so again until the next dawn.

Sentience. *Morath, Scepter of the Soul Vortex* is a sentient chaotic evil rod with an Intelligence of 17, a Wisdom of 13, and Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The rod communicates telepathically with its wielder and can speak, read, and understand Common. While you are attuned to it, it also understands every language you know. It can choose to communicate with other creatures by manifesting the phantasmal skull above the rod and using it to speak.

Personality. The rod is possessed by Morath, the first human to ever die, and is an independent spirit from within the Thousand Voices, the largest collection of discordant lost souls found within the multiverse. Morath's time on the Material Plane was short, but filled with pain and confusion. As a result, Morath seeks to experience humankind's most base desires vicariously through the actions of the rod's wielder, often attempting to compel the wielder to give in to such urges in moments of weakness.

Curse. The rod bears a curse that affects any non-human that becomes attuned to it. Even if the attunement ends, the curse remains. When you die while cursed in this way, you must make a Charisma saving throw against your own spell save DC. On a failed save, or if the rod is more than 100 feet away from you when you die, your soul is immediately siphoned into and becomes a part of the Thousand Voices, leaving your body a vacant husk and unable to return to life by any means short of a *wish* spell. On a successful save, your soul leaves your body and enters the rod, as if you had cast the *magic jar* spell, using the rod as a container. You can only return to your body if it's holding the rod, but can otherwise gain the benefits of the spell as normal. If your soul returns to your body, you return to life with 1 hit point. While your soul is detached from your body in this way, your attunement to the rod is carried over to any other creature you possess for the duration.

Destroying the Scepter. The only way to destroy the rod is to destroy Morath while your soul is contained within the rod. When you do, use your original body's statistics and abilities for your soul, with the exception that your hit point maximum is halved. Use the archmage stat block for Morath's soul. From outside the rod, this combat resolves instantaneously, regardless of how much time passed within the rod during the battle. If you die while within the rod in this way, your soul is lost to the Thousand Voices. If Morath dies, the rod is destroyed and you return to your body with 1 hit point, regardless of where your body is at the time.

Nimbus, First Staff of the Thunderbirds

Staff, artifact (requires attunement)

This ancient staff was created when a piece of driftwood was struck by lightning, fusing it to a twisted length of glass made from the sand on which it laid. Revered by the Rocborne nomads and other worldly travelers, this one-of-a-kind crook carries with it the power of storms, tempests, and the wind spirits that control them. When it appears, it falls from the sky in the eye of a storm or a flash of lightning.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. In addition, when you attack with the staff, you can choose to make a special ranged attack with it instead. This attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Wisdom modifier to its attack and damage rolls. On a hit, it deals 1d6 bludgeoning damage as a gust of magical wind batters the target.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This staff can have up to 3 of the following properties active at a time. When you attune to *Nimbus*, you can choose to activate up to 3 of its variant properties whose prerequisites you meet. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- The staff can be used as a *broom of flying*.
- *(Prerequisite: 5th level)* While holding the staff, you can use a bonus action to cast the *shillelagh* spell with it.
- *(Prerequisite: 5th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *create or destroy water* (1 charge), *fog cloud* (1 charge), *misty step* (2 charges), *sleet storm* (3 charges), or *thunderwave* (2nd-level version, 2 charges). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- *(Prerequisite: 9th level)* Your bonus to attack and damage rolls with this weapon increases to +2, and the special ranged attack's damage die becomes a d8. When you reach 17th level, the bonus increases to +3, and the ranged attack's damage die becomes a d10.
- *(Prerequisite: 9th level)* The first target hit by the staff on each of your turns takes an extra 1d6 cold, lightning, or thunder damage (your choice).
- *(Prerequisite: 13th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *lightning bolt* (3 charges), *shatter* (2 charges), *spirit guardians* (3 charges), or *wind wall* (3 charges). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- *(Prerequisite: 13th level)* While holding the staff, you have resistance to cold, lightning, or thunder damage (your choice). When you finish a long rest, you can change this resistance to a different one.
- *(Prerequisite: 17th level)* While holding the staff, you can take the Dash action as a bonus action on your turn, as wind spirits help usher you forward.
- *(Prerequisite: 17th level druid or ranger)* The staff gains 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *chain lightning* (6 charges), *cloudkill* (5 charges), *cone of cold* (5 charges), *control weather* (8 charges), or *fly* (3 charges, or 6 charges to cast at 6th level). If you activate another property that causes the staff to gain charges, the total number of charges and regained charges are cumulative.
- *(Prerequisite: 20th level druid or ranger)* You gain the benefits of all of this staff's variant properties. In addition, if you are a ranger, you can summon a roc to your location by spending 8 hours performing an ancient Rocborne ritual. The roc is friendly toward you and your companions, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Once this property of the staff has been used, it can't be used again until you dismiss the roc using an action or until the roc dies. If the roc dies, this property can't be used again for 30 days.



Nimbus, First Staff of the Thunderbirds

Destroying Nimbus. The only way to destroy *Nimbus, First Staff of the Thunderbirds* is to keep it in a vacuum for 10 years, depriving it of any air, at which point the staff cracks open to release the swirling storm inside it. If the force of the released storm causes the vacuum to end, the storm escapes and continues to rage above that location for 1 year.

Silverwind, the Cleansing Breeze

Weapon (longsword), artifact (requires attunement)

This mighty longsword once belonged to Syre, the fey lord of the now fallen Syre Wood. This ancient blade was used to lead the charge against a legion of invading fiends, and still holds a power over such creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the finesse property. When you hit a fiend with an attack using this sword, that creature takes an extra 1d6 radiant damage.

Instant Attunement. If you pull *Silverwind, the Cleansing Breeze* from the body of Malfuriel the Betrayer, you are immediately attuned to it. When this happens, you can choose to immediately end your attunement to one of your other magical items, even if it's cursed (as if by the *remove curse* spell or similar magic). If you are already attuned to your maximum number of magic items, you must end your attunement to one of them in this way.

Variant Properties. Some properties of this artifact are locked behind layers of dormant magic. As you grow stronger and reach certain milestones, these properties may become available to you. This weapon can have up to 3 of the following properties active at a time. When you attune to *Silverwind*, up to the first 3 properties available to you are activated. Whenever you finish a long rest, you can replace any of the activated properties with another one.

- While holding this sword, you can use an action to cast the *dancing lights*, *druidcraft*, or *minor illusion* spell (save DC 13) from the weapon. In addition, when you reach 5th level, you can use a bonus action to cast the *true strike* spell from it.
- *(Prerequisite: Fey Ancestry trait or the fey creature type)* You are immune to disease.
- *(Prerequisite: 8th level)* Your bonus to attack and damage rolls with this weapon becomes +2, and any fiend hit by it takes an extra 2d6 radiant damage, instead of 1d6. When you reach 14th level, the bonus increases to +3, and any fiend hit by it takes an extra 3d6 radiant damage instead.
- *(Prerequisite: 8th level, Fey Ancestry trait or the fey creature type)* You can use an action to touch a creature and magically know its current emotional state. If the target fails a DC 16 Charisma saving throw, you also know its alignment. Celestials, fiends, and undead automatically fail the saving throw.
- *(Prerequisite: 14th level)* While holding this sword, you can use a bonus action to create an illusory copy of yourself in an unoccupied space you can see within 30 feet of you. You choose what direction your copy is facing. The copy mimics your movements and attacks with this sword until the end of your turn, moving forward, turning, and attacking to match your actions relative to its position. The copy can't walk through walls or other solid surfaces. The copy uses your attack and damage rolls for any attack you make with this sword, dealing force damage instead of slashing on a hit. The copy vanishes at the end of your turn. If the copy is in an unoccupied space when it vanishes, you can choose to teleport to its space. Once this property of the sword has been used, it can't be used again until the next dawn.
- *(Prerequisite: 14th level, Fey Ancestry trait or the fey creature type)* While this sword is on your person, you can use an action to cast the *disguise self* spell (save DC 16). If you drop the sword, the spell ends.
- *(Prerequisite: Slay or help slay Malfuriel the Betrayer or similarly powerful fiend)* When you attack a creature with this weapon and roll a 20 on the attack roll, that target must succeed on a DC 16 Constitution saving throw or be magically restrained until the end of your next turn. If the target is a fiend, it's petrified until the end of your next turn instead.
- *(Prerequisite: 20th level)* You gain the benefits of all of this sword's variant properties, including those whose prerequisites you don't meet.



Silverwind, the Cleansing Breeze

Destroying Silverwind. The only way to destroy *Silverwind, the Cleansing Breeze* is to melt it in the fires of the Magmarath Caldera, a raging volcano in the Lower Planes overrun with fiends. It must remain submerged in the magma for 10 years before it succumbs to the fire and is destroyed. When it does, the volcano erupts.

FORGED IN FATE

Silverwind and *Hatred, the Wrathful Edge* are two blades locked in timeless opposition. To learn more about their place in history, read about the Bloodmire and Magmarath on pages 248 and 302, respectively.



The Griffon's Saddlebag

The Griffon's Saddlebag

Wondrous item, artifact

These leather bags have the stylized face of a griffon on their front and appear across the multiverse in strange locations. One may be found in the belly of a dragon, while another in the limbs of a great tree. Regardless of where it's found, a *Griffon's Saddlebag* is typically discovered by an adventurer with a destiny.

The saddlebags are made by a great, six-armed griffon on the Astral Plane. Believed by some to be a demigod of pocket dimensions and craftsmen everywhere, the griffon is a patron of artificers and creators across the multiverse. The griffon creates magical items in its great forge using materials collected from various planes of existence to add to its collection. While no one knows exactly how to contact the griffon, it has a knack for knowing what items are needed by whom.

Superior Holding. This 1-foot-wide bag always weighs 3 pounds, regardless of what's inside it. It functions as a *bag of holding* that can only be pierced by another artifact. Placing a *bag of holding*, *handy haversack*, *portable hole*, or similar item inside the extradimensional space created by the saddlebag, or vice versa, destroys the extradimensional item but leaves the saddlebag unharmed. Any item stored within the other extradimensional space is magically moved to the space within the saddlebag instead. If doing so overloads the bag, random contents from either space are scattered in the Astral Plane.

Magic Courier. At the GM's discretion, the saddlebag's beak opens up to reveal a letter. The magical script can be read by all creatures with an Intelligence score of 4 or higher. The note is a delivery request or similar that includes the name of an item as well as either specific or vague descriptions of a person or place. At the bottom of the letter is a price listed in coins or other form of payment, as well as a date or time depending on its urgency.

If the saddlebag is brought to the described person or place within the allotted time, it dispenses the magical item into the hand of the appropriate recipient. If the payment isn't received by the bag within 1 hour of dispensing the magic item, the item vanishes and is lost. After receiving the payment for an item in this way, the bag's beak reopens to dispense a reward for the courier.

Sell Magic Items. The saddlebag has a connection to the griffon's forge on the Astral Plane. Depending on the magic item, you can sell a magic item to the saddlebag for half the cost of its base price.

Spells. The saddlebag has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing the saddlebag, you can expend 1 or more of its charges to cast the following spells from it: *detect magic* (1 charge), *identify* (1 charge), or *legend lore* (5 charges).

Additional Spells. At the GM's discretion, such as after reaching certain milestones or completing Magic Courier quests, the saddlebag may offer the following additional spells that can be cast from it: *blink* (3 charges), *dimension door* (4 charges), *divination* (4 charges), *etherealness* (7 charges), *fly* (3 charges), *magnificent mansion* (7 charges), *plane shift* (7 charges), or *secret chest* (4 charges).

Sentience. The saddlebag is a sentient chaotic neutral bag with an Intelligence of 13, a Wisdom of 15, and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

The bag can speak, read, and understand Common. When in the presence of only creatures it trusts, the bag's beak moves when it speaks. Otherwise, the bag communicates telepathically with its wearer. The bag can speak and communicate with griffons.

Personality. The bag's purpose is to carry, collect, and deliver magic items. Different bags have different personalities, but they are for the most part largely pleasant to talk to. Their voices are bird-like and are filled with occasional coos and squawks, and their stitched eyes widen, squint, and move expressively.

If the bag's wearer or allies fail to fulfill Magic Courier quests, it may stop offering its magic to them. If it does, their items may be lost or inaccessible within the bag, or potentially spat out. While the bag provides the names of item recipients and delivery locations, it doesn't know any more information than what was provided to it by the astral griffon. Regardless, it does its best to help its wearer and allies find the specified person or location on the letter.

Destroying the Griffon's Saddlebag. While there is no way to permanently destroy the saddlebag, piercing it with an artifact returns it to its place of origin for repair before it's returned to the multiverse in a new location. Placing a *Griffon's Saddlebag* inside the extradimensional space created by another *Griffon's Saddlebag* returns both items to their place of origin and sends all the items stored within them to the griffon's forge on the Astral Plane.



PART II

CHARACTER OPTIONS



Etherean

Relishing the taste of fresh mead and flavorful bread, *Linnit's long, slender legs swung happily off the sides of the worn barstool. His colorful, silken tunic shimmered in the lantern's warm firelight, which seemed to be at odds with the tuft of misty blue hair that danced atop his head. Nimble, gray fingers plucked carefully at his food to make sure that any crumbs and spills were kept to a minimum.*

Linnit's smile was easy and disarming, for it was the grin of a person experiencing the simple joys of life for the first time. Although he had grown up not too far from this tavern, no one there had ever seen him there before today. He, on the other hand, already knew everyone's names and stories, but had been cautioned by his mother to keep that information to himself. After all, he'd been coming here for decades.

As he finished counting the coins from his purse, Linnit's eyes flicked to the side at something that only he could see. He broadened his smile and waved before handing the coins over to the man behind the bar.

"Thank you for the meal, Roark. It was, truly, the best I've ever had."

"Thank yeh kindly, stranger. Safe travels," said Roark with a nod as he began to clean.

Linnit chuckled as he slid his slender frame off the stool and onto the sticky floor to pick up his belongings. With a final smile, he made his way to the door.

Ethereans are, as their name would suggest, the unlikely settlers of the Border Ethereal. They grow up experiencing the Material Plane from a distance, viewing it through the gray and muffling barrier between the planes of existence. Most ethereans live in small communities spread throughout the Border Ethereal and find joy in poetry, art, and theater that offsets the drab and relative lifelessness of their home. While only a few monsters are able to threaten those on the Border Ethereal, etherean survival is only maintainable through their tenacity and shared sense of decency. For many ethereans, the relative safety of the Ethereal Plane outweighs the richer experiences of the Material, but for those that do manage to cross that planar threshold, there is simply no comparison.

An Obscure Lineage

Ethereans resemble elves with light gray skin, but their hair and eyes are distinctly different. Many ethereans' eyes and hair are either purple or magenta, but it's not unheard of for them to come in a full spectrum of colors—a curious result of living extensively on the Ethereal Plane. Further, an etherean's hair drifts and floats on its own, as if carried by an invisible current, before evaporating into nothing at its ends.

Decent by Necessity

The Border Ethereal allows for a free range of movement in any direction, including through solid objects located on the Material Plane. As a result, privacy is extremely coveted by those on the Ethereal Plane, who are constantly aware of the near-impossibility of complete safety from others. Over generations, etherean culture has grown to uphold and teach a powerful focus on common decency between them. This often translates to relatively lawful communities among ethereans, who expect that their safety and privacy will be respected in exchange for their own adherence.

However, whether it be the result of a possible fey ancestry or defiance of their strict social structure, most ethereans have a deep appreciation of harmless

IDEAL TRAVEL COMPANIONS

Most ethereans are eager to make friends that aren't other ethereans and eschew sweeping generalizations. Earnest and excitable, ethereans make for spectacular traveling companions for people who enjoy conversations and storytelling.

pranks and practical jokes. In general, as long as it's in good fun, moments of levity like these are part of the fabric that keeps ethereans happy and entertained in an otherwise quiet and dull world.

WORLDS TO EXPERIENCE

Ethereans typically take up adventuring when the routine of the Border Ethereal no longer interests them. Such ethereans often go searching for a means of travel into the Material Plane, but only some manage to find them. Those that do are thrust into a world suddenly bound by gravity and rife with danger, but also filled with opportunity and new experiences. Many ethereans will happily accept contracts to travel great distances or visit exotic realms, regardless of danger, in order to make the most of their life beyond the Border Ethereal.

Ethereans will often choose to spend their coin on brightly colored and ostentatious clothing, seemingly making up for the limited color palettes they may have experienced on the Border Ethereal. Others fall victim to new vices, but more often than not, strict etherean resourcefulness is enough to prevent all but the most vulnerable ethereans from becoming addicted to the pleasures of the Material Plane.

ETHEREAN NAMES

An etherean has a given name, a family name, and possibly a nickname. Etherean nicknames often sound purposefully silly, and are just as likely to be self-given as they are by friends or family.

Given Names: Antham, Cheyl, Corifir, Crena, Destva, Euranya, Genoven, Hanshen, Hosh, Irsht, Jeun, Kline, Krimme, Luddin, Osvo, Ozla, Pragil, Prinn, Quord, Tresht, Tryll, Ulram, Ura, Vass, Vertra

Family Names: Atvash, Brenniwick, Orelet, Ouly, Pientrafit, Promuna, Reffra, Wrenylin, Yrelift, Zucha

ETHEREAN TRAITS

Your etherean character has a variety of traits as a result of their unique plane of origin.

Ability Score Increase. Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

Age. Ethereans mature at the same rate as humans but live a few years longer.

Alignment. Because of the strict code of conduct that's necessary when living in etherean society, most ethereans are lawful out of a sense of honor or decency. However, many ethereans enjoy setting silly pranks, provided that they aren't mean-spirited, in order to fulfill some of their more chaotic leanings. They have no particular inclination toward evil or good, although many that survive in the more untamed corners of the Ethereal Plane will end up evil out of necessity.

Size. Ethereans are about the same size as humans and have willowy builds. Your size is Medium.

Speed. Your base walking speed is 30 feet. While on the Ethereal Plane, it increases to 35 feet.

Darkvision. Accustomed to the chaotic and often unavoidable lighting of the Border Ethereal, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Misty Sight. Your eyes are naturally attuned to the Border Ethereal, allowing you to always see out to your normal range while on the Ethereal Plane.

You can also use a bonus action to focus on seeing the unseen. For 1 minute, or until your concentration ends (as if concentrating on a spell), you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Once you use this trait, you can't use it again until you finish a short or long rest.

Veil Shift. You can use an action while on the Material Plane to slip into the Ethereal Plane, and vice versa, until the start of your next turn. Any object you take while on this other plane of existence is left there when you return to your original one. While on the Ethereal Plane in this way, you can only affect and be affected by other creatures on that plane, and you still move as if you were on the Material Plane. Creatures that aren't on the Ethereal Plane can't perceive you or interact with you while you're there, unless a special ability or magic has given them the ability to do so, although you can still see and hear them. Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common and one other language of your choice. Ethereans tend to learn the languages of neighboring creatures from the Material Plane.

CREATING YOUR ETHEREAN

When creating your etherean character, use these traits as a guide, rather than a rule. A typical etherean is naturally charismatic, which is reflected in the Ability Score Increase trait, but yours may be quiet or reserved by comparison. In this case, increase one ability score of your choice by 2 and another by 1, or choose three different ability scores to increase by 1.

Similarly, your etherean may never have ascribed to the rigors of etherean society and has fully embraced their chaotic leanings. And, like all humanoids, size is hardly a defining factor: when you select this race, you can choose to be Small, instead of Medium.

Lastly, the suggested age trait is just that: a suggestion. In your world, the ethereans' fey ancestry may be more evident, resulting in a longer life span. Regardless, the life span of most player characters in fifth edition is about a century—presuming they don't meet a violent end on an adventure.



Geleton

The dark of the ruin was comforting, despite the occasional creaks and distant howls. It was, after all, the only home they'd ever known.

Sitting next to them on the stone floor lay the remnants of long-disused weaponry and rusted chainmail. A little book, long since faded and mildewed, was clutched in their translucent hands. They didn't know what it used to say, only that it felt like it mattered. The leather binding was both curious and familiar, much like the strewn equipment beside them. A pair of letters, J and S, were sewn into the armor's cracking leather.

And so, Jayess was the name they'd given to themselves. Whether the armor was theirs or not was a mystery, but it was nice to have an identity to cling to. Of course, it didn't seem like anyone else was around for them to tell, but in case they came across someone on one of the slow and quiet foraging trips they took, it would be nice to brandish "Jayess" like a badge of honor.

For now, the only thing that mattered was sitting still, resting, and staying safe. Terrible, hungering things crept in the shadows outside, and this life grew more and more precious to them with each passing day.

So until they needed to move again, it was best to enjoy the comforts of home and hold their book. The faded echoes of lost memories touched Jayess' mind as they caressed the book's cover, and as they thought of everything its pages might have once said, they began to imagine the future that they could write in it instead.

Geletons are the living, symbiotic fusion of two semi-conscious life forms: oozes and reanimated skeletons. When a skeleton suspended in an ooze is subjected to necromancy that would normally transform it into a mindless thrall, it's possible for the ooze to magically connect to the reanimated body, and its departed life, instead. This event is called Synthesis, and it's through this process that the fragments of life held by ooze and skeleton can come together to form a complete whole. Occasionally called Symblexes for their parallels to other intelligent oozes, geletons are given a rare second chance at life—one that they are as moldable to as their gelatinous forms themselves.

A BRAND NEW LIFE

At the start of their new lives, geletons are featureless, ooze-covered humanoids with only a spark of traditional consciousness. Over time, usually about a month, this small consciousness grows into a fully sentient being just like any other. During this period, a geleton's appearance also becomes more discernable, and eventually grows into a humanoid form that feels natural to its budding sense of self. The memories from any of their previous lives are lost in this process, but can resurface in pieces through hazy dreams or waves of déjà vu.

Without a unified culture or history, each geleton's story is unique. Many geletons adopt attitudes similar to those close to them early on in their lives, but others develop strong personalities entirely on their own.

DANGEROUS BEGINNINGS

By their very nature, almost all geletons come to life in dangerous places. For however many there are in the world, there are countless more that inevitably perished shortly after their creation. Some unscrupulous figures—typically necromancers or mad scientists—try to use the process of Synthesis for personal gain, but are for the most part stopped whenever they're discovered. Geletons created and held captive in such harrowing conditions for a long time often carry a deep-seated fear or resentment for necromancy, if not all magic, for the remainder of their lives. Other geletons created in such conditions recover faster, especially if they are found and rescued shortly after their Synthesis. Regardless, the origins of virtually all geletons are rife with danger, and those that are brought into safety early in their lives are counted among the most lucky.

UNUSUAL APPEARANCE

By far, gelatinous cubes are the most common subject of Synthesis. These clear oozes are known to carry skeletal remains longer than others, and in doing so have a higher chance of becoming a geleton. As a result, most geletons' bodies are similarly translucent. When other oozes like black puddings or ochre jellies undergo Synthesis, the resulting geleton's appearance is typically more opaque.

Regardless of the ooze, a geleton's form always reflects their desired features. Most eventually resemble humans or elves, but when a dragonborn or tiefling skeleton is used in Synthesis, their appearance will often reflect that ancestry in some capacity. Similarly, all geletons have a viscous sheen to their bodies, and though they may have the appearance of hair or eyes, they are still fully gelatinous in nature.

A SUM OF DANGEROUS PARTS

Depending on the nature of your campaign, it's safe to assume that most common folk have never seen a geleton before. This is rarely an issue in cosmopolitan cities where even the most unusual races are hardly given a second look, but superstitious villagers and rural townsfolk may see a geleton as a creature of mere ooze and bone rather than as a complete person. This can cause friction in some cases, and outright panic in others. Geletons that travel to these places with other creatures, especially those that resemble more common humanoids, can usually avoid any issues if at least one of their companions is with them.

GELETON NAMES

Geletons tend to choose names that are important to them and are independent of the gender that they eventually choose to assume, if any. These names may be based on items that were nearby when they gained sentience, or could even be based on names they dimly remember. Geletons that are rescued or become part of an adventuring party early in their lives may choose to adopt or modify a name given to them by an ally, rather than create one from scratch.

GELETON TRAITS

Your geleton character has a variety of unusual traits that it shares with other geletons.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1—potentially something indicative of your previous life's capabilities.

Age. Geletons come to life fully matured but may resemble a younger or older creature. Their full life span is unknown, but in general they live for about a century.

Alignment. Geletons are as likely to be good as they are to be evil. Their personality is molded by the company they keep and the environment around them, especially during the formative months following their Synthesis. Many geletons end up at least partly neutral.

Size. A geleton's size depends on the skeleton inside of it. You can choose to be either Medium or Small when you select this race.

Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes were magically formed from ooze through the process of your creation, granting you a degree of vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Limited Blindsight. You still retain a small portion of sightless awareness from your ooze heritage. You have blindsight out to a range of 5 feet.

Symbiotic Fortitude. You don't need to breathe. In addition, you have resistance to acid damage and are immune to disease.

Wakeful. Geletons only need to sleep for a short time each day. Even while sleeping, you remain aware of your immediate surroundings thanks to your limited blindsight. After sleeping for 4 hours, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and one extra language of your choice. This extra language may be one you remember from a previous life.

CREATING YOUR GELETON

When creating your geleton character, use these traits as a guide, rather than a rule. Geletons are naturally resilient thanks to their ooze heritage, which is reflected in the Ability Score Increase and Symbiotic Fortitude traits, but yours may have different strengths. In this case, increase one ability score of your choice by 2 and another by 1, or choose three different ability scores to increase by 1.

If you feel that 5 feet of blindsight is too powerful for your game, consider instead granting your player's geleton a skill and tool proficiency of their choice. As mentioned in the Ability Score Increase trait, this proficiency could be related to what your geleton did or knew in a previous life.





Path of the Infernal

Barbarian

Barbarians are known far and wide as being some of the most relentless warriors in existence, entering terrifying rages that fuel their attacks and allow them to shrug off even the most staggering of blows. A barbarian's presence and capabilities depend largely on the source of their rage, such as from a sense of greater purpose, bloodlust, or deeper, spiritual connection. Regardless of where this fount of rage comes from, barbarians are always feared and respected for their brutal talents.

PATH OF THE INFERNAL

You have found the conduit for your rage in something scarier than anything you'd find on the Material Plane. Your inner fury burns from the hells themselves, manifesting itself as a series of fiendish transformations and flames whenever you enter a rage. The origin of this power may have been a near-death experience that showed you the Lower Planes, or perhaps it came from a soul-binding contract with a powerful devil. Some tieflings may find that this strength has resided within themselves all along as part of their infernal heritage. Regardless of your reason for having these abilities, one thing is certain: hell hath no fury quite like you.

HELLFIRE CLAW

Starting when you choose this path at 3rd level, one of your hands transforms into a large, fiery claw whenever you enter your rage. The claw remains for the duration of your rage. If you're wielding a weapon with the clawed hand, its flames harmlessly spread to the weapon it's holding and wreath it in magical flames. The first target you hit with this fiery weapon on each of your turns takes an extra 1d6 fire damage.

If you don't deal this fire damage with a weapon attack on your turn, you can use a bonus action to make an unarmed strike with the claw, provided it's empty. On a hit, the target takes the normal damage from your unarmed strike, which can be either bludgeoning or slashing damage (your choice), plus an extra 1d6 fire damage.

The claw's fire damage increases when you reach certain levels in this class, increasing to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.

HELLBORN

At 3rd level, you learn to speak, read, and write either Abyssal or Infernal (your choice). In addition, you can add your Strength modifier to any Charisma (Intimidation) or Charisma (Persuasion) check you make when interacting with fiends.

When you reach 10th level in this class, you can add your Strength modifier to any Charisma (Intimidation) check you make when interacting with any creature, instead of only fiends.

INFERNAL WARRIOR

By 6th level, the infernal fire within you burns hot even while you're not raging. You gain resistance to fire damage.

In addition, when you use the Attack action to grapple a creature while you're raging, the target takes your Hellfire Claw's fire damage if your grapple check succeeds, and again at the end of each of that creature's turns while it remains grappled.

PLANAR CONSPIRATOR

At 10th level, you can make minor deals with an interested archfiend or similar power to peer into the minds of other creatures and exploit their fears. You can use an action to spend 2 Hit Dice, without regaining any hit points, to cast the *detect thoughts* spell. The DC for this spell is equal to 8 + your proficiency bonus + your Constitution modifier.

INCINERATING WRATH

Starting at 14th level, when you take damage from a creature that you can see within 60 feet of you while you're raging, you can use your reaction to release a punishing flame from your claw toward them, duplicating the effect of the *hellish rebuke* spell (3rd-level version, DC 8 + your proficiency bonus + your Constitution modifier). You can use this ability twice per rage.



College of Mercantile

Bard

A good musician may be inspirational, but not to the same degree that a true bard can muster. Using sheer control over the simple magic of everyday comforts like music, song, and welcome conversation, bards are capable of twisting the world, and the people within it, to their liking. Bards are well-learned by trade, and as a result are capable of almost anything through gathered knowledge and uncanny aptitude. Often lauded as much as they are reviled by those they encounter, these practicioners of clever enchantments and illusions do their best work from the sidelines of combat and at the heads of powerful tables.

COLLEGE OF MERCANTILE

Bards of the College of Mercantile are well versed in the artistry of cutting deals and enemies alike in order to come out ahead. Talented merchants, smugglers, and tradesmen alike all learn from this college in some form or another, using both silvered words and sharp cunning to inspire their allies and subvert competition. These calculated risk-takers travel the world to make their mark—and their fortune—by navigating treacherous landscapes, economies, and people. With even just a copper to their name, these bards are always worth their weight in gold.

COIN FLIP

Starting when you join the College of Mercantile at 3rd level, a creature that uses a Bardic Inspiration die from you can choose to forgo rolling the die to flip a coin instead. If it's heads, the creature treats the Bardic Inspiration die as if it rolled its maximum number. If it's tails, the GM takes the Bardic Inspiration die and can use it when another creature of the GM's choice makes an ability check, attack roll, or saving throw instead. The GM can have multiple Bardic Inspiration dice at a time in this way, but can still only add one of them to a roll at a time. When you finish a long rest, the GM loses any of these taken Bardic Inspiration dice.

MAGIC COIN

Also at 3rd level, you know that coins can be just as powerful as the most enthralling rhetoric. Whereas other bards may use words and song as their means for conjuring spells, you instead use a simple coin. You can use any coin worth at least 1 cp as a spellcasting focus for your bard spells.

In addition, you can use an action to magically fling a coin from your hand at a target within 60 feet of you. Make a ranged spell attack with the coin, using your Charisma modifier for the attack roll. On a hit, the target takes 1 bludgeoning damage plus 1d12 thunder damage. Immediately after the attack, the coin returns to your hand. If you roll a 20 on the attack roll against a hostile



creature using a nonmagical copper, silver, electrum, or gold piece, the coin is magically duplicated when it returns to your hand. The new coin can appear in your hand, at your feet, or in a coin pouch on your person (your choice).

The coin's thunder damage increases by 1d12 when you reach 6th level (2d12) and 14th level (3d12).

MONEY TALKS

By 6th level, you've learned how to briefly enchant a coin with divination magic. You can enchant a mundane copper, silver, electrum, gold, or platinum piece that you're holding in this way using an action. A creature holding the coin that knows at least one language can understand the meaning of any word you speak, and when it speaks, you understand what it says. In addition, you have advantage on the first Charisma (Persuasion) check you make when negotiating the value of a good or service with a creature that's holding or carrying the enchanted coin.

Alternatively, you can use an action to see and hear through the enchanted coin until the start of your next turn as if you were in the coin's space. During this time, you are deaf and blind with regard to your own senses.

The coin remains enchanted for 10 minutes or until you end the effect early (no action required). You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SHREWD CONSUMER

Starting at 14th level, whenever you cast a spell that consumes a material component, drink a potion, or use a spell scroll that's worth no more than 500 gp, there is a 50 percent chance that the component, potion, or scroll isn't consumed. In addition, you can use a bonus action to take the Use an Object action or drink a potion.

The heft of gold in her pocket felt good, and the jingle it made reminded her of what a good day's work sounded like. It was a day well earned.

Well, mostly earned. She was in a hurry, and some corners are too easy to cut for a merchant of her caliber.

Her haversack of goods had been taken, so she needed to start over with what she had on hand. Her old traveling companions, mercenaries and gamblers alike, had grown so tired of losing their money to her that they had parted ways—unexpectedly—in the middle of the night. So here she remained, forced to barter and sell as quickly as possible to not only reclaim her former wealth, but gather enough surplus coin to afford her a magical teleportation scroll.

Her departed friends had, in leaving her behind, cut her out of a rather sizable deal in Antronec that she fully intended to collect on in full. The guild would be sure to hear about how valiantly her fellows had fought, but ultimately fell to the drake they'd been sent to slay. She would, of course, have just barely managed to bring down the beast in a heroic display of vengeance.

Oh, how she'd miss them terribly, she'd say.

That teleportation scroll would cut her travel time back to Antronec in, well, entirety. She would reach the guild's door with a single step, collect her bounty, and leave the city again before the rest of her former party could even arrive. Damn the haversack; she'd buy ten more.

Even if she could get the scroll, she knew her time was limited. She had always worked hard, even before her bag was taken, but now that she was motivated by the most powerful force there is—spite—there was nothing that could keep her from reaching her goal.

Over the week she had already amassed two and half hundred platinum and a favor from the local lord. Pretty good, but she'd need to pick up the pace to make it.

She wasn't worried, though. The jingle of coins was music to her ears, and she could play with the best of them.



Cleric of the Festus

Cleric

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

FESTUS DOMAIN

Gods of eating and drinking, such as Daghdha or Dionysus, promote the value of a good meal as much as they do the joy of sharing it with friends. As a follower of this domain, you believe that a good feast can be enough to settle most wars. You may know this first-hand: perhaps your life has been marred by poverty and survival with spoiled scraps, or maybe you've been blessed with lovingly-cooked meals and the joy of a full stomach. Regardless of your origins, you recognize the magic of a good meal and the power it has on a person's spirit and well-being.

Through your passion and devotion, you see mealtime as a joyous way to worship the magic of food and your chosen deity. You are a capable chef with an appreciation of all food, both good and bad. You know that a foul meal can turn even the most veteran of stomachs against themselves, and have learned to harness this power for yourself. Like food, most people will like you at your best, but everyone will fear you at your worst.

FESTUS DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Festus Domain Spells table. See the Divine Domain class feature for how domain spells work.

Festus Domain Spells

Cleric Level	Spells
1st	*goodberry, purify food and drink*
3rd	*heat metal, protection from poison*
5th	*create food and water, stinking cloud*
7th	*blight, control water*
9th	*cloudkill, contagion*

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor, martial weapons, brewer's supplies, and cook's utensils.

TABLE-TURNER

At 1st level, you can cause an attacker's own body to turn against itself. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution saving throw against your cleric spell save DC. On a failed save, the creature takes 1d12 poison damage and is poisoned until the end of its next turn. On a successful one, it takes half as much poison damage and isn't poisoned.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: CREATE HEALING DRAFT

Starting at 2nd level, you can use your Channel Divinity as an action to create a small and magically concentrated potion called a healing draft. The potion appears in a

small glass bottle in your free hand or at your feet (your choice), and is a deep blue color with flecks of gold. A creature that uses a bonus action to drink this potion regains a number of hit points equal to 2d6 + your cleric level. The bottle and any undrunk healing draft turns to dust and is lost when you finish a short or long rest.

STRONG STOMACH

Starting at 6th level, your divinity and magically enhanced constitution have strengthened your natural defenses. You have advantage on saving throws against poison, and you have resistance to acid and poison damage.

In addition, whenever you cast the *create food and water* spell, the food tastes delicious, and you can choose to replace up to 5 gallons of the water created by the spell with ale or wine. You choose what the food and ale or wine look and taste like.

Finally, if you're drunk or poisoned, you can use an action to magically suppress the effect for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid or poison damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

INVIGORATING FEAST

At 17th level, you can say a special prayer before eating a meal to enchant it and other food of your choice within 30 feet of you with unique protections. A creature that eats this enchanted food over the next 10 minutes gains 2d6 + 10 temporary hit points, is immune to being charmed, and can't be put to sleep by magic. These benefits last for 8 hours and don't set in until these 10 minutes are over. You and up to six other willing creatures of your choice gain these benefits by partaking in the meal.

Once you use this feature, you can't use it again until you finish a long rest.





Circle of Dragons Druid

Druid

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF DRAGONS

The Circle of Dragons is an old order of druids steeped in rigid tradition. These honor-bound wardens of nature and draconic heritage are members of a secret society that have influenced governance, war, and culture across the world. High-standing members of this Circle have ties to royal bloodlines that date back generations, a connection that's subtly showcased in royal family crests and insignia.

Druids from this Circle know that dragons, and draconic magic, are as connected to the world as plants or beasts, and utilize that connection to transform into a unique and powerful draconic form all their own.

DRACONIC LORE

Starting at 2nd level, you can speak, read, and write Draconic. Additionally, whenever you make an Intelligence (History) check related to draconic history or lore, you can add your proficiency bonus to the check. If you are already proficient in the History skill, you can add double your proficiency bonus to the check instead.

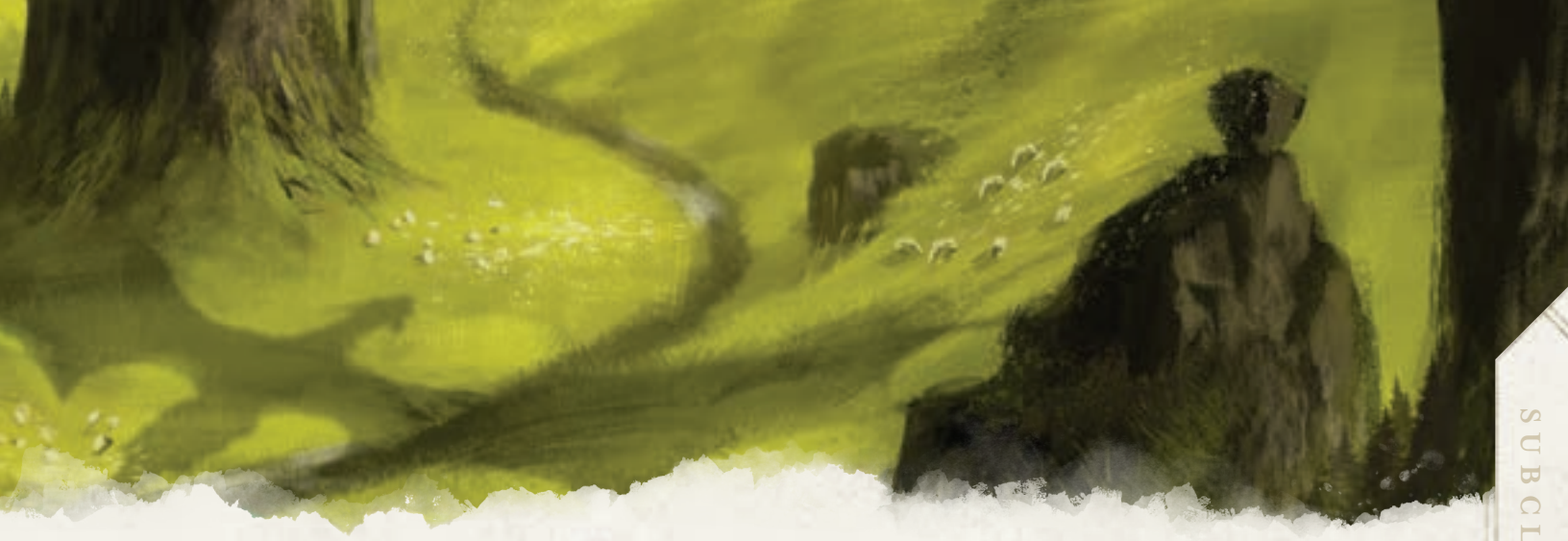
DRAGON SHAPE

Dragon Shape Type

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

At 2nd level, you can expend a use of your Wild Shape feature as a bonus action to transform into a unique form: your dragon shape. You become a Medium dragon while in this form, standing on all fours, but retain your normal character statistics and senses. Your dragon shape's AC is equal to 13 + your Dexterity modifier (maximum 2) and has a walking speed and climbing speed of 30 feet. In addition, when you take this form, you gain temporary hit points equal to your hit point maximum. When you return to your normal form, you lose any remaining temporary hit points.

You can remain in this form for a number of hours equal to half your druid level, rounded down. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.



When you use your dragon shape, you determine what type of dragon to transform into. The type of dragon determines your scale color and breath weapon's damage type, as shown in the table below, but your appearance is otherwise up to you. Your wings aren't yet fully formed at 2nd level, but grow stronger as you gain levels in this class.

You can't cast spells while in this form, but gain a different set of actions you can use on each of your turns:

Bite. When you take the Attack action, you can use your dagger-like teeth to make an unarmed strike. You can use your Wisdom modifier, instead of Strength, for the attack and damage rolls with your bite. If you hit with it, you deal piercing damage equal to 1d12 + your Strength or Wisdom modifier, instead of the bludgeoning damage normal for an unarmed strike.

Breath Weapon. You can use an action to exhale a plume of powerful energy from inside of you. Each creature in a 15-foot cone must make a Dexterity saving throw against your spell save DC. A creature takes 2d6 damage of your dragon's damage type on a failed save, or half as much on a successful one. Once you use this feature, it can't be used again for 1 minute.

Your breath weapon improves at certain levels. At 6th level, your breath weapon deals 3d6 damage and extends in a 20-foot cone. At 10th level, it deals 4d6 damage and extends in a 25-foot cone, and at 14th level it deals 5d6 damage and extends in a 30-foot cone.

IMPROVED DRAGON SHAPE

By 6th level, your control over your dragon shape has improved, granting you the following benefits while in that form:

- Your AC is equal to 14 + your Dexterity modifier (maximum 2).
- You gain a new way to attack:

  Claws. Your razor-sharp claws are natural weapons, which you can use to make unarmed strikes. You can use your Wisdom modifier, instead of Strength, for the attack and damage rolls with your claws. If you hit with them, you deal slashing damage equal to 2d6 + your Strength or Wisdom modifier, instead of the bludgeoning damage normal for an unarmed strike.
- When you take the Attack action on your turn, you can make one attack with your bite and one attack with your claws. Your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You have darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

DRACONIC MAGIC

Starting at 10th level, you're able to cast certain druid spells while in your dragon shape. To cast a spell while in this form, it must use a druid spell slot level of 3rd or lower, and it can't require any material components.

In addition, your scales continue to toughen and your wings have become strong enough to carry you. You gain the following benefits while in your dragon shape:

- Your AC is equal to 15 + your Dexterity modifier (maximum 2).
- You have resistance to the damage type associated with your dragon shape.
- You have a flying speed of 30 feet.

HEART OF A DRAGON

At 14th level, you can use your breath weapon even while you're not in your dragon shape. Once you use this feature, you can't use it again until you finish a long rest.

In addition, you gain the following benefits while in your dragon shape:

- Your AC is equal to 16 + your Dexterity modifier (maximum 2).
- Your flying speed increases to 40 feet.
- When you take the Attack action on your turn, you can make three attacks: one with your bite, and two with your claws.

Finally, when you take on your dragon shape, you can choose to become a Large dragon, instead of Medium. If you do, your bite has a reach of 10 feet, instead of 5.



Steel Hawk

Fighter

Not everyone who can tell you which end of a sword to hold is a fighter: that title is reserved for the trained guards, valiant knights, and masterful veterans of the world, and apart from their shared expertise with weapons, armor, and combat, few two fighters are exactly the same. Fighters are focused on the honing of their skill in combat, adapting to the settings around them and developing new solutions to the challenges they face. Some choose to focus on the mastery of one particular weapon or develop keen tactical skill, whereas others rely on clever magical forces to enhance their martial prowess. Beyond that, weapon and armor preference play a significant part in determining a fighter's role. When you are a fighter, you're equipped to face the world's dangers head-on.

STEEL HAWK

Powerful, nimble soldiers from the mountain city of Heavensteppe, Steel Hawks use explosive bursts of speed to launch themselves great distances in order to reach faraway threats. Despite their often heavy armor, those who follow this archetype leap and strike with the agility of seasoned assassins, becoming every inch the fearsome birds of prey their name would suggest.

LAUNCH

When you choose this archetype at 3rd level, you learn to magically launch yourself with a mighty leap. While standing on a solid surface, you can use a bonus action to leap horizontally, vertically, or a combination of both, up to a combined distance that totals no more than 15 feet. For example, you can choose to leap 10 feet horizontally and 5 feet vertically, potentially allowing you to avoid a dangerous trap or barricade blocking your path. When you reach 7th level in this class, the leap's distance can total up to 30 feet instead.

You can't use this feature if your speed is 0, and if you leap completely horizontally, you still leap 1 foot off the ground. Leaping in this way doesn't provoke opportunity attacks, and if you fall immediately after using this feature, you can subtract up to 30 feet from the fall when calculating falling damage.

You can use this feature three times, and you regain all expended uses of it when you finish a short or long rest. Beginning at 7th level, you can use this feature four times between rests, and beginning at 15th level, you can use it five times between rests.

Leaping in this way can also strengthen your strikes by using the force of your momentum. If you make a melee weapon attack immediately after using Launch, you have advantage on the attack roll, and if the attack hits, the target takes an extra 1d8 damage of the weapon's type. At 10th level, this extra damage becomes 1d10, and at 18th level, it becomes 1d12. The attack can be made immediately after you land at the end of the leap or during the leap's movement.

NIMBLE LANCER

Starting at 3rd level, you are remarkably light on your feet and capable of counterbalancing even some of the most awkward of equipment. Lances have the versatile property for you while you're not mounted, dealing 1d8 piercing damage on a hit when held with one hand and 1d12 piercing damage when wielded with two. When you use your Launch feature and immediately hit with a melee attack using a lance, it counts as if you're wielding it with two hands.

If you hit a creature within 5 feet of you using a lance, you can immediately move up to 5 feet away from it, without provoking an opportunity attack from the target. You must be standing and have movement remaining in order to move in this way.

BIRD CALLER

Also at 3rd level, you learn to identify common birds by their calls, and you have advantage on Wisdom (Animal Handling) checks when interacting with any beast that has an innate flying speed. In addition, you gain the ability to cast the *animal messenger* spell, but only as a ritual and only targeting a beast that has an innate flying speed.

STEEL GRACE

Starting at 7th level, wearing armor doesn't impose disadvantage on your Dexterity (Stealth) checks. In addition, whenever you make a Dexterity saving throw, you can use your Launch feature as a reaction. When you do so, you take no damage if you succeed on the saving throw, and only half damage if you fail.

EAGLE EYE

Beginning at 10th level, your attack made immediately after or during your Launch scores a critical hit on a roll of 19 or 20. If you hit a flying creature with this attack, it must also make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). On a failed save, its speed is reduced to 0 feet until the start of its next turn.

In addition, you gain proficiency in the Perception skill if you don't already have it, and your proficiency bonus is doubled for any Wisdom (Perception) check you make that relies on sight.

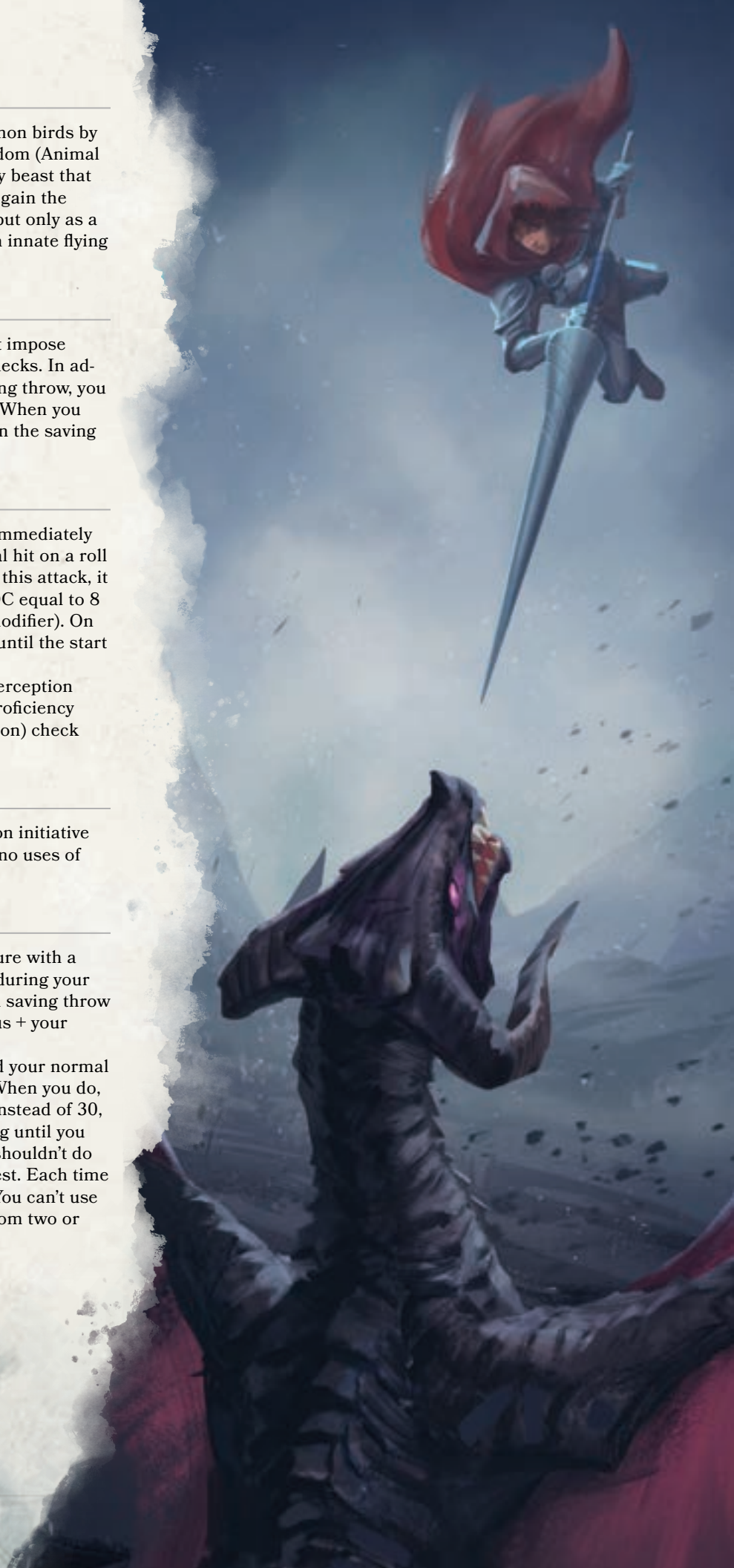
PREDATORY INSTINCT

Starting at 15th level, you have advantage on initiative rolls, and when you roll initiative and have no uses of Launch remaining, you regain one use.

IMPROVED LAUNCH

Starting at 18th level, when you hit a creature with a melee weapon attack immediately after or during your Launch, it must also succeed on a Strength saving throw (save DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

In addition, you can push yourself beyond your normal limits when you use your Launch feature. When you do, your leap can total a maximum of 90 feet, instead of 30, and you don't suffer any damage from falling until you land again. Once you use this feature, you shouldn't do so again before you finish a short or long rest. Each time you do, you suffer one level of exhaustion. You can't use this feature in this way if you're suffering from two or more levels of exhaustion.





Way of the Aether

Monk

Monks harness the energy that flows through the bodies of living creatures, called ki, to accomplish breathtaking feats of strength and dexterity. Often using little more than their own fists, these pugilists are the height of physical prowess and natural potential. Depending on where they train, a monk will gain uncanny mastery over their ki and physical ability using ancient traditions and techniques that have been passed down from one generation to the next.

WAY OF THE AETHER

Monks of the Way of the Aether tap into the energy of spirits and the Ethereal Plane. This energy is the fifth element, aether, which is contained by every living—and nonliving—soul. Sometimes called ghostfists, monks of this tradition explore the Material and Ethereal Planes on lifelong missions to give the souls of the dead a final resting place. By aligning the ki and aether within themselves, monks of this tradition treat their spirit as an extension of their physical bodies and move through the world unimpeded by material obstacles like a ghost.

SPIRIT STRIKE

When you choose this tradition at 3rd level, you learn to send out blue flashes of spiritual energy to attack your foes. Whenever you make an unarmed strike, you can choose to make a melee spell attack with your spirit instead. You are proficient with this attack, which has a reach of 30 feet, and you add your Wisdom modifier to its attack and damage rolls. Its damage type is force, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you reach 6th level in this class, you can use your Stunning Strike feature when you hit a creature with your Spirit Strike.

SPIRIT HAND

Also at 3rd level, you learn the *mage hand* cantrip, which you can cast and control as a bonus action. When you cast it, it doesn't require verbal or somatic components. The hand from the spell appears as a blue, spiritual copy of your own.

SPECTRAL GUIDE

Starting at 6th level, you can't be possessed by ghosts or similar undead creatures, and you can use an action to spend 2 ki points to cast either the *gentle repose* or *see invisibility* spell, without providing material components. You also gain the *spare the dying* cantrip if you don't already know it.

Furthermore, you learn how to free certain souls from their undead vessels when you harness your ki. You gain the following ability:

Dismiss Undead. When you hit an undead with one of the attacks granted by your Flurry of Blows, you can force it to make a Wisdom saving throw against your ki save DC. On a failed save, its spirit leaves and is put to rest, causing the creature to either vanish or become an unmoving corpse once more. If the creature's challenge rating is above the threshold shown in the following table, it automatically succeeds on the saving throw.



Dismiss Undead Table

Monk Level	CR Threshold
6th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If a creature has a bonus or penalty against any effect that turns undead, that bonus or penalty also applies to this effect.

GHOST WALKER

Beginning at 11th level, you are familiar with how ghosts and creatures of the Border Ethereal meld into the Material Plane. You can choose to partially slip into the Ethereal Plane, granting you the following benefits:

Etherstep. You can spend 1 ki point as a bonus action to turn invisible until the end of your next turn, or until you make an attack or cast a spell.

Alternatively, you can spend an extra ki point as part of your Step of the Wind to gain this benefit. When you do, you can also move through hostile creatures and solid objects no more than 4 inches thick for as long as you remain invisible.

Phase. When you are hit by an attack, you can use your reaction to reduce the attack's damage against you by an amount equal to your monk level as you partially slip into the Border Ethereal. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

SIGHT BEYOND SIGHT

At 17th level, you gain truesight and telepathy out to 60 feet, as you are able to clearly see the world and connect to the souls within it using aether.

In addition, you can use an action to cast the *etherealness* spell. When you do, the spell has a duration of 1 minute. Once you cast this spell, you can't cast it again until you finish a long rest.

The spirits were calling. She could hear them wail and bellow in grief as she neared the barren mansion.

It was never a matter of good and evil. These spirits were trapped in a hellish existence, neither alive nor dead: frayed and unbreakable ropes pulled in opposite directions. She held no contempt for them, only pity. She could only hope that one day, should her languishing soul remain here, that someone would do the same. It was compassion, not heroism.

Her work was a kindness to both the dead and the living. It was hardly rare for a departed soul to lash out in anguish against the ones they loved in life, and even less so for necromancers to taint the natural flow of aether with their magic. She and her fellow ghostfists were the ones to quietly shepherd such spirits back to the aether, or punish those that would force them to remain here past their time.

So the soulful cries she heard weren't forboding, but merely the sound of a leaky dam, or an unclosed door into the realm beyond. It was up to her to feel the river's current, or close the whistling gate: she was simply a hand of life, in all its forms.



Oath of the Spelldrinker

Paladin

Paladins are zealous warriors given might by their cause. Some swear oaths to rid the world of certain creatures or to be a champion of peace, whereas others exist simply to restore a sense of balance in the world as they see fit. Most paladins are good, although some of the strongest and most feared have turned to work in support of evil instead. Regardless of their virtues, it is this unwavering conviction among paladins that serves as the source of their strength: a commitment to righteousness, or at least their version of it, that fuels their every decision.

There are countless paladins across the multiverse, many of whose views are at odds with the next one's. What creature or cause has wronged you, or is so important to you that it drives you headlong into the forces that oppose you? These beliefs will impact the oaths and paths you take to in order to uphold them.

Oath of the Spelldrinker

The Oath of the Spelldrinker is devoted to ridding the world of renegade mages, such as liches or the occult, in order to protect the helpless from the forces of evil magic. The paladins who swear this oath believe in maintaining the balance of power between the ordinary and the extraordinary, including themselves. These paladins are resourceful and quick to remember their own mortality and privilege, often choosing to pursue mundane solutions before magical ones. Despite their caution, these wardens of balance are exemplary arcanists who can feel the weave of magic in the world as keenly as some of the finest sorcerers.

Tenets of the Spelldrinker

The tenets of the Oath of the Spelldrinker were written and passed down by cautious guardians set to rid the world of evil mages. They emphasize balance within oneself through the following tenets:

Be the Sword. Be a stalwart champion of fairness and equality among all. The sword doesn't cheat fate: it dances with it.

Be the Shield. Defend the innocent against the forces of rampant magic. The shield is patient and unwavering in the face of the unknown.

Be the Spell. Use your power to provide balance and guidance. The spell can lead to prosperity as easily as it can to ruin: you must always choose the righteous path.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath Spells

Paladin Level	Spells
3rd	*bane, detect magic*
5th	*arcanist's magic aura, hold person*
9th	*dispel magic, slow*
13th	*dimension door, resilient sphere*
17th	*dominate person, scrying*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Absorb Magic. You can refute certain spells and use them to nourish yourself. Using your Channel Divinity, you can interrupt a creature you can see within 30 feet of you casting a spell. You can use a reaction when you see a creature within range casting a spell to present your holy symbol and interrupt it. The spell fails and has no effect if it is of a level no higher than 1 + your paladin level divided by 3 (rounded up), to a maximum of 6th-level spells. When it does, you gain a number of temporary hit points equal to your Charisma modifier, plus 5 times the spell's level.

Expeditious Command. You can use your Channel

Divinity to issue a word of power and release a wave of invigorating energy from your holy symbol. As a bonus action, choose a number of creatures within 30 feet of you up to your Charisma modifier (minimum one creature). Until the start of your next turn, the chosen creatures can use a bonus action to take either Dash or Disengage action. As part of using your Channel Divinity in this way, you can also take either the Dash or Disengage action.

BONUS PROFICIENCY

Starting at 3rd level, you gain proficiency in the Arcana skill.

AURA OF DISRUPTION

Beginning at 7th level, the arcane energy that hangs around you is volatile to enemy spellcasters. Whenever a hostile creature ends its turn within 10 feet of you while concentrating on a spell, it must succeed on a Constitution saving throw against your paladin spell save DC or lose concentration on the spell. In addition, you and friendly creatures within 10 feet of you can't be perceived through magical scrying sensors.

At 18th level, the range of this aura increases to 30 feet.

ARMORED FOCUS

Starting at 15th level, while you are concentrating on a paladin spell, your concentration can't be broken as a result of taking damage.

ARCANE CONDUIT

At 20th level, as an action, you can emanate a field of crackling magic in a 30-foot radius. For 1 minute, you gain the following benefits:

- You have resistance to damage from spells and have advantage on saving throws against spells.
- Whenever a creature hits you with a melee attack, that creature takes force damage equal to your Charisma modifier (minimum of 1) as magical energy lashes out at them.
- When you expend a spell slot of 1st level or higher, friendly creatures in the field regain a number of hit points equal to your Charisma modifier (minimum of 1), while hostile ones take force damage equal to the same amount instead.

Once you use this feature, you can't use it again until you finish a long rest.





Rocborne Ranger

Ranger

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

ROCBORNE

The Rocborne are nomads of the sky who travel the world on the backs of ancestral rocs. These travelers understand that the air and wind aren't just one force but the collective effort of untold numbers of spirits that are carried along by it. By listening to the wind the same way a medium beckons to the dead, a Rocborne can learn more about the weather, their path forward, and even themselves. Many Rocborne grow up and live in this culture for their entire lives, but some have been known to begin their own journeys. Alternatively, your path may have been crossed by a powerful windborne spirit later on in life, allowing you to suddenly feel and heed the guiding wind inside you.

By calling on the spirits of the wind to aid them, rangers of this archetype can exert a degree of control over both wind and weather. These skills were passed down from the rocs to the first Rocborne and continue to live on through the dedicated instruction of Rocborne elders, both living and dead. You may be taught these skills or have them passed on to you through the guidance of Rocborne spirits in whispers, dreams, or in moments of deep meditation.

ROCBORNE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Rocborne Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Rocborne Spells

Ranger Level	Spell
3rd	*feather fall*
5th	*gust of wind*
9th	*lightning bolt*
13th	*ice storm*
17th	*legend lore*



GUIDING WIND

Starting at 3rd level, when you make an attack, you can whisper to the wind to have it aid your strikes. Once on each of your turns, you can choose to gain one of the following benefits:

- When you hit with a weapon attack, the target takes an extra 1d4 damage of the weapon's type. When you reach 11th level in this class, the extra damage increases to 1d8.
- When you miss with a weapon attack, you can change its trajectory to attack a different target up to 5 feet away from the original one and within range of your weapon. When you do, your attack roll against the new target is equal to the original attack roll plus your Wisdom modifier (minimum of +0). When you reach 11th level in this class, the new target can be up to 15 feet away as long as it's still within range of your weapon.

WHISPERS OF KNOWLEDGE

Also at 3rd level, you can seek knowledge through meditation by calling upon the spirits carried on the wind. You can spend 10 minutes communing with these spirits to gain proficiency in one skill or tool of your choice that you don't already have proficiency in, as a traveling spirit shares its knowledge with you. You lose this proficiency the next time you use this feature or finish a short or long rest.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

WINDSWEPT

By 7th level, the wind clears a path for you and ushers you forward. Your walking speed increases by 5 feet, you ignore any movement penalty caused by strong wind, and you can't be pushed because of strong wind against your will.

In addition, you have resistance to cold damage, and you're acclimated to high altitudes, including elevations above 20,000 feet.

SOAR

At 11th level, you can use a bonus action immediately after you make a running jump to grow a pair of spectral, roc-like wings that last until the end of your next turn or until you touch the ground again. While the wings are present, you have a flying speed equal to your walking speed.

HURRICANE

At 15th level, your connection to the wind is so strong that its spirits can come to your defense as a magical, buffeting tempest. When you take damage, you can use your reaction to give yourself resistance to that damage, or take no damage instead if it was falling damage. When you do, each creature of your choice within 15 feet of you must make a Strength saving throw against your ranger spell save DC. On a failed save, a creature takes bludgeoning damage equal to your ranger level and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

When you use this feature, you can choose to allow the wind spirits to immediately fly you to an unoccupied space that you can see within 30 feet of you, without provoking opportunity attacks.

Once you use this feature, you can't use it again until you finish a short or long rest.



Grim Surgeon Rogue

Rogue

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

GRIM SURGEON

You've developed a unique familiarity with knives, bodies, and blood in your line of work. Like a tinkerer's knowledge of clockwork and gears, you've come to an understanding of how bodies are put together instead. Medical experts in rough or war-torn cities and villages may follow this archetype, but so do rogues who take a particular interest in either clerical or necromantic magic. A grim surgeon uses medical knowledge and strange blood magic to dismantle foes, restore allies, and control bodies like puppets.

MEDIC

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this skill.

In addition, your familiarity with blood has become magical, giving you some degree of control over it. As a result, you can use a bonus action to magically stabilize an unconscious creature within 5 feet of you.

You can use this same magic when you apply traditional healing techniques. You can use a bonus action to expend one use of a healer's kit on a creature. When you do, that creature regains hit points equal 1d4 + your proficiency bonus. The creature can't regain hit points from this feature again until it finishes a short or long rest.

TRANSFUSION

Starting at 3rd level, once on each of your turns when you deal Sneak Attack damage to a creature that isn't a construct or an undead, you gain temporary hit points equal to your Wisdom modifier (minimum 1). When you reach 13th level, you gain temporary hit points equal to twice your Wisdom modifier instead. These temporary hit points last until the start of your next turn.

FIELD SURGEON

By 9th level, your medical expertise and blood magic allow you to painlessly mend an ally's wounds using surgical techniques. You decide to use this feature at the start of a short rest, choosing a willing creature within your reach when you do. Roll your Sneak Attack dice and record the result. At the end of the short rest, that creature regains a number of hit points equal to the total of your Sneak Attack dice roll. Once a creature regains hit points from this feature, it can't do so again until it finishes a long rest.

TOXIC SHOCK

At 13th level, when you gain temporary hit points from your Transfusion feature, the target of the attack is overcome by a wave of sickness. Until the end of its next turn, the target's speed is reduced by 10 feet, and it has disadvantage on the next attack roll or ability check that it makes before the end of its next turn.

BLOODBOUND

By 17th level, you can command the blood inside certain creatures. Immediately after you deal Sneak Attack damage to a beast or humanoid, you can force that creature to make a Constitution saving throw. The DC is equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, that creature is under the effect of the *dominate beast* or *dominate person* spell, respectively, for 1 minute or until you choose to end the effect (no action required).

Once you use this feature, you can't use it again until you finish a short or long rest.

Sorcerer

Some mages draw on their their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

DESERT SOUL

Your power comes from the relentless and punishing magic that lies at the heart of the world's most unforgiving deserts. Most sorcerers with this power were born to nomads or traveling pilgrims in the H'rethi desert, but perhaps yours came to you in the chaos of a raging sandstorm or the springs of a magical oasis. Regardless of its origin, this blistering magic spirals around inside of you in an ever-present storm that can reduce even the sturdiest enemies to rubble.

DUNETREADER

Starting when you choose this origin at 1st level, you ignore difficult terrain created by sand, and you can tolerate temperatures as high as 150 degrees Fahrenheit without any additional protection.

SANDSTORM

Starting at 1st level, you can cause the magical sandstorm within you to manifest as a nearby twister. When you cast a spell of 1st level or higher on your turn, you can use a bonus action to create this storm in a 5-foot cube in a space you can see within 30 feet of you. A Large or smaller creature in the area must succeed on a Strength saving throw against your sorcerer spell save DC. A creature that fails the saving throw is pushed up to 10 feet in a direction of your choice if it's Medium or smaller, or 5 feet if it's Large.

When you reach 6th level in this class, a creature that fails this saving throw also takes either 1d8 bludgeoning damage or 1d8 fire damage (your choice). The damage increases when you reach certain levels in this class, increasing to 2d8 at 14th level, and 3d8 at 18th level.

MIRAGE

At 6th level, you learn the *mirror image* spell. If you already know this spell, you learn a different sorcerer spell of your choice. The spell doesn't count against your number of spells known. You can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, any creature within 10 feet of you that destroys one of the spell's illusions takes fire damage equal to half your sorcerer level, as the illusion bursts into a wave of scalding air and sand.

DESERT NOMAD

Beginning at 14th level, you have the ability to step into the heart of the twisters you create. Immediately after a creature is pushed by your Sandstorm feature, you can spend 2 sorcery points to teleport to the storm's space.



Desert Soul Sorcerer

You can also teleport in this way if you create the storm in a space that is unoccupied. When you teleport in this way, you and any equipment you are wearing or carrying are invisible until the end of your turn.

SAND FORM

At 18th level, you can become as intangible as sand. You can spend 5 sorcery points as a bonus action to magically transform yourself into a sand-like form. In this form, you have the following benefits:

- You can't be grappled.
- You and any equipment you are wearing or carrying can move through a space as narrow as 1 inch without squeezing.
- You can move through the space of any creature, regardless of its size, and difficult terrain doesn't cost you extra movement.

In addition, when an attacker that you can see hits you with an attack, you can use your reaction to turn to sand. Until the end of that turn, you have resistance to all damage, including against the triggering attack.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



Warlock of the Many

Warlock

Not all who possess magic come by it naturally. A warlock forges a pact with a powerful being in exchange for a portion of its knowledge and strength. Some of these arrangements become cruel forms of indebted servitude, but most are closer to that of an apprentice and its master: the warlock learns and grows in strength in exchange for rendering the occassional service on behalf of their patron. As a warlock, you may find your patron by circumstance or by hard work, but regardless of your circumstance, your need for power will continue to grow and shape you as you benefit from your pact and patron.

THE MANY

Your patron is a powerful entity composed of a multitude of heads. These heads provide unique strengths, such as the regenerative properties of a mighty hydra, or the bewitching gaze of a medusa.

Your patron may consider you one of its estranged or forgotten heads, allowing you to do as you please, or compel you to work toward a shared goal as one of its own. Those that make a pact with a patron such as this may find beauty in patterns or matching sets, or become plagued with internal bickering and indecisiveness. Regardless, one thing is for certain: two heads are always better than one.

Entities of this type include extremely powerful or godlike multi-headed or -conscioused beings, swarms, or hiveminds. Example patrons in this book include the Butcher Dray, Three-Headed Ettin; Grihoo, the Superhydra; Lady Feluciana, Legendary Medusa Sorceress; the Thousand Voices, Supreme Soul Vortex; and Vaanor, Primeval Cerberus. Details on these patrons can be found in appendix I on page 378.

EXPANDED SPELL LIST

The Many lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*entangle*, *magic missile*
2nd	*scorching ray*, *see invisibility*
3rd	*blink*, *nondetection*
4th	*arcane eye*, *black tentacles*
5th	*mislead*, *telepathic bond*

ELDRITCH HEADS

At 1st level, you gain a number of eldritch heads equal to your proficiency bonus. Only you and creatures with truesight can see these heads, which sprout from your shoulders as representations of your patron. You can choose to ignore the heads and cause them to vanish from your vision.

These eldritch heads provide you with motes of power from your patron that can be expended to grant you the following benefits:

- Once per turn, you can expend one head when you hit a creature with an attack to cause that creature to take extra psychic damage equal to 1 + your proficiency bonus.
- When you make a Charisma (Intimidation) check, you can expend one head to gain advantage on the roll. When you do, your eldritch heads become briefly visible to everyone.
- When you fail a death saving throw, you can expend one head to succeed instead.

When a head is expended, its appearance becomes wispy and gaseous, but its glowing eyes remain. You regain all expended heads when you finish a long rest.

In addition, you can use a bonus action to beseech your patron to restore two of your expended heads. Once you use this ability, you can't use it again until you finish a long rest.

GUARDED

Also at 1st level, while you have at least one eldritch head remaining, you can't be surprised, and if a creature would gain advantage on an attack roll against you due to having its ally within 5 feet of you, it makes the attack roll without advantage.

IMPROVED ELDRITCH HEADS

At 6th level, you've devised more ways to use your eldritch heads. You gain the following benefits:

- You can use a bonus action to expend one eldritch head, reabsorbing it to gain a number of temporary hit points equal to 2d6 + your Charisma modifier.
- Once per turn, you can expend one head to take a reaction even if you've already used your reaction. You can't use this benefit on the same turn that you take your normal reaction.
- When you fail a saving throw against being charmed, frightened, or put to sleep by magic, you can expend one head to reroll the saving throw. If you do so, you must use the new roll.

GROUPTHINK

Starting at 10th level, your eldritch heads are always there to support your mortal mind and body. You gain a bonus to Intelligence checks, Wisdom (Perception) checks, and Intelligence saving throws equal to half your proficiency bonus.

ELDRITCH FRENZY

Starting at 14th level, you can use an action to revive your expended eldritch heads in a frenzied burst, during which time they become visible to everyone. When you do, you regain all expended heads, which releases a thunderous roar audible out to 300 feet as they tear into existence. Choose a number of creatures within 60 feet of you up to the number of heads you regain in this way. Each target must make an Intelligence saving throw against your warlock spell save DC. On a failed save, a target takes 4d8 psychic damage and is incapacitated until the end of your next turn as its mind is flooded with otherworldly energy. On a successful save, a target takes half as much psychic damage and isn't incapacitated.

Once you use this feature, you can't use it again until you finish a long rest.





Wand Lore Wizard

Wizard

Wizards are often considered to be founts of knowledge, a reputation rightfully earned after generations and lives spent poring over forgotten texts and ancient manuscripts. These knowledge-seeking mages ultimately pursue the school of magic that interests them the most, becoming true masters of their craft and labor. Some find satisfaction in studying mystical arts, while others focus their efforts on more practical or even explosive forms of magic. As a result, wizards around the world can be found on the councils of nobles as quickly they can in the service of carnivals.

WAND LORE

Some children grow up sword-fighting with sticks and become soldiers, but you've learned how to turn a simple stick into something more powerful than a blade. The study of wand lore delves deeper into old magic, beyond the normal lists of components and incantations, and into the rich history and tradition of wandcraft. As a wizard of wand lore, you know that a mage's true power can be amplified with the right tool: for you, that tool is a wand of your own creation.

CORE WAND

When you choose this tradition at 2nd level, you create a special wand called a core wand, which you can use as a spellcasting focus for your wizard spells. You determine the wand's appearance, and only you are capable of using it. You can use a bonus action to summon the wand to your hand, regardless of physical or planar distances. If this wand is destroyed, you can create a new one over the course of 8 hours of work.

Your core wand gains power each time you use it to cast a spell. This power is represented by core charges. The wand can have up to 7 core charges at a time, and whenever you finish a long rest, the number of core charges in the wand resets to 1. Whenever you expend a spell slot to cast a spell of 1st level or higher while holding your wand, it gains up to a number of core charges equal to half the spell's level (minimum of 1). You can expend these core charges in the following ways:

- Whenever you make an attack roll or saving throw, you can expend any number of core charges to gain a bonus to the roll equal to the number of core charges spent. You can wait until after you roll the d20, but must decide before the GM says whether the roll succeeds or fails.
- Whenever you are hit by an attack, you can expend any number of core charges from your wand as a reaction to gain a bonus to AC against that attack equal to the number of core charges spent.



WAND SAVANT

Starting at 2nd level, you can interpret staves and wands the way other wizards read scrolls and spellbooks. If a staff or wand in your possession can cast a spell that's on the wizard spell list, you can copy the spell into your spellbook as if you were copying a spell from a scroll. In addition, when you cast a wizard spell with a range of touch while holding your core wand, you can choose a target that you can see and isn't behind cover up to 10 feet away from you instead. At 14th level, this range increases to 30 feet.

ARCANE BATTERY

Beginning at 6th level, when you use your Arcane Recovery feature, your core wand regains 3 expended core charges.

In addition, you gain a new option to use your wand's core charges. When you cast a spell that targets only one creature and forces it to make a saving throw while you're holding your core wand, you can expend up to 3 core charges to gain a bonus to that spell's save DC equal to the number of core charges spent.

IMBUE MINOR WAND

Starting at 10th level, whenever you finish a long rest, you can imbue a number of wizard spells from your spellbook up to your Intelligence modifier (minimum of one) into a nonmagical stick, dowel, or similar Tiny object, transforming the object into a magic wand. Each spell must be a cantrip or a 1st- or 2nd-level spell and have a casting time of 1 action or bonus action. In addition, the spells can't require concentration or require any material components that indicate a cost or are consumed as part of casting the spell, and if the spell is a cantrip, it mustn't be able to damage a target.

The wand has a number of charges equal to your Intelligence modifier (minimum of 1) with which to cast the imbued cantrips (0 charges), 1st-level spells (1 charge), or 2nd-level spells (2 charges). A creature holding the wand can use an action to cast one of the spells from it using your spell save DC, spell attack bonus, and spellcasting ability. The wand ceases to be magical the next time you finish a long rest.

MANIFEST CHARGES

When you reach 14th level, you can convert the core charges within your wand into raw, arcane energy. By manipulating this energy, you can use the wand's core charges in the following new ways:

- As a bonus action, you can expend 1 or more of the wand's core charges to create a number of motes of magical force equal to the core charges spent. Each mote streaks toward a different target that you can see within 60 feet of you, dealing force damage to each target equal to 1d4 + your Intelligence modifier.
- When you or another creature that you can see within 30 feet of you takes damage, you can use your reaction to expend 1 or more of the wand's core charges to create a magical barrier, reducing the damage taken by an amount equal to three times the number of core charges spent.

In addition, you have gained a supreme mastery and understanding of wands. If you expend the last charge of a staff or wand, you needn't roll a d20, even if it says to. Further, the gold and time you must spend to craft a magic wand is halved.



PART III

SETTING OPTIONS

These fourteen settings are designed to be easily integrated into whatever campaign or world you're already playing in.

Listed items or characters with a [1] next to their name indicate that they can be found in The Griffon's Saddlebag: Book One.

Each setting includes a set of maps and music to accompany them, which are reachable through the links below. Other bonus contents can be reached by links in relevent sidebars.

MAPS:
saddleb.ag/b2maps

MUSIC:
saddleb.ag/b2music

Special thanks to Cze&Peku (maps) and Will Savino (music) for their incredible generosity and talents.



