L'ARSENE'S LEDGER

TREASURES & TRINKETS





L'Arsene's Ledger
of
Treasures and Trinkets

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See page 391 for a full list of playtesters!

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Warning: Any number of these delightful treasures may, in fact, be mimics. You can thank the adventurers that found a 'treasure hoard of gold coins' in the basement. That was the Loot Tavern's latest batch of mimic eggs. The Loot Tavern accepts no responsibility for loss of lips, limbs, or dignity as a result of the use of any item listed in this here Ledger.

— Lutecia

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Previous: Chaouki "Ciao" Titouhi

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INTRODUCTION

CHAPTER 1

PROSAIC PREAMBLE FOR THE PROFESSIONAL PRIMATE

Chapter 1: Introduction

> Tax. Free. You heard it; we're outwith the jurisdiction of any council, trade conglomerate, nation, or empire. We're free of the tyranny of governmental bureaucracy, unsoiled by boring bookkeeping, and unburdened by the volatility of trade unions. We also don't have free healthcare, any education system, and are frequently raided by space pirates, but they never last long.
>
> So, browse my ledger or commission a unique item, safe in the knowledge that the price will not change at the register. Unless I feel like it, of course.
>
> — L'Arsène Upin, Dislikes Accountants

Welcome to *L'Arsene's Ledger of Treasures and Trinkets* (LLTT), a one-stop shop for 5th edition magical accoutrement. Within these pages you'll find over 700 magic items, a guide for how to design your own magic items, as well as several bar-themed subclasses and familiars.

Structure

This book has three parts:

Part One: Equipment, magic items, and the magic item crafting workshop.

Part Two: Subclasses and familiars.

Part Three: The Appendices; spells (Appendix A) and monsters (Appendix B).

There's an index at the end of the book, as well as links to our website and Patreon where you can acquire even more items.

Formatting & Features

This book introduces new formatting and interactivity to enhance your gaming experience.

Formatting. This book uses **bolding**, *italics*, and **colour** to help key information be identified at a glance.

Bolding. Monster names ("a **roper**"), dice calculations ("**1d6 + 3** fire damage"), check modifiers ("**+7** to hit"), conditions that are being applied ("fall **prone**"), areas & distances ("a **30-foot cone**"), and **advantage** & **disadvantage** are bolded.

Italics. Spell names ("*purple rain*"), magic items ("*lichslayer*"), foreign languages ("speak *mellon* and enter"), and book & boat names ("*L'Arsene's Ledger of Treasure and Trinkets*") are italicised.

Colour. Checks and saving throws use a coloured bold format. Saving throws are always fully bolded ("**DC 15 Dexterity saving throw**"), while only the DC, ability, and skill is bolded for checks ("**DC 15 Strength (Persuasion)** check").

Language. The content herein is written in British English. Prepare yourselves for the colourful armour of paralysing, for referring to 'the party' as interchangeably 3rd-person singular ("the party has been killed") and plural ("the party are in trouble"), and archaic language like "whilst" & "amongst". Where items and creatures have established names, like *armor of invulnerability* or a **gray ooze**, those remain unchanged.

Non-standard Ability Checks. *L'Arsene's Ledger* follows *Heliana's Guide* in breaking from the standard association of abilities and skills, allowing you to be creative in how you mix and match them. For example, Persuasion is usually a Charisma check. However, if a character states that they break a femur with their bare hands to scare a bandit, you might ask for a **Strength (Intimidation)** check. All this requires the player to do is make a Strength check and, if they have proficiency in Intimidation, add their proficiency bonus to the result.

Tool proficiencies are referenced just like skill proficiencies: a **Strength (smith's tools)** check means that you must make a Strength check and, if you have proficiency in smith's tools, add your proficiency bonus to the result.

If something, perhaps a magic item, says that you gain "**advantage** on Stealth checks", this means that you gain advantage on all checks that use the Stealth skill, regardless of which ability is used. When checks use the word 'or', this indicates either skill/tool or ability can be used in any combination. For example, a **Strength or Dexterity (Athletics or woodcarver's tools)** check means you can use any one of the four check permutations: Strength (Athletics), Dexterity (Athletics), Strength (woodcarver's tools), or Dexterity (woodcarver's tools).

Rule Zero

As always, if you're all having fun, you're doing it right. Take the pieces of this book that you love, tweak the ones you like, and ignore the ones that suck. Make this book your own and use it to create unforgettable memories with your friends. Then tell us about it on our **Discord server** (heliana.lt/Discord) so we know the blood, sweat, and tears were worth it!