Antronec, the City of Artisans

The City of Artisans is aptly named, for Antronec accurately boasts some of the finest crafters and tradesmen of all kinds. It is a city wholly dedicated to open trade, the acquisition of wealth, and the crafting of exceptional goods. The numerous artisans keep order amongst themselves with guilds: powerful factions that vie for influence over the city and its extensive trade opportunities. At the heart of this tangled economic web, The Mercantile Guild acts as administrators and ambassadors that keep the peace between the various guilds, manage the local government, and curry favor with the common folk with honeyed words and clever schemes.

Within the city, virtually any material good can be found for a price from the right merchant or crafter. The city's size and population make it an ideal locale for complicated plots and intrigue in your campaign, as well as a potential origin for one or more of its characters. At any given moment, each guild is likely to be planning, implementing, or benefiting from a conspiratorial political or economic maneuver against their fellows. Each guild and their powerful members have their own motives and goals, and in Antronec, even the most kind-hearted and charitable facade can belie machinations of thievery, assassination, and other stratagems. Adventurers, in particular, have many options, such as partnering with Antronec's powerful guilds, joining the city's organized adventuring agencies, or attempting to forge their own path to success.

AMBIENT MOOD

Trying to keep track of the moving parts of the city is nigh impossible, as vibrant colors and hasty movement swirl in a chaotic visual cacophony. Odors of in-progress and completed products often blend with each other in a peculiar symphony, such as the scent of fried delicacies mingling with freshly-oiled leathers and metals. Conversation is difficult outdoors, as the tireless street barkers and merchants try to pull attention away from the general buzz of trampling feet and sounds of production. The weather is often pleasant, but the mood is primarily focused on Antronec's competitive and fast-paced marketing atmosphere.

- To see the streets of Antronec is akin to peering into an insect hive—the city is packed and crowded with people traversing its streets in hectic fashion. There's almost always at least one caravan traveling on one of the four major highways that connect the city center to the quieter farmlands and pastures outside the city's borders. A closer look at the streets and people is overwhelming, as each individual and building visually shouts for attention with bright and clashing colors, patterns, and outlandish fashions. Even worse, most of the buildings and skyline are crowded with painted billboards and banners of all shapes, sizes, and styles. These advertisement boards and the city's general preference for bright and shiny things even affects the interior and exterior designs of the city's architecture—what type of decorations and building styles are in vogue often changes overnight.
- Most portions of the city's surface are awash with the varying and rich scent of metals, wood, herbs, baked goods, potent spices, and other vibrant smells produced by the city's numerous craftsmen. There are clashing sections where the tanneries and forges produce harsher odors, but those neighborhoods usually have larger concerns. Venturing into the city's sewer system, on the other hand, assaults the olfactory senses with the waste of a vast populace and plenty of underground denizens that call those tunnels home.
- Antronec is a city that's as noisy at night as it is during the day due to its size and culture, which usually requires new visitors some time and effort to adapt to. Evening workers create sounds like the clanging of hammers on anvils, the shattering of stone, the shouts of merchants, and other grating effects. Some areas are affluent enough to have buildings insulated from the sound, but most simply adjust and carry on. Those who struggle with the noise are able to cope by commissioning noise-canceling enchantments like *sirensong silencers* or similar items.
- The competitive energy that pervades the city streets is almost palpable, as the merchants vie for consumer attention like a never-ending auction house. At every turn, every purchase, a buyer has dozens of choices to make regarding quality and quantity, level of expense, and so forth. The city's usually balmy and temperate weather contributes by encouraging mobile, outdoor market stalls for many salesmen, though the most successful ones can afford permanent locations and advertising on the city's numerous billboards.

BILLBOARDS

In Antronec, the architecture has uniquely developed to host dozens upon dozens of large wooden advertising boards. They're covered in brightly colored depictions of products and services, sales and discounts, and directions to the relevant shop. Most denizens of Antronec, if questioned about this practice, simply shrug and say that you just get used to it.



ORIGIN & HISTORY

The city of Antronec is a sprawling metropolis, but it wasn't always this way. Founded at the crossroads of two newly-built roadways, typical craftsmen and merchants began to set up shop and service travelers. With few nearby resources besides herd animals and small farms, trade and frugality governed the growing hamlet. Faced with an unexpected and unusually difficult winter, some of the artisans began to barter their services—for instance, the weaver's fabric clippings being used by the cobbler to insulate both pairs of shoes to keep their feet warm. Come springtime, these mutually beneficial trades began to be drafted as contracts, and gradually became oriented more towards efficiency than mere survival. Their collective skills produced better goods and rapidly attracted more merchants and crafters as the town continued to grow. Similar-skilled tradesmen organized small, exclusive guilds that required little investment but provided little in return.

Eventually, Antronec reached a size that required peacekeepers to mediate the guilds' growing grudges and rivalries. A traveling group of clever merchants formulated an idea. They offered their services as a neutral party capable of evenhandedly resolving disputes and conflicts, which were gratefully accepted. As they expanded their influence, they desired more—so they proposed a further modification to the city's structure that would formalize and consolidate the numerous guilds into a more manageable number. What these newly formed guilds did not realize was that this purportedly neutral Mercantile Guild was in the perfect position to guarantee their permanent status as administrators on top of the other guilds.

Under the subtle influence of this leadership, Antronec blossomed. These cunning administrators appealed to travelers and citizens alike by providing entertainment, and utilized their honeyed words to keep the peace between arguing guilds just enough to divert and distract them from their often underhanded activities. They also quickly realized that their unsupervised contracts, letters, and even publicized theatrics offered an excellent means of concealing and transferring secrets and cypher: perfect tools for espionage and the manipulation of public opinion. Using their charm and economic savvy, as well as their darker machinations, the Mercantile Guild soon expanded their bureaucratic network to begin organizing into specialized departments, ensuring their control over the city's water, youth, military, and so forth.

THE MERCANTILE GUILD

Although referred to as a guild, this political and economic faction actually governs the people and other guilds of Antronec. From the Administrative Capitol Building in the Gilded Quarter, the Guildmasters direct and supervise the city's affairs. Guildmaster Chantelle Redcliff, a female human, and her spouse Thrift Redcliff, a female tiefling, maintain Antronec's public services, draft legislation, monitor the economy, and meet with ambassadors to discuss foreign affairs. They also coordinate the city's judges, recordkeeping, banks and mint.



The Mercantile Guild

Career politicians, they direct public opinion and mediate guild tensions with their charm and cunning. Indeed, most members of this guild are skilled wordsmiths, or even bards dedicated to the study of arcane magic and monetary gain, but are almost entirely unaware of the nefarious lengths that their leaders will go through to maintain control.

Under the Redcliffs' crafty leadership, The Mercantile Guild has maintained its stranglehold on Antronec, utilizing its considerable resources and intra-guild relationships to ensure that they stay a step ahead of and in the favor of the other guilds. This requires vast amounts of legal—and illegal—manipulation of the city and its denizens, keeping the guilds on their toes and at each other's throats. Even Antronec's black market is owned and operated almost entirely by The Mercantile Guild, though only a few outside the guild's upper echelon are aware. The Guildmasters have been targets of numerous plots, attempted assaults and assassinations, but these have only resulted in stricter laws, a quality prosthetic leg for Chantelle, and even more devious economic subterfuge.

The Mercantile Guild forms and breaks alliances in a heartbeat as they navigate and manipulate the political landscape of Antronec. At any given moment, there are likely three or four guilds actively and secretly working to topple the Guild's control over them. Such attempts have thus far always failed, due to the sheer power and wealth that the Mercantile Guild holds in government and the sale of illicit goods in the black market. Similarly, when truly threatened, the Mercantile Guild can simply manufacture means of toppling the trade routes, suppliers, and perceived value of the threatening parties, forcing their opponents' hands into submitting once more to Mercantile control.

The official political icon of Antronec and the Mercantile Guild is a golden coin and pair of outstretched



Appraiser's Eye

Antronec Branches and Divisions

Branch	Acron.	Building(s)	Role
The Mercantile Guildmasters	**TMG**	Administrative Capitol Building	Law Writing, Taxation
Civil Defense Service	**CDS**	Civil Defense Station	Law Enforcement, Guards
Scales of Justice	**SOJ**	Commerce Courthouse, The Peoples' Prison	Law Interpretation, Incarceration
Federal Mint and Savings	**FMS**	Fiscal Exchange Centers	Commerce, Currency
Communication Logistics Department	**CLD**	Mail Offices	Postal Service
Bureau of Official Knowledge	**BOK**	Fiduciary Building	Record Storage, Notary
Pristine Transportation Maintenance	**PTM**	Transportation Central	Road Construction and Upkeep
Waste Management Division	**WMD**	Antronec Sewer Hub	Street and Sewer Cleaning
Public Hydration Program	**PHP**	Hydro Base	Aqueduct and Well Maintenance
Citywide Beautification Initiative	**CBI**	Verdant Core	Park and Garden Upkeep
Elementary Enlightenment System	**EES**	Introductory Education Centers	Public Schools for children age 5–12

hands upon a bold red banner. This is said to represent the boldness of Antronec's original settlers and their dedication to open and honest trade. Within the inner circles of The Mercantile Guild and their black market, however, the insignia is known to represent how much blood people are willing to shed over material wealth—evidence that they need a firm guiding hand from the guild in order to flourish, as Antronec currently does.

Support from The Mercantile Guild can come in the following ways:

- Use of one of their many governmental buildings for meetings or office space.
- Limited access to their spies, defense service, or black market.
- General instruction relating to economic manipulation and wealth accumulation, as well as other relevant financial advice.
- Various other assistance such as access to equipment, high-quality products, or insight.

Government Branches and Divisions

To aid in the administration of Antronec, the Mercantile Guild has instituted various public services, programs, and managerial systems. These branches and divisions constitute a nightmarishly convoluted bureaucratic web that helps ensure that only the Mercantile Guild can retain operation of Antronec. Although confusing, many of these programs and services serve a dual purpose by keeping the populace healthier and happier, guaranteeing a positive public opinion of the government as a whole.

The Antronec Branches and Divisions table details the various branches and divisions of the Mercantile Guild—Antronec's government—operating under the direction of the Guildmasters.

Curators and *Appraiser's Eyes*

In Antronec, there are a few dozen individuals called curators that have been granted magical prosthetic eyes, *appraiser's eyes*, that allow them to precisely determine the value of magical and mundane objects. With these, the Mercantile Guild is able to effectively monitor and alter the prices of goods in Antronec to ensure optimal retail value and maximum profit.

"You could tell who the curators were. Their single golden, jeweled eye could seemingly peer through anything to uncover its worth. Some would say they were blind to honest value—to emotion—while others would argue that they were the few who only saw things for what they were truly worth.

The curators knew, though, that they were simply blinded by greed. Lured to temptation by the guilds of Antronec and the promise of wealth, they'd rip out their own eye only to be made poorer humans, plagued by gold and gemstone. They'd lost what had made them special. Valuable as people. Now they were only worth the gold they carried, and they were painfully aware that they could be replaced by anyone as gullible as they once were."



Alchemical Federation, Alchemists Guild



Metallurgy Incorporated, Smiths Guild



Order of Hues, Painters Guild

ARTISAN GUILDS

In metropolitan Antronec, the various guilds of artisan crafters are large, powerful, and driven solely by economic gain. As a result, each guild is exceptionally diverse in composition, with ancestral heritage crafters working right alongside first-generation or immigrant artists. Because it is primarily a meritocracy, each guild member in Antronec is judged by the quality of their craft and their business acumen. Businesses and individuals associated with a guild are required to post the guild's insignia outside of their workplace, as depicted below.

Each guild has its own strengths, weaknesses, leadership, and bureaucratic composition. Their office buildings vary in style and function, but are all notably imposing structures. Each faction has one prime allied guild, and one primarily antagonistic faction that they clash most with. Antronec's economic arena is perpetually active as each guild vies for dominance over the others, both of their own accord and because of manipulation from the Mercantile Guild.

Players trying to navigate through the city's often precariously balanced social landscape will likely struggle to gain favor unless they commit to joining or formally contracting with a specific guild of their choice. This comes with various dangers, but can also provide great benefits.

Support from a guild can come in the following ways:

- Use of their headquarters for meetings and office space.
- Limited access to their spies, informants, and secret message network.
- General instruction relating to their particular artisan tools and craftsmanship, as well as occasional financial advice.
- Various other assistance such as access to equipment, high-quality products, or insight.

ALCHEMICAL FEDERATION, ALCHEMISTS GUILD

The Federation Greenhouse is the beating heart for Antronec's guild of apothecaries, alchemists, chandlers, fullers, and herbalists of all kinds. Here, Grand Philosopher Seraphi Nullshade and her husband Chief Herbalist Geoffran Nullshade organize sales and inventory of the city's chemicals. As the proprietors of The Ambrosia Fountain, the human couple are known for their literal and metaphorical groundbreaking advancements in alchemy and herbalism despite their relative youth. Foremost among their inventions thus far is an alchemical potion that greatly aids in balancing the intense mood and energy swings that individuals like Sullivas experience.

Besides their medical advancements, the Nullshades are also responsible for instituting a formal testing and patent system for Antronec's potion crafters and herbalists, patterned after the system used by The Filigreed Union. This has been quite controversial, but has also seen a drastic decrease in death and injury from unproven or inaccurately prescribed medicines. When a storefront or alchemist wishes to proclaim their membership in the federation, they fly a varying number of bright green streamers embroidered with their insignia using silver thread.

Allies. Generally, the Alchemical Federation cooperates with the Textile Collective due to a mostly non-overlapping customer base. They also frequently offer potent soaps and cleaning agents to the collective and receive garments that resist chemical damage and discoloration.



The Book Binders, Librarians Guild



The Cartographer's Guild



The Filigreed Union, Tinkers Guild

Enemies. Several decades ago, there was a secret affair between the then-Conductor of The Filigreed Union and the Chief Herbalist of the federation. When events came to light, the repercussions led to a bitter hatred between the two guilds. This animosity has carried forward to today, though most are unaware of the details of the initial conflict and simply perpetuate the evergreen contention.

EXAMPLE BUSINESSES

- Herbalist: *Morningsinger's Solutions*
- Soap-maker: *Fuller's Cleanse*
- Candle-maker: *Premier Chandlery*

METALLURGY INCORPORATED, SMITHS GUILD

The day-to-day operations of this faction, made up of all manner of metalworkers, are based out of a smoke-spewing building in the Bazaar of Wonders called the Corporate Foundry. The Supreme Smith, a middle-aged human who goes by the name Lindsay or Lenny Rublessen depending on the day, directs the guild's affairs whenever they're not crafting exquisite weapons at Rublessen Armory. They possess a fiery temper, precious little patience for ego, and an everwarm heart for the young and eager who come to learn from them.

Rublessen's ill temper, usually managed by working in the forge, has occasionally led to hasty decisions for the guild. Luckily, Metallurgy Incorporated operates with an internal system of checks and balances, which has kept the guild profitable and in good standing with the public. In fact, the only gripe most denizens have is the large amount of foundry smoke that can sometimes become trapped under cloud cover. Foundries and forges that have been incorporated into the Guild display a silver marker on their door that has been stamped with the Guild's symbol.

Allies. The vast amount of metalworking that Metallurgy Incorporated must process is greatly aided by the use of advanced mechanical tools and inventions provided by The Filigreed Union. The smiths repay their tinkering sponsors by smelting copper, bronze, and brass ingots that are smaller and more precisely refined for clockwork engineering.

Enemies. Long ago, a violent feud erupted between Metallurgy Incorporated and the League of Bricks and Mortar. By the smiths' account, those ancient masons foolishly endangered themselves by over-stressing the tools beyond their clearly advertised limits in an attempt to save a few coins. As a result, the cost to obtain masonry tools from Antronec smiths is outrageous, though none can deny that the quality is unmatched.

EXAMPLE BUSINESSES

- Ferrier: *Advent's Anvil*
- Ingot Smelting: *Lion's Roar Forge*
- Brightsmithing: *Dawn's Brightsmith*

ORDER OF HUES, PAINTERS GUILD

Although they are known for their dedication to self-expression and open creativity, the artisan painters and calligraphers of Antronec organize themselves into a guild to ensure proper pay and recognition in the city's economy. Currently they are led by the dwarven Brushmaster Hjolkam Brightanvil and his elven wife Quillmaster Melodania Brightanvil. When they're not working at the guild headquarters, The Pallette, they produce stunning landscape paintings and calligraphy from their shop, Brightanvil's Artistry. Hjolkam in particular has



The Hospitality Collaborative, Brewers Guild



The League of Bricks and Mortar, Masons Guild



The Lumber Company, Carpenters Guild

gained notoriety across the land for his art style, which has shifted from shadowy and foreboding to bright and inspiring as he's transitioned over the last decade and adjusted to the loss of his hearing.

The order is best known for their work on Antronec's numerous billboards and murals, which have helped fund many passion projects for the guild's artisans. The proliferation of advertising in the city has unfortunately led to some distaste for the guild from the majority of the populace, which has consequently pushed the artists further towards the city's wealthy elite. Individual artists, shops, and galleries can be recognized by their display of rainbow-colored maypoles, with the ribbons portraying miniature versions of their insignia.

Allies. The Order of Hues works often with The Book Binders on illuminated manuscripts, book illustrations, and the like. They typically request and receive densely woven paper and tightly bound sketchbooks in exchange, though they also send young artists to paint marvelous murals on the libraries and bookshops for practice and to make those buildings stand out.

Enemies. A great deal of tension exists between the Order and The Cartographer's Guild. They have to compete directly to obtain expensive ink and other rare drawing supplies when they arrive in Antronec, and there are individuals in both guilds who aren't above the occasional thievery.

EXAMPLE BUSINESSES

- Calligrapher: *Pyp's Pens*
- Portrait Painter: *Ruined Muse*
- Art Supplies: *The Taut Canvas*

THE BOOK BINDERS, LIBRARIANS GUILD

Ardent Archivist Nizira Bladesworn, a female half-orc, manages the affairs of this guild of librarians, bookmakers, and book sellers. The guild uses a large warehouse known as The Archive to store and transfer books and materials between the various satellite businesses. Nizira herself owns and operates a shop called Booksworn, a store dedicated to selling autobiographies and writings of marginalized and other atypical authors. The Archivist is known for her large stature, wise perspectives, and love for explicit storytelling. Rumor has it that she'll soon complete her goal to read and rate the quality of every published romance in Antronec.

The Book Binders tend to be unobtrusive and quiet, beloved by commoners for their public libraries, by artisans for their detailed manuals and textbooks, and by the wealthy for their ability to find and collect rare manuscripts of all kinds. Shops and repositories affiliated with this guild display elaborate murals on their walls and storefronts, usually depicting legendary heroes, monstrous beasts, and other similar designs alongside their painted crest.

Allies. The aforementioned murals are all gifts to The Book Binders from the Order of Hues, with each one symbolizing their shared dedication to art and expression. The Order also provides commissioned art for book covers and illustrations, usually as a trade for quality sketchbooks and paper.

Enemies. In contrast, The Book Binders frequently clash with the Lumber Company over imported wood resources, especially during the winter months when caravans of supplies are less numerous. Softwoods are valued for certain furniture pieces and for most standard papermaking, while hardwoods make sturdy furnishings and high-quality paper for arcane practitioners and artists.



The Tastemaker Society, Chefs Guild



The Textile Collective, Textile Guild



Unified Cobblecraft, Cobblers Guild

EXAMPLE BUSINESSES

- Historical Records: *Lonespark's Library*
- Bookbinder: *Benevolent Binding*
- Religious Texts: *The Reverent Repository*

THE CARTOGRAPHER'S GUILD

On the surface, The Cartographer's Guild purports to be a guild of simple mapmakers and navigators who help make the world a safer place to traverse. In actuality, this faction intentionally utilizes their maps, *clockwork ink beetles*,[1] and *bands of the found and lost*[1] to manipulate overeager adventurers and reckless travelers as pawns to help the guild find and acquire treasure with less risk to themselves. The guild and its devious schemes operate under the guidance of the eponymous Cartographer herself, an aged elven matron named Kaybella Dawnquill. She originally founded the guild and set forth these practices in her youth with the support of her late husband, but now directs their clandestine and public affairs alone. These days, she spends most of her time at the guild's headquarters, The Geographical Reserve, and leaves management of Dawnquill Cartography to her great-grandchildren.

In the public eye, The Cartographer's Guild is a frequent and generous benefactor of Antronec's adventuring agencies and freelance adventurers alike. Only the most paranoid spymasters suspect that this portrayal might be an elaborate cloak for sinister motivations. Members of this guild are identified by their doors, which are painted with their sigil using a dark, dusky yellow paint.

Allies. The Cartographer's Guild has a healthy partnership with the Tastemaker Society, providing their chefs with unusual and rare ingredients from their travels and receiving catered banquets in exchange. The Cartographers will often use these extravagant dishes to curry favor with traveling bands of adventurers and enlist their services at discounted rates.

Enemies. Though usually not violent in nature, the guild does have occasional bidding wars and competition with the Order of Hues to obtain the finest inks for their maps and charts.

EXAMPLE BUSINESSES

- Political Maps: *The Dry Quill*
- Sea Charts: *Long and Strange Journeys*
- Geographical Maps: *Bird's Eye Maps*

The Cartographer's Guild of Antronec would hire small bands of adventurers to test their mettle on new and exciting expeditions provided they wear a single band of the found and lost. "To make sure you're alright!" they would say, with a smile. They always had the best smiles. Besides, the gold was always worth the request.

In an enclosed room, well-guarded and hidden in the basement of the guild, the Cartographers would watch in earnest as these beetles would scurry across sheets of labeled parchment as bands of expendable mercenaries would plot the best—and worst—routes through the most dangerous places in the realm. Some maps were sold to the highest bidder. Others were used by Cartographers themselves to ransack the remains of their fallen hires and finish the job themselves.

THE FILIGREED UNION, TINKERS GUILD

Much of Antronec's technological advancement is a direct result of the Filigreed Union's dedication to progress. From their office called The Factory, the blind tiefling Conductor Expertise Everbloom and their half-elven husband Bright-Facet Kerrigan Everbloom brainstorm revolutionary designs and handle patents for the guild's many tinkers and jewelers. They also take commissions for elaborate and gem-studded inventions at their business, Everbloom's Ingenuity. The couple are prodigies in their craft, and are notably the youngest guildmasters the Union and Antronec have ever seen. Consequently, the city has seen a sharp increase in young tinkers, especially from blind youth who strive to emulate Expertise's unprecedented example.

Recent years under the Everblooms' direction has revitalized Antronec's love for clockwork devices and wind-up toys. The proceeds have helped fund additional billboard advertising for the Union, and made them a household name. Tinkers and jewelers affiliated with the Union display a functioning version of their crest, a large brass cog with a glass gem and filigreed minute and hour hands that show the time.

Allies. The Filigreed Union trades frequently and in large amounts with Metallurgy Incorporated, typically under contracts exchanging custom mechanical or delicate tools for the smiths' highest quality ingots of brass, bronze, and copper.

Enemies. As previously mentioned, longstanding animosity exists between the Union and the Alchemical Federation due to an affair amongst the leadership several decades ago. In practice, this hostility means that the two guilds practically shun each other and often disagree on large-scale policies simply for the sake of disagreement and stubbornness.

EXAMPLE BUSINESSES

- Jeweler: *The Exalted Fires*
- Clockmaker: *Copper Cog*
- Tinker: *Ashforge's Tinkering*

THE HOSPITALITY COLLABORATIVE, BREWERS GUILD

Due to its crossroads-spanning position, Antronec sees vast amounts of travelers who all need a place to rest and regain their strength. The collaborative is made up of the many taverns, inns, and breweries of the city, and coordinates policy and prices from the Fermentation Warehouse in the Bazaar of Wonders. The Quicksteps, Brewmeister Jefan the male gnome and Grand Innkeeper Wren the male goblin, manage the ritzy Antronec Hotel and mediate any guild disputes. Several years ago, a disastrous fire at the hotel took Wren's life, but was successfully resurrected with the aid of some precarious magic. The originally female gnome was brought back to life in a male goblin's body, which was both miraculous as much as it was challenging. Wren took some time to work through the learning curve and get used to being male, let alone being a goblin, but steadily gained confidence as the loving couple worked through the adjustments together. This period of personal growth and development directly contributed to the devoted couple's professional rise in standing within the guild, as they pioneered new ideas and renovated the flame-scarred hotel.

Under their management, the collaborative has gone through major interior renovations and drastically improved the quality of Antronec's taverns and inns, breathing vibrant new life into the city. This has only been possible because Jefan's atypical perspective allowed him to scour the guild's records and perform necessary rearrangements that boosted productivity and saved a large amount of coin that they immediately funneled into the revitalization effort. Businesses that are part of the collaborative fly a royal purple ensign depicting their emblem in silver thread.

Allies. The collaborative has strong and long-lasting contracts with the League of Bricks and Mortar. They ensure that the league's workers are provided with alcohol and decadent meals in exchange for deeper cellars, stronger foundations, and a guarantee for quality renovations and new construction whenever needed. With this investment, the taverns and breweries of the guild suffer less loss of product and are more profitable due to the increased space efficiency.

Enemies. Of all the guilds, the Tastemaker Society is most despised by the Hospitality Collaborative. Both guilds believe their work to be more valuable than the other's, and make a point to discredit each other's work wherever possible. The direct competition between tavern chefs and restaurateurs has inspired many spirited songs, but occasional inter-guild violence demonstrates that this rivalry is not to be underestimated.

EXAMPLE BUSINESSES

- Winery: *The Chuckling Cup*
- Inn: *Silver-thread Sheets*
- Brewhouse: *Third Watch Brews*

THE LEAGUE OF BRICKS AND MORTAR, MASONS GUILD

Draftlord Kemrel Emberscale, a female dragonborn, directs the efforts of Antronec's finest stonemasons, sculptors, and architects. When she's not at the drafting table in her shop, Emberproof Architecture, she can be found at the league's headquarters, nicknamed The Blueprint. The Draftlord is notorious for her social disinterest, seemingly tireless energy, and frequent insomnia. The latter two push her to work very inconsistent hours at her shop and office, but also produce some of Antronec's most stunning buildings.

The league as a whole has a reputation for ponderous but high-quality work. Thanks to their strict architectural controls and building inspections, Antronec has seen very few building-related accidents over the decades. The city is large enough, however, that the amount of time and detours that larger demolition and construction projects cause can often raise tensions—especially when the Pristine Transportation Maintenance is repair-

ing roadways nearby. Stonemasons affiliated with The League of Bricks and Mortar fly burnt-orange or brown pennants sewn to display their badge.

Allies. As a general rule, the League has the most contracts with the Hospitality Collaborative. The masons provide deep, strong cellars and foundations for the brewers and taverns with their most skilled workers, while the collaborative provides the largely dwarven league members with quality brews to celebrate a project's completion.

Enemies. According to historical records, the intense rivalry between the League and Metallurgy Incorporated seems to have originated due to a disagreement between early masons and smiths over the price and quality of chisels and hammers. Most league members assert that the long-festering issue was entirely the smiths' fault, having sold their ancestors slag-crafted tools that led to accidents and injuries when used. Even now, the price of mason's tools are exorbitant, and the two guilds almost never vote together on any given topic.

EXAMPLE BUSINESSES

- Roofing: *White Wolf Masonry*
- Bricklaying: *The Mithral Trowel*
- Flooring: *Taken for Granite*

THE LUMBER COMPANY, CARPENTERS GUILD

In most circles, The Lumber Company is viewed as one of Antronec's more down-to-earth guilds, partially because The Carver's Lodge, their center of operations, is located in the Bazaar of Wonders instead of the Gilded Quarter. Executive Hewer Sylora Deeproot, a stern female half-elf, runs the company with her wife Senior Whittler Aluisha Deeproot, a long-retired elven warrior. They manage the guild's various carpenters, woodcarvers, and lumberjacks, but also run Deep Roots Carpentry, which specializes in custom elven-style furniture.

The Deeproots tend to run their guild with a firm hand and keen-eyed accountants, but are also very generous to Antronec's poor, ensuring that they have enough firewood and intact roofs leading into the rainy seasons. They also go to great lengths to offer employment to veterans and retired soldiers with mental or physical injuries, and Aluisha herself teaches classes about how to grapple the trauma of war based on her own experiences long ago during the height of the Upheaval. Businesses associated with The Lumber Company are identified by the display of their badge, usually carved into a dark wooden placard.

Allies. The Lumber Company trades most often with Unified Cobblecraft, providing scrap wood for shoe forms and receiving quality boots in return.

Enemies. Unfortunately, the harsh economic battlefield of Antronec has forced even the Deeproots to engage in various overt and covert operations against the other guilds to ensure survival. In particular, they're often locked in conflict with The Book Binders, using both policy and blade, over access to affordable and quality wood supplies. The Lumber Company in particular despises the idea of having valuable material turned to pulp for meager paper.

EXAMPLE BUSINESSES

- Woodcarver: *The Infinite Knot*
- Lumber Yard: *Coracre Mill*
- Carpenter: *The Ironwood Whorl*

THE TASTEMAKER SOCIETY, CHEFS GUILD

The Society is composed of all manner of individual bakers and chefs, along with various restaurants, bakeries, and produce shops. A few popular and profitable street vendors are also offered membership. Mithral Chef Acklinn Kworts, a female halfling, is the current guildmaster. She has devoted her life to the art of cuisine, mastering every known form of food preparation and winning countless competitions. She is ambivalent about romantic entanglements, choosing to focus solely on managing her guild and honing her craft to utter perfection. When she's not running the guild from their headquarters, colloquially known as The Kitchen, she provides friends and wealthy customers with meals at her restaurant, Kworts' Eatery.

Acklinn's dedication to bold experiments and the mixing of food preparation techniques has radically altered Antronec's food and cuisine, which was already eclectic and full of spices given the large amount of trade. She also personally donates large quantities of food to Antronec's less fortunate, though many point out that although she encourages other members of her guild to participate, she has not instituted any guild policies to mandate that the city's hungry be fed. Guild-sponsored businesses are recognized by their silver-dyed guild emblem on a goldenrod-colored flag, although plenty of common street vendors choose to avoid aligning themselves with the guild in fear of becoming involved in their everlasting rivalry with the Hospitality Collaborative.

Allies. The Society tends to cooperate with The Cartographer's Guild most, utilizing their maps and connections to adventuring agencies to obtain uncommon or challenging ingredients for their finest recipes. In exchange, the Cartographers have an exquisite catered meal for most meetings at the Geographical Reserve.

Enemies. The Hospitality Collaborative is a bitter rival of the Tastemakers, mostly due to their competition over foodstuff supplies. Further, many of the chefs and bakers working in Antronec's many taverns and inns are considered betrayers by the Tastemakers, especially since many of them studied under the Society's tutelage.

EXAMPLE BUSINESSES

- Kitchen: *Legacy Cauldron*
- Restaurant: *Five Course Feast*
- Bakery: *The Burnt Bun*

THE TEXTILE COLLECTIVE, TEXTILE GUILD

The Collective includes dozens of tanners and leatherworkers, weavers and textile shops. The current guildmasters are the orcish Short-Stitcher Brerrin Fraybeard and his dwarven wife Long-Tanner Brunhilda Fraybeard. The stout orc exudes a patient and calming presence that greatly aids Brunhilda's anxious and excitable personality. Besides guild management, the couple own and run Fraybeard Couture with their children, the most expensive and fashionable clothing store in Antronec. Their gentler leadership has brought The Textile Collective great wealth and success over the last several years: a large improvement over the previous guildmaster.

The Fraybeards are most known for introducing a guild-wide policy that turns otherwise wasted scrap fabric and leather into simple, free, and sturdy clothing for those without the means to purchase them normally. The guild meets and coordinates their efforts within a circular building they call The Spinning Wheel, located in The Gilded Quarter. Their sigil is depicted in brightly colored thread on an azure banner.

Allies. The Collective tends to collaborate well with the Alchemical Federation, trading stain-resistant textiles in exchange for high quality soaps from their fullers. This, in conjunction with their fairly distinct target consumers, results in only occasional tension between these guilds.

Enemies. Generally, the Collective is perfectly willing to backstab and compete with the other guilds, but none more so than Unified Cobblecraft. This intense rivalry goes back to the initial founding of these two guilds, as their differences in certain sales practices escalated a broad schism, preventing them from forming one single clothiers and cobblers guild. Some even speculate that the Collective's free clothing policy was instituted as a direct challenge or insult to Unified Cobblecraft, which has no such policy despite being based in The Sellers' Slums.

EXAMPLE BUSINESSES

- Tannery: *Today's Catch*
- Leatherworking: *Skin and Bones*
- Clothing: *Feywild Fashions*

UNIFIED COBBLECRAFT, COBBLERS GUILD

From Cordwainer Central in the Sellers' Slums, First Strider Davkin Amberleaf manages finances and inventories for Antronec's master shoemakers and cobblers. In recent years, the gray-haired halfling has struggled to recover from a messy divorce after almost one hundred years of marriage. His workshop, Amber and Leaves Cobblery, is rarely open despite its longstanding reputation for crafting the highest quality adventuring and traveling boots. Talk of a guildmaster replacement or second marriage is frequent and increasingly blatant, but the stubborn halfling refuses to leave his shop or guild without a fight, as tribute to his wife.

Despite their recent waning in popularity and public opinion, Unified Cobblecraft is nonetheless an integral part of Antronec's economic and political landscape. Indeed, many scholars have noted that a trade-based civilization is predicated upon certain elements of safety and health, which footwear provides considerable assistance in obtaining. Artisans that advertise their connection to this faction display white-painted concrete signs that they have imprinted their symbol into using their own feet and shoes.

Allies. In order to craft handmade shoes for the many citizens of Antronec, Unified Cobblecraft trades daily with The Lumber Company to obtain wooden shoe forms that can be tailored to each individual. The company receives a steady supply of footwear that provides additional protection against dropped saws, splinters, and the like.

Enemies. Seizing upon Unified Cobblecraft's recent struggles, The Textile Collective has escalated their long-held rivalry that dates back to both guilds' founding charters. There is even rumor of a full-blown takeover to absorb the cobblers and permanently reduce the number of guilds in Antronec by one.

EXAMPLE BUSINESSES

- Daily Footwear: *Sewn Souls*
- Formal Footwear: *Hell's High Heels*
- Weather-resistant Footwear: *Brivo's Boots*



Dramus's Dancing Shoes

ADVENTURING AGENCIES

In direct contrast with the other guilds of Antronec, the various adventuring agencies are not organized under a central leadership but instead independent. These disparate groups vie amongst each other for deals, contracts, and other jobs from the city's guilds. Such opportunities range from hired bodyguard duties and fetch quests to hushed espionage and counterintelligence missions. Because they refuse to collaborate long enough to form a unified Adventuring Guild, adventurers in Antronec have far less political and economic leverage than the artisan guilds. Most adventurers in Antronec work with these agencies to obtain safer and more stable employment than solo adventuring groups, which have to rely on billboards and job notices for income.

Some guilds employ adventurers more than others, but the Cartographer's Guild sponsors dozens of adventurers by negotiating with these guilds. At the moment, the Talent Ticket adventuring agency has the favor of the Cartographer's Guild, earning them lucrative and exclusive contracts across the region. Beyond this, each guild prefers to operate differently, using various recruitment techniques, different systems of membership fees, and outfitting adventurers based on the resources at their disposal.

Joining an adventuring agency can grant the following benefits to adventurers:

- Guaranteed room and board, with quality determined by individual agencies.
- Typically lucrative contracts for quests and errands from the guilds.
- Camaraderie and potential allies for challenging adventures.
- Aid in navigating the political and economic landscape of Antronec.

GOLD HORIZONS

This agency is run by President Thea Stouthammer, and is known for its tenacity. Under her experienced leadership, Gold Horizons has maintained its proud reputation as the oldest and most prosperous adventuring agency in Antronec. The widowed dwarf may be long of tooth, but she defends her adventurers like her own children and fights doggedly when negotiating for guild contracts. Membership is obtained by completing a series of difficult trials and exacts ten percent of members' adventuring income, but the rewards are ample—access to challenging but profitable quests, discounted equipment, and room and board within the agency's lavish dormitories.

Unfortunately, rumors are spreading that her epilepsy, thus far managed with medicine provided by the Alchemical Federation, has begun to worsen with age. She has also refused to announce a successor publicly, and because her biological children are scattered far across the Material Plane, no one is certain what will become of the guild when she eventually passes.

LEGION OF HEROES

First Officer Fork the Fleet manages this agency currently, a shrewd goblin that employs their affinity for finance to run this agency in a cutthroat and agile managerial system. It collects twenty percent of adventurer income as its membership fee, and specializes in combat-oriented contracts. In the Legion, adventurers compete directly for ranks, earning them increased wages, privileges, and notoriety. In Antronec's economic rat race, this competition has led to the Legion rapidly ascending in popularity with the guilds while also acting as a crucible to forge some of the city's most formidable and intimidating mercenaries. The agency's lodge is modest, designed in the style of military barracks, with most of its space devoted to the armory and sparring grounds.

With the Legion's income over the last few years, Fork has quickly joined Antronec's aristocracy and is on track to one day rival the Guild leaders themselves. Many individuals drawn to their wealth have attempted to advance their own standing by showering them with lavish gifts, only to be met by general indifference. The Heroes focus instead on competing for their leader's approval, believing that the highest-ranked adventurer will inherit the goblin's wealth and ownership of the agency.

OF BOOKS AND BLADES

This large agency operates under the leadership of the orc Arcanist Charfist and his husband, the male dragonborn Outrider Karlast Sparktooth. The pair actively recruit mages and warriors of all kinds and are notable for basing their activities out of one of Antronec's sky-piercing towers. The agency tends to foster young, orphaned, or otherwise struggling adventurers, showing them the kindness that they were denied in their youths. Karlast, in particular, encourages and sponsors individuals who combat emotional challenges and other similar ailments, drawing from his own experiences to guide them as best he can. Charfist teaches basic arcane lessons, while Karlast helps their charges develop their physical health and combat techniques. This agency is one of the larger in Antronec, but it only accepts quests that are thoroughly vetted.

In place of typical fees or withheld funds, the Sparktooths have their members provide service in the community and work to keep the tower and grounds well maintained. Because of this, Of Books and Blades is greatly beloved by Antronec's citizenry and referred to as heroes, not just adventurers or mercenaries. They also receive frequent donations of coin and equipment from alumni and other kind-hearted individuals in the city, thus ensuring that the agency stays afloat and can transfer quest funds directly to the fledgling adventurers who earned them. Of course, even with its generous altruism and donations buoying its costs, the agency's location and amenities aren't as lavish as many of their other for-profit competitors.

WAYFINDERS

Lead Huntress Lauralai Farstrider, a female half-elf, established this agency because she felt that archers and survivalists were underrepresented in the existing ad-

venturing agencies. Over time, the membership gained renown and evolved to also cater to skilled investigators and urban bounty hunters. A natural tracker, Lauralai often accompanies her wayfinders on a hunt, outpacing most and wielding her *ballista prosthesis* with great skill and accuracy. Membership dues and benefits are fairly standard in most respects. The agency is mostly known for its hunting lodge's comfortable and private lodging, and for its purchase and storage of the largest stockpile of mundane and magical arrows and bolts in all of Antronec.

Lauralai's energetic personality results in a very active private life. She is an active participant in social events like festivals or demonstrations, and goes out of her way to support nearby artisans and merchants whenever possible. As a result, her network of colleagues and cohorts she's met and befriended over the years always look out for her and the Wayfinders, and will often provide special equipment or wares to those aligned with the agency at reduced rates.

THE HUNTER'S QUARRY

This agency is well known in Antronec for its brash and bloodthirsty members. It's run by Obadiah Gravemoore, a male human that tracks his membership's kills with red tally marks painted on the facade of their headquarters. Applications to join the hunters' ranks are accepted in the form of heads of monsters, which are usually taxidermied and displayed within the agency, or as completed bounties for notorious outlaws. Benefits include access to Antronec's most violent contracts and monster-hunting quests, simple lodging, and a reputation for violence. Gravemoore joins his hunters on contracts only when the beast or monster is one he's yet to collect.

Of late, the agency's membership has been restless, stirring up trouble and causing disturbances in the city's streets and taverns. The number of suitable contracts has been decreasing, as monster populations seem to be declining in the region around Antronec. Citizens have already begun to quietly take bets on whether the agency will stay afloat, go bankrupt, or be forcefully disbanded by the Civil Defense Service for unlawful conduct.

THE TALENT TICKET

By far the most populous adventuring agency, The Talent Ticket, led by Captain Kellybelle Flintfang, is the current favorite of The Cartographer's Guild. Obtaining membership with this agency is exceptionally easy, but the tradeoff is a large percentage tax and few benefits other than the large number of quest contracts. As a result, this agency's membership experiences frequent turnover. Flintfang will occasionally offer to accompany adventurers, sharing her considerable knowledge and unique skill sets; she utilizes a mixture of martial and magical abilities.

Some whispers in Antronec claim that The Talent Ticket has some sort of collusion with The Cartographer's Guild to win more contracts, but so far, those that make such claims have mysteriously vanished. In reality, there is a particularly grim deal in place between these two organizations, wherein the Talent Ticket purposefully sends over-enthusiastic adventurers on lethal quests, alerting and allowing the Cartographers to follow behind and profit from their likely demise, or finish off the successful but weakened party.

EXPLORATION

Traveling through Antronec serves as a sort of buffet for the senses, as the three main sections of the city are fundamentally different from each other and overwhelming in their own way.

The Sellers' Slums are a sprawling portion of Antronec made up of countless twisting and turning alleyways full of shadows and cutthroats in equal measure. An eerie silence hangs overhead, as wary eyes behind ramshackle stalls and carts offer their wares. In general, the less attention that's drawn to oneself, the better. Every proffered hand obscures its true intent, serving as a distraction for larceny or robbery just as often as vital assistance or honest sales. Few of the merchants in the Slums are guild-sponsored, subjecting them to punishing taxation from the Mercantile Guild. This, in conjunction with a proportionately low guard presence, results in rampant criminal activity throughout the Slums.

The Bazaar of Wonders is where most artisans and guild-members set up their shops, with barkers calling out from brightly decorated stalls and storefronts. This section of Antronec is marked by flapping banners, bustling crowds, and well-kept cobblestone roadways courtesy of the fine masons of Bricks and Mortar. Some guilds even place their center of operations within this portion of the city, most notably Metallurgy Incorporated, the Hospitality Collaborative, and The Lumber Company. The residential portion of the Bazaar services Antronec's middle class with many small homes and apartments, usually above or behind the merchant's storefront.

The Gilded Quarter hosts Antronec's upper class, especially high-ranking members of the Guilds. It has a large guard presence, exquisitely maintained streets and landscaping, and architecturally stunning businesses. Permits for street vendors are absurdly expensive, so the Quarter is quiet and peaceful. Extravagant window dressings display the craftsmanship and creativity of Antronec's artisans. The city's elite and most of the guilds operate from within stunning manors found here. Secreted away behind closed doors, various permanent *teleportation circles* can be found here, although they are zealously guarded and known to exist only by their respective guilds' high ranking members.

ANTRONEC SEWERS

Seen by many as a warped reflection of the surface, the extensive and labyrinthine Antronec sewer system serves as a riskier but faster and more secretive means of circumnavigating the city. Beyond a number of standard entrances for simple maintenance, the Mercantile and other guilds hoard various secret access tunnels through it to facilitate their various agendas.

You can use the following table to help determine random secret entrances for your adventurers to uncover.

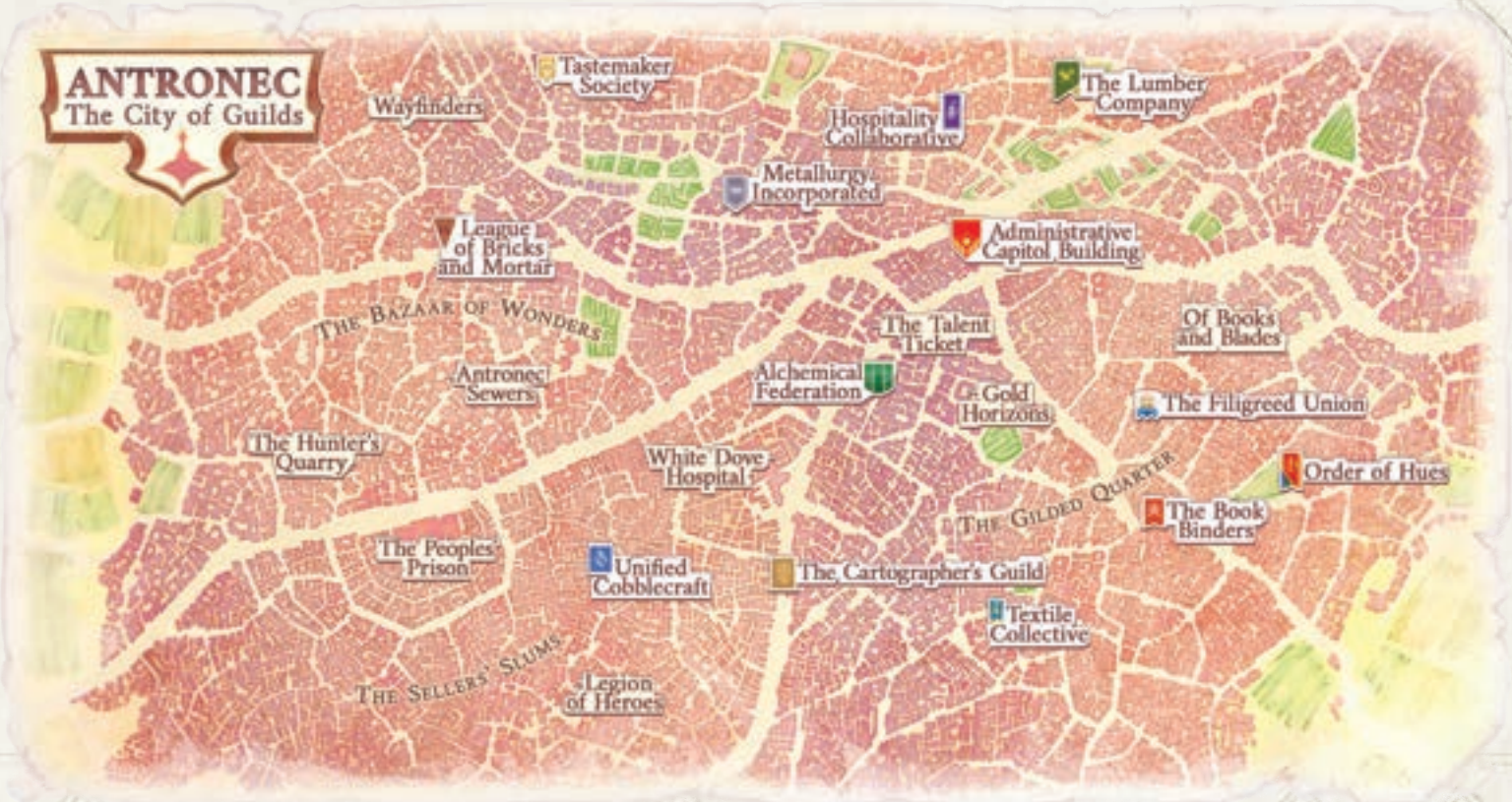
Example Antronec Sewers Random Secret Entrance Table

d12	Secret Entrance
1	Tracing a caravan route on a map with a finger activates a series of buttons that open that section of the wall.
2	A broken chair in the back of a store can be rotated, revealing a trap door.
3	A torch sconce or candle holder can be pulled down, opening a tunnel in the wall.
4	One of the bookshelves has a specific book that can make it swing ajar when pulled out.
5	The series of 'decorative' levers can be pulled in a pattern, activating a small elevator.
6	An empty but massive barrel in the cellar can be shifted to reveal the hole below it.
7	The metal grate that sawdust is swept down into can be removed, accessing a gently sloping tunnel.
8	A decorative ship's wheel can be turned in a specific pattern to unlock a trap door beneath a nearby rug.
9	Behind a large, ugly painting lies a small doorway.
10	One of the bricks in the wall can be pushed to open a hidden door.
11	One of the many ovens, while not in use, has a large flue that leads down as well as up the chimney.
12	Under one of the many workbenches, a switch activates a folding staircase.

You can use the following table to help determine random encounters while your adventurers are wading through the vile sewers of Antronec.

Example Antronec Sewers Random Encounter Table

d10	Encounter
1	2d4 guild **spies** (50%) or 3d4 **cartographers's agents** (see appendix A) (50%) that don't want to leave witnesses (see Random Guild Table)
2	A disguised sewer-filth trap releases gushing waste. Each character must succeed on a DC 13 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 hour.
3	1d4 **giant spore lizards** (see appendix A)
4	A bag of 6d8 copper pieces with 1d6 **seed coins** (see appendix A) mixed in (60%) or 1d3 **germination stalls** (see appendix A) (40%)
5	1d10 **crocodiles** (50%) or 1d6 **giant crocodiles** (50%)
6	4d4 **rats** (40%), 2d4 **giant rats** (30%), or 1d4 **giant spider rats** (see appendix A) (30%)
7	3d6 corpses of guild members, roughly 1d6 weeks old (see Random Guild Table)
8	A secret sewer offshoot tunnel that contains an ancient relic, hidden and forgotten decades ago.
9	1d6 **scarapits** (see appendix A) (65%) or 2d4 **ankhegs** (35%)
10	A hidden or abandoned workshop belonging to a random guild (see Random Guild Table)



OTHER SPECIFIC LOCATIONS

White Dove Hospital is a thinly-veiled, state-sponsored business masquerading as a care center. Owned and operated by the Mercantile Guild, White Dove provides absurdly expensive treatment for various mundane illnesses. Due to complex legislation, every other hospital or similar organization that has attempted to help the citizens of Antronec has been bankrupted or forced out. The hospital's chief of staff, Doctor Raincliff, ensures that the hospital is profitable by whatever means necessary, earning him his nickname—The Pale Leech. As such, many whispers in the city warn that death from an injury is better than the Pale Leech's slow and painful illness.

The Peoples' Prison is another Mercantile Guild program that helps ensure their iron grip on Antronec is never questioned. The Dwarven Warden Melodreth Stonebrow is feared both within and without the walls because she is empowered by the Guildmaster to act as both judge and jury. Sentences here are often long, and usually without the possibility of parole. Inmates are put to work in heavily supervised construction and grueling community service initiatives. Without the energy to escape or fight back, the prisoners become an anonymous part of Antronec's smooth, filthy, grease-oiled machine.

ADVENTURE HOOKS

Consider using the following tables to generate conflict scenarios between Antronec's guilds in your campaign. You can also roll 1d12+1 and consult the table if you only want to determine a random Artisan Guild and exclude The Mercantile Guild.

Example Random Guild Table:

d10+d4 or d12+1	Guild
2	Alchemical Federation
3	Metallurgy Incorporated
4	Order of Hues
5	Unified Cobblecraft
6	The Book Binders
7	The Cartographer's Guild
8	The Filigreed Union
9	The Hospitality Collaborative
10	The League of Bricks and Mortar
11	The Lumber Company
12	The Tastemaker Society
13	The Textile Collective
14	The Mercantile Guild

Example Random Desire or Fear Table:

d8	Desire or Fear
1	A design, patent, or blueprint for an invention capable of revolutionizing Antronec
2	A large amount of coin being transferred between safe-houses or banks
3	Evidence of a covered-up business mistake that could spell disaster for the person responsible
4	A spy within a guild was discovered and is now being interrogated
5	News that a shop only has one supplier left, making them easy to buy out or blackmail
6	An influx of cheap materials or tools flooding the market
7	Collusion, trade between guilds without passing through the Merchant's Guild first
8	A previously-ousted Guildmaster planning to get back into the fray

Example Random Interference Table:

d8	Interference
1	Dispatch an elite squad of mercenaries, adventurers, or assassins
2	Enlist a skilled thief to procure a vital item
3	Blackmail the most powerful person involved
4	Commit fraud or forge documents
5	Raze a warehouse or storefront to send a message
6	Kidnap and ransom their opponent's family member or close friend
7	Spread slander and libel
8	Vandalize an important or expensive property

MAKING CUSTOM ANTRONEC GUILD NPCS

When populating Antronec with Guildmembers to interact with your world, consider using the following tables to determine their personality.

Personality Traits

d6	Personality Trait
1	I easily get distracted by the small details of life, losing track of the big picture.
2	I'm incredibly competitive with the crafters within my own guild.
3	I speak far too quickly, as I'm eager to finish conversations and return to work.
4	To cover my lack of artistic flair, I have to absolutely gush with charm and suave salesmanship.
5	I'm such a horrible liar that I never make as much profit as others do.
6	I'm a horribly brusque businessperson, but I stick with it because of my devotion to the art.

Ideals

d6	Ideal
1	**Perfection.** I cannot permit even one imperfection to spoil my craft. (Lawful)
2	**Self-improvement.** If each project is better than the last, my life is worthwhile. (Good)
3	**Beauty.** A true crafter brings utility and artistic wonder into the world. (Good)
4	**Hard Work.** I may not be as talented as others, but I compensate by giving all of my effort. (Lawful)
5	**Ambition.** I care about success, and in Antronec, the gateway is climbing the Guild ranks. (Any)
6	**Change.** A significant portion of art is how it changes the world, for better or worse. I want my work to move civilizations and mountains. (Chaotic)

Bonds

d6	Bond
1	I've invested a lifetime of effort into my business, growing it from the ground up.
2	A fellow Guild crafter was my mentor, they taught me everything I know about the craft.
3	Now that I can't work as much, I've taken on a number of skilled apprentices. They will be my legacy.
4	The craft itself is everything to me. If I had no outlet for my artistic vision, I'd have nothing worth living for.
5	I pour a piece of my soul into each piece I make. My life's work and I are one and the same.

Flaws

d6	Flaw
1	I'm certain that people are plotting against me, making it difficult to trust others.
2	I've done horrible things to attain my position, and am plagued by my guilt. Should anyone uncover my deeds, I'd be ruined.
3	I can never work hard enough, fast enough, good enough to compete with my rival in the guild, and the frustration makes my temper short.
4	In pursuit of wealth, I take reckless risks I probably shouldn't, but can't resist.
5	I'm so focused upon my future ambitions and goals, that I'm blind to those I trample on my path forward.
6	My cutthroat business dealings have whittled away what few emotions and cares I had in the world, making me overwhelmingly cynical.

EXAMPLE TREASURE

Adventurers in and around Antronec can be rewarded with crafting items like the *alchemist's potion belt*, *ambitious medic's box*, *clockwork colony toolbox*, *clockwork earwig*, *clockwork faefly*,[1] *clockwork healerbee*,[1] *clockwork inkbeetle*,[1] *clockwork mend-a-pillar*, *coldfire anvil*, *edible book of recipes*,[1] *forgekeeper's spark*, *redsmith crucible*, *redsmith hammer*, *stonemason's companion*, *weaving wasp needles*, or *wind-up merchant*, bard-related items like the *bard-in-a-box*,[1] *Burrage's collegiate case*, *Dramus' dancing shoes*, *fife of dragonsong*,[1] *gloves of mimicry*, *glove of the grim fandango*,[1] *liar's lyre*,[1] *pair of tiny violin rings*,[1] *second fiddle*, *sword of resonance*,[1] or *vain virtuoso's violin*, or *intrigue-based items such as the band of mirrored essence*,[1] *book of clothier's croquis*, *Camilla's quicksilver mirror*, *charlatan's wardrobe*,[1] *conspirator's coat*, *dress of defense*, *dress of many pockets*, *lamian facestealer*, *pendant of thieves' sight*,[1] *pomade of ten thousand styles*,[1] *shadow ink*,[1] *shadow tag*, *visage of delight and disaster*,[1] *or wand of merriment*. Of course, any other high-quality crafted items could be a perfect fit for adventurers working with the Guilds of Antronec.





The Bloodmire

The Bloodmire is an expansive region of humid swampland that bears a tremendous curse of mutated blood. Where wetlands are drenched with water and mud, the Bloodmire is flooded by a diseased, watery blood called bloodwater. Plants that have adapted to this new life in the bloodwater grow densely in various shades of rusty red and stained browns. Besides the trees grasping above the bloodwater's surface, a vast array of ferns, reeds, and choking vines dot the landscape.

The scraping, splashing, and humming of the ravenous beasts and insects that call this swamp their home serves as an ever-present reminder that blood, like water, is life. Many of these creatures have adapted to their new habitat, and those that survive the diseases of the swamp frequently become carriers of its cursed sicknesses.

The Bloodmire is a hazardous place to travel or live in, but it's not without its fair share of cobbled-together settlements. If they're brave, strong, or foolish enough, the creatures and denizens of this cursed landscape can bring fascinating tales, riches, and experiences to your players.

AMBIENT MOOD

The slow but constant flow of bloodwater rippling through the Bloodmire can be deceptive, for the canopies above and impenetrable depths below hide abundant wildlife. Ferns and vines sway ever so slightly, bringing a muted dripping as red condensation falls back to the ground. Isolated sunbeams struggle to bring a muted orange light through breaks in the branches above. A hard metallic tang assails the nose, and every surface is slick with the ever-present bloodwater.

- The Bloodmire constantly emanates a cacophony of insect buzzing, frog songs, and rustling undergrowth. The distant splashes of bestial conflict are frequent both above and below the bloodwater.
- The tree trunks of the swamp are not particularly dense, but they have disproportionately dense canopies. Emphasize how difficult it is to see the sky through the frequent mist and wildlife. Sunlight that does make it through the canopy is tinted with a red haze and makes the bloodwater glisten like a sickening ichor.
- The majority of plant and animal life in the Bloodmire carries heavy risk of disease, requiring experienced naturalists to identify, hunt, and prepare food safely. Make sure to play up the subtly acrid scent and slight color differences when adventurers successfully avoid diseased resources.
- The Verdant Heart is a small grove at the center of the swamp that seems completely untouched by the bloodwater of the region. Travelers who make their way into the depths of the Bloodmire will need to use the currents emanating from here, and its anchored position, to safely navigate.
- Visitors will find that the Bloodmire is often overwhelmingly hot and humid, seemingly unaffected by the time of year. This, in conjunction with the constant thrumming of nature and limited view of the sky, makes the tracking of time and position very difficult.

DISEASED SWAMP

Traversing the Bloodmire offers many dangers, though the foremost is the threat of becoming ill with one or more of its magical diseases. After an encounter with a blood eel, giant mosquito, or creature with 'Bloodmire' in its name, any character that was hit by such a creature must succeed on a DC 13 Constitution saving throw or become diseased (see the Bloodmire Diseases table). Casting the remove curse spell on a creature ends any Bloodmire disease affecting it.

Bloodmire Diseases

2d8	Disease
2–3	Bloodburnt Rash: At the start of each of your turns when you are not under the bloodwater, you take 1d6 fire damage. This disease lasts until you take fire damage equal to half your hit point maximum in this way.
4–8	Crimson Sight: Your eyes become bloodshot, your pupils dilate, and your senses of safety and danger become twisted. Whenever you see a fey or humanoid, flip a coin. If it's heads, you consider that creature to be a friendly acquaintance. If it's tails, you consider the creature to be a hostile enemy. You consider any fiend or fiendish villager to be a friendly acquaintance, even if it's under the effect of illusory magic. This disease lasts until you finish a long rest.
9–15	Rusting Flesh: Sometimes called the Iron Curse, this disease causes your flesh to corrode and slough off. You take 1d8 necrotic damage and your maximum hit points are reduced by the same amount each day at dusk. If your hit point maximum drops to 0 in this way, you die. This disease lasts until 7 days have passed.
16	Blood Lunacy: A rare and weakened form of lycanthropy. You suffer disadvantage on saving throws against contracting lycanthropy. Your hair begins to grow long and thick, and you gain no benefit from finishing a short or long rest during a full moon. This disease lasts until it's cured by magical means.

THE CRIMSON LEGION

Long ago during the Clash, the evil Legate Malfuriel the Betrayer led his Crimson Legion to battle in the Syre Wood: a strategically-located fey forest that, if conquered, could sway the tides of war in their favor. The legion's relentless army of martial imps and devils took the forest by surprise, quickly slaying the fey and

razing the villages in their path as they made their way to the heart of the wood. In a final act of desperation, the forest's lord, Syre, managed to land a debilitating strike on Malfuriel at the cost of his own safety. As he plunged his sword into the Legate's back, he was struck down in turn by the invading legionnaires. While the fiends' shrieks of triumph echoed through the wood, Syre's final curse took hold: binding the legionnaires to the Syre Wood and turning Malfuriel to stone.

That night at dusk, Malfuriel's petrified body suddenly erupted, releasing a foul wave of blood that tainted and stained the Syre Wood—a blight born of his intense hatred of the fey. Gushing waves of Malfuriel's blood swept through the wood, corrupting the beasts that lived there and twisting its plantlife into a grim husk of its former beauty. Protected by Syre's blade's aura, the area immediately surrounding Malfuriel's statue was spared from his lasting corruption: creating the Verdant Heart at the center of what is now known as the Bloodmire.

To this day, the Legate's thousands of oath-bound servants are afraid of Syre's blade and magically warded from entering the Verdant Heart. Trapped in this cursed swamp by the sword's powerful magic, these fiends have slaughtered every fey that dared step outside of the Verdant Heart, and eagerly await their leader's eventual return.

Over time, the Legion managed to repurpose a handful of magical fey orbs, warping their magic to serve the legionnaires' needs instead. These protective orbs originally warded the Syre Wood's fey villages from divination magic, but now serve to mask the appearance of nearby fiends: disguising them as simple humanoids instead. The Crimson Legion imps, which are by far the most common fiend remaining in the Bloodmire, appear as simple halflings when in range of such an orb. An orb has AC 20, 50 hit points, and resistance to all damage. Fiends within 1 mile of an orb are disguised by its magic.

To visitors, the insular 'halflings' of the Bloodmire are kind enough: offering to heal those afflicted by the Bloodmire's diseases for either coin or in exchange for the wings of a sprite. These halflings weave tales about the sprites, warning the characters of their mischief and damage inflicted upon their homes. Shopkeepers explain that they would fetch the wings themselves, but the devious sprites know them too well, and have placed magical wards to deny them access to the Verdant Heart. These are expertly crafted lies told to further the Legion's goals, but a successful DC 20 Wisdom (Insight) check reveals that something about these statements is amiss.

These disguised fiends can't be detected as fiendish by divination magic or abilities, but can be seen as normal by a creature with true sight. However, there are subtle hints that might convince an observant character that something isn't right with the creatures of these fiendish villages:

- Villagers are extremely careful about not touching the characters.
- There are no cemeteries or funeral rites performed.
- There are no children, but there are nursery rhymes and folktales of fey.

NURSERY RHYME

A jaunty song devised by the Crimson Legion that's intended to convince a traveler to retrieve Syre's Blade and free Malfuriel:

Snooty snooty winged fey
How I wish they'd stay away.
Their pride and greed
are plain to see
in Verdant Heart's oasis.

Snip their wings so we can stay
Safe from illness day by day.
Perhaps we'll be
finally free
once bloody sword's ejected.



- Villagers are always shown as friendly to those afflicted by the Crimson Sight disease.

Any questions about these inconsistencies only results in a terse (but not openly hostile) conversation with the villagers. Engaging in combat with any one villager makes all other fiends within eye- and earshot immediately hostile toward the characters.

THE VERDANT HEART

In the center of the Bloodmire, a small area of lush forest clings to life. Hidden by powerful illusions are the last survivors of the Syre Wood's sprites, as well as the petrified remains of **Malfuriel the Betrayer** (see appendix B).

The sprites are very wary of travelers due to the bounty placed on them by the Crimson Legion. Once discovered, the sprites cautiously explain the history of the Syre Wood to the characters. The sprites warn the party that Malfuriel still lives within the stone, and that by removing the ancient blade, they will free him from his prison and release the curses placed on him and his Legion. If the party can successfully convince the sprites to remove the illusions hiding Malfuriel's body, they will lead the party to his location and unveil his lair. Alternatively, a successful DC 30 Wisdom (Perception) or Intelligence (Arcana) check reveals the location of the lair, although 2d4 + 4 **sprites** defend it from entry.

Once revealed, the petrified form of Malfuriel can be plainly seen. Syre's blade, *Silverwind, the Cleansing Breeze*, juts out from the body, bathed in a stream of blood that flows from the wound. A creature can remove the sword with a successful DC 25 Strength (Athletics) check. Doing so causes Malfuriel's flesh to revert from its stony state, freeing him to continue his rampage, and signals the start of combat. Use the statistics for Malfuriel on page 11, as well as the map of his lair at saddleb.ag/bloodmire. The Crimson Legion only knows that Malfuriel has returned and their curse has been lifted if he manages to escape from the Verdant Heart. If he does, the fiends rush to the Verdant Heart to slay the remaining fey before leaving the Bloodmire to continue their centuries-old war.

Killing Malfuriel ends the curse on the Bloodmire, allowing it to slowly return to being the Syre Wood over time. Destroying the remaining fiends and Crimson Legion villages speeds up the forest's recovery.

EXPLORATION

The Bloodmire's dense canopy, hazy red mist, and lack of civilization's touch make navigation difficult. Most settlements and landmarks have no pathways to or from them and require the help of navigational tools and a good sense of direction instead. As such, navigating to even a familiar location without becoming lost requires intense preparation and no small amount of luck or skill.

TRAVELING IN THE BLOODMIRE

The speed of traversing the Bloodmire is limited by its flooded state. Sailing is most ideal, though the dangers are not entirely mitigated. Using tree roots, branches, and lashed bridges to navigate takes twice as long due to the difficult terrain. In either case, travelers must succeed on a DC 10 Constitution saving throw for each day of travel or become diseased (see the Bloodmire Diseases table) and roll for random encounters once per day.

Travelers without a boat who risk swimming through pools of bloodwater in exchange for a faster travel pace must succeed on a DC 15 Constitution saving throw each day of travel or become diseased (see Bloodmire Diseases table). They also roll for random encounters twice per day.



Bloodmire Navigation DCs

DC	Location
15	A location in the outskirts of the Bloodmire, or near an outpost
20	A location near the center of the mire, such as the Verdant Heart.
25	A location hidden from view, such as a sprite village, secret island, or forgotten fey portal.

Becoming Lost

d6	Setback
1–4	Amid backtracking and great confusion, the party ends the day up to 2d6 miles in a random direction away from their destination if sailing, or 1d6 miles away if walking.
5–6	Using the gradual current of blood emanating from the Verdant Heart, the party ends the day up to 1d6 miles away from their destination despite being lost.

NAVIGATION

Travel through the Bloodmire would be difficult enough if it were a normal swamp. With its myriad of dangers and oppressive red mist, a navigation check (roll on the Bloodmire Navigation DCs table) is required to reach any specific location without becoming lost, even if previously visited.

FORAGING

The swamp's bloodwater is consistent throughout, and blood-corrupted game like squirrels, frogs, fish, and birds are prevalent. A foraging character makes a DC 13 Wisdom (Survival) check as normal. There is a 50 percent chance that food or water foraged in the Bloodmire is diseased. A creature that ingests diseased food or water in this way must roll on the Diseased Foraged Food table.

Diseased Foraged Food

d6	Effect
1	The character is poisoned for 8 hours and rolls on the Bloodmire disease table.
2–5	The character is poisoned for 1 hour.
6	The character is not nourished but suffers no other ill effects.

GATHERING RESOURCES

Bloodbark is a resilient layer of magical wood that can be harvested from the certain kinds of corrupted trees of the Bloodmire. It takes a successful DC 16 Wisdom (Survival) check to find and harvest 1d6 + 4 pounds of it over the course of 8 hours. When bloodbark is used to build objects such as furniture, docks, boats, or coffins, it absorbs blood and prevents unsightly stains. If bloodbark is used to make a weapon that deals piercing or slashing damage, the weapon is magical, and

Example Encounters Table

4d10	Encounter
4	A corrupted fey portal that allows instant travel to a realm of shadows and dread during the new moon.
5	A hidden, quicksand-like pool of diseased blood. Each character must succeed on a DC 15 Constitution saving throw or become diseased (see Bloodmire Diseases table).
6	1d4 carnivorous plants. The same number of characters must succeed on a DC 13 Dexterity saving throw or suffer 2d8 slashing damage and become diseased (see Bloodmire Diseases table) as the plants' vines slice into exposed flesh.
7	1 **bloodmire treant** (see appendix B)
8	A grove of abundant bloodfern. Spending 1 hour gathering yields 1d4 pounds per character, up to a maximum of 30 pounds.
9	A fallen bloodbark tree. Spending 1 hour with an axe yields 2d12 pounds per character, up to a maximum of 48 pounds.
10–13	1d4 **giant mosquitoes** (see appendix B) (60%) or **swarms of giant mosquitoes** (see appendix B) (40%)
14–17	1d3 **giant blood eels** (see appendix B)
18–21	3d4 **giant frogs** (50%) or **giant snakes** (50%)
22–25	1d6 **crocodiles** (25%) or **hunter sharks** (75%)
26–29	2d4 **quippers** (70%) or **stirges** (30%)
30–33	2d6 fugitives (**outlaws**) hunting for food. They leave peacefully if given rations/supplies, but otherwise attack.
34	1d4 **Crimson Legion imps** (see appendix B) prowling for violence.
35	A dense cloud of diseased insects. Each character must succeed on a DC 12 Constitution saving throw or become diseased (see Bloodmire Diseases table).
36	Old fey ruins buried under mud and submerged in the swamp. Murals of the war (75%) or carved poetry about Syre (25%) can be found with a DC 17 Intelligence (Investigation) check.
37	A battlefield from the war. Fey and fiendish weapons and armor long corroded (90%) or intact (10%).
38	A partially submerged fey monument depicting a bold warrior. A successful DC 18 Intelligence (Religion) check recognizes the ancient hero as Syre.
39	1d8 **sprites** out scouting in secret for intelligence (Reroll if the party is far away from the Verdant Heart).
40	An intact fey portal that allows instant travel to the sprite village in the Verdant Heart while a waxing crescent moon is overhead.

creatures hit by that weapon don't bleed as a result of the attack. Bloodbark can be sold for up to 1 silver per pound to the right buyer.

A bloodfern is an herb that helps to calm the frenzied or stressed mind when ingested. Most notably, berserkers and lycanthropes take the herb to stifle their rage and bloodlust. It takes a successful DC 18 Wisdom (Survival) check to find and harvest 1d4 pounds of bloodferns over the course of 8 hours. Bloodfern can be sold for up to 10 gold per pound to an interested buyer.

SETTLEMENTS

Settlements located in the Bloodmire are typically transient in one way or another, as the shifting muck and inconsistent blood level necessitate adaptability. Whether constructed from anchored boats or on stilts, or lashed treehouses, tremendous stubbornness is required.

Make sure to emphasize how the humidity affects wooden and rope structures, making them gradually darken and wear down like driftwood, eaten by the corrosive erosion of the swamp. The result is a dark monochromatic wash of crimson fading to brown and black. Wealthier villages or inhabitants may have homes or boats made of bloodbark: a distinguishing and clean feature that separates them from others.

The overarching mood of most settlements is that of survival first and courtesy second. Soft-hearted and soft-handed folk don't last long in the Bloodmire. While not necessarily hostile, most inhabitants have a healthy suspicion of newcomers: especially those draped in fine or clean raiment.

SUGGESTED INHABITANTS

Various humanoids ill-suited to upper society might make their home in the Bloodmire, far away from the prying eyes of law-keepers or invading armies. Beyond that, the fey and devilish warriors of the Clash are still present, albeit hidden by glamour and illusion.

TRANSFUSED BEASTS

Some of the beasts of the Bloodmire have adapted and become eerie approximations of their ancestors. You decide whether to use original or transfused versions of beasts on the Random Encounter table. These sickly, transfused creatures have an unearthly red glisten and have the following changes to their stat blocks:

- Their alignment becomes neutral evil
- Their attacks deal necrotic damage instead of bludgeoning, piercing, or slashing.
- They are immune to the diseases described in the Bloodmire Diseases table.
- They can breathe under bloodwater.
- They understand infernal but cannot speak it.
- They prioritize wounded prey when in combat, drawn to the fresh blood.

EXAMPLE SETTLEMENTS

Consider using these sample ideas as inspiration when building your own settlements within the Bloodmire.

- Jutting out of the swamp on bloodbark stilts and hanging from canopy treehouses, several small communities of odd halflings that work together in perfect sync to eke out a living near the edge of the Bloodmire. They work and trade with merchants and travelers that choose to enter the swamp and are strangely pleasant to speak to, despite the wary culture that pervades the swamp. The villagers are all Crimson Legion imps, disguised by one of their repurposed fey orbs, and continue to stockpile their wealth and supplies for when Malfuriel returns, allowing them to set off more readily on their path of conquest and destruction.
- Various lashed-together dinghies and skimmers make up the brunt of this roving floating city of outlaws and brigands. The enhanced mobility enables them to make short work of those foolhardy travelers crossing the Bloodmire without proper protection.
- After the tumult of war, famine, poor luck, or seeking respite from the law, a dozen scattered refugees have staked their tents on the few hills of muddy earth. They scrape by in equal parts due to their stubborn dedication and by sharing their collective resources.
- Nestled amidst protective illusions and wards near the center of the Verdant Heart lies the last remaining bastion of the fey and all that remains of the old Syre Wood. A small village of honor-bound sprites dream of the beauty of the past, while fighting to keep their ancient war alive after all these years.
- A sprawling network of constantly repaired treehouses and lashed rope lodge a coalition of reluctant werewolves trying to resist their curse. The Bloodmire seems to lessen the moon's effects and the pain of their transformation, and have a special bloodfern tea that helps control their cravings and rage.

RUINS AND DUNGEONS

Due in large part to the murky, ever-shifting sludge of the Bloodmire's terrain, dungeons are far more likely to be ephemeral in nature as opposed to stone or rock caverns in the earth. Whether they be in the swamp's dense canopy above, the bloodwater and muck below, or in the ancient fey passageways that are only discoverable during unique lunar phases, the Bloodmire's secrets are revealed only to those with extraordinary persistence and skill.

When designing a Bloodmire dungeon, take special note of the humidity's eroding influence, and the incessant thrum of the swamp's beasts and insects. Make sure your players don't forget the oppressive weight of the Bloodmire's connection to mutant life and the stench of fresh, metallic death.

Example Dungeons

d6	Example Dungeon
1	Hidden and carefully guarded under the bloodwater of a Crimson Legion village is an alchemical laboratory that contains a stockpile of broken fey orbs. Careful investigation could reveal the history of these orbs as well as a way to disable them.
2	A once-prominent fortress built by Syre and his warriors is now almost completely destroyed by plantlife, mud, and bloodwater. The sturdy yet sunken walls are now home to a variety of monstrous amphibians, reptiles, and other beasts. Perhaps some carved hints about the Bloodmire's origin or ancient artifacts could be salvaged.
3	High in the canopy, a large number of giant mosquitoes have made a strange hive that's reminiscent of a wasp's nest. Local refugees weren't concerned about the hive until the insects started abducting children and small adults. They suspect that the people stolen are being used to build, or possibly feed, something deep within the hive's tunnels.
4	One of the very few intact fey portals leads to Syre's hidden demiplane: a tower filled with magical traps, libraries, and fey heirlooms. Whether led there by sprites or found by chance, only the bravest adventurers would be capable of journeying to the end to find the mysterious treasure Syre left behind. However, even the few remaining sprites can't remember what it might be.
5	A fey portal has become corrupted by the Bloodmire's curses. Each new moon, the portal sparks to life and allows travel to a realm full of shades, dark magic, and terrors of the night. While it's open, this portal allows these strange nightmares to leak out and terrorize the swamp's inhabitants with otherworldly monsters. Unless someone can find a way to close the portal, the Bloodmire may fall completely under its sway.
6	Rumor tells that a group of bandits have amassed a hoard of treasure somewhere in the Bloodmire that's filled with gold, goods, and supplies stolen from merchants who were careless or desperate enough to travel through the swamp unprotected.

EXAMPLE TREASURE

When determining treasure for the Bloodmire, consider the denizens that live there. Items that are fey or fiendish in origin, such as the *bane shield*, *signet rings of the fey court*[1] or *chain devil gloves*, are ideal. Similarly, items related to sickness and disease such as the *carrion shroud* or *plaguebane mask*[1] would be good fits. Of course, any item with "blood" or "bloodmire" in its name is perfect for this environment.

Silverwind, the Cleansing Breeze was the blade once wielded by Syre, the lord of the Syre Wood. It can be found within the Bloodmire piercing the petrified body of Malfuriel the Betrayer in the Verdant Heart. Its details can be found on page 200.



Crest City

Famous for its draconic history and attractions, Crest City is a heavily fortified and orderly nation that stresses security, law, and prosperity. Its history is steeped in rich draconic lore and heritage, and stands as a proud and independent kingdom led by its beloved royal family.

To all who live here, the city is believed to have been blessed centuries ago by powerful, ancient dragons, who imparted their magic and wisdom upon the city's leaders and land. The exact dragons involved are often disputed, but the nature of their influence is always a positive one. These tales have become a staunch point of pride and help stress the importance of maintaining the nation's established structure and order.

AMBIENT MOOD

In Crest City, the crystal-blue skies and cotton clouds watch over a happy and energetic populace. The cobblestone streets wind through ivy-covered stone buildings, and joyful denizens laugh and talk while they travel. Songbirds chirp and tweet from their nests among the vines, adding a gentle harmony to the constant burbling. The wafting aroma of freshly fried and baked goods mingles with the fresh scent of dew-covered leaves and recent rainfall. The city is vibrant and peaceful.

- Most buildings in Crest City are built from brick or stone and mortar, which provides ample space for the various flowering ivy vines to take root. Several types of melodic songbirds nest in the leaves, adding splotches of blues and reds to the green flora.
- Crest City is blessed with rich mines below the city's feet, which has allowed them to create metalcraft in abundance. This has directly resulted in a vast array of experimental pots and pans and cuisine centered on delicious fried and baked pastries.
- Thanks to the city's ancient smiths and architects, a complex system of aqueducts and sewers make people and streets of Crest City much less offensive to the nose and eyes.
- With the exception of the Western Wing of the city, the numerous and dedicated Winged Watch guards patrol the streets to ensure the safety and prosperity of its citizenry. They are strict, but fair, and thus beloved by the populace they defend.
- There are daily rain showers in the early afternoon almost every day. Due to its punctuality, the city rests indoors during each day's two-hour deluge, enjoying their early afternoon relaxation and camaraderie before returning to their labors for the evening. While it's not raining, however, the sun shines warmly upon the city's stone masonry.

HIDDEN ORIGINS

Crest City was founded hundreds of years ago by an ancient Circle of druids who blessed the earth with fertility and consistent weather. To this day, it remains a haven of peace and prosperity, provided you respect its laws.

Unbeknownst to the populace and the world at large, the order of druids who founded Crest City are still here, and more importantly, are still involved in the political and economical affairs of this prosperous city-state.

Centuries ago, this order banded together to protect and raise a gold dragon hatchling named **Lothrem, the Wreathed Dragon** (see appendix C) who had been hunted and tormented by a cruel band of hunters and chromatic dragons. As a result of this commitment, the Circle evolved into a secretive order dedicated to the dragon's protection: the Circle of Dragons. This dragon's existence, much like the druids themselves, is a secret shared with precious few.

Now fully grown, Lothrem is protected—even to its own detriment—by the Circle. The Circle is far more concerned about their lack of mate or progeny, and what that means for the future of Crest City, than they are with Lothrem's happiness. Indeed, Lothrem's absence could spell disaster for the city's influence, peace, and prosperity. Knowing only a life led by druidic principle and protection, Lothrem's bouts of loneliness and wanderlust feel like a mystery to even themself.

WEATHER PATTERNS

Part of Lothrem's influence over the city is directly tied to his mood. With the exception of the afternoon rainshower, you can determine Lothrem's current mood and the city's weather using the following table.

Weather Patterns

d10	Mood	Weather
1	Anger	Stormy
2–3	Sadness	Rainy
4–6	Neutral	Overcast
7–9	Happiness	Sunny
10	Fear	Misty

ROYALTY

Christoph von Crest is the current King and benevolent ruler of Crest City, along with his wife, the wise Queen Ella. They have one daughter, Princess Calliope, who is admired for both her stately charm as well as her uncommon bravery. The royal family is beloved by their people, and seen as a point of pride and heritage.

The King and Queen serve as the highest arbiters of the city, but most matters are handled by the various noble families. The royal family, as well as many of the city's nobility, are high-ranking members of the Circle of Dragons, and thus delegate more unsightly matters to other members of the order to handle discreetly, away from the eyes of the public.

Both in public and private, the royal and noble families of Crest City display their pride in the city's draconic heritage, encouraging the draconic emblems and iconography, and allow the Circle to hide in plain sight.

THE CIRCLE OF DRAGONS

The city's ancient druidic foundation, the Circle of Dragons, has grown to become an expansive order with deep ties to many royal bloodlines: a fact hidden within the draconic iconography seen in family heraldry and insignia. Its existence is a closely kept secret among upper nobility and its members.

When civilization flourishes, lawbreakers will seek to undermine it. The duty of the Circle is to encourage order and prevent chaos.

The Circle is always eager to expand its reach to other cities and nations in a never-ending crusade for order, and have become a group of nobles, aristocrats, mages, and spies. They are a mysterious and invisible hand that works to maintain the order of many great societies. As a whole, the Circle is a Lawful Neutral organization, although many of its members trend toward Good.

Initiation into the Circle involves a great deal of solemn, ceremonial oaths and rituals. Lower standings invoke themes of hatching eggs and receiving wisdom from elders. Rumor tells of high-standing initiates receiving an audience from Lothrem, the Circle's great presiding dragon.

The Circle uses a unique mixture of Druidic and Draconic to disguise their secret messages in a way similar to Thieves' cant. This kind of encryption is a staple of the Circle, and is the primary reason why it has avoided detection for centuries.

Due in large part to its focus on secrecy, the Crest City Druidic Circle as a faction tends to infiltrate other, more well-known organizations to obtain information. In this, it tends to compete with various other spy networks and factions, resulting in a near-constant shadow war across the world.

The Circle makes use of their Wild Shape abilities to infiltrate and scout areas that would otherwise be impossible to reach. The other unique feature of this faction is their ability to take on powerful, draconic forms, which they use to either lure or discourage predators, looters, or adventurers from special or secret locations.

Support from the Circle comes in the following ways:

- Access to their secure and secret message network.
- Access to the Vault, which serves as storage or protection of dangerous or sought-after items.
- A one-time-use favor to help aid in diplomatic relations with another country or dragon.
- Use of various city resources like library access, discount at shops, Garrison assistance, etc.

CITY DENIZENS

Although the city is ruled by a noble human family and its inhabitants are mostly humans, it is also home to communities of dwarves, halflings, and the occasional gnome. All walks of life can be found here in some form or another, but dragonborn residents and visitors face a distinct challenge here.

These draconic humanoids are seen as besmirching, rather than descendants of, true dragon-kind. As a result, they are often treated with scowls, snide remarks, or outright bigotry and harassment.

OPTIONAL RULE: STANDING SYSTEM

As a reward for the length or quality of service that a character or member of the circle provides, the Circle can increase their standing in its ranks. Each title grants access to more powerful and more frequent favors from the Circle.

Circle of Dragons Standings:

- Hatchling (new member)
- Wyrmling (complete 1 year or 1 major task)
- Youth (complete 5 years or 5 major tasks)
- Adult (complete 15 years or 15 major tasks)
- Ancient (complete 25 years or 25 major tasks)
- Wyrm (a descendant of royal lineage)
- Wyvern (assassinate a chosen target)

CURRENCY

Perhaps the only thing more widely traveled than Crest City's reputation is its unusual currency: a series of oval, scale-shaped coins that correspond to the various metallic dragons. Copper, Silver, and Gold dragons are emblazoned upon the standard copper, silver, and gold pieces, but they also mint a 5cp Bronze coin, a 5sp Brass coin, and special 10gp Platinum coins.

Currency can be exchanged for a minor fee in various government-run facilities found throughout the city. They're also responsible for maintenance, public safety, and fire prevention.

EXPLORATION

Crest City is a ringed metropolis that's divided into smaller subsections, or wards, that help organize it into unique neighborhoods and subcultures. The streets are organized carefully, with sweeping curves and piercing spokes allowing for simple navigation and travel throughout it.

WARDS OF THE CITY

The Winged Expanse is the massive outer wall encircling the city, fortifying it against any assault. It is heavily patrolled by the Winged Watch, the city's military. Most watchpost towers along the Expanse also serve as government and utility offices.

The Crown's Circle is the central-most district, where the Castle, Crest City Banking, and titled Keeps are given additional security by the elite Scaled Guardians and an additional wall.

The Eastern Wing is a ward with a vibrant nightlife, luxurious restaurants, gorgeous hotels like Isabelle's, the beautiful Chimera's Theater, expansive terraced gardens, and the main entry gate to the Crown's Circle.

The Western Wing is home to various smithies and tanneries, the Winged Watch Garrison (which guards the secondary entrance to the Crown's Circle and the Platinum Penitentiary prison), and the bulk of the city's lower-class homes and neighborhoods.

Southclaw Square is a bustling, burgeoning market where many fine crafts and goods are produced and

sold. This area is also home to the city's Adventuring Guild outpost and the city's largest Fire Station, the Flickering Flame. In the evening, many taverns and bars welcome the weary workers.

Northfang District is the hub for knowledge and academia, with its towering library, free public schools, magical shops, and middle-class housing.

The Warrens are an expansive network of underground tunnels, sewers, rich mineral mines, and secret caverns. Only a few tunnels lead out of the city's walls, kept secret and protected by the Circle and Scaled Guardians. Navigating these paths involves a complex system of lifts and maze-like passageways.

Example Warrens Encounters Table

3d6	Encounter
3	1d4 **wyverns** nesting
4	An ore vein of copper (50%), silver (30%), gold (15%), or platinum (5%)
5–7	3d4 **giant rats**
8–10	1 injured (50/94 hp) **bulette** limping home
11–13	1d4 **gelatinous cubes** (80%) or 1 **black pudding** (20%)
14–16	3d8 **thugs** hunting for treasure
17	An ancient ruined monument depicting a large hatching egg, strangely warm to the touch.
18	1d6 **minotaurs** farming mushrooms

SPECIFIC LOCATIONS

The Emporium of Magic is a highly reputable shop in the Northfang District. Its owner, Eliae the rock gnome, sells many fairly priced, enchanted items for the discerning buyer. They are surprisingly lively for their age, and their short stature is rivaled only by their short temper towards hagglers.

Tooth and Claw, an Eastern Wing apothecary, provides many powerful and mystical potions and remedies. It's been under the management of the half-elf, Drusilla Culver, for the better part of a century.

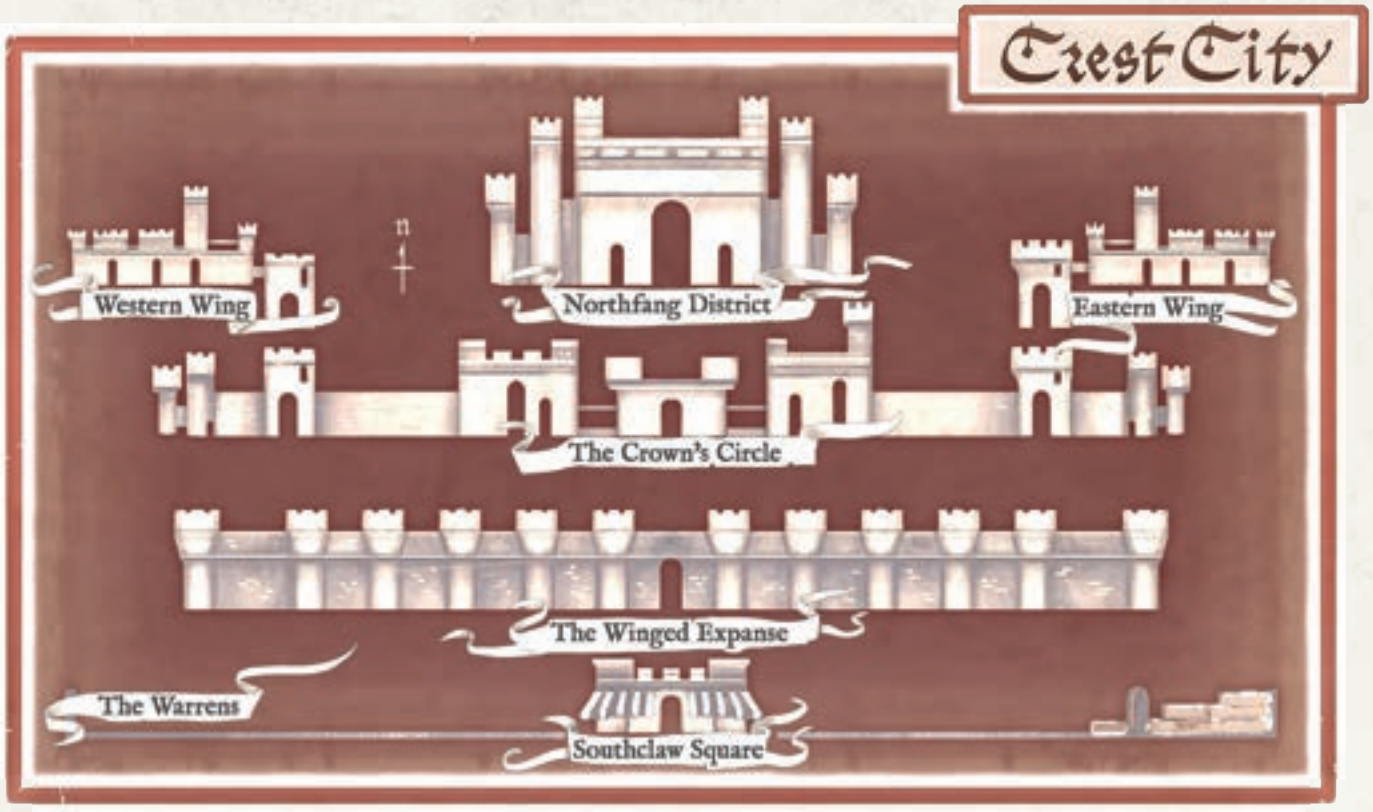
Sulphuric Smithy, owned and operated by Stoic the tiefling in the Western Wing, provides everything from weaponry and armor to horseshoes. Make note, commenting on the smithy's brimstone smell can be bad for your health.

Lochs and Keys in the Crown's Circle, run by the jovial dwarven craftsman Stanford Lochlan, is the only place to find masterwork locks, vaults, and keys. Though much of his time and effort is occupied working at the Bank, his uniquely crafted puzzle boxes have no equal.

Crest City Bank, boasting "The Vault more secure than a dragon's hoard!" as its motto, is a state and Circle-run banking service. For the right price, virtually anything can be safely stored, and many trade-oriented countries recognize their magically printed scripts as acceptable currency.

The Spire of Scales is a massive tower in the Northfang District that's home to an extensive library of various arcane and esoteric topics. Access is limited, but once obtained, it is said that centuries of reading could





only scratch the surface of what it contains.

Graham Goodhill's General Wares is a shop where all manner of travelling goods can be obtained. Graham himself is a fast-paced halfling renowned for his long auburn sideburns and keen haggling skills.

The local **Adventuring Guild** outpost doubles as home for various mercenaries. A stout, squat building, everyone in Crest City knows that for the right price, almost any problem can be solved by the mercenaries and heroes there. As such, the Circle keeps a constant eye on the Guild for upcoming talent, rumors, and uses it to spread its propaganda.

The Dragon's Dice tavern is a rowdy, yet well-kept, family-run alehouse. The proprietor, Trevor Twistclaw, is a 6th generation barkeep. He's well-accustomed to slinging drinks, dice, and drunks across the bar's counter, smiling all the while.

Isabelle's is a notoriously posh inn found in the Eastern Wing, known for clearly identifying its patrons via its trademark lavender and drakebane perfume, a product of her large rooftop greenhouse.

The Platinum Penitentiary is a partially underground fortress for the imprisonment of the city's few lawbreakers. With only life sentences and no parole, this edifice is the main reason no thieves guild dares operate in Crest City.

The Chimera's Theater is a lavish production house that caters to the residents of the Crown's Circle. Geoffrey Carnelian is a Circle Wyrmling and the current owner, so it occasionally functions as a safe house for Circle members.

The Flickering Flame is home to the city's most prestigious and dedicated protectors. Praised by all as stalwart and brave local heroes, many children of Crest City idolize the Flickering Flame fighters.

VINCENT VON DRECK

One of several advisors to the King, **Vincent Von Dreck** (see appendix C) is an earl and an Ancient member of the Circle, responsible for keeping King Christoph Constantine's desk free from the city's messier tasks. As such, he frequently hires mercenaries and adventurers for the Crown, making him an ideal introduction to the city and the Circle.

VINCENT'S QUESTS

Rescue the Dragon Princess. Her Royal Highness, the Princess Calliope, has been kidnapped while traveling in her dragon shape. She must be rescued from her kidnapper's hideout before her secret is discovered.

Bank Security. Crest City Bank has been threatened by an infamous thief. If at all possible, they must be stopped before the vault's reputation is tarnished.

Jailbreak. Prisoners from the Platinum Penitentiary have been reported missing. Vincent suspects Geoffrey Carnelian, a low-ranking Circle member and proprietor of the Chimera's Theater, may be involved.

MAKING CUSTOM DRUID NPCS

When filling Crest City with exciting new characters, consider whether they know of or are secretly a member of the Circle of Dragons. If you make a unique druid NPC, consider using the following table to determine their personality.

Personality Traits

d8	Personality Trait
1	I struggle to control the drive to hoard wealth while in dragon form.
2	I'm constantly driven to keep things around me clean and orderly.
3	I have a nasty habit of snacking on rodents while in dragon form.
4	I always have change jangling in my pockets.
5	I hate that there are secrets I'm not allowed to know.
6	I often find my facial expressions to be unintentionally stoic or intimidating.
7	Random trivia is the coinage for my intellectual hoard.
8	I'm always more confident and comfortable when transformed.

Ideals

d6	Ideal
1	**Justice.** It's a lifestyle I take seriously. (Lawful)
2	**Wisdom.** Our way of life requires the constant advice of our forebears. (Neutral)
3	**Responsibility.** As a member of this proud tradition, I must strive for excellence. (Lawful)
4	**Knowledge.** The Circle's success thrives on secrets and research. (Neutral)
5	**Order.** Society would crumble without the Circle's firm guiding hand. (Lawful)
6	**Patience.** The Circle must patiently reap, that we may eventually sow. (Any)

Bonds

d6	Bond
1	I witnessed a horrible act from a corrupt member of the Circle, but have no proof.
2	I seek to recover my family's tome of lineage, lost two generations ago.
3	I have a long-standing rivalry with another member of the Circle.
4	A mentor of the Circle took me in as a youth, I owe them everything.
5	An innocent family member is imprisoned in the Penitentiary.
6	I've been charged by the Spire to seek out arcane knowledge.

Flaws

d6	Flaw
1	I am so accustomed to lying and keeping secrets that I struggle to tell the truth.
2	I struggle to prevent myself from immediately executing judgment when I witness a crime.
3	I'm so focused on gathering knowledge that I find it painful to share it with others.
4	My exacting standards of self-perfection drive me to the brink of exhaustion on a daily basis.
5	I would set the world ablaze if tasked to do so by the Circle.
6	I truly believe that the world would be better off under the control of dragons instead of mortals.

THE PRINCESS, KNIGHT, AND DRAGON

The age-old story of a Princess held captive in a tower under the guard of a wicked dragon is actually the result of an overly excited—and less than cautious—princess on holiday. Unfortunately, the concept spurred several dragons to begin actually abducting royalty for ransom, and continued from there.

EXAMPLE TREASURE

Adventures in and around Crest City can reward heroes with dragon-related items like the *dragon edge weapons*,[1] *dragonband*, *dragonbreath ammunition*, *dragon horn pauldron*, *fife of dragonsong*,[1] *wyrmling wristlet*, and *wyrmshide bow*, studious researching items like the *archivist's key*, *book of instant copying*, or *eye of the bookwurm*,[1] or any royalty- or high-society related item like the *dress of many pockets*, *gravity goblet*, *Green Knight's vow*, *Red Queen's burden*, *Violet King's promise*, or *wand of gilding* depending on the nature of the quest and its financier.



Dragon Horn Pauldron

Dragonband



Durheim Monastery

Deep within the Daruuhma mountain range, otherworldly spires of solid rock pierce the earth and soar well over a thousand feet in the air. These towers of dark stone are covered in hardy, pine-filled forests and cast foreboding, block-like shadows across the nearly untouched world below. These are the infamous Daruuhma Spires, and they are as much a destination for the thrill-seeking adventurer as they are an eventuality for many of the world's wandering lost souls.

For reasons unknown, this forested range is separated from the Ethereal Plane by only a thin veil: an effect called an Ethereal Nexus. As a result, ghosts of untethered, long-departed souls will almost invariably find their way to the region: destined to wander the sprawling, uninhabited wilds for all time. At the same time, these miraculous landmarks attract some of the world's most talented journeymen and climbers, or at least those who would claim to be as much. The lingering ghosts of such unsuccessful climbers—their deaths typically the result of a poorly placed rope or pylon—have been known to haunt the spires' sheer cliff faces and narrow passageways to force other climbers to meet similar ends as their own. This gruesome crossover and over-abundance of death and cursed souls, coupled with the grave-like spires that tower over the landscape, have earned the region the name of the Field of Graves.

Resting atop a cluster of three such spires is the Durheim Monastery: the reclusive home to an order of monks dedicated to navigating the veil of the Material and Ethereal in order to guide these lost souls to their eternal rest. The monastery often has a misplaced reputation among those that know of it for being haunted by vicious spirits. Stories of wailing specters and resident undead shroud the monastery, as well as those who practice there, in a veil of ominous mystery and fear. In truth, many peaceful and departed souls do reside within the monastery's walls, but only as temporary visitors on the last stage of their departure from the Material Plane.

AMBIENT MOOD

Wind whistles between the sharp edges of the Daruuhma Spires, sending low-hanging clouds swirling between them in sheets of obscuring mist. The pine trees that saturate the woods that grow freely in this environment deaden the sound of echoes and screams, filling the range with a sense of eerie silence and isolation. From atop the Spires, a deep, thrumming bell can be heard through the deafening silence like a calming heartbeat. This beacon emanates from the Durheim Monastery, and serves as a peaceful reminder to all souls—living and dead—that welcome respite can be found nearby.

The Monastery is a remote cluster of polished stone buildings that sit atop a series of neighboring Spires, surrounded by wintergreen foliage and interwoven by walkways of hanging planks and sculpted stone or ceramic tile. While the souls of the dead roam free throughout the region, those found here are typically at peace and understand that their time in this realm must come to an end.

- Despite centuries of use, the polished stone architecture of the Monastery still shimmers proudly as light scatters across it. The buildings' navy blue roofs and open courtyards are a welcome sight against the more rugged scenery around them.
- Within the monastery, delicate tapestries, stained glass windows, and other distinct sculptures depict key aspects of the monastery's teachings and founding. Monks walking through the halls wear light robes that belie the cold climate and brisk drafts that sweep throughout it.
- The higher altitude and lush forest leave the air atop the spires awash with the scent of fresh spruce and juniper berries. Within the monastery, the smell of cleaning balms, aromatic teas, and meditative incense can also be found.
- The hallways inside the monastery are typically very quiet and still, as the acoustics seem designed to minimize the typical echoes of footfalls upon stone. On the hour, the bell chimes its low melodious tone to aid in scheduling without interrupting meditation. The courtyards are often visited by a gentle whistling of the frigid wind, and when deemed necessary, the monks can be heard engaging in spiritual lectures or studious chanting.
- True to its reputation, Durheim Monastery hosts numerous ghostly specters that wander the walkways and courtyards, although each is usually accompanied by a monk. These souls are assisted in freeing themselves from their burdens, given the opportunity to tell their story and have it be both heard and recorded for posterity. Their presence can sometimes lower the already chill temperatures.

ORIGIN & HISTORY

Long ago, passing through the Field of Graves and scaling the Spires was considered a nearly impossible feat, only to be attempted by the most daring or equally foolhardy of climbers. The few who abandoned their ambitions early enough to return home would tell stories of ghostly spirits that haunted the dark forests and perilous cliffs. Those that pressed on, despite the natural (and unnatural) dangers that plagued the range, were solemnly referred to as Grave Climbers: a somber reference to the nature of their death as well as the foolishness of seemingly knowingly climbing into their own graves.

Eventually, one such climber succeeded and reached the apex of the tallest spire within the range: a human man by the name Attiskin. According to his recorded legacy, the climb was enlightening and offered him a chance to rediscover himself and find a greater purpose. Compelled to stay within the range, Attiskin painstak-

ingly eked out a living atop the harsh peaks, managing a tentative relationship among the ghosts that he came across and doing what he could to ease their eternal regrets. Over time, Attiskin's ability to guide these wayward spirits grew, and the number of ghosts within the range began to dwindle. As a result, the forest and mountains became markedly less dangerous for traditional travel, spurring a new wave of athletes to attempt the journey. These bold climbers and other curious souls were the first to discover the hermit Attiskin.

In his time in the spires, Attiskin had lost his mortal sight but gained newfound wisdom, insight, and understanding of mortality on the Material Plane. Many of those that listened to him felt a spiritual kinship and would either stay for a short while or, in some cases, months. Those that stayed with Attiskin for extended periods of time worked together to create a series of structures that, over time, has become the Durheim Monastery.

After taking the title of Lightseer, Attiskin charged his followers to safeguard the ethereal presence of the spires and provide solace to the souls that cross over to the Material Plane. In doing so, they were also given the responsibility to defend other visitors and travelers within the range. Over time, such defense of the spires became redundant, and as a result, Durheim monks will now, at some point in their training, embark on prolonged missions to find and provide succor to other lost souls around the world. Other, more dangerous ethereal threats are instead hunted down and forcibly rid from the Material Plane. This dutiful pilgrimage is known as Walking the Liminal Path, and it plays a pivotal role in a Durheim monk's personal spiritual journey. Although the monks of Durheim and the Field of Graves have a well-deserved reputation for dangerous spectral happenings, they also serve as a flicker of light in the darkness for those who understood the terrors of the dark to flock toward.

"The Material is just a side of a coin. A single dimension. What we have here isn't really permanent, nor is it truly only ours. The wind, sea, earth...all only small parts of larger pieces of a whole. I see more. I see the whole. I see the aether, and my spirit will guide me through it."

—First recorded words of Lightseer Attiskin

DURHEIM ORDER

Based on the principles of Attiskin, the Durheim monks specialize in handling undead souls and interacting with the Ethereal Plane. In doing so, many monks fall victim to slanderous gossip, accusing them of being sinister occultists or having forfeited their souls in order to gain their spectral abilities. Durheim operatives Walking the Liminal Path will often fall into the category of 'plainly-dressed yet mysterious hooded figure' to avoid ridicule from the masses. Despite this persecution, the monks all pledge to uphold the value of a graceful final rest and serve the living within Material Plane to their last breath. Over the centuries since its founding, membership has grown steadily, but slowly. Most adherents join after experiencing personally traumatic paranormal events, though there are always exceptions.

Whether operating within the Field of Graves or while Walking the Liminal Path, Durheim operatives follow a pattern of careful observation and investigation, leading up to a swift confrontation with the ethereal threat. They will seek out and assist travailing souls, helping them record and release their mortal burdens to let pass on to the next stage of their eternal journey.

Within the Durheim Monastic Order, rank and position are considered to be of minimal importance. Each member brings worth and value, supporting one another in all worthy endeavors, so the only distinction is between untested Initiates and the more experienced Guides. The only exceptions to this rule are the Lightseer Attiskin's holy guidance, and the individual presently holding the role of Leader. This individual leads the monastery's spiritual education and serves as a mediator in the event of disagreement. Those who choose to stay here find contentment in performing their self-chosen role within the Order, utilizing their unique strengths for gardening, cooking, cleaning, fighting, scouting, or other aspects of the monastic tradition. In all of these roles, the monks eschew typical mortal pleasures and treasures, preferring to dress in simple but neat blue cloth robes with magenta shawls or capes and warm yellow accents on belts and such according to personal tastes.

Support from the Durheim Monastery can come in the following ways:

- Limited usage of the monastery's extensive library of biographies and other non-restricted records.
- General advice and insight on how to defend against and effectively combat paranormal or ethereal threats.
- A one-time-use favor of an appropriate number of

WALKING THE LIMINAL PATH

Compared to other types of missions or pilgrimages, Walking the Liminal Path is unique in several notable ways.

- Each Durheim monk personally decides when the time is right to undertake their voyage.
- The journey has no clearly defined goals or requirements for completion—the monk must judge themselves worthy to return.
- The monk can seek to enhance whichever aspect of their soul they deem to be found wanting—building resilience in their martial capacity, investigative skills, aiding and recording the stories of lost souls, cleansing foul spirits, discovering planar nexi, and seeking a better understanding of life's philosophy and purpose.

Durheim monks to aid against a particularly threatening ethereal or paranormal combatant.
- Various other assistance such as spiritual, physical, and mental healing, advice, or guidance.

EXPLORATION

Although Durheim Monastery is smaller than most towns, the various aspects and chambers within it operate like a well-oiled machine. Here atop the highest spires, the monastery itself stands as a resolute sentinel. Visiting the monastery's various sections can provide visitors with tremendous insight into the Order's operations and belief system.

The Ethereal Courtyard is a large, open, tiled area most often used for welcoming visitors and the Order's combat and endurance training. Here, the spirits of the Durheim monks spar and train, forging themselves in an ethereal crucible. They emerge with spirits molded into weapons that can strike fear into even the most formidable ethereal creatures.

The Gossamer Garden is an earthen courtyard where most of the monastery's produce is grown, including their famous tea leaves. The dangerous climb and generally eerie reputation, however, force Durheim to be as self-sufficient as possible, for only a few brave traders and merchants ever risk visiting.

The Kismet Kitchen is one of the busier parts of the monastery, though the monks performing their culinary duties here are remarkably quiet. Although the means of making their unique tea is a well-preserved secret, occasionally monks and spiritualists of various beliefs will seek out the Order in search of their chi-strengthening brew.

The Library of Life is the repository for hundreds of biographies of lost souls passed on, as well as Lightseer Attiskin's detailed instructions on the means and methods that the Order uses to help spirits pass on (peacefully or otherwise). Many such tomes are stored under further security lock to safeguard the holy or profane secrets contained within. The library is a favorite for many visitors due to its curious construction, being partially built within the Spire and partially jutting out, seemingly in defiance of gravity.

The Passage Morgue is built into one of the Spires and is where the bodies of fallen mortals are cleansed, prepared, and then cremated. The monastery follows the Lightseer's recommendation to completely disintegrate mortal remains, thereby removing one of the potential tethers that vengeful undead spirits can utilize.

The Spirit Chapel is silent more often than not, but visitors of flesh and spirit are welcome within its halls. Exquisite frescoes and stained glass windows depict the mortal journey with emphasis on the transition between life and death. In this hallowed space atop Attiskin's old spire, the Order's current Leader can hold scheduled sermons to strengthen and inspire the monks, focusing on the key role they play in the world's never-ending cycle. Above the Chapel lies the monastery's singular bell and its warming tones.

The Tether Chambers located throughout the compound are where Durheim monks go to rest and strengthen the bond between their body and spirit, practicing to focus their gaze upon both the Ethereal and Material Planes. Within these rooms are hidden objects located only within the Border Ethereal, becoming ideal practice tools for the monks. With eyes and minds sharpened to reveal obscured truths, the monks can maintain their righteous cause without yielding to the ever-present temptation to abuse the powers they wield.

THE DARUUHMA SPIRES' ETHEREAL NEXUS

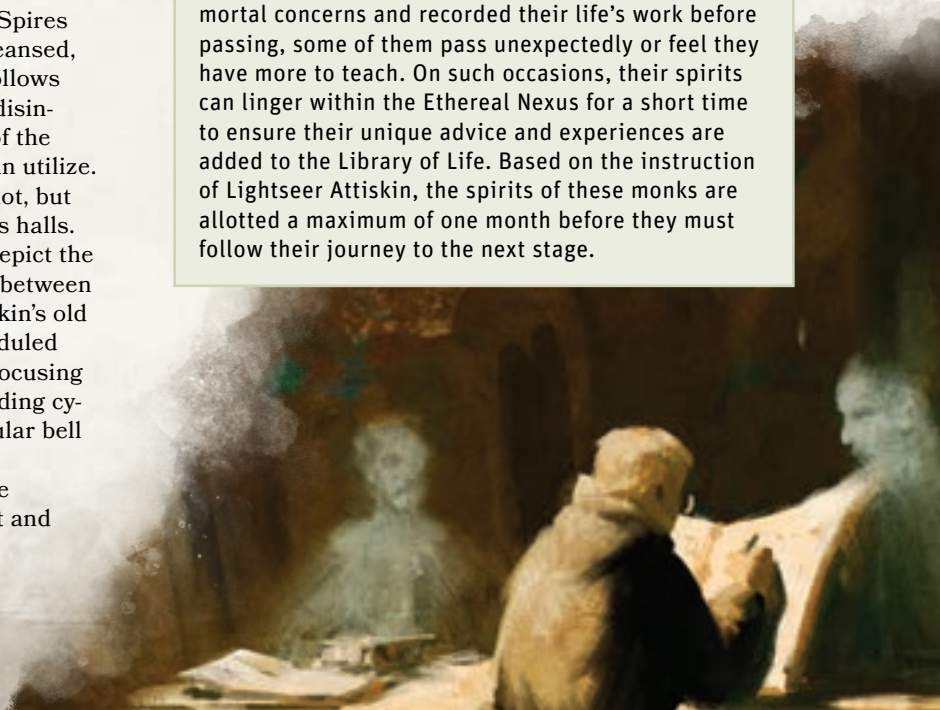
The mountains that host the Durheim Monastery also bear one of the largest and most unpredictable planar nexi on the Material Plane. In the mist-wreathed trees of these somber spire-like mountains, the Border Ethereal ebbs and flows, overlapping large swathes of land for seconds, minutes, or sometimes days. The area is covered in a coniferous forest that even extends up the dark stone spires, and is often shrouded in cloud cover or swirling mists. Many lost souls and other ethereal denizens wend their way through the chilly trees and air. Due to the relative size of the Order, most Spires are only lightly patrolled except for monthly expeditions. On these forays, the monks attempt to subdue wrathful spirits and shepherd them toward the monastery, where they can begin the process of resolving the burdens tethering them here.

This Ethereal Nexus, much like other areas with thin borders between the planes, makes travel to the Ethereal Plane a frequent and sometimes tragic occurrence. The Border Ethereal is host to numerous dangerous entities, most notably the lingering and tormented souls of fallen mortals. These malignant forces will often stumble or purposefully foray into the Material Plane seeking prey, vengeance, or other mysterious motives.

You can use the following table to help determine random encounters while your adventurers are investigating the paranormal, whether they're exploring the Ethereal Nexus in the Field of Graves, or some other location influenced by the Border Ethereal.

AT THE FEET OF THE ELDERS

Although most Durheim monks have resolved their mortal concerns and recorded their life's work before passing, some of them pass unexpectedly or feel they have more to teach. On such occasions, their spirits can linger within the Ethereal Nexus for a short time to ensure their unique advice and experiences are added to the Library of Life. Based on the instruction of Lightseer Attiskin, the spirits of these monks are allotted a maximum of one month before they must follow their journey to the next stage.



Example Ethereal Random Encounter Table

3d6	Encounter
3	A **Wild Hunt** (see Durheim Stat Blocks)
4-5	1d4 **haunted reflections** (see Durheim Stat Blocks)
6-7	2d4 **phase spiders**
8-10	1d8 **specters** (50%) or **wraiths** (50%)
11-13	2d6 **ghosts** (60%) or **shadows** (40%)
14-15	3d4 **will-o'-wisps**
16-17	1d2 **death coaches** (see Durheim Stat Blocks)
18	A **ghost dragon** (see Durheim Stat Blocks)



ADVENTURE HOOKS

Consider including the following scenarios if you wish to incorporate spiritual and ethereal aspects or members of the Durheim Monastery into your campaign.

Example Adventure Hook Table

d10	Adventure Hook
1	After a series of mysterious murders that seem to repeat a specific pattern from 50 years ago, the party hears about the Durheim Monastery's extensive Library of Life. Perhaps the insights there will aid in identifying the past and present killers.
2	An acquaintance of the party asks for help, explaining that they're being haunted by a vengeful ghost. They claim ignorance as to why they're being targeted, so only a thorough investigation will reveal the truth.
3	A lonely child speaks of an imaginary friend but is mocked by others for such a thing. A number of "accidents" are befalling those who dare speak ill of the child's companion.
4	The party is contracted by a retired adventurer who is being hunted by the spirits of every monster and villain they ever fought.
5	Several normally peaceful townsfolk are in jail for crimes they don't remember committing. The victims all seem to have links to the local nobility.
6	A piece of loot turns out to be a vessel for the spirit of a lost and scared child. Standard methods of releasing them fail, but maybe the experts at Durheim can help.
7	One of the party members crosses into the Border Ethereal, leaving the rest of the party to find a means of crossing and retrieving them.
8	A succession war is brewing, but all the evidence hinges on the spoken testimony of a baroness. A Durheim monk Walking the Liminal Path recommends the party visit the monastery and consult the records of one or more past rulers that are contained within.
9	Over the past few months, a prominent nobleman has been targeted by no less than fifteen assassination attempts by spectral assailants. No matter how grisly or public these incidents appear to be, the noble continues to go about his business the following day.
10	The local gravekeeper has vanished, and his old hound has begun to terrorize anyone that tries to approach the cemetery, despite being quite docile in the past.

MAKING CUSTOM DURHEIM NPCS

When populating the Durheim Monastic Order with various characters to interact with your world, consider using the following tables to determine their personalities.

Personality Traits

d6	Trait
1	I'm infinitely optimistic about the potential redemption of every spirit, even those who cause great harm.
2	I enjoy the violent parts of hunting spirits too much but am striving to find peace with the aid of my fellow monks.
3	I've helped friends and family pass on, but am still deeply troubled and meditate often on the purpose of my own life.
4	I believe that every ethereal spirit that claims to be peaceful is nonetheless capable of causing harm, so I send them to their rest by whatever means necessary.
5	I'm terrified of ghosts, but I joined the order so that I can one day conquer my fear.
6	I was raised by the monastery, so I follow their rules and guidelines to the letter.

Ideals

d6	Ideal
1	**Order.** Structure and manners are the key ingredients in the making of a good life. (Lawful)
2	**Charity.** Helping lost souls is a noble calling, and I fully embrace it. (Good)
3	**Aspiration.** I find joy in my work, and strive to be the best spiritual guide I possibly can. (Any)
4	**Freedom.** I struggle to follow the rules of the order, focusing instead on getting the job done. (Chaotic)
5	**Honesty.** I value truth above all, even if it hurts others' feelings. (Lawful)
6	**Joy.** I love to feel my spirits being lifted as I guide others to peace. (Good)



Canister of Vreyval's Soothing Tea

Bonds

d6	Bond
1	I joined the monastery seeking peace and now that I've found it, I'll defend it to the end.
2	I'm training hard so that one day, I will be able to find and release the lost soul of a family member.
3	I struggle to feel peace outside the monastery, it keeps me anchored.
4	I feel aimless whenever I return to the monastery—I feel most alive when I'm investigating a haunting.
5	The monastery guards the border between the Material and Ethereal Planes, preventing conflict wherever we can.
6	Everyone says I'm too fidgety to ever find inner peace through meditation, but I'm going to prove them wrong one day.

Flaws

d6	Flaw
1	Growing up in the monastery, I've been sheltered from the outside world, so I'm a bit clueless about most social interactions.
2	I focus so much on the Ethereal Plane, I often lose track of or downright ignore events on the Material Plane.
3	My forays into deep meditation have left me feeling detached from my physical body, it sometimes feels like a burden.
4	I don't sleep often or well, due to nightmares about some of my more horrifying ghost hunts.
5	I've grown so accustomed to following my superiors' requests, that I sometimes struggle to think or act for myself.
6	I secretly long for the day I die, so that I can experience what it's like firsthand.

EXAMPLE TREASURE

Adventurers in and around Durheim Monastery can be rewarded with ethereal-based items like the *ether spear*,[1] *phase axe*,[1] *phasing bow*, *purging dagger*,[1] *tether tearer*,[1] *spirit cleaver*, *spirit pike*,[1] or *spirit sheath*, monastic items like the *fists of the guiding star*, *gi of shifting seasons*, *ki blade*, *pendant of tempered fury*,[1] *zafu of the wandering mind*,[1] or spirituality-based items such as the *beads of meditation*,[1] *chi-balancing tea*, *canister of Vreyval's soothing tea*, *life tether ankh*, *lightseer's gaze*, and *soul pendant*. Mourningsteel items like *mourningsteel demi-gauntlets*, *mourningsteel ghost candle*, *mourningsteel half plate*, *mourningsteel war banner*, might also be found. Of course, any other spirit or undead-related items could be a perfect fit for adventurers working with Durheim monks.



Feasts, Festivals, and Taverns

For adventurers, taverns and festivals represent a safe haven free from the rigors of dungeon delving. Such places can also serve as crucial hubs for local gossip, potential quests, and welcome respite. In a similar vein, festivals can offer moments of celebration that help break up the danger throughout a campaign, and remind your adventurers—and the players controlling them—what and who it is they fight for. A good tavern or festival can also allow competitive characters to pursue feats of strength, earn money, and enjoy magical cuisine to enrich their experiences. Some of the greatest adventures have their start in places such as this, so creating unique locations (and the people that inhabit them) can be integral to a good story.

AMBIENT MOOD

While resting in a tavern or celebrating during a festival, characters are exposed to the warmth of life, kindness, and cheer. Sometimes these emotions are disguises for more nefarious motives, but often they simply provide a much-needed breath of fresh air. Taverns and festivals can host dazzling splendor, aromatic scents, excited laughter, delicious meals, and shelter from the elements.

- In most places, taverns and festivals can be found by simply following the smell of good food and listening for conversation and laughter, which often drift from their open doors or tents.
- Whether it's a drinking song, elaborate performance, or vivid storytelling, taverns and festivals are centers of art and culture. In many smaller towns, a tavern is the only place to practice the performing arts, so they're fiercely cherished and protected. Similarly, songs and dances of celebration for approaching seasons, harvests, or other holidays provide much-needed breaks from the rigors of the locals' daily labors.
- Especially in harsher lands, taverns serve as a vital source of shelter from the elements. Most festivals take place in more pleasant weather, but the backdrop of a summer sun or autumn chill is a vital part of these celebrations. Here as well, the sense of connection and camaraderie between each soul is strengthened and precious memories are made.
- Regardless of the specific menu, taverns and festivals are never complete without their food and drinks. Some serve quality, perhaps even magical, cuisine; others focus on comfort foods and large, sometimes excessive, quantities of alcohol. When a warm meal or drinks with friends are required, there's no place better than a tavern or festival.
- By their very nature, most taverns are built with similar floor plans that provide open areas for tables and booths, a bustling kitchen, and space for customer lodging. In contrast, most festivals are inherently transient, designed to pop up in an open space for a time and then packed away at the close. In both cases, however, much can be learned about a tavern or festival by observing the condition and construction of the building or tents.

TAVERNS AND FESTIVALS

You can roll a d20, d12, d10, d8, and 2d6 on the tables below to quickly generate a random tavern or festival. Alternatively, you can roll on the tables individually to help determine specific aspects of a location or just to kickstart your own ideas.

You can use the following table to randomly determine a special location for a tavern or festival, or simply place them in whichever town or city you need.

Example Random Locale Table

d20	Locale
1	On top of a floating rock above a boiling-hot lake
2	On the grounds of a long-abandoned manor that was originally home to a family of vampires
3	In an underwater cavern covered in bright coral
4	Inside of an old, abandoned wizard tower with some of its magical remnants still in effect
5	Within a living but hollowed-out tree, and its accompanying treehouse
6	On top of a lake that remains frozen year-round, regardless of the ambient temperature
7	In a long-abandoned and renovated temple to an unknown, dead deity
8	Floating across the sky on top of a cloud
9	Inside a labyrinthine network of caves and tunnels
10	In the hollowed-out space of a false hill or mountain
11	Carried aloft on a platform by a large menagerie of tamed, flying creatures
12	In the space below a verdant desert oasis
13	Inside a demiplane that can only be accessed by a single, wooden door that's carried around by the owner or other large creature
14	Carved into icy tundra permafrost and magically kept warm without melting the ice around it
15	In an abandoned, reinforced mine shaft
16	On top of a large, arched bridge that spans a vast white-water river
17	Floating in the middle of a swampy morass with enchantments that keep the insects at bay
18	In a massive warehouse, with enchanted platforms leading up, down, and around the interior
19	On top of a series of lashed-together barges floating along the coastline
20	Entirely underwater, with permanent enchantments to make the water breathable

EXAMPLE TAVERNS AND FESTIVAL IDEAS

You can use the following table to randomly select a fantastical tavern or mystical festival for your adventuring party to rest or celebrate in.

Example Random Tavern or Festival Table

d12	Tavern	Festival
1	**Lost Souls** is an eerily quiet establishment, known mostly for its odd sounds and whispers, floating cups, and silent but oft-moving doors.	**First Moon Festival** is the celebration of the first moon of the new year and is a symbol of new beginnings. Special lanterns and candles are lit as an offering for good luck for the year.
2	**The Unlucky Hare** prides itself on having the softest and finest pelts, hides, and furs to provide luxurious comfort and warmth for its patrons.	**Blue Moon Festival** is a high-class gathering of rare and bizarre items, as well as exclusive merchants who will only sell to those willing to pay their sometimes exorbitant entrance fees.
3	**Otyugh's Bane** is an immaculately kept business that employs many workers to keep things spick and span. Waste and refuse are magically removed as well.	**Lunar Eclipse Festival** is a day dedicated to warding against the encroaching shadow of an eclipse. Bonfires and fireworks are lit throughout the duration of the eclipse.
4	**The Left-Handed Knight** is known for the pieces of armor that cover the dings and dents in its walls, as the visitors often get out of hand.	**The Gluttonous Gourd Gathering** is a wandering caravan whose wagons are painted in deep oranges and greens. Whenever they set up near a settlement, they share their gardening secrets and homebrewed pumpkin ale over several nights.
5	**The Golden Lion** is a warm, multi-leveled tavern that has many large rooms for the adventuring parties that pass through the area.	**Singer's Strings** sets up shop along the outside of towns and cities, inviting the trade of story and songs. Contests of songs and performances are often rewarded with fine instruments and books of ballads.
6	**The Tone-Deaf Siren** is renowned for its wide variety of well-respected entertainers. At night, the hall is filled with music and dancing until the sun comes up.	**Feasts of the Fallen Stars** is a winter festival where visitors gather to eat a hearty supper under the light of annual shooting stars. The next day, the festival-goers search for the fallen meteors to collect for their rare materials.
7	**The Crossroads** seems to be the place for lost wanderers in the city, with its dark furniture only matching the shady deals made under its tables.	**Green Palm Week** is a week-long festival in which people work together in preparation for the growing season, cultivating fields and community gardens. At the end of the week, special events that reward the people for their work are held.
8	**The Leaping Chain** is carefully tucked along the side of a mountain, giving all who stay there a grand view of the land below.	**The Clarity** is a celebration marking the anniversary of when an ancient curse and its madness were lifted from the land.
9	**The Chromatic Scowl** proudly displays a large set of dragon fangs behind the bar, assembled from various sizes and colors of evil dragons.	**The Cavalcade** is a spectacular celebration in which people split into two groups and reenact a magical war by launching harmless, yet brilliant, fireworks at one another.
10	**The Howling Hall** is a wide lodge that often houses a dozen wolves at any point, with the pack trading their protection for the hall's housing.	**Hero's March** is a memorial celebration of legendary adventurers and their many heroic deeds. Locals dress up in elaborate costumes depicting their favorite heroes: typically ones who either originated from the area or performed a great service to them.
11	**The Tipsy Wyvern** is a tavern most known for its upside-down layout and eclectic decorations.	**The Tumbler's Traveling Troupe** is a motley collection of clowns and jesters that roll through towns bringing merriment and festivity.
12	**The Prophet's Garden** has walls covered in vines and flowers, with small patches of grass tucked into the corners, and a small pond filled with gem-like fish.	**Skye Carnival** began after a friendly cloud giant shared insight into flight, freedom, and the winds. During the event, colorful balloons and kites fill the sky.

EXAMPLE OWNER AND HOST IDEAS

You can use the following table to randomly determine the proprietor of your tavern or festival.

Example Random Tavern Owner or Festival Host Table

d10	Tavern Owners	Festival Hosts
1	**Ilmis** is a female half-orc and former adventurer turned owner, who spent her life savings to buy her favorite tavern. She now offers respite for coin or story, as she's still excited to learn about lands she's never seen.	**Spark** is a reformed male tiefling arsonist that now utilizes extensive pyromantic light shows and fireworks to enhance his festival's other performances. He always ensures water is nearby, just in case.
2	**Alimorel Wyvernjack** is a large female human who owns an equally large tavern. With her greataxe hung up behind the bar, it is rumored she is part giant due to her height and strength.	**Frostjaw** is a rough-scaled and stern white dragonborn. A thoroughly organized leader, they run the festival like a ship. They even refer to employees as crew and often employ other nautical terms in conversation.
3	**Ashti** is a human man and ugly as the day is long, but has a charm that comes from his quick wit and quicker drinks. He's not opposed to a bribe to hide someone in a secret room.	**Karethia Brightlow** is a young female gnome that initially joined the circus as a trapeze artist. Over the years, she worked and became the owner. Her flexibility extends to planning and management.
4	**Okli** is a slim half-elven male with a wide smile and a hiss on his words. He welcomes all into his tavern but is quick to anger when a patron grows unreasonable.	**Briar Fen** is a human who remains sober and somber for most of the year but comes alive with vibrant energy whenever it's time for a festival. Their seemingly boundless energy in organizing the festivities is unparalleled.
5	**Kavon Brightwood** is an outgoing human tavern owner. He has a knack for remembering names, connecting like-minded visitors, and deducing truths from rumors and body language. He is a self-taught wizard and adds spells to his spellbook as drunken tavern-goers leave their spell scrolls and other arcane writings behind.	**Dematrias** is an ancient gold dragon who enjoys putting on events and festivals in unusual locations, assuming many different forms and names over the years in order to remain undetected.
6	**Neth'faris** is often mistaken as a quiet bookworm and is quick to sling a drink to a patron to return to reading. It's not unheard of unruly patrons suddenly running in fear from the tiefling after a few sharp, muttered words.	**Tylina Balefrost** is a centuries-old female elf who enjoys a good drink and a better tale. Her expensive tastes allow her to know exactly what is necessary for the highest quality production of an event, and never settles for less.
7	**Saye** is a large human with a deep laugh and deeper tankards. He keeps a small forest of potted plants in the tavern's storage rooms.	**Cristel Kelmys** is an older human lord infamous for his stuffy, invite-only parties where anyone who's anyone would kill, often literally, for the honor of attending it.
8	**Nysea** is a djinni who enjoys spending her time mixing strange, magical drinks to serve her unsuspecting patrons, causing all sorts of strange, sometimes unwanted effects. However, the drinks are cheap, which keeps her clientele coming back for more each day.	**Pyp** is a young satyr who enjoys tricks, pranks, and jokes. He's quick to apologize if his actions offend, but doesn't let that stop him from continuing his mischievous activities.
9	**Metto** is a stone giant that delights in serving smaller folk. They use delicate movements to avoid causing injury and studiously record the life stories of those who are willing to share.	**Torrdok the Magnificent** is a half-orc illusionist that specializes in elaborate glamours and enchantments. He delights in creating fabulous mirages and bursts of color to delight the senses.
10	**Meeplin Leafjaw** is an ambitious but amateur halfling brewer that uses the tavern's income to fund their culinary experiments. They're all for sale at the tavern's bar, but most avoid them due to their unpredictable results.	**Sir Feren Olefson** is a retired human knight that travels the countryside to attract contestants for his chivalrous challenges. Though the advertisements emphasize fairness and honor, the aging knight never loses a match, which sometimes calls his legitimacy into question.

SPECIAL NPCS

Kavon Brightwood, Gavin Glorychase, and Terrowin Caskbow have NPC art and cards that can be found at **saddleb.ag/feasts**.

MAGICAL CUISINE

Across the multiverse, the most memorable taverns and festivals provide unique and curious cuisine to their patrons.

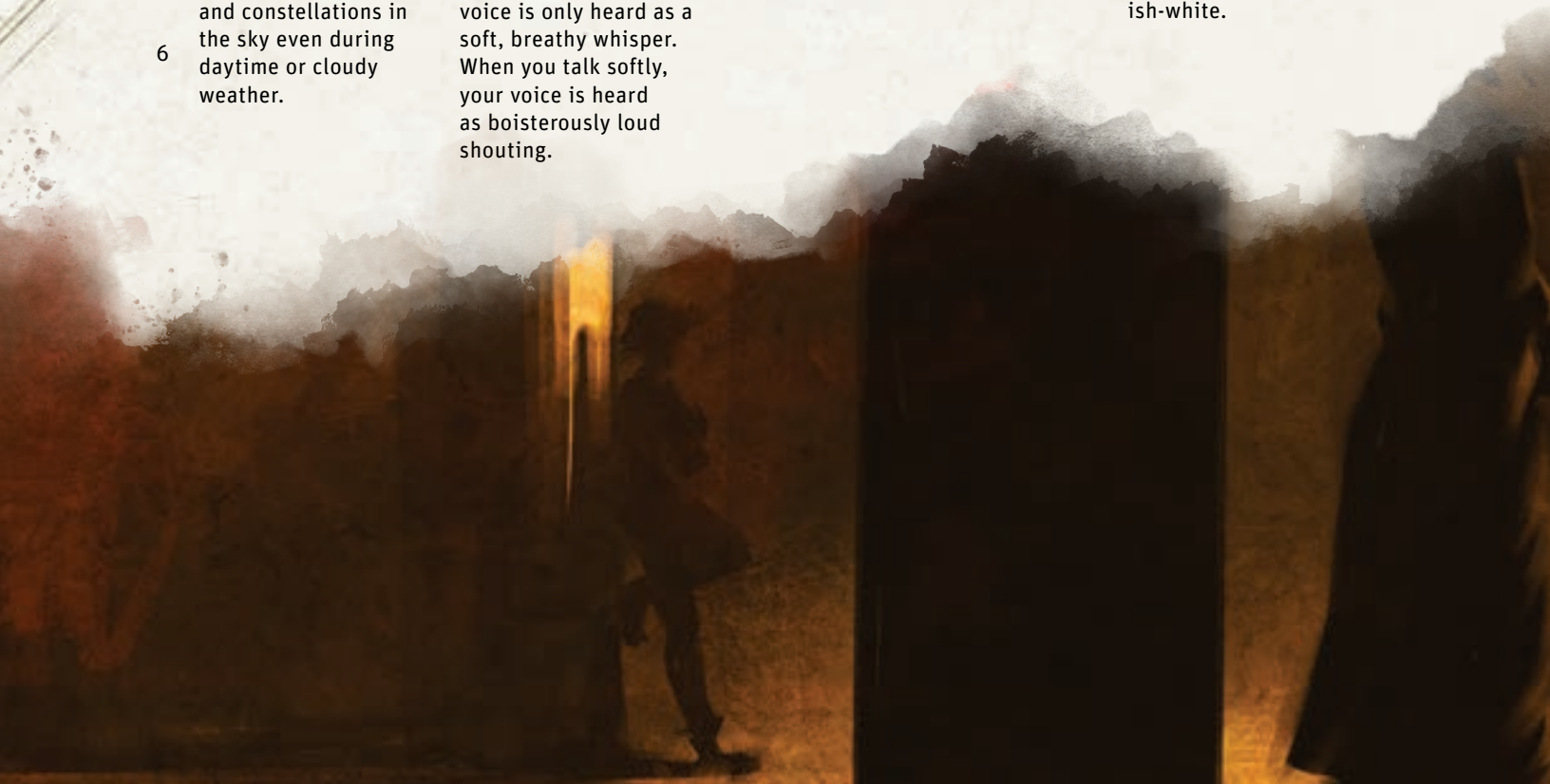
You can use the following tables to randomly determine what magical food or drink are available. Unless otherwise specified in the description, the effect of a food or drink lasts for 1 hour.

Example Random Tavern Magical Food and Drink Table

d6	Food	Drink
1	**Beefy Stew:** Your muscles and physique appear lightly oiled and more toned than usual.	**Cure What Ale's Ya:** Any pain you have due to open or healing wounds is significantly lessened.
2	**Meat Lover's Pie:** You gain the ability to safely eat and digest raw meat for 12 hours.	**Green Tea:** The irises of your eyes turn a vivid green, and your vision is slightly viridescent.
3	**Chocolate Ooze Mousse:** Your skin lightly colors the surface of any metal you touch. The coloration varies depending on the metal but disappears after 1 minute.	**Pearl Gray Tea:** For 10 minutes, you exude a gentle aura of nobility, and all of your clothing seems perfectly tailored to you and clean, made from quality cloth, leather, and metal.
4	**Many Mushroom Stroganoff:** You temporarily grow an additional finger.	**Red Robin Wine:** You can whistle with amazing clarity and pitch, but only bird calls.
5	**Spicy Quipper Sandwich:** Your nose focuses on detecting blood, making everyone around you smell metallic.	**White as Snow Wine:** Your skin grows cold and clammy with fractal snowflake patterns on it, and your breath becomes visible.
6	**Starry Salad:** For 12 hours, you can see stars and constellations in the sky even during daytime or cloudy weather.	**Whisper Whiskey:** When you bellow or yell, your voice is only heard as a soft, breathy whisper. When you talk softly, your voice is heard as boisterously loud shouting.

Example Random Festival Magical Food and Drink Table

d6	Food	Drink
1	**Carrot Cake:** Your skin turns bright orange, and if your vision normally requires spectacles, you don't need them.	**Beastly Beer:** Your teeth and nails become slightly sharpened, and your vision becomes monochromatic.
2	**Peppered Pepcorn:** You feel compelled to skip, and your weight is halved.	**Cinnamon Apple Cider:** You smell strongly of cinnamon, but also need to sneeze frequently.
3	**Blueberry Jam on Blue Bread:** Your lips and nails turn bright blue.	**Floating Float:** Your hair stands straight up, and your stomach churns as though you were falling.
4	**Straw-Berry Iced Cream:** Your hair becomes stiff and golden like hay, and your presence deters normal crows, ravens, and other small birds.	**Hottest Cocoa**: Steam rises from your skin and softly trails out of your ears. You sweat profusely, no matter what the actual temperature is.
5	**Feelings Fruit Pie:** You have difficulty concealing or restraining your emotions, making them plain to observers.	**Marshmallow Mead:** Your skin smells strongly of sugar, becomes oddly soft, and darkens when you get close to flames.
6	**Fish 'n Chipper:** You feel more awake, but also have perpetually damp and pruned skin.	**Long Lemonade:** Your hair grows 1d4 inches, and the tips become bleached yellowish-white.



TAVERN AND FESTIVAL SECRETS

At your discretion, you can use the following table to randomly determine a secret that plagues your tavern or festival.

Example Secrets Table

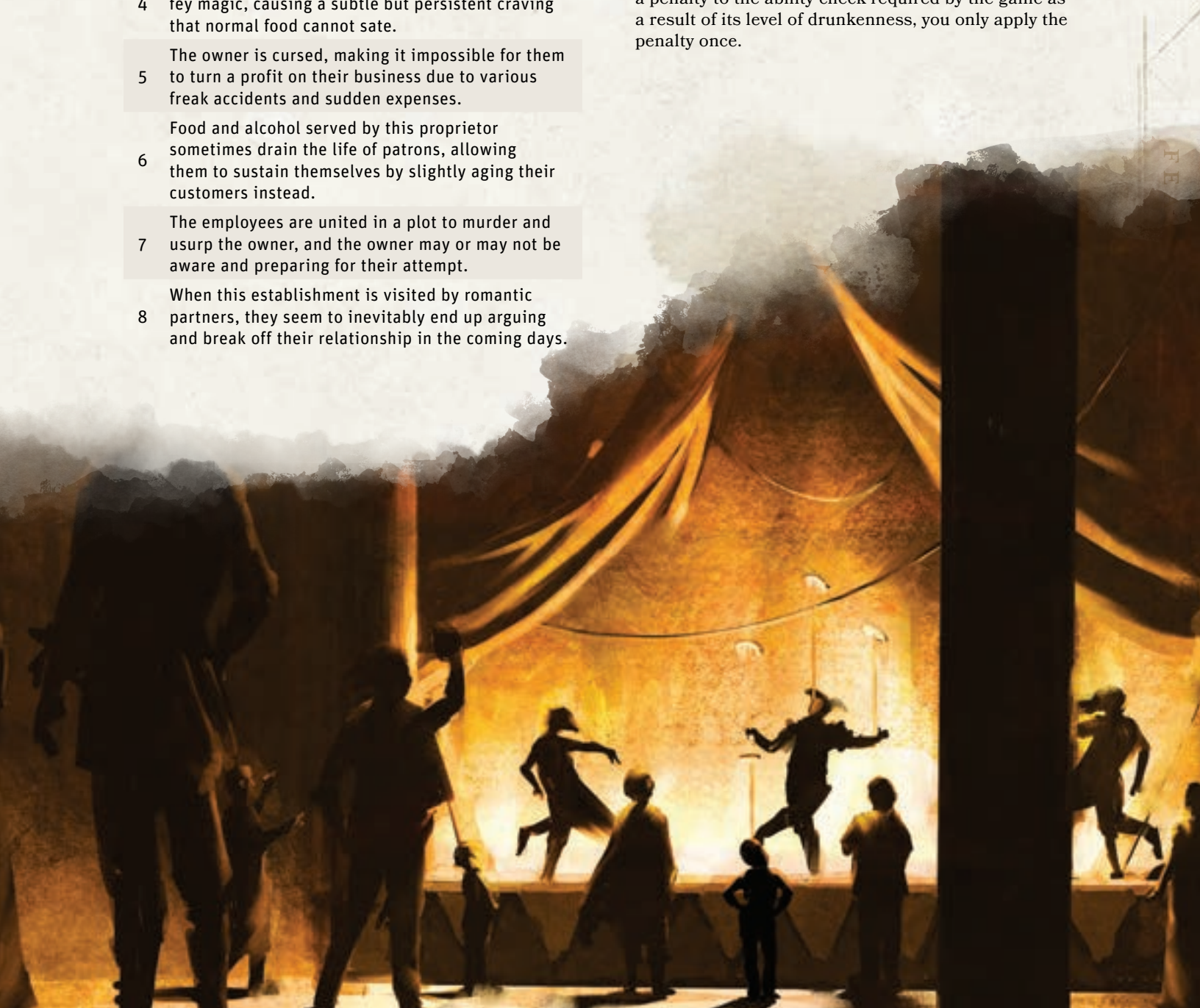
d8	Secret
1	A rare winemaker has suddenly changed their recipe, causing untold hysterics amongst the usual customers—who are now starting to go missing.
2	An enchantment placed on the business causes many patrons to magically forget their time there once they leave.
3	The proprietor has significant debt owed to the local thieves' guild. They reluctantly help the guild choose its targets, who are often patrons of their tavern or festival, as they are unable to see another way to repay the debt.
4	Food provided by the establishment is infused with fey magic, causing a subtle but persistent craving that normal food cannot sate.
5	The owner is cursed, making it impossible for them to turn a profit on their business due to various freak accidents and sudden expenses.
6	Food and alcohol served by this proprietor sometimes drain the life of patrons, allowing them to sustain themselves by slightly aging their customers instead.
7	The employees are united in a plot to murder and usurp the owner, and the owner may or may not be aware and preparing for their attempt.
8	When this establishment is visited by romantic partners, they seem to inevitably end up arguing and break off their relationship in the coming days.

GAMES AND CONTESTS

One of the hallmarks of a good tavern or festival is a quality selection of games and contests that patrons can participate in. Whether these contests require competing against NPCs or luck itself, no carousing montage is complete without a roll of fate's dice. Rewards for winning a game or contest can vary, be it a few coins, bragging rights, free food and drink, trophies, or anything else the competitors agree on.

You can use the table below to randomly determine what type of games the adventurers can find at their current tavern or festival. Consider rewarding your players with inspiration if they decide to take part in the game in real life as well (space, setting, and safety permitting).

If you're using the optional Drunkenness rules found on page 274, and a game specifies the effects of inebriation on a character playing it, you can replace the penalty's amount in the game description with your drunkenness level instead. If the creature already suffers a penalty to the ability check required by the game as a result of its level of drunkenness, you only apply the penalty once.



Example Random Games & Contests Table

d8	Game or Contest
1	**Arm Wrestling:** The competitors must attempt to overpower their opponent, first to 3 points wins. Each round requires a Strength (Athletics) contest between both parties, with the higher roll earning a point. If the non-ambidextrous creature uses its non-dominant arm, it has disadvantage on the roll but gains 2 points if it wins that round. If the creature is inebriated, apply a –5 modifier to the roll.
2	**Bull-Riding:** Competitors attempt to remain on the back of a raging bull for as long as possible using only one hand. Each contestant must make a series of Strength (Animal Handling) checks with disadvantage. The DC of the check is equal to the bull's Strength score and increases by 1 after each successful check. A creature that rolls a 1 on the check suffers 2d4 piercing damage from the bull's horns. An inebriated creature has a –5 penalty on each ability check made as part of this contest.
3	**Eating/Drinking Contest:** Up to ten creatures compete by consuming more food or drink than their opponents without retching. This requires a series of Constitution saving throws with increasing DCs, beginning with a DC of 5 and increasing by 3 for each consecutive round. If it's a drinking contest and you're using the Drunkenness rules found later in this document, each round is considered to be 4 drinks.
4	**Padded-Fist Brawl:** Two creatures face off using padded gloves in a heavily regulated fight within a boxing ring or similar space. Each creature enters combat as normal, but can only attack using padded unarmed strikes that deal a maximum of 1 bludgeoning damage on a hit. The damage is nonlethal, and no contestant is allowed to wear any armor or be carrying any magical items (provided they can be detected). The winner is determined by which contestant successfully lands 4 strikes first. Inebriated creatures have disadvantage on these unarmed strike attack rolls.
5	**Acrobatic Display:** Any number of competitors attempt to complete an obstacle course as quickly as possible. Each competitor makes 5 consecutive Dexterity (Acrobatics) checks. Record each result, adding them together to create a speed score. The contestant with the highest speed score completes the course first and wins the contest. If the creature is inebriated, it has disadvantage on these checks.
6	**Bulette Takes the Liar:** Two or more players each take 4d6 and a d20, placing the d6s in a cup, tankard, or similar vessel. At the start of each round of the game, both players shake and empty their cups to roll their d6s onto the table, using the cup to hide the result from the other player. Choose three of the four d6s to add together, treating any duplicate numbers after the first as if they were a 0. The goal is to score the lowest total possible. For example, if a player rolled two 1s, a 3, and a 6, the player's lowest point total would be 4 (1 + 0 + 3) by dropping the 6. On the count of three, both players use their d20 to reveal the total value of their roll by placing the result face up on the die. The player with the lowest value wins the round, causing the other player to roll a d6 and gain a number of points equal to the number rolled. A player loses once they have 10 or more points. In the event of a tie, neither player wins the round. You can choose to lie about the result of your d6s and place any number face up on the d20 when you reveal your roll totals. When a player loses, they can choose to accuse the other player of lying by saying "Bulette," at which point the accused player reveals their d6s. If the player was telling the truth, the accuser rolls 2d6, instead of one, as a result of losing the round. If the player was lying, they roll 2d6 instead.
7	**Jousting:** Two plate-wearing contestants on horseback charge at one another with a shield and lance. The contest takes place over a series of rounds. At the start of each round, each contestant must make a Wisdom (Animal Handling) check—recording the result—followed by an attack roll with the lance against the other contestant. A contestant gains a bonus to its AC for the duration of the round equal to the total of their Animal Handling check divided by 5, rounded down. The first contestant to land 3 hits or deal at least 35 piercing damage to the other contestant wins. Damage taken in this way is not subtracted from your hit point total. Inebriated creatures have disadvantage on attack rolls and ability checks in this contest.
8	**Singing Contest:** Each competitor must sing a song at the same time as their opponent to see which can either sing louder or put on a better performance. This requires a Constitution (Performance) or Charisma (Performance) contest between both parties. If the creature is inebriated, it gains a +5 bonus to the roll if it uses Constitution for the check, or suffers a –5 penalty to the roll if it uses Charisma.

BULETTE TAKES THE LIAR

A special storybook for the fable behind this quick dice game can be found at **saddleb.ag/bttl**, and you can listen to its soundtrack at **saddleb.ag/b2music**.

TAVERN AND FESTIVAL NPCS

As hubs of information, quests, and free-flowing drink, taverns and festivals are often chock-full of both curious and common individuals. Each one has a history, a personality, and possibly a task they're grappling with.

You can use the following table to help randomly populate the patrons of a given tavern or festival.

Example Random NPC Table

d20	NPC
1	**Emmin Morningsinger** is an older, stoic elf who often keeps himself busy with his work as an alchemist. He comes off cold when giving directions or making requests because he expects the best from everyone around him.
2	**Nimrielye "Nim" Prylla Ferre** is the bright half-elven leader of the local adventurers guild. Praised from a young age for her leadership skills, she's often the go-to for planning out gatherings.
3	**Lasiquea Dontia** is an elderly gnomish woman who always greets everyone with a large smile. She runs a small but popular sandwich shop nearby that's especially busy at lunchtime. Forever thinking about her customers, she treats each one of them as if they were her own child.
4	**Fentrian "Soothe" Jasper** is a half-elven acolyte from a nearby temple. They help treat sick or drunk patrons and only occasionally attempt to give sermons. Generally pleasant, they only become angry when their deity is spoken ill of.
5	**Gavin Glorychase** is a loud, audacious, and goofy 10-year-old human performer. He shows wisdom beyond his years and has a silver tongue. Despite being seemingly parentless, he appears well off.
6	**Alx Lonespark** tends to surround himself with more books than people but is often more than willing to help anyone who needs it. The young halfling has shown a spark of magical aptitude, but it never seems to become more than just that: a spark.
7	**Kaale** is a virtual wall of a dragonborn with an equally intimidating aura about him. He comes across as standoffish and rough, quick to point out mistakes, but also appreciates a job well done. He has a secret appreciation for sweets.
8	**Remil Twilightmantle** is an older tiefling blacksmith. Her strangely hooved feet and large rounded horns are the results of an old curse, earning her the name of "Ram" from her friends and "Archdevil" from everyone else. She's extremely proud of her smithing skills and enjoys the flames of the forge more than unfamiliar faces.
9	**Xarthion** is a willowy, green-scaled dragonborn. They speak rarely, but with keen insight into humanoid behaviors and mannerisms. Despite their chromatic ancestry, rumor has it that they've never hurt a soul or been fooled by a lie.
10	**Malthia Higgenbalm** dreams of studying wizardry but is mostly preoccupied with her tobacco farm. An insatiably curious but perpetually tired halfling, she takes a significant interest in arcane practitioners when she's not dozing in a corner.
11	**Dannyn Stoutheart** is a dwarf of indeterminate age with a kind smile and immaculate clothing. They rarely drink, but also have a more refined palette. They're always eager to see new adventurers, who often have news of far-off fashion trends.
12	**Balthuria Coalfist** is a stubborn gnome with a severe distrust of foreigners. Typically covered in oil and other mechanical grime from the day's labors, they are a stalwart friend and ally once won over. As a quiet observer, they have a finger on the pulse of the local trade and marketplace gossip.
13	**Adiarel Lifesworn** is a female elf that carries a small assortment of plants with her. She shares an oddly close connection to these plants, whose health and color reflect her own temperament. She occasionally offers seeds or clippings to those who earn her trust.
14	**Sashaa Brightscale** is a female human fisherman renowned by her peers for both work ethic and determination. She has an uncanny sense for knowing where the fish are and what bait they'd respond to on any given day.
15	**Terrowin Caskbow** is a male human who deals in secrets of all kinds. He is a charismatic fence who is excellent at connecting like-minded people—for a price. He has ties to the local thieves' guild and influence over multiple powerful politicians, but no one knows who.
16	**Alistaire Greene** is a human farmer with quite the green thumb—metaphorically and literally. They track rich brown dirt wherever they go, but are pleasant company. No one is sure why or how their hands have turned green because the topic is gently, but firmly, avoided.
17	**Welfrala Heavyhand** is well-known for her brusque responses but seems to save her words for the tavern after a long day in the mines. Once the ale starts being poured, this older dwarf is quick to give thoughtful answers to how her day was.
18	**Harley** is a tiefling that finds great pleasure in practical jokes and harmless pranks. They are beloved for the entertainment they bring as well as their even-handed distribution of humor. They long to someday find someone crafty enough to successfully out-trick or prank them and become a partner in their antics.
19	**Rhonas Grout** is a male half-orc mason and provider of quality sculptures and brick-laying. When he relaxes after work, he enjoys strong ale and laughter. Over the years he's accumulated a number of entertaining stories, though he tends to tell them in a roundabout manner.
20	**Brenton Ashforge** is a quiet human who's often unsure of his own skills, but does his best to meet expectations. It is said he keeps a sketchbook with pages filled with designs of clockwork insects, though he's always denied it exists.

DRUNKENNESS LEVEL

Drinking alcohol is a common pastime and element of many social encounters. However, consuming too much alcohol causes a creature to become drunk. At the GM's discretion, this drunkenness can be measured in six levels using the following rules. A creature gains one level of drunkenness whenever it has a number of alcoholic drinks within 1 hour equal to 2 + half its Constitution modifier, rounded up (a minimum of 2 drinks per hour).

While a creature has at least one level of drunkenness, it gains a bonus to saving throws it makes against being frightened equal to its level of drunkenness, and the DC required to intimidate it increases by the same amount. However, the creature also suffers a penalty to certain rolls equal to its drunkenness level. The kinds of rolls that suffer these penalties, as well as other effects of drunkenness, are shown in the table below.

Drunkenness Level Table

Level	Effect
1	Penalty to Wisdom (Insight and Perception) checks
2	Penalty to Strength and Dexterity saving throws, as well as Constitution saving throws to maintain concentration
3	Penalty to ability checks that don't use Charisma
4	Penalty to attack rolls and Charisma checks
5	Speed halved, can't concentrate on spells
6	Unconscious, and can't remember the events of the last hour.



A creature suffers the effect of its current level of drunkenness as well as all lower levels. For example, a creature suffering level 2 drunkenness has a −2 penalty to Wisdom (Insight and Perception) checks, Strength and Dexterity saving throws, and Constitution saving throws to maintain concentration. However, it also gains a +2 bonus to saving throws against being frightened, and its DC to resist being intimidated increases by 2.

Certain creatures have a tolerance to alcohol that's either natural or practiced. A creature that has resistance to poison damage or has advantage on saving throws against poison must drink twice the amount of alcohol as normal to gain one level of drunkenness. A creature immune to poison damage or the poisoned condition can't become drunk against their will. Alternatively, at the GM's discretion, a creature may need to drink additional alcohol to gain levels of drunkenness as a result of building up a natural tolerance from drinking it frequently over time.

When a conscious creature starts its turn with level 6 drunkenness, it must make a DC 10 Constitution saving throw. On a failed save, the creature falls unconscious. On a success, the creature spends its action that turn retching and reeling. When it does, the creature loses 1 level of drunkenness. The DC for this saving throw increases by 5 each time the creature repeats the save before it loses all of its levels of drunkenness.

For every hour the creature doesn't drink any alcohol, it loses one level of drunkenness, provided it's either unconscious or has also ingested some food or water. Finishing a long rest removes any levels of drunkenness unless the creature fell unconscious for the duration of the rest as a result of suffering level 6 drunkenness. In that case, the creature loses 1d4 + 2 levels of drunkenness instead and doesn't regain Hit Dice as a result of finishing a long rest.

DRUNKEN EMOTIONS

You can use the following table to randomly determine how an NPC handles themselves when inebriated.

Example Random Drunken Emotion Table

d6	Drunken Emotion
1	Fearful/Anxious
2	Sad/Mournful
3	Contemplative/Morose
4	Angry/Competitive
5	Dancing/Celebratory
6	Happy/Joyful

ADVENTURE HOOKS

Consider including the following scenarios if you wish to add a potentially lighthearted side quest to your campaign.