Drinking & Drunkenness

Drinking is a balancing act: too much and you become inebriated; just enough and you become a master at billiards, charming as a devil, and capable of surmounting any obstacle. Legend says the Pale Aleomancers, led by famous brewer Jan Smyth, titrated themselves to reach the perfect level of drunkenness. In the short time thereafter, conflicts between long-warring nations were resolved, a universal healthcare system was established that delivered free care at the point of need, and the eternal question of why the gobboc crossed the road was answered. To celebrate their achievement, they finished their pint. In the slightly-more-inebriated aftermath, all their hard work was undone and the world descended into chaos once more. Since then, Aleomancers the world over have kept their titrating techniques a closely guarded secret.

Condition: Drunk. Between long rests, a creature can drink a number of units of alcohol equal to its Constitution modifier (minimum 0) without any effect. For each unit of alcohol the creature drinks beyond this, the creature must make a **Constitution saving throw**, calculating the DC using the formula below.

Drunkenness saving throw DC = 10 + number of units of alcohol consumed since last long rest

On a failed saving throw, a creature gains 1 level of drunkenness. Drunkenness is measured in six levels. If an already drunk creature suffers another effect that causes drunkenness, its current level of drunkenness increases by the number of units of alcohol the creature consumed to trigger the saving throw. A creature's drunkenness level is reduced by 1 for each **2 hours** since it last drank. Furthermore, finishing a long rest reduces a creature's drunkenness level to 0.

A creature suffers the effect of its current level of drunkenness as well as all lower levels. For example, a creature suffering level 3 drunkenness has **disadvantage** on Dexterity, Charisma, and Wisdom checks and saving throws.

Drunkenness & Effects

Level	Effect
1	The creature has **advantage** on Charisma checks.
2	The creature has **disadvantage** on Dexterity checks and saving throws.
3	The creature loses the effects of level 1 drunkenness, and has **disadvantage** on Charisma and Wisdom checks and saving throws.
4	The creature's speed is halved.
5	The creature is **poisoned** and retains no memory of events that occur between this point and when they are no longer drunk.
6	The creature falls **unconscious** for **1d4 + 8 hours**. When it wakes, it is no longer drunk, but doesn't gain the benefits of a long rest, and gains 1 level of **exhaustion**.



Optional Rule: Hangover. When a creature loses at least 1 level of drunkenness during or as a result of finishing a long rest, the creature must make a **Constitution saving throw** at the end of the long rest. The DC for this saving throw equals four times the drunkenness level before they started the long rest. A creature that fails this saving throw has a hangover and is **poisoned** for a number of hours equal to the difference between the result of their saving throw and the DC.





EQUIPMENT

CHAPTER 2

SUNDRIES FOR THE SCRIMPING SQUIRE

Chapter 2: Equipment

Sure, Heliana loves a battleaxe, Humperdink's fond of a glaive, and that thunder god, Thorr, has a special and intimate relationship with that hammer of his, but that's all a bit boring isn't it? You've got to think outside the box; that's why I call myself an outventer, not an inventer. Check out my menagerie of melee machines and foolproof firearms. You break it, you buy it. It breaks you, you buy it. It unexpectedly explodes when you first use it, you buy it.

— L'Arsène Upin, Outventor

This chapter presents several new weapon types, as well as those previously introduced in *Heliana's Guide.* You'll find a breakdown of the new properties presented in these items, followed by a summary of each new weapon type. The chapter culminates with a table of the new weapons, including their typical prices and the tools with which they can be crafted.

New Properties

Some weapons in this chapter use new properties, listed below. In addition, one property, Reload, has been modified.

Adaptable. This weapon can be used with differing techniques, allowing it to deal different types of damage. A damage type in parentheses appears with the property—when a creature makes a weapon attack with this weapon, it can choose either the weapon's normal damage type or this damage type.

Attached. You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

Loud (X). The sound of the weapon discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the Loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

Pugilist. For creatures that roll a die when they make unarmed strikes (such as the monk or tavern brawler fighter (see page 293)), the size of their damage die is increased by one (maximum 1d12) when they make unarmed strikes with a hand equipped with a weapon that has this property.

Reload (X). A limited number of shots, specified by the number in parentheses after the Reload property, can be made with this weapon. A character must then reload it using an action.

Thrown Versatility. This weapon is better used for thrown ranged weapon attacks than for melee weapon attacks. A damage value in parentheses appears with the property—the damage when the weapon is used to make a ranged weapon attack.

New Weapons

Chakrams

Chakrams are martial melee weapons, consisting of a circular blade with a sharp outer edge. They deal **1d4** slashing damage on a hit, can count as a monk weapon, and have the Light, Finesse, Thrown (range 30/90), and Thrown Versatility (**1d6**) properties.

Claws

A claw is a simple, bladed melee weapon worn as a glove that deals **1d6** slashing damage on a hit and has the Attached and Light properties.