Example Random Adventure Hook Table

d6	Tavern Adventure Hook	Festival Adventure Hook
1	After a celebratory night in the local tavern, the party discovers that the building has been transported 5d20 miles away, trading spots with a different tavern. If the magic responsible can be identified, perhaps it can be reversed.	At the end of a day at a carnival, the party learns that the circus tent, including the people and creatures inside it, has mysteriously vanished. The party is asked to recover them and help ensure that the show can go on.
2	The party's favorite tavern has no alcohol to serve, as their entire stock has vanished. The business may be forced to close if the barrels are not recovered.	The conflict between two of the festival's performers is driving away business. Since they won't explain the feud, the owner asks the players to help resolve the disagreement instead.
3	As part of a promotional event, the bartender has hidden numerous bar coasters all around town and is offering a night of free drinks to whoever finds the most.	After winning a stuffed festival prize and then losing it in the crowds, a crying child asks the party for help finding it.
4	The owner can only offer a single room for the party because one of the last travelers to rent a room vanished without returning their key. If it can be found and returned, the owner offers both rooms free for 3 nights.	Amidst the festivities, the festival's cartpulling oxen have been lost. The host offers free admittance and a piece of free magical food for each party member if they are returned.
5	The establishment's tables and chairs have succumbed to a drunken brawl, so the owner is hiring adventurers to bring the town's carpenter high quality wood so that replacement furniture can be made. However, the only nearby source of lumber is in a nearby forest that's said to be haunted.	The festival hunting contest appears to be more difficult than ever, as the hunting woods have become inexplicably barren of game. Before it's postponed, the huntmaster requests adventurers venture into the woods to see why the wildlife are avoiding the area.
6	The city's most popular storyteller, a wizened old bard, is refusing to perform in the city's taverns. None of the owners understand why the performer is ignoring them, and tensions between the businesses are rising.	The festival's jousting event threatens to be canceled due to the disappearance of the local ferrier. Most contestants suspect foul play, with the heaviest suspicion being placed upon the current champion.

EXAMPLE TREASURE

Adventurers in and around taverns and festivals can be rewarded with alcoholic potions like the *aged goodberry wine*, *bloody marilith*, *celestial sunshine*, *djinn and tonic*, *Orostead iced tea*, *shifter's shine*, or *wispy sour*, food and drink-related items like the *bartender's armistice*, *bath potion*,[1] *battlebrew maul*,[1] *battlechef buckler*,[1] *battlechef field dresser*, *battlechef's splendid saucepan*,[1] *cleaning cube*, *dwarven boozehound's backpack*, *firecracker crystals*,[1] *matron's mug*, *merry berry*,[1] *singing stein*,[1] *storyteller's stein*, *Talyard the Great's wand of power*,[1] *tea weird*, or *tub of churning and fermentation*.[1] Novelty items like the various *sugarbomb* candies,[1] *bard-in-a-box*,[1] *Borbos's joyous wand of color*,[1] *club of dancing*, *diviner's dice*, *fortune's fivepence*,[1] *glove of the grim fandango*,[1] *hat trick*,[1] *silver coin of Duvra*, *snugglebeasts*,[1] *stuffy familiar*, *Torrdok's magnificent forgery*, *wand of merriment*, *wand of puppetry*, *waterskin of voices*, *weapon of showmanship*,[1] and *widemouth bucket* are also good choices.

SCAVENGERS' SMORGASBORD

When a festival moves, it leaves behind an enormous amount of waste and detritus. This results in a loose following of scavengers and animated creatures that can be found around the festival, waiting for its departure to herald their next meal. Magical remains can sometimes attract more dangerous creatures, or even pass on some of their magical properties to the creatures that find them. These same creatures are equally likely to lurk in the shadows around a busy tavern, providing unexpected combat opportunities for the people who frequent them.

You can use the following table to help determine special random encounters for your adventurers while they visit a tavern or festival.

Example Random Scavengers' Smorgasbord Encounter Table

3d4	Encounter
3	1d3 **otyughs**
4	2d4 **awakened shrubs** (50%), 1d3 **awakened trees** (40%), or a **shambling mound** (10%)
5	1d4 **mimic kegs** (see Fabulous Feasts Stat Blocks) (50%) or **mimics** (50%)
6-7	1d6 **giant rats** (20%), 1d4 **hyenas** (20%), 1d6 **boars** (50%), 2d4 **vultures** (20%), or 2d3 **swarms of ravens** (20%)
8-9	2d4 **gnolls** (40%), 3d4 **goblins** (50%), or 1d2 **trolls**
10	1d3 **ale elementals** (see Fabulous Feasts Stat Blocks) or **wine elementals** (see Fabulous Feasts Stat Blocks)
11	1d2 **refuse golems** (see Fabulous Feasts Stat Blocks) (40%), 1d3 **black puddings** (20%), 1d4 **purple jams** (see Fabulous Feasts Stat Blocks) (20%), or 2d3 **gray oozes** (20%)
12	1d4 **rot monsters** (see Fabulous Feasts Stat Blocks)



Grymclover Forests

A grymclover forest is any forested region that becomes altered by the presence of corruptive magic. This force can mutate the forest's flora and fauna, causing them to sprout wicked thorns or grow unusually large. Further, such magic has also been known to sometimes bestow a degree of sentience to plants, animals, and objects. These unforgiving and ruthless environments can occur in tropical, deciduous, and coniferous woods alike. Venturing into a grymclover forest is considered foolhardy by most, but the most courageous adventurers can find long-buried secrets and powerful rewards for their bravery.

AMBIENT MOOD

The murky and bramble-filled depths of a corrupted grymclover forest can wreak havoc on the senses. Thorny plants and fanged beasts lurk and stalk travelers, hidden behind the almost tangible darkness and oppressive weight of the foliage, mist, and shadows. The air itself hangs heavy, reeking of death and decay. Crawling, chittering insects and rustling leaves creep into the ear like a whispered threat. All around is a malevolent, magical energy that weighs down the soul and seeds doubt in the mind, slowly corrupting the integrity of those who dare to tread there.

- In all seasons and climates, a grymclover forest nurtures the most thorny and relentless vines and weeds. Brambles and other foliage rustles with hints of movement on the periphery, as monstrous and mutated predatory creatures prowl about. Shadows cling stubbornly to the trees and seemingly devour any light coming from above. Flowing, waist-deep fog covers the forest floor and makes each step more trepidatious than the last.
- Normal forests are full of diverse scents, such as fresh rain or snow, blooming flowers, or other pleasant and natural aromas. These forests, however, take those natural odors and twist them into something foul. Plantlife rots and withers, drained of life by parasitic fungi and suffocating vines or brambles. The dense fog and forest canopy cause these acrid smells to thicken, becoming a humid stench of corruption. Even the wind, which is usually a harbinger of reprieve from such terrible odors, only manages to stir and strengthen them.
- Although every corrupted forest is different from the next, each is host to hundreds of varieties of insects and parasitic plant life. Due to the ever-present mist and muffling undergrowth, the sounds of snapping twigs, chittering swarms, and predatory growls are only audible once it's too late. As such, the utterly eerie silence of these forests is only punctuated by the occasional cry of pain that fades into silence almost as quickly as it came.
- The most unifying feature of all grymclover forests is their deep connection to corrupted magic. Waves of twisting energy wash over the woods, driving hope and confidence away from even the most stalwart travelers. The sheer presence of the forest's oppressive fog and magic are stifling and cloying.

GRYMCLOVER CORRUPTION

The manipulative energy that corrupts a forest into a grymclover one can linger for centuries, if not longer. Such twisted magic can wrack the minds of travelers with doubts and fears. Characters within a forest must succeed on a DC 13 Intelligence saving throw whenever they finish a long rest or suffer from an effect from the Corruptive Influence table below. A character has disadvantage on saving throws against these effects if it is within 3 miles of a gateway to the plane of the Fey or the realm of shadows and dread. A corruptive influence lasts until the creature finishes a long rest or is targeted by the *greater restoration* spell or similar magic.

Corruptive Influence

d4	Type of Corruptive Influence
1	Your senses betray you, making it difficult to accurately judge or feel confident of your surroundings. For the duration, you have disadvantage on Wisdom (Perception) checks and Intelligence (Investigation) checks.
2	Your feelings of aggression and mistrust are heightened. For the duration, you gain the following flaw, "I can only trust myself. If someone crosses me, I will defend myself by whatever means necessary."
3	You are overcome with sorrow and grief, threatening your hope and sense of self. For the duration, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws.
4	You have the overwhelming feeling of being watched from the shadows at all times, preventing you from recovering from a short rest. For the duration, whenever you expend a Hit Die to regain hit points, roll the die twice and use the lower result.

WILDERNESS EXPLORATION

Navigation is difficult within a grymclover forest because of the dense fog and bramble thickets. Few settlements, if any, can be found within a given forest as a result of its corruptive influences, and any roads or paths that may have once existed there are quickly overgrown and hidden. Even experienced navigators need a healthy measure of luck to traverse such a forest, and even then, they're just as likely as the next traveler to fall prey to the many horrors lurking within the shadows and fog.

CORRUPTED CREATURES

Beasts, monstrosities, and even plants that venture into a grymclover forest will sometimes become suffused by the area's corrupting magic, twisting them with mystifying effects. At your discretion, you can use the following table to determine how a creature may have been warped by the corruption.

Example Corrupted Creatures Table

d6	Creature Changes
1	The creature can use a bonus action to turn invisible, as if by the *invisibility* spell.
2	The creature can use an action to cast a 1st-level spell at will, such as *bane*, *entangle*, *inflict wounds*, or *magic missile*.
3	The creature regains 5 hit points at the start of its turn if it has at least 1 hit point. If the creature takes radiant damage, this trait doesn't function at the start of its next turn.
4	The creature is covered in dense brambles, which grant it a +2 bonus to AC and deals 1d6 piercing damage to any creature that grapples it or is grappled by it at the start of each of its turns.
5	The creature has telepathy out to 120 feet and is aware of the presence of creatures within that range that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature.
6	The creature has increased pain tolerance, gaining 30 temporary hit points whenever it finishes a short or long rest. If another creature hits it with a melee attack while it has these hit points, the attacker takes 5 necrotic damage.

TRAVELING IN A GRYMCLOVER FOREST

Travel within these forests is limited by their numerous dangers and exceptionally dense plant life. Passage is only possible on foot and often requires bushwhacking to pass through the omnipresent brambles. Travel takes twice as long, regardless of pace, and a creature traveling at a fast pace must succeed on a DC 10 Constitution saving throw at the end of every 4 hours or gain one level of exhaustion.

NAVIGATION

Finding your way through a forest that's been mutated like this is exceptionally difficult due to the dense brambles, thick canopy, and low visibility. When a character makes a Wisdom (Survival) check to navigate to a specific location within the forest, consult the Grymclover Navigation DCs table. On a failed check, they become lost and suffer a setback determined by the Becoming Lost table.

Grymclover Navigation DCs

DC	Location
15	A location on the outskirts of the wood, or near a larger settlement
20	A location near the center of the forest or steeped in Corruption, like most dungeons and ruins are
25	A location that is lost or hidden, such as a portal to the Fey or Shadow planes, a secret settlement, or a magically cloaked dungeon or ruin

Becoming Lost

d8	Setback
1	Completely lost, the party gets turned around and ends the day at the edge of the forest where they initially entered.
2–7	Confused and wandering, the party ends the day up to 2d4 miles in a random direction away from their intended destination for that day.
8	Despite getting lost, the party recovers and ends the day only 1d4 miles away from their intended destination for that day.

FORAGING

The adverse effects that cause a grymclover forest to emerge provide additional danger by corrupting sources of clean water and food. A foraging character makes a DC 15 Wisdom (Survival) check. There's a 50 percent chance that any food or water found in these forests has been corrupted. A DC 15 Intelligence (Nature) or Wisdom (Survival) check or *detect poison and disease* spell reveals if any foraged food or water has been corrupted. A creature that ingests corrupted food or water in this way must roll on the Corrupted Foraged Food and Drink table.

Corrupted Foraged Food and Drink

d6	Corruption
1	The creature is poisoned for 3d4 hours, even if they would normally be immune to the poisoned condition.
2–5	The creature is poisoned for 1 hour, even if they would normally be immune to the poisoned condition.
6	The creature gains no beneficial effects from the food or water but suffers no other ill effects.

WEATHER PATTERNS

Because grymclover forests can form regardless of climate or precipitation, weather patterns vary wildly from forest to forest. However, they do usually experience harsher weather patterns than the surrounding region. They tend to face harsher rainfall (or snowfall) than other regions, making for slick and sticky travel and are universally plagued by climate-defying fog.

ENCOUNTERS

Due to its many dangerous effects and denizens, adventuring parties traveling through one of these forests roll a d20 three times per in-game day. An encounter occurs on a roll of 18 or higher while stationary or traveling at a normal pace. Traveling at a fast pace triggers a random encounter on a 16 or higher, and a slow pace triggers only on a 20.

The outskirts of the forest have a 75% chance of using an encounter table and creatures typical to the surrounding region, and a 25% chance of using the encounter table and corrupted creatures found below. Towards the center of the forest, there is a 75% chance to encounter a corrupted encounter, and only a 25% chance to encounter normal one instead. Within 3 miles of the forest's main corruptive source or dungeon, only corrupted creatures and creatures from the table below can be encountered.

Example Grymclover Jungle Random Encounter Table

2d12	Encounter
2	An arch of slowly-shifting brambles that acts as a gateway to the plane of the Fey (50%) or the plane of Shadow (50%) during a waxing crescent moon or new moon, respectively.
3 – 4	A **grymhare** (see Grymclover Stat Blocks) innocently lying in a stray sunbeam to lure in unwary prey.
5 – 6	A circle of 4d4 **druids** that are developing a ritual to channel (75%) or cleanse (25%) the Grymclover Forest's corruption.
7 – 8	1d10 **gray oozes** (45%), 1d6 **ochre jellies** (35%), or 1d3 **black puddings** (20%) milling about aimlessly.
9 – 10	1d4 corrupted, predatory beasts (60%) native to the region, such as **bears** or **wolves**, or corrupted dinosaurs (40%) like **triceratops** or **tyrannosaurus rex** (see Corrupted Creatures sidebar above).
11 – 13	The brambles of the forest encircle the party to impede travel. Each character must succeed on a DC 14 Constitution saving throw or take 2d6 piercing damage and gain one level of exhaustion from the constricting vegetation.
14 – 15	1d10 **bramble creepers** (see Grymclover Stat Blocks) (50%) or 2d8 **archer flowers** (see Grymclover Stat Blocks) (50%) patiently waiting in ambush.
16 – 17	3d4 **awakened shrubs** (40%), 1d10 **awakened trees** (30%), or 1d4 **shambling mounds** (30%) originally made from the forest's natural plant life, but now corrupted by the forest's choking brambles.
18 – 19	2d12 **psybirds** (see Grymclover Stat Blocks) (50%) or 1d4 **cloverback toads** (see Grymclover Stat Blocks) (50%) stirring up mist and fog with their movements.
20 – 21	A **grym-mage tyrannosaur** (see Grymclover Stat Blocks) (50%) or 1d8 **cyglops** (see Grymclover Stat Blocks) (50%) hunting and scavenging, respectively.
22 – 23	The swirling mists thicken and grow acidic for the next 1d4 hours. At the end of each hour, a character must succeed on a DC 16 Constitution saving throw or take 4d8 acid damage unless they are protected by shelters such as a tent, building, or another fog-proof barrier.
24	An unexpected dungeon or ruin (see Example Dungeons Table) that is younger than the forest's corruption (80%) or is the origin of it (20%).

RUINS AND DUNGEONS

At the core of a grymclover forest is always some sort of ruin or abandoned crypt that serves as the leeching source of the area's corrupting magic. Some forests have been known to have multiple sources, as such dangerous magic is infamous for attracting like-minded practitioners. These dungeons may still be in use by a powerful foe, although typically the original owner is long gone. Consider rolling twice on the table below to separately determine the creator of the dungeon and the current inhabitants.

When designing a dungeon within one of these forests, make sure your players are reminded of the oppressive magical influence of the sickly corruption, and the weather-defiant, ever-swirling fog that obscures their vision. Dungeons centered on themes of fallen heroes, limitless ambition, and the ferocity of nature are particularly well-suited to them.

SETTLEMENTS

The very few settlements that form within a grymclover forest are motivated by extremes. Alliances form and shatter regularly as each individual wages a war within their heart and mind. Such settlements are easily identifiable by their universal atmosphere of suspicion and bated breath. They can also be recognized by their atypical and contradictory architecture—they have to constantly rebuild and repair their structures because construction materials rot and erode much faster than normal. As a result, each building looks either brand new or as if it has been neglected for decades.

SUGGESTED INHABITANTS

Individuals that settle in these forests are usually outcasts from society. They may be ambitious mages or bandits seeking their fortunes, or simple hermits seeking solitude. Even the wisest, centered creatures, such as elves or druids, can yield to their more violent instincts under the forest's influence. Indeed, trust is as precious as it is dangerous among those that scrape together a life here.

Example Dungeons Table

d8	Example Dungeon Origin	Example Dungeon Inhabitant
1	A spiraling, spiked tower built by a legendary necromancer, such as Dendallen[1] (saddleb.ag/dendallen), or an ancient **lich**.	Roving bands of mindless undead loosely controlled by **wights**, an inexperienced necromancer, or other powerful undead.
2	The grove and accompanying settlement of an old **druid** circle that worshipped a wrathful, primeval god of nature.	Acolyte **druids** follow the footsteps of their spiritual or literal ancestors, working to summon an avatar of their deity to the Material Plane.
3	A complex of huts and cottages belonging to a coven of **green hags** that dabbled in magic forbidden even by others of their kind.	One or more young **green hags** or **dryads** tapping into the corruptive enchantment for power and knowledge.
4	The lair of a powerful **ancient green dragon** trained in druidic magic.	A mixture of **kobolds**, **cultists**, and **cult fanatics** attempting to resurrect a long-dead dragon by any means necessary.
5	The ruined capital city of a nation of ambitious elves that delved too deeply into the arcane and druidic magic of ecological transmutation.	Various hostile plant life and even some sentient plant creatures nourished and empowered by the residual corruption of the forest.
6	A sprawling and decrepit estate manor, where a cruel **vampire** reigned by blood and terror.	A group of **vampires** and their surviving spawn have fled from crusaders, plotting and preparing their vengeance.
7	A camp from which a terrifyingly large and vicious **gnoll** band terrorized a vast swathe of the surrounding region.	**Bandits** or other scavengers are using the dungeon as their base of operations, but the forest's magic is causing them to mutate.
8	Ruins containing a still partly active summoning circle, where an infamous diabolist released dozens of devils and demons into the world.	A jagged tear in reality itself is allowing various fiends to cross from the Lower Planes onto the Material Plane, potentially heralding a massive invasion on the horizon.

Because only the most resolute can withstand the forests' corruptive forces, characters traveling in a grymclover forest may occasionally meet other would-be heroes or fledgling adventurers. Realizing their folly, some of these individuals may attempt to establish a small village or outpost, though they seldom remain in one place for too long, and often, despite their best efforts, often crumble to the region's dark magic and corruptive influences.

GELETONS

By the very nature of these forests, oozes that reside there are likely to encounter some form of necromantic magic one day. When that happens, it's possible for a skeleton absorbed and suspended within the ooze to be subjected to an unexpected spark of undeath, which typically turns it into a mindless thrall bound to servitude. However, when there isn't a source to bind such a thrall to, the ooze can spontaneously latch onto it and form a symbiotic relationship with the undead instead. The result of this is called a geleton.

When a geleton is born, reborn, or otherwise created in this way, its gelatinous exterior assumes a featureless, humanoid form that supports the movements of the skeleton inside. Its eventually discerning features and consciousness develop over time, but the memories of its previous lives rarely return. If anything, such memories can burble into the subconscious through perplexing dreams or moments of déjà vu.

This relationship between ooze and undead is considered unique to grymclover forests, although there's no telling what manner of experiments might occur in the lairs of curious necromancers. The resulting geleton is neither undead nor ooze, but is, in fact, humanoid. In any case, due to the extreme dangers of such places, it's far more likely that a geleton will perish as quickly as they are created than it is that they escape and find safety.

EXAMPLE TREASURE

Adventurers in and around a grymclover forest can be rewarded with plant-based items like the *acorn charm*, *dryadleaf*,[1] *fortune's flower*, *grass carpet*,[1] *homeroot*, *luckleaf*, *seed of rebirth*,[1] *sovereignseed satchel*, *spire seed*,[1] *staff of the four seasons*,[1] *tear of gaia*,[1] *tethervine quiver*,[1] or *trident of the dryad*,[1] ooze-related items like the *Frefil's jolly oozebean sugarbombs*,[1] *gelatinous whip*, *staff of cubic cultivation*, and *sundersludge net*,[1] or undead-based items such as the *deathly diadem*, *grasping staff*, *Ogramau's graveyard*, *shadow weaver's guise*, *shaedenstaff*, *underworld asphodel regalia*, and *urnblade*. Of course, any other cursed or corruptive items could also be a perfect fit for adventurers there. If you also have *The Griffon's Saddlebag: Book One*, the lich-like villain Dendallen could have a lair in a grymclover forest, potentially filling it with his various twisted magic items.





Heavensteppe

The ancient dwarf-built city of Heavensteppe pierces the skies from the top of Mount Glintdawn, also known as the Blessed Mountain. Carved from the mountaintop's stone into a cascading series of five ringed plateaus, each steppe has become a distinct region of the city with its own function, culture, and history. Settled by an expedition of dwarven clans tasked with establishing a small outpost that could not return home, the city stands today as a literal and spiritual monument to persistence and stalwart independence. Under the city's vigilant watch from the mountaintop, Heavensteppe offers benevolent warnings to its neighbors of impending danger, but chooses to remain neutral in foreign political engagements. With its advantageous position and sturdy dwarven construction , the city serves as a bastion of economic and political autonomy.

AMBIENT MOOD

Heavensteppe's tiered layers are filled with classic dwarven masonry, majestic landscapes, and endless trade. Towering waterfalls cascade down the sides of each new steppe, turning colossal water wheels that power the city's mighty forges and industry. Although the city is no longer settled by a dwarven majority, their lasting influence can be felt everywhere through their dedication to beautiful, functional, and lasting design. Many dwarves in the city are wealthy enough to dwell upon the highest steppes, where comfortable accommodations are available within the mountain's warm, stone walls. Most traditions in the city are still based on dwarven culture, placing great importance on honesty and hard work, and continue to use the Dwarvish language for legal documents and fiscal contracts. The city outside the mountain feels open and exposed to the world's grandeur, while managing to remain safe from its dangers thanks to the city's numerous watchtowers. Within the Blessed Mountain lie great catacombs, forges, and geothermal vents from the mountain's ancient volcanic pools.

- The view from most of the steppes is stunning, known far and wide for having vistas that will steal your breath away, although it could simply be the altitude's thinner air. Indeed, some painters proclaim that a Heavensteppe sunrise or sunset and the landscape below can never be truly captured on canvas.
- Stone architecture within the city is primarily dwarven, most notably in the upper steppes, including the Steel Hawk Towers, Vallahir Shrine, and Steel Hawk Spire at the mountain's apex. The great forges within the mountain itself are powered and cooled by tremendous, large waterwheels, which are feats of engineering all on their own. Most buildings have basements, which are usually built as comfortable living areas for the city's historical dwarven population. The designs are usually simple with harsh angles, but their quality is unmistakable as they stand resolute after centuries of use. More recent additions vary far more.
- Despite the mountain's volcanic heat, Heavensteppe is fairly chilly for most of the year, as cold breezes and the thin air steal away precious warmth. As a result, the city's geothermal hot springs are extremely busy, and the populace adopts heavy coats and thick clothing to ward off the cold. By contrast, the warmer months rely heavily on the insulation of the primarily stone buildings to evade the blistering sunlight, all the closer and stronger due to the altitude. In both cases, fashion trends toward dwarven-style earth tones with bright or bold colored accents added by immigrant cultures' desires.
- As a general rule, daytime on the upper steppes is full of the trademark bustle and chatter of a thriving city. The Market Steppe in particular is home to marketplace barkers, craftsmen of all kinds with ringing tools, and throngs of buyers. To most, it is a welcome din, and serves as evidence of the success that Heavensteppe has accomplished over the centuries.
- The overwhelming aroma of the city's sulfuric hot springs takes some time for newcomers to adapt to, and are even at times strengthened by a changing breeze. On the outskirts however, the crisp scent of the Forest Steppe's coniferous trees reigns supreme.
- Cuisine within the city is traditionally dwarven-inspired, favoring warm and exceptionally spicy soups and stews to pair with potent dwarven ale or mead. The many immigrants to the city have brought along their own taste preferences, spurring a still-ongoing cultural revolution which has produced various sweet, spicy, and savory concoctions. As a general rule though, dwarven alcohol is still unmatched.

EXPEDITIONARY ORIGIN

Many centuries ago, an expedition of six minor dwarven clans (Bravepike, Bronzehawk, Rustforge, Slatefist, Steelfist, and Truebrand) were sent by their war-torn kingdom to Mount Glintdawn with two goals: establish a series of dwarven watch posts, and develop a system of warning to alert the kingdom of any impending danger. However, shortly after their departure, civil war between the kingdom's elite clans caused the nation to devour itself from within. Cut off from all other resources, the six clans stubbornly held their ground against the onslaught of nature and weather, carving out a home upon the mount. When all seemed hopeless and it appeared all would perish from lack of air and biting cold, their prayers for divine aid seemed to be answered. From beneath the dormant volcano sprung cascading pools of hot water, making their permanent settlement possible.

As time passed, the clans carved out homes upon the Mount, taking special pride and care in the construction of a temple to their deities: the Vallahir Shrine. The clans divided their responsibilities based on their cultural strengths, allowing their numbers to grow in size and resourcefulness. Eventually, this led to the formation of the Steel Hawks: an elite force dedicated to protecting the growing outpost against threats from the outside world.

As the outpost continued to develop, eventually becoming large enough to be considered a small city, it needed to change its system of governance in order to adapt. This gave way to a uniquely competitive and wealth-based system of government: a direction far removed from the traditional means of dwarven rule. Enterprising dwarven families saw their wealth and success grow, accumulating power and influence, but ultimately forced many of the lower caste dwarves to leave the city or move outdoors—a first for many of their kind— in search of better opportunities. This large exodus of skilled but otherwise aimless artisans led to the mining, development, and colonization of the city's first steppes. Further, with outdoor living conditions now possible on the mountain, merchants, refugees, and travelers from neighboring regions were able to scrape out a meager living and foothold in the developing city.

In addition, a number of exceptional smiths began to congregate in the city, seeking to harness the mountain's geothermal heat in pursuit of the finest tools, weapons, and armor. The most successful of these smiths proved to be a group of humans and elves who, when forced to cooperate in order to compete with powerful dwarven artisans, devised startling new advancements in their craft. Through working together, these smiths discovered the secrets necessary to craft unique silver eagle weaponry, advancing the Steel Hawks' martial prowess and ensuring that the Silver Eagle Forge Coalition became a wealthy and influential part of the city's politics.

PLUTOCRATIC GOVERNANCE

When faced with the conundrum of determining who amongst the founding clans would rule, the negotiations settled on a system of merit, where those who made the best use of their resources would have the most influence. After a short time, this style of government settled into a loose caste system. Thanks to inherited wealth, upwards mobility in the system remains difficult, with most of the city's dwarven populace trending towards the upper steppes. This would likely cause tension between the steppes, but their physical separation, ease of involvement in local politics, and even-handed treatment of immigrants has resulted in a fairly content populace.

All of Heavensteppe's formal legal documents and decrees are written in Dwarvish before being translated for public accessibility, and most of the city's regulatory laws are based on strict dwarven traditions. Most severe crimes such as violence and murder, as well as theft and property damage, call for removal of the individual's name and standing, as well as banishment when necessary. The city uses red, blue, and gray for its iconography, representing the mountain's dormant magma chambers, generous springs, and rocky landscape.

Heavensteppe relies on the Steel Hawks for protection against any internal, external, or aerial threats. The Steel Hawks are dedicated to maintaining Heavensteppe's neutrality, but still offer advanced warning of any threats they observe from their various outposts to any neighboring cities or nations.

POLITICAL RELATIONS

If you wish to include Heavensteppe and other settings from The Griffon's Saddlebag in your campaign, the following settings can have close ties to Heavensteppe:

- Due to its unique placement among the clouds, many Rocborne Homes frequent Heavensteppe as part of their cyclical journeys across the skies, exchanging many of their finely crafted items or other worldly goods. Such items are typically sold at a premium, making possession of said goods a mark of high society and successful business.
- With Heavensteppe's intense dislike for politics, the anti-mage faction known as the Justicars are not welcome within the city. Though not common, the Steel Hawks have organized task forces on occasion to root out insurgent Justicars and prevent the spread of their vile propaganda. Similarly, other covert organizations dedicated to directing or subverting governments, such as Thieves' Guilds or the Circle of Dragons, are relentlessly ousted.

ECONOMICS

Trade and business within Heavensteppe are typical in many ways, though a small number of differences are worth noting.

- Much of the trade and haggling within the city, especially in the upper steppes, are conducted entirely in Dwarvish, even if no one involved is of dwarven heritage. Because of the city's history, Dwarvish is simply perceived as more legally binding than other languages.
- Because of Heavensteppe's market-based system of government, competition between businesses is intense. Those who make sound investments and many sales are granted additional influence with the city's governing Council, and if an individual can become more wealthy than the lowest-ranked councilmember, they earn that seat. For this reason, corporate espionage and treason are considered identical crimes.
- Although high in the mountains, the city's size necessitates imports via caravans. Such goods are typically common targets for roaming bandits, and often enlist the help of mercenaries or, for particularly valuable cargo, Steel Hawk soldiers.

VALLAHIR SHRINE

An immaculately carved temple at the mountain's apex, the Vallahir Shrine is a dedicated holy site for most dwarves that symbolically marks the site of the Founders' original outpost. It's also used by many as a temple to the dwarven gods, including other diverse gods of artisanry and order, as well as a place to give thanks for the mountain's volcanic blessings that make Heavensteppe habitable. Many dwarves consider a trek to the top of the Blessed Mountain and into Vallahir Shrine to

A CULTURE OF CARING

The denizens of Heavensteppe are known as competitive but ultimately sympathetic people. They have never turned away refugees in their time of need, regardless of individual reasons. The few disastrous attempts to breach the city's stalwart defenses have placed Heavensteppe squarely out of reach of those with political and warmongering machinations. The city cares for each citizen, ensuring that all those within their borders have their basic needs met, though in return they ensure that individuals who can provide work or skills do so. As a whole, the city bustles with a myriad of blending cultures from across the land, unified by circumstance more than birth.

be a sort of pilgrimage, typically recommended for those seeking divine assistance for exceptionally difficult and serious tasks. Although the Shrine's use has declined over the years, especially as the city's populace trends further away from a dwarven majority, devout worshippers consider it a privilege and responsibility to keep the deities appeased with offerings lest they rescind their blessing.

STEEL HAWKS

Known far and wide as Heavensteppe's most elite fighting force, the Steel Hawks were founded centuries ago as a joint effort between the Steelfist and Bronzehawk clans as a means to protect the fledgling outpost against the dangers of the mountain. As the outpost grew and eventually migrated outdoors, they developed a style of combat uniquely suited to navigate Heavensteppe's verticality and combat the aerial assaults from nearby creatures. Though initially composed entirely of dwarven volunteers, today the faction has grown to include individuals from all walks of life, united solely by their dedication to the protection of Heavensteppe and its people. The faction and their recognizable tower outposts have both become synonymous with vigilance and honor.

Under their vibrant red, blue, and carefully woven steel-thread hawk insignia, the Steel Hawks watch over the city's steppes and slopes, traveling with ease up sheer cliffs that other warriors balk at. The group operates in a simple hierarchy based out of their central Spire, a towering monument atop the mountain's highest steppe that offers an unparalleled vantage point. Traditionally, a commanding general presides over any number of captains, who in turn manage up to three platoons of ten Steel Hawk soldiers each. Initiation into the faction requires rigorous training and testing of mind and body, but is notably simple in its one and only oath—to protect Heavensteppe and its people.

With watchful eyes, the Steel Hawks leap across the skies with an unexpected grace, launching themselves with supernatural speed into the air to reach otherwise inaccessible heights and adversaries. In the defense of Heavensteppe, no enemy—humanoid or monstrous—has yet withstood their collective might and valor. Unlike many similar factions, the Steel Hawks work hard to keep themselves free from foreign politics and complicated situations, making them a Neutral organization as a whole. They do not operate as a group beyond the city-state's borders, though many adventurers depart from their ranks to pursue their individual quests and endeavors.

Unparalleled in aerial combat despite their lack of true flight, the Steel Hawks' unique combat style almost seems to be more of a performance than a threat—until their foes find their wings clipped. Indeed, many songs and stories are told far and wide of the enthralling 'dance' of a Steel Hawk. In stark contrast to their swift and smooth movement, Steel Hawks maintain a balance of overall strength and dexterity, capable of jumping just as high and far while unburdened as they can fully armored and equipped for battle.

Support from the Steel Hawks can come in the following ways:

- Use of their numerous lookout posts and vantage points within Heavensteppe, as well as the ability to use their network of outposts to swiftly relay messages across distances.
- General instruction and advice on the strengths and weaknesses of common and uncommon aerial threats like dragons, rocs, griffons, and the like.
- A one-time-use favor or one or two Hawks to aid in combat against a considerable flying threat outside the city.
- Various other assistance such as access to equipment, arms, or advice.




THE BRAVEPIKE
THE STEELFIST
The Silver Eagle Coalition
Steel Hawk Spire
Vallahir Shrine
The Slatefist Smithies
THE TRUEBRAND
THE SLATEFIST
THE BRONZEHAWK
THE RUSTFORGE
HEAVENSTEPPE

EXPLORATION

Traveling between the various tiers of Heavensteppe requires the use of either the large, publicly available staircases, or permission to utilize one of the numerous service lifts scattered along the edge of each steppe. These lifts are primarily used to transport bulky trade goods and other imported supplies up and down the mountain, and are operated by small teams of strong laborers: some of whom may be more than willing to accept a bribe for their services.

The individual steppes were named after the original founding dwarven families, although they've become colloquially referred to by a different set of names based on their primary role in the city's infrastructure.

THE BRAVEPIKE (WILD) STEPPE

This steppe, which merges directly into the steep mountainside below, is purposely kept in a wild and natural state. The dense conifer forest provides occasional game and lumber for the city if necessary, but is also the territory of many natural predators and wandering monsters. Though not usually direct descendants, the loosely-organized Bravepike Clan acts as game wardens and rangers to ensure the ecosystem stays balanced, while also serving as the first line of defense alongside the Steel Hawks in the event of a citywide assault.

THE RUSTFORGE (FOREST) STEPPE

Although at first glance the Rustforge Steppe seems identical to its predecessor, it operates as the primary source of logging and game hunting for Heavensteppe. Wild herds of deer and goats, lakes of stocked hatchery fish, and other prey animals are curated in addition to the mountain's wolves, bears, and mountain lions. The occasional monster will climb or fly its way to this steppe, but the Rustforge lumberjacks, Bravepike Clan, and most independent laborers there will offer their help to the Steel Hawks in order to repel them.

THE STEELFIST (FARM) STEPPE

This steppe is aptly referred to as the Farm Steppe, as most of its land is plowed and planted, providing grains and produce for the city's populace. Most small villages on this level consist of simple farms, barns, granaries, and the occasional tavern for traveling caravans. A large portion of farmers on this steppe can trace their land ownership directly to the original sale or rental from when the Steelfist Clan first created the deeds. There are several Steel Hawk towers on this level to guard the cliffside, stairways, and lifts up to the next level.

THE BRONZEHAWK (MARKET) STEPPE

Full of bustling marketplaces, businesses, and homes, the Bronzehawk Steppe is the beating heart of Heavensteppe. Trade flourishes here thanks to higher population density, frequent import caravans, and commerce-oriented legislation. You can find numerous inns and taverns, bustling abattoirs and smithies, and public schools, libraries, and hot spring bathhouses. Many of the buildings here are sturdy, constructed using trademark dwarven architecture and technique during the first century of settlement here in Heavensteppe. The finest were designed and built by the legendary Bronzehawk masonic craftsmanship.

THE SLATEFIST (NOBLE) STEPPE

Access to this steppe by conventional means is much more regulated by the Steel Hawks than on previous levels, as it serves as the home to the city's upper-middle and minor noble class's manors and villas. It also features fine restaurants, couture, institutions of higher learning, artisanal storefronts, and famed hot springs and spas. In short, only the finest wares and individuals are found here. A number of the nobles here are of Slatefist Clan heritage, utilizing their ancestral wealth to leverage influence over the rest of the city. Over the centuries however, many other individuals and families have risen to join the ranks of this steppe in nobility thanks to their acute business acumen, although some foreigners have managed to simply buy their way into its elite. Visitors looking to purchase more lavish goods from the shops here or simply seeking passage to the mountain's topmost steppe are granted temporary documents permitting their visit here.

The Dwarven elite can also find special living arrangements here, as lavish stone homes are carved directly into the mountain's surface. Further, this steppe offers entrance to the Old City: the original, inner-mountain colony from before its exodus. Particularly wealthy families will refer to this steppe as The First Steppe, as it was the first area to have been leveled and settled when the founding dwarves first left the original colony.

THE TRUEBRAND (TEMPLE) STEPPE

Upon the sterling heights of the Truebrand Steppe, Heavensteppe's ruling elite hold court in their towering palace that looms above the sacred Vallahir Shrine. Here, they perform their duties as a governing body, changing in size and influence as their individual wealth and circumstances vary. Only those with an explicit invitation from the council or the Steel Hawk General can visit the court or Spire here, but everyone is given access to the breathtaking vistas that can be found on Mount Glintdawn's cloud-piercing peak. Beautifully manicured gardens, lakes, and meadows can be found around the central official buildings and temple on this steppe, making it a popular destination for special events or holiday outings.

OTHER SPECIFIC LOCATIONS

Altitude Gardens is a popular apothecary on the Noble Steppe, often frequented by the city's nobles for fragrances and medicines alike, although they also serve adventurers with sufficient coin and access to the steppe. Verwick Enthar is the proud proprietor, an androgynous half-elf who inherited the business from their parents several decades ago. Since that time, they've taken good care of the property and maintained its traditional reputation of service with a smile.

Beating Heart Hospital on the Market Steppe is Heavensteppe's largest public hospital, with capacity for up to 100 patients at once. For many decades, it has operated solely based on the charitable donations of the community, providing its services regardless of an individual's social or economic standing. The Heart Medics provide this selfless service under the leadership of Head Medic Noella Gustarson, a female elf greatly beloved by her patients and staff. Noella's legs were lost in a rescue expedition, and as a result, the entire hospital is highly accessible to allow her and her fellow patients to be self-sufficient in their wheelchairs.

Devilish Delights is a lavish inn and restaurant on the Noble Steppe, used almost exclusively for traveling dignitaries or emissaries and the most wealthy traveling adventurers. The owner is Comfort, a flirtatious tiefling with debonair charm to spare. Its candelabras and rich mahogany furniture cultivate a romantic ambiance that has led to a number of stories and novels about relationship escapades behind its doors.

Goods Galore is a well-worn, somewhat bedraggled establishment on the Market Steppe. For two centuries, the Whelfstein family line has passed down ownership of the shop, providing warm service and sturdy supplies for the city's farmers and adventurers both. The shop is currently run by Johanberg, an earnest young human male dedicated to giving the shop everything he has.

Rainbow Readers is a large public library on the Market Steppe, most known for its robust children's education programs that have helped to increase literacy in Heavensteppe. Most of the records within are educational primers and copies of classic literature, making it a treasured historical and community center. Librarian Riftren Swibble, a wise and wizened female halfling, directs her fellow teachers in educating the masses. City immigrants unfamiliar with the Dwarven language come here for mandatory lessons when they apply for citizenship.

Rustforge Lumber Yard is the largest and most highly praised lumber yard in Heavensteppe, located on the southern side of the Forest Steppe. Although named for its founding clan, today the company is a complete melting pot of dedicated carpenters and lumberjacks under the direction of Chief Logger Anthruil, an aging but exceptionally fit and fierce elven male.

Steel Hawk Spire is the tallest building in Heavensteppe, constructed at the mountain's peak to give the faction an unparalleled vantage over the mountain range. Here, the faction uses their extensive network of tunnels, scouts, and trained birds to disperse orders to the individual Steel Hawk Towers. From this central location, the Steel Hawks provide additional protection for the Shrine's clerics and the city's council members on the Truebrand Steppe.

Steel Hawk Towers are found on the Farm, Market, Noble, and Temple Steppes as well as other nearby mountain peaks, providing the faction with unparalleled visibility of the city and surrounding region. Each outpost boasts a comprehensive armory, bunks, holding cells, and other requisite supplies to keep the Steel Hawks on their feet and in the air. Most Heavensteppe towers also have secret entrances to the lava tubes below, which are used to transport prisoners and other quarries to the Iron Enclave prison without interference from or danger to unaware civilians.

The Iron Enclave is Heavensteppe's prison, located deep within Mount Glintdawn. Numerous tunnels between Steel Hawk towers lead to the Enclave so that captured criminals can be securely transported. When necessary, the Steel Hawks can use these tunnels to quickly cross areas unseen.

The Silver Eagle Forge Coalition is a collective of the finest elven and human blacksmiths, known far and wide as the crafters of the Steel Hawks' renowned *silver eagle weaponry*. The coalition currently operates under the leadership of the married couple Barthomen and Rubianna Crowfoot, a human male and elven female. Although most known for their weaponcraft, they also produce exquisite metalwork of all types and kinds with steep but fair prices from their forge built behind the Bronzehawk Steppe's northernmost waterfall.

The Slatefist Smithies are a collaboration of almost exclusively dwarven smiths whose lineage traces directly back to the founders. With their ancient volcano- and water wheel-powered forge located within the Blessed Mountain itself, they craft their fine metalwork in traditional dwarven form and fashion. They keep close relations with the Redsmith dwarves, who are renowned for their skillfully crafted *Redsmith hammers*. Were it not for their rivals in the Coalition, the Slatefist Smithies would have a monopoly on metallurgical work for the city's elite. The forge's activities are currently directed by the female dwarf Demetrianne Slatefist, the matriarch of all Slatefist clan members.

The Weary Bravepike is an old but sturdy stone tavern on the eastern side of the Forest Steppe and a frequent stop for caravans and other foot traffic. Constructed when a rebellious Bravepike dwarf left the clan to pursue their fortune, the craftsmanship and care put into the structure is quite clear. That dwarf's progeny, all the way to Froshka Bravepike, the current owner, have been here ever since.



Redsmith Hammer

HEAVENSTEPPE ADVENTURE HOOKS

Consider including the following scenarios if you wish to include Heavensteppe in your campaign.

Example Adventure Hook Table

d8	Adventure Hook
1	Something has gone wrong in one of the Silver Eagle Forge Coalition's warehouses—a cache of *silver eagle weapons* has vanished and they need help finding the culprit.
2	There's a **remorhaz** terrorizing the wild goats and deer in the woods of the Wild Steppe, and the Bravepike rangers are looking for aid in hunting it down.
3	A number of expensive art pieces and jewelry have been reported missing, believed to be the work of a powerful and magical thief. Although the Steel Hawks are investigating, they are not well versed in magic and seek the help of adventurers.
4	One of the Market Steppe springs has gone dry, and officials are asking adventurers to investigate the dried-up lava tube to find out why.
5	A youth traveling with their merchant parents was left behind in the chaos of their caravan's hasty departure. They need an escort down the mountain to reunite with their family.
6	One of the Rustforge lumberjacks was found dead, and clues suggest that the murderer may have been a **duergar** from deep below the surface. The Steel Hawks are seeking assistance in the ensuing investigation.
7	Tensions are rising between the Silver Eagle Forge Coalition and the Slatefist Smithies as they compete over the limited ore being imported, causing prices to skyrocket. Perhaps the tensions are connected to young Romarth Slatefist and Julian Crowfoot, the two eldest children of the Smithies and Coalition leading families.
8	The Steel Hawks have sighted a mysterious army heading straight for a neighboring city from one of their tower outposts. They're looking for fast adventurers to swiftly carry their warning and aid the city in its defense.



Redsmith Crucible Set

WITHIN THE MOUNT

While most activity in Heavensteppe centers around the landmark Steppes, the inside of the Blessed Mountain is riddled with winding lava tube passages and air-bubble caverns. Exploring these areas can be quite dangerous, as many subterranean creatures and monsters call it home, and geothermal activity can occasionally alter the topography. There are a select few caverns, however, that are guarded and maintained as emergency shelters and warehouses in case of an attack on the city or a sudden influx of refugees in need of shelter. The Steel Hawks maintain a number of these passages for ease of movement across the mountain, though most denizens hear only rumors of their existence and use. The Old City as well as Heavensteppe's single prison, the Iron Enclave, are also hidden away within the mountain.

HEAVENSTEPPE DEFENSE

You can use the following table to help determine random encounters while your adventurers are aiding the Steel Hawks in Heavensteppe.

Example Heavensteppe Defense Random Encounter Table

4d4	Encounter
4	1d2 **elder lava wurms** (See the Appendix) and 1d6 **lava wurms** (See the Appendix)
5	1d2 **chimeras**
6	1d3 **manticores** (50%) or 2d12 **flying snakes** (50%)
7 – 8	1d2 + 1 **alcetons** (See the Appendix)
9 – 11	2d3 **wyvernflies** (See the Appendix)
12 – 13	1d6 **thugs** riding **wyverns**
14	3d4 **duergar** and 1d3 **lava wurms** (See the Appendix) burst from under the ground
15	4d6 stampeding **giant goats**
16	An **adult white dragon**

EXAMPLE TREASURE

Adventurers in and around Heavensteppe can be rewarded with items based on surviving cold weather like the *adventurer's overcoat*, *boreal pendant*,[1] and *container of heat and frost*,[1] or dwarven and exceptional forge-crafted items like the *battlebrew maul*,[1] *coldfire anvil*, *knocking boots*,[1] *Redsmith hammer*, and the Steel Hawks' signature *silver eagle weapons*[1] or *silver eagle cuirass*. Any items based on flying creatures, including certain dragons and wyverns, are also appropriate.



The H'rethi Desert

The H'rethi Desert is a massive, unforgiving desert with untold secrets buried beneath the surface. At its center lies a magnificent temple, known as a place of spiritual and scholastic enlightenment for those brave enough to reach it. Legends speak of a mysterious crystal located somewhere beneath the temple's twisting caverns, that serves as both the desert's physical tether and magical fuel source.

The H'rethi desert is loath to reveal its secrets, however, and delights in leading treasure seekers astray in its winding maze. It seems to select its targets indiscriminately, utilizing mirages, the monstrous inhabitants of the sands, and powerful psionic magic to avoid scrutiny. Truly, if the ravaging heat and lack of moisture don't kill, there's no shortage of other possible ways to die.

ATMOSPHERE

As a blazing sunrise eagerly advances above a seemingly endless horizon, the gently shifting sand underfoot grows painfully hot. The very air itself warps and wavers under the oppressive heat of the unforgiving sun. As sweat forms upon brow and back, the greedy desert drains it away, leaving only salt behind. Even breathing is difficult, as the harsh winds carry granules of sand into the deepest crevasses, fighting towards the lungs. The H'rethi Desert's message is crystal clear: you don't belong here.

- The heat of the sun is unendingly oppressive, burning exposed skin, and blinding the eyes. Even the nights are hot as the sand underfoot releases its stored warmth.
- Throughout the H'rethi Desert, water is the most precious and scarce resource. Occasional oases are frequented by all of the desert's denizens, and the most prepared travelers become the largest targets for raiders.
- Navigation across the dunes is exceptionally difficult during the day, as mirages mingle with the unremarkable dune-ridden landscape to confound the eyes. As such, experienced navigators rely on the stars to correct their course each evening.
- The few existing landmarks, such as jutting stones or occasional cliff faces, can occasionally seem to move or rotate overnight—as if moved by some force.
- Tracking is nearly impossible in the sands, as the winds shift even mighty dunes into valleys over the course of mere days. The shifting dunes can uncover strange and mysterious ruins, but only briefly.

ROVING BANDITS AND BEASTS

Roaming far and wide across the desolate wastes, the desert's various denizens struggle for survival. Many vicious beasts protect their territory fiercely, and even frequently traveled paths are fraught with nomadic bandits and highwaymen eking out their meager existence. Some of these roving raiders justify their violent lifestyle by pointing towards the Desert Soul's harsh terrain and methodology, but others simply take advantage of the weary pilgrims of the desert.

SPIRITUAL CONNECTION

The H'rethi Desert has a strange, yet powerful connection to other planes beyond the Material. Many priests and sages make treks across the world in an attempt to strengthen their bond with their powers of choice. Many devout pilgrims experience a strange call in the desert winds, and others tell stories of shifting sands that reveal iconography or messages from beyond. A lucky few brave their way to the desert's center, and upon their return claim to have met with their deities.

Occasionally, individuals traveling the sands for other reasons experience callings such as these, claiming blessings of magic, increased luck, or survival, granted by an unnamed deity of the sands themselves. These claims result in skepticism among the religious, as some attempt to qualify such a mysterious power. Very few have realized that the source of such blessings was the desert's soul itself—a strange, magical sentience—that could sow such chaos amongst its landscape, as well as the world's most devout.

THE DESERT SPIRE

At the heart of the desert, cloaked in dense mirage, lies the Desert Spire. A simple tower carved from stone, it provides access to an infinitely shifting series of crystal caves that guard the desert's soul and amplify its magic: The Crystalline Caverns. A person or group seeking the Spire must make 3 consecutive DC 18 Wisdom (Survival) checks, making one check at the start of each day.

THE CRYSTALLINE CAVERNS

Presented here are 100 example dungeon room ideas so that you can make your own shifting temple each time your characters venture inside. The Spire's close connection to the various planes of existence allows persistent and powerful adventurers to utilize it as a means of teleportation, while other parties make use of its seemingly infinite caverns for convenient challenges and treasures. Ultimately, it's up to you what goals and adventures can be achieved in the Crystalline Caverns. Roll on or choose from the table on the following page for room ideas. You can choose to roll multiple times on the table, combining the room prompts when you do.

It's said that the home of the desert's soul lies at bottom of these caverns, and that to tread through these rooms is to wander the mind and spirit of the land itself.

Table of Crystalline Cavern Rooms

d100	Room
1	This cavern is the lair of an **ancient copper dragon**
2	This cavern is the lair of a sleeping **purple worm**
3	This cavern is home to a resting albino **behir**
4	This cavern is the torture chamber or workshop of a sadistic **stone giant**
5	This cavern is guarded by a **spirit naga**
6	This cavern hosts a nest of 1d4 + 1 **rust monsters**
7	This cavern hosts several **vampire spawn**
8	This cavern has a multitude of stalactites and stalagmites, as well as **1d3 ropers**
9	This cavern is patrolled by a murderous **troll**
10	This cavern is a morass, hiding **2 black puddings**
11	This cavern is haunted by a **wraith**
12	This cavern is lit only by **magma mephits**
13	This cavern is haunted by a family of **ghosts**
14	This cavern hosts a lost and furious **minotaur**
15	This cavern is a staging ground for a wight and **1d6 skeletons**
16	This cavern is decorated with numerous **gargoyles** and other inanimate statues
17	This cavern is a tunnel system filled by **gricks**
18	This cavern appears as a treasure room but is made of **mimics**
19	This cavern has an exiled and melancholy **ogre**
20	This cavern is dimly lit and full of **shadows**
21	This cavern is overrun by **swarms of insects** (scarab beetles)
22	This cavern is littered with twitching **skeletons**
23	This cavern is a giant anthill
24	This cavern is a snake pit
25	This cavern is home to hundreds of **bats**
26	This cavern is infested by **violet fungi**
27	This cavern is a **kobold** warren
28	This cavern is home to endless **swarms of rats**
29	This cavern is a pool full of **quippers**
30	This cavern is full of **scorpions**
31	This cavern has a trap fueled by abjuration magic, utilizing an explosive *glyph of warding*
32	This cavern has a trap fueled by conjuration magic, utilizing *call lightning* on a copper floor
33	This cavern has a trap fueled by divination magic, utilizing *detect thoughts* to cause infighting
34	This cavern has a trap fueled by enchantment magic, utilizing *confusion* and spiked walls
35	This cavern has a trap fueled by evocation magic, utilizing *cone of cold*
36	This cavern has a trap fueled by illusion magic, utilizing *hallucinatory terrain* in conjunction with a steep pit
37	This cavern has a trap fueled by necromantic magic, utilizing *contagion*
38	This cavern has a trap fueled by transmutation magic, utilizing *flesh to stone*
39	This cavern has a trap fueled by wild magic, causing any spell cast to redirect and strike the caster
40	This cavern has a trap fueled by divine magic, feeding off of faith
41	This cavern has classic pendulum scythes, activated by body heat
42	This cavern is deathly silent, noise echoes into thunder damage
43	This cavern has poisonous darts that launch from the walls, that paralyze
44	This cavern has many real and illusory bear traps
45	This cavern has razor wire nets that launch from the ceiling when light reflects off of the polished floor
46	This cavern has beautifully bright fungi that release stunning spores
47	This cavern has spiked pits triggered by pressurized floor panels
48	This cavern launches flaming bolas at creatures
49	This cavern has crushing walls activated when magic spells are cast
50	This cavern has spiked chains hidden among curtains of normal chains
51	This cavern is an hourglass, it needs thunder damage to break free or investigation to solve the puzzle in time.
52	This cavern is a massive skull. Bypassing the necromantic wards to reach the next chamber requires dispelling magics, or the proclamation of an unspoken secret.
53	This cavern hosts a mausoleum that is partly shifted into the Ethereal Plane. Navigating requires truesight, similar magic, or a great deal of trial and error.
54	This cavern is an ever-shifting maze of clay and stone and must be burrowed through to progress.
55	This cavern is bisected by a massive tile mosaic depicting the layers of hell. Passage through requires verbal admission of one's greatest temptation or fiendish heritage
56	This cavern is a gnomish mine-field choked by blinding fog.
57	This cavern is entirely underwater, and giant crab claws jut out from the walls to trap intruders.

d100	Room
58	This cavern begins collapsing upon entry and must be passed through quickly
59	This cavern has a potions salesperson
60	This cavern has a chef in search of ingredients
61	This cavern has a blacksmith seeking mithral
62	This cavern has a mithral mine
63	This cavern has a lost and frightened miner
64	This cavern is contested by **drow** and **duergar**
65	This cavern is contested by peaceful **ghosts** and their **animated armor**
66	This cavern is contested by a group of **ettercaps** and a group of **gargoyles**
67	This cavern is contested by maddened **human** and **duergar** miners
68	This cavern is contested by **2 trolls**
69	This cavern is home to a number of peaceful, **awakened pine trees**. So long as flames aren't present, they love to share their unusual dreams and entertaining stories
70	This cavern overlaps with the plane of the Fey
71	This cavern overlaps with the plane of shadows
72	This cavern has a strong connection to the positive outer planes
73	This cavern has a strong connection to the negative outer planes
74	This cavern is a landfill with dozens of useless trinkets lying amidst rotting garbage and waste
75	This cavern has statues of several recognizable deities, and a number of unrecognizable ones. Praying to a deity near their statue seems to bolster the individual's faith, though they are unable to explain exactly why
76	This cavern appears to be an ancient battleground, the only remaining evidence being heavily corroded steel weaponry and armor
77	This cavern features an obelisk that seems to be crafted from one massive bone. It is unnerving and causes divinely influenced creatures to become physically ill within its proximity
78	This cavern seems to have once been a laboratory of fiendish exploration, with its central focus being a massive silver cage. The cage is immaculate, save for the black ichor splattered upon it
79	This cavern seems to be the inside of a massive clockwork machine and requires perfect timing and agility to navigate its various gears, springs, and vents
80	This cavern is an inexplicable oasis surrounded by lush jungle flowers
81	This cavern has various floating crystals, made of amber and crackling with orange-red electricity
82	This cavern is full of snow and ice that don't melt unless removed
83	This cavern is seemingly impassable due to the magma that obscures the entire floor, but it is completely harmless unless removed
84	This cavern has no floor, but all creatures here can magically fly without issue
85	This cavern is full of gemstones of various shapes and sizes, that are deliciously edible, but spoil immediately if removed
86	This cavern is an ancient but pristine library containing hundreds of detailed maps, all depicting a world that looks completely alien with notations in an unrecognizable language that magically resists being understood
87	This cavern has a strange tree made of perpetual flame and seems to evoke memories of a home's warm hearth
88	This cavern is home to a house made of some type of bittersweet hardtack and brick-hard candy. It seems to have been vacated long ago, though the oven is still warm
89	This cavern houses a table 100 feet high, covered in the richest feast imaginable, too large even for giants
90	This cavern causes 2 individuals to mind swap for the duration they are present
91	This cavern loses all sense of the passage of time, seeming to pass at a different rate for each creature within it
92	This cavern is difficult to navigate, as one normal step equals 10 paces
93	This cavern causes each creature's thoughts to become audible to those around them
94	This cavern makes it magically impossible to lie while present
95	This cavern looks like the home of a creature present there
96	This cavern has a portal to a cave with a gate to the Elemental Plane of Earth
97	This cavern has a portal to a mountaintop with a gate to the Elemental Plane of Air
98	This cavern has a portal to an island with a gate to the Elemental Plane of Water
99	This cavern has a portal to a volcano with a gate to the Elemental Plane of Fire
100	This cavern is the lair of **H'rethi, Soul of the Desert** (see appendix H). Permanent illusions makes the space appear to be an endless expanse of desert instead of a cave.



Example H'rethi Desert Encounter Table

4d6	Result
4	**1 purple worm**
5	1d8 giant **antlion hatchlings** (70%), **1d4 juvenile giant antlions** (25%), or **1 adult giant antlion** (5%)
6	An unseen sandpit. Each character must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage and become restrained
7–9	An oasis that vanishes after 1d4 hours
10–12	**3d4 bandits**
13–15	**1d3 sand lizards**
16–18	**1d4 bulettes**
19–20	**1d4 sand spiders** (50%) or **1d6 sand elementals** (50%). Sand elementals use the same statitistcs as earth elementals except they can only move through areas of sandy terrain and have advantage on any ability check they make to grapple a creature
21–22	A desert mirage that takes the form of a *hypnotic pattern* (50%) or a *hallucinatory terrain* (50%)
23	An ancient ruin full of old, discarded holy symbols and vestments
24	**1 ancient blue dragon** in its lair

DESERT INFLUENCE

Make sure to telegraph when adventurers, especially lower-level parties, wander too close to the dragon's lair by utilizing the dragon's regional effects: thunderstorms, dust devils, and sinkholes.

EXAMPLE TREASURE

To award adventures in the H'rethi desert, consider items that help with rations or water like the *angler's worldly fisher*, *egg of primal water*, *everice box*,[1] or *Sream's stoppered oasis*. Similarly, magic items that help with navigation like the *seeker's compass*, or *wand of dowsing* would also be good fits. Further, items with control over water or have sand-based properties such as the *rod of refstophobia*, *rod of water absorption*, *sandstorm dancer*,[1] or *ring of the sandskimmer*[1] could hugely impact a party's travel through the dunes. Magical cloaks or clothing like the *dune cowl* can keep characters shaded and hydrated, and general desert-related items like the *cactus mace*,[1] *mandible bident*, *ring of misdirection*, *viper khopesh*, and *wraps of the restless* would also fit well.

The *H'rethi soul scepter* is a particularly precious prize of the desert, said to have been gifted to a favored individual who reached the fabled physical presence of H'rethi deep within the Crystalline Caverns.





The Infinite Animarum

The Infinite Animarum is a chaotic cabal of cultists that sow chaos for pleasure and profit: capitalizing on and rejoicing in the wake of established status quos. The members of the collective are obsessed with notions of entropy, futility, and pursuing their base desires with reckless abandon. And, like any idea, the Animarum and its members are a persistent weed and impossible to completely eradicate.

This dangerous, growing collective of arguably mad cultists is as gleefully responsible for the countless disruptive pranks and hijinks that upset the balance of day-to-day life as they are responsible for the deaths, incurred costs, and anguish of the broken families and ransacked towns they invariably leave in their wake. Even now, the Animarum continues to pursue its incomprehensible agenda in new, unsuspecting cities that remain unaware of their presence, and of the horrors that are bound to follow. Shrouded in mystery, its origins, purpose, and leadership remain unknown to virtually anyone...even its fervent members.

AMBIENT MOOD

In areas where the Infinite Animarum is beginning to or has already taken hold, there are a number of varying and subtle clues that hint at their presence. The typical smells of city life could be eclipsed by unexplainable or noxious smells. Gossip and harsh whispers may abound, or infestations of vermin and insects could increase drastically. Overall, the area becomes host to a distinct feeling of unease, unpredictability, and confusion. Even the local fashion and town maintenance can trend towards the extremes of cleanliness and color or filth and blandness.

- When walking through the alleyways of areas with an Animarum presence, characters may notice unusual shadows, furtive glances over shoulders, oddly placed or designed buildings, or an odd number of cloaked and hooded figures who, when spoken to, are completely ordinary.
- Many citizens embrace their more eclectic tendencies in behavior and dress, falling into ruts of extreme cleanliness or wanton slobbery. Some wear mismatched or brightly-colored clothing, while others appear to lose all sense of hygiene or self-presentation.
- Even more so than usual, cities under Animarum siege are plagued by the smell of rot, noxious gasses, and other foul but unidentifiable scents. The sources for these aromas are often difficult to place, and tend to cloy the nostrils even when a fresh breeze passes by.
- Those who travel within these cities often report an overabundance of whispers and gossip among the common folk, as well as the scrapes and scuttles of insects, rats, and other pests. Sometimes these sounds will become loud or echo strangely, regardless of the space's normal acoustic properties.
- Characters in an area of intense Animarum corruption, which are often completely indistinguishable from any other space, may feel a strong sense of unease and paranoia. When they do, even normal events or interactions may seem confusing or suspicious.
- Although the precise method varies drastically from city to city, most locations affected by the chaotic presence of the Infinite Animarum experience sudden and serious setbacks to their economic stability and trade network.

THE THOUSAND VOICES, SUPREME SOUL VORTEX

When a soul dies and is diametrically torn between multiple possible afterlives or outer planes, they may become trapped within a Soul Vortex. The souls prevented from reaching such a resting place have their lingering thoughts, desires, and anguish roil together. The Thousand Voices is the oldest and largest of the Soul Vortices, composed of many powerful and ancient spellcasters, ravenous warriors, and mad scholars. Following the Thousand Voices is common for individuals who feel that the deities have forsaken them and seek to upend their so-called systems of judgement.

Desperate and power-hungry people sometimes choose to forge a pact with the Thousand Voices. Those who do tend to become obsessed with the entropic decay, carnal desires, and sheer futility of life, and often find themselves awash in the thoughts and memories of the spirits that make up the Soul Vortex. Over time, these people can even forget which events were a part of their life as opposed to one from the Thousand Voices.

ORIGIN AND HISTORY

The most powerful follower of the Supreme Soul Vortex is **Ochre Elson, Animarum Maestro** (see Infinite Animarum Stat Blocks). Elson was an infamous gambler and forever indebted to any number of lenders at a given time, but always managed to escape trouble with an uncanny charisma and charm. Seeking a way out of debt once and for all, Ochre began to take advantage of impressionable locals by promising them vast riches: they simply needed to pay a small fee up front, and for each new member they enlisted in this way, their wealth would grow.

To extend his reach and defend his growing collective, Elson decided to seek the help of extraplanar power. Drawing upon the collective knowledge and arcane strength of his early followers, Elson successfully contacted and formed a pact with the Thousand Voices. Elson's now practiced rhetoric combined with the guidance of the Thousand Voices earned him a larger following, promising new members wealth, community, and the meeting of their chaotic desires. With the guidance of the Thousand Voices to help him, Elson expanded his

order and grow his following beyond the reaches of his town, assembling new members whose selfishness and skewed morality could be exploited.

As his followers grew in number and volatility, Elson and the Thousand Voices determined that a slightly different approach would be needed—one that would ensure his safety and anonymity, while also maintaining his followers' fervent servitude.

From then on, Ochre Elson's whereabouts are completely unknown, even to his highest ranking members. Even from hiding, Elson's cabal began to take shape and became known, through hushed whispers, as the Infinite Animarum. Layered in secrecy, coded messages, and blind faith, the now cult-like group is simply structured: anonymous members, called Initiates, report to one of dozens (or possibly hundreds) of local Leaders. These Leaders often have hidden offices, hideouts, or lairs from which they operate, using larger spaces to conduct meetings or otherwise hide within as their prominence grows. Leaders alone are aware of Elson's connection to the Thousand Voices, and by extension are forced to forge a similar pact with the Soul Vortex. Using this shared magical connection, Leaders are able to carry out the directives as given by Elson, although many simply rely on the wants of the Thousand Voices directly. As a result, some of the cult's activities can seem asynchronous or purposeless, as each sect's orders can depend on which parts of the Soul Vortex influence its Leaders most.

OTHER SETTINGS

Sects of the Infinite Animarum frequently find themselves at odds with the Circle of Dragons and the Cartographers Guild of Antronec. They've also been completely unsuccessful in their attempts to infiltrate Heavensteppe and Orostead. Monks from the Durheim Monastery, who have a specific creed of dispatching lost souls, may take it upon themselves to destroy the Infinite Animarum and the Thousand Voices.

OPERATIVE TACTICS

Each splinter sect of the Infinite Animarum behaves differently due to their loose power structure and discordant orders. Very little information is shared with individual members, and even the Leaders that report directly to Elson often have little indication as to the movements of other nearby sects. Most of the Animarum's communications, especially from its Leaders to their Initiates, transpire in a thick cloak of secrecy, whether by magical or mundane means. For example, a member could hear a disembodied whisper or find a mysterious scrap of parchment in their pocket that compels them to perform some new and unpredictable act of disruption.

When the Infinite Animarum begin to ply their trade in a town or city, they lead with a series of bizarre and seemingly disconnected actions that slowly increase in frequency in order to sow uncertainty and disrupt any sense of local normalcy. You can use the following table to determine which specific tactics the Infinite Animarum might employ.

Example Tactics Table

d8	Tactic
1	Members of the cult incite riots with subtle rhetoric in specific locations near other prime targets for crimes. For instance, a riot outside a brothel to mask the disappearance of several nearby shop owners and their valuables.
2	Citizens are mugged but not robbed—instead, victims later discover that a new item is on their person, implicating them as having stolen from a wealthy denizen of the city.
3	Cultists release dozens of feral rats in peoples' homes at night, resulting in general mayhem and hysteria among the populace. Despite the efforts of an influx of ratcatchers and adventurers, the rats seem to multiply faster than they can be caught.
4	The Animarum spur citizens to publicly denounce various laws and regulations on the basis of restricting their freedoms, calling for new leadership. A particularly charismatic member of the cabal can then rise to the occasion and offer a silver-tongued solution.
5	Cultists add trace amounts of a potent hallucinogenic poison to wells throughout the city. The citizens become slowly lost in their reverie, allowing cultists to accomplish their goals.
6	A large number of dead bodies turn up in the basements and attics of innocent families, spurring intense feuds and possibly open warfare in the streets as accusations fly.
7	The city's rumor mill is overwhelmed by new and insatiable gossip about the nobility, leading to calls for a change in style of government. Regardless of changes, rumors move faster as every citizen's dirty laundry is inevitably aired.
8	A large number of misleading quest postings appear on notice boards, luring adventurers into cultist ambushes so the Animurum can operate without worrying about interference.

CORRUPTIVE INFLUENCE

You can use the following table to randomly determine how the various sects of the Infinite Animarum might be affecting towns and cities in your world. Each of these influences presents a unique opportunity for your party to be led to discover and investigate the Animarum.

Example Corruptive Influence Table

d12	Corruptive Influence
1	The town has been attracting more wild monster attacks than usual. The party's favorite tavern closed for repairs after one such monster attack, but everyone in town refuses to explain what the monster was, and why it may have attacked.
2	All of the city's socks have vanished overnight. No home or storefront has been left unturned, leaving everyone superstitiously concerned.
3	After a harrowing near-death experience, a character feels compelled to investigate the fate of all the lost and anguished souls they saw: a mysterious vision of the Thousand Voices.
4	The region is being unusually plagued by biting insects that don't seem bothered by either cold or hot weather and mysteriously vanish during the daytime. Most citizens are annoyed but healthy, but the elderly are beginning to die from malnutrition, despite eating normally.
5	There's been a rash of odd disappearances of people considered easy to miss: mostly the homeless and those involved in illicit trades. Now the merchants are vanishing, and as businesses suffers, city officials are concerned.
6	People have begun to fall ill without warning, despite all their precautionary medical measures. The city's workforce has been halved, making them desperate for relief and drastically increasing tensions between classes.
7	The city's vices are becoming more pronouced, causing bars, brothels, and gambling dens to overflow. Further, more of these places seem to appear each week, and are rapidly becoming the only establishments with any coinage.
8	Crops and trade-purchased food have been rotting before they're ripe, and even insects die eating them. Lest they starve in the middle of harvest-time, the village desperately seeks a solution from sages, mages, and adventurers.
9	An entire city has vanished from reality and the memory of every creature except the party members—apparently they're the only ones who can find out where they've gone and why.
10	Random arsons are taking place and leave odd ashes behind. The guard ask for assistance, stating that they are too busy with other matters.
11	Each day, all the stores in town mysteriously sell out of a seemingly random item like candles, wax, caltrops, or simple chairs. There are no records of sales from any of the merchants, nor evidence of typical theft.
12	The townsfolk are becoming nocturnal, working through the night and sleeping all day. All but the softest moon and starlight seem to cause them to lash out with pained, guttural cries.

PAST RUINS

You can use the following table to randomly determine a location that the Infinite Animarum have previously destroyed or corrupted.

Example Aftermath Zone Table

d8	Aftermath Zone
1	The citizens of Ashvale, a small fishing village, have mysteriously vanished. The day-to-day tasks are performed of their own accord, with no indication as to their means of locomotion.
2	The city of Gloomberg has become a walking ghost town. The denizens ignore outsiders, don't eat or sleep and perform repetitive activities with soulless, unblinking eyes.
3	The city Rubaniol has been burned to the deepest foundations, and all subsequent attempts to resettle it have failed due to the inability to grow crops in the charred and salted soil.
4	The pristine village of Thorncliff is now populated only by puddles of slow-moving ooze. Though they always had a reputation for cleanliness, things seem to have escalated beyond reason.
5	Blorff, a once-bustling trade center obsessed with its public image and reputation, is now the world's largest heat-proof wax museum. Perhaps even more curiously, each statue appears to have an expression of contentment or rapture.
6	Dwefflstone has been all but abandoned over the past few months, as rumors of lycanthropic massacres abound. Despite this, the local temple stalwartly proclaims the city free of any shapeshifting curses.
7	The town of Farscope has been forcibly vacated as each and every building, foundation, and basement is now gently spinning and hovering fifty feet in the air. Attempts to dispel the effect without damaging the structures have failed.
8	Barothriam was completely swallowed overnight by a massive, cratered sinkhole. Researchers are puzzled, as the region has no history of seismic activity and the crater is perfectly uniform in shape.

MIND-WARPING INFLUENCE

In areas with a heavy Animarum presence, the latent magic of the Thousand Voices can suffuse the area in beguiling magic. This usually helps cover the cult's tracks by lulling citizens into a false sense of security. Calmed and distracted, the townsfolk are kept ignorant of the chaos in their midst.

Creatures within areas with this influence have disadvantage on Wisdom and Intelligence checks and saving throws. Characters that are aware of the cult's activity in the area are immune to this effect.

EXAMPLE INFINITE ANIMARUM SECTS

You can use the following table to identify quirks and clues about potential Animarum Leader hideouts in a town or city.

Example Animarum Hideout Table

d8	Animarum Hideout
1	Accessed by way of a nameless gravestone in the city cemetery, this catacomb hideout is decorated with countless human bones on the walls, ceiling, and furniture. Notes for the Leader are buried just behind the headstone.
2	Located in an abandoned and squalid stable, this hideout has wards that amplify the horrendous scent for everyone but the cultists. The Leader collects messages engraved into rusty horseshoes and hung on various stalls of the stable.
3	This library hideout is covered from roof to floor in mold and mildew, with every book rendered illegible by water damage. Coded messages to the attending Leader are dropped off as various quills and bookmarks within the damaged books.
4	As a carpenter's shop hideout, this storefront claims to sell artistic furniture that comes pre-rotten. The artistic Leader receives communication carved into fresh lumber, then causes it to decay for secrecy and to provide additional art supplies.
5	This smithy hideout allegedly produces nails for woodworkers, but each and every nail for sale is bent out of shape. The Leader sends and receives their encoded messages by tying numerous bent nails into twine.
6	This alchemy lab hideout seems to catch fire on a weekly basis, but it's only clever illusion magic. The Leader uses bouquets of flowers and packages of blended herbal teas and poultices to transmit the cult's communiques.
7	Located in an eclectic and overpriced haberdashery, this hideout conveys information using it's vast collection of intricate masks and other headwear. The Leader's face has never been seen, and all members of this sect follow suit.
8	This gaudy theater has become home to a sect that delights in song and elaborate productions that occasionally feature real gore and violence for authenticity. The Leader directs swelling crescendos and brutal marches, each one conveying secret information to the clever listener.

EXAMPLE INFINITE ANIMARUM NPCS

When populating the Infinite Animarum with characters to interact with your world, consider using the following tables to determine their personality.

Personality Traits

d6	Personality Trait
1	I'm confident in the might of the Infinite Animarum, and by association, my own power.
2	I struggle to follow rules of any kind, even the few rules within the Infinite Animarum.
3	I am a devoted member of the Infinite Animarum and gleefully obey their commands without question.
4	I joined the Infinite Animarum for the ability to completely let loose my urges and cravings.
5	I like to persuade common people to lower their guard and mislead them. They're so easy to fool.
6	I've found the perfect amount of structure within the Infinite Animarum to feel free but still be a part of something grand.

Ideals

d6	Ideal
1	**Freedom.** Nobody can tell me what I can or can't do. (Chaotic)
2	**Rebellion.** I refuse to submit to the laws of the establishment: I owe them nothing. (Chaotic)
3	**Aspiration.** I've found the path to success, and now walk down it confidently. (Any)
4	**Power.** I crave ultimate power, regardless of those who stand in my way. (Evil)
5	**Recognition.** I'm tired of going unnoticed—they'll rue the day they ignored me. (Evil)
6	**Entropy.** I just want to have fun, and it's circumstantial that it causes collateral damage. (Evil)

Bonds

d6	Bond
1	I've found a sense of belonging in the Infinite Animarum, and I'll never let it go.
2	The world needs to experience change, and I will be part of the force that brings it.
3	My own desires and cravings are all that matter.
4	The Infinite Animarum took me in and promised me wealth and freedom, when everyone else said I wasn't worth their time.
5	I'll prove that everyone was wrong to underestimate me. They will rue the day they mocked me.
6	Chaos keeps the balance: we are the ones that keep the uptight folk in line.

Flaws

d6	Flaw
1	I'm so devoted to chaos that I struggle to follow orders from my superiors.
2	I like to add insult to injury, and even injury to insult.
3	I'm such a skilled liar that I've begun making it a game, purposely leaving clues behind that point to myself.
4	I have become so accustomed to speaking my mind openly that I struggle to keep secrets once engaged in conversation.
5	I'm haunted by the carnage of our most recent event.
6	I was raised as a member of the Infinite Animarum, and don't know anything about life outside of it. I am unsure of what it means to be independent and hardly trust my own judgement.

EXAMPLE TREASURE

Adventures related to the Infinite Animarum can be rewarded with patron-related items like the *bloodmage dagger*,[1] *eldritch bident*, *hellfire pitchfork*,[1] *hydra charm*, *hydra flail*, *medusan lavalier*, *soul-searing scythe*, *soul pendant*, or *trident of the hydra*, or warlock-specific items like the *gauntlets of eldritch ferocity*, *shared burden*,[1] *grasping staff*, *hexaxe*,[1] *mask of the pact bearer*,[1] or *ring of eldritch ire*.[1] Of course, any cursed items could also be a perfect fit for adventurers dealing with the Infinite Animarum, especially undead or fiendish ones like the *belt of the hell hound*, *deathly diadem*, *infernal chain*, or *wisp cloak*.

Morath, Scepter of the Soul Vortex is an artifact has a direct link to the Thousand Voices, and could be found in the hands of Ochre Elson or similarly important follower of the Thousand Voices. You can read its details on page 198.