Claws

Chaouki "Ciao" Tytouhi



Spiked Knuckle Duster



Knuckle Duster



Magitech Blunderbuss

Knuckle Dusters

A knuckle duster is a simple melee weapon, usually made of metal or another hard material, worn around the knuckles of one hand. They deal **1d4** bludgeoning damage on a hit and have the Attached, Light, and Pugilist properties.

Variant: Spiked Knuckle Dusters. This variant on the knuckleduster has the Adaptable (piercing) property.

Magitech Firearms

Magitech firearms (martial ranged weapons) use a small arcanomagnetic engine to propel their ferrous projectiles at incredible velocities. Though their means of propulsion is magical, the damage they deal remains nonmagical. Such firearms are always loud and tend to have poor accuracy over long ranges, although the recently-introduced rifling found in revolvers and rifles increases their effective range.

Extra Reloads. More expensive models of magitech firearms have a self-reloading mechanism that harnesses the arcanomagnetic engine to re-cock the weapon. If you wish, you can increase the magazine capacity of a magitech firearm up to a maximum of 6, ensuring that the price increases proportionally. For example, a pistol typically costs 200 gp and has Reload (2). If you increased this to Reload (6), you would multiply the price by 3 for a new cost of 600 gp.

Types. There are several types of magitech firearm currently found in the world.

Blunderbuss. A high-powered, short range firearm that deals **3d4** piercing damage on a hit. It has the Ammunition (range 20/60), Loud (1,000), Reload (1), and Two-handed properties.

Musket. An inaccurate rifle that deals **1d10** piercing damage on a hit. It has the Ammunition (range 80/240), Loud (1,000), Reload (1), and Two-handed properties.

Pistol. A small, personal, double-barreled firearm that deals **1d8** piercing damage on a hit. It has the Ammunition (range 40/120), Loud (500), and Reload (2) properties.

Revolver. A small, personal firearm with a rotating barrel and accuracy-enhancing rifling that deals **1d10** piercing damage on a hit. It has the Ammunition (range 60/240), Loud (500), and Reload (6) properties.

Rifle. The longest range of all the firearms, typically equipped with a multi-bullet magazine, it deals **1d12** piercing damage on a hit. It has the Ammunition (range 120/480), Loud (500), Reload (6), and Two-handed properties.

Nunchaku

Nunchaku are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They deal **1d6** bludgeoning damage on a hit, count as a monk weapon, and have the Finesse, Versatile (**1d8**), and Special: Flourish properties.

Special: Flourish. When you are wielding the nunchaku in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity** check, adding your proficiency bonus if you are proficient with nunchaku. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

Slingshots

Slingshots are simple ranged weapons comprising an elasticated material strung between a Y-frame brace. They deal **1d6** bludgeoning damage on a hit and have the Ammunition (range 20/60) and Two-handed properties. They use the same ammunition as slings.

Spiked Cesti

A spiked cestus is a simple melee weapon worn around the knuckles of one hand that deals **1d6** bludgeoning damage on a hit and has the Adaptable (piercing), Attached, and Pugilist properties.

Starknives

Starknives are martial melee weapons; three to five double-edged blades set on a central handle that are most effective as thrown weapons but can also be used for close combat. They deal **1d4** piercing damage on a hit, can count as a monk weapon, and have the Adaptable (slashing), Finesse, Light, Thrown (range 20/60), and Thrown Versatility (**1d6**) properties.



Nunchaku



Slingshot



Spiked Cestus



Starknife



Tetherhook



Twinblade

War Crescent

Tetherhooks

A tetherhook is a martial melee weapon with the Reach, Two-handed, and Special: Hookpull properties. It is comprised of a hook attached to a chain or strap and deals **1d8** piercing damage on a hit.

Special: Hookpull. As a bonus action immediately after you hit a target no more than one size larger than you with an attack using the tetherhook, you can attempt to hook the target using the tetherhook's reach. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use). If you succeed, the target is hooked and can't move further away from you. A hooked creature is no longer hooked if you release the tether with both hands, but only one hand is required to keep a creature hooked. A hooked creature can use its action to escape. To do so, it must succeed on a **Strength (Athletics)** or **Dexterity (Acrobatics)** check contested by your **Strength (Athletics)** check.

As part of the bonus action to hook the target, and as a bonus action on any of your subsequent turns while it remains hooked, you can pull the target **5 feet** closer to you, as long as it isn't fixed in place and it weighs less than your push, drag, or lift capacity.

Twinblades

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

Special: Whirl. If you are proficient with the twinblade, you can use a bonus action to attempt to whirl the weapon. Make a **DC 15 Dexterity** check. On a success, you gain a **+2 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attacks. On a failure, that bonus is only a **+1**.

War Crescents

War crescents are simple melee weapons consisting of large, convex curved blades, meant to be wielded with one or two hands. They deal **1d6** slashing damage on a hit, and have the Versatile (**1d8**) property.

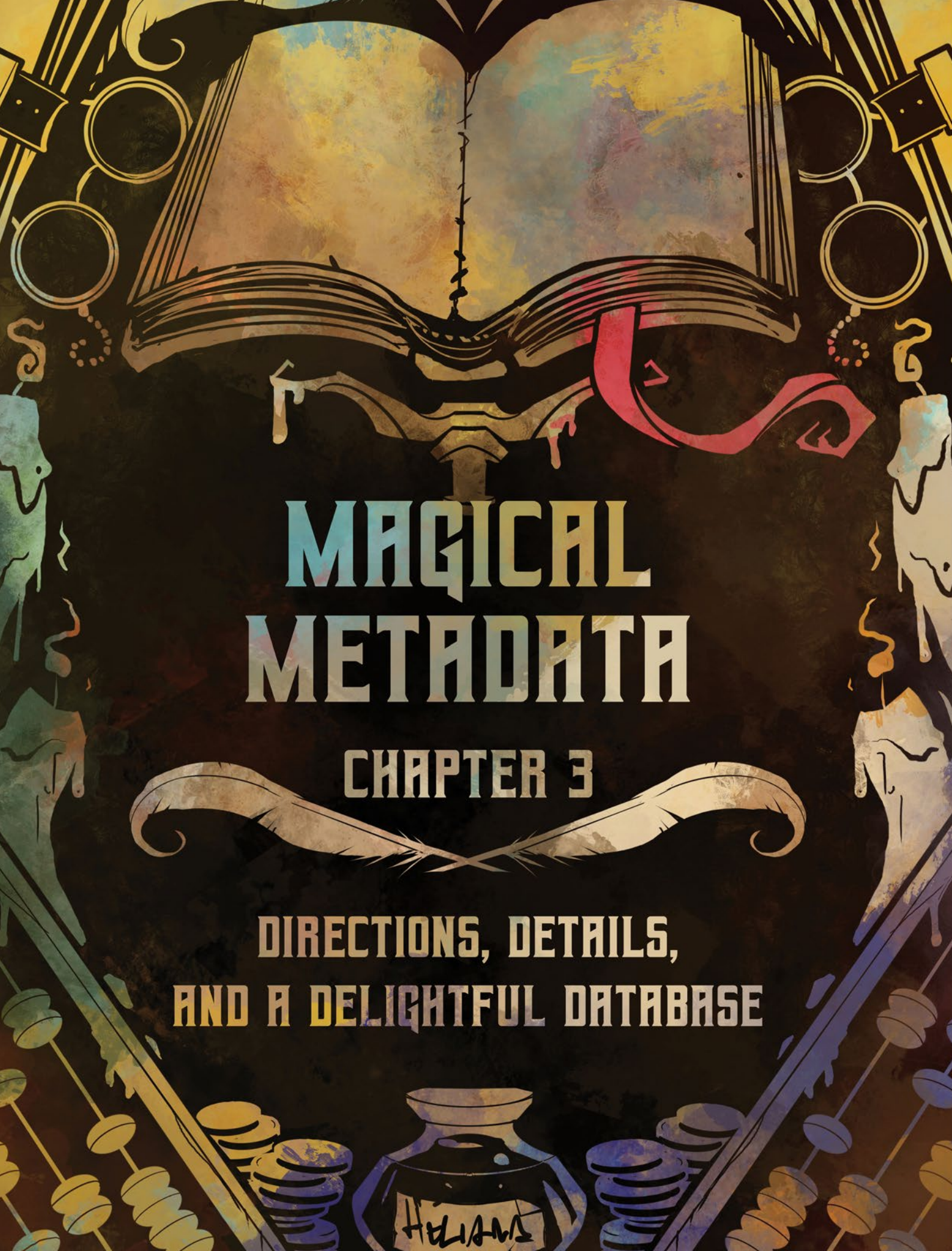
Monk Weapons

Players and GMs should work together to decide which, if any, of these new weapon types should count as monk weapons. None of the melee or thrown weapons presented herein represent a balance risk if added to your game as monk weapons.