Morath, Scepter of the Soul Vortex



The Magmarath Caldera

The city of Magmarath is a black-iron metropolis lining the flaming maw of a massive volcano of the same name. Found in the hellish Lower Planes, the city has grown into a strange nexus of law and chaos bound by a common creed: the value of anger. Unified under this shared ideal, the city serves as a home to both demons and devils—two fiends of typically diametrically opposed moralities, as well as other fiends with more relaxed notions. Here, under the watchful eyes of the Tribunal of Wrath and their Magma Militia, the city's laws are enforced with ramifications imposed by a mixture of law and chance. The famed Iron Maw Arena colosseum serves as a place of unlikely respite from the heady political and moral conflicts that rage across the planes, allowing visitors to instead focus on what really matters: sating their desire for honest cruelty and violence through endless—violent—entertainment.

Also known as The Cauldron, Magmarath presents a ferocious challenge to travelers from the Material Plane, both in and outside the Arena. Although its fiendish denizens aren't usually openly hostile to mortals, many may be tempted to give into their impulses and take a chance with any ramifications that come from such transgressions. Even members of the typically orderly Magma Militia follow their natures around such visitors, taking great pleasure in fighting, eating, or finding reason to force their participation in the colosseum. Despite these hazards, Magmarath holds great value as a destination, allowing comparatively mundane humanoids from the Material Plane to gather mighty weapons, enlist unique services that can easily traverse the planes, and, potentially, test their mettle against the elite in the Arena.

AMBIENT MOOD

Lit by the deep orange glow of slowly bubbling liquid lava, a flash of lightning tinged red by ash and smoke strikes an already-crackling black metal machine. It begins to work faster, charged by the additional energy, increasing the sound of its grinding gears to an almost deafening decibel. A passing group of vaguely distinguished fiends, armed militia members, stop to inspect it briefly before carrying on their way. The sharp scent of ozone mixes with the everpresent sulfur of the volcano, the sheer pressure of the rising heat, the goosebump-inducing static charge, and an undercurrent of barely-contained violent impulse all serve to demonstrate just how bizarre this city is. Compared to settlements of the Material or Upper Planes, Magmarath seems determined to make dwelling here as harsh and unforgiving as possible.

- Around the edge of the Caldera and rising from a jutting rock in the center of the lava, the buildings of Magmarath are made from jagged and dark metal, adorned with sharp spikes, hefty chains, sparking gears, and gilded bones. The volcano's presence is visible through the open, grated walkways built outwards from the igneous rock. Besides the many fiends above, some of the grated streets reveal denizens flying or walking below or ascending the sides of the metallic buildings, as their magnetized footsteps clank against the metal. Hulking machines squat on the edge of the streets, grinding and clicking to fulfill their myriad purposes—shifting the city's walkways and buildings in a haphazard layout, and occasionally getting supercharged by the volcano's ash-cloud-generated lightning.
- The city's constant upwards breeze carries the rank odor of brimstone, sourced from both the volcano and its fiendish inhabitants. The occasional lightning strike adds a temporary spike of ozone, and some sections of the city are marked by the presence of singed hair and the pungent scent of both cooking and burnt flesh and blood.
- Although difficult to hear because of the numerous whirring machines, the city is very active and punctuated by sundry voices. Wails of trembling pain accompany cackling laughter as well as roars of triumph and gleeful conversation. With good ears or in proximity to the violence that usually spurs these sounds, the sizzle of blood or flesh upon metal can also be heard.
- Merely stepping foot in Magmarath subjects creatures, especially ones from the Material Plane, to overwhelming heat and hungry stares. An undercurrent of tension prevails, as though every inhabitant is on the verge of releasing years of bottled anger. Outside, the frequent lightning strikes and machinery create passing waves of static charge that ripple outwards, causing gooseflesh and frizzing hair.

ORIGIN AND GOVERNANCE

The Cauldron was founded when an unlikely coalition of fiends from across the Lower Planes, including both demons and devils, recognized the potential value of loose collaboration in order to fulfill their shared hunger for harboring and unleashing natural anger. In order to ensure cooperation and compromise, the factions put forward a loose tribunal system of governance, with a clear delineation of what is and isn't legal, but incorporated a constantly fluctuating punitive system to please both the exacting devils and more anarchistic demons.

With less time spent fighting each other, the fiends of Magmarath soon grew restless. The Tribunal of Wrath resolved to establish and sponsor a grand colosseum, the Iron Maw Arena, where their bloodlust could be sated. With these systems in place, the city grew to tremendous prominence—which many creatures across the planes viewed as a threat. After repelling a vicious invasion from a group of fey warriors led by the archfey Syre, the Tribunal entrusted its founding Tribunal member, Legate Malfuriel the Betrayer, with ancient blood magic before unleashing him and his newly created Crimson Legion upon the fey's wooded home, the Syre Wood.

In Malfuriel's absence, the sadistic **pit fiend** Almasarial has risen to join the Tribunal as its devilish representative. He serves alongside the glowering **balor** Dubrivoth, the demonic representative, and the Magmarath native **sanguinor** (see appendix J) Mizanoros, the Black Iron Fulcrum, who mediates the devils' and demons' stark differences in ideology. This Tribunal has also increased the numbers of the city's militia in the years following Syre's attack, formally organizing them as the Magma Militia. The militia is composed of all manner of fiends, however, and as such its members are just as likely to instigate lawbreaking as they are to apprehend criminals.

LEGAL RAMIFICATIONS

Laws within Magmarath are fairly well defined, restricting typical actions like thievery, murder, assault, etc. Unlike most cities, however, the punishments for being caught by the Magma Militia are completely random. You can choose a ramification from the table below, or determine one randomly using the table below.

Example Legal Ramifications Table

d10	Ramifications
1	Fight in the Iron Maw Arena against the Defendant or a champion of their choice
2	Pay a fine in coins or souls to the Defendant
3	Imprisonment of the Plaintiff in the Oubliette of Magmarath for 2d10 years
4	Be flogged in the street with a silver whip (public humiliation)
5	Accept a Badge of Honor (a brand)
6	Receive 1d20 years of indentured service from the Defendant
7	Imprisonment of the Defendant in the Oubliette of Magmarath for 2d10 years
8	Make a public apology to the Defendant
9	Serve the Defendant for 1d20 years
10	Execution, typically served by a jump into the Caldera's lava pool

EXPLORATION

Although The Cauldron is partitioned into sectors for devils, demons, and other fiends, the city as a whole is marked by wild and shifting architecture. Massive machines lift bridges and move buildings, ensuring that no single route stays consistent. Further warping from the energy of the Lower Planes seems almost purposefully disorienting, as distances shift, and random nooks, crannies, and alleyways in Magmarath randomly teleport individuals who aren't exceptionally careful. To experienced denizens, these shortcuts make traversing the large city almost effortless—but to the novice, Magmarath can easily become a maze with no escape.

The Burning Ire (Devilish Arc) is a portion of the city occupied primarily by devils. Here, numerous forges and foundries churn out precious black iron and assemble the shaped metal into elaborate machines that crackle with stored electricity. The Snivelling Mortal and The Living Armory are found in this sector, along with a heavier Magma Militia presence.

The Blazing Fury (Demonic Arc) is a chaotic assortment of buildings in various states of disrepair under the control of Magmarath's demons. Here, individuals can be hired to accomplish violent services like murder or assassination. The warrens in this area are stalked by the more bestial fiends of Magmarath, operating on a more primal rule of law that favors only the strong.

The Blistering Rage (Fiendish Arc) is populated by fiends of all types, but especially those who prefer to split the difference between the lawful Hells and chaotic bend of most demons. This section is where Planar Delivery and the Temple of Anger can be found, plus many dwellings within the walls. Architecture in this Arc is primarily decorated with the harvested metallic skulls and bones of the city's flintclaws, kiir, and brimstone drakes (see Magmarath stat blocks), as well as the gilded bones of fallen gladiatorial champions, arranged into eerily artistic patterns.

CULTURE AND LANGUAGE

Magmarath was founded on a single, almost tenuous, principle that all the fiends of the Lower Planes recognized as common: rage. It even took on the nickname "The Cauldron'' shortly after its founding as reference to its simmering fury. After centuries of focus on this shared trait, the culture of Magmarath has grown to revere the "pure" emotion of anger as almost deific in its capacity to unite and focus the otherwise scattered efforts of the diversified fiends. As such, much of the city's conversation is punctuated by adopted phrases for everyday communication. For instance—

- "Wrathful Day" — greetings, celebration
- "Stay Angry" — parting phrase
- "Feed the (Rage)Fire" or "Kindle the Embers (of Ire)" — encouragement
- "Fury forsake you" — disparagement

THE IRON MAW ARENA

A magnificent and imposing black structure built atop the city's central spire above the caldera, the Iron Maw Arena is the literal and metaphorical center of Magmarath society. The colosseum plays a vital role in Magmarath's entertainment, judicial, and economic structure. Daily events here draw the majority of the city population, filling the thousands of seats with shouting and jeering throngs of spectators. Here, the pure voracity of unbridled violence and anger are put on display as both willing and captive gladiators compete against monsters and champions from every corner of the planes, as well as lethal puzzles and survival challenges.

Operated directly by the ruling Tribunal, the Arena is anchored by hundreds of years of enchantments, designed to ensure that the combatants engage on even (or at least approved) footing and are uninterrupted. They also allow the Tribunal to instantly transform the terrain within, providing an infinite variety of challenging circumstances to keep the fights interesting. The Tribunal members take turns as Master of Ceremonies, with each one providing challenges that appeal to their representatives—Dubrivoth prefers brutal combat against massive, terrifying monsters, Almasarial specializes in moral, emotional, and psychological challenges, and Mizanoros usually vacillates between direct one-on-one gladiator combat and physical competitions like obstacle courses, races, and other similar events.

There are any number of reasons why a creature might end up facing the dangerous challenges of the colosseum. Many Magmarath devils specialize in drafting contracts that stipulate participation in the Arena, both as punishment for reneging on terms and as an alternative to soul-selling and the like. In fact, some mortals fight as a way to reclaim their souls from the fiends who've staked their claim on it. Demons of Magmarath usually prefer to instead stalk the planes and abduct humanoids and monsters to participate. Sometimes creatures are simply unlucky, finding out the hard way that traveling to The Cauldron, especially the Arena, can often happen by accident.

You can use the following tables to randomly determine what each day's entertainment is by rolling a d10 and a d6 for the terrain and event type, respectively.

BLACK IRON AND MOURNINGSTEEL

Iron mined from the Magmarath Caldera is called black iron, and it has absorbed a portion of the Volcano's innate fury. It's completely fire-resistant (requiring actual lava to manipulate and shape), is highly magnetic and almost electric in some cases, and can be used to create all manner of machines, weaponry, and so forth—usually something for the purpose of exacting some form of anger. The magical hellfire pitchfork is one such example. The power of black iron usually manifests with fire or heat-related abilities but is flexible enough to accept further enchantment.

The fiends of Magmarath also love to work with mourningsteel, a rare and precious metal only found by harvesting ore from beneath horrendously violent battlefields. The dark metal appears subtly rust-spotted, but the discoloration is actually because the souls of the slain have been absorbed into the metal's structure. The rarity of mourningsteel means that only the oldest and most experienced smiths of Magmarath know how to shape it. The most notable example of this is Vistara, a marilith who runs The Living Armory. Her specialty is shaping souls bound within the metal, as well as other sentient arms and armor.

Example Iron Maw Arena Terrain Options

d10	Arena Terrain
1	Arctic
2	Coast
3	Desert
4	Forest
5	Grassland
6	Jungle
7	Mountain
8	Ocean
9	Swamp
10	Volcano

Example Iron Maw Arena Event Types

d6	Arena Terrain	
1-2	*Direct Combat (d20)*	
	1	Aberration
	2	Angel
	3	Beast
	4	Construct
	5	Dragon
	6	Elemental
	7	Fey
	8	Fiend
	9	Giant
	10	Humanoid
	11	Monstrosity
	12	Ooze
	13	Plant
	14	Undead
	15-20	Roll twice more, ignoring and rerolling any results above 14
3-4	*Competition (d8)*	
	1	Obstacle course
	2	Gauntlet
	3	Sprint or Endurance Race
	4	Chariot or Horseback Race
	5	Wrestling
	6	Boxing
	7	Javelin-toss
	8	Shot Put
5-6	*Moral, Mental, or Emotional Quandary (d4)*	
	1	Choose between two loved ones
	2	Race against time to save an innocent
	3	Keep moral high ground or destroy evil
	4	Solve a puzzle or riddle


MAGMARATH
The Iron Maw Arena
The Oubliette of Magmarath
The Living Armory
Planar Delivery
Scavenged Sundries
The Burning Ire
The Blazing Fury
The Temple of Primordial Anger
The Blistering Rage

OTHER SPECIFIC LOCATIONS

Planar Delivery is a courier service run by the **dyra** (see appendix J) Ru-zeron. Under their mercurial gaze and shrewd calculations, the business's many **imps** and **kiir** (see appendix J) flit in and out of the tower's many windows to deliver their messages across Magmarath and the planes. Rates vary based on Ru-zeron's mood, the urgency of the message, and the difficulty of delivery; but they are never cheap.

Scavenged Sundries is an all-purpose store run by the grizzled and heavily-scarred **nalfeshnee** merchant Irduzal. He negotiated with the Tribunal to obtain sole rights to the property of slain gladiators from the Iron Maw Arena. From his ramshackle stall just outside the walls of the colosseum, Irduzal sells gently and harshly-used weaponry, armor, and any other personal effects looted from the fallen warriors.

The Living Armory is an item-enchanting business. The proprietor Vistara is an unusually talkative and curiosity-driven **marilith** proficient in haggling. She specializes in binding souls to create sentient weaponry, in part to ensure she always has a large captive audience to chat with. Vistara's collection is expansive, and as such doubles as a library of sorts—for the right price, she is willing to rent a weapon for the knowledge its soul contains.

SOUL BINDING

The enchantress Vistara at the Living Armory can masterfully coax souls to possess and empower objects, and also draw certain souls bound within mourningsteel to the forefront, bestowing certain effects. Beyond the standard benefits of sentient items, she can bestow many other powers into weaponry and armor. At the GM's discretion, she may offer her services to characters—for the right price. The following table can help you determine some of her enchantments currently available, or you can design your own.

Example Soul Binding Enchantment Table

d4	Enchantment
1	**Sorrowful Soul.** The empowered item gently weeps but doesn't rust, and grants a swim speed equal to your walking speed while held.
2	**Prideful Soul.** The empowered item is always miraculously clean and shiny, and grants you 2d10 temporary hit points whenever you score a critical hit.
3	**Spiteful Soul.** The empowered item drips blood constantly, and grants advantage on opportunity attacks if you have less than half of your hit points remaining.
4	**Slothful Soul.** The empowered item weighs twice as much as normal, and can be used to cast the *slow* spell once per day.

The Oubliette of Magmarath is renowned across the planes as one of the most secure facilities in the Multiverse. Under Warden Tezmozel, a cruel and punitive **ice devil**, the prison has never had a successful escape. Entry to the prison requires swimming deep within the Caldera's magma, or use of the single teleportation circle in the city above—all other magic within the Oubliette's black iron fortifications is nullified.

The Sniveling Mortal is a public forum that acts as a social hub for all sorts of events, business deals, fiendish contracts, and other important or casual discussions. Violence is strictly prohibited within its walls, and every fiendish patron behaves accordingly. Keeping order with whip and temper, the **erinyes** owner Zelura provides comfort and confidentiality as necessary. Though not the establishment's main purpose, Zelura does keep a few rooms with beds that can be discreetly rented to mortals, succubi, or incubi.

The Temple of Primordial Anger is primarily dedicated to the worship of the ephemeral concept of anger itself, but has several minor shrines dedicated to a variety of evil deities. Many gladiators fighting in the Iron Maw Arena come here before their challenge begins to further focus and channel their inner wrath. Although it lacks a formal hierarchy of priests, there are some individuals dedicated to the temple's maintenance—fiends that found success within the Arena and now pursue other goals. The foremost among them is Duzoth, a cunning and fierce juggernaut-piloting **dyra** (see appendix J) that holds the record for the most kills within the colosseum's mighty walls.

The Wrath-Spike is a towering palace of black iron built upon the magically-strengthened rock in the center of the Magmarath Caldera's lava pool. The Tribunal of Wrath observes and rules over the city from this terrifying structure. It also dedicates a large portion of its space to the Iron Maw Arena, ensuring that all who attend are reminded of the Tribunal's ironclad agreement within the city's volcanic walls.

ECONOMICS

Trade and gambling in Magmarath are conducted with a mixture of gold, souls, and other precious items for barter. The use of silver as a currency is forbidden, due to the distaste of Magmarath's fiendish population towards it. As a general rule, very few people from the Material Plane make their way to Magmarath in any capacity besides unwilling gladiatorial participants, so very little of the city's infrastructure is hospitable to creatures that call the Material Plane their home. Tieflings and other creatures that handle the extreme heat will have less difficulty, but even then, the volcanic atmosphere and rage-fueled society pose significant challenges.



MAGMARATH CALDERA

Throughout Magmarath's city streets, rocky crags, and winding tunnels, fiends of all shapes and sizes pursue their individual agendas. In The Cauldron, even the more civil denizens pose a threat to mortals. Travelers should be extra wary of wandering too far off of the main roads, where the more feral fiends reside.

You can use the following table to help determine random encounters while your adventurers are traversing the Magmarath Caldera.

Example Magmarath Caldera Random Encounter Table

2d8	Encounter
2	4d4 **hell hounds** (50%), 1d12 **nightmares** (20%), or 1d4 flintclaws (see Magmarath stat blocks) (30%) hunting for food
3	4d4 **lemures** and 3d4 **dretches** looking lost (75%), or 2d6 imps flying by (25%)
4-5	1d4 **barbed devils** (35%), 1d3 **chain devils** (35%), or 1d2 **bone devils** (30%) sneaking around to catch a lawbreaker so they can tattle to the Magma Militia
6-7	1d10 **kiir** (see Magmarath stat blocks) (65%) or 1d8 **brimstone drakes** (see Magmarath stat blocks) (35%) traveling down the street
8-10	1d2 **ice devils** (35%), 1d3 **horned devils** (35%), or 1d4 **erinyes** (30%) discussing recent Arena fights and keeping an eye out for potential acquisitions
11-12	1 **rakshasa** (40%), 3 **night hags** (30%), or 1d8 **succubi/incubi** (30%) skulking in an alleyway looking for customers
13-14	2d8 **dyra** (see Magmarath stat blocks) (40%), 1d4 dyra juggernaut (see Magmarath stat blocks) (40%), or 3d4 bearded devils (20%)
15	3d4 **quasits** (45%), 2d4 **vrock** (30%), or 1d3 **hezrou** (25%) looking for a brawl
16	1d3 **glabrezu** (40%), 1d2 nalfeshnee (35%), or 1 marilith (25%) loitering on the path, harassing other travelers

ADVENTURE HOOKS

Magmarath is not always easy for mortals to travel to, given its position in the Lower Planes. Access is usually obtained through powerful spells, or through randomly-appearing portals. These unpredictable gateways are most often found within temples to evil-aligned deities, sites scarred by the release of unimaginable rage, or areas with tremendous seismic activity. The conditions to activate these planar pathways can vary greatly: some might require a blood moon, volcanic tremors, or violent bloodshed, while others can be traversed with command words, sigils, or by accidental contact.

Consider including the following scenarios if you wish to introduce Magmarath into your campaign.

Example Adventure Hook Table

d8	Adventure Hook
1	Fiendish spells require fiendish components, so a powerful wizard offers a large reward if the party is willing to plane shift to Magmarath to run some errands.
2	One or more party members have received a crusader's quest from their deities, asking them to rescue a fellow worshipper who has been abducted and now fights as one of the Arena's gladiators.
3	At the behest of the Archfey Syre or one of the many fey aligned with him, the party has been asked to pursue vengeance against the Tribunal representative and blood mage Mizanoros—the Black Iron Fulcrum of Magmarath himself.
4	Hearing troubling rumors of a highly unusual alliance between rampaging demons and conniving devils, the party members' investigations lead towards the Magmarath Caldera.
5	The party seeks a sentient item made by the legendary marilith crafter Vistara. They might wish to obtain the item's power, secure an interview, or attempt to free the soul bound within.
6	A party member or associate made or broke a pact with a fiend from Magmarath, so their soul was dragged down to fight in the Iron Maw Arena.
7	A renowned smith has grown bored with common materials, but is willing to waive a portion of their substantial fee in exchange for an ingot of the fabled black iron from the Lower Planes.
8	The party needs to obtain a vital item, but it's last known owner went missing while exploring a volcano. Thorough investigation of the area reveals a portal to Magmarath.

EXAMPLE TREASURE

Adventurers in and around the Magmarath Caldera can be rewarded with fiendish items like the *bane shield*, *belt of the hell hound*, *bottled abyss*,[1] *chain devil gloves*, *devil's detail eyepatch*,[1] *fell-rider's chariot*, *heart of damned intervention*, *hellfire pitchfork*,[1] *infernal aegis*,[1] *infernal chain*, *mourningsteel half plate*, or *scarlet scourge*, volcanic items like the *cratering quarterstaff*,[1] *furious flail*, *magma war pick*,[1] *volcanic boots*,[1] and *warhammer of eruptions*, or fire-based items such as the *inferno rope*,[1] *fireweaver gloves*,[1] *fire dervish cloak*,[1] and *salamander flame gauntlets*. Of course, any other anger, hatred, cruelty, or spite-based items could also be a perfect fit for adventurers in the Magmarath Caldera.

Hatred, the Wrathful Edge is the powerful axe wielded by Mizanoros. If the party manages to defeat the sanguinor, the weapon may deem them worthy its power and able to wield it for themselves. The details of this artifact can be found on page 197.



SILVERWIND, THE CLEANSING BREEZE

Silverwind, the Cleansing Breeze is an artifact tied to the Bloodmire. You can read more about the artifact on page 200 and about the Bloodmire on page 248. As per the item's description, however, the only way to destroy it is to melt it in the fires of the Magmarath Caldera, keeping it submerged in the magma for 10 years. It then succumbs to the fire and is destroyed, causing the volcano to erupt.

If you wish to include the Bloodmire setting in conjunction with Magmarath, consider what ramifications could result in the city due to Malfuriel's release and the blade's destruction.



Mysteries of the Border Ethereal

As the proverbial 'glue' between the various inner planes, the Ethereal realm overlaps and provides a smoky, mirrored existence of its neighbors. The gray, misty expanse is nearly barren, making it hostile towards most life. Despite that hostility, tenacious humanoids, called ethereans, have managed to eke out a living in small settlements, working together under a strict social contract to ensure their collective survival. Despite this stringent lifestyle, ethereans bring life, light, and color to their blase surroundings, delighting in harmless pranks, dramatic storytelling, and costumed theatrical productions.

For travelers on the Border Ethereal, finding an etherean settlement is always a welcome sight, but is not for the faint of heart. Adventurers on the Ethereal can look forward to a multitude of possible dangers and exciting discoveries, as well as unusual rewards and interactions. Mysteries beyond measure await discovery on the wispy Ethereal Plane for anyone brave enough to venture forth.

LIFE ON THE ETHEREAL

While visiting the Border Ethereal is nothing short of memorable, living there is a different story altogether. The Ethereal's supernatural intangibility with everything outside of it makes it impossible to gather resources or materials needed to survive, even though you may be able to see them clearly on the plane adjacent to you. This means that all travelers to the Border Ethereal are forced to come well-equipped with their own supplies of food, water, and other goods they'll need on their journey.

As a result, life as it's known on the Material Plane and beyond is rarely able to find a foothold on the Border Ethereal, rendering it a desolate and largely empty parallel to other planes of existence. Of course, as with everything throughout history, life and magic will often claw their way into even the most remote corners of the multiverse, and the Border Ethereal is no exception. One plant, oemmock, is known to exist natively to the Ethereal Plane, and over millennia has allowed the plane to become a place where life is possible, but still far from easy.

OEMMOCK

Oemmock is a fragile plant that's too mineral-intensive and frail to thrive on the Material Plane. The stable climate of the Ethereal Plane, coupled with its virtually non-existent life there, makes it the ideal home for this miraculously life-giving plant.

The plant grows as a shrub with dim purple leaves and small white flowers. Most grow to be about 3 feet tall by the time they reach maturity, although some varieties are known to grow taller. A tuber, oemmock's roots resemble a common potato from the Material Plane that has only a fraction of the flavor, but typically offers a wider range of nutrients when eaten. Most oemmock reaches maturity in a year but can be harvested for its roots after only four months. Planting an oemmock seed is as simple as releasing it while your hand is underground.

Oemmock leaves can be reduced to produce a foul-tasting mash or drink called oema, and with age can become mildly alcoholic. When grown near water, oema becomes progressively more clear and flavorless, offering a precious means to collect extra moisture on the Border Ethereal. The material remains of the leaves are spun to weave a silk-like fabric called wylle (pronounced nearly the same as "wheel") and are often dyed using the oemmock's flowers, whose colors change depending on the minerals it has access to from the Material Plane. Similarly, the barky stalk of the oemmock can be crushed and processed to make planks of wood from its stringy pulp and tough exterior. It's using these materials that buildings and clothes can be fashioned on this otherwise barren plane of existence, providing the majority of what little resources natives to this plane have access to. Structures made from oemmock can't be traveled through like ones on the Material Plane, and as a result, are highly sought after. Similarly, thanks to its trans-planar nature, an oemmock structure remains in place when pushed against if it's affixed to a nearby support on the Material Plane, such as the ground, a tree, or other building.

Varieties of oemmock often serve as a settlement's greatest asset or even, on occasion, export. Some oemmock is grown that sacrifices its edible roots to instead pull in more water from the Material Plane, and can be tapped like a tree to collect and release water into the Border Ethereal. Other varieties have been grown to maximize the amount of bark and pulp that are collected when the plant is harvested, and others still are cultivated to grow thicker or richer potato-like roots. These cultivated plants are highly sought after, and as a result, are also the most closely guarded part of any settlement you can find on the Ethereal Plane.

MOURNINGSTEEL

In areas of intense bloodshed, mineral deposits can become suffused with the forlorn spirits of the creatures who were slain there. Such blood-soaked ore is called mourningsteel, and it's through the same process that a soul can become a ghost that such a metal becomes available to the Ethereal Plane. While mourningsteel is a treasured material for enchantment on the Material Plane, it's perhaps valued even more by those on the Ethereal, who use it for all manner of important, yet mundane purposes there. To that end, it's not uncommon for ethereal opportunists to follow the paths of extraplanar wars in order to capitalize on their generation of potential mourningsteel.

Mourningsteel can be found by anyone who happens across it on the Border Ethereal or Material Plane but it becomes isolated to only one plane immediately after it's found and harvested. For ideas on what kind of mourningsteel magic items you can introduce in your campaign, see the Example Treasure section at the end of this document.

RECOVERED GOODS

Hapless adventurers or reckless mages will often manage to find their way onto the Border Ethereal without a means of returning home. Their belongings almost always become a part of the Ethereal Plane, unless they manage to find a way back before they run out of supplies. More often than not, however, such travelers will meet their ends by starvation, monsters, or the more unsavory denizens of the Border Ethereal.

EXPERIENCING THE BORDER ETHEREAL

The Border Ethereal, much like the Astral Sea, fills in the interplanar gaps of the multiverse. It is the sheet that covers the Material realm, and as such can be reached into and felt throughout it. While it is always right next to you, you can go for an entire lifetime and never once see it.

Those that visit the Border Ethereal should be ready to experience the following dangers and phenomena:

- The Border Ethereal washes against the edges of the Material Plane, becoming a single realm separated by only a thin veil. Some creatures are able to span this veil, such as ghosts or the more monstrous phase spider, but for the most part, the Border Ethereal is the safely removed vantage point from which to witness the Material Plane. The life, landscapes, and sounds from the Material are seen and heard here, albeit only in shades of gray and softly warbled tones. As a result, many Border Ethereal natives enjoy the challenges and theatrics of neighboring civilizations from across the planar barrier and often use it as their primary source of entertainment.
- While sight and sound can traverse the planar shores, smells cannot. While not completely devoid of smell, the Border Ethereal is most often described as having a faint but pervasive odor akin to licorice mixed with the aftermath of a summer storm. Were wind, weather, or temperatures to affect this plane of existence at all, such odors might become more common or varied. As it is, goods known for their odors, both good and bad, are often coveted by those on the Border Ethereal.
- Light cast by a lantern or magical spell on the Border Ethereal doesn't reflect off of nearby surfaces the way it does on the Material Plane. Instead, the light simply moves through whatever is nearby, making visibility a difficult challenge when traveling.
- Gravity's hold over the Border Ethereal is nothing short of tenuous or elective. Dropping an object there doesn't cause it to fall, but merely to remain in place instead, staying there until it's forced to move again by something else. Similarly, walking across the ground on the Ethereal is as normal as it is to fly, moving in whichever direction you will yourself to go.
- Similarly, very few structures prevent travel on the Border Ethereal. Movement through walls, mountains, or other barriers located on the Material Plane poses no resistance to travelers here. However, common folk tales warn children of the Ethereal Plane to be wary when doing so, as to lose your sense of direction when moving through these expansive barriers is extremely dangerous.
- Swirling mists obscure the paths that lead deeper into the Ethereal Plane and away from where it borders alongside the Material. It's through these deeper paths that inter-planar travel between the Prime Material Plane and the others is made possible, albeit not for the faint of heart.

THE ETHEREANS

Bearing a resemblance to the drow from the Material Plane, ethereans are similarly gray-skinned and willowy in stature but have billowing plumes of wispy, mist-like hair. If only potentially a distant relative to the fey, ethereans have managed to not only scrape together an existence on the Border Ethereal but have done so with vibrance and infectious charm.

Most ethereans live relatively solitary lives amidst their nuclear families for self-preservation but also thrive in social climates wherever song and dance can be found. While etherean taverns are rarely found outside of larger settlements, it's not uncommon for ethereans to come together and regale one another with melodic songs, far-flung tales, or the pulpy life stories of whomever it is they've been watching recently from the Material Plane. It's through such true-to-life etherean storytelling that even the most obscure heroes of the Material Plane, whose deeds may have been completely unseen by others, can live on for generations on the Ethereal as beloved ballads.

SECRETIVE FAME

When visiting the Border Ethereal and interacting with ethereans, consider what secretive deeds your party may have committed that would have been worthy of etherean gossip or song. Such stories may even precede your arrival there!

ETHEREAN CULTURE

Most ethereans are raised to believe that the struggles of the Border Ethereal pale in comparison to the dangers found elsewhere. In doing so, most of them grow up with a shared sense of kinship with their fellow ethereans and respect a traditionally honor-bound system of law. Within larger settlements, etherean peacekeeping is more tightly enforced by a punitive system of governance, with most sentences resulting in outright branding and banishment.

In general, ethereans have an advanced appreciation of privacy. On the Border Ethereal where virtually everywhere is traversable, having a shared sense of decency and respect has kept the culture and its people from destroying themselves from within. As a result, most ethereans raised on the Border Ethereal are lawful, but like any humanoid, are capable of evil or good.

Despite their typical law-abiding nature, many ethereans also enjoy setting pranks; perhaps as a result of

common etherean entertainment relying on the lives of creatures beyond the Border Ethereal, or even a leftover trait from a potentially old fey heritage. Such pranks are typically harmless and are always in the spirit of good fun. Classic examples include placing an oemmock plank within a door located on the Material Plane or leaving a small cup of water suspended in the air just in front of the face of a sleeping etherean. This cultural bend towards the harmless and silly has also led to a history of outlandish names for its regions and towns. Similarly, when an etherean comes up with a nickname for someone, whether it be for a creature on the Material Plane or a fellow etherean, it's almost always intended to be frivolous.

Fashions among ethereans will also change depending on their location. Most clothes are made from wylle, although clothes from the Material Plane are highly coveted for either their scarcity or raw materials. Oemmock flowers are frequently cultivated to produce vibrant colors, and in some cases can create even metallic or iridescent sheens when used as dyes. These colors play heavily in the culture and vivacity of etherean settlements, as well as form pivotal components of their trade. Against the otherwise colorless Border Ethereal, these shocks of welcome color provide a backbone for the ethereans' appreciation of art and theater, allowing for artists and craftsmen to earn comfortable livings making paintings, costumes, and other vibrant fashion.

While most ethereans speak Common, secondary languages and unique details of etherean subcultures depend largely on who their neighbors are across the veil on the Material Plane. Settlements that neighbor dwarven mines are likely to speak Dwarvish and develop similar interests, whereas an etherean settlement in proximity to a dragonborn metropolis may adopt different traits. Similarly, while religion isn't a widespread practice on the Border Ethereal, those that do practice it tend to follow the deities worshipped by their Material neighbors.

ETHEREANS AND DEATH

Without means of advanced decomposition on the Border Ethereal, adventurers and other creatures that meet their end there will often remain until they're found. When an etherean wants to permanently dispose of another creature's remains, the only option is to burn them. Since burning oemmock is a resource-intensive procedure, most non-degradable remains are typically salvaged and used as materials in things like paints, adhesives, and, if the creature wasn't humanoid, soups. Etherean remains are kept in predetermined spaces out of sight—typically somewhere suspended in the ground—until a mass cremation ceremony is necessary. Such events are solemn, even for ethereans, but are carried out in a manner to honor the struggles and lives of the deceased.

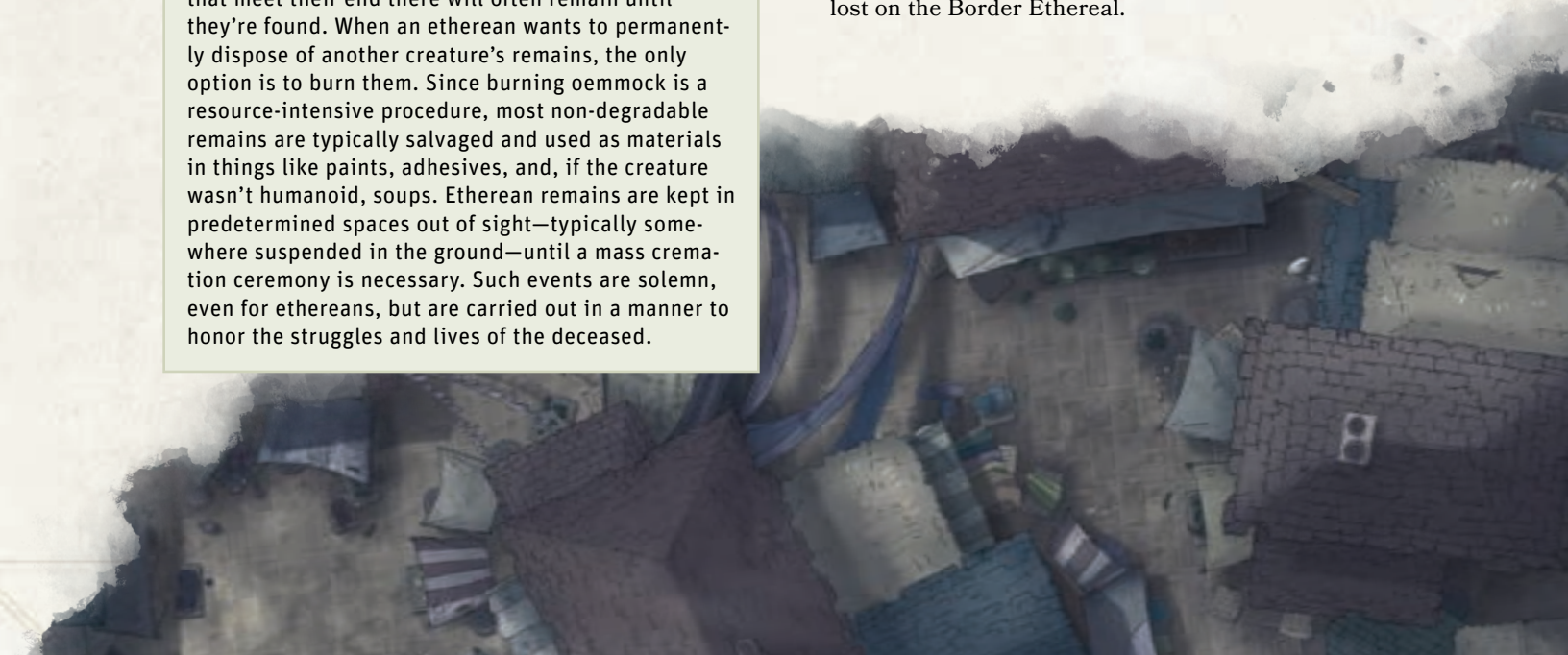
ETHEREANS ON THE MATERIAL PLANE

While uncommon, some ethereans manage to willingly find their way onto the Material Plane with a hunger for adventure. While there, these wanderlust-driven humanoids enjoy the fruits of the Material, tending to spend whatever coin they earn on lavish clothes, sumptuous meals, and evocative perfumes. While many will stockpile these goods with the intention to bring them home to their family or sell them on the Border Ethereal, most of these adventurous individuals never choose to return. For them, it's often a point of comfort to know that any number of ethereans across the veil may be watching them on their adventures, either living their lives vicariously or recording their travels to share with others.

ETHEREAN SETTLEMENTS

Surviving in the gray wastelands of the Border Ethereal is no easy task, and as a result, very few settlements there are large enough to be called a city. Most settlements would be considered a village or small town by natives to the Material Plane, and even then, most ethereal settlements fall parallel to those existing on the Material. By sharing elements of infrastructure on the Material Plane for their own purposes, ethereans are able to avoid resource-intensive construction and save their oemmock supplies for other uses.

Beyond such 'shared' settlements, ethereans can also utilize the unique aspects of the Border Ethereal to build their homes in ways that would be impossible on the Material Plane. Unbound by gravity or conventional restrictions like temperature or available land, etherean settlements can exist wherever they have space and access to valuable resources like oemmock or mourningsteel. Buildings can be easily built above the ground, as their material weight is irrelevant, provided that the structures can be kept in place against the force of whatever footfalls might walk on them. Some settlements choose to instead build in the vicinity of a long-lasting or permanent gateway to the Material Plane. By being established near such entrances to the Material or other planes of existence, some etherean settlements manage to trade with or take advantage of resources from travelers that find themselves suddenly lost on the Border Ethereal.



EXAMPLE ETHEREAN SETTLEMENTS

The following are a few examples of etherean settlements that can be placed into your campaign.

Fiddlewren is an etherean settlement that takes advantage of the breathability of ethereal water, being built entirely on and in the ocean along a rocky, mineral-rich coastline lined with oemmock farms whose flowers produce beautiful, glowing pigments. The ethereans here are fascinated by and mimic the fashion of the ocean's brightly colored and bioluminescent inhabitants. Architecture is similarly designed to showcase the majesty and mystery of the sea. Even compared to other etherean villages, Fiddlewren is reclusive, using their self-sufficiency and underwater isolationism to provide detachment from the violence that so often plagues the surface of the Ethereal and Material Planes.

Novrembroark is a scattered collection of homes placed by the Ethereal Nexus in the Daruuhma Spires on the Border Ethereal. It's here that ghosts are ushered back into the Material Plane to find their eternal solace at the hands of the monks at Durheim Monastery, although only an elite few are aware of the ethereans' hand in their work. While the work performed by the ethereans of Novrembroark is important, it's through the collective effort of countless other etherean settlements that ghosts are slowly shepherded there from across the Border Ethereal to be safely released away from etherean civilization.

Orostead is remarkable in that it is one of the only non-etherean cities to ever be found on the Border Ethereal. The mages of this lake-top city once channeled their tremendous power to shift it in its entirety from the Material Plane into the Ethereal, avoiding an impending danger there centuries ago. Ever since, when calamity seems imminent, the city has been known to transfer itself back to the Ethereal Plane for safety. While there, Orostead maintains friendly relations and trade with their etherean neighbors, though their stays have never been long enough to warrant establishing any permanent or regularly scheduled commercial networks. Part of this uncommon relationship is to secure their city's safety while on the Border Ethereal. Since the city only needs to be shunted into the Ethereal when it's already in peril, the mages of Orostead know that the sudden introduction of a city's worth of resources into the Border Ethereal could easily tempt the often resource-deprived ethereans nearby to form raiding parties and endanger the welfare of the city in new and unexpected ways. To prevent that worst-case scenario, the city is generous with its materials and supplies whenever it crosses back into the Border Ethereal, causing the plethora of etherean settlements surrounding Orostead to be more well-equipped with resources from the Material Plane than most.

Shimm was established in a particularly arid and sandy desert. Although inhospitable on the Material Plane, the Ethereal mists and fog make Shimm a most unusual oasis. The region is rarely visited, so most who would even attempt to see it from the Material Plane find only mirages and hints of something beyond. Specialty oemmock found here gathers more water than normal with its unusually deep and scraggly roots. Tapping its stalk, like a tree for its sap, causes the plant to release any stored water it has inside.

Twerthberg was initially formed as a refuge from the otherwise omnipresent dangers of the world's deepest and darkest caverns. The predators of these underground caverns are terrible, but very few can threaten the city's inhabitants on the Border Ethereal. To that end, many ethereans view Twerthberg as a zoo of sorts, where one can observe the unfamiliar dangers of such an environment from complete safety. The settlement is strategically placed by large, luminous patches of bioluminescent fungus that provide the area with the bulk of its light.

Valentas rests in an expansive, snowy tundra. The relative emptiness of such a snowy landscape is fascinating to ethereans, who view this settlement as a meditative place away from the passive but chaotic bustle of the Material Plane. As a result, Valentas experiences more turnover than most etherean cities, as pilgrims and artists of all kinds journey to and from the settlement's austere environment. Oemmock farmed here produces wylle that's especially rich, but grows food that's even blander to the taste than traditional varieties.

Xyzz, pronounced "Zizz", is an etherean settlement nestled within an existing Material metropolis. Its people use the structures and buildings of the existing city as their own, living their lives almost entirely in parallel to the ones of those on the other side of the planar veil. Oemmock grown here is almost exclusively for consumption and fabric and has been cultivated to produce more food and oema than traditional varieties.

DISCOVERING ETHEREAN SETTLEMENTS

Because structures and cities built by ethereans aren't visible from the Material Plane, adventurers seeking such settlements must either rely on magic to see into the Border Ethereal or cross over into it entirely. Some settlements may be spoken of in certain circles on the Material Plane, but only vaguely, as many ethereans enjoy their relative secrecy away from the more dangerous problems of the Material. Of course, the simplest means of traveling to an etherean settlement is with the direction of an etherean guide, but finding one to lead you may prove more difficult than the trip itself.

While traveling across the Border Ethereal is sometimes dull given its inherent lack of wildlife and color, it can still surprise even seasoned travelers with equal parts danger and opportunity. You can use the following table to help determine random encounters while your adventurers are traveling on the Border Ethereal.

Example Border Ethereal Random Encounter Table

2d6	Encounter
2	A **slumber phantom** (see Ethereal Stat Blocks)
3 – 4	A portal to one of the inner planes: the Material Plane (20%), plane of fire (15%), water (15%), air (15%), earth (15%), fey realm (10%), or plane of shadows (10%)
5 – 7	2d4 **phase spiders** (40%), 2d6 **ghosts** (40%), or 5d6 **ether fish** (see Ethereal Stat Blocks)
8	A herd of 1d10 **nightmares**
9	1d4 **night hags** disguised as traveling ethereans
10 – 11	An abandoned stone and mourningsteel castle of etherean make that's only visible on the Border Ethereal
12	A **hammerhead ether-eel** (see Ethereal Stat Blocks) and 6d8 **ether fish** (see Ethereal Stat Blocks)

ADVENTURE HOOKS

Consider including the following scenarios if you wish to introduce ethereans, etherean settlements, or the Border Ethereal into your campaign.

Example Border Ethereal Adventure Hook Table

d6	Adventure Hook
1	The party needs to enlist the aid of a renowned but reclusive etherean mage, but their tower randomly shifts between several different locations across both the Material and Border Ethereal.
2	A renowned thief has run off with a precious relic, hiding it on the Border Ethereal for safekeeping.
3	The party must journey to the Border Ethereal to rescue an ally that was abducted by a **slumber phantom** (see Ethereal Stat Blocks).
4	After hearing rumors of ethereans being terrorized by a **hammerhead ether-eel** (see Ethereal Stat Blocks), the party is promised a bounty of valuable mourningsteel for their help by a frantic etherean.
5	One of the etherean cities holds a repository of extraplanar lore, which is exactly the kind of information the party needs to defeat an otherworldly foe.
6	A villainous, or possibly bored, etherean has been wreaking havoc on the Material Plane, then retreating to the Ethereal to avoid capture.

EXAMPLE TREASURE

Adventures on and around the Border Ethereal can reward characters with ethereal-based items like the *ether spear*,[1] *Lady Phantasma's material anchor*, *phase axe*,[1] *phasing bow*, *purging dagger*,[1] *tether tearer*,[1] *spirit cleaver*, *spirit pike*,[1] or *spirit sheath*, fashion-conscious items like the *book of clothier's croquis*, *charlatan's wardrobe*,[1] *dress of many pockets*, *heart of the sleeveless*,[1] *magnificent pocket vanity* and *pomade of ten thousand styles*,[1] or prankster items such as the *gravity goblet*,[1] *hat trick*,[1] *scroll of the jester*, *storyteller's stein*, *Talyard the great's wand of power*,[1] *tote of tricky treat sugarbombs*,[1] *wand of merriment*, and *waterskin of voices*. Items from other adjacent planes that have crossed over to the Border Ethereal could also be a perfect fit for adventurers around etherean settlements. Further, any item with "mourningsteel" in its name would be a welcome inclusion on the Border Ethereal, such as the *mourningsteel demi-gauntlets*, *mourningsteel ghost candle*, *mourningsteel half plate*, or *mourningsteel war banner*.



Orostead

The bustling city of Orostead is a twisted maze of wooden docks and bridges that float upon the surface of Lake Ils. Centered around a dizzyingly tall wizards' tower, Orostead serves as a welcome refuge for all who seek peace and protection from persecution—especially mages. It has grown into a shining pillar of what civilization is capable of when constructive ideals are made possible by compassionate leaders and clever magic. Strategically placed at a nexus of several key waterways, Orostead's economy is supported by the never-ending stream of trade vessels bringing and trading their wares from around the region. Benevolent leaders, capable wizards, and a flourishing economy are all defended by the commendable force of the Orostead Pegasus Knights, and made nearly impregnable by a set of powerful magic wards. With magic seemingly commonplace and a steady current of new visitors walking the docks every day, even the impossible becomes probable within the city of Orostead—in fact, stranger things have probably already happened.

AMBIENT MOOD

Walking the streets of Orostead can take a period of adjustment for many travelers, as its streets are made of floating docks, bridges, and other wood-lined waterways that gently sway with the swells of the lake beneath them. Each floating, wood-planked street runs parallel to a canal, where boats can be seen slowly navigating between the throngs of other vessels. Although each individual Ward of the city has its own unique feel, the overwhelming sense of safety, prosperity, and peace are certainly a comfort for both residents and visitors alike.

Towering above the water at the heart of the city stands the Spire of Aristaeus, Peak of Reason: a renowned wizarding school of magic and central anchor for the floating city. The colorful buildings that face the city's canals are roofed with flourishing gardens that make use of the rich sunlight and abundant fresh water. The sounds of hungry gulls and whinnying pegasi can be heard from above, as the famed Pegasus Knights that defend the city's skies make their stoic patrols.

- Due to the city's distance from shore, almost every building in Orostead has a rooftop garden, growing produce for their and other local households. The city is usually temperate, and balmy breezes keep the air from growing stale.
- The city is busy, but the bustling clatter of feet on the floating sidewalks are softened, the vibrations absorbed by the water beneath them. In each Ward, citizens and travelers walk or row with purpose, while laughter and music ring out from children and magical performers.
- With the exception of the Conjuration Ward, which smells strongly of fish, the city's overwhelming aroma is that of the soil and plants growing upon the rooftops mixed with the fresh breeze and lakewater.
- Although they depend heavily upon fish, Orostead cuisine is known primarily for their bold and daring innovations. Thanks to the abundance of trade and gardens for spices and herbs, the food in the marketplace is always flavorful, though you never know what each merchant's experimental meal of the day might be.
- Orostead's fashion and architecture are both characterized by a preference for simple, yet bright and clean colors and lines. Especially where buoyancy is vital, many buildings trend toward boat and ship-like designs. Decades of peace and prosperity has led to a thriving artistic culture, and almost every structure, individual, and Ward has their own colorful identity.

ORIGIN & HISTORY

Orostead began as a meager fishing village on the shores of Lake Ils. Its citizens were simple but exceptionally kind, and collectively decided to provide sanctuary for the wizards seeking refuge before and during the Upheaval, when they would otherwise have been persecuted for their talents and studies. As a result, Orostead was gradually built up into a place of safety and peace. As it grew in size and strength, the now-thriving wizards, led by the first mage refugee Aristaeus, helped migrate the town into the center of Lake Ils to better defend it. Through their aid in conjuring and communicating with Pegasi, the first order of Pegasus Knights was formed: a tradition that has continued to this day.

The first major trial for the reborn Orostead came during the Dragon Wars, when the wizards were forced to use their tower as an anchor as part of a mighty spell to hide the entire city within the Ethereal Plane whenever danger would approach. This spell was enacted at several other notable times in history, such as the reign of Nat'ranguul the Accursed, the Wrath of Ao Hai, and The Conqueror's Hellish Invasion. Now, when confronted with danger, the Spire's mages repeat this process to guarantee that those who stand for peace never fall to the forces of evil.

THE SPIRE OF ARISTAEUS, PEAK OF REASON

The Spire of Aristaeus is a staggeringly tall tower, extending from the bottom of the lakebed up to nearly fifteen stories above the waterline. Although most of the building focuses on various fundamental aspects of wizardry, the top stories and their distinctive spiral (the Peak of Reason) are dedicated to the few teachers and students that are masters in their respective schools.

The Spire is one of the only institutions renowned for its knowledge and crafting of wands through the study of wand lore. As a result most of the wands found throughout the region, if not the world, were made by Spire alumni.

Instructors at the Spire are well-supplied with magical resources to aid in the education of their students. Most teachers utilize simple magical tools to demonstrate equations and dimensions in a more interactive fashion, including *doodle rings* and *spellwoven robes*.

Below is a list of the most prominent and expert educators, representing each school of magic with one exception. The Enchantment school teacher has recently gone missing (an investigation is currently underway). Of particular note, the school of Necromancy is taught in an extremely limited capacity, with the strict intention for its use to remain within the city's Necromancy Ward and hospital.

- **Z'ren (Abjuration)** is a jolly dwarven mage who has taught here for 100 years. In that time, they have prevented the tower from catastrophic collapse on numerous occasions, as well as saving the lives of several reckless students each year.
- **Numat (Conjuration)** is an aging, fastidious human, and is fond of sending his graduated students sweets and correspondence. He tends to push his students toward practical uses of conjuration.
- **Ilra (Divination)** was hired only recently in the wake of the previous teacher's disappearance and specializes in identifying magic items. A middle-aged human who struggles with shyness, Ilra is prone to start rambling when he feels uncomfortable.
- **Yillidarian (Evocation)** is a severe and cold elf. She expects perfection from her students, particularly in their control over the fierce elements. She has few associations with other instructors, and spends most of her free time studying in her chambers with various books loaned from the Archive.
- **Dominic (Illusion)** is an adventurous human who teaches languages and some history of magical beasts. His students greatly enjoy his penchant for interactive lessons in biology, including the occasional dissection.
- **Sybillan (Necromancy)** is a wizened, gnomish mage who warns extensively of Necromancy's dangers. She focuses on the limited healing aspects of that dark school of magic, and is greatly beloved by students for her gentle demeanor and extensive stories of her past escapades.
- **Estra (Transmutation)** the tiefling maintains the school's extensive Archive, but gets lost easily. She typically explains that she has to store so much magical and practical knowledge, it's no surprise that there's no space for geography.
- **Fralligen Alabaster (Wand Lore)** is a very old elf and oversees the school's administration. They were one of the first wizards to come to Orostead and is the main person responsible for the city's teleportation in times of danger after Aristaeus's passing.

With so many wizards, both practiced and learning, combined with the prevalence of magic within the city, Orostead and Lake Ils are frequently subject to Magical Mishaps, which vary greatly in effect and scope. You can use the following table to help determine random Magical Mishaps while your party is in the region. Most mishaps are resolved quickly, but can occasionally last for days at a time.

YILLIDARIAN'S SECRET

The elven Evocation instructor is actually a drow in disguise. If adventurers follow clues and investigate the disappearance of the previous Enchantment school teacher and the Divination teacher that Ilra recently replaced, they will end at the conclusion that Yillidarian was responsible. She sacrificed them to siphon their magic for her experiments. If they choose to confront her or investigate her chambers, they find 4 **animated armors**. They are defending a painting of a giant blue mushroom. The painting is actually a portal to an underground root-based cavern where Yillidarian has been performing experiments on a captured **young blue dragon**. If the party can escape from the cavern, they discover that it's located within the Festerwood. Find out more about the Festerwood at *saddleb.ag/festerwood*.

Example Random Magical Mishaps Table

d8	Mishap
1	A massive whirlpool forms around the town for 1d3 hours, causing mayhem on the docks.
2	The weather shifts ahead by two seasons for the day. For example, a sunny summer day could become frigid and wintry.
3	A 1d20-second time freeze affects the entire city. Only those who succeed on a DC 20 Intelligence saving throw are unaffected.
4	For 1d4 hours, all animals in the city gain the ability to speak and understand Common.
5	Several directly adjacent buildings swap places.
6	All clothing of a certain shade drains of all color to become gray. Roll 1d8 to determine which color is affected. (Red, Orange, Yellow, Green, Blue, Purple, White, or Black.)
7	Static charge builds up on all cloth and metal surfaces. Touching these surfaces within the next 1d4 hours shocks the individual painfully but without lasting damage.
8	The outside of the Spire itself drastically changes in appearance, such as the walls' general shape, color, material, or height.

SPIRE QUESTS

Occasionally, the wizards of the Spire will call upon brave adventurers to assist in their various magical endeavors. You can use the following table to help determine random Spire-sponsored Requests for your party.

Example Random Spire-Sponsored Requests Table

d8	Request
1	Track down the hidden library of notorious evil necromancer **Ogden Fellweaver** (see appendix L), and bring his books back so they can be safely and securely locked away.
2	Acquire some living samples of 3 different rare or magical flora that can be used in an upcoming lecture on alchemy and potion making.
3	Capture 4 live **stirges** so the students can dissect and study their physiology.
4	Convince Basco, a renowned practicer of charms, to leave his retirement to come teach at the school as the head of the Enchantment school.
5	Capture a live **salamander** for Dominic to add to his research and field guides.
6	Find and ask a wizard of repute from a different region to give a lecture on the dangers of necromancy for the next graduating class.
7	Archivist Estra keeps getting lost in her Archive demiplane. Assist her in finding a solution, be it magical or mundane.
8	A group of 4 students want to go on a field trip in order to obtain some uncommon spell components, but need a competent adventuring group to travel with them and ensure their safety.

GOVERNANCE

As Orostead's standing as a refuge for the magical grew, so too did its need for a level-headed leader: a Speaker. Rhaj Grintin, a plain and compassionate human fisher, was the first to be given this title. Tasked with the responsibility of leading the town through sweeping cultural and logistical changes, Rhaj was successful in bridging the cultural and fiscal gaps between the village's citizens. Years later, it would be Candace, Rhaj's own daughter, who would be the second to be given such a responsibility. Generation after generation, Rhaj's descendents have continuously been seen as admirable leaders deserving of the Speaker's title. The process for electing a Speaker is well documented in Orostead's history, but has never actually been performed by the city. As a result, while the city is governed by the Speaker and members of a chosen noble council, Orostead is commonly considered to be led by a benevolent monarchy.

The current Speaking family of this monarchy are Queen Adelin and King Harold. Harold, a direct descendent of Rhaj, shares the responsibility of Speaker with Adeline, whose infectious charisma and compassion are an ideal compliment to Harold's more quiet and studious demeanor. Known for her passionate speeches and charity efforts, Queen Adeline is a Speaker of the people, while King Harold finds balance and drafts new laws to support both people and prosperity: a Speaker of propriety. Between the two of them, this Speaking family has focused its efforts on ending homelessness

Her Majesty was royal, but in name only. Her compassion for the daily struggles of common folk was made clear by her visits to local markets and fisheries, as well as the unsupervised nights spent in the local taverns. Raised by a single stalwart father, a pegasus knight without a trace of nobility, she was given the perspective of two worlds: one of the mundane dangers of average life, and the real dangers of martial law.

At the age of 15, her father was killed by a rampaging dragon in the line of duty. Wracked with anger and spite for the people who led him to his death, it was only then that she realized the impact he had on the royal family. The sitting king and queen, as well as their son, paid her a visit to offer their sympathy and support: an early act of kindness that would shape her growth from her father's loss.

Moved to noble studies and quarters, she grew to befriend the young prince. Time passed, and as is typical in stories such as this, the two fell in love. Set to become the future queen of Orostead, she spent her days studying the nobility, law, and history of the city. Using her meager upbringing as context for her opinion, she could see that many generations of corruption and ill-practiced law threatened to consume the city and leave it a husk of its former glory.

But the prince grew sick before their coronation. Too sick. One night after reading to him in their bed, she fell asleep. She tossed and turned with nightmares of plague and ruin. Just when she could feel the last of her hope begin to slip away, a light broke through to rid her of the darkness: a shimmering pegasus with the horn of a unicorn.

It was there that she bargained with the spirit. In exchange for some of its divine power, she would ward off the darkness that threatened to consume them. When she awoke, she found a feather and horn clutched in her hands.

From then on, the would-be queen nursed her prince back to health, learning the extent of her magic as she went. The prince survived, although his legs would no longer serve him. The two were crowned king and queen, and while the king could often be found in his study or poring over new laws or the grievances of his people, the queen became the voice of the city and its people.

Orostead


The Illusion Ward
The Conjuration Ward
The Evocation Ward
The Necromancy Ward
The Spire of Aristaeus
The Abjuration Ward
The Transmutation Ward
The Divination Ward
The Enchantment Ward

and hunger throughout the city: a difficult task given the city's limited space. Within The Pale Palace, Harold and Adeline are aided by several noble families, the **Pegasus Knights** (see appendix L), and representatives from the city's numerous other agencies.

Though the Spire's wizards are vital to the protection of Orostead, they've never been turned to for its governance. However, they are asked from time to time to aid in the accomplishment of otherwise less feasible endeavors, such as the magical production of food and lodging to support refuges due to war or famine.

EXPLORATION

The city of Orostead is laid out into 8 Wards, with each one tied to a school of magic. Each Ward has its own dockyard where ships come and go to fit the needs of each distinct area. The streets are interspersed with canals and bridges, to allow foot and naval traffic easy access throughout the city. Throughout the web of floating docks, buildings, and bridges, every path ultimately leads back to the Spire at the city's center.

The Abjuration Ward is where the Orostead Police force is based, as well as its prison and Owlbear Adventuring Guild headquarters. Most of the trade through the Abjuration dockyard pertains to these organizations, although it assists the Conjuration dockyard with food importation when necessary.

The Conjuration Ward is Orostead's busiest dockyard, where numerous fishing vessels launch from and unload their cargo. It's also home to some of the most fertile garden rooftops thanks to the fish-based fertilizer they use, as well as a number of inns and taverns well-suited for socializing sailors and travelers.

The Divination Ward contains Orostead's public schools and libraries covering a wide range of topics. Funded primarily by the Monarchy and the Spire, this Ward ensures that the populace of Orostead is well trained in language, mathematics, finance, and science. This Ward is also home to the few churches and temples of the city that provide ceremonies for the living.

The Enchantment Ward is home to The Pale Palace as well as the majority of other noble houses and embassies. Most of the rooftop gardens within this Ward are dedicated to growing various herbs and flowers instead of heartier produce. In conjunction with the architecture, the fauna make this Ward the most gorgeous section of the city.

The Evocation Ward houses the Pegasus Garrison and their extensive stables, as well as a large number of government-built houses to ensure that any and all refugees or struggling individuals have a roof over their heads, in exchange for assistance maintaining the Ward's rooftop gardens and other community support.

The Illusion Ward is the center of Orostead's artistic expression. A number of open-air and enclosed theaters allow various performing arts, and the air always carries some melody on the wind. One particular amphitheater is specifically for children, featuring puppeteers, storytellers, and other delightful amusements.

The Necromancy Ward is an unusual portion of the city. This Ward assists primarily in the healing of the sick and injured, ensuring the comfort of the dying, and handling the cremation of remains. Due to Orostead's floating nature, there are a few crypts for greatly-beloved monarchs and nobility, but their construction is quite elaborate in order to prevent water damage.

The Transmutation Ward is the busiest part of the city, and the Ward that changes the most as days and seasons pass. Home to the various necessary artisans and merchants needed to fuel a city, these crowded streets are filled with pop-up stalls for vendors of all kinds, as only the most financially secure merchants can afford a permanent spot within the bazaar.

SPECIFIC LOCATIONS

The Pale Palace is a beautiful but architecturally simple white stone building in the Enchantment Ward. It is the home of the Speaking family and the central legislative structure of Orostead. The most beautiful gardens of the city are found upon its rooftop, and the Queen can often be seen walking amongst the flowers, hearing the trials of and advising her citizens.

The Frayed Bowline is a popular way stop in the Conjuration Ward for travelers, run by Lester and Robert Moor. Known for honest but blunt service and a surprisingly large variety of drinks, most visitors leave with a shanty in their heart and wobbling land-legs.

The Lossless Library in the Divination Ward does not contain wizard spellbooks, but is otherwise a font of publicly accessible knowledge about history, religion, and all forms of natural science. It earned its name after a donation of numerous continual flame torches from the Spire, a symbol of their mutually beneficial relationship.

Justice's Bounds is Orostead's prison, located in the Abjuration Ward and operated by the city's police force. While thoroughly secure, the prison's focus has shifted more towards rehabilitation, rather than traditional imprisonment, under order of the King and Queen.

Celestial Heart Hospital is a modern marvel, and the beating heart of the Necromancy Ward. Open to all members of the public, the hospital operates on the cutting edge of medical science and technology due to the Spire's crafts. Many wizard-made contraptions and prosthetics that facilitate healing and protection against disease are utilized, giving Celestial Heart uncommonly high recovery rates.

Aristaeus's Apothecary is the Spire's official provider for their students' spell components, and is found in the Conjuration Ward. Operated by Samson the Squint-eye, the apothecary makes use of the potent fertilizer of the ward and various atmospheric magics to grow an abundance of herbs that would otherwise be difficult to find in the region.

Simple Smithcraft, run by the tiefling Rumination in the Transmutation Ward, is one of the very few smiths in the region with the training and experience necessary to work with unusual magical and mundane materials. As such, his time and craft are highly sought after and highly priced, and he has never had a dissatisfied customer.

Rebekah's Workbench in the Transmutation Ward is widely regarded as the most talented artisan wood-

carving business in the city, perhaps the region. Skilled in working with all sorts of uncommon woods as well as all natural hardwoods and softwoods, Rebekah is a remarkably humble crafter, dedicated to the art and her apprentices, not the money.

Traveling Goods and Wares is a general store that can provide adventurers with most necessary tools and equipment for a dangerous and thrilling adventure. Found near the Owlbear Adventuring Guild headquarters in the Abjuration Ward, the dragonborn proprietor Dex Clawthorne is well employed by the Guild's members. As such, he is entirely firm on his prices, refusing to haggle but offering a fair price.

Prismatic Comfort is a lavish inn located in the Enchantment Ward and is frequented by traveling ambassadors and nobility. For safety and as a display of their success, the owner Charleston Quillstone has purchased a number of continual flame torches from the Spire, although they feature an added enchantment that allows him to change the flame's color on command.

LAKE ILS

A surprisingly deep body of water, Lake Ils is home to a vast number of aquatic lifeforms, many of them territorial. Especially in the lower depths where light fails to penetrate, danger lurks in every current. The lake is home to a unique, magical, bioluminescent coral which grows on the tower, helping to heat and insulate the tower against the dark and frigid depths.

You can use the following table to help determine random encounters while your adventurers are delving into the depths of Lake Ils.

Example Lake Ils Random Encounter Table

4d4	Encounter
4	An empty sunken ship (50%) or a sunken ship with treasure (50%)
5	1d3 **giant octopuses** (50%) or 1d4 **giant seahorses** (50%)
6–8	2d4 – 1 **merrow** (60%) or 1d4 + 1 **sahuagin** (40%)
9–11	The **aqualisk** (see appendix L), which can be made friendly with a sizeable offering of food.
12–14	1d3 **water elementals**, hostile (30%), neutral (40%), friendly (30%)
15	A rune-carved monument hovering below the water, shedding bright light in a 60-foot radius and dim light for an additional 90 feet.
16	A juvenile (Huge size, 200 hit points) **dragon turtle**, sleeping (75%) or hunting (25%)

OWLBEAR ADVENTURING GUILD

Due to Orostead's placement on Lake Ils, which rests at the convergence of several notable waterways, it houses a thriving Adventuring Guild. The guild is currently run by Solace, a retired mage, in the Abjuration Ward. Only the most trustworthy adventurers are accepted into its hallowed halls and carry their symbol, which has helped the Guild thrive on repeat customers over the decades. Many contracts ranging across the land and into neighboring regions begin here, and its guild members are well compensated for their service.

Consider using the following table to assist you in filling out the halls of the Guild with potential allies and rivals for your group.

Example Random Adventuring Guild Members

d4	Group Name	
1	The Jolly Spelunkers	Kenai the goliath warrior, Alba the human knight, Madresh the dragonborn mage, and Lilisandra the dragonborn bard.
2	The Sailing Badgers	Branwin Lutgehr the dwarven barbarian, Vulthrock Durthane the dwarven mage, Julian Ashfoot the human ranger, and Sarvoril the half-elf cleric.
3	Fleet Fellows	Clint Wandersail the human druid, Blue Roark the dwarven mage, Owen Grizzlyroar the human barbarian, and Wilford Cadogan the human cleric.
4	Adventurous Alumni	Krisella Glimmergaunt the half-elf wizard, Gamura Huffle the gnomish wizard, Thulgrem Smeltjaw the dwarven wizard, and Magnus Murdock the dragonborn wizard.



GUILD ADVENTURE HOOKS

Consider including the following scenarios if you wish to begin adventures from contracts with Owlbear Adventuring Guild in your campaign.

Example Adventure Hook Table

d8	Adventure Hook
1	A number of citizens have been reported missing lately, last seen in the Transmutation Ward. The monster responsible (a **doppelganger**) must be stopped.
2	Turbulent weather in the eastern waterways has been far more frequent of late, believed to be the result of a newly-formed **sea hag** coven stirring up trouble.
3	Research the disappearance of Januran, a haughty but respected mage who was last seen sailing near the western shoreline of Lake Ils to negotiate with the **merfolk** who reside there.
4	Duchess Anastasia Liadonna (a **lycanthrope**) has disappeared from prison. Find her, and return her to Orostead for trial.
5	Hunt down **Hawkren Bloodstone** (see appendix L), the cultist follower of a powerful necromancer, before he can accomplish his nefarious agenda.
6	A greatly beloved winery located several miles upriver has ceased shipments, bringing concerns of a pirate infestation.
7	Help the Pegasus Knights go on a hunt as a training exercise for their newest foals.
8	Alba, a prominent Adventuring Guild member, has gone missing. Their remaining party members (Lilisandra, Madresh, and Kenai) ask for assistance finding them.

EXAMPLE TREASURE

Adventurers in and around Orostead can be rewarded with arcane items like the *abjurer's gilder*,[1] *arcane mirror*,[1] *arcanist gauntlets*, *arcanist's bowstaff*,[1] *arcanist's magnificent magnifier*, *hat of osnomnosis*, *mageplate cap*,[1] *mageplate ring*, *night owl's half-moon spectacles*, *spellfire bow*, *spellwoven robes*,[1] *spellwriter's brace*, *storyteller's stein*, *Talyard the Great's wand of power*,[1] or the *tome of lost knowledge*, water-based fighting items like the *amulet of buoyancy*, *doubloon diver's goggles*, *dragon turtle barding*, *drowner's pearl*, *sea serpent hairpin*,[1] or *torpedo arrow*,[1] or pegasi-based items such as the *arc of the alicorn*, *pegasus quill*, and *wand of the alicorn*.

Further, *Arista*, *Wand of the Spire* is an artifact that's been wielded by some of the most powerful wizards throughout Orostead's history. The details for this artifact can be found on page 196. Of course, any other wand items could be a perfect fit for adventurers working with the Spire of Aristaeus, Peak of Reason.





The Rocborne

The mighty Rocborne are an eons-old culture of world-traveling nomads who live on the backs of gargantuan rocs. The various Homes of the Rocborne are tenacious in preserving the history of their people.

Due to their nomadic nature, the Rocborne place great importance on skillful hunting and foraging, as they cannot cultivate agriculture upon the Roc's back. They also have a great love for commerce, story-swapping, and competitions of athleticism whenever they land. The Rocborne are a diverse people and their appearances and behaviors can vary greatly from Home to Home, and from person to person.

AMBIENT MOOD

A Rocborne Home, whether in flight or landed, is a lesson in serenity and balance with nature. All aspects of their lives are designed with practicality and respect, from their buildings and tools to their arts and music.

- The expansive back of the Roc is dotted with small, squat buildings made from natural materials, designed to provide flexibility in wind and minimal weight. Rugged quilts and woven blankets help to keep away the cold during flight, while hanging baskets and hammocks ensure protection for their contents. Even when camping on land, their architecture and respectful behavior towards nature are evident.
- Most clothing among the Rocborne is designed for sturdiness and warmth, given the altitudes they travel. They make use of various leathers and furs, dying them in beautiful patterns based on their Home, family, and profession. The Rocborne place the most importance, however, upon feathers, painstakingly collected from the ground without harming the birds. Spiritual leaders in particular are known to utilize feathers when channeling or communing with wind spirits.
- The Rocborne are renowned for their exquisite craftsmanship, and there is no shortage of demand for their art wherever they land. They are most known for their unique style of hand-shaped and smoke-fired pottery, their intricately shaped and painted beads, and woven baskets and blankets. They also take great care in the crafting of their tools and dwellings, using bone and leather to ensure their hunts are not wasteful or disrespectful.
- Though each Home has different preferences on the specifics, they all share an appreciation for music and dance. Beyond the making of music for entertainment, Rocborne instruments are also used to aid in spiritual ceremonies: typically appealing to a specific ancestor through their preferred song or musically-supplemented story.
- Especially when landed, many of the youth and adults among the Rocborne take great joy in contests of strength, agility, and teamwork in the form of various sporting events. Those individuals who excel in these displays of athleticism can earn additional responsibilities and community acknowledgement, though they always take care to keep these events safe and fair. Those who do not excel at these sports are not considered less important, and losing is not punished, for all can bring something of value to the Home.

SOCIETAL BALANCE

Rocborne society has a clear division of labor between hunter-gatherers and crafters, but don't assign roles or societal expectations based on gender. They also place a great deal of importance on the skills of oral storytelling and memory, ascribing these most respected positions of leadership to the individuals that preserve their Home's genealogy and traditions.

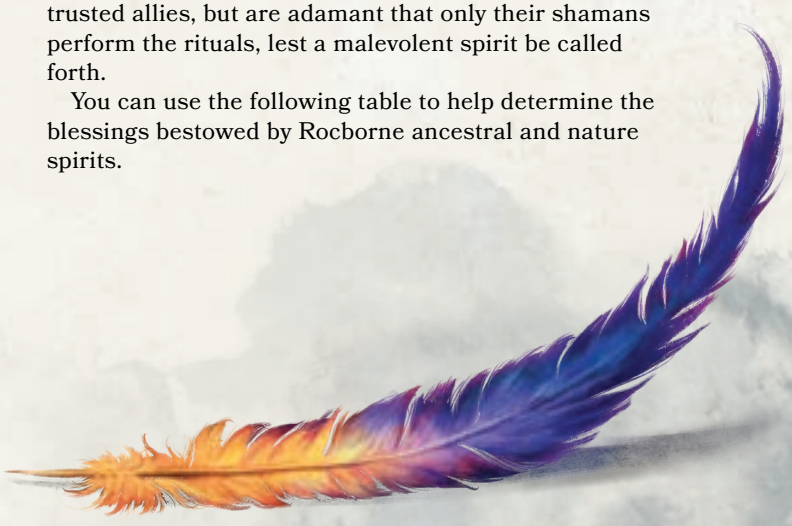
Part of the closeness of the Rocborne society is due to the overt importance they place upon relationship bonds and love, both familial and interpersonal. They understand that nature's balance both requires and encourages strong bonds for survival. As a result, it's not uncommon for Rocborne to enter fluid or same-sex romantic relationships just as readily as any other, to such a degree that most adopted Rocborne join in order to gain that freedom of expression.

ROCBORNE ANCESTORS

The Rocborne revere and gain wisdom from nature spirits as well as the spirits of their ancestors. Through generations of interaction and symbiosis, the Rocborne have come to believe that rocs are the ultimate expression of the very wind itself, and when a Rocborne passes, they are cremated and their ashes are spread to the wind. Fallen Rocborne become the smaller, peaceful breezes and gusts that provide comfort and warmth to those they visit. As such, windy days are often treated as good omens or a sign that their ancestors are watching over them.

Contacting the spirits of nature and their ancestors requires ceremonies, in which the spiritual leaders tell stories of the spirit, meditate, and seek its guidance. Sometimes these ceremonies are accompanied by music, depending upon the desired contact. The Rocborne are fairly open about allowing observers, especially trusted allies, but are adamant that only their shamans perform the rituals, lest a malevolent spirit be called forth.

You can use the following table to help determine the blessings bestowed by Rocborne ancestral and nature spirits.



Example Rocborne Blessing Table

3d8	Blessing
3	The wind lightly tussles your hair for 1d4 hours.
4	You gain a flying speed of 30 feet for 24 hours.
5–6	You duplicate the effect of the *augury* spell.
7–8	You duplicate the effect of the *divination* spell.
9–10	The story of the ancient warrior: you gain the effect of the *enhance ability* (bear's endurance) spell for 24 hours.
11–12	The story of the ancient leader: you gain the effect of the *enhance ability* (eagle's splendor) spell for 24 hours.
13–14	The story of the ancient shaman: you gain the effect of the *enhance ability* (owl's wisdom) spell for 24 hours.
15–16	The story of the ancient crafter: you gain the effect of the *enhance ability* (cat's grace) spell for 24 hours.
17–18	The story of the ancient hunter: you gain the effect of the *enhance ability* (bull's strength) spell for 24 hours.
19–20	The story of the ancient historian: you gain the effect of the *enhance ability* (fox's cunning) spell for 24 hours.
21	You duplicate the effect of the *scry* spell on a target of your choice.
22	You duplicate the effect of the *commune with nature* spell.
23	You duplicate the effect of the *legend lore* spell.
24	Once a day for the next 7 days, you can replace one attack roll, ability check, or saving throw you make with a 20. You must choose to use this effect before making the roll.

LANDING SITES

The Rocborne don't need to land often, but in their circuitous travels they have taken to landing in certain locations each year for reasons steeped in tradition. Some landing sites are ideal locations for commerce with the surrounding region, whose residents regard the Rocborne's yearly arrival is a holiday of sorts. Other sites are chosen for their ideal hunting grounds, or rich gathering. The most important landing sites are those areas chosen for multiple Homes, or Rocs, to land, so that the Rocborne can trade crafts, genealogies, resources, and stories with one another. These areas often include arenas set aside for large athletic contests between Homes, the winners earning more favorable trading rights for the event's duration. When it's time for a Home to leave a landing site, a Rocborne elder or chief is typically the one to communicate with the roc and decide where to travel next.

You can use the following table to randomly determine what type of landing site the Rocborne are presently at or are journeying towards.

Example Landing Site Table

d10	Landing Site
1	This site is near a cosmopolitan city, and includes a week-long festival of arts and commerce.
2	This site is surrounded by rural farms, and allows trading for grains and other food staples.
3	This site is near an elven society, and is primarily used for exchanging fine crafts, music, poetry, and herbs.
4	This site is on the mountainside of a dwarven keep, where the Rocborne can obtain metal tools and weaponry.
5	This landing site is in a dense jungle, known for its plentiful game.
6	This landing site is a meadow surrounded by forested hills, rich with wild grains, berries, and fruits.
7	This landing site is beside a wide and fast-flowing river that is swollen with freshwater fish.
8	This landing site is along a coastline or island burgeoning with large fish and crustaceans.
9	This landing site is a hidden valley nestled deep within treacherous mountains, and is the secret source of the Rocborne's most precious clay, used for their renowned pottery.
10	This landing site features a grand arena for the Homes to compete in, a large number of stalls for trade, and amphitheaters where storytellers can exchange lore and stories.

EXAMPLE ADVENTURE HOOKS

Consider including the following scenarios if you wish to include the Rocborne in your campaign:

Ancient Insight for Ancient Evils. In search of guidance for how the party can triumph over their current foe, the adventurers seek out the Rocborne, famed for their long memories. But precious knowledge and trust must always be earned.

Trial of Strength. The Rocborne have offered boons to whichever adventurers can impress the spirits of nature and their ancestors. Many would-be heroes are clamoring for the prize, resulting in fierce competitions of strength, valor, and wisdom.

The Stormwinds. The next leg of the Rocborne's yearly circuit across the world is fraught with perilous storms and malevolent spirits, so they are seeking brave adventurers to accompany them and ensure safe passage.

EXAMPLE AIRBORNE ENCOUNTERS

You can use the following table to help determine random encounters while your adventurers are flying through the upper echelons of the sky.

Example Airborne Encounter Table

2d8	Encounter
2	A flock of 1d8 **hippogriffs** (35%) , 1d8 **griffons** (35%) , or 1d6 **wyverns** (30%)
3	1d6 **giant eagles** (75%) or 1d6 **giant vultures** (25%)
4	1d2 **air elementals**, hostile (80%) or neutral (20%)
5	2d4 **harpies** (50%) or 1d3 **swarms of rain hornets** (see appendix M) (50%)
6–7	1d4 **swarms of bats** (50%) or 1d6 **stirges** (50%)
8–9	1d3 **lightning panthers** (see appendix M) (50%) or a **skywhale** (see appendix M) (50%)
10–11	A turbulent wind pattern blows strongly in a random direction. To determine the direction, roll a d8 and assign a direction to each number.
12	A **manticore** (75%) or 2 **manticores** (25%)
13	A **giant horned snake** (see appendix M) (75%) or an **adult dragon** (25%); red (20%), blue (20%), green (20%), white (20%), or black (20%)
14	A crackling thunderstorm brews, brought on by a malevolent **storm spirit** (see appendix M).
15	A pleasant breeze brings gentle warmth and speedy travel, as the spirits of ancient Rocborne swirl around and guide your forward. You arrive at your next location 1d4 days early.
16	A **thunderbird** (see appendix M) (50%) or a peacefully passing Rocborne Home (50%)

MAKING CUSTOM ROCBORNE NPCS

When populating the various Rocborne Homes with characters to interact with your world, consider using the following tables to determine their personality.

Personality Traits

d6	Personality Trait
1	I'm constantly thinking of and sharing esoteric, sometimes tangential stories of my ancestors.
2	I prefer the solitude of nature over talkative humanoid company.
3	I've spent so much time attuning to one of my ancestors, that I have adopted their older speaking patterns and phrases.
4	I'm intensely competitive in sports, hunting, and everything I do.
5	I've become exceptionally precise in my movements as I've perfected my art.
6	I'm full of boundless curiosity and energy, desperate to know what turn life will take next.

Ideals

d6	Ideal
1	**Exploration.** The world is just waiting for you to discover its secrets. (Chaotic)
2	**Honor.** The Rocbone have survived by staying true to their word at all times. (Lawful)
3	**Community.** Protecting each other and shoring up our weaknesses keeps us strong. (Neutral)
4	**Nature.** Balance with the wilds must always be maintained. (Neutral)
5	**Freedom.** The sky's the limit, and opportunities don't wait for the indecisive. (Chaotic)
6	**Tradition.** It's our duty to remember our ancestors and keep the balance of life. (Lawful)

Bonds

d6	Bond
1	I was contacted by an ancestor with unfinished business, who charged me with completing it.
2	I was adopted into the Rocborne in a time of crisis, and owe everything to my new Home.
3	My partner was a Rocborne when we met, and I couldn't imagine a life without them.
4	I must work hard to defend my athletic accomplishments and accolades from challengers.
5	I find peace in my craft and owe much to my teacher's patient tutelage.
6	Only while enveloped in the blessed hunt am I at peace with myself and one with nature.

Flaws

d6	Flaw
1	I'm so dedicated to our traditions that new ideas are difficult to accept.
2	I fear that my life will not be good enough to ensure my spirit is welcomed by the winds.
3	My fervent focus on the stories of my ancestors has caused me to miss out on my actual life.
4	I've devoted my life to the Rocborne so much so that I now fail to understand or trust outsiders.
5	My fierce competitive nature leads to anger and frustration when I fall short of my expectations.
6	I'm enthralled by flight, and am almost despondent when forced to walk on solid ground.

EXAMPLE TREASURE

Adventurers interacting with the Rocborne and the skies can be rewarded with wind- or storm-themed items like the *air render* or *rod of storms* would work well. Further, any item with "Rocborne" in its name[1] or the *Nimbus, First Staff of the Thunderbirds* artifact, is a great fit. You can read more about this artifact on page 199.



The Upheaval, a War Against Magic

The Upheaval was a dark era of time that spanned the course of one hundred years and was marked by the violent persecution and suppression of spellcasting humanoids. Led by a faction of fear-mongering paladins called the Justicars, this war against the arcane was fueled by fervent slander and aggressively divisive propaganda designed to strike fear into the hearts of the nonmagical. Using this manufactured fear, the Justicars continued to expand and control vast swathes of territory by mobilizing groups of radicalized civilians. Inquisitions ran rampant and often led to the wrongful conviction and execution of innocent people, magical or otherwise. Powerful magic wielders themselves, the Justicars were both feared and respected for their firm grasp and discipline of their power, and despite their abilities, were considered the only acceptable purveyors of magic in the eyes of their followers.

To this day, the Justicars are universally reviled and held responsible for the deaths of thousands of innocent lives, as well as for the ushering in of one of the multiverse's darkest centuries. Though these zealots are far less in number and power today, their tyrannical actions have caused tremendous suffering for decades, even following the Upheaval, and still strive to accomplish their repressive goals. Based out of the fortress city of Kerulia, the remaining Justicars spread slander and violence wherever they can find a foothold as they strive to regain the might and power they once possessed.

AMBIENT MOOD

In towns and regions ravaged by the Upheaval or the Justicar's continued influence, a constant weight of oppression and careful observation take their toll. The civilians that were once stirred into frenzied mobs in order to oust neighboring mages now lead difficult lives filled with dread and mistrust. The Justicars thrive on the persecution of mages and flounder in their absence, forcing their organization to rely on a tight grip of martial law and propaganda to control the populace and perceive threats that may or may not exist. Even months after the Justicars pass through a region, some remaining elements of their presence can still be felt.

- Walking through the streets of a Justicar-occupied town clearly shows signs of desperation and struggle. The buildings left standing are scarred, with blackened scorch marks as common as paint. Citizens go about their business in quiet fear, turning their eyes down in deference to avoid the notice of the shining armor and weaponry of the Justicars' militia.
- Large portions of the town reek of death and the remnants of arcane battles. Sometimes entire wards are left abandoned, unlivable thanks to the powerful corrosive acids, magical fires, and lethal poisons that still linger. Mass graves and rotting corpses are common in the wake of a struggle, often caused in equal measure by the apprehended mage and the Justicars themselves.
- While occupied, these towns quickly shift from raging mobs to terrified stillness, with moments of raucous violence turning into the broken sobs of widows and orphans.
- Travelers, in particular, are subjected to intense scrutiny by the Justicars, creating a tense sensation of being perpetually watched. Anyone suspected of spellcasting is tailed by dedicated agents that record their every movement.
- During a Justicar military occupation, a region's trade is often severely impacted. Heavy tariffs and taxes deter merchants, forcing civilians to struggle finding or creating their own forms of subsistence. Town-wide rationing and curfews are common, although higher-ranking Justicars never seem to lack leisure and other luxury goods.
- Perhaps most notably, areas occupied by the Justicars become impregnable almost overnight. Their militias use their sanctioned arcane skills to craft bunkers, walls, and moats in mere days using the materials at hand. These structures are strictly utilitarian, except for the personal quarters of ranking members of the upper echelons, which are decorated in fine silks and furniture.

SPLINTER SECT

Before the Upheaval, the Justicars belonged to a noble and well-regarded Order of paladins: the Spelldrinkers. Renowned for their evenhandedness, paladins who had taken the Oath of the Spelldrinker were preeminent mediators often employed by regional powers to facilitate peaceful negotiations, without the risk of magical detection or interference, as well as track down and remove liches and other evil mages that threatened their territory. When a number of these elite paladins grew drunk with the power they held over other spellcasters, conflict began to brew within their Order. When a resolution proved unattainable, the Spelldrinkers banished the offending members, and were, for a short time, forgotten.

In the months that followed, these sordid individuals banded together under the banner of the Justicars to wrest back the power they felt was their due. Using the connections they'd made from their time in the Order of Spelldrinkers, the Justicars proceeded to influence noble houses, governments, and other powerful organizations with infectious propaganda. Over time, these powerful connections began to support the Justicars, who claimed that their leadership would see to it that all people could lead lives free from the threat of dangerous magics, and deliver a world of equality to those unable to wield magic for themselves. With the financial backing of powerful noble houses and other organizations, the Justicars

began campaigning for laws and regulations prohibiting the use of magic, declaring that failure to do so would serve as a testament to the subservience of the nonmagical. When their demands were unmet, the Justicars used their practiced charisma and fear-mongering tactics to whip impressionable citizens into a frenzy, rallying them against their magical neighbors and a perceived corrupted government. Using these two-pronged approaches to control the actions of both governing officials and the people that they led, so began the Justicars' crusade to rebalance the scales of power in their favor.

THE UPHEAVAL

In the one hundred years of war and slaughter during the Upheaval, as the Justicars sought (often successfully) to seize control of cities and regions, several particularly notable battles were fought. As turning points in the Justicars' campaign, these events can help emphasize the brutality of the Justicars and the lasting effects of their tyranny. They can also serve as motivation for various Justicar sects throughout the multiverse as they wage war against the arcane.

INVASION OF RUBRIAM

When the expelled Spelldrinkers first sought to consolidate their power, they began with a sudden and secret invasion of the city of Rubriam. By leveraging their influence with the city's nobility, they turned the governor into a puppet and used them to institute their harsh legislature against spellcasters. As they began rounding up offenders and protesters, they lost control of the city mob and several powerful mages were brutally slaughtered. In response, the newly-named Justicars devised a solution: a prison within a secret demiplane with wards against spells. As such, a hallmark of Justicar occupation, the Mage Realm, was formed.

RAMPAGE OF KERULIA

Several years into the Upheaval, the Justicars began a taxing siege of the fortress city-state Kerulia. With the city's walls locked tight, considerable resources, and a spymaster within the Justicar ranks, the city began to tenuously hope for deliverance. But the besieging Mage-Arbiter Maxillian, a paranoid man, began an inquest into his ranks and discovered the spy. Without their crucial informant to warn of impending attacks, the Justicars breached the city and took it for their own. Maxillian went on to found the magebreakers, a group of Justicars dedicated solely to protecting the integrity and obedience of their forces, and established Kerulia as a bastion for the Justicars that remains to this day.

MAGEBREAKER ORVUS NIGHTBANE

After the taking of Kerulia, Maxillian sought volunteers for his new division of magebreakers. The cynical dwarf, Orvus Nightbane, took over the new inquisitorial force and began a thorough cleansing of the Justicars' rank and file. After exposing and imprisoning dozens of doubters, dissidents, and spies, Orvus began to preach. Taking up a mantle of fanatical dedication and fervor for the cause, Magebreaker Nightbane single-handedly shepherded the Justicars through the next fifty years of the Upheaval until his death.

FRUSTRATION WITH OROSTEAD

One of the very few realms to escape the rampage and slaughter of the century-long Upheaval was the floating city of Orostead. Thanks to the quick thinking and powerful magic of the wizard Aristaeus and his allies, the entire city was moved to the Ethereal Plane until it became safe to return once more. No matter how many times the Justicars tried to invade Orostead, its wizards proved to be too clever, making the city a point of intense frustration for all Justicars.

THE WAR OF THE CRUCIBLE

After ninety-five years of terror and persecution, and with the passing of Magebreaker Orvus, the remaining leadership of the Justicars grew comfortable and lazy in their vast holdings. As the various mage-arbiters turned inwards, they grew envious of each others' land and wealth. After the first death, a five-year-long civil war known as the War of the Crucible began. In the end, the elven Mage-Arbiter Elodie Scolian was left standing with a mere fraction of her original power, as rival nations and factions pushed the Justicars all the way back to Kerulia.

GRAND MAGE-ARBITER SCOLIAN

With the War of the Crucible over, the Justicar's expansion and the Upheaval came to an end, leaving Elodie Scolian to pick up the pieces. In the following years, she took stock of the Justicars' resources and consolidated their strength in Kerulia. With their influence severely reduced, she nevertheless strove to regain their former glory and height of power. Under her direction, the Justicars scattered to discover and influence new lands throughout the multiverse from Kerulia to find new opportunities and restore their vision of true power and equality.

THE MAGE REALM

Described to their followers as the natural home for all magic-wielders, the Mage Realm is perhaps the most famous and feared prison among arcanists on the Material Plane. This prison is in fact a twisting, maze-like demiplane whose entrances are closely-kept secrets of the Justicar elite. Spellcasters are locked within cells warded with antimagic protections that prevent their escape, and are left to slowly languish either on their own or in silenced chambers with other dissidents.

Access to the prison's entrances and exits is strictly monitored by arch-justices and mage-arbiters, and are accessible only by using the seemingly innocuous badges they carry as a symbol of their office. Further, planar travel in and out of the demiplane without such a badge is all but impossible due to the intense protective wards placed upon it. Those precious few that venture into the prison seldom have the mental fortitude to properly describe its horrors and mysteries—if they manage to return at all. Many of its unused halls and corridors have stopped following the traditional rules of physics and gravity, and after over a century of use as a dumping ground for magical dissidents and objects, raw and unstable magic can sometimes lash out to cause unpredictable chaos.

You can use the following table to help determine random encounters while your adventurers are traversing the treacherous corridors of the Mage Realm.

Example Mage Realm Random Encounter Table

3d4	Encounter
3	A *glyph of warding* (explosive runes; save DC 15) that deals acid (20%), cold (20%), fire (20%), lightning (20%), or thunder (20%) damage
4	A **rug of smothering** and 1d4 **animated armors**
5	A **swarm of scorned familiars** (see appendix N) (60%), **gorgon** (20%), or 1d3 **lamia** (20%)
6–7	2d4 peacekeepers (**guards**) and 1 captain (**knight**)
8	1d4 **ghosts** of hostile dead mages (30%) or neutral innocents (70%)
9	Wild arcane energy lashes out from the walls like arced lightning—1d4 creatures must succeed on a DC 15 Dexterity saving throw or take 6d6 force damage
10	A **flesh golem** and its **fleshcrafter** (see appendix N) creator
11	A dead mage with their spellbook (70%) or without their spellbook (30%)
12	1 (75%) or 2 (25%) **magebreakers** (see appendix N)

THE JUSTICARS TODAY

Despite their steep and tumultuous history, the modern-day Justicars firmly believe in the stern regulation of arcane spellcasting. Especially in their Kerulian base, they proudly wear their emblem of a sword with balancing scales and fervently spread their beliefs to their radicalized population.

The Justicars operate within a hierarchy based upon both their abilities and the practical achievements of its members. Initiates are given the rank of peacekeeper, dealing mostly in daily operations, trade of information, and recruitment. Captains are typically individuals who have had some measure of success in tracking a dangerous mage and operate primarily as administrators of peacekeeper activities.



The Spelldrinkers

The Justicars



The rank of justice is granted to those who have apprehended and imprisoned numerous dissident arcane practitioners of value, and are responsible for handling most magical conflicts and limited administrative duties. Arch-justices direct the activities of all lower-ranking members and are able to travel at their leisure in pursuit of the Justicars' agenda.

A mage-arbiter is the ultimate station within the Justicars, and are few and far between. These powerful warriors are given the control to govern an entire city at their discretion, and can easily handle multiple hostile mages in combat simultaneously. Currently, very few mage-arbiters operate within the Justicars, all reporting to the preeminent Grand Mage-Arbiter Elodie Scolian. Outside of this command structure, the magebreakers serve as an interrogational check and balance of the faction, rooting out corruption and ensuring perfect loyalty among their members.

To be initiated into the Justicars requires a thorough check of past usage and potential abuse of the individual's skills, strengths, and abilities. They require complete obedience and swear a number of tenets and oaths for their members to follow. Some rumors claim that the upper echelons of the faction are granted considerable power and knowledge as a reward for their dedication and service.

Known first and foremost across the land for their perceived superiority and brutal tactics, most cities and nations are reluctant to allow Justicars into their midst, fearing a return to their previous reign of oppressive terror. To that end, many cities will not hesitate to imprison individuals that ascribe to or carry iconography of the Justicars, which has forced them to take great precautions in order to avoid detection.

As a whole, the Justicars are a Lawful Evil organization, although a select few of their lower-ranking members trend toward Neutral and Good—a case of honest people being misled by the Justicar's propaganda. They strive to accumulate power and punish the use of any unsanctioned magic, pursuing these goals by whatever means they deem necessary, although they rigidly adhere to the regulations handed down by their superiors.

As potent arcanists and practiced warriors, most Justicars are quite clever with their use of magic, misdirection, persuasion, and physical force. They are most skilled when fighting other spellcasters due to their intense training and specialized skill set.

Support from the Justicars can come in the following ways:

- Use of their secure and divination-resistant communication network
- Access to the Mage Realm and its contents
- A one-time-use favor to help combat a spellcaster that presents a threat
- Various other arcane and mundane resources like the Kerulian garrison and library, etc.

As the murderous mage held out his hand, Kelrin felt the air around her growing hot. As if in slow motion, she could see the tongues of flame begin to form and curl around her. Despite the inferno, she knew she'd been in worse situations than this.

Kelrin's hands danced along the bow she held before her and felt her blood and body turn cold. From the bow's string a single missile took shape: dark, twilit, and mysterious. She could feel its cold vacuum begging for release, eager to find magic worth consuming.

She released the string and watched as the arrow devoured the impending fireball, sinking deep into the mage's chest and tearing through the hateful magic that he wove.

OPERATIONS & TACTICS

Although the Justicars had the numbers and resources to mount entire war efforts during the Upheaval, they now rely on the original tactics that favor their smaller faction. They lean heavily into their rhetoric, rallies, and written propaganda to lobby for restrictions on arcane spellcasters, while also turning toward various guerilla tactics of stealth and ambush to silence opposing mages. The remaining sects of Justicars throughout the multiverse rely most heavily on spreading venomous slander to incite division between the magical and nonmagical citizenry within small towns and isolated regions. When capturing spellcasters, the Justicar tend to rely on disruptive weapons and poisons, such as the *focus breaker*, *runic ammunition*, and *magebane poison*.

Justicar influence can be felt in the hesitant breaths and averted eyes of a town's populace, a refusal to trade with openly magical individuals, and the widespread leaflets and parchments of arcane libel. Well-known community mages vanish suddenly, and the city guard experiences severe illness, leading to a number of new hires. Within a short time, the paranoia settles like a weight upon the town, for no one is outside of their reach.

EXAMPLE TREASURE

Adventurers dealing with the Upheaval or the Justicars can be rewarded with mage-hunting items such as the *arcane mirror*,[1] *arcanist gauntlets*, *focus breaker*, *magebane poison*, *mage eater scythe*, *mageplate cap*,[1] *mageplate ring*, *prying mace*, *runic ammunition*,[1] *spellfire bow*, and *spellsword*. Of course, any item with "Spelldrinker" in its name (such as the *bow of the spelldrinker*, *lash of the spelldrinker*, or *sword of the spelldrinker*)[1] would be a perfect fit for adventurers dealing with Justicars, the Spelldrinkers, or any of the events caused by the Upheaval.

UPHEAVAL ADVENTURE HOOKS

Consider including the following scenarios if you wish to incorporate the Upheaval and the Justicars into your campaign.

Example Adventure Hook Table

d8	Adventure Hook
1	Sneak into the Mage Realm to recover a spellbook and/or rescue a mage trapped within.
2	As part of a fully-sanctioned investigation, travel into the Mage Realm to search for a missing magebreaker within.
3	Help the Order of Spelldrinkers hunt down and capture an evil mage working with the Justicars.
4	Expose or assist a Justicar attempting to cover up their most recent arrest and imprisonment of an innocent, nonmagical individual.
5	Liberate a small and peaceful town of simple farmers from Justicar occupation.
6	Help the Order of Spelldrinkers rescue a town being oppressed and enslaved by an evil mage warlord.
7	Recover a dangerous arcane item or spellbook that was stolen from the Spelldrinkers.
8	Help a group of wizards and clerics to counteract the Justicar disinformation campaign in the region to prove their innocence and dispel the slanderous propaganda.

MAKING CUSTOM JUSTICAR NPCS

When populating the Justicars' ranks with characters to interact with in your world, consider using the following tables to determine their personality.

Personality Traits

d6	Personality Trait
1	I have a naturally manipulative personality—puppeteering the common folk comes easily to me.
2	I've come this far by strictly adhering to the rules of the Justicars: they're the only thing standing between me and the overwhelming temptation of arcane magic.
3	I've got the might of the Justicars behind me, not to mention my own capabilities—nothing can stand against me.
4	I'm constantly torn between my traumatic past life as a mage, and the bright smile I put forward to the Justicars and the world.
5	I am a devoted soldier of the Justicars—I trust the chain of command.
6	Being a member of the Justicars gives me an outlet for my violent urges.

Ideals

d6	Ideal
1	**Order.** Arcane magic is the temptation towards chaos, and only rigid adherence to society's laws can keep it in check. (Lawful)
2	**Power.** As a member of the Justicars, I can exercise my authority over the kind of mages that used to look down on me. (Evil)
3	**Peace.** Strict regulation of arcane magic is necessary for preventing widespread slaughter and warfare. (Good)
4	**Freedom.** By operating within the Justicars, I can accrue magical knowledge far easier than outside of it. (Chaotic)
5	**Aspiration.** I want my name to go down in history as a champion of the Justicars and a force to be reckoned with. (Any)
6	**Wealth.** My efforts will ensure that one day I can settle down to a life of utmost luxury. (Evil)

Bonds

d6	Bond
1	All I care about is the feeling that comes from practicing arcane magic. Following the Justicars is the way I can be myself and use this power.
2	I can do anything when supported by the cheering crowds.
3	I'm convinced that the Justicars are the most vital organization in the world.
4	I was trained to be a Justicar by a mentor. I owe them my life for keeping me safe from the dangers of arcane magic.
5	I'm dedicated to protecting the innocent from those who abuse their magical abilities.
6	I only serve the Justicars in order to provide for my family.

Flaws

d6	Flaw
1	I'm completely inflexible in my beliefs about the evils of arcane magic. Anyone else with magic has the tendency to become evil.
2	I'm zealous in my persecution of mages, punishing them regardless of age, health, or morals.
3	I'm so confident in my ability to hunt mages that I use only a fraction of my skill to restrain them, which can lead to unexpected trouble.
4	I've spent so much of my life lying and spreading anti-magic propaganda that I struggle to tell or even recognize the truth.
5	I'm no longer certain of the Justicars' beliefs, but if I leave, I'll be hunted down.
6	I'm being blackmailed into working for the Justicars under threat of imprisonment in the Mage Realm.



PART IV

STAT BLOCK APPENDICES

Appendix A: Antronec Stat Blocks

BARDIC MERCHANT

Individuals that practice the bardic art of mercantile magic can be found across the land with independent goals and occupations.The various departments of Antronec's Mercantile Guild government are composed of many such individuals, but most of them are completely unaware of the guild's larger machinations. Regardless, the core leadership of the Mercantile Guild is composed of charismatic and manipulative merchants such as this. Eminent storytellers, arcanists, and economists, these capable bards administrate the bureaucratic spider-web of the city and tug the puppet strings necessary to ensure their success. For them, wealth is power rightfully earned—making them both deserving and rightful custodians of Antronec.

CARTOGRAPHER'S AGENT

Most members of The Cartographer's Guild are simple mapmakers or merchants, but a special division known as The Cartographer's Agents handles the faction's dirtier business. These are the individuals that track and follow adventurers, using them as pawns to wear down the defenses of various dungeons and similar challenging locations. If these unknowing adventurers fall in combat, these agents are the ones that retrieve their belongings and treasures to fill the guild's coffers. If they survive, the agents can either finish them off and claim the wealth, or loot any leftover treasure that they were unable to acquire.

GIANT SPIDER RAT

When Antronec's sewer network was first dug out, the Mercantile Guild made sure that enough space was provided for the city's anticipated growth. The unanticipated consequences of such an elaborate and cavernous network of sewage-filled tunnels, however, were the giant spider rats. Considered by some to be the unofficial mascot of Antronec, this vicious little beast is every bit as dangerous as a giant rat, but with the extra arachnoid horror of additional limbs, poison, and other spider bits. There was one occasion where a merchant tried to market and sell a soft children's toy designed like this creature, but the merchandise was found burnt to miniscule ashes, and the merchant's body was never found.

Bardic Merchant

Medium humanoid (any race), neutral

Armor Class 13 (leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)

Skills Investigation +4, Persuasion +7
Senses passive Perception 11
Languages Common plus up to two other languages
Challenge 1 (200 XP)

Spellcasting. The merchant is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13). They know the following bard spells:

Cantrips (at will): *message, mending, prestidigitation*
1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*
2nd level (2 slots): *detect thoughts, suggestion*

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Magic Coin. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 1 bludgeoning damage plus 6 (1d12) thunder damage.

REACTIONS

Chance (Recharge 5–6). When a creature within 60 feet of the merchant makes an ability check, attack roll, or saving throw, the merchant flips a coin. If it's heads, the creature can roll a d6 and add the number rolled to the d20. If it's tails, one random creature within 60 feet of the merchant gains a d6, which it can roll and add to one ability check, attack roll, or saving throw it makes before the end of its next turn.

GIANT SPORE LIZARD

Another major consequence of Antronec's sewer network was that it provided a wonderfully damp environment for the giant spore lizards to move in and claim. A strange creature, it possesses the ability to magically transport itself between instances of flora and biota, for instance from a mushroom to a bush. They also possess hazardous spores, which they utilize as a defensive system against attackers. With these elements and a ferocious dedication to protecting its perceived territory, to underestimate a giant spore lizard is to court death.

Cartographer's Agent

Medium humanoid (any race), lawful evil

Armor Class 16 (studded leather)
Hit Points 104 (19d8 + 19)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	17 (+3)	14 (+2)	15 (+2)

Saves Dex +7, Int +6
Skills Acrobatics +7, Deception +5, Investigation +6, Perception +5, Sleight of Hand +10, Stealth +10
Senses passive Perception 15
Languages Common, Thieves' Cant
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Expert Cartography. The agent has a +3 bonus to any ability check it makes using cartographer's tools, in addition to the ability modifier used for the check.

Sneak Attack (1/Turn). The agent deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

Actions

Multiattack. The agent makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The agent halves the damage that it takes from an attack that hits it. The agent must be able to see the attacker.

Variant: Kaybella Dawnquill, the Cartographer

Kaybella is an old and experienced elf who has gained both of those traits by being cutthroat in an economic and literal sense. It is her cunning wit and iron fist that have allowed The Cartographer's Guild to rise to its current prominence without having their adventurer-farming venture discovered. Most of the loot and treasure from those ventures are sold or put to use by other members of the guild, but The Cartographer keeps a few tricks up her sleeve.

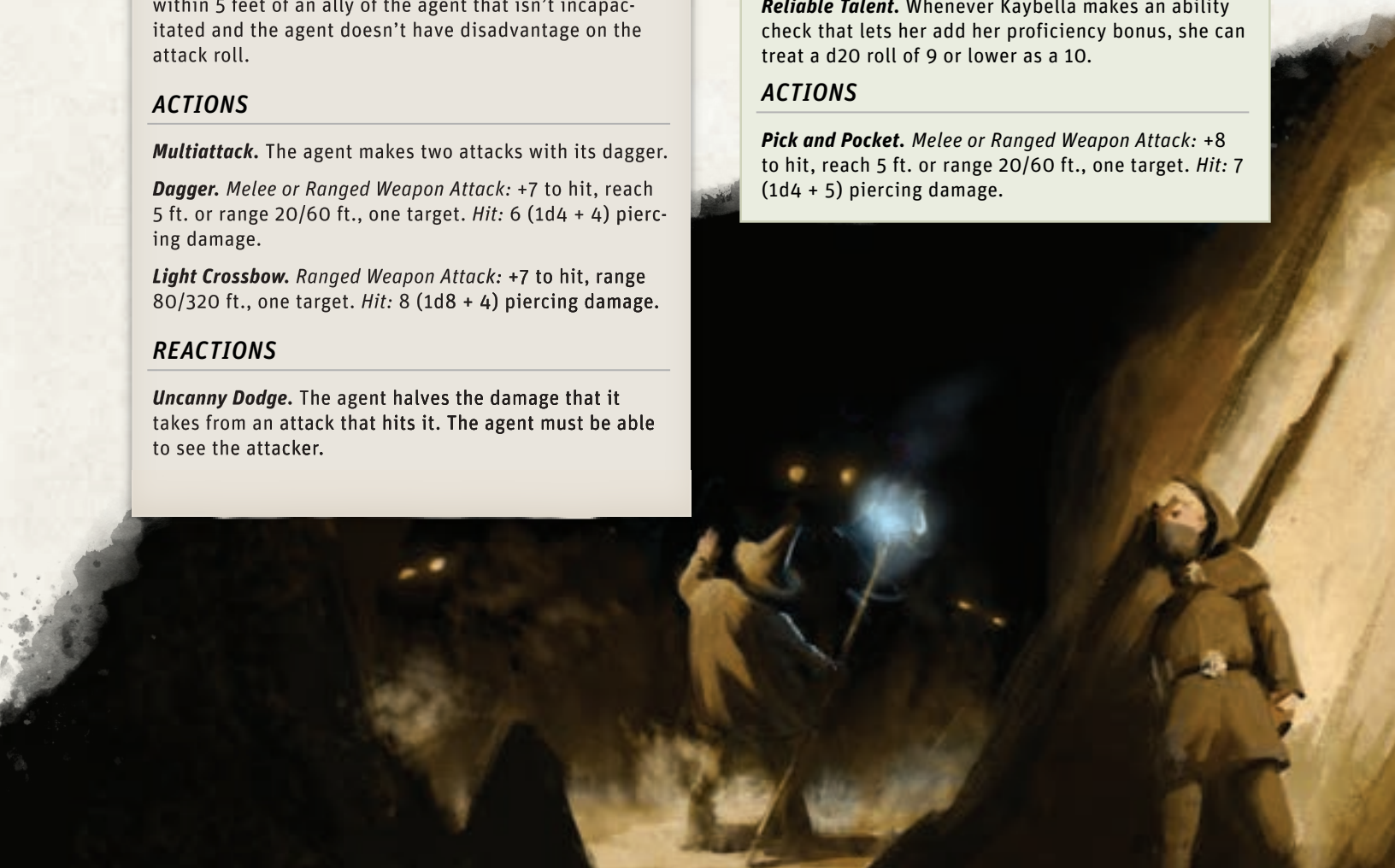
Kaybella Dawnquill, The Cartographer uses the cartographer's agent stat block, with the following changes:

- She has a challenge rating of 7 (2,900 XP).
- She has a Wisdom saving throw bonus of +5.
- Her Intelligence (Investigation) modifier increases to +9, and her Expert Cartography trait grants a +6 bonus, instead of +3.
- She has blindsight out to a range of 10 feet.
- Her Sneak Attack damage increases to 31 (9d6).
- She has the Special Equipment, Elusive, and Reliable Talent traits, as well as the Pick and Pocket action option, which replaces the Dagger attack from the normal cartographer's agent (all described below).

Special Equipment. Kaybella wields a *pick and pocket* and has a *hoarder's haul* and a *wayfinder sphere*, which are all described in appendix A.
Elusive. No attack roll can have advantage against Kaybella while she isn't incapacitated.
Reliable Talent. Whenever Kaybella makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of 9 or lower as a 10.

Actions

Pick and Pocket. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.



Giant Spider Rat

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	2 (–4)	11 (+0)	4 (–3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Spore Lizard

Medium plant, unaligned

Armor Class 14 (natural armor)
Hit Points 52 8d8 + 16)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (–4)	14 (+2)	5 (–3)

Skills Survival +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Flora Flit. Once on each of its turns, the lizard can use 10 feet of its movement to step magically into any living flora (such as a plant, mold, or fungus) within 5 feet of it and emerge from a second living flora within 60 feet of it, appearing in an unoccupied space within 5 feet of the second flora. Both florae must be Medium or larger. If the lizard takes fire damage, this trait doesn't function until the end of its next turn.

Nature Stride. Moving through nonmagical difficult terrain costs the lizard no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Organic Camouflage. The lizard has advantage on Dexterity (Stealth) checks made to hide in flora.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Retaliatory Spores. When the lizard takes bludgeoning, piercing, or slashing damage, it ejects a flurry of poisonous spores around itself. Each creature within 5 feet of the lizard must make a DC 12 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also poisoned until the end of its next turn.

Merchant Lord

Medium humanoid (any race), neutral

Armor Class 16 (studded leather)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	15 (+2)	18 (+4)

Saves Dex +5, Cha +6
Skills Arcana +3, Insight +4, Investigation +5, Persuasion +8
Senses passive Perception 12
Languages Common plus up to three other languages
Challenge 3 (700 XP)

Spellcasting. The merchant is a 7th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14). They know the following bard spells:

Cantrips (at will): *message, mage hand, mending, prestidigitation*
1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*
2nd level (3 slots): *detect thoughts, locate object, suggestion*
3rd level (3 slots): *glyph of warding, sending*
4th level (1 slot): *secret chest*

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Magic Coin. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 1 bludgeoning damage plus 13 (2d12) thunder damage.

Money Talks (4/Day). The merchant enchants a coin in its hand with divination magic, which lasts for 10 minutes or until the merchant ends the effect early (no action required). For the duration, a creature holding the coin that knows at least one language can understand the meaning of any word the merchant speaks, and when the merchant speaks, that creature understands what the merchant says.

Alternatively, the merchant can use an action to see and hear through the enchanted coin until the start of its next turn, using its own senses as if it were in the coin's space. During this time, the merchant is deaf and blind with regard to its own senses.

REACTIONS

Chance (Recharge 4–6). When a creature within 60 feet of the merchant makes an ability check, attack roll, or saving throw, the merchant flips a coin. If it's heads, the creature can roll a d8 and add the number rolled to the d20. If it's tails, one random creature within 60 feet of the merchant gains a d8, which it can roll and add to one ability check, attack roll, or saving throw it makes before the end of its next turn.

VARIANT: CHANTELLE REDCLIFF, MERCANTILE GUILDMASTER

Chantelle Redcliff, as the current Guildmaster of The Mercantile Guild, is accurately described as the most influential and powerful person in Antronec. The resources at her command within Antronec's government branches and underbelly are considerable, and she is more than willing to do whatever it takes to ensure that her guild retains its control over the city. She is exceptionally resourceful, and not to be underestimated—she has risen to her current role by proving herself the most capable politician and mage in The Mercantile Guild.

Chantelle Redcliff uses the merchant lord stat block, with the following changes:

- She has a challenge rating of 4 (1,100 XP).
- She replaces the merchant lord's Spellcasting trait with the Spellcasting trait below, and she has the Special Equipment, Silver Tongue, and Wand of Gilding traits (all described below).
- The thunder damage for her Magic Coin attack increases to 19 (3d12).
- The die for her Chance reaction option increases from a d8 to a d12.

Special Equipment. Chantelle wears a *dress of many pockets* and has a *book of instant copying* and *wand of gilding*, which are all described in appendix A.

Silver Tongue (Recharges After a Short or Long Rest). When Chantelle makes a Charisma check or saving throw, she can choose to make the roll with advantage.

Spellcasting. Chantelle is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15). She knows the following bard spells:

Cantrips (at will): *message, mage hand, mending, prestidigitation*
1st level (4 slots): *comprehend languages, detect magic, identify, unseen servant*
2nd level (3 slots): *detect thoughts, knock, locate object, suggestion*
3rd level (3 slots): *clairvoyance, glyph of warding, sending*
4th level (3 slots): *fabricate, phantasmal killer, secret chest*
5th level (2 slots): *geas, legend lore*
6th level (1 slot): *instant summons*
7th level (1 slot): *arcane sword*

Wand of Gilding. The wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, Chantelle can use an action to expend 1 of its charges to cast one of the following spells (save DC 15) from it: *alter self, charm person* (2nd-level version), *enthrall*, or *hypnotic pattern*.

Scarapit

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	3 (–4)	8 (–1)	4 (–3)

Skills Perception +1, Stealth +4, Survival +3
Damage Resistances poison
Condition Immunities paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Ambusher. In the first round of a combat, the scarapit has advantage on attack rolls against any creature it surprised.

Keen Smell. The scarapit has advantage on Wisdom (Perception) checks that rely on smell.

Noxious Resilience. The scarapit can breathe normally in any environment, and it has advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

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

Subterranean Explorer. While the scarapit is underground, it always knows how far it is from the surface, it can't be surprised while it isn't incapacitated, and it has advantage on Wisdom (Survival) checks made to track creatures.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, or 21 (4d8 + 3) piercing damage if the target is surprised, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Seed Coin

Tiny plant, chaotic evil

Armor Class 5
Hit Points 2 (1d4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	1 (–5)	10 (+0)	10 (+0)	3 (–4)	10 (+0)

Skills Deception +4, Persuasion +4
Condition Immunities charmed, exhaustion, unconscious
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages understands Common but can't speak
Challenge 1/2 (100 XP)

False Appearance. The seed coin is indistinguishable from a normal copper piece. However, a creature that has truesight sees a deep red aura radiating from the seed coin, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the seed coin and knows it is a plant creature.

Unusual Nature. The seed coin doesn't require sleep. If the seed coin spends 1 minute in direct sunlight or a creature spends 1 hour in direct sunlight while the seed coin is on the creature's person, the seed coin receives enough nourishment to sustain itself for one day. When the seed coin dies, it becomes an ordinary copper piece.

ACTIONS

Infestation. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one humanoid that has the seed coin on its person. *Hit:* The creature must succeed on a DC 10 Wisdom saving throw or its mind becomes imperceptibly infected with a disease until the seed coin is no longer on the creature's person or the creature dies. Creatures immune to the charmed condition are immune to this disease, and a creature that succeeds on the saving throw is immune to this disease for the next 30 days. The seed coin's influence invades a diseased creature's mind, killing the creature in a number of hours equal to 1d12 + the creature's Wisdom score, unless the disease is removed. In half that time, the creature becomes charmed for the rest of the duration and refuses to part with the seed coin.

If a diseased creature dies while the seed coin is on its person, it immediately regains all its hit points and becomes a **seed coin pollinator**, as the seed coin takes over its body. The seed coin doesn't gain access to the creature's knowledge, class features, or proficiencies while controlling a creature in this way. This infestation lasts until the **seed coin pollinator** dies, killing the seed coin.

VARIANT: SILVER SEED COIN

A rare breed, these seed coins bear an uncanny resemblance to a typical silver piece. Though less prevalent, they are even more potent than their copper kin. Such a silver seed coin uses the seed coin stat block, with the following changes:

- It has a challenge rating of 1 (200 XP).
- Its Intelligence and Charisma scores each increase to 14.
- It has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- It is indistinguishable from a normal silver piece, and it becomes an ordinary silver piece when it dies.
- It has the Innate Spellcasting trait below, which it retains after it becomes a seed coin pollinator.
- The saving throw for its Infestation increases to DC 12, and it kills a diseased creature in a number of hours equal to 1d6 + the creature's Wisdom score, rather than 1d12.

Innate Spellcasting. The seed coin's innate spellcasting ability is Charisma (spell save DC 12). The seed coin can innately cast the following spells, requiring no components:

At will: *prestidigitation*
3/day each: *comprehend languages*, *misty step*
1/day each: *locate creature*, *suggestion*

MERCHANT LORD

Within the Mercantile Guild, the most powerful, skilled, and experienced members are known as Merchant Lords. They typically occupy a notable position in one of Antronec's public service departments, hold a government office, or are major players in their black market. These individuals are truly masters of deception and manipulation of commerce, working behind the scenes to direct the populace and maintain their city.

SCARAPIT

In Antronec's sewers, these vile monstrosities roam, relishing in the abundance of waste and smaller prey. Some researchers presume that this unholy mixture of dung beetle and centipede was created by a mage or deity striving to inspire nightmares. It is uniquely adept at navigating the underground and often-poisonous sewer system, as many adventurers have discovered. In fact, some adventuring agencies consider slaying a scarapit to be the deciding factor between an adventurer and a thrill-seeker.

SEED COIN POLLINATOR

Medium plant (any race), chaotic evil

Armor Class 12 (natural armor)
Hit Points 7 (1d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills Deception +5, Persuasion +5
Condition Immunities charmed, exhaustion
Senses passive Perception 10
Languages the languages its host knew in life
Challenge 1/8 (25 XP)

False Appearance. The pollinator is indistinguishable from a normal commoner, and it appears and sounds exactly like the creature it was before becoming infested. However, a creature that has truesight sees a deep red aura radiating from the pollinator, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the pollinator and knows it is a plant creature.

Unusual Nature. The pollinator doesn't require sleep. If the pollinator spends 1 hour in direct sunlight, it receives enough nourishment to sustain itself for one day. When the pollinator dies, it becomes an ordinary humanoid corpse.

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Coin Spray (Recharge 6). The pollinator hurls a flurry of seed coins at one creature it can see within 10 feet of it. The target must make a DC 10 Dexterity saving throw, taking 10 (4d4) bludgeoning damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, one of the seed coins gets lodged on the target's body (for example, in a pocket or a fold in its clothing).

SEED COINS

Out of all the strange plants across the Material Plane, perhaps the most insidious among them is the seed coin. Taking the appearance of a humble copper piece, or occasionally a silver, they easily pass from hand to hand in marketplaces. When they take root, they develop into their second stage of growth, infested pollinators that only appear human. These walking 'flowers' latch onto and collectively build the third stage, a germination stall, which coordinates the coins and pollinators to further expand their reach.

Germination Stall

Huge plant, chaotic evil

Armor Class 12 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (–5)	17 (+3)	13 (+1)	10 (+0)	18 (+4)

Saves Con +6, Wis +3, Cha +7
Skills Deception +10, Persuasion +10
Condition Immunities charmed, exhaustion, unconscious
Senses blindsight 150 ft. (blind beyond this radius), passive Perception 10
Languages the languages its staff knew in life
Challenge 5 (1,800 XP)

Alluring Affluence. Whenever a humanoid ends its turn within 60 feet of the stall, it must make a DC 15 Wisdom saving throw. On a failed save, the creature has no hint that it is gradually falling under the effects of the stall's enchantment. If a creature succeeds on three of these saves, it is immune to this effect for the next 24 hours. If the creature fails three of these saves, it becomes charmed by the stall and must use all its movement on its turns to get as close to the stall as possible. The effect lasts for 24 hours or until the stall dies, is on a different plane of existence than the target, or ends the effect on the creature as a bonus action.

Dedicated Staff. The stall comprises a staff of 5 (2d4) seed coin pollinators. This staff collectively shares the stall's Innate Spellcasting and Magic Resistance traits, they can't willingly move more than 150 feet away from the stall, and they seek to defend the stall at all costs, including to their own peril. Some of the stall's effects can use a member or members of its staff as the point of origin.

False Appearance. The stall is indistinguishable from a normal merchant stall. However, a creature that has truesight sees a deep red aura radiating from the stall, and a creature within 30 feet of it that is under the effect of a *detect poison and disease* spell senses the insidious nature of the stall and knows it is a plant creature.

Innate Spellcasting. The stall's innate spellcasting ability is Charisma (spell save DC 15). The stall can innately cast the following spells, requiring no components:

At will: *detect magic, detect thoughts, prestidigitation*
3/day each: *comprehend languages, suggestion, unseen servant*
1/day each: *create food and water, creation, geas, mass suggestion*

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

Unusual Nature. The stall doesn't require sleep. If the stall spends 1 hour in direct sunlight, it receives enough nourishment to sustain itself for one day. If the stall dies, it decomposes and is reduced to dirt within 7 days.

Actions

Enthralling Vines. The stall causes dark, creeping vines to protrude from itself and its staff, lashing out at creatures nearby. Each creature of the stall's choice within 10 feet of it or a member of its staff must succeed on a DC 14 Strength saving throw or be restrained by the vines for 1 minute. While restrained in this way, a creature has disadvantage on saving throws against the stall's Alluring Affluence. A creature restrained by the vines can use its action to make a DC 14 Strength check, freeing itself on a success. These vines disappear if the stall dies, or if it uses this action again. It can also choose to end the effect early on any number of restrained creatures it chooses as a bonus action.

Hostile Takeover. The stall attempts to magically compel one creature charmed by it that is within 5 feet of the stall or a member of its staff to swallow a seed coin. The target must make a DC 10 Wisdom saving throw. On a failed save, the target swallows the coin and is subjected to the seed coin's Infestation. When subjected to the effect in this way, the diseased creature is killed in a number of hours equal to half its Wisdom score, unless the disease is removed. If the target successfully saves against this effect or the effect ends for it, it regurgitates the coin and is no longer charmed by the stall, and it is immune to the stall's Alluring Affluence for the next 24 hours.

Pernicious Parasite. Because it relies on such mundane and seamless camouflage, the danger of this plant's infestation is considerable. These simple but deadly plants have been known to eradicate entire cities, especially thriving and bustling trade centers. As such, many cities with large enough ports or roadways keep a constant team of investigators on hand to follow leads from their money changers.

In a city as large as Antronec, it's impossible to register every merchant and stall, so the Mercantile Guild's currency department focuses on careful and consistent examination of their coinage at their various Fiscal Exchange Centers. If the Federal Mint and Savings suspects an infestation, their first step is usually to offer the city's populace 11 freshly minted copper pieces in exchange for 10 used ones. They do this in order to test if the coinage is made from plant matter and burns, or metal that melts normally.

SEED COIN

Besides the occasional silver, most seed coins grow to closely mimic the appearance of the local copper coin, using its limited psychic abilities to match its shape to the bearer's perception. This same psychic connection is also the coin's means for beginning its infestation of a creature's body. Grim speculations suggest that it purposefully takes the form of a copper piece to increase the likelihood of ending up in the possession of prey that can more easily disappear, such as common laborers or beggars.

SEED COIN POLLINATOR

Once a seed coin has fully taken root in its host's mind, it begins to burrow into their flesh. From there, it begins to expand its vines through the veins of the deceased creature, utilizing the abundant moisture, nutrients, and direct access to the body's brain and lungs. Once it has spread, it puppets the form with these vines, though the bulk of it resides in the unmoving lungs and skull cavity. This rapid growth strengthens the body's cell walls, making them heardier and more plant-like below the skin's surface. The appearance changes little, but the pollinator is most certainly a plant and not a humanoid.

GERMINATION STALL

It's not entirely clear how seed coin pollinators manage to coalesce and combine into a germination stall, as it's never been witnessed directly. What has been recorded is that by all indications, a germination stall looks like almost every other merchant stall around it. They often have their own quirks, based on the appearance of their staff members, which are their pollinators. They rarely make any sales, as their inventory seems deliberately unappealing. Instead, the pollinators channel energy from the stall to produce seed coins which can be slipped into pockets, left on the street, or offered as alms to the poor.

Appenix B: Bloodmire Stat Blocks

BLOODMIRE TREANT

The Syre Wood was home to numerous great trees and treants, but the swiftness of the Legion's assault left the forest's defense in the hands of Syre and his sprites. As such, the blood of Malfuriel has rapidly tainted the various treants of the swamp just as it altered the other wildlife. Those unlucky enough to draw a bloodmire treant's ire will face all of nature's wrath as well as the foul blood magic of Malfuriel, as these cursed treants possess the ability to animate pools of bloodwater into ooze-like forms as an additional means of defense.

CRIMSON LEGION IMP

The Crimson Legionnaires are a swift, decisive, and efficient unit of infantry. In stark contrast to typical imps, Crimson Legion imps are zealous and obedient followers, known throughout the Lower Planes for their stubborn devotion to Malfuriel. With invisibility and silvered tongues, the art of war is second nature to them, and ensures that any battlefield conflict is skewed in their favor. They make frequent use of their shapechanging, becoming rats, hawks, and centipedes in order to scout, spy, or conceal their true numbers.

Made larger by fiendish blood magic, these imps are otherwise similar in appearance to their lesser brethren. Red skin in various shades, poison-dripping scorpion tail, bat-like wings and unique patterns of horns upon their heads all serve as identifying features.

GIANT BLOOD EEL

With translucent red skin, the giant blood eels of the Bloodmire are nearly impossible to detect as they traverse the deep pools of bloodwater. Naturalists are unsure of exactly how the eels came to dwell in the swamp, but attempts to research them more fully or retrieve a specimen has resulted in numerous vanished expeditions.

GIANT MOSQUITO

Empowered by the sheer volume of slow-moving blood present in the swampland formerly known as the Syre Wood, giant mosquitoes are a constant threat to travelers and denizens alike. The mosquitoes are one of the most frequent carriers of disease and with their size and numbers are capable of tremendous damage.

Bloodmire Treant

Huge plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 92 (8d12 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, necrotic, piercing
Damage Vulnerabilities fire
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 5 (1,800 XP)

Bloodmire Adaptation. The treant is immune to the diseases described in the Bloodmire Diseases table.

False Appearance. While the treant remains motionless, it is indistinguishable from a normal Bloodmire tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Mud Ball. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target's speed is halved until the start of the treant's next turn.

Animate Blood (2/Day). The treant magically animates a pool of blood it can see within 60 feet of it. The blood congeals into a viscous form and has the statistics of a gelatinous cube, except its Ooze Cube, Pseudopod, and Engulf trait and action options deal necrotic damage instead of acid damage, and its Transparent trait doesn't function unless it's in blood or bloodwater.

The animated blood acts as an ally of the treant. The blood remains animate for 8 hours or until it dies; until the treant dies or is more than 120 feet from the blood; or until the treant takes a bonus action to turn it back into an inanimate pool of blood.

Crimson Legion Imp

Small fiend (devil, shapechanger), lawful evil

Armor Class 14
Hit Points 49 (9d6 + 18)
Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +1, Cha +4
Skills Deception +4, Insight +4, Persuasion +4, Stealth +6
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, Common
Challenge 3 (700 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a giant rat (speed 30 ft.), a blood hawk (10 ft., fly 60 ft.), or a giant centipede (30 ft., climb 30 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Bloodmire Adaptation. The imp is immune to the diseases described in the Bloodmire Diseases table.

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

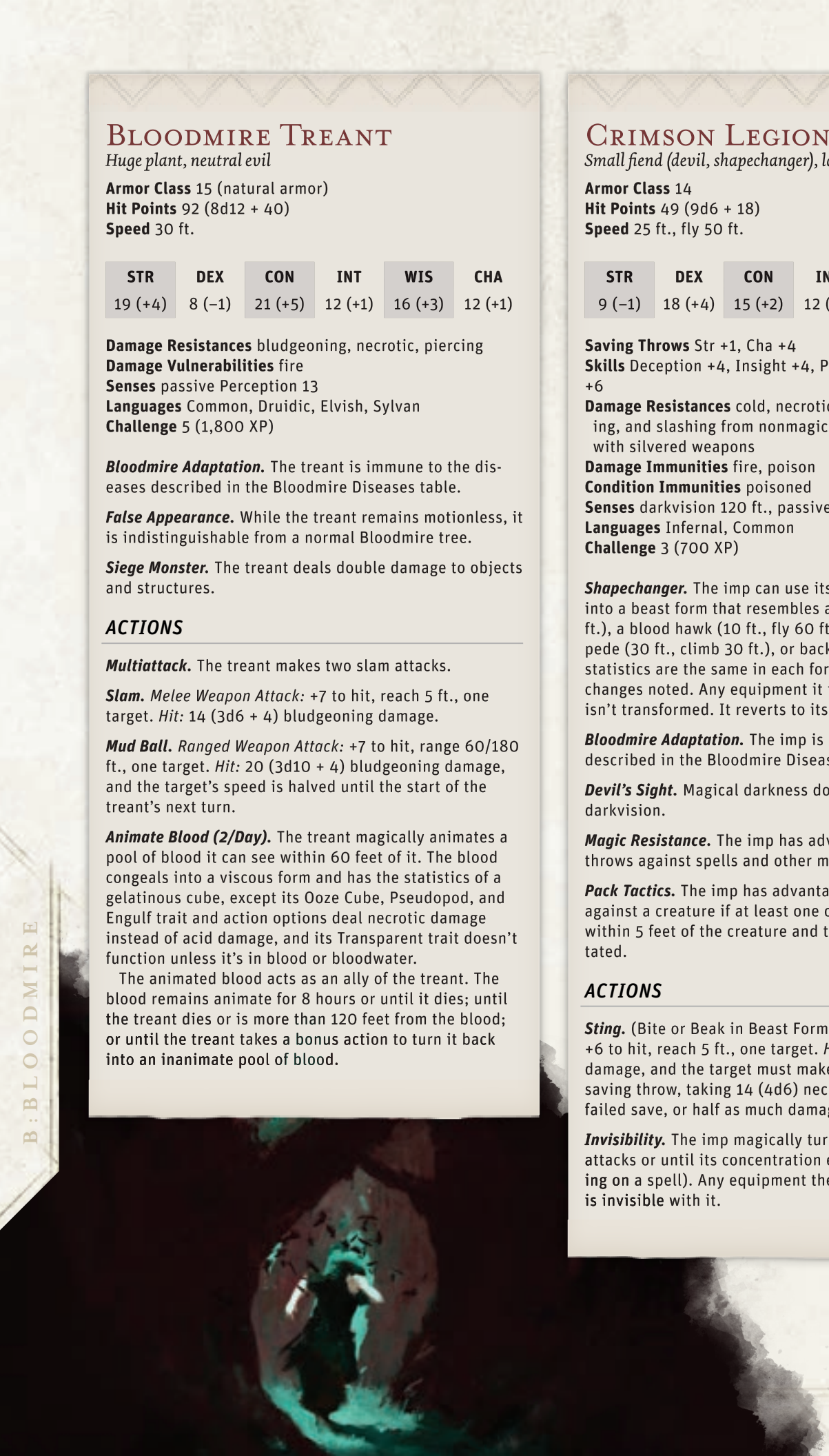
Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Pack Tactics. The imp has advantage on an attack roll against a creature if at least one of the imp's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Sting. (Bite or Beak in Beast Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



Giant Blood Eel

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 38 (7d6 + 14)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	2 (–4)	11 (+0)	3 (–4)

Skills Perception +2, Stealth +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Bloodmire Adaptation. The eel is immune to the diseases described in the Bloodmire Diseases table.

Water and Blood Breathing. The eel can breathe only underwater or under bloodwater.

Actions

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Giant Mosquito

Small beast, unaligned

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Bloodmire Adaptation. The mosquito is immune to the diseases described in the Bloodmire Diseases table.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 3 (1d6) poison damage.

Swarm of Giant Mosquitoes

Large swarm of small beasts, unaligned

Armor Class 13
Hit Points 39 (6d10 + 6)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–2)	16 (+3)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Bloodmire Adaptation. The mosquito is immune to the diseases described in the Bloodmire Diseases table.

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

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Malfuriel the Betrayer

Malfuriel was once an ardent enforcer of the heavens: charged with punishing bigots and heretics. But time's passing led him to take satisfaction—then pleasure—from inflicting pain. He became a sadistic torturer and was exiled from the Upper Planes: a fallen planetar. When the forces of hell offered him the opportunity to lead a legion and inflict wanton suffering on his choice of targets, Malfuriel accepted the bargain, becoming a devil in the process. After several successful campaigns of slaughter and torture, Malfuriel's Crimson Legion became a renowned and unstoppable force of destruction.

With bruised, pale green skin and a multitude of open cuts slowly oozing blood, Malfuriel's hulking form is appropriately intimidating and only subtly recognizable as once angelic. His once white-feathered wings are now stained and dripping crimson. Freed from Syre's cursed blade, his boundless fury is free once more to raze all opposition.

Malfuriel the Betrayer

Large fiend (devil), lawful evil

Armor Class 17
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	17 (+3)	20 (+5)	21 (+5)

Saving Throws Con +9, Wis +9
Skills Deception +9, Intimidation +9, Perception +9
Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Bloodmire Adaptation. Malfuriel is immune to the diseases described in the Bloodmire Diseases table.

Devil's Sight. Magical darkness doesn't impede Malfuriel's darkvision.

Divine Awareness. Malfuriel knows if he hears a lie.

Innate Spellcasting. Malfuriel's spellcasting ability is Charisma (spell save DC 17). Malfuriel can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
3/day: *dispel evil and good*
1/day: *blight*, *wall of fire*

Legendary Resistance (1/Day). If Malfuriel fails a saving throw, he can choose to succeed instead.

Magic Resistance. Malfuriel has advantage on saving throws against spells and other magical effects.

Forsaken Weapons. Malfuriel's weapon attacks are magical. When Malfuriel hits with any weapon, the weapon deals an extra 3 (1d6) necrotic damage (included in the attack).

Actions

Multiattack. Malfuriel makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 3 (1d6) necrotic damage.

Corrupting Touch (2/Day). Malfuriel touches a creature, and that creature must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys Malfuriel's spoken or telepathic commands. If the target suffers any harm, or receives a command to harm itself, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to Malfuriel's Corrupting Touch for the next 24 hours.

Legendary Actions

Malfuriel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Malfuriel regains spent legendary actions at the start of his turn.

Move. Malfuriel moves up to half his speed.

Greatsword (2 Actions). Malfuriel makes one greatsword attack.

Accursed Step (3 Actions). Malfuriel magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see. Malfuriel can then choose one creature he can see within 5 feet of him. The target must make a DC 17 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save or half as much damage on a successful one. Malfuriel regains hit points equal to the amount of necrotic damage dealt.

Lair Actions

On initiative count 20 (losing initiative ties), Malfuriel can take a lair action to cause one of the following effects:

- A stream of blood opens up on the ground originating at a point Malfuriel chooses within 60 feet of him. The stream is 30 feet long, 5 feet wide, and 5 feet deep. Each creature in the area must make a DC 15 Dexterity saving throw. On a successful save, a creature moves to the nearest unoccupied space of its choice outside the stream. On a failed save, the creature falls into the stream and takes 7 (2d6) necrotic damage. A creature that starts its turn in the stream must succeed on a DC 13 Constitution saving throw or become diseased (see the Bloodmire Diseases table).
- A pillar of unholy flame bursts from the ground. Each creature in a 5-foot-radius, 60-foot-high cylinder centered on a point Malfuriel chooses within 60 feet of him must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 7 (2d6) necrotic damage on a failed save or half as much damage on a successful one.

Optional: Malfuriel's Weakened State

At your discretion, Malfuriel may be in a weakened state from his battle with Syre when the party first encounters him. If so, his hit point maximum is reduced to 109, making him a CR 9 encounter worth 5,000 XP.

Appendix C: Crest City Stat Blocks

CIRCLE OF DRAGONS DRUID

Druids of the Circle of Dragons typically take a supportive role while in combat, utilizing their spells to heal and empower their allies. However, if they become injured or face a truly imminent threat, they will wild shape into their powerful draconic form and unleash their full might with tremendous fervor.

These special druids are labeled in ascending order below by their strength and ranking within the Order.

VINCENT VON DRECK

Beneath a facade of haphazard scribblings and windswept hair, Vincent is a shrewd negotiator and keen observer. He is quite diligent in collecting and protecting the Circle's secrets, as well as keeping an eye out for potentially talented recruits.

While typically affable, the rare occasions that unleash his true temper and draconic might have rightfully earned him the nickname "Book Wyrm" amongst the Circle.

LOTHREM

Initially a frightened and orphaned hatchling, Lothrem has grown in a curious manner. Now a full-sized and fully capable ancient dragon, their wisdom and natural magic are mighty indeed, shaping their appearance and the very weather above their hidden Warrens lair.

More in tune with nature than a typical gold dragon, Lothrem has verdant green scales, and grass and flowers grow from their back and the outside of their wings. They have elk-like antlers that wrap around their head, seeming to form a natural and regal crown. When they beat their wings, the air smells sweet like a forest glen, and bits of leaves and grass swirl about.

Unfortunately, the years of protection and isolation have not been kind to Lothrem, and for the last 500 years, they have been overcome with a bout of sadness and acute pain each day, resulting in a consistent drizzling rainfall above.

Perhaps release, even a temporary one, from this gilded cage would resolve the matter, but the Circle is unwilling to break tradition and endanger the city.



Crest City Druid (Wyrmling)

Medium humanoid (human), lawful neutral

Armor Class 13 (hide armor) in humanoid form, 15 (natural armor) in dragon form
Hit Points 39 (6d8 + 12)
Speed 30 ft. (climb 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	15 (+2)	11 (+0)

Skills Nature +3, Perception +4, Stealth +3
Senses passive Perception 14
Languages Common, Draconic, Druidic
Challenge 2 (450 XP)

Spellcasting (Humanoid Form Only). The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh* (can cast on sickles)
1st level (4 slots): *cure wounds*, *entangle*, *healing word*
2nd level (3 slots): *enhance ability*, *locate object*, *spike growth*

Actions

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 6 (1d8 + 2) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Breath Weapon (Recharge 6; Dragon Form Only). The druid exhales a plume of energy in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) damage of the type associated with the druid's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). The druid can use its action to magically polymorph into a Medium dragon of any type of its choice (see the Dragon Damage Type table), or back into its humanoid form. When the druid polymorphs, it gains 40 temporary hit points, and it can choose whether its equipment falls to the ground, melds into its new form, or is worn by the new form (if possible). It reverts to its humanoid form after 2 hours, if it dies, or if it falls unconscious. Its statistics are the same in each form, other than its AC and speed, as noted.

Crest City Druid (Youth)

Medium humanoid (human), lawful neutral

Armor Class 13 (hide armor) in humanoid form, 16 (natural armor) in dragon form
Hit Points 78 (12d8 + 24)
Speed 30 ft. (climb 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +4, Perception +6, Stealth +4
Senses passive Perception 16
Languages Common, Draconic, Druidic
Challenge 5 (1,800 XP)

Draconic Weapons (Dragon Form Only). While in dragon form, the druid's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Spellcasting (Humanoid Form Only). The druid is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh* (can cast on sickles)
1st level (4 slots): *cure wounds*, *entangle*, *healing word*
2nd level (3 slots): *enhance ability*, *locate object*, *spike growth*
3rd level (3 slots): *plant growth*, *protection from energy*, *wind wall*
4th level (2 slots): *dominate beast*, *polymorph*

Actions

Multiattack. In dragon form, the druid makes two attacks: one with its bite and one with its claws. In humanoid form, it makes two sickle attacks.

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 7 (1d8 + 3) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claw (Dragon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage.

Breath Weapon (Recharge 6; Dragon Form Only). The druid exhales a plume of energy in a 20-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 10 (3d6) damage of the type associated with the druid's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). The druid uses its action to magically polymorph into a Medium dragon of any type of its choice (see the Dragon Damage Type table), or back into its humanoid form. When the druid polymorphs, it gains 80 temporary hit points, and it can choose whether its equipment falls to the ground, melds into its new form, or is worn by the new form (if possible). It reverts to its humanoid form after 4 hours, if it dies, or if it falls unconscious. Its statistics are the same in each form, other than its AC and speed, as noted.



DRUIDIC DRAGON SHAPES

When determining what dragon color and damage type a **Crest City druid** or similar creature should use when they use their Change Shape ability, use the table below.

Dragon Damage Type

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Vincent von Dreck

Medium humanoid (human), lawful neutral

Armor Class 14 (hide armor) in humanoid form, 17 (natural armor) in dragon form
Hit Points 117 (18d8 + 36)
Speed 30 ft. (climb 30 ft., fly 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Int +5, Wis +8
Skills Insight +8, Intimidation +7, Nature +5, Perception +8, Persuasion +7
Damage Resistances damage type associated with his dragon type (dragon form only)
Senses darkvision 60 ft. (dragon form only), passive Perception 18
Languages Common, Draconic, Druidic
Challenge 9 (5,000 XP)

Draconic Weapons (Dragon Form Only). While in dragon form, Vincent's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Spellcasting (Humanoid Form Only). Vincent is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16), and he can't cast spells that require material components while in dragon form. He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*, *shillelagh** (can cast on sickles)
1st level (4 slots): *cure wounds*, *entangle*, *healing word*
2nd level (3 slots): *enhance ability*,* *locate object*,* *spike growth**
3rd level (3 slots): *plant growth*, *protection from energy*, *wind wall**
4th level (3 slots): *dominate beast*, *freedom of movement*,* *polymorph**
5th level (2 slots): *commune with nature*, *tree stride*
6th level (1 slot): *transport via plants*, *wall of thorns**

*This spell requires material components.

ACTIONS

Multiattack. In dragon form, Vincent makes two attacks: one with his bite and one with his claws. In humanoid form, he makes two sickle attacks.

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit (+8 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 8 (1d8 + 4) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

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

Breath Weapon (Recharge 6; Dragon Form Only). Vincent exhales a plume of energy in a 25-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 14 (4d6) damage of the type associated with Vincent's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). Vincent uses his action to magically polymorph into a Medium dragon of any type of his choice (see the Dragon Damage Type table), or back into his humanoid form. When Vincent polymorphs, he gains 120 temporary hit points, and he can choose whether his equipment falls to the ground, melds into his new form, or is worn by the new form (if possible). He reverts to his humanoid form after 6 hours, if he dies, or if he falls unconscious. His statistics are the same in each form, other than his AC, speed, damage resistances, and senses, as noted.

Lothrem, the Wreathed Dragon

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	29 (+9)	18 (+4)	23 (+6)	24 (+7)

Saving Throws Dex +11, Con +17, Wis +14, Cha +15
Skills History +12, Insight +22, Nature +12, Perception +14, Persuasion +15, Stealth +11
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic, Druidic
Challenge 25 (75,000 XP)

Legendary Resistance (1/Day). If Lothrem fails a saving throw, they can choose to succeed instead.

Nature's Restoration. Lothrem regains 10 hit points at the start of their turn if they have at least 1 hit point. If they are in sunlight, they instead regain 20 hit points.

ACTIONS

Multiattack. Lothrem can use their Frightful Presence. They then make three attacks: one with their bite and two with their claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Lothrem's choice that is within 120 feet of Lothrem and aware of them must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Lothrem's Frightful Presence for the next 24 hours.

Ensnaring Breath (Recharge 5–6). Lothrem exhales enriching breath on the ground in a 120-foot line that is 10 feet wide, causing a thick wall of tangled, thorny brush to magically grow in the area. The wall is 20 feet high and blocks line of sight. Each creature in the area must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 63 (14d8) piercing damage and is restrained in the wall. On a successful save, a creature takes half as much damage and isn't restrained.

The wall remains until the end of Lothrem's next turn, at which point it withers and disappears. A creature restrained in the wall or one that is within 5 feet of the creature can use its action to make a DC 19 Strength check, freeing the creature on a success. For the duration, the area is difficult terrain, and when a creature moves into or within the area, it takes 9 (2d8) piercing damage for every 5 feet it travels.

Change Shape. Lothrem magically polymorphs into a humanoid or beast that has a challenge rating no higher than their own, or back into their true form. Lothrem reverts to their true form if they die. Any equipment Lothrem is wearing or carrying is absorbed or borne by the new form (Lothrem's choice).

In a new form, Lothrem retains their own alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Lothrem's statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Lothrem regains spent legendary actions at the start of their turn.

Detect. Lothrem makes a Wisdom (Perception) check.

Tail Attack. Lothrem makes a tail attack.

Wing Attack (Costs 2 Actions). Lothrem beats their wings. Each creature within 10 feet of Lothrem must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Lothrem can then fly up to half their flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Lothrem takes a lair action to cause one of the following effects:

- Each creature of Lothrem's choice within 60 feet of them gains the effect of the *sanctuary* spell. This effect lasts until initiative count 20 on the next round.
- Lothrem casts *wind wall*, without material components.
- Lothrem chooses a point on the ground that they can see within 120 feet of them, causing grasping weeds and vines to sprout from the ground in a 30-foot radius centered on that point. For 1 minute, the area is under the effects of the *entangle* spell. This effect ends early if Lothrem uses this lair action again or if they die.

REGIONAL EFFECTS

The region containing Lothrem's lair is warped by their draconic magic, which creates one or more of the following effects:

- Each creature that has the ability to cast at least one spell can cast the *druidcraft* cantrip at will while within 6 miles of Lothrem's lair.
- The weather within 6 miles of the lair is substantially affected by Lothrem's current state of mind (see Lothrem's Mood & Weather table).

Ivy and other vines are prevalent on stone structures within 1 mile of Lothrem's lair, reinforcing the structures and protecting them against the elements. In addition, while Lothrem is within their lair, grass and flowers continuously grow beneath them, as if under the effects of the *druidcraft* spell.

Appendix D: Durheim Stat Blocks

DEATH COACH

Known across the land in myth and song as a specter of terror, the death coach is a manifestation of death and harbinger of woe. This smoky black carriage pulled by horses dark as midnight is one with its headless driver. Within the carriage are countless wailing souls, but their screams go unheard. The legends claim that seeing the coach is to court misfortune, and hearing your name uttered by the coachman is an instant death sentence, as he instructs you to board the carriage with the other damned passengers.

Undead Nature. A death coach doesn't require air, food, drink, or sleep.

DURHEIM INITIATE

Those who have only recently begun to follow the teachings of Attiskin are referred to as initiates. These individuals have begun to open their eyes to the wonders and dangers of the Ethereal, but they are only fledglings. Some of these inexperienced monks feel the call to Walk the Liminal Path earlier than is typical—these brave souls are destined to accomplish greatness or fall to tragedy.

DURHEIM GUIDE

When Durheim monks have honed their soul to the point where the Walking the Liminal Path is the next stage of their destiny, they begin their journey as Guides. Along the Path, they travel across the land and dutifully seek out struggling spirits. When they feel the time is right, they return to record their experiences. As the main body of the Monastery's membership, Guides are often someone's first introduction to the Order.

DURHEIM LEADER

Within the walls and courtyards of Durheim Monastery, the Leader serves as spiritual and secular advisor. In this role, they give lectures and interpretations of Lightseer Attiskin's teachings and philosophies, and ensure that both the living and the dead can walk their respective paths safely.

GHOST DRAGON

In pursuit of knowledge or power, occasionally the soul of a chromatic dragon will accidentally or willfully ascend from its mortal trappings to terrorize the Ethereal Plane. Most often, a slain dragon will follow a pattern similar to other mortal creatures, becoming so consumed by the desire for vengeance that their incorporeal essence lingers. These vicious creatures are not to be underestimated upon observing their single-minded fury, for their bone-chilling breath weapon and life-sapping melee onslaught are truly formidable.

Undead Nature. A ghost dragon doesn't require air, food, drink, or sleep.

HAUNTED REFLECTION

When an eminently-wrathful soul is murdered within view of a mirror, it can sometimes become trapped within. This haunted reflection can only interact with the material plane in a very limited fashion, but is dangerous nonetheless. With concentrated rage as it's weapon, it hunts those that it deems undeserving of life, that still possess the joy it no longer can. Those who wish to confront a reflection should be especially wary of using magic against it, lest they find themselves suffering from the rebounded spell. They should also take care to destroy other reflective surfaces nearby, lest it escape.

Undead Nature. A haunted reflection doesn't require air, food, drink, or sleep.

THE WILD HUNT

Few countryside stories are more prevalent than that of The Wild Hunt. Composed of myriad spectral predators and fallen hunters, the hunt roam the woods of both the Material and Ethereal planes in search of a worthy quarry. Scholars have recorded only a few accounts of surviving eyewitnesses, who mutter and wail about the terrible, echoing horn calls and endlessly trampling feet.

Undead Nature. The Wild Hunt don't require air, food, drink, or sleep.

Death Coach

Huge undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 60 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	15 (+2)	18 (+4)	23 (+6)

Saves Dex +9, Cha +12
Skills Intimidation +18, Investigation +8, Perception +10, Survival +16
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 20
Languages all
Challenge 18 (20,000 XP)

Incorporeal Movement. The death coach can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The death coach's spellcasting ability is Charisma (spell save DC 20). The death coach can innately cast the following spells, requiring no material components:

At will: *blindness/deafness, command* (as a 2nd-level spell)
3/day each: *bestow curse, blight*
1/day each: *finger of death, power word kill*

Legendary Resistance (3/Day). If the death coach fails a saving throw, it can choose to succeed instead.

Magic Resistance. The death coach has advantage on saving throws against spells and other magical effects.

Silencing Aura. The area within 60 feet of the death coach is under the effects of a *silence* spell. The death coach is immune to this effect.

Trampling Charge. If the death coach moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the death coach can make another attack with its hooves against the target as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) force damage.

Etherealness. The death coach enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Legendary Actions

The death coach can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The death coach regains spent legendary actions at the start of its turn.

Move. The death coach moves up to its speed.

Dreadful Presence (Costs 2 Actions). Each creature of the death coach's choice that is within 30 feet of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target's speed is also reduced to 0 until this frightened effect ends for it. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the death coach's Dreadful Presence for the next 24 hours.

Cast a Spell (Costs 3 Actions). The death coach casts a spell.



Durheim Initiate

Medium humanoid (any race), lawful good

Armor Class 14
Hit Points 38 (7d8 + 7)
Speed 40 ft.

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

Skills Acrobatics +4, Insight +4
Senses passive Perception 12
Languages Common plus one other language
Challenge 1/2 (100 XP)

Spirit Hand. The initiate can cast *mage hand* at will, requiring no verbal or somatic components. The initiate can cast this spell and control the hand as a bonus action, and when the initiate casts the spell, it can make the hand invisible.

Unarmored Defense. While the initiate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The initiate makes two attacks.

Spirit Strike. *Melee Spell Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 4 (1d4 + 2) force damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Durheim Guide

Medium humanoid (any race), lawful good

Armor Class 16
Hit Points 78 (12d8 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saves Str +3, Dex +5
Skills Acrobatics +5, Insight +5, Investigation +2
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Common plus two other languages
Challenge 4 (1,100 XP)

Ethereal Sight. The guide can see up to 60 feet into the Ethereal Plane.

Evasion. If the guide is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the guide instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Spirit Hand. The guide can cast *mage hand* at will, requiring no verbal or somatic components. The initiate can cast this spell and control the hand as a bonus action, and when the initiate casts the spell, it can make the hand invisible.

Stunning Strike (1/Turn). When the guide hits a creature with a melee attack, it can force the target to make a DC 13 Constitution saving throw. On a failed save, the target is stunned until the end of the guide's next turn.

Supernatural Attacks. The guide's weapon attacks are magical, and its Spirit Strike can hit targets on the Ethereal Plane.

Unarmored Defense. While the guide is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The guide makes three attacks.

Spirit Strike. *Melee Spell Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 3) force damage.

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

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the guide deflects the missile. The damage it takes from the attack is reduced by 18 (1d10 + 13). If the damage is reduced to 0, the guide catches the missile if it's small enough to hold in one hand and the guide has a hand free. It can then make a ranged weapon attack with the caught missile, which has an attack bonus of +5, a normal range of 20 feet, and a long range of 60 feet. On a hit, the target takes 6 (1d6 + 3) damage of the missile's type.

Durheim Leader

Medium humanoid (any race), lawful good

Armor Class 19
Hit Points 150 (20d8 + 60)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	12 (+1)	20 (+5)	15 (+2)

Saves Str +5, Dex +8, Con +7, Int +5, Wis +9, Cha +6
Skills Acrobatics +8, Insight +9, Perception +9, Investigation +5
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 11 (7,200 XP)

Evasion. If the leader is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the leader instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Invisibility (3/Day). As a bonus action, the leader can magically turn invisible until the start of its next turn, or until it makes an attack or casts a spell.

Spirit Hand. The leader can cast *mage hand* at will, requiring no verbal or somatic components. The leader can cast this spell and control the hand as a bonus action, and when the leader casts the spell, it can make the hand invisible.