Chaouki "Ciao" Titouhi

New Weapon Details

Name	Material Cost	Tool	Time (hrs)	Item Value	Damage	Weight	Properties
Simple Melee Weapons							
Claw	2 gp	Smith	3	5 gp	1d6 slashing	2 lb.	Attached, Light
Knuckle duster	3 sp	Smith	1	1 gp	1d4 bludgeoning	1 lb.	Attached, Light, Pugilist
Spiked cestus	1 gp	Smith	2	3 gp	1d6 bludgeoning	3 lb.	Adaptable (piercing), Attached, Pugilist
Spiked knuckle duster	6 sp	Smith	2	2 gp	1d4 bludgeoning	1 lb.	Adaptable (piercing), Attached, Light, Pugilist
War crescent	2 gp	Smith	4	6 gp	1d6 slashing	4 lb.	Versatile (1d8)
Simple Ranged Weapons							
Slingshot	7 cp	Carpenter or woodcarver	0.5	2 sp	1d6 bludgeoning	¼ lb.	Ammunition (range 20/60), Two-handed
Martial Melee Weapons							
Chakram	3 gp	Smith	6	10 gp	1d4 slashing	1 lb.	Light, Finesse, Thrown (range 30/90), Thrown Versatility (1d6)
Nunchaku	3 gp	Carpenter, smith, or woodcarver	6	10 gp	1d6 bludgeoning	2 lb.	Finesse, Special, Versatile (1d8)
Starknife	3 gp	Smith	6	10 gp	1d4 piercing	1 lb.	Adaptable (slashing), Finesse, Light, Thrown (range 20/60), Thrown Versatility (1d6)
Tetherhook	5 gp	Leatherworker or Smith	8	15 gp	1d8 piercing	3 lb.	Reach, Special, Two-handed
Twinblade	17 gp	Carpenter, smith, or woodcarver	24	50 gp	2d4 slashing	5 lb.	Finesse, Special, Two-handed
Magitech Firearms							
Blunderbuss	50 gp	Tinker	36	150 gp	3d4 piercing	5 lb.	Ammunition (range 20/60), Loud (1,000), Reload (1), Two-handed
Musket	30 gp	Tinker	36	100 gp	1d10 piercing	10 lb.	Ammunition (range 80/240), Loud (1,000), Reload (1), Two-handed
Pistol	70 gp	Tinker	48	200 gp	1d8 piercing	2 lb.	Ammunition (range 40/120), Loud (500), Reload (2)
Revolver	250 gp	Tinker	96	750 gp	1d10 piercing	2 lb.	Ammunition (range 60/240), Loud (500), Reload (6)
Rifle	330 gp	Tinker	120	1,000 gp	1d12 piercing	8 lb.	Ammunition (range 120/480), Loud (500), Reload (6), Two-handed


MAGICAL
METADATA
CHAPTER 3
DIRECTIONS, DETAILS,
AND A DELIGHTFUL DATABASE

Chapter 3: Magical Metadata

> Sure, you can try to craft everything yourself; I'll happily sell you the rarest and most expensive ingredients, then watch you waste them in an abysmal enchanting attempt. Or you can employ me and my bona fide forging prowess and save us all from your handiwork.
>
> — L'Arsène Upin, Salesman

This chapter acts like a guidebook for the 700 items in the next chapter. We'll first cover the stripped-down harvesting and crafting rules from *Heliana's Guide to Monster Hunting*, giving you what you need to create the items found in this tome. This is followed by tables summarising every magic item in the book, including the crafting recipes to make those items. Lastly, we present rollable loot tables, analogous to those in the core 5e rules, to help you discover what's in the dragon's hoard.

Harvesting Lite

This section details the core concepts of Harvesting, allowing you to introduce the system to your table. To furnish your game with a suite of additional options, refer to Chapter 4 in *Heliana's Guide to Monster Hunting*. There you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, salvaging old magic items, ritual carving using spellcasting abilities instead of Dexterity, finding traders to buy and sell components, and a pricing system that complements the magic item prices in this book. A heaping of worked examples helps to make sense of all these new mechanics, and there's a whole section on mundane ingredients and crafting magic items directly from the bones and claws of fallen foes: monster-forged items!

Cooking. In addition, all of the rules for cooking magical meals, a new type of magic item, are described in *Heliana's Guide*. For the sake of plenitude, components in the harvesting tables that are edible are marked using a superscript 'E' (^{E}).

Harvesting Rules

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

Step 1 - Description

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

Example. In the example below, the party wishes to harvest an aboleth they have slain. The GM consults the Aberration Harvest table (page 15) and decides that the aberration has the following components on offer: 3 *eyes*, 5 *tentacles*, 50 *phials of mucus*, 50 *phials of blood*, a *pouch of teeth*, its *brain*, and its *hide*. Because an aboleth is CR 10, one can also harvest *robust essence* from it (see page 17 for more on *essence*).

Aberration Harvest

Component DC	Components
5	*Antenna*$^{E+*}$, *eye*$^{E+}$, *flesh*^{E}, *phial of blood*$^{E+}$
10	*Bone*$^{E+}$, *egg*$^{E+}$, *fat*$^{E+}$, *pouch of claws*, *pouch of teeth*, *tentacle*
15	*Heart*$^{E+}$, *liver*^{E}, *phial of mucus*, *stinger*
20	*Brain*$^{E+}$, *chitin*, *hide*, *main eye*

*Regarding edible components: antennae can be used as eyes.