Stunning Strike (1/Turn). When the leader hits a creature with a melee attack, it can force the target to make a DC 17 Constitution saving throw. On a failed save, the target is stunned until the end of the leader's next turn.

Supernatural Attacks. The leader's weapon attacks are magical, and its Spirit Strike can hit targets on the Ethereal Plane.

Unarmored Defense. While the leader is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The leader makes four attacks.

Spirit Strike. *Melee Spell Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 10 (1d10 + 5) force damage.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Reactions

Deflect Missile. When the leader is hit by a ranged weapon attack, it deflects the missile, reducing the damage it takes from the attack by 26 (1d10 + 21). If the damage is reduced to 0, the leader catches the missile if it's small enough to hold in one hand and the leader has a hand free. It can then make a ranged weapon attack with the caught missile, which has an attack bonus of +8, a normal range of 20 feet, and a long range of 60 feet. On a hit, the target takes 9 (1d10 + 4) damage of the missile's type.

Phase (5/Day). When the leader is hit by an attack, it partially slips into the Border Ethereal, reducing the damage it takes from the attack by 16 (2d10 + 5).

Variant: Durheim Leader with Lightseer's Gaze

The *lightseer's gaze* is a precious and heavily guarded artifact within Durheim Monastery, originally worn by Lightseer Attiskin. He left explicit provision that only in times of dire need should the mantle of Lightseer be taken up. Wearing the *lightseer's gaze* causes blindness, but the stars and celestial bodies in the heavens are still visible. The mysterious item also rewrites the Lightseer's history, forcing the bearer to select a new name—only the bearer is aware that they ever had a different name.

At the GM's discretion, a Durheim Leader can wield the *lightseer's gaze*, causing the following changes to its stat block:

- It has advantage on Wisdom (Insight) checks.
- It has blindsight out to a range of 120 feet, but is blind beyond this radius.
- It gains the Innate Spellcasting trait below.

Innate Spellcasting. The leader's spellcasting ability is Wisdom (spell save DC 17). The leader can innately cast the following spells, requiring no components:

2/day: *spirit guardians*
4/day: *calm emotions*

Ghost Dragon

Huge undead, any evil alignment

Armor Class 19 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	22 (+6)	15 (+2)	14 (+2)	23 (+6)

Saves Dex +7, Con +12, Wis +8, Cha +12
Skills Perception +14, Stealth +7
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 19 (22,000 XP)

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Horrifying Presence. It then makes three attacks: one with its bite and two with its claws.

Withering Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) necrotic damage plus 5 (1d10) cold damage.

Withering Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage.

Withering Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) necrotic damage.

Horrifying Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Horrifying Presence for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Chilling Breath (Recharge 5–6). The dragon exhales deathly cold energy in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Etherealness (Costs 2 Actions). The dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) necrotic damage and be knocked prone. The dragon can then fly up to half its flying speed.

Haunted Reflection

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 0 ft., fly 20 ft. (hover)

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

Saves Con +5
Skills Deception +5, Perception +4
Damage Immunities poison, radiant
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages understands any languages it knew in life but can't speak
Challenge 3 (700 XP)

Death Shift. If damage reduces the reflection to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is thunder or from a critical hit. The reflection automatically fails this saving throw if there are no other reflective surfaces within 60 feet of it. On a success, the reflection regains 10 hit points and uses its Mirror Step (no action required) as the previous reflective surface that contained it is destroyed.

Limited Telepathy. The reflection can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Unsettling Glare. When a creature that can see the reflection starts its turn within 60 feet of the reflection, the reflection can force the creature to make a DC 13 Wisdom saving throw if the reflection isn't incapacitated. A target automatically succeeds on this saving throw if it can't be frightened. On a failed save, the creature has disadvantage on ability checks and its speed is halved until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the reflection until the start of its next turn, when it can avert its eyes again. If the creature looks at the reflection in the meantime, it must immediately make the save.

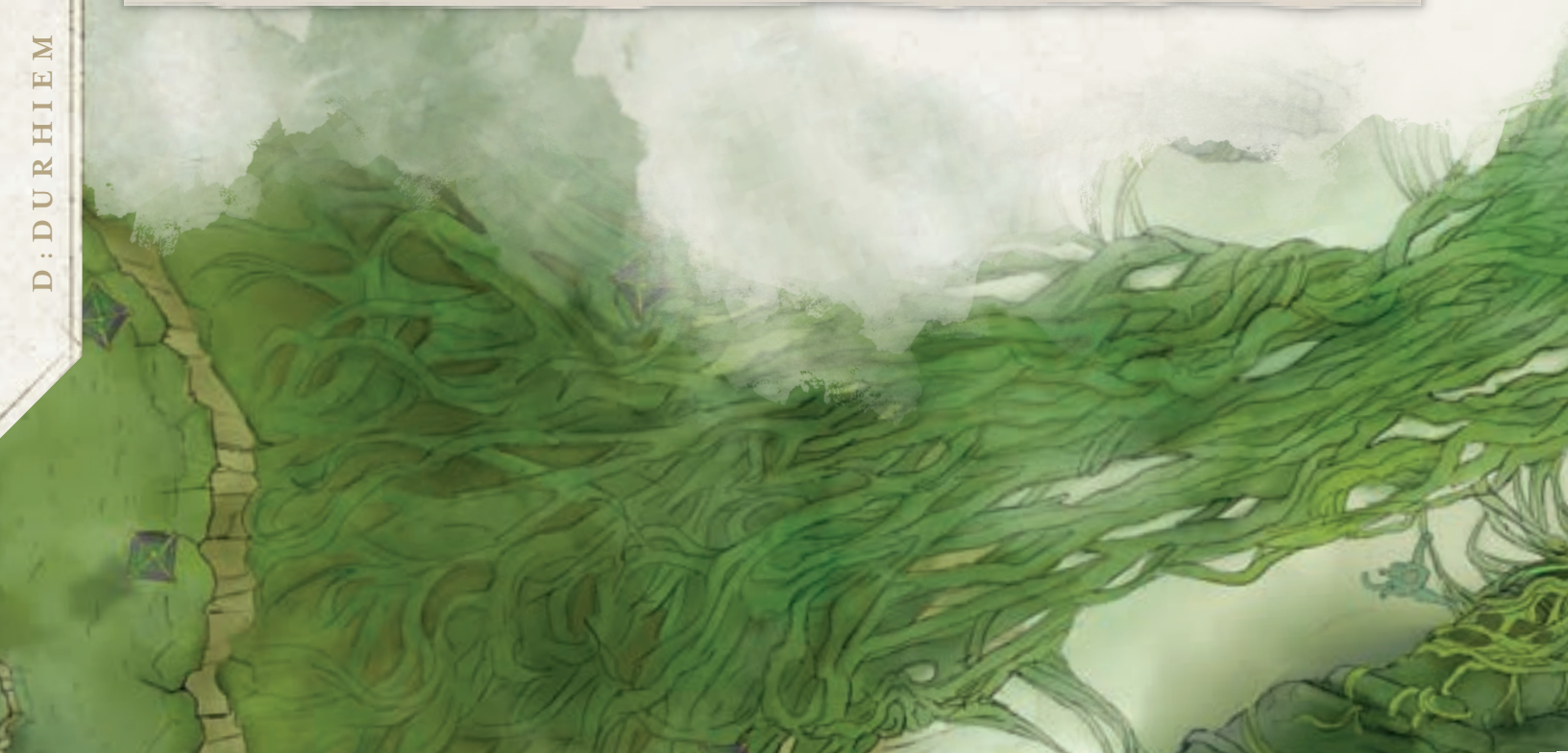
ACTIONS

Concentrated Ire. The reflection focuses a wave of psychic fury at one creature it can see within 120 feet of it. The target must make a DC 13 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that has averted its eyes from the reflection has advantage on this saving throw, and takes no damage if it succeeds on the save.

Mirror Step. The reflection teleports into another nonmagical, metallic reflective surface of its choice that it can see within 60 feet of it.

REACTIONS

Magic Reflection. When the reflection is the only target of a spell or other magical effect that misses it or whose saving throw it succeeds, the reflection reflects the spell or effect back at its source. The source must be within 120 feet of the reflection or this effect fails. The reflection uses the spell save DC, attack bonus, and spellcasting ability of the original source.



The Wild Hunt

Huge swarm of medium undead, chaotic neutral

Armor Class 14
Hit Points 114 (12d12 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	11 (+0)	20 (+5)	15 (+2)

Saves Wis +8, Cha +5
Skills Perception +8, Survival +11
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 18
Languages Common, Elvish, Sylvan
Challenge 8 (3,900 XP)

Hunter's Prowess. The Wild Hunt have advantage on attack rolls against a target if they are occupying the same space as the target and there are no other hostile creatures in The Wild Hunt's space.

Incorporeal Swarm. The Wild Hunt can occupy another creature's space and vice versa. The Wild Hunt can also move through any opening large enough for a Medium creature, and they can move through other creatures and objects as if they were difficult terrain. The Wild Hunt take 5 (1d10) force damage if they end their turn inside an object.

Magic Resistance. The Wild Hunt have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Wild Hunt make two mauling rend attacks. They can use their Volley in place of one attack.

Mauling Rend. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d4 + 4) slashing damage, or 7 (1d6 + 4) piercing damage plus 6 (1d4 + 4) slashing damage if The Wild Hunt have half their hit points or fewer.

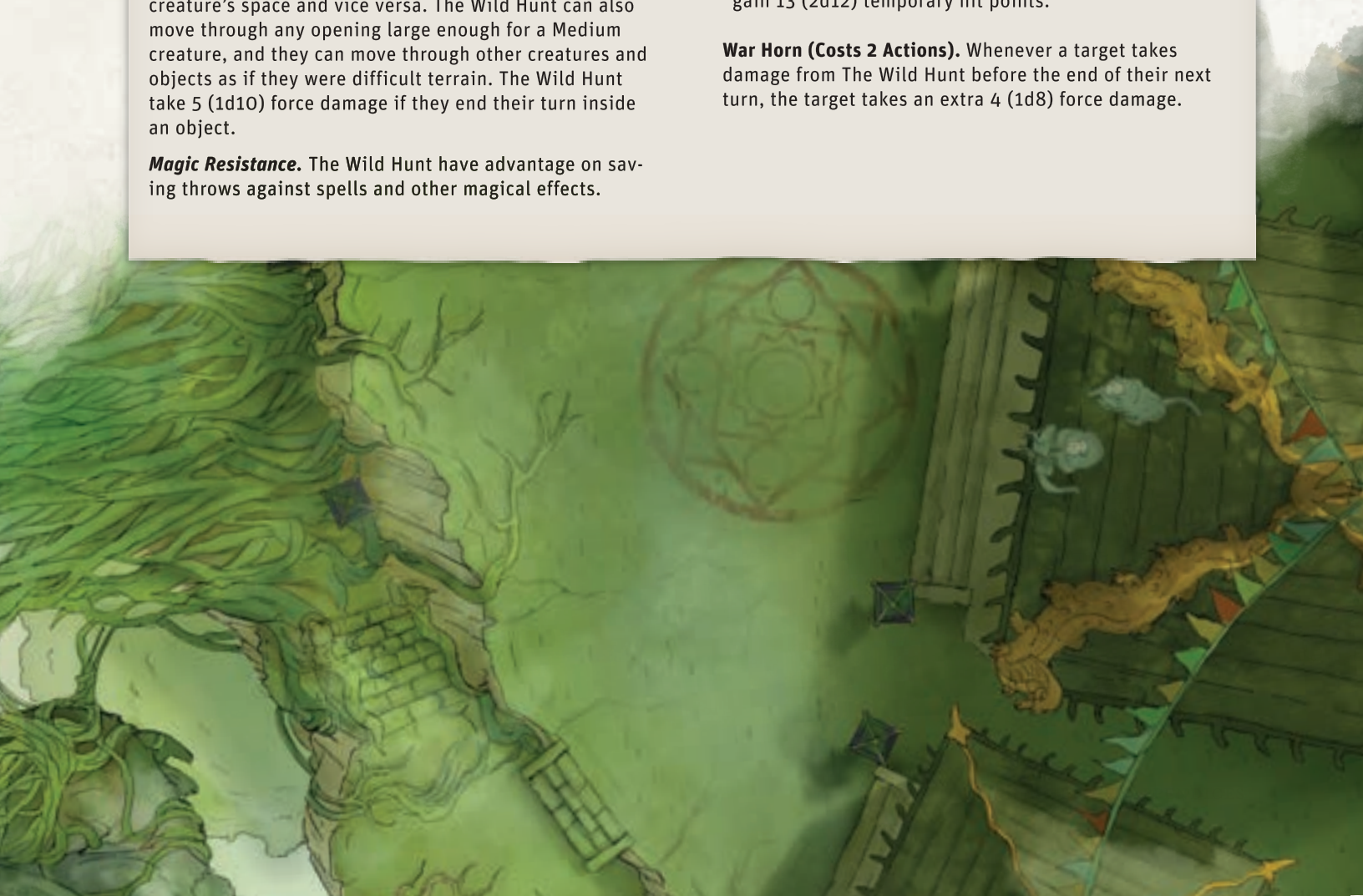
Volley. The Wild Hunt releases a flurry of arrows, targeting a point they can see within 120 feet of them. Each creature in a 20-foot-radius, 20-foot-high cylinder centered on that point must make a DC 15 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. If The Wild Hunt have half their hit points or fewer, a target instead takes 7 (2d6) piercing damage on a failed save, or no damage on a successful one.

Legendary Actions

The Wild Hunt can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Wild Hunt regain spent legendary actions at the start of their turn.

Move. The Wild Hunt moves up to its speed.
Rallying Horn (Below Half Hit Points Only). The Wild Hunt gain 13 (2d12) temporary hit points.

War Horn (Costs 2 Actions). Whenever a target takes damage from The Wild Hunt before the end of their next turn, the target takes an extra 4 (1d8) force damage.



Appendix E: Feasts Stat Blocks

ALE ELEMENTAL

These swirling and frothy, caramel-colored creatures smell of honey and hops. The existence of ale elementals has brought about hours of intense research and debate about the possibility of an elemental plane of alcohol or the like. Planar travel has thus far proved impossible, although these elementals are occasionally summoned by inebriated mages purposefully or accidentally. Regardless of their means of arrival, these creatures swarm towards areas with high concentrations of alcoholic beverages. As they pursue their murky agendas, they usually end up causing terrible havoc and general mayhem.

VARIANT: WINE ELEMENTAL

Taking the form of bubbling liquids of various colors, wine elementals are a more potent and rare version of the ale elemental. More intelligent and attuned to nature than their fellows, their appearance is usually in reaction to the destruction of nature. Bacchanalian parties that damage the environment often attract their ire, resulting in many party-goers getting far more than they reckoned. Whatever their perceived or actual motivations, these elementals are a formidable force and especially dangerous for those with a low tolerance for alcohol.

A wine elemental has the same statistics as an ale elemental, with the following changes:

- Its Intelligence and Charisma scores increase to 10 (+0).
- It can speak Druidic.
- It replaces the Freeze trait with the Partial Freeze trait (detailed below).
- While a creature is grappled by the elemental's Whelm, it gains two levels of drunkenness if it fails the Constitution saving throw at the start of each of the elemental's turns, and one level if it succeeds.

Partial Freeze. If the elemental takes 10 cold damage or more during a single turn, it partially freezes. Until the end of its next turn, its speed is reduced by 20 feet.

Ale Elemental

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, drunkenness, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Alcohol Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) poison damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) poison damage and must succeed on a Constitution saving throw or gain one level of drunkenness. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding. Any levels of drunkenness caused by this effect go away when the grapple ends.

FESTUS BATTLECHEF

A veteran of both cuisine and combat, the battlechef is a devout warrior and an exemplary cook. Renowned for their magical prowess and strength of will, a battlechef goes where their deity and culinary sense of purpose lead. They are found most often behind the bar, within the bustling kitchen, slicing through enemies, or providing much-needed succor to those in need.

MIMIC KEG

Although most mimics are known for their ability to transform into innocuous items, mimic kegs are a particular cousin that transform solely into alcohol-related objects. Scholars believe that long-term exposure to alcoholic drinks gradually morphed a number of ancient mimics into this unique breed. Most mimics are ambush predators, but mimic kegs are particularly patient hunters. When plagued by these monsters, some taverns develop an almost religious inventory system to ensure their mugs, jugs, and kegs are safe for customers.

PURPLE JAM

A small and yet pernicious ooze, the purple jam looks like a mushy globule of smashed grapes or dark berries. They mindlessly consume plantlife, leading some to speculate that they originated from a *goodberry* spell gone wrong. Their wanderings often lead them to spaces like taverns where their natural camouflage is uniquely suited, and food is plentiful. A persistent creature, it's surprisingly difficult to destroy—especially for the type of magical practitioners typically found in the small towns and cities they prefer.

REFUSE GOLEM

Many speak of trash becoming treasure, but trash is lifeblood for the refuse golem. Most common in areas with large amounts of magical food and drink, these beasts form when mounds of partially consumed waste are not disposed of properly. The resulting magical landfill develops an aggressive, sentient construct that is formidable in battle, most known for their poisonous stench and amorphous defenses.

Festus Battlechef

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	16 (+3)	13 (+1)

Skills Medicine +6, Nature +3
Damage Resistances poison
Senses passive Perception 13
Languages Common plus two other languages
Challenge 5 (1,800 XP)

Divine Strike (1/Turn). When the battlechef hits a creature with a weapon attack, the battlechef can cause the attack to deal an extra 4 (1d8) acid or poison damage (battlechef's choice) to the target.

Poison Resilience. The battlechef has advantage on saving throws against poison.

Spellcasting. The battlechef is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bless*, *goodberry*, *purify food and drink*
2nd level (3 slots): *heat metal*, *protection from poison*, *spiritual weapon*
3rd level (3 slots): *create food and water*, *mass healing word*, *stinking cloud*
4th level (2 slots): *blight*, *control water*

Strong Stomach (Recharges after a Short or Long Rest). While the battlechef is drunk, it can choose to magically suppress the alcohol's effects for 1 minute.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Create Healing Draft (Recharges after a Short or Long Rest). The battlechef creates a magical potion in its free hand or at its feet (battlechef's choice). A creature that drinks this potion regains 15 (2d6 + 8) hit points. The potion turns to dust and is lost if the battlechef finishes a short or long rest before it is consumed.

REACTIONS

Table-Turner (3/Day). When the battlechef is hit by an attack from a creature within 5 feet of it, the creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 6 (1d12) poison damage and is poisoned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't poisoned.

ROT MONSTER

Considered a cousin to rust monsters in behavior if not biology, the rot monster thrives on spoiled, contaminated, or rotting food and drinks—consuming them without suffering any ill effects. Its appearance is not unlike a featherless, scaly-skinned vulture, though its wings are almost vestigial. A vicious scavenger, it is willing to stalk living prey when the pickings are slim. In this instance, it shows a terrifying ability to rapidly putrefy organic material with its talons.

TIPSY

Most fey on the Material Plane take abundant joy in the manipulation of mortals and instigation of drama, but the tipsy in particular delights in the chaos of drunken romance. These small, pastel-colored fey flutter around bars to cause mischief. The tipsy can use its subtle magic to encourage confession of true feelings and impulsive action, whether they are long-repressed or new temptations. Invisible to sober patrons, they whisper sweet nothings and bold encouragement as necessary, then watch the scene unfold. Softened by inebriation, individuals find themselves unwitting participants, unable to smother the truth any longer.

Purple Jam

Small ooze, unaligned

Armor Class 10
Hit Points 30 (4d6 + 16)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	3 (–4)	6 (–2)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Druidic but can't speak
Challenge 1 (200 XP)

Amorphous. The jam can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the jam remains motionless, it is indistinguishable from a mass of grape jam.

Limited Spell Resistance. The jam has advantage on saving throws against spells of 1st level or lower.

Regeneration. The jam regains 10 hit points at the start of its turn if it has at least 1 hit point. If the jam takes necrotic damage, this trait doesn't function at the start of the jam's next turn.

Rejuvenation. If the jam dies, it regains all its hit points and becomes active again in 24 hours unless its remains are eaten, destroyed, or targeted by a *dispel magic* spell.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) poison damage.



Mimic Keg

Medium monstrosity (shapechanger), chaotic neutral

Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	3 (–4)	12 (+1)	10 (+0)

Skills Stealth +6
Damage Immunities poison
Condition Immunities drunkenness, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into a keg, mug, vat or other alcohol-related object or back into its true, amorphous form. Its statistics are the same in each form, except when it polymorphs into an object, it can choose to change its size to Tiny or Small until it polymorphs back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary alcohol-related object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Refuse Golem

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	3 (–4)	10 (+0)	1 (–5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from an ordinary pile of garbage.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Stench. Any creature other than a refuse golem that starts its turn within 10 feet of the golem, must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all refuse golems for 1 hour.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) piercing or slashing damage (golem's choice).

Hurl Junk. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage.

REACTIONS

Missile Absorption. When the golem is hit by a ranged weapon attack, it absorbs the projectile into its form. When it does so, the damage it takes from the attack is reduced by 11 (2d10). A creature within 5 feet of the golem can take an action to pull an absorbed projectile out of it with a successful DC 15 Strength check.

Rot Monster

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	2 (–4)	13 (+1)	6 (–2)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Sight and Smell. The rot monster has advantage on Wisdom (Perception) checks that rely on sight or smell.

Limited Flight. The rot monster can only fly for up to 1 minute at a time. While flying, it has disadvantage on ability checks and saving throws against effects that would knock it prone. If it ends its turn in the air after 1 minute of consecutive flight and nothing else is holding it aloft, it falls.

Rot Wood. Any nonmagical weapon made of wood that hits the rot monster rots and deteriorates. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of wood that hits the rot monster is destroyed after dealing damage.

Waste Scent. The rot monster can pinpoint, by scent, the location of rotting food and other decaying organic matter within 1 mile of it.

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) necrotic damage.

Talons. The rot monster touches a nonmagical object made of organic matter that it can see within 5 feet of it, causing it to rot and deteriorate. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the rot monster's touch.

If the object touched is either armor made of leather or hide, or a wooden shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held wooden weapon, it deteriorates as described in the Rot Wood trait.

Tipsy

Tiny fey, chaotic neutral

Armor Class 14
Hit Points 3 (1d4 + 1)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Insight +4, Persuasion +7, Stealth +6
Condition Immunities charmed, drunkenness
Senses passive Perception 12
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Drunken Confessions. Each creature within 15 feet of the tipsy that has two or more levels of drunkenness (as per the Drunkenness rules from page 274 of this book) is under the effect of a *zone of truth* spell. Whenever an affected creature tells the truth as a result of this effect, it must succeed on a DC 13 Charisma saving throw or also be compelled to share a true feeling it has about one or more of the creatures to whom it's speaking.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *message*, *prestidigitation*
1/day each: *detect thoughts*, *enthrall*, *silent image*, *suggestion*

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

ACTIONS

Charm. One humanoid the tipsy can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed. If the charmed creature is under the effect of a *zone of truth* spell, it isn't aware of the spell and thus won't intentionally avoid answering questions to which it would normally respond with a lie.

Each time the tipsy or its allies ask the target a question, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 1 hour or until the tipsy dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this tipsy's Charm for the next 24 hours. The tipsy can have no more than three creatures charmed at a time.

Invisibility. The tipsy magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the tipsy wears or carries is invisible with it. Creatures with two or more levels of drunkenness are unaffected by this effect and can see the tipsy as if it wasn't invisible.

Appendix F: Grymclover Forests Stat Blocks

ARCHER FLOWER

While most plants within a grymclover forest can pose an ample threat to the unwary, archer flowers are notoriously dangerous. They grow parasitically on tree roots, with budding flowers aimed at the canopy. Doing so ensures that climbing or flying creatures can be knocked down by their highly caustic spit; landing directly into their flytrap-like maws.

BRAMBLE CREEPER

In these forests, the sound of rustling underbrush is almost always a dangerous omen. Bramble creepers take on the camouflaged appearance of briar clusters and are carnivorous, ambushing predators. These large plant creatures use their thorny vines to pierce and ensnare their prey, piercing and suffocating them into submission.

CLOVERBACK TOAD

Named for the grymclover forests from where they originated, cloverback toads are unusually large amphibians with an acidic mucus coating on their skin. To make matters worse, paralyzing, toxic barbs grow on the tongues of these creatures, which they use as debilitating projectiles. For obvious reasons, the cloverback toad's acidic mucus and toxic barbs are also sought-after ingredients for use in deadly poisons.

CYGLOPS

Cyglopes are the result of a destructive mutation of the same phenomenon that creates geletons. These massive, hulking oozes take on a giant-like form and lumber through forests, collecting whatever skeletal remains they can find to reinforce their bodies and reanimate as thralls. Concentrated necrotic magic resides in the singular eye of a cyglops, which can be released as a focused beam of destructive force.

GELETON ADVENTURER

Hapless adventurers that meet their untimely end in a corrupted forest sometimes return as a geleton: a symbiotic, collective lifeform between ooze and skeleton. Of such geletons, most can probably be found in the dungeons and ruins of these forests.

Archer Flower

Medium plant, unaligned

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	1 (–5)	8 (–1)	1 (–5)

Damage Vulnerabilities fire, slashing
Damage Resistances acid
Condition Immunities blinded, charmed, deafened, frightened, prone, unconscious
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 1/2 (100 XP)

False Appearance. While the flower remains motionless, it is indistinguishable from a normal shrub.

Rooted. The flower is unaffected by forced movement and can't be detached while it lives. If the flower is rooted to a wall or ceiling, it doesn't need to make ability checks to maintain its grip.

ACTIONS

Flytrap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12).

Acid Spit. One creature within 60 feet of the flower that the flower can see must make a DC 13 Dexterity saving throw. A creature that fails its save takes 4 (1d8) acid damage and is knocked prone. If the creature is climbing, it instead loses its grip and falls. On a successful save, the creature takes half as much acid damage and suffers no other effects.

As such, a geleton adventurer usually develops an almost preternatural ability to detect traps and defend themselves.

GRYMHARE

Taking the form of a harmless rabbit or hare, the creature known as a grymhare is actually a nightmarish aberration in disguise. Its true form resembles an oily cephalopod, whose far-reaching tentacle strikes are capable of lashing out against numerous targets at once. Although grymhares take their name from the grymclover forests in which they frequent, other reports suggest that these creatures are simply drawn to the corruptive magic there, rather than being a gruesome mutation of it.

Bramble Creeper

Large plant, unaligned

Armor Class 12 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Skills Stealth +3
Damage Vulnerabilities fire, slashing
Condition Immunities blinded, charmed, deafened, frightened, prone, unconscious
Senses tremorsense 30 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (450 XP)

Ambusher. The creeper has advantage on attack rolls against any creature it has surprised.

False Appearance. While the creeper remains motionless, it is indistinguishable from normal cluster of vines.

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

Thorns. At the start of each of its turns, the creeper deals 7 (2d6) piercing damage to any creature grappling it, or that it has grappled.

Actions

Multiattack. The creeper makes two attacks with its strangling bramble. It can't make both attacks against the same target.

Strangling Bramble. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Large or smaller target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and at risk of suffocating. If the creeper is grappling a Large creature, or two Medium or smaller creatures, it can't use this attack against another creature.

Cloverback Toad

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	2 (–4)	12 (+1)	3 (–4)

Skills Stealth +4
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Amphibious. The toad can breathe air and water.

Corrosive Mucus. Any creature that touches the toad or hits it with a melee attack takes 5 (1d10) acid damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Plant Camouflage. The toad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Tongue Barb Regrowth. The toad has eighteen tongue barbs. Used barbs regrow when the toad finishes a long rest.

Actions

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

Tongue Barb. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much poison damage and isn't poisoned.

Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Cyglops

Huge ooze (geleton), neutral evil

Armor Class 13 (armor scraps)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	7 (–2)	8 (–1)	11 (+0)

Damage Immunities acid
Condition Immunities unconscious
Senses blindsight 5 ft., darkvision 30 ft., passive Perception 14
Languages Common
Challenge 8 (3,900 XP)

Ooze Ancestry. The cyglops doesn't need to breathe. The cyglops doesn't require sleep, gaining the benefits of a long rest after spending 4 hours in a trance-like state. The cyglops has advantage on saving throws against disease.

Poor Depth Perception. The cyglops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyglops makes two pseudopod attacks and uses its eye ray, if recharged. The eye ray can be replaced by its Release Skeletons action.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage plus 11 (2d10) acid damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw or be pushed 5 feet from the cyglops and knocked prone.

Eye Ray (Recharge 4–6). *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit: 27* (6d8) necrotic damage.

Release Skeletons. The cyglops ejects 1d3 sets of skeletal remains from inside itself to an unoccupied space it can see within 10 feet of it, losing 4 (1d8) hit points for each one. The remains then animate, each becoming a skeleton loyal to the cyglops. Each skeleton remains for up to 1 hour, or until the cyglops reabsorbs it as an action. All skeletons created this way share one turn in combat, which takes place immediately following the cyglops in initiative.

Geleton Adventurer

Medium humanoid (geleton), any alignment

Armor Class 15 (breastplate)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	9 (–1)	12 (+1)

Skills Athletics +5, Investigation +2, Perception +1
Damage Resistances acid
Condition Immunities unconscious
Senses blindsight 5 ft., darkvision 30 ft., passive Perception 11
Languages Common, any one language
Challenge 2 (450 XP)

Dungeon Born. The geleton has advantage on any ability checks it makes to locate or identify hidden features of dungeons, such as traps or secret passageways.

Ooze Ancestry. The geleton doesn't need to breathe. The geleton doesn't require sleep, gaining the benefits of a long rest after spending 4 hours in a trance-like state. The geleton has advantage on saving throws against disease.

ACTIONS

Multiattack. The geleton makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



F:GRYMCLOVER

Grymhare

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	7 (–2)	12 (+1)	16 (+3)

Saving Throws Con +7, Wis +4, Cha +6
Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, prone
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Shapechanger. The grymhare can use a bonus action to polymorph into a Tiny rabbit, or back into its true form, which is Medium. Its statistics, other than its size and its available actions, are the same in either form. It reverts to its true form if it dies.

Grappler. The grymhare has advantage on attack rolls against any creature grappled by it.

Keen Hearing and Smell. The grymhare has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Surprise Attack. If the grymhare surprises a creature and hits it with a beak attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. The grymhare makes one attack with its tentacles against each creature of its choice within its reach simultaneously. It then makes one beak attack.

Beak (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bite (Rabbit Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Tentacle (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14) and the grymhare pulls it up to 5 feet straight toward it.

Grym-Mage Tyrannosaur

Huge monstrosity, neutral evil

Armor Class 13 (natural armor, 16 with *barkskin*)
Hit Points 147 (14d12 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (–3)	13 (+1)	14 (+2)

Saving Throws Cha +6
Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 10 (5,900 XP)

Enraged Casting (Recharge 4–6). While the tyrannosaur has half of its hit points or fewer, it can cast one of its innate spells as a bonus action, even if the normal casting time for that spell is an action.

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

Innate Spellcasting. The tyrannosaur's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The tyrannosaur can innately cast the following spells, requiring only somatic components:

At will: *barkskin** (self only), *eldritch blast*, *false life*
2/day each: *hellish rebuke, inflict wounds, misty step, pass without trace, spike growth*

*The tyrannosaur casts *barksin* before combat

Actions

Multiattack. The tyrannosaur makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tyrannosaur can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Psybird

Small monstrosity, unaligned

Armor Class 12
Hit Points 31 (7d8)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	10 (+0)	4 (–3)	16 (+3)	8 (–1)

Damage Resistances psychic
Condition Immunities charmed
Senses passive Perception 13
Languages telepathy 60 ft.
Challenge 1/2 (100 XP)

Flyby. The psybird doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Limited Telepathy. The psybird doesn't understand any languages, but can communicate telepathically with other creatures it chooses within its telepathy range. This telepathy can convey emotions or fleeting sensory memories, such as faint echoes of sounds it has heard, or flashes of images it has seen.

Actions

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

Hypnotizing Plumage (Recharge 6). The psybird attempts to vex nearby creatures with its psionic calls and dazzling plumage. Each creature within 30 feet of the psybird that can see or hear it must succeed on a DC 13 Wisdom saving throw or become charmed by the psybird for 10 minutes.

When a creature becomes charmed by this effect, apply one of the effects below at random for as long as the creature remains charmed.

1. *Hazy Sight.* The creature is unable to see with any definition further than 10 feet from itself. The affected creature is considered to be blinded to any creature or object further than 10 feet from itself, as they appear to it only as blurry, amorphous blobs of color.

2. *Confusion.* The creature suffers the effects of the *confusion* spell, though the psybird doesn't need to maintain concentration on it. The affected creature can repeat its save at the end of each of its turns, ending the charm on itself on a success.

3. *Stupefaction.* The creature suffers disadvantage on all attack rolls and ability checks it makes that use either Intelligence, Wisdom, or Charisma. The creature also temporarily forgets any languages it knows except for the one it has known the longest.

4. *Dizziness.* Any turn in combat during which the creature uses more than half of its movement speed, it must succeed on a DC 13 Wisdom saving throw or fall prone. Each time this happens, the creature can repeat its save, ending the effect on a success.

GRYM-MAGE TYRANNOSAUR

Whereas most creatures mutated by a forest's corruption are more formidable, the grym-mage tyrannosaur is notable for gaining increased awareness, intelligence, and spellcasting ability. As it turns out, a predatory dinosaur that can blend into the shadows, harden its skin, teleport, and magically assault its prey is, in fact, horrifically awe-inspiring.

PSYBIRD

When a grymclover forest mutates birds, they usually mutate into psybirds. These avian monstrosities grow remarkable and varied plumage, which they use to hypnotize their prey after luring them in with telepathic cries of pain and suffering. Individual psybirds will sometimes flock together in small groups (called nightmares), but scholars suspect that if enough were to ever band together as a larger, permanent flock, the resulting carnage would be devastating.

Appendix G: Heavensteppe Stat Blocks

ALCETON

With the head of a moose, body and wings of a raptor, alcetons wander the frigid skies of northern climes and the upper echelons of snow-topped mountain ranges. Their favored prey are humanoids, especially dwarves. Indeed, some dwarven legends (especially in Heavensteppe) claim that roving alcetons are one of the foremost reasons dwarves belong below the surface.

Alceton

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	14 (+2)	8 (–1)	15 (+2)	10 (+0)

Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Giant Elk, understands Common and Elvish but can't speak them
Challenge 3 (700 XP)

Charge. If the alceton moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Sure-Footed. The alceton has advantage on ability checks and saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The alceton makes two attacks: one with its ram and one with its talons.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and if the target is a Medium or smaller creature that is prone, it is grappled (escape DC 14). Until this grapple ends, the alceton can't use its talons on another target.

LAVA WURM

Found most often burrowing through the igneous rock of dormant, active, or extinct volcanoes, the lava wurm is a ferocious draconic creature that lives off the rock they tunnel through. Although highly dangerous, the movements of lava wurms are followed as closely as possible by smiths who value them as natural smelters of the volcanic rock. The wurm can expel the undigested, molten metal from their gullet when threatened or expel it as the highly sought-after slag leavings.

ELDER LAVA WURM

Occasionally, a lava wurm will live long enough and grow their vestigial wings large enough to become an elder. These creatures are an order of magnitude more dangerous than the young wurms, as their small but now functional wings allow them to more readily and swiftly follow their prey through molten rock and the open air. With their sheer bulk and love for fine granite, elder lava wurms are an infrequent but greatly feared invader of Heavensteppe, usually requiring many Steel Hawk lives to drive away.

STEEL HAWK SOLDIER

Those who serve in the Steel Hawks undergo rigorous training, making them renowned and disciplined warriors. Active-duty soldiers are typically found near their numerous watchtowers or actively facing a threat to the city, external or internal.

STEEL HAWK CAPTAIN

Experienced members of the Steel Hawks receive the rank of captain, typically signified by their receipt of a *silver eagle weapon* of their choice. With numerous battles and investigations under their belts, captains lead their platoons with valor and honor. Indeed, most captains lead their soldiers from the front line of battle, demonstrating the true prowess of a Steel Hawk in flight.

WYVERNFLY

Cousins to the more well-known and prevalent wyverns, the wyvernflies are voracious hunters with draconic cunning and supreme agility. They relentlessly track their prey through the air with keen eyesight, then sever limbs with their powerful jaws and mandibles. On rare occasions, reckless individuals have been known to tame and ride a wyvernfly, but most attempts end up as an easy meal.

Lava Wurm

Large dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	7 (–2)	12 (+1)	7 (–2)

Skills Perception +3
Damage Immunities fire
Condition Immunities petrified
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages understands Draconic, Ignan, and Terran but can't speak them
Challenge 2 (450 XP)

Hold Breath. The wurm can hold its breath for 30 minutes.

Noxious Resilience. The wurm has advantage on saving throws made against harmful gases and vapors (such as the effects of a *stinking cloud* or a green dragon's poison breath).

Tunneler. The wurm can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

Volcanic Body. The wurm sheds bright light in a 5-foot radius and dim light for an additional 5 feet. In addition, whenever a creature enters the area within 5 feet of the wurm for the first time on a turn or starts its turn there, that creature takes 2 (1d4) fire damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) fire damage.

Molten Spray (Recharge 5–6). The wurm exhales molten metal in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw. On a failed save, a target takes 14 (4d6) fire damage and its speed is reduced by 10 feet. If a target's speed is reduced to 0 by this effect, it becomes restrained. A creature can take an action to scrape or wash off the metal, ending the effect. On a successful save, a creature takes half as much damage and its speed isn't reduced.

Elder Lava Wurm

Large dragon, unaligned

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft., burrow 30 ft., fly 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	8 (–1)	15 (+2)	7 (–2)

Saves Str +7, Con +7
Skills Athletics +7, Perception +5
Damage Immunities fire
Condition Immunities petrified
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 15
Languages understands Draconic, Ignan, and Terran but can't speak them
Challenge 7 (2,900 XP)

Hold Breath. The wurm can hold its breath for 1 hour.

Limited Flight. The wurm can only fly for up to 1 minute at a time. If it ends its turn in the air after 1 minute of consecutive flight and nothing else is holding it aloft, it falls.

Noxious Resilience. The wurm has advantage on saving throws made against harmful gases and vapors (such as the effects of a *stinking cloud* or a green dragon's poison breath).

Tunneler. The wurm can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

Volcanic Body. The wurm sheds bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, whenever a creature enters the area within 10 feet of the wurm for the first time on a turn or starts its turn there, that creature takes 3 (1d6) fire damage.

Actions

Multiattack. The wurm makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 5 (1d10) fire damage.

Molten Spray (Recharge 5–6). The wurm exhales molten metal in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a target takes 38 (11d6) fire damage and its speed is reduced by 15 feet. If a target's speed is reduced to 0 by this effect, it becomes restrained. A creature can take an action to scrape or wash off the metal, ending the effect. On a successful save, a creature takes half as much damage and its speed isn't reduced.

Steel Hawk Soldier

Medium humanoid (any race), lawful neutral

Armor Class 17 (splint)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Animal Handling +3, Athletics +5, Perception +3
Senses passive Perception 13
Languages Common plus one other language
Challenge 3 (700 XP)

Bird Caller. The soldier can cast the *animal messenger* spell, but only as a ritual and only targeting a beast that has an innate flying speed.

Launch (3/Day). As a bonus action while on the ground, the soldier jumps up to 15 feet. This movement doesn't provoke opportunity attacks, and the soldier takes no falling damage when it lands. The soldier can't use this trait if its speed is 0.

If the soldier hits a target with an attack immediately after it lands or during the leap's movement, the target takes an extra 5 (1d10) damage.

Actions

Multiattack. The soldier makes two attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Steel Hawk Captain

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +5
Skills Animal Handling +6, Athletics +8, Perception +9
Senses passive Perception 19
Languages Common plus two other languages
Challenge 8 (3,900 XP)

Bird Caller. The captain can cast the *animal messenger* spell, but only as a ritual and only targeting a beast that has an innate flying speed.

Indomitable (2/Day). The captain rerolls a failed saving throw.

Launch (5/Day). As a bonus action while on the ground, the captain jumps up to 30 feet. This movement doesn't provoke opportunity attacks, and the captain takes no falling damage when it lands. The captain can't use this trait if its speed is 0.

If the captain hits a target with an attack immediately after it lands or during the leap's movement, the target takes an extra 5 (1d10) damage, and it must succeed on a DC 16 Strength saving throw or be knocked prone.

Steel Jump (Recharges after a Short or Long Rest). When the captain uses its Launch trait, it can choose to jump 90 feet, instead of 30.

Actions

Multiattack. The captain makes three attacks.

Silver Eagle Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. Scoring a critical hit with this weapon doesn't double the weapon's damage dice. Whenever the same number is rolled on both of the weapon's damage dice, the target takes an extra 3 (1d6) damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wyvernfly

Large dragon, unaligned

Armor Class 16 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	7 (–2)	15 (+2)	6 (–2)

Saves Dex +7
Skills Acrobatics +7, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Keen Sight. The wyvernfly has advantage on Wisdom (Perception) checks that rely on sight.

Prescience. The wyvernfly can't be surprised.

Steady Flight. While flying, the wyvernfly has advantage on ability checks and saving throws made against effects that would push it, pull it, or knock it prone.

Actions

Multiattack. The wyvernfly makes three attacks: one with its bite and two with its claws. It can use its Mark in place of one attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Mark. The wyvernfly marks a creature it can see as its prey. Until it marks a different creature, it has advantage on attack rolls against the target, and the target has disadvantage on attack rolls against the wyvernfly. In addition, its attacks against the target score a critical hit on a roll of 18–20.



Appendix H: H'rethi Stat Blocks

ANTLIONS

Giant antlions are the kinds of creatures that inspire nightmares. Like their smaller relatives, giant antlions hide in sand or other loose earth, and wait to ambush hapless passersby with their deadly jaws, which resemble a massive, chitinous bear trap.

Desert Trappers. Once it has found a suitable location, an antlion will then set its trap. Juvenile and adult antlions will even dig a steep, conical pit lined with loose sand, creating a hazard that prey can easily slip and tumble down, rolling directly into the beast's waiting jaws.

H'rethi Specimens. In stark contrast to other regions, giant antlions of the H'rethi Desert seem to roam the dunes and dig their traps by night, resulting in occasional night ambushes and making it impossible to track *their ever-changing territory.*

SAND LIZARD

Every traveler of the H'rethi Desert quickly learns to keep their eyes—and noses—peeled for sand lizards. Sand lizards are naturally camouflaged against the desert's golden sands, an evolutionary trait that allows them to easily catch prey with their deadly and venomous bite. Preferring to lurk among the valleys of the dunes, these predators are faster than sand spiders, and a faint whiff of their carrion breath is all the warning you'll get before they strike.

SAND SPIDER

The desert's most vicious ambush predator, sand spiders burrow beneath the dunes and lie in wait. Once prey approaches its den, the spider grabs the unwitting creature and pulls it into the depths of its home with lightning-fast precision: using its venom and fangs to silence their cries.

Giant Antlion Hatchling

Medium monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (–4)	13 (+1)	3 (–4)

Skills Perception +3, Stealth +5
Condition Immunities prone
Senses blindsight 5 ft., tremorsense 30 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 1 (200 XP)

Ambusher. The antlion has advantage on attack rolls against any creature it has surprised.

Burrowed Camouflage. While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends the antlion can't bite another target.

REACTIONS

Snapping Jaws. While the antlion is benefiting from its Burrowed Camoflage and not grappling a creature, when a creature the antlion can sense moves into the antlion's space, it can make a bite attack against that creature.

H'RETHI, SOUL OF THE DESERT

Within the twisting, shifting rooms of the Desert Spire, the soul of the H'rethi itself abides. This manifestation of the landscape's sentience takes the form of a towering, crystalline structure within its lair. While the very few individuals that know of the H'rethi's physical form remain unendingly secretive about it, theories and legends still abound. Some ascribe the Desert Soul's birth to a fragment of some other deity's essence or a fragment of some legendary weapon of the gods. Regardless of the true origin, the fact is that H'rethi is present and powerful. Full of capricious whimsy and harsh judgment in equal measure, H'rethi is as likely to bless visitors as they are to demolish them.

Juvenile Giant Antlion

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 15 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (–4)	14 (+2)	4 (–3)

Skills Perception +5, Stealth +8
Condition Immunities prone
Senses blindsight 10 ft., tremorsense 60 ft. (blind beyond this radius), passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Ambusher. The antlion has advantage on attack rolls against any creature it has surprised.

Burrowed Camouflage. While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

Surprise Attack. If the antlion surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 16 (3d10) damage from the attack.

Antlion Cone. The antlion can spend 10 minutes digging a cone-shaped pit in the sand, or some other loose earth. The cone is 20 feet deep and 40 feet across, and the sides are steep enough that the loose earth they are made with is a falling hazard. A standing creature that moves within the cone (even if by forced movement) for the first time on a turn must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that falls prone while within the cone rolls to the bottom.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage and the target is grappled (escape DC 15). Until this grapple ends the antlion can't bite another target or use its sand throw, and if the target is a creature, it is restrained.

Sand Throw. One creature the antlion can sense within 30 feet of it must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Reactions

Snapping Jaws. When a creature the antlion can sense moves to within the reach of the antlion's bite and the antlion is not grappling a creature, it can make a bite attack against that creature.

Adult Giant Antlion

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 180 (19d12 + 57)
Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	4 (–3)	16 (+3)	5 (–3)

Skills Perception +7, Stealth +6
Senses blindsight 15 ft., tremorsense 120 ft. (blind beyond this radius), passive Perception 15
Languages —
Challenge 12 (8,400 XP)

Ambusher. The antlion has advantage on attack rolls against any creature it has surprised.

Burrowed Camouflage. While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

Surprise Attack. If the antlion surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 26 (4d12) damage from the attack.

Sure-Footed. The antlion has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Antlion Cone. The antlion can spend 10 minutes digging a cone-shaped pit in the sand, or some other loose earth. The cone is 30 feet deep and 60 feet across, and the sides are steep enough that the loose earth they are made with is a falling hazard. A standing creature that moves within the cone (even if by forced movement) for the first time on a turn must succeed on a DC 14 Dexterity saving throw or fall prone. A creature that falls prone while within the cone rolls to the bottom.

Actions

Multiattack. The antlion makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage and the target is grappled (escape DC 17). Until this grapple ends the antlion can't bite another target or use its sand throw, and if the target is a creature, it is restrained.

Claw. *Melee Weapon Attack:* +9 to hit, reach 15 feet., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Sand Throw. One creature the antlion can sense within 30 feet of it must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Reactions

Snapping Jaws. When a creature the antlion can sense moves to within the reach of the antlion's bite and the antlion is not grappling a creature, it can make a bite attack against that creature.

VARIANT: DESERT CAT FAMILIAR

Spellcasters who are particularly attuned to the elemental planes or are inherently familiar with the desert's dunes may occasionally find and bind a **desert cat** familiar, especially those spellcasters who embody the desert cat's curiosity and propensity for chaos. A bound desert cat's behavior is erratic and varies greatly depending on its master's influence. Desert cats also are exceptionally skilled at reaching otherwise difficult-to-reach locations to cause trouble, especially around precious gems and metals. A desert cat serving as a familiar has the following trait.

Familiar. At the GM's discretion, warlocks with the Pact of the Chain feature can choose a desert cat as their familiar, in addition to the forms listed in their class. While the two are bonded, the master can sense what the desert cat senses as long as they are within 1 mile of each other. If its master causes it physical harm, the desert cat will end its service as a familiar, breaking the telepathic bond.

Desert Cat

Tiny elemental, chaotic neutral

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +5, Survival +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13
Languages Terran, understands Common but can't speak it
Challenge 1/4 (50 XP)

Desert Camouflage. The desert cat has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Earth Glide. The desert cat can burrow through nonmagical, unworked earth and stone. While doing so, the desert cat doesn't disturb the material it moves through.

Keen Hearing and Smell. The desert cat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on the next attack roll it makes before the start of the desert cat's next turn.

Sand Step. The desert cat teleports up to 60 feet to an unoccupied space it can see that contains dirt, sand, or other fine earth.



Sand Lizard

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (–4)	14 (+2)	5 (–3)

Skills Survival +5, Perception +5
Damage Resistances fire
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 30 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Desert Camouflage. The lizard has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

ACTIONS

Multiattack. The lizard makes two attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 18 (4d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target takes another 4 (1d8) poison damage at the start of each of its turns. Each time the lizard hits the poisoned target with this attack, the damage dealt at the start of each of its turns increases by 4 (1d8). If the poisoned target receives magical healing or a creature uses a healer's kit on the target, the target can repeat the Constitution saving throw, ending the poisoned condition on a success.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spit Venom. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 14 Constitution saving throw, taking 18 (4d8) acid damage and 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Sand Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	3 (–4)	14 (+2)	4 (–3)

Skills Athletics +4, Perception +4, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Ambusher. The spider has advantage on attack rolls against any creature it has surprised.

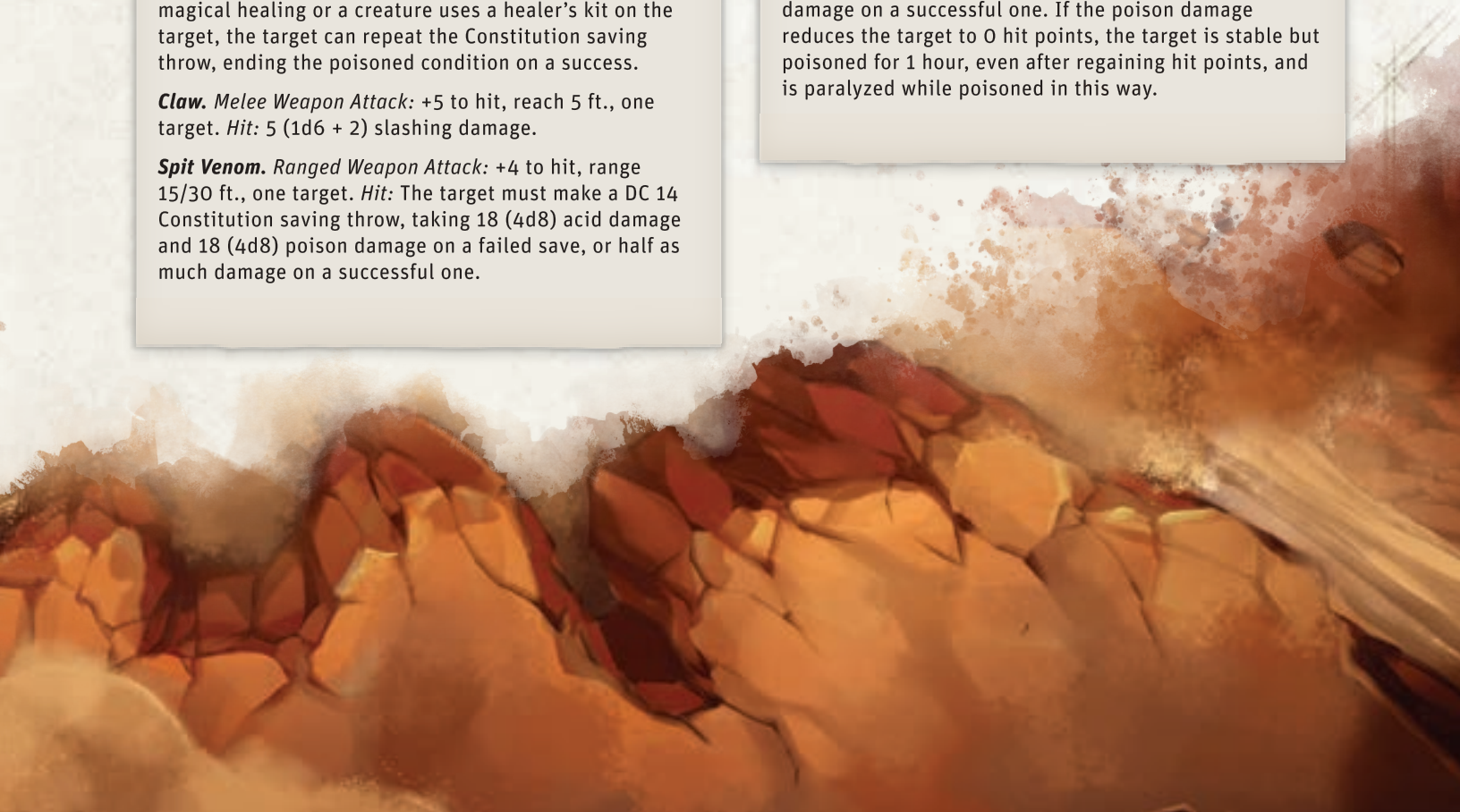
Nimble Escape. The spider can take the Disengage or Hide action as a bonus action on each of its turns.

Seize. If the spider has advantage on an attack roll and hits a creature that is Large or smaller, the creature is also grappled (escape DC 14).

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



H'rethi, Soul of the Desert

Gargantuan construct, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 296 (16d20 + 128)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (–5)	27 (+8)	19 (+4)	18 (+4)	20 (+5)

Saving Throws Int +10, Wis +10, Cha +11
Skills Arcana +10, Deception +10, Insight +10, Perception +10
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 300 ft., tremorsense 1 mile, passive Perception 20
Languages understands Common and Terran but can't speak, telepathy 1 mile
Challenge 20 (25,000 XP)

Immovable. H'rethi can't move or be moved by any means short of a *wish* spell.

Immutable Form. H'rethi is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). When H'rethi fails a saving throw, it can choose to succeed instead.

Magic Resistance. H'rethi has advantage on saving throws against spells and other magical effects.

Shattering Destruction. When H'rethi drops to 0 hit points, it shatters and is destroyed. Any creature on the ground within 30 feet of H'rethi must make a DC 20 Dexterity saving throw, taking 22 (4d10) piercing damage and 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. H'rethi makes three Soul Ray attacks.

Soul Ray. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage plus 14 (4d6) radiant damage, and the target is pushed up to 10 feet away.

Fortify (Recharge 5–6). H'rethi gains 50 temporary hit points, and all attack rolls made against it have disadvantage until the start of its next turn.

Reactions

Absorb Magic (3/Day). When H'rethi takes damage from a spell or other magical effect, it instead takes no damage and regains a number of hit points equal to the damage dealt. H'rethi is still subject to any other effects that might accompany the damage.

Legendary Actions

H'rethi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. H'rethi regains spent legendary actions at the start of its turn.

Sand Lash. A tendril-like whip rises from the ground, striking at one creature within 120 feet of H'rethi. The target must make a DC 19 Dexterity saving throw. On a failed save, the target takes 10 (3d6) slashing damage, and if it is Large or smaller, it is also grappled (escape DC 15). If the target is already grappled, it becomes restrained until the grapple ends.

Create Sentry (2 Actions). H'rethi creates a 5-foot-radius, 15-foot-high pillar of compacted sand in an unoccupied space it can see within 60 feet of it. When H'rethi uses its Multiattack on its turn, it can make one additional Soul Ray attack for each pillar that exists. Each of these additional attacks originates from a different pillar and only deals the force damage from the attack. The pillar is an object that can be damaged and thus destroyed. It has AC 15 and 30 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust.

Dispel Magic (2 Actions). H'rethi casts *dispel magic*. Its spellcasting ability is Charisma for this spell.

Lair Actions

On initiative count 20 (losing initiative ties), H'rethi takes a lair action to cause one of the following effects; H'rethi can't use the same effect two rounds in a row:

- H'rethi conjures a sand elemental in an unoccupied space within 60 feet of it. The elemental disappears when it drops to 0 hit points or after 1 minute. The elemental is friendly to H'rethi and its companions. Roll initiative for the elemental, which has its own turns. It obeys any telepathic commands that H'rethi issues to it (no action required by H'rethi).
- H'rethi unleashes a rippling wave of force through the ground. Each creature on the ground within 120 feet of H'rethi must make a DC 15 Strength saving throw. On a failed save, a creature is pushed 30 feet away from H'rethi, and if it is concentrating, it must succeed on a DC 20 Constitution saving throw or its concentration is broken. On a successful save, a creature is pushed 10 feet away from H'rethi but suffers no other effects.
- H'rethi begins to shine with an overwhelmingly brilliant light. Until initiative count 20 on the next round, whenever a creature starts its turn and can see H'rethi, it must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn. A creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see H'rethi until the start of its next turn. If the creature looks at H'rethi in the meantime, it must immediately make the save.



Appendix I: Infinite Animarum Stat Blocks

BUTCHER DRAY, THREE-HEADED ETTIN

According to legend, the very tapestry of fate warps when a three-headed ettin is born. Indeed, the birth of Dray was a time of calamitous upheaval and magical chaos. Since that time, the Butcher has gathered hundreds of followers among giant-kin and small-folk alike, unified by their voracious hunger for war and ritualistic blood magic. Found most commonly in mountainous regions, the Three-Headed Ettin and his disciples collect and offer sacrifices for enhanced strength and powerful blood-wrought spells.

Poorly organized, followers of the Butcher are typically militant and quick to begin confrontation. The same magical boons that make them ferocious warriors also tend to amplify their emotional instabilities and push them toward the bloodiest solution. Despite all of this, the Three-Headed Ettin has numerous followers and is considered one of the most generous warlock patrons.

Exceptionally gifted and skilled in his complex rituals and hemocraft, Dray fights with notorious ruthlessness. Many of his abilities are empowered by the blood of his enemies, and recovery from the deadly wounds of his knife is incredibly difficult. Adventurers that make the mistake of heavily wounding the Butcher will be faced with additional ferocity as the ettin's hunger for violence is eclipsed by unfettered rage.

FRIGHTFUL ENEMIES, POWERFUL PATRONS

The following creature stat blocks contain five new, powerful patron options for warlocks of The Many. Even if you aren't a warlock, these creatures may prove to become a valuable ally or terrifying adversary along your adventures.

SACRIFICIAL PEAK

High in the frigid mountains, the Butcher patiently gathers forces and influence through his vast network of followers and grisly magic. Here, the sheer number of sacrifices has bound Dray's frigid heart to the land, allowing him unparalleled control over the elements and increasing his magical might.

LAIR ACTIONS

When fighting on the Sacrificial Peak, on initiative count 20 (losing initiative ties), Dray takes a lair action to cause one of the following effects:

- Dray magically causes an avalanche to engulf the area within a 120-foot square he can see. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) bludgeoning damage and 14 (4d6) cold damage and is knocked prone and restrained. On a successful save, a creature takes half as much damage, and isn't knocked prone or restrained.
- Dray casts the *circle of death* spell (save DC 15). Dray regains hit points equal to half the total damage dealt by the spell.
- Dray magically summons 1 ettin to aid him in battle. The ettin appears in an unoccupied space within 30 feet of Dray and acts as his ally. If Dray uses this lair action again, the previous ettin disappears.



Butcher Dray, Three-Headed Ettin

Huge giant, chaotic evil

Armor Class 18 (natural armor)
Hit Points 375 (30d12 + 180)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	10 (+0)	22 (+6)	15 (+2)

Saves Con +13, Int +7, Wis +13
Skills Perception +13, Religion +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condidition Immunities blinded, charmed, deafened, frightened, stunned
Senses darkvision 120 ft., passive Perception 28
Languages Giant, Orc
Challenge 23 (50,000 XP)

Innate Spellcasting. Dray's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). Dray can innately cast any cleric cantrip as a 20th-level spellcaster, as well as the following spells, requiring no material components:

At will: *bestow curse*, *blindness/deafness* (as a 4th-level spell)
3/day each: *harm*, *heal*
1/day each: *divine word*, *resurrection*

Hungering Frenzy. When Dray scores a critical hit with a weapon attack or reduces a creature to 0 hit points, his spell save DC increases to 23 and he has advantage on all attack rolls until the end of his next turn.

Legendary Resistance (3/Day). If Dray fails a saving throw, he can choose to succeed instead.

Magic Resistance. Dray has advantage on saving throws against spells and other magical effects.

Magic Weapons. Dray's weapon attacks are magical.

Three Heads. Dray has advantage on Wisdom (Perception) checks and on Constitution saving throws made to maintain concentration on spells.

Touch of Death. When damage Dray deals reduces a creature to 0 hit points, it automatically suffers one death saving throw failure.

Wakeful. When one of Dray's heads is asleep, his other heads are awake. In addition, magic can't put him to sleep.

ACTIONS

Multiattack. Dray makes two attacks: one with his fist and one with his dagger.

Fist. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on DC 22 Strength saving throw or be knocked prone.

Ritual Dagger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (6d4 + 7) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Dray regains hit points equal to half that amount. The reduction lasts for 1 hour. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

Dray can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dray regains spent legendary actions at the start of his turn.

Cantrip. Dray casts a cantrip.
Move. Dray moves up to half his speed.
Punch. Dray makes one fist attack.
Summon Minions (Costs 3 Actions). Dray magically summons 2d4 orcs or 1 ogre. A summoned creature appears in an unoccupied space within 60 feet of Dray and acts as his ally. It remains for 1 minute, until it or Dray dies, or until Dray dismisses it as an action.

Grihoo, the Superhydra

Gargantuan monstrosity, neutral

Armor Class 22 (natural armor)
Hit Points 612 (35d20 + 245)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	14 (+2)	19 (+4)	18 (+4)

Saves Str +18, Wis +13, Cha +13
Skills Athletics +18, Perception +22
Damage Resistances acid, cold, lightning, thunder
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condidition Immunities blinded, charmed, deafened, frightened, poisoned, stunned, unconscious
Senses blindsight 30 ft., darkvision 300 ft., passive Perception 32
Languages Deep Speech, Draconic, telepathy 300 ft.
Challenge 30 (155,000 XP)

Hold Breath. Grihoo can hold its breath indefinitely.

Infinite Heads. Grihoo has an infinite number of heads. Whenever it takes 60 or more damage in a single turn, one of its heads dies. On its next turn, the number of attacks it makes as part of its Multiattack decreases by one (to a minimum of three) and it can't use its Snapping Frenzy. At the end of Grihoo's turn, it replaces all of its missing heads that died since its last turn.

Legendary Resistance (5/Day). If Grihoo fails a saving throw, it can choose to succeed instead.

Magic Resistance. Grihoo has advantage on saving throws against spells and other magical effects.

Magic Weapons. Grihoo's weapon attacks are magical.

Reactive. Grihoo can take one reaction on every turn in a combat.

Actions

Multiattack. Grihoo makes five bite attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) force damage.

Snapping Frenzy. Grihoo unleashes a flurry of bites in its vicinity, making one bite attack against any number of creatures within 30 feet of it, with a separate attack roll for each target.

Transpositional Swallow (Recharge 5–6). Grihoo chooses one creature it can see within 120 feet of it. The target must succeed on a DC 21 Charisma saving throw or be teleported inside of Grihoo's stomach. While inside Grihoo, the creature is blinded and restrained, it has total cover against attacks and other effects outside Grihoo, and it takes 28 (8d6) acid damage and 28 (8d6) force damage at the start of each of Grihoo's turns.

If Grihoo takes 60 damage or more on a single turn, it must succeed on a DC 17 Constitution saving throw at the end of that turn or expel all creatures that were teleported inside of it, teleporting them to a random space on the ground within 60 feet of Grihoo. If Grihoo dies, a creature that was teleported inside of it is no longer restrained and can escape from the corpse by using 60 feet of movement, exiting prone.

Reactions

Counter Conjuration. When a creature Grihoo can see or hear within 300 feet of it casts a conjuration spell or magically summons a creature, Grihoo interrupts the casting or summoning, causing it to fail and have no effect. Grihoo then regains hit points equal to 15 times the spell slot's level, if it interrupted a spell, or equal to the challenge rating of the creatures being summoned, if it interrupted a summoning.

Legendary Actions

Grihoo can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Grihoo regains spent legendary actions at the start of its turn.

Bite. Grihoo makes one bite attack.
Teleport (Costs 2 Actions). Grihoo magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Crushing Infinity (Costs 3 Actions). Grihoo channels the overwhelming weight of infinity, crushing each creature inside of it. A swallowed creature must make a DC 24 Constitution saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

GRIHOO, THE SUPERHYDRA

A true titan among creatures, the Superhydra is an ancient and terrifying entity. With powers of conjuration magic and a seemingly infinite and unfathomable number of heads, Grihoo manifests as a massive purple-headed hydra. Regardless of distance or relative size, the Superhydra manages to dwarf everything, leading scholars to believe that it exists partially outside our realm of reality. Followers of Grihoo tend to be vengeful, voracious, and violent, and occasionally seem driven to madness by their insights into infinity.

Compared to many other patrons, Grihoo can often seem aloof from his followers, only bonding with those it deems competent and then leaving them to fend for themselves. Because of, or perhaps in spite of this detachment, the few warlocks devoted to the Superhydra are fearsome foes. They tend to be quick learners in combat prowess and magical skill, especially in the art of conjuration magics like those employed by their

Analeptic Lizard

Tiny monstrosity, neutral

Armor Class 12
Hit Points 16 (3d4 + 9)
Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	17 (+3)	6 (–2)	14 (+2)	10 (+0)

Skills Stealth +4, Survival +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1/4 (50 XP)

Hold Breath. The lizard can hold its breath for 15 minutes.

Regeneration. The lizard regains 1 hit point at the start of its turn. If the lizard takes fire damage, this trait doesn't function at the start of its next turn. The lizard dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Invigorate (1/Day). The lizard regains all its hit points. Until the start of its next turn, the lizard has resistance to all damage and advantage on all saving throws.

patron. Their fatal folly tends to be an abundance of overconfidence in their abilities and a stubborn unwillingness to trust or rely on others around them. Those able to push past this weakness are to be observed with caution, and preferably from a great distance.

On the exceptionally rare occasion that mortals deem themselves foolhardy enough to challenge the Superhydra in open combat, they quickly learn that the power and concept of infinity is not just familiar to Grihoo, but a practiced tool. It has a truly unfathomable number of heads, powerful conjuration magic to transport instantaneously and prevent the escape of his foes, and a ferocity that simply cannot be understood without a firsthand witness. Suffice to say, those lucky enough to witness Grihoo's might and survive are, no matter what they might say, exactly that and nothing more: lucky.

Analeptic Lizard

Scholars hypothesize that the Analeptic Lizard initially spawned in the wake of one of the many conjuration spells devoured by Grihoo. In most respects, it's indistinguishable from the average lizard or gecko. This reptilian creature has abnormally powerful regenerative abilities and keen intelligence for its size, making it surprisingly difficult to kill. Warlocks that successfully forge or force a bond with one of these strange lizards gain a tenacious and opinionated partner in crime.

The Analeptic Lizard as a Familiar

For rules on how you can use this and other patron-like creatures as a familiar for warlocks who have sworn the pact of the chain, read the sidebar on page 388.



LADY FELUCIANA, LEGENDARY MEDUSA SORCERESS

Legends vary in their accounts of Lady Feluciana, and whether she is the oldest medusa or simply the most powerful of her kin. Like all medusas, the Lady is said to have been cursed due to her obsession with beauty and cruelty, but unlike other tales of such curses, nearly all accounts of Lady Feluciana state that she most certainly deserved hers. With many years to foment plans and practice her magic, the Lady is now a truly legendary sorceress and a terror to behold. Her followers are typically those that hunger for magical knowledge and power over other humanoids in their lives.

One of the most organized collections of warlocks, the Sorceress's followers focus mostly upon the study of potent and forbidden magics. In this, their patron seems to behave unpredictably, as the Lady's worshippers seem utterly unable to determine precisely what behaviors she constitutes as ideal. Some scholars speculate that she enjoys seeing occasional in-fighting and squabbling, perhaps viewing it as a necessary or helpful means of weeding out the unworthy and identifying the truly gifted. Regardless, those cunning and cutthroat enough to survive the metaphorical snake pit are worth keeping a very careful and close eye on.

Like many other Medusas, Lady Feluciana employs liberal use of terrain and her petrifying gaze to devastating effect. However, it should be noted that in stark contrast to typical Medusas, the Sorceress seems to have unlocked a more potent form of petrification magic, allowing her to petrify those she concentrates upon even if they avert their gaze. She is also exceptionally crafty, and reports indicate that her entire lair is covered in enchanted mirrors so she cannot be taken by surprise. However, it should be quite obvious that all information about the Lady is hearsay, given that not a single individual in recorded history has visited her lair and lived to tell the tale.

REFLECTION'S DOOM

Those foolish enough to encounter the Legendary Sorceress within her lair on a mist-enshrouded and uncharted island typically realize their folly long after the point of no return. Coated in mirrors that cannot be broken except by powerful magic or at the Lady's command, Reflection's Doom is home to poisonous albino snakes and is the final resting place of countless would-be heroes and marooned sailors.

LAIR ACTIONS

When fighting in Reflection's Doom, on initiative count 20 (losing initiative ties), Feluciana takes a lair action to cause one of the following effects:

- Feluciana unleashes a horrid shriek, causing the mirrors around her lair to shatter in a painfully intense cacophony. Each creature within her lair must make a DC 15 Constitution saving throw. A creature takes 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. Feluciana can use another lair action to magically repair the mirrors, allowing her to use this lair action again.
- Feluciana magically animates a statue within 120 feet of her. The animated statue has the statistics of a **stone golem** and acts as her ally. It remains animated until it dies or until Feluciana uses this lair action again or dies.
- While within 5 feet of a mirror, Feluciana creates two illusory duplicates of herself, each appearing within 5 feet of one of the other mirrors in her lair. When Feluciana uses this lair action, she can choose to simultaneously teleport within 5 feet of one of the other mirrors in her lair, instead creating one of the duplicates in the space she left. Each of the duplicates has Feluciana's Petrifying Glare trait, and as a bonus action, Feluciana can move any number of the duplicates up to 30 feet. A duplicate can be destroyed only by an attack that hits it (AC 15), but it ignores all other damage and effects. A creature that uses an action to examine a duplicate can determine that it is an illusion by succeeding on a DC 22 Intelligence (Investigation) check. If a creature discerns the duplicate for what it is, the illusion becomes faint to the creature. If Feluciana uses this lair action again or dies, any remaining duplicates disappear.



Lady Feluciana, Legendary Medusa Sorceress

Medium monstrosity, neutral evil

Armor Class 17 (natural armor)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	20 (+5)	15 (+2)	17 (+3)	24 (+7)

Saves Con +12, Int +9, Wis +10, Cha +14
Skills Deception +14, Insight +10, Perception +10, Stealth +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condidition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Abyssal, Common, Draconic
Challenge 22 (41,000 XP)

Innate Spellcasting. Feluciana's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Feluciana can innately cast the following spells, requiring no material components:

At will: *charm person* (as a 2nd-level spell), *ray of enfeeblement*
3/day each: *bestow curse*, *blight* (as a 6th-level spell), *compulsion*
1/day each: *foresight*, *geas*

Legendary Resistance (3/Day). If Feluciana fails a saving throw, she can choose to succeed instead.

Magic Resistance. Feluciana has advantage on saving throws against spells and other magical effects.

Petrifying Glare. When a creature that can see Feluciana's eyes starts its turn within 60 feet of her, she can force the creature to make a DC 20 Constitution saving throw if she isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell cast at 7th level or higher spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Feluciana until the start of its next turn, when it can avert its eyes again. If the creature looks at Feluciana in the meantime, it must immediately make the save.

Serpentine Reactiveness. Once per turn, Feluciana can make an opportunity attack with her snake hair without expending her reaction.

Virulent Weapons. Feluciana's weapon attacks are magical. In addition, damage from her weapon attacks ignores resistance to poison damage.

ACTIONS

Multiattack. Feluciana makes four attacks: one with her bident and three with her snake hair. When available, she can use her Petrifying Beam in place of her three attacks with her snake hair.

Bident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The bident flies back to Feluciana's hand immediately after making a ranged attack with it.

Snake Hair. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) poison damage.

Petrifying Beam (Recharge 5–6). Feluciana's snakes focus a beam of petrifying energy at one creature she can see within 90 feet of her. A creature that has averted its eyes from Feluciana gains no benefit against this effect. The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must succeed on a DC 20 Constitution saving throw at the end of its next turn or become petrified until freed by a *greater restoration* spell cast at 7th level or higher or other magic.

REACTIONS

Retaliating Lash. When a creature within 15 feet of Feluciana deals damage to her, one of her snakes lashes out, coiling itself around the creature. The target must succeed on a DC 20 Dexterity saving throw or become grappled (escape DC 15) and be pulled up to 10 feet toward Feluciana.

LEGENDARY ACTIONS

Feluciana can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Feluciana regains spent legendary actions at the start of her turn.

Move. Feluciana moves up to her speed.
Snake Hair. Feluciana makes an attack with her snake hair.
Summon Snakes (Costs 3 Actions). Feluciana magically summons 4 (1d4 + 2) flying snakes or 1 swarm of poisonous snakes. A summoned creature appears in an unoccupied space within 30 feet of Feluciana, acts as her ally, and shares her Virulent Weapons trait. It remains for 1 minute, until it or Feluciana dies, or until she dismisses it as an action.

THE THOUSAND VOICES, SUPREME SOUL VORTEX

The Supreme Soul Vortex is directly responsible for the formation and disruptive actions of the Infinite Animarum, the widespread cult of disruptive and remorseless individuals that spread like an odorless toxin through the Material Plane. They actively manipulate Ochre Elson, the group's mysterious leader, to achieve their own ends. As one entity formed from countless lost spirits, the Thousand Voices seeks ultimate vengeance against the deities, both evil and good, and to upend the metaplanar system that caused its swirling souls to fall between the cracks of time and space. They actively recruit warlock followers in pursuit of this agenda, causing massive amounts of chaos and wanton destruction as they try to deprive the gods of their souls by making more Soul Vortices.

Those unlucky enough to face the Thousand Voices in open combat will have to face the combined knowledge and skill of hundreds of skilled spellcasters, masterful tacticians, and fearsome warriors. With potent spell-casting abilities and an ethereal form that allows them to escape most grasps, the Supreme Soul Vortex very rarely finds themself challenged enough to put forth their full strength. Most who challenge them are swiftly put down and, if they're lucky, are sent to one of the upper or lower planes. Especially while in the space between planes where Soul Vortices form, the Thousand Voices reign with confidence and might.