> **GM:** In addition to the many phials' worth of blood and mucus, you can harvest three eyes, five tentacles, a pouch-worth of teeth, its brain, and its rubbery hide. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

Opposite: Chaouki "Ciao" Titouhi

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a *pouch of teeth*, 3 *eyes*, the *hide*, and then the *essence*.

Gurf: I want the eyeses. And all the teef!

Mizzard: Very well, Gurf, but let's not forget the hide we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take a pouch of teeth, the three eyes, the hide, and then the essence, in that order.

Step 3 - Harvest DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

Component	Component DC	Harvest DC
Pouch of teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Eye (3)	5	25 (10+5+5+5)
Hide	20	45 (10+5+5+5+20)
Robust essence	30	75 (10+5+5+5+20+30)

Step 4 - Harvesting Check

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 13.

GM: Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Arcana) check and Gurf, as the carving harvester, you need to make a Dexterity (Arcana) check.

Mizzard: Okay... that's a 12 plus 5. 17!

Gurf: What's Dexterity (Arcana)? It's not on my sheet.

GM: Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Arcana.

Gurf: Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!

GM: Great; 17 plus 20—that's a total of 37.

Step 5 - Loot

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the *hide* and *essence* are acquired.

GM: The three eyes come out, plop plop plop, as do the teeth. Unfortunately, the hide is too tough and you can't harvest it before its magic seeps away. You never even get started on the essence.

Gurf: Yay! Teef and eyez!

Mizzard: Blast—I wanted that hide...



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Components & Difficulty

Harvesting terms and concepts are explained below.

Component DC. Some components, like *teeth*, are very simple to extricate, whilst others, like *hide*, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 15 - 16 describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged aboleth might only yield 1 *eye* and 1 *tentacle*, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

Duration & Degradation

Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

Creature Size and Harvest Time

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

To keep the game flowing, these rules offer the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

Time Limit. For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with **disadvantage**. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, beasts require a Survival check while aberrations require an Arcana check.

Creature Types and Associated Skills

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)

Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)

Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 13). For this reason, spells with a duration of 1 minute, like *bless* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its **advantage** to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

Helpers

Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus. This takes the place of the Help action, which has no effect in Harvesting or Crafting.

Harvesting and Helpers

Creature Size	Maximum Number of Helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

Results & Rewards

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the aboleth example on page 12 yields three *eyes* and a *pouch of teeth*. The *hide* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

Component Types. Component names are comprised of the creature type (e.g. beast) and the creature part (e.g. horn). A rhino, demon, and minotaur all have *horns*, but these are known as *beast horn*, *fiend horn*, and *monstrosity horn*, respectively, and are used to craft different things.

Optional Rule: Metatags

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

Components. When using metatags, you record the name of each component you harvest. For example, without metatags, a *horn* from a rhinoceros and a *horn* from a goat are both known as *beast horns*. With metatags, these are two different horns: a *beast (rhinoceros) horn* and a *beast (goat) horn*.

Recipes. In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be all or part of its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

Quests & Consequences. Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *flame tongue*—a fiery weapon—might be craftable only using the *breath sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *dragon (ancient white dragon) breath sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any *dragon's eye* can be used to craft a *ring of poison resistance*. With metatags, an adventurer can craft the ring with the *eye* of any *dragon*, but has **advantage** on the check(s) if they use the *eye* of a green dragon.

Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has *tentacles*, *eyes*, *mucus*, *blood*, and a *hide*, but doesn't have *claws*, *chitin*, or *antennae*. Boss monster can have unique components that aren't found in these harvest tables.

Usability. Not all the components in the harvest tables presented herein have an attached recipe in this book, *L'Arsene's Ledger.* However, between *Heliana's Guide* and

L'Arsene's Ledger, every harvestable component can be used to make something. You can scan or click the QR code opposite to visit the Loot Tavern Vault, a webtool that, when complete, lets you enter the monster components you have available and generate a list of items you can craft.

Superscripts. Some harvestable components have small superscript letters after their name. A 'v' indicates the component is volatile (optional rule in *Heliana's Guide*), an 'E' indicates they are edible (but aren't used to craft items), while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as *primordial dust* being a spice) are indicated with an asterisk and explained below the table.

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Aberration Harvest

Component DC	Components
5	*Antenna*$^{E+*}$, *eye*$^{E+}$, *flesh*^{E}, *phial of blood*$^{E+}$
10	*Bone*$^{E+}$, *egg*$^{E+}$, *fat*$^{E+}$, *pouch of claws*, *pouch of teeth*, *tentacle*
15	*Heart*$^{E+}$, *liver*^{E}, *phial of mucus*, *stinger*
20	*Brain*$^{E+}$, *chitin*, *hide*, *main eye*^{v}

*Regarding edible components: antennae can be used as eyes.

Beast Harvest

Component DC	Components
5	*Antenna*$^{E+*}$, *eye*$^{E+}$, *flesh*$^{E+}$, *hair*, *phial of blood*$^{E+}$
10	*Antler*, *beak*, *bone*$^{E+}$, *egg*$^{E+}$, *fat*$^{E+}$, *fin*, *horn*, *pincer*, *pouch of claws*, *pouch of teeth*, *talon*, *tusk*
15	*Heart*$^{E+}$, *liver*$^{E+}$, *poison gland*, *pouch of feathers*, *pouch of scales*, *stinger*, *tentacle*
20	*Chitin*, *pelt*

*Regarding edible components: antennae can be used as eyes.

Celestial Harvest

Component DC	Components
5	*Eye*$^{E+}$, *flesh*^{E}, *hair*, *phial of blood*$^{E+}$, *pouch of dust*$^{E+*}$
10	*Bone*$^{E+}$, *fat*$^{E+}$, *horn*, *pouch of teeth*
15	*Heart*$^{E+}$, *liver*$^{E+}$, *pouch of feathers*, *pouch of scales*
20	*Brain*$^{E+}$, *skin*
25	*Soul*^{v}

*Regarding edible components: a pouch of dust is spice.

Construct Harvest

Component DC	Components
5	*Phial of blood*$^{E+}$, *phial of oil*$^{E+*}$
10	*Flesh*$^{E+}$, *plating*, *stone*
15	*Bone*$^{E+}$, *gears*, *heart*^{E}, *liver*^{E}
20	*Brain*$^{E+}$, *instructions*
25	*Lifespark*^{v}

*Regarding edible components: phials of oil are fat.

Dragon Harvest

Component DC	Components
5	*Eye*$^{E+}$, *flesh*$^{E+}$, *phial of blood*$^{E+}$
10	*Bone*$^{E+}$, *egg*^{E}, *fat*$^{E+}$, *pouch of claws*, *pouch of teeth*
15	*Horn*, *liver*^{E}, *pouch of scales*
20	*Heart*$^{E+}$
25	*Breath sac*^{v}

Elemental Harvest

Component DC	Components
5	*Eye*$^{E+}$, *primordial dust*$^{E+*}$
10	*Bone*$^{E+}$
15	*Volatile mote of air/earth/fire/water*^{v}
25	*Core of air/earth/fire/water*^{v}

*Regarding edible components: primordial dust is spice.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Fey Harvest

Component DC	Components
5	*Antenna*[E+]*, *eye*[E+], *flesh*[E+], *hair*, *phial of blood*[E+]
10	*Antler*, *beak*, *bone*[E+], *egg*[E+], *horn*, *pouch of claws*, *pouch of teeth*, *talon*, *tusk*
15	*Fat*[E+], *heart*[E+], *liver*[E+], *poison gland*, *pouch of feathers*, *pouch of scales*, *tentacle*, *tongue*
20	*Brain*[E+], *pelt*, *pouch of dust*[E+], *skin*
25	*Psyche*[V]

*Regarding edible components: antennae are eyes, pouch of dust is spice.

Fiend Harvest

Component DC	Components
5	*Eye*[E+], *flesh*[E], *hair*, *phial of blood*[E+], *pouch of dust*[E+]*
10	*Beak*, *bone*[E+], *horn*, *pouch of claws*, *pouch of teeth*
15	*Fat*[E+], *heart*[E+], *liver*[E], *poison gland*, *pouch of feathers*, *pouch of scales*
20	*Brain*[E+], *skin*
25	*Soul*[V]

*Regarding edible components: a pouch of dust is spice.

Giant Harvest

Component DC	Components
5	*Flesh*[E], *hair*, *nail*, *phial of blood*[E+]
10	*Bone*[E+], *fat*[E+], *tooth*
15	*Heart*[VE+], *liver*[E+]
20	*Skin*

Humanoid Harvest

Component DC	Components
5	*Eye*, *phial of blood*[E+]
10	*Bone*[E+], *egg*[E], *pouch of teeth*
15	*Heart*[E+], *liver*[E+], *pouch of feathers*, *pouch of scales*
20	*Brain*[E+], *skin*

Monstrosity Harvest

Component DC	Components
5	*Antenna*[E+]*, *eye*[E+], *flesh*[E+], *hair*, *phial of blood*[E+]
10	*Antler*, *beak*, *bone*[E+], *egg*[E+], *fat*[E+], *fin*, *horn*, *pincer*, *pouch of claws*, *pouch of teeth*, *talon*, *tusk*
15	*Heart*[E+], *liver*[E+], *poison gland*, *pouch of feathers*, *pouch of scales*, *stinger*, *tentacle*
20	*Chitin*, *pelt*

*Regarding edible components: antennae can be used as eyes.