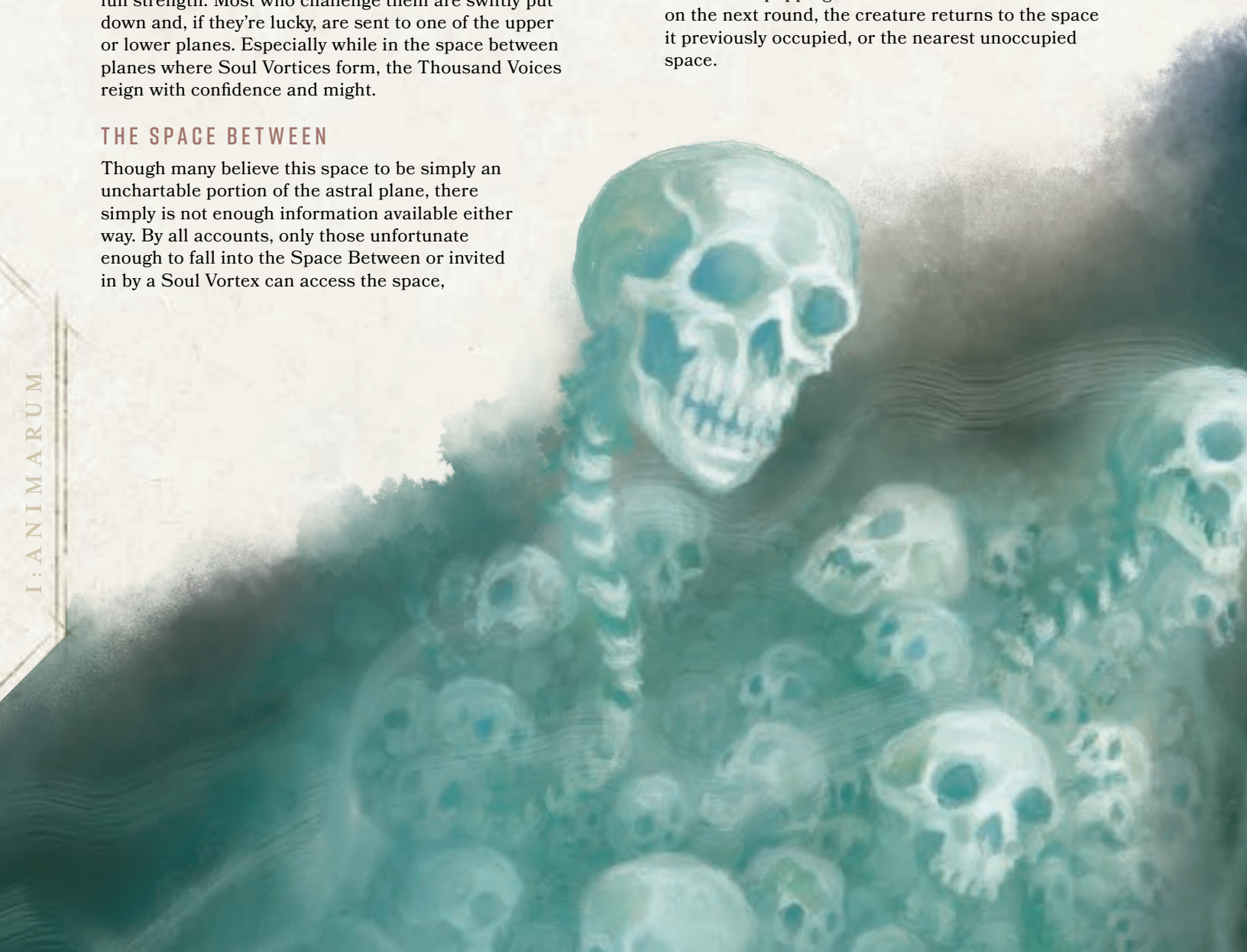
THE SPACE BETWEEN

Though many believe this space to be simply an unchartable portion of the astral plane, there simply is not enough information available either way. By all accounts, only those unfortunate enough to fall into the Space Between or invited in by a Soul Vortex can access the space, as planar teleportation has thus far failed on every occasion. It is described as a true void, where even astral starlight dares not venture.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Thousand Voices can take one of the following lair actions:

- The Thousand Voices magically summons 1d4 will-o'-wisps. A summoned will-o'-wisp appears in an unoccupied space within 60 feet of the Thousand Voices and acts as an ally of the Thousand Voices. It disappears if the Thousand Voices dies.
- The Thousand Voices casts the *chill touch* spell, targeting every creature of its choice within 120 feet of it. When it casts the spell in this way, it uses a spell attack bonus of +10, and deals 18 (4d8) damage on a hit.
- The Thousand Voices targets up to two creatures it can see within 60 feet of it, attempting to hurl them through the space between the planes. A target must succeed on a DC 15 Charisma saving throw or take 33 (6d10) force damage as it is forcibly shunted through this extradimensional space, disappearing with a faint popping noise. On initiative count 20 on the next round, the creature returns to the space it previously occupied, or the nearest unoccupied space.



The Thousand Voices, Supreme Soul Vortex

Gargantuan undead, chaotic evil

Armor Class 22
Hit Points 290 (20d20 + 80)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	18 (+4)	20 (+5)	25 (+8)	18 (+4)	19 (+4)

Saves Str +5, Int +16, Wis +12, Cha +12
Skills Arcana +16, History +16, Investigation +16, Nature +16, Perception +12, Religion +16
Damage Resistances acid, fire, lightning, psychic, thunder
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condidition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 120 ft., darkvision 120 ft., passive Perception 22
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Deathly Chills. At the start of each of the Thousand Voices's turns, each creature within 10 feet of the Thousand Voices takes 5 (1d10) cold damage.

Incorporeal Form. The Thousand Voices can occupy another creature's space and vice versa. The Thousand Voices can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the Thousand Voices fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The Thousand Voices is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Multiversal Intellect. The Thousand Voices's AC includes its Intelligence modifier. In addition, when the Thousand Voices takes damage other than radiant damage while concentrating on a spell, it automatically succeeds on the Constitution saving throw made to maintain concentration.

Necrotic Absorption. When the Thousand Voices is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Remembered Spellcasting. At the start of each of the Thousand Voices's turns, it rolls a d4 to determine which list of spells is available to it until the start of its next turn. The Thousand Voices's innate spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The Thousand Voices can innately cast the following spells as a 20th-level spellcaster, requiring no material components:

1. *Bard.* The Thousand Voices can cast *vicious mockery* or *thunderwave* as a 3rd-level spell (at will). It can also cast *hypnotic pattern* (3/day) and *power word kill* (1/day).
2. *Cleric.* The Thousand Voices can cast *sacred flame* or *guiding bolt* as a 3rd-level spell (at will). It can also cast *spirit guardians* (3/day) and *inflict wounds* as a 9th-level spell (1/day).
3. *Sorcerer.* The Thousand Voices can cast *firebolt* and *burning hands* as a 3rd-level spell (at will). It can also cast *fireball* (3/day) and *finger of death* (1/day).
4. *Wizard.* The Thousand Voices can cast *shocking grasp* and *magic missile* as a 3rd-level spell (at will). It can also cast *lightning bolt* (3/day) and *plane shift* (1/day).

Turn Immunity. The Thousand Voices is immune to effects that turn undead.

Actions

Multiattack. The Thousand Voices can use its Terrifying Visage. It then uses its Cacophonous Shriek or casts two spells of 3rd level or lower.

Cacophonous Shriek. Each non-undead creature within 60 feet of the Thousand Voices must make a DC 21 Constitution saving throw, with disadvantage if the target is within 5 feet of the Thousand Voices. A target takes 28 (8d6) necrotic damage and 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

Extraplanar Shift. The Thousand Voices enters the space between the planes from the Material Plane, or vice versa. It can remain in the space between the planes for up to 1 minute, and when it returns to the Material Plane, it reappears in a space of its choice within 60 feet of the space it left. While it is in the space between the planes, it can't affect or be affected by anything on any other plane.

Terrifying Visage. Each non-undead creature within 60 feet of the Thousand Voices that can see it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target's speed is also reduced to 0 for the duration. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Thousand Voices is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Thousand Voices's Terrifying Visage for the next 24 hours.

Legendary Actions

The Thousand Voices can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Thousand Voices regains spent legendary actions at the start of its turn.

Shift. The Thousand Voices uses its Extraplanar Shift.
Cast a Spell (Costs 1–3 Actions). The Thousand Voices casts a cantrip (1 action), a 3rd-level spell (2 actions), or a spell it can cast once per day (3 actions).
Shriek (Costs 2 Actions). The Thousand Voices uses its Cacophonous Shriek.
Maddening Outburst (Costs 3 Actions). Each creature within 10 feet of the Thousand Voices must make a DC 20 Wisdom saving throw. On a failure, a target takes 14 (4d6) psychic damage, can't take reactions until the start of its next turn, and rolls a d4 to determine what it does during its next turn. On a 1 or 2, the target falls prone and then ends its turn. On a 3, the target takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 4, the target uses all of its movement to move within reach of a random creature, and then uses its action to make a melee weapon attack against that creature; if the target can't move within reach of another creature, it drops whatever it is holding and then ends its turn.

Vaanor, Primeval Cerberus

Gargantuan fiend, lawful neutral

Armor Class 19 (natural armor)
Hit Points 403 (26d20 + 130)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	14 (+2)	25 (+7)	19 (+4)

Saves Wis +14, Cha +11
Skills Athletics +13, Perception +21, Survival +14
Damage Resistances cold, necrotic
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condidition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned
Senses darkvision 300 ft., truesight 120 ft., passive Perception 36
Languages Abyssal, Infernal
Challenge 24 (62,000 XP)

Innate Spellcasting. Vaanor's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Vaanor can innately cast the following spells, requiring no material components:

At will: *hellish rebuke* (as a 3rd-level spell), *locate creature*, *locate object*
3/day each: *hold monster*, *hold person* (as a 5th-level spell), *hunter's mark*
1/day: *forcecage*

Legendary Resistance (3/Day). If Vaanor fails a saving throw, it can choose to succeed instead.

Magic Resistance. Vaanor has advantage on saving throws against spells and other magical effects.

Soul Sentry. Vaanor's weapon attacks are magical. When Vaanor hits an undead with a weapon attack, the target takes an extra 7 (2d6) force damage.

Sure-Footed. Vaanor has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Three Heads. Vaanor has advantage on Wisdom (Perception) checks, as well as Constitution saving throws made to maintain concentration on spells.

Wakeful. When one of Vaanor's heads is asleep, its other heads are awake. In addition, magic can't put it to sleep.

ACTIONS

Multiattack. Vaanor can use its Inescapable Presence. It then makes three bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) fire damage. If this is the first attack Vaanor has made as part of its Multiattack, the target must succeed on a DC 20 Strength saving throw or be knocked prone. If this is the second attack, the target must succeed on a DC 20 Constitution saving throw or be stunned until the start of Vaanor's next turn. If this is the third attack, the target must succeed on a DC 20 Wisdom saving throw or be paralyzed until the start of Vaanor's next turn.

Inescapable Presence. Vaanor magically restricts one creature it can see within 120 feet of it from fleeing. The target must succeed on a DC 22 Wisdom saving throw or become unable to willingly move or teleport away from Vaanor for 1 minute. Creatures that can't be frightened are immune to this effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vaanor's Inescapable Presence for the next 24 hours.

Hellfire Breath (Recharge 5–6). Vaanor exhales debilitating fire in a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

Summon Hounds (1/Day). Vaanor magically summons 4d4 hell hounds. A summoned hell hound appears in an unoccupied space within 60 feet of Vaanor and acts as Vaanor's ally. It remains for 1 minute, until it or Vaanor dies, or until Vaanor dismisses it as an action.

LEGENDARY ACTIONS

Vaanor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vaanor regains spent legendary actions at the start of its turn.

Bite. Vaanor makes one bite attack.
Move. Vaanor moves up to its speed.
Trailblaze (Costs 2 Actions). Vaanor moves up to twice its speed, leaving a trail of fire in its wake. During this movement, Vaanor doesn't provoke opportunity attacks, and it can move through the space of any creature that is Huge or smaller. Each creature in its path must make a DC 20 Dexterity saving throw, taking 15 (2d8 + 6) bludgeoning damage and 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. Until the end of Vaanor's next turn, each space it moved through is filled with an opaque, 20-foot-high wall of fire. Whenever a creature enters the wall for the first time on a turn or ends its turn there, it takes 22 (5d8) fire damage.
Release the Hounds (Costs 3 Actions). Vaanor uses its Summon Hounds.

Cerberus Pup

Tiny monstrosity, lawful neutral

Armor Class 13 (natural armor)
Hit Points 10 (3d4 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	8 (–1)	17 (+3)	12 (+1)

Skills Perception +5, Survival +5
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 20
Languages Infernal
Challenge 1/2 (100 XP)

Three Heads. The cerberus pup has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, and stunned.

Wakeful. When one of the cerberus pup's heads is asleep, its other heads are awake. In addition, magic can't put it to sleep.

Actions

Multiattack. The cerberus pup makes three attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Hellfire Breath (Recharge 6). The cerberus pup exhales debilitating fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) psychic damage on a failed save, or half as much damage on a successful one.

Vaanor, Primeval Cerberus

Although legends and lesser copies of the original abound, Vaanor is the one true and ancient Cerberus. He is a mighty and dedicated guardian of the millions of souls toiling across the lower planes, and preventing unauthorized travel. For centuries, the Cerberus has been the quintessential warden of souls, wholly dedicated to his task. Most individuals that follow or form pacts with Vaanor seek his skills in tracking, vigilance, and strength. Vaanor has a diametrical opposition to the Thousand Voices, as it and any other soul vortex's existence is a blatant flaunting of the comparatively few souls that have avoided his jurisdiction.

Warlocks that forge a pact with the Primeval Cerberus tend to embrace their more animalistic traits, often behaving in the simplest and most efficient manner. They rely heavily on their enhanced senses to find their quarry, and seem to often take on an element of Vaanor's persistence. As such, they are thoroughly loyal companions so long as their trust is maintained, and are absolutely impossible to dissuade once a course of action is decided upon. The Primeval Cerberus appears to leave his followers on a long and loose leash, allowing or forcing them to follow their internal sense of direction and purpose.

Most individuals that find themselves facing Vaanor in combat meet their end quite abruptly. By all accounts, he refuses to play with his quarry, preferring instead to swiftly put them out of their misery or grab and return them to the lower planes as circumstances require. When necessary, the Cerberus can call upon hellhounds for a larger search pattern or to corner his prey. Those rare few daring or foolish enough to face Vaanor must face his mighty breath attack, made from the raging fires of hell and the souls of the damned. As far as the records show, the Cerberus has yet to fail in tracking and apprehending a fugitive soul.



CERBERUS PUP

No documentation exists entailing exactly where or when this miniature cerberi first appeared, and scholars can only speculate why. In what seems an utterly stark contrast to full-sized cerberi, the cerberus pup most often appears in the form of an adorable but three-headed puppy of any number of potential breeds. Regardless of appearance however, a cerberus pup is always a skilled tracker with far more energy than normal for its size, as at least one head is always awake. Those fortunate enough to bond with a pup typically earn their lifelong loyalty, unless the pup is sorely mistreated.

VARIANT: ALTERNATIVE FAMILIARS

Warlocks that have sworn a pact of the chain and align with the chaotic nature of Grihoo and Vaanor can occasionally bind a cerberus pup or analeptic lizard familiar. They typically prefer to bond with those who can provide for their physical and emotional needs—specifically high-enrichment activities like hunting with the pup or providing plenty of bugs for the lizard's diet. A cerberus pup or regenerative lizard serving as a familiar has the following trait.

Familiar. At the GM's discretion, warlocks with the Pact of the Chain feature can choose a cerberus pup or regenerative lizard as their familiar, in addition to the forms listed in their class. While the two are bonded, the master can sense what the familiar senses as long as they are within 1 mile of each other. If its master causes it physical harm, the pup or lizard will end its service as a familiar, breaking the telepathic bond.

INFINITE ANIMARUM LEADER

The collective members of the Animarim are eccentric in their own right, but their Leaders tend to earn their rank by amplifying their personal quirks and whims. In this manner, they spread their unique brand of chaos and attract like-minded recruits. From their personalized hideouts, they direct the everyday actions of the Animarum members and relay messages to the Maestro.

OCHRE ELSON, ANIMARUM MAESTRO

Few individuals can stand against the suave and charming aura of Ochre Elson—or at least that's what he believes. Secure in one of his dozens of safe houses, Elson orchestrates the larger movements of the Animarum as directed by his patron. Due to the cultus relative autonomy, he has plenty of free time to practice his patron's magic. In a fight, he specializes in manipulating the expectations of his foes—with both magic and fast talking.

INFINITE ANIMARUM LEADER

Medium humanoid (any race), chaotic evil

Armor Class 14 (studded leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	13 (+1)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7
Skills Deception +10, Investigation +5, Persuasion +7
Senses passive Perception 12
Languages Common, Infernal
Challenge 5 (1,800 XP)

Eldritch Heads (3/Day). When the leader hits a creature with an attack, the leader can cause the target to take an extra 9 (2d8) psychic damage. Alternatively, as a bonus action, the leader can regain 9 (2d8) hit points. While the leader has at least one use of this trait remaining, it can't be surprised and creatures with the Pack Tactics trait gain no benefit from that trait against the leader.

Innate Spellcasting. The leader's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *disguise self*
1/Day: *compulsion*, *confusion*

Spellcasting. The leader is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*
1st–5th level (3 5th-level slots): *arcane eye*, *charm person*, *entangle*, *enthrall*, *fear*, *hypnotic pattern*, *mirror image*, *mislead*, *scorching ray*, *scrying*, *suggestion*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Ochre Elson, Animarum Maestro

Medium humanoid (human), chaotic evil

Armor Class 13 (16 with *mage armor*)
Hit Points 182 (28d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	18 (+4)	17 (+3)	20 (+5)

Saves Int +8, Wis +7, Cha +9
Skills Deception +13, Investigation +8, Perception +7, Persuasion +9
Condition Immunities unconscious
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP)

Eldritch Heads (6/Day). When Elson hits a creature with an attack, he can cause the target to take an extra 11 (2d10) psychic damage. Alternatively, as a bonus action, Elson can regain 11 (2d10) hit points. While Elson has at least one use of this trait remaining, he can't be surprised and creatures with the Pack Tactics trait gain no benefit from that trait against him.

Innate Spellcasting. Elson's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 17, +9 to hit with spell attacks), requiring no material components:

At will: *alter self*, *detect magic*, *mage armor* (self only)
1/day: *bestow curse* (as a 5th-level spell), *compulsion*, *glibness*, *mass suggestion*, *plane shift*, *weird*

Spellcasting. Elson is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Elson regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast* (4 beams, +5 to each damage roll), *mage hand*, *message*, *minor illusion*, *prestidigitation*, *thaumaturgy*
1st–5th level (4 5th-level slots): *arcane eye*, *blink*, *charm person*, *entangle*, *enthrall*, *fear*, *hypnotic pattern*, *mirror image*, *mislead*, *nondetection*, *scorching ray*, *scrying*, *suggestion*, *telepathic bond*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Eldritch Frenzy (Recharge 5–6). *Ranged Spell Attack:* +9 to hit, range 120 ft., up to four targets. *Hit:* 22 (5d8) force damage, and if the target is a creature, it must succeed on a DC 17 Intelligence saving throw or become stunned until the end of Elson's next turn.

VARIANT: OCHRE ELSON WITH MORATH, SCEPTER OF THE SOUL VORTEX

Morath, Scepter of the Soul Vortex is an artifact born from a fragment of the Thousand Voices. At the GM's discretion, Elson can wield the scepter, causing the following changes to his stat block:

- He has a challenge rating of 12 (8,400 XP).
- He has resistance to necrotic damage.
- He gains a +3 bonus to his spell attack rolls and spell save DC, including for his Eldritch Roar action option (spell save DC 20, +12 to hit with spell attacks).
- He knows the *chill touch* cantrip, and can cast the *finger of death* spell once per day.
- He has the Bestow Greater Curse and Morath, Scepter of the Soul Vortex traits, as well as the Phantasmal Skull action option (all described below).

Bestow Greater Curse (1/Day). When Elson casts *bestow curse* he can force the target to make its saving throw with disadvantage. On a failed save, the target is simultaneously cursed by all four of the spell's listed options.

Morath, Scepter of the Soul Vortex. The rod has 8 charges and regains 1d3 + 1 expended charges daily at dawn. When Elson reduces a humanoid to 0 hit points, the rod regains 1 expended charge. While holding the rod, Elson can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 20, attack bonus +12) from it: *bestow curse* (1 charge), *circle of death* (4 charges), *confusion* (2 charges), *insect plague* (3 charges), *ray of enfeeblement* (1 charge), or *speak with dead* (1 charge).

ACTIONS

Phantasmal Skull. *Ranged Spell Attack:* +12 to hit, range 30 ft., one target. *Hit:* 13 (3d8) necrotic damage, and Elson regains hit points equal to half the necrotic damage dealt.



Appendix J: Magmarath Stat Blocks

BRIMSTONE DRAKE

Although not technically related to true dragons, brimstone drakes nonetheless share their temperament and general anatomy. Their molten forms are bound to black iron skeletons, allowing them to generate and conduct tremendous amounts of electricity. True to their name and draconic appearance, they utilize a breath weapon that sprays a cloud of blinding ash accompanied by red forked lightning.

DYRA

Fully recognizing their strengths and weaknesses, the dyra have spent centuries developing their mechanical prowess, acting as Magmarath's premier engineers. Some dyra have even developed juggernauts—metal and stone constructs that they can mold and stretch themselves around to pilot. While doing so, the dyra gains increased size and vigor from its sturdy framework, and also gains additional offensive and defensive capabilities as the juggernaut helps ground and redirect electricity.

DYRA JUGGERNAUT

Infernal Barbarians take power from an infusion of fiendish energy, often transfused with blood magic, that imbues them with the wrath of the Lower Planes. Many of them are coerced into contracts and deals, while others seek this power willingly, or in a desperate attempt to survive the perils of the Iron Maw Arena.

FLINTCLAW

These lithe, fiendish felines actively stalk the shadowed alleyways of Magmarath in search of prey. In this way, they are very similar to predatory cats found on the Material Plane. Particularly renowned for their ferocity, flintclaws are protected by their dense black iron skeletons, and rend flesh like butter using their white-hot metal claws. They are also frequently utilized in the Iron Maw Arena as motivation for races and other timed events, to such a degree that mortal challengers are often nicknamed 'flintclaw fodder'.

IRON MAW BARBARIAN

Medium humanoid (any race), any alignment

Armor Class 15
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (–1)	11 (+0)	13 (+1)

Saves Dex +4
Skills Athletics +5, Intimidation +3
Senses passive Perception 10
Languages Common plus Abyssal or Infernal
Challenge 3 (700 XP)

Hellborn. The barbarian has advantage on any Charisma (Intimidation) or Charisma (Persuasion) check it makes when interacting with fiends.

Rage (3/Day). As a bonus action, the barbarian can enter a rage that lasts for 1 minute. The rage ends early if the barbarian is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature or taken damage since its last turn. While raging, the barbarian gains the following benefits:

- It has advantage on Strength checks and Strength saving throws.
- It gains a +2 bonus to the damage roll of any melee weapon attacks it makes (included in the attack).
- It has resistance to bludgeoning, piercing, and slashing damage.

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the barbarian isn't wearing any armor, its AC includes its Constitution modifier. It can use a shield and still gain this benefit.

ACTIONS

Multiattack. While the barbarian is raging, it makes two melee attacks, one of which must be with its claw.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging.

Hellfire Claw (While Raging Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning or slashing damage (barbarian's choice) plus 3 (1d6) fire damage.

Iron Maw Gladiator

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	9 (–1)	12 (+1)	15 (+2)

Saves Dex +6
Skills Athletics +7, Intimidation +8
Damage Resistances fire
Condition Immunities frightened
Senses passive Perception 11
Languages Common plus Abyssal or Infernal
Challenge 8 (3,900 XP)

Feral Instinct. The gladiator has advantage on initiative rolls. Additionally, if the gladiator is surprised at the beginning of combat and isn't incapacitated, it can act normally on its first turn, but only if it enters its rage before doing anything else on that turn.

Hellborn. The gladiator has advantage on any Charisma (Intimidation) or Charisma (Persuasion) check it makes when interacting with fiends.

Planar Conspirator (1/Day). The gladiator can cast the *contact other plane* spell, but only as a ritual.

Rage (4/Day). As a bonus action, the gladiator can enter a rage that lasts for 1 minute. The rage ends early if the gladiator is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature or taken damage since its last turn. While raging, the gladiator gains the following benefits:

- It has advantage on Strength checks and Strength saving throws.
- It gains a +3 bonus to the damage roll of any melee weapon attacks it makes (included in the attack).
- It has resistance to bludgeoning, piercing, and slashing damage.
- If it succeeds on a grapple check, the target takes 3 (1d6) fire damage, and it takes another 3 (1d6) fire damage at the end of each of its turns until the grapple ends.

Reckless. At the start of its turn, the gladiator can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the gladiator isn't wearing any armor, its AC includes its Constitution modifier. It can use a shield and still gain this benefit.

Actions

Multiattack. The gladiator makes two melee attacks. While the barbarian is raging, it can make one additional attack with its claw.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 14 (2d6 + 7) slashing damage while raging.

Hellfire Claw (While Raging Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning or slashing damage (gladiator's choice) plus 3 (1d6) fire damage.

IRON MAW BARBARIAN

Infernal Barbarians take power from an infusion of fiendish energy, often transfused with blood magic, that imbues them with the wrath of the Lower Planes. Many of them are coerced into contracts and deals, while others seek this power willingly, or in a desperate attempt to survive the perils of the Iron Maw Arena.

IRON MAW GLADIATOR

Those few warriors that survive or even thrive within the Iron Maw Arena become full-fledged gladiators, favorite playthings of Magmarath's denizens. The long-term effects of their fiendish transfusion often results in an uncontrollable blood fury, making them exceptionally dangerous both in and outside the Arena's walls. These champions blend into the vicious crowds, just as comfortable in Magmarath as its fiendish denizens.

KIIR

Where other portions of the Lower Planes utilize imps and quasits as spies or messengers, Magmarath utilizes the native kiir as elite couriers. They perform their duties with glee, relishing in each opportunity to flit across the planes. In this capacity, they adeptly don impenetrable illusory personas capable of fooling even the most pious of priests. Many such faith-driven folk have fallen prey to the deceit of a kiir's seemingly divine missive, leading to crusades and inquisitions of all kinds.

SANGUINOR

The elite fiendish sanguinor are crystalline humanoid creatures with poisonous scorpion-like tails and potent blood magic abilities. Fueled entirely by wrath and their craving for blood, they passively and actively drain the life force of those around them. When fighting, any spilt blood soaks into their mineral bodies, emphasizing the almost fiery refractive veins and arteries visible within.

Brimstone Drake

Large fiend, neutral evil

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., burrow 20 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	7 (–2)	14 (+2)	12 (+1)

Saves Con +6, Cha +4
Skills Intimidation +4, Survival +5
Damage Resistances lightning, poison
Damage Immunities fire
Condition Immunities petrified
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 12
Languages understands Abyssal, Draconic, and Infernal but can't speak
Challenge 7 (2,900 XP)

Heated Body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Stench. Any creature other than a brimstone drake that starts its turn within 10 feet of the drake must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all brimstone drakes for 1 hour.

Volcanic Acclimation. Ash, dust, fog, and other particles suspended in the air don't impede the drake's vision, and it can breathe normally in ash and under lava.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 5 (2d4) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Ashen Eruption (Recharge 5–6). The drake exhales a cloud of electrically charged ash in a 30-foot cone, creating an area that is heavily obscured until the end of the drake's next turn. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a target takes 35 (10d6) lightning damage and is blinded until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Dyra

Small fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 25 ft., climb 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +3
Damage Resistances bludgeoning and piercing from nonmagical attacks
Damage Immunities fire, poison, slashing
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Infernal
Challenge 5 (1,800 XP)

Amorphous. The dyra can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer. Whenever the dyra takes damage while grappling a creature, the creature grappled by it also takes half the damage the dyra took.

Lightning Susceptibility. If the dyra takes lightning damage, it has disadvantage on attack rolls and ability checks until the start of its next turn, and if it's grappling a creature, it must succeed on a DC 13 Constitution saving throw or the grapple ends.

Metal Stride. While moving on a metallic object, structure, or surface, the dyra's speed is doubled.

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

Actions

Multiattack. The dyra makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the dyra can't constrict another target, and the target takes 4 (1d8) fire damage at the start of each of its turns.

Dyra Juggernaut

Medium fiend, neutral evil

Armor Class 18 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Con +8
Skills Athletics +9, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 10 (5,900 XP)

Electrical Overload. If the dyra takes 25 lightning damage or more during a single turn, it must succeed on a DC 18 Constitution saving throw or become paralyzed until the end of its next turn.

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

Magic Weapons. The dyra's weapon attacks are considered magical.

Siege Monster. The dyra deals double damage to objects and structures.

Actions

Multiattack. The dyra uses its Electrostatic Discharge, if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 5 (1d10) fire damage.

Electrostatic Discharge (Recharge 5–6). The dyra expels a burst of electricity in a 15-foot radius around itself. Each creature other than the dyra in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) lightning damage and is stunned until the end of the dyra's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Reactions

Voltaic Grounding. When the dyra is subjected to lightning damage, it makes a DC 18 Constitution saving throw. On a successful save, it takes no damage instead and its Electrostatic Discharge immediately recharges if it wasn't already charged.

Flintclaw

Medium fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	7 (–2)	15 (+2)	8 (–1)

Skills Perception +4, Stealth +6
Damage Immunities fire, poison
Senses darkvision 120 ft., passive Perception 14
Languages understands Abyssal and Infernal but can't speak them
Challenge 2 (450 XP)

Keen Smell. The flintclaw has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the flintclaw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the flintclaw can make one bite attack against it as a bonus action.

Running Leap. The flintclaw's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The flintclaw makes two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Kiir

Tiny fiend, neutral evil

Armor Class 14
Hit Points 7 (2d4 + 2)
Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Skills Arcana +3, Deception +6, Investigation +3, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned, stunned
Senses truesight 120 ft., passive Perception 14
Languages all
Challenge 1/2 (100 XP)

Innate Spellcasting. The kiir's innate spellcasting ability is Charisma (spell save DC 14). The kiir can innately cast the following spells, requiring no material components:

At will: *arcanist's magic aura* (self only), *disguise self, misty step*
1/day each: *plane shift* (self only), *sending*

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

Planar Grounding. The kiir can't be banished or otherwise unwillingly sent to another plane of existence.

Undetectable Nature. The kiir is always under the effects of the *nondetection* spell. In addition, while it's under the effects of *disguise self*, its illusion isn't automatically detected by truesight, and the DC to discern the illusion increases to 24.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Teleport. The kiir magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Recall (1/Day). The kiir teleports to its home plane or city, as if by the *plane shift* or *teleport* spell.

Variant: Mizanoros, the Black Iron Fulcrum

Mizanoros is a prime sanguinor specimen, renowned for his unparalleled mastery of blood magic. Most notably, he was the fiend responsible for transfusing Malfuriel's celestial blood with transformative fiendish ichor and twisting normal imps into the Crimson Legion. As a Tribunal representative, Mizanoros mediates any disputes between the devilish and demonic members, and ensures that Magmarath's anger-fueled cohesion holds.

Mizanoros uses the sanguinor stat block, with the following changes:

- He has a challenge rating of 25 (7,500 XP)
- He speaks all languages.
- The range of his Aura of Punishment increases to 30 feet.
- He gains a +2 bonus to the attack rolls and saving throw DCs of his spells and action options (included in the options below).
- He has the Blood Transfer and Legendary Resistance traits, as well as the *Hatred, the Wrathful Edge* action option, which replaces the Trident attack from the normal sanguinor (all described below).
- He gains the suite of legendary actions on the following page.

Blood Transfer (3/Day). As a bonus action, Mizanoros can cast the *vampiric touch* spell. For the duration, he can repeat the attack on each of his turns as a bonus action.

Legendary Resistance (3/Day). If Mizanoros fails a saving throw, he can choose to succeed instead.

Special Equipment. Mizanoros wields *Hatred, the Wrathful Edge*, a sentient weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with Mizanoros and can speak, read, and understand Common and Infernal. Further details about the weapon can be found at the end of this document.

Actions

Hatred, the Wrathful Edge. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 17 (1d12 + 11) slashing damage plus 7 (2d6) fire or lightning damage (Mizanoros's choice). If this damage reduces the target to 0 hit points, Mizanoros gains temporary hit points equal to the fire or lightning damage dealt.

Sanguinor

Huge fiend, neutral evil

Armor Class 19 (natural armor)
Hit Points 319 (22d12 + 176)
Speed 50 ft., burrow 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	27 (+8)	18 (+4)	17 (+3)	23 (+6)

Saving Throws Con +14, Int +10, Wis +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 19 (22,000 XP)

Aura of Punishment. Whenever a hostile creature within 10 feet of the sanguinor takes damage, that creature takes an extra 5 (1d10) necrotic damage.

Innate Spellcasting. The sanguinor's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The sanguinor can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect poison and disease, inflict wounds* (as a 3rd-level spell), *ray of enfeeblement*
1/day each: *dominate person, fly, suggestion*

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

Magic Weapons. The sanguinor's weapon attacks are magical.

Reckless. At the start of its turn, the sanguinor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The sanguinor makes three attacks: one with its sting and two with its trident. It can cast any of its at will spells in place of one trident attack.

Sting. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (3d4 + 8) piercing plus 13 (3d8) poison damage, and the target must succeed on a DC 22 Constitution saving throw or become poisoned. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trident. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage plus 10 (3d6) necrotic damage.

Boil Blood (Recharge 5–6). The sanguinor attempts to magically boil the blood of up to three creatures it can see within 120 feet of it. Each target must make a DC 20 Constitution saving throw, taking 39 (6d12) fire damage and 39 (6d12) necrotic damage on a failed save, or half as much damage on a successful one. A creature that is poisoned by a sanguinor's sting has disadvantage on this saving throw, and a creature that doesn't have blood is immune to this effect.

Variant: Mizanoros, the Black Iron Fulcrum (Continued)

Legendary Actions

Mizanoros can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mizanoros regains spent legendary actions at the start of his turn.

Hatred Attack. Mizanoros makes one attack with *Hatred, the Wrathful Edge*.

Move. Mizanoros moves up to his speed.

Cast a Spell (Costs 2 Actions). Mizanoros casts a spell.

Accursed Step (Costs 3 Actions). Mizanoros magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see. Mizanoros can then choose one creature he can see within 5 feet of him. The target must make a DC 22 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save or half as much damage on a successful one. Mizanoros regains hit points equal to the amount of necrotic damage dealt.

Appendix K: Ethereal Stat Blocks

ETHEREAN TRICKSTER

Lawbreakers are uncommon in etherean society, but their stringent laws place very little importance on the possessions of the denizens of other planes. Some ethereans make their living by 'liberating' valuable resources from their neighbors on the Material Plane, usually focusing on commodities not found on the Ethereal. For some, this means retrieving basic food, or raw materials for crafting; for others, it means fine jewelry or exquisite art.

Etherean Trickster

Medium humanoid (etherean), chaotic neutral

Armor Class 15 (leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Skills Deception +5, Sleight of Hand +8, Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Thieves' Cant
Challenge 1/2 (100 XP)

Innate Spellcasting. The trickster's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible), *minor illusion*
2/day: *invisibility*, *misty step*

Spectral Sight (Recharges After a Short or Long Rest). As a bonus action, the trickster can gain the effects of the *see invisibility* spell for 1 minute or until its concentration ends (as if concentrating on a spell).

ACTIONS

Multiattack. The trickster makes two attacks.

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Etherealness. The trickster enters the Ethereal Plane from the Material Plane, or vice versa.

ETHER FISH

These small, silvery fish have developed the ability to shift between the Ethereal and Material Planes as a potent defense against their numerous predators. Ether fish can be found most reliably near bodies of fresh water, although their ability to fly notably adds clouds to the list of possibilities. Students of the Ethereal Plane speculate that the creatures—which have never been observed eating insects, algae, or similar visible food sources—might derive nutrients through environmental absorption.

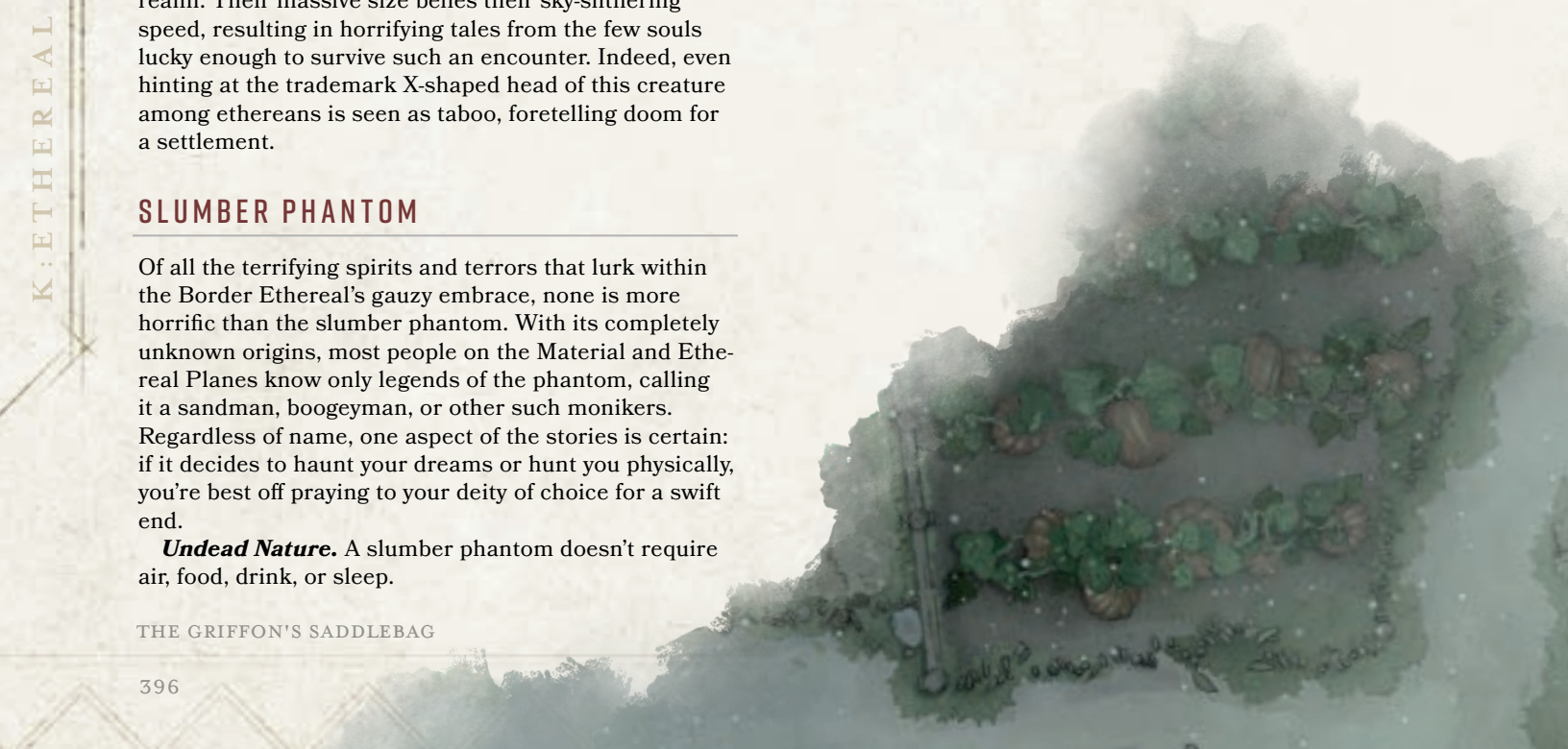
HAMMERHEAD ETHER-EEL

The Border Ethereal has comparatively little fauna, but there are a select few notable apex predators to be found. Hammerhead ether-eels are one such predator, uniquely adapted to the shifting fog of the Ethereal realm. Their massive size belies their sky-slithering speed, resulting in horrifying tales from the few souls lucky enough to survive such an encounter. Indeed, even hinting at the trademark X-shaped head of this creature among ethereans is seen as taboo, foretelling doom for a settlement.

SLUMBER PHANTOM

Of all the terrifying spirits and terrors that lurk within the Border Ethereal's gauzy embrace, none is more horrific than the slumber phantom. With its completely unknown origins, most people on the Material and Ethereal Planes know only legends of the phantom, calling it a sandman, boogeyman, or other such monikers. Regardless of name, one aspect of the stories is certain: if it decides to haunt your dreams or hunt you physically, you're best off praying to your deity of choice for a swift end.

Undead Nature. A slumber phantom doesn't require air, food, drink, or sleep.



Ether Fish

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	11 (+0)	1 (–5)	7 (–2)	4 (–3)

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/8 (25 XP)

Amphibious. The fish can breathe air and water.

Ethereal Sight. The fish can see 30 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

ACTIONS

Ether Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 force damage.

Etherealness. The fish enters the Ethereal Plane from the Material Plane, or vice versa.

Hammerhead Ether-Eel

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 363 (22d20 + 132)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	23 (+6)	5 (–3)	15 (+2)	14 (+2)

Saves Dex +11, Con +12, Int +3, Wis +8, Cha +8
Skills Athletics +11, Perception +14
Damage Resistances force
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 120 ft., passive Perception 24
Languages —
Challenge 20 (25,000 XP)

Amphibious. The hammerhead can breathe air and water.

Blood Frenzy. The hammerhead has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Ethereal Sight. The hammerhead can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Magic Weapons. The hammerhead's weapon attacks are magical.

ACTIONS

Multiattack. The hammerhead makes three attacks: one with its bite, one with its slam, and one with its tail.

Banishing Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the hammerhead. A swallowed creature is considered to be on the Ethereal Plane, it is incapacitated, and it takes 22 (4d10) force damage at the start of each of the hammerhead's turns. A swallowed creature can make a DC 16 Charisma saving throw at the start of each of its turns. On a successful save, the creature reappears in an unoccupied space within 10 feet of the hammerhead.

If the hammerhead takes 50 or more damage in a single turn, it must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which reappear in an unoccupied space within 10 feet of the hammerhead. If the hammerhead dies, a swallowed creature can make a DC 10 Charisma saving throw. On a successful save, the creature reappears in an unoccupied space within 10 feet of the hammerhead. On a failed save, the creature is no longer incapacitated, but it is banished to the Ethereal Plane.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage, and if the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. This attack deals double damage to objects and structures.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) force damage.

Etherealness. The hammerhead enters the Ethereal Plane from the Material Plane, or vice versa.

REACTIONS

Spectral Strike. When the hammerhead takes damage from a creature it can see within 120 feet of it, it teleports to an unoccupied space within 5 feet of that creature and immediately makes one slam or tail attack against it.

Slumber Phantom

Large undead, chaotic evil

Armor Class 16
Hit Points 230 (20d10 + 120)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	23 (+6)	22 (+6)	13 (+1)	18 (+4)	21 (+5)

Saves Con +13, Int +8, Wis +11, Cha +12
Skills Perception +11, Stealth +20
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses darkvision 300 ft., truesight 120 ft., passive Perception 21
Languages understands all but doesn't speak
Challenge 23 (50,000 XP)

Enervating Aura. Any creature other than an undead that starts its turn within 30 feet of the phantom must succeed on a DC 20 Constitution saving throw or take 9 (2d8) necrotic damage. If the saving throw fails by 5 or more, the target falls unconscious for 1 minute. Whenever an unconscious target takes damage or another creature uses an action to try to shake it awake, the target can make a DC 15 Wisdom saving throw, ending the effect on itself on a success.

Ethereal Form. While on the Material Plane, attack rolls against the phantom are made with disadvantage unless the phantom is incapacitated. In addition, the phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Jaunt. As a bonus action, the phantom can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Legendary Resistance (3/Day). If the phantom fails a saving throw, it can choose to succeed instead.

Magic Resistance. The phantom has advantage on saving throws against spells and magical effects.

Spectral Enthrallment. Whenever the phantom reduces a humanoid to 0 hit points, the target dies and a specter rises from its corpse. The specter acts immediately after the phantom's initiative count and is under the phantom's control for 1 hour, after which time it vanishes.

Turn Immunity. The phantom is immune to effects that turn undead.

Actions

Multiattack. The phantom makes two Life Drain attacks. It can use its Dream Eater in place of one attack.

Life Drain. *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 36 (8d8) necrotic damage, and the target must make a DC 20 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the damage taken, and on a successful save, its hit point maximum is reduced by half that amount. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

Dream Eater. The phantom taps into the nightmares of one creature it touches. The target must succeed on a DC 20 Wisdom saving throw or be subjected to the effects of the *phantasmal killer* spell for 1 minute (this effect doesn't require the phantom's concentration). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. An unconscious creature makes its saving throws against this effect with disadvantage, and whenever it takes damage from this effect, the phantom regains hit points equal to half the damage dealt.

Legendary Actions

The phantom can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The phantom regains spent legendary actions at the start of its turn.

Ghostly Swipe. The phantom makes a Life Drain attack. Before or after the attack, it can move up to half its speed without provoking opportunity attacks.

Ethereal Banishment (Costs 2 Actions). The phantom casts *banishment* (save DC 20), requiring only somatic components and targeting a creature it can see within 5 feet of it. If the target is native to and currently on the Material Plane, it is banished to its corresponding location on the Ethereal Plane, instead of a harmless demiplane. If the target takes any damage while there, it can repeat the saving throw, ending the spell on a success. If the phantom concentrates on the spell for its full duration and the target is in the phantom's Enervating Aura when the spell ends, the target doesn't return.

Devour Dreams (Costs 3 Actions). The phantom causes a wave of dread to erupt from a point it chooses within 120 feet of it. Each creature within 30 feet of that point is subjected to the phantom's Dream Eater effect.

Appendix L: Orostead Stat Blocks

AQUALISK

Believed by many to be mere legend, the aqualisk is in fact the apex predator of Lake Ils. It has attained this mysterious status largely due to its ability to travel between the Material and Ethereal Planes at will. Though sightings are rare, it fiercely protects its territory from pirates, dragon turtles, and other threats. The Spire wizards are the only ones who are aware of its factual existence, and they offer it Beer-Battered Fish Sticks in exchange for its protection of Orostead. If something invades its underwater territory, it's quick to retaliate with full force.

HAWKREN BLOODSTONE

A follower of the long-dead necromancer Dendallen[1] (saddleb.ag/dendallen), Hawkren is a clumsy but powerful wizard who was expelled from the Spire for studying forbidden necromancy shortly after being granted a teaching position. Although they are uncertain, rumors have spread that Hawkren is attempting to return the spirit of Dendallen to power by collecting the late necromancer's items, which are said to remain with his previous servants.

OGDEN FELLWEAVER

Ogden was once a student at the Spire, and studied directly under Aristaeus before age claimed him. Unfortunately, his appetite for learning was not satisfied due to the constraints placed by the school on necromancy, and he fled the Spire to plumb the depths of the world for darker, secret knowledge.

Eventually successful, Fellweaver has now risen to power on a throne of viciousness and cruelty. His reign of terror and usage of heinous and long-forgotten necromancy has spread across the land, and many in Orostead fear that he may seek to claim the Spire and revenge one day.

AQUALISK

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 333 (23d20 + 92)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	18 (+4)	5 (–3)	21 (+5)	14 (+2)

Saves Dex +9, Int +3, Cha +8
Skills Perception +11, Stealth +9
Senses darkvision 120 ft., truesight 60 ft., passive Perception 21
Languages Aquan, Draconic
Challenge 18 (20,000 XP)

Amphibious. The aqualisk can breathe air and water.

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

Magic Weapons. The aqualisk's weapon attacks are magical.

ACTIONS

Multiattack. The aqualisk makes two attacks: one with its bite and one to constrict. If it is grappling a creature, it can also use its Fling.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 11 (2d10) force damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage plus 11 (2d10) force damage, and if the target is a Huge or smaller creature, that creature is grappled (escape DC 17). Until this grapple ends, the target is restrained and the aqualisk can't constrict another target.

Ethereal Strike (1/Turn). While on the Ethereal Plane, the aqualisk momentarily shifts to the Material Plane and makes a bite attack against a creature before returning to the Ethereal Plane. Unless the target can see into the Ethereal Plane, the aqualisk has advantage on the attack roll.

Etherealness. The aqualisk magically enters the Ethereal Plane from the Material Plane. If a creature is grappled by the aqualisk when it uses this action, the target must succeed on a DC 16 Charisma saving throw or be pulled into the Ethereal Plane with it. The aqualisk and target remain there as long as the aqualisk maintains concentration (as if concentrating on a spell). If its concentration is broken or it chooses to end its concentration, the aqualisk and the target both return to the Material Plane.

Fling. One object held or creature grappled by the aqualisk is thrown up to 60 feet in a direction it chooses and knocked prone. If a thrown creature strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Hawkren Bloodstone

Medium humanoid (dwarf), neutral evil

Armor Class 11 (14 with *mage armor*)
Hit Points 105 (14d8 + 42)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	17 (+3)	18 (+4)	15 (+2)	11 (+0)

Skills Arcana +7, History +7, Investigation +7, Perception +5
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 15
Languages Common, Draconic, Dwarvish
Challenge 7 (2,900 XP)

Arcane Siphon. Once per turn, when Hawkren deals damage to a creature with a spell, he regains 9 (2d8) hit points.

Deathly Resilience (1/Day). When Hawkren takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead and can immediately use his reaction to cast a spell with a casting time of 1 action.

Spellcasting. Hawkren is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*
1st level (4 slots): *detect magic*, *false life*, *mage armor*, *magic missile*
2nd level (3 slots): *detect thoughts*, *knock*, *invisibility*
3rd level (3 slots): *dispel magic*, *nondetection*, *vampiric touch*
4th level (3 slots): *arcane eye*, *blight*
5th level (2 slots): *legend lore*, *scrying*
6th level (1 slot): *circle of death*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Hawkren and Ogden

Hawkren Bloodstone and Ogden Fellweaver are both followers of Dendallen,[1] a body-possessing necromancer turned quasi-lich and leader of power-hungry cultist fanatics. For more information on Dendallen and the kinds of stories you can tell using him and his followers, as well as his unique array of undead magic items, visit *saddleb.ag/dendallen*.

You can also download an NPC card and order a custom 3D-printed miniature of Hawkren from the Eldritch Foundry online at *saddleb.ag/orostead*.

Ogden Fellweaver

Medium humanoid (dwarf), lawful evil

Armor Class 12 (15 with *mage armor*)
Hit Points 153 (18d8 + 72)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	20 (+5)	12 (+1)	15 (+2)

Saves Int +9, Wis +5
Skills Arcana +9, History +9, Intimidation +6, Persuasion +6
Senses darkvision 90 ft., passive Perception 11
Languages Common, Draconic, Dwarvish, Undercommon
Challenge 12 (8,400 XP)

Empowered Undead. Any undead that is under Ogden's control has advantage on saving throws against any effect that turns undead. In addition, it gains a +5 bonus to its attack and damage rolls, and its hit point maximum increases by 20.

Grave Sacrifice. As a bonus action, Ogden can cause one undead under his control to drop to 0 hit points. When he does so, he gains 14 (4d6) temporary hit points.

Leech (5/Day). When Ogden hits a creature with his quarterstaff that isn't a construct or undead, he can choose to deal an extra 3 (1d6) necrotic damage and regain hit points equal to the number rolled.

Spellcasting. Ogden is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *minor illusion*
1st level (4 slots): *mage armor*, *magic missile*, *shield*, *unseen servant*
2nd level (3 slots): *blindness/deafness*, *mirror image*, *misty step*
3rd level (3 slots): *animate dead*, *counterspell*, *fireball*
4th level (3 slots): *blight*, *dimension door*, *greater invisibility*
5th level (2 slots): *arcane hand*, *dominate person*, *wall of force*
6th level (1 slot): *create undead*, *disintegrate*
7th level (1 slot): *finger of death*
8th level (1 slot): *dominate monster*

Actions

Leeching Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Reactions

Grim Revival (3/Day). Immediately after Ogden kills a humanoid, he causes it to rise as a zombie under his control, as if by the *animate dead* spell.

Pegasus Knight

Medium humanoid (any race), lawful good

Armor Class 18 (plate armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	13 (+1)	15 (+2)	16 (+3)

Skills Animal Handling +4, Athletics +6, Intimidation +5, Perception +4
Senses passive Perception 14
Languages Celestial, Common
Challenge 3 (700 XP)

Militaristic Resolve. The knight has advantage on saving throws against being charmed or frightened.

Pegasus Training. The knight has advantage on ability checks and saving throws it makes to remain mounted on a pegasus. In addition, while mounted, the knight's normal and long ranges of thrown weapons are doubled (included in the attack).

Actions

Multiattack. The knight makes two attacks.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft. (60/240 ft. while mounted), one target. *Hit:* 7 (1d6 + 4) piercing damage.

Lance. *Melee Weapon Attack:* +6 to hit (with disadvantage if the target is within 5 ft.), reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Pegasus Knight, Exalted

Medium humanoid (any race), lawful good

Armor Class 18 (plate armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	13 (+1)	15 (+2)	18 (+4)

Saves Wis +5, Cha +7
Skills Animal Handling +5, Athletics +8, Intimidation +7, Perception +5
Senses passive Perception 15
Languages Celestial, Common
Challenge 7 (2,900 XP)

Bonded Mount. The knight is magically bonded to its pegasus mount, which obeys the knight's commands. If the knight isn't mounted, it can use a bonus action to magically teleport onto its pegasus, provided the two are on the same plane of existence. When it teleports, the knight appears astride its mount, along with any equipment it is wearing or carrying. While mounted, the knight can force an attack or spell targeting the pegasus to target the knight instead, and both the knight and its pegasus have advantage on Dexterity saving throws. If its mount dies, the knight can train a new pegasus to serve as its bonded mount over the course of one month.

Celestial Favor. When the knight or its mount hit with an attack, the target takes an extra 7 (2d6) radiant damage (included in the attacks below).

Militaristic Resolve. The knight has advantage on saving throws against being charmed or frightened.

Pegasus Training. The knight has advantage on ability checks and saving throws it makes to remain mounted on a pegasus. In addition, while mounted, the knight's normal and long ranges of thrown weapons are doubled (included in the attack).

Spellcasting. The knight is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following paladin spells prepared:

1st level (4 slots): *bless*, *command*, *protection from evil and good*, *shield of faith*
2nd level (2 slots): *branding smite*, *lesser restoration*

Actions

Multiattack. The knight makes two attacks and uses its Strike Order.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft. (60/240 ft. while mounted), one target. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) radiant damage.

Lance. *Melee Weapon Attack:* +8 to hit (with disadvantage if the target is within 5 ft.), reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 7 (2d6) radiant damage.

Strike Order. The knight chooses one friendly creature within 60 feet of it. If the target can see or hear the knight, the target can immediately use its reaction to make one weapon attack.

Heroic Rally (Recharges after a Short or Long Rest). The knight bellows a command, emboldening each creature it chooses within 60 feet of it that can hear it. Each target gains 15 (2d10 + 4) temporary hit points and becomes immune to being charmed or frightened for 1 minute.

Spire Scholar

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	10 (+0)

Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common plus two other languages
Challenge 5 (1,800 XP)

Spellcasting. The scholar is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *minor illusion*, *ray of frost*
1st level (4 slots): *comprehend languages*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *hold person*, *misty step*, *mirror image*
3rd level (3 slots): *blink*, *dispel magic*, *lightning bolt*
4th level (2 slots): *control water*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spire Student

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	14 (+2)	15 (+2)	12 (+1)	8 (–1)

Skills Arcana +4, History +4
Senses passive Perception 11
Languages Common plus one other language
Challenge 2 (450 XP)

Spellcasting. The student is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*
1st level (4 slots): *comprehend languages*, *detect magic*, *mage armor*, *magic missile*
2nd level (3 slots): *invisibility*, *scorching ray*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Pegasus Knight

The Pegasus Knights are the foremost guardians of Orostead by land, sea, and air. With a tight bond between rider and mount fostered over years of service, they are greatly admired by the youth of the city.

Pegasus Knight, Exalted

The most renowned pegasus knights have developed a supernatural connection with their mounts, granting them a degree of celestial power. Such a knight's pegasus is equipped with *dragon turtle barding*, which allows them to ensure the safety of Orostead below the water.

Mounted Combat

The Pegasus Knights of Orostead ride pegasi to patrol the city and surrounding city waters. Using these intelligent creatures as a mount involves its own set of rules, which can be read in the basic rules and other source books under "Mounted Combat."

Spire Student

Students of the Spire are easily identifiable, perhaps on purpose, by their *spellwoven robes [1]* and *doodle rings [1]*. Although each individual has their own destiny and goals, they all share a voracious love of learning and magic, which has led them here. Education at the Spire places great importance on practical aspects of magic, and the importance of learning to create, rather than just destroy, with their powers.

Spire Scholar

Powerful mages in their own right, the teachers at the Spire are very different in personality but united in their dedication to education. The teachers make frequent use of their *Borbos's joyous wands of color [1]* to demonstrate equations and formulae without wasting precious ink and paper.

Appendix M: Rocborne Stat Blocks

GIANT HORNED SNAKE

Revered among the Rocborne for their regal bearing, close connection to nature, and hypnotic flight, giant horned snakes have a complicated relationship with other creatures in the skies given their considerable intelligence. Crafty combatants, many Rocborne Homes choose to negotiate with these creatures rather than face them with hostility.

LIGHTNING PANTHER

Known as the best ambush hunters of the sky, lightning panthers can travel at great speeds in the form of a lightning bolt before striking with the force and intensity of their namesake. Many hunters have fallen prey to these mighty beasts, but those that can return with the corpse of a lightning panther are celebrated, often incorporating lightning into their clothing and crafts.

ROCBORNE CHIEF

Most Chiefs among the Rocborne are respected for their skill with words, spells, crafts, and weaponry in equal measure and are considered balanced representatives of each aspect of Rocborne society. Charged first and foremost with the protection of their Home, a Chief whose Home is threatened can be a force of nature. Each era, one Chief is blessed by their ancestors and the sky itself with *Nimbus*, becoming a representative of the environment and all Rocborne.

SKYWHALE

Peaceful denizens, skywhales typically travel over vast oceans, feasting upon the fish below and other small creatures above. Very few Rocborne hunt skywhales, instead preferring to count sightings as omens of good weather ahead. Unfortunately, these sightings are rare, as rocs consider skywhales a delightful delicacy.

STORM SPIRIT

Believed to be the product of numerous corrupt and villainous souls, a storm spirit is the worst possible denizen of the sky a Rocborne Home can encounter. Capable of laying waste to the unprepared, storm spirits are cruel, destructive forces of nature. Many of the Rocborne's stories warn that incurring nature's wrath will lead a storm spirit towards the offender's home to lay waste to all they hold dear.

Giant Horned Snake

Huge monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	9 (–1)	14 (+2)	10 (+0)

Skills Deception +3, Perception +5, Persuasion +3, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Amphibious. The snake can breathe air and water.

Charge. If the snake moves at least 20 feet straight toward a target and then hits it with its horns on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its horns. It can use its constrict attack in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Horns. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 11 (2d10) force damage.

Hypnotize (Recharge 6). The snake causes its horns to begin flashing with a dazzling array of colors. Each creature of the snake's choice within 60 feet of it that can see it must succeed on a DC 14 Wisdom saving throw or be magically charmed by the snake for 1 minute. A charmed creature must spend each of its turns moving toward the snake by the shortest and most direct route. A charmed creature already within 5 feet of the snake doesn't move and takes no actions on its turn. While charmed in this way, the snake has advantage on attack rolls against the creature. If an affected creature takes any damage, or if another creature uses an action to shake the creature out of its trance, the creature can repeat the saving throw, ending the effect on itself on a success.

Lightning Panther

Large monstrosity, chaotic neutral

Armor Class 14
Hit Points 75 (10d10 + 20)
Speed 50 ft., climb 40 ft., fly 0 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	6 (–2)	13 (+1)	9 (–1)

Saving Throws Dex +6, Cha +1
Skills Perception +3, Stealth +6
Damage Immunities lightning, thunder
Condition Immunities prone, stunned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Evasion. If the panther is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Feline Fall. When the panther falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage.

Flashing Movement. Whenever the panther moves on its turn, it can instead choose to teleport to an unoccupied space it can see, including into the air, leaving a harmless streak of electrical energy in its path. When it teleports in this way, it must spend an amount of movement equal to the distance it teleported.

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The panther makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Lightning Strike (Recharge 4–6). If the panther teleports at least 20 feet into the air as part of its movement, it can then use this action to fall into a space that contains one or more other creatures. Each of those creatures must succeed on a DC 14 Dexterity or Constitution saving throw (target's choice) or be knocked prone and take 9 (2d4 + 4) slashing damage and 21 (6d6) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the panther's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the panther's space.

Rocborne Chief

Medium humanoid (any race), lawful neutral

Armor Class 17 (half plate)
Hit Points 150 (20d8 + 60)
Speed 35 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	19 (+4)	17 (+3)

Skills Athletics +4, History +4, Insight +7, Perception +7
Damage Resistances cold
Senses passive Perception 17
Languages Common plus up to three other languages
Challenge 5 (1,800 XP)

Guiding Wind (1/Turn). The chief can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack. Alternatively, when the chief misses with a weapon attack, they can reroll the attack roll against a different target; the new target must be within 15 feet of the original target and within range of the weapon.

Spellcasting. The chief is a 13th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15). They know the following ranger spells:

1st level (4 slots): *feather fall*, *hunter's mark*, *jump*, *speak with animals*
2nd level (3 slots): *animal messenger*, *gust of wind*, *lesser restoration*
3rd level (3 slots): *call lightning*, *daylight*, *wind wall*
4th level (1 slot): *freedom of movement*, *ice storm*

Windswept. The chief ignores any movement penalty caused by strong wind and they can't be pushed because of strong wind against their will.

ACTIONS

Multiattack. The chief makes two attacks.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



VARIANT: ROCBORNE CHIEF WITH *NIMBUS, FIRST STAFF OF THE THUNDERBIRDS*

A chief in possession of *Nimbus, First Staff of the Thunderbirds* is revered, for they've been blessed by their ancestors' spirits. Such a chief is considered a 13th-level ranger and uses the Rocborne chief stat block with the following changes:

- They have a challenge rating of 8 (3,900 XP).
- They know the *shillelagh* cantrip.
- They have the Nimbus, First Staff of the Thunderbirds trait, as well as the Nimbus, First Staff of the Thunderbirds and Buffet (Nimbus Special Attack) action options (all described below).

Nimbus, First Staff of the Thunderbirds. The staff has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While holding it, the chief can use an action to expend some of its charges to cast one of the following spells (save DC 15) from it: *lightning bolt* (3 charges), *shatter* (2 charges), *spirit guardians* (3 charges), or *wind wall* (3 charges).

ACTIONS

Nimbus, First Staff of the Thunderbirds. *Melee Weapon Attack:* +6 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage with *shillelagh*.

Buffet (Nimbus Special Attack). *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

SWARM OF RAIN HORNETS

A constant nuisance for the Rocborne and other travelers of the upper echelons of the stratosphere, rain hornets are elementals attracted to rain and dense clouds. They are almost never encountered alone, preferring to travel as large swarms.

THUNDERBIRD

Believed to be the product of an ancient Roc blessed or cursed by intense lightning energies, the thunderbird is both feared and revered by the denizens of the sky and the Rocborne. With intense grasp and control over various storm magics, the thunderbird claims vast swathes of the sky as its territory, especially areas like deserts that are prone to violent thunderstorms or monsoons.

Skywhale

Gargantuan monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 174 (12d20 + 48)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	4 (–3)	14 (+2)	5 (–3)

Skills Perception +5
Damage Resistances lightning, thunder
Senses blindsight 120 ft., passive Perception 12
Languages —
Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The whale makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the whale. A swallowed creature has total cover against attacks and other effects outside the whale, and it takes 3 (1d6) lightning damage at the start of each of the whale's turns.

If the whale takes 25 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 10 (3d6) thunder damage.

Storm Spirit

Huge elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	3 (–4)	15 (+2)	7 (–2)

Saves Int +0, Wis +6
Damage Resistances acid, cold, fire
Damage Immunities lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages —
Challenge 10 (5,900 XP)

Air Form. The storm spirit can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flyby. The storm spirit doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The storm spirit has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The storm spirit makes two Spirit Surge attacks.

Spirit Surge. *Melee Spell Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 18 (4d6 + 4) lightning damage.

Storm Burst (5–6). Each creature within 30 feet of the storm spirit must make a DC 16 Dexterity saving throw, taking 22 (4d10) lightning damage and 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

Swarm of Rain Hornets

Medium swarm of tiny elementals, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	12 (+1)	1 (–5)	9 (–1)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Downpour. If the swarm moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Freezing Rain. If the swarm takes cold damage, whenever it hits a creature with an attack before the end of its next turn, the attack deals cold damage instead of its normal damage type.

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

ACTIONS

Stings. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Thunderbird

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (–4)	10 (+0)	9 (–1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3
Skills Perception +4
Damage Immunities lightning, thunder
Senses passive Perception 14
Languages Auran
Challenge 13 (10,000 XP)

Innate Spellcasting. The thunderbird's innate spellcasting ability is Constitution (spell save DC 17). The thunderbird can innately cast the following spells, requiring no material components:

At will: *call lightning* (as a 5th-level spell)
3/day: *control water*, *ice storm*
1/day: *control weather*

Keen Sight. The thunderbird has advantage on Wisdom (Perception) checks that rely on sight.

Siege Monster. The thunderbird deals double damage to objects and structures (included in Thunderclap).

ACTIONS

Multiattack. The thunderbird makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage plus 13 (2d12) lightning damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the thunderbird can't use its talons on another target.

Thunderclap (Recharge 5–6). The thunderbird flaps its wings, unleashing a powerful, concussive burst upon the surrounding area. The burst deals 100 thunder damage to all structures within 60 feet of the thunderbird, and each creature in the area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 39 (6d12) thunder damage and is pushed 30 feet away from the thunderbird and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

Appendix N: Upheaval Stat Blocks

FLESHCRAFTER

Only the most reckless necromancers pursue the ancient, malevolent art of fleshcrafting. To them, the only perfection in life or undeath is that which they bestow. While they are immensely dangerous mages on their own, their power grows exponentially when acting in concert with their **flesh golem** creations.

JUSTICE

The main breadth and body of the Justicars are made up of justices. Having been thoroughly indoctrinated and proving loyal on all occasions, most fighting between mages and Justicars is carried out by its justices. For many, their first introduction to the faction is via its justices. Whether they are actively hunting a mage, or directing their fellow Justicars, a justice stands out from the crowd simply by their presence and comportment.

MAGE-ARBITER

Only the most skilled, dedicated, and power-hungry Justicars advance to the rank of mage-arbiter. Known far and wide as a mage's worst nightmare made real, a mage-arbiter can swiftly and easily negate the efforts of most arcane practitioners. When their full wrath and might are brought to bear, even archmages retreat.

MAGEBREAKER

Perhaps the only thing truly feared by rank and file Justicars, magebreakers are uniquely trained to combat the skills and abilities of mages, Justicars, and Spelldrinkers alike. Operating outside the main command structure and only reporting to mage-arbiters, mere rumor of a magebreaker visiting an outpost of Justicars inspires fear and strict observance of the Justicar rules and regulations.

SPELLDRINKER

In the wake of the Upheaval, the Spelldrinkers are a driving force combating the Justicars, despite being few in number. Having learned from their earlier mistakes, they now take a more active role in policing the abuse of their unique skills, and champion actual justice and protection of mages everywhere Justicars spread.

Fleshcrafter

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	17 (+3)	18 (+4)	13 (+1)	14 (+2)

Skills Arcana +7, Intimidation +5, Investigation +7, Persuasion +5
Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant, Undercommon
Challenge 7 (2,900 XP)

Flesh Bond. As long as the fleshcrafter and its flesh golem are within 120 feet of each other, the fleshcrafter can communicate with it telepathically. In addition, whenever the fleshcrafter casts a spell with a range of touch while within 120 feet of the golem, the golem can use its reaction to deliver the spell as if it had cast the spell, using the fleshcrafter's spell attack modifier and save DC. Whenever the fleshcrafter takes lightning damage, the golem regains a number of hit points equal to the lightning damage dealt.

Frenzy Control. While the fleshcrafter is alive and conscious, its flesh golem can't go berserk. If the fleshcrafter dies, its flesh golem immediately goes berserk.

Spellcasting. The fleshcrafter is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, mending, shocking grasp*
1st level (4 slots): *alarm, false life, floating disk, mage armor*
2nd level (3 slots): *alter self, enlarge/reduce, misty step*
3rd level (3 slots): *bestow curse, haste, lightning bolt*
4th level (2 slots): *polymorph, stoneskin*

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Justice

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Intimidation +5, Persuasion +5
Senses passive Perception 12
Languages Common plus one other language
Challenge 5 (1,800 XP)

Spellcasting. The justice is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following paladin spells prepared:

1st level (3 slots): *command, detect magic, divine favor*

Actions

Multiattack. The justice makes two attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Swarm of Scorned Familiars

No one is quite certain why some familiars linger after the death of their bonded mages, but legend says it's because they were horribly mistreated. Regardless of previous reason, scorned familiars gather together and hunt mages, drawing strength from their ineffectual magic and increasing their numbers when they kill a mage and free a familiar from their bond.



Mage-Arbiter

Medium humanoid (any race), lawful evil

Armor Class 20 (plate, shield)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	15 (+2)	17 (+3)	20 (+5)

Saves Int +7, Wis +8, Cha +10
Skills Arcana +7, Intimidation +10, Perception +8, Persuasion +10
Damage Resistances damage from spells
Senses passive Perception 18
Languages Common plus three other languages
Challenge 14 (11,500 XP)

Justicar's Smite. When the mage-arbiter hits with any attack, the target takes an extra 4 (1d8) radiant damage (included in the attack). If the target has any remaining spell slots, it instead takes an extra 9 (2d8) radiant damage.

Legendary Spell Resistance (2/Day). If the mage-arbiter fails a saving throw against a spell, it can choose to succeed instead.

Magic Resistance. The mage-arbiter has advantage on saving throws against spells and other magical effects.

Spellcasting. The mage-arbiter is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18). It has the following paladin spells prepared:

1st level (4 slots): *command, detect magic, protection from evil and good, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon, zone of truth*
3rd level (3 slots): *dispel magic, fear, remove curse*
4th level (3 slots): *banishment, death ward, locate creature*
5th level (2 slots): *dominate person, geas*

ACTIONS

Multiattack. The mage-arbiter makes three attacks.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target has any remaining spell slots.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target has any remaining spell slots.

REACTIONS

Spellbreak. When a creature the mage-arbiter can see within 120 feet of it casts a spell, the mage-arbiter disrupts the spell if it is of 3rd level or lower, causing it to fail and have no effect. If the target is casting a spell of 4th level or higher, the mage-arbiter must first succeed on a Charisma check (DC 10 + the spell's level) in order to disrupt the spell. If the spell is successfully disrupted, the target takes 1d4 force damage per level of the spell that was being cast.

VARIANT: MAGE-ARBITER WITH THE *SWORD OF THE SPELLDRINKER*

The rank of mage-arbiter is known to be a notable mark of prestige, but only the most renowned of this rank carry the esteemed *sword of the spelldrinker*.[1] Such a mage-arbiter uses the mage-arbiter stat block, with the following changes:

- It has a challenge rating of 16 (13,000 XP).
- It has 3 uses of its Legendary Spell Resistance trait, instead of 2.
- It has the Empowered Spellbreak and Nullify Atmosphere traits, as well as the Sword of the Spelldrinker action option (all described below).

Atmospheric Nullification. While the mage-arbiter is holding the *sword of the spelldrinker*, any magical light, darkness, or atmospheric effect within 30 feet of it is treated as nonmagical and breathable.

Empowered Spellbreak (2/Day). When the mage-arbiter uses its Spellbreak reaction, it can choose to automatically disrupt the spell if it is of 5th level or lower. If the spell is successfully disrupted, and it has a casting time of one action or one bonus action, the spell is absorbed into the *sword of the spelldrinker*. The mage-arbiter can release the absorbed spell as an action, using the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but it is otherwise treated as if the mage-arbiter cast the spell. The sword can only have one spell absorbed at a time.

ACTIONS

Sword of the Spelldrinker. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage plus 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target has any remaining spell slots.

N:UPHEAVAL

Magebreaker

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	16 (+3)	18 (+4)	18 (+4)

Saves Int +7, Wis +8, Cha +8
Skills Insight +8, Intimidation +8, Investigation +11, Perception +8
Senses passive Perception 18
Languages Common plus two other languages
Challenge 10 (2,900 XP)

Justicar's Smite. When the magebreaker hits with any attack, the target takes an extra 4 (1d8) radiant damage (included in the attack). If the target has any remaining spell slots, it instead takes an extra 9 (2d8) radiant damage.

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

Spellcasting. The magebreaker is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It has the following paladin spells prepared:

1st level (4 slots): *command, detect evil and good, detect magic, hunter's mark*
2nd level (3 slots): *branding smite, hold person, zone of truth*
3rd level (3 slots): *dispel magic, fear*
4th level (2 slots): *banishment, locate creature*

Actions

Multiattack. The magebreaker makes two attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 4 (1d8) radiant damage, or 9 (2d8) radiant damage if the target has any remaining spell slots.

Swarm of Scorned Familiars

Medium swarm of tiny undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	15 (+2)	11 (+0)	15 (+2)	16 (+3)

Skills Arcana +3, Perception +5
Damage Resistances damage from spells; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 15
Languages telepathy 120 ft.
Challenge 8 (3,900 XP)

Limited Magic Immunity. The swarm can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects. In addition, if the swarm is subjected to a spell or other magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Scornful Reinforcement. When the swarm kills a creature that has a familiar, the familiar joins the swarm, causing the swarm's hit point maximum and current hit points to increase by 10.

Spell Detection. The swarm immediately knows when a spell of 3rd-level or higher has been cast within 1000 feet of it, and it can sense the direction to the spellcaster's location.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny familiar.

Actions

Multiattack. The swarm makes two attacks.

Spiteful Touch. *Melee Spell Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) force damage plus 14 (4d6) necrotic damage, or 7 (2d6) force damage plus 7 (2d6) necrotic damage if the swarm has half of its hit points or fewer.

Drain Magic. The swarm attempts to siphon some magical power from a creature it can see within 10 feet of it. If the target has any remaining spell slots, it must make a DC 16 saving throw using its spellcasting ability. The target makes this saving throw with disadvantage if it has less than half of its spell slots remaining.

On a failed save, the target loses one spell slot. Roll a d6 to determine the level of the spell slot lost. If the target has no remaining spell slots of that level, it instead loses its highest remaining spell slot below that level. The swarm then regains 1d8 hit points per level of the spell slot lost.

Reactions

Arcane Barrier. The swarm adds 3 to its AC against one attack that would hit it, as it creates an instantaneous shield of force around itself.

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Final Thoughts

You found extra treasure! Well, just some extra context and ramblings. In any case, thank you for reading this book: I really hope you enjoyed it. The following is a revised excerpt from the end of the first Saddlebag book.

If it wasn't clear, I'm Griffin. That's Griffin with an "-in" as opposed to the eponymous "-on" spelling used in this book and everywhere else online. I make magic items every weekday and compile them into books like this every two years. Book One, by comparison, is a compendium of items made from the first year, when I made a new magic item 7 days a week. Even now, years later, it still blows me away that people like you have made this future possible for me.

I first started making magic items as a creative outlet. I'm a trained designer with a knack for illustration, and in the fall of 2018 I was employed as a work-from-home User Experience Designer for a consultation company. It wasn't glorious work. The company didn't match my interests (or moral compass), but it was a job that afforded me the freedom to spend my time at home with my dog and partner: two things I really value.

On top of not being glorious work, it was also dreadfully boring and creatively barren. I started making magic items in the evenings as a way to make art that I was excited about. Making these items used both my designer and illustration sensibilities, and I loved the feedback (good *and* bad) that I received online from similarly passionate 5e fans.

After a week of making them, I started to realize how much fun I was having and how my creative and emotional health were improving as a result of it. My partner suggested that I make an Instagram account for it and turn it into a 365 project: that is, making one a day for a year.

Now, she knew as well as I did that I had never seen a 30-day art challenge through. So to suddenly jump into a 365-day one sounded pretty out there. She then upped the ante and said that I could probably even start a Patreon for the project if people seemed interested. Again, pretty wild.

In general, I have a hard time saying no to a good challenge. This one, in particular, was largely a matter of willpower. The only person I could blame for not following through on it would be me, barring anything extraordinary happening. Also, I thought to myself, I could put every item into a book and be an author, which all sounded very exciting.

You obviously know the rest, to some degree. I've learned a few key takeaways from my time doing this, and I'm sure I'll continue to learn more. As of today, my main lessons have been:

MAKE CONTENT YOU'RE PROUD OF.

You'll always push yourself to do more if you want to make yourself proud. It doesn't matter if you can do it for a living or not: if you finish something and feel accomplished, that's a perfect reason to do it.

Making work you're proud of is also how you can accept creative feedback with grace. If you want something to be as good as it can be—which you do, if it's something you want to be proud of—then you're much more eager to listen to people when they have differing opinions than you. Humility is an important trait in any aspect of your life, and this is a great way to naturally keep yourself in check.

THANK PEOPLE FOR THEIR ENTHUSIASM.

We live in a world where people can be belittled for showing excitement about something. That sucks. Let people know that you appreciate that they care. You will make so many friends and build a better community when you do. Let people know that they're seen and share in their excitement! That enthusiasm will drive you forward even when it's hard.

BE CONSISTENT.

Assuming that you want to build an audience, this is important to consider. If your end goal is just to make something for yourself (which is great), then you can keep whatever schedule makes you the happiest. But if you want to turn a passion project into something more, make sure that you can keep a consistent pace with it. If you can find a schedule that works for you over a long time, you'll be in good shape. If you subject yourself to a schedule that's too demanding, you run the risk of burning out, and if it's too lax, you or your followers can lose interest. Self care is important to maintain a schedule, so be sure to have a support system in place.

The role playing game community is filled with such kind people. I am endlessly grateful for the support and kindness that's been shown to me, and I am so excited that these items have made an impact on your—and your characters'—lives.

WHERE TO GO FROM HERE

You can find more content and reach out online. In general, thegriffonssaddlebag.com is the best place to start. Support through Patreon helps make this content possible for people like you, as well as the purchase of physical content like this book, its associated item cards, bags, dice, and so on. Thank you for your support, and have fun with the content!

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Notes

Keep on adventuring.