Ooze Harvest

Component DC	Components
5	*Phial of acid*[E+]*
10	*Phial of mucus*[E+]*
15	*Vesicle*[E+]*
20	*Membrane*

*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers

Plant Harvest

Component DC	Components
5	*Phial of sap*[E+]*, *tuber*[E+]*
10	*Bundle of roots*[E+]*, *phial of wax*[E+]*, *pouch of hyphae*[E+]*, *pouch of leaves*, *pouch of seeds*
15	*Poison gland*[E+]*, *pouch of pollen*[VE+]*, *pouch of spores*[VE+]*
20	*Bark*[E+]*, *membrane*[E+]*

*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

Undead Harvest

Component DC	Components
5	*Bone*[E+], *eye*[E+], *phial of congealed blood*[E+]
10	*Marrow*, *pouch of teeth*, *rancid fat*[E+]
15	*Ethereal ichor*[E+]*, *undying flesh*[E+]
20	*Undying heart*[VE+]

*Regarding edible components: ethereal ichor is spice.

Essence

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These *essences* are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst *essence* can be extracted from all creature types, the *essence* available depends on the creature's Challenge Rating (CR). The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	*Frail essence*	Uncommon
7-11	30	*Robust essence*	Rare
12-17	35	*Potent essence*	Very rare
18-24	40	*Mythic essence*	Legendary
25+	50	*Deific essence*	Artifact

You can't harvest a lower-level *essence* from a higher CR creature—they have only one *essence*, the one dictated by its CR!

Appearance. *Essence* can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

Essence & Balance

Because essence can only be gained by harvesting high CR creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which essence can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

GM Tip: Boss Essence. When it comes to crafting, only an essence's rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their essence!

Crafting Lite

The crafting rules below provide what you need to know to craft each item in this book. To make your harvesting and crafting journey even richer, refer to Chapters 4 and 5 in *Heliana's Guide to Monster Hunting*. There you'll find exciting concepts like quirks (random boons and flaws when you exceed or don't meet the check's DC), hiring craftspeople, working in crafting teams, feats for becoming an expert or master crafter, a whole heap of optional rules, as well as rules for salvaging, socketing, and upgrading items.

You can't enchant a *sunsplitter* spear without first creating a spear. Within this guide, there are two types of crafting, each associated with a type of crafting check:

- **Manufacturing** is the creation of mundane (non-magical) items from raw materials by a creature proficient with a tool using a Manufacturing check.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.



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Manufacturing

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a spear as an example.

Materials & Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. Thus a spear worth 1 gp requires 3 sp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC & Time table on pages 20-21 summarises the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. The cost of these magic items' nonmagical materials is 2 gp and 3 gp, respectively.

Abilities & Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how Finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table on the next page for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty & Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 20-21 for the full breakdown.

Check. To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule from *Heliana's Guide*, a functioning item with one or more flaws.

Spear Manufacturing

Materials: 3 sp steel ingots & wood

Time: 1 hour

Tools: carpenter's tools, smith's tools, or woodcarver's tools

Manufacturing Check: **DC 14 Strength (carpenter's tools, smith's tools, or woodcarver's tools)** or **DC 14 Dexterity (carpenter's tools or woodcarver's tools)**



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Tools and Their Products

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Miscellaneous (any lotions or salves), potions
Brewer's supplies	Constitution	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows, blowgun needles and bolts), armour (shields), instruments, miscellaneous (anything made of wood), rods, staffs, wands, weapons (blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, polearms, shortbows, slingshots, tridents)
Cartographer's tools	Dexterity or Intelligence	Maps, miscellaneous (anything involving paper), scrolls
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Magical meals*
Glassblower's tools	Constitution or Dexterity	Miscellaneous (anything made of glass), rods, staves, wands
Herbalism kit	Intelligence	Miscellaneous (any lotions or salves), potions
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (hide or light), weapons (slings, tetherhooks, whips)
Mason's tools	Strength	Ammunition (sling bullets), miscellaneous (anything made of stone), weapons (light hammers, maces, mauls, warhammers)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Constitution or Strength	Ammunition (firearm shots and sling bullets), armour (heavy or medium except hide, shields), rods, staffs, wands, weapons (axes, chakrams, claws, daggers, flails, javelins, knuckle dusters, light hammers, maces, mauls, morningstars, nunchaku, polearms, sickles, spiked cesti, starknives, swords, tetherhooks, tridents, war crescents, war picks, warhammers)
Tinker's tools	Dexterity	Instruments, rods, staffs, wands, weapons (crossbows, firearms, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Constitution or Dexterity	Armour (padded), miscellaneous (anything made of cloth, cloaks, hats, robes), weapons (nets, slings)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staffs, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, quarterstaffs, shortbows, slingshots, tridents); miscellaneous (anything made of wood)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

*This is a new item category introduced in *Heliana's Guide to Monster Hunting* and present in *Motes of the Divine*.

Manufacturing DC & Time

Item Type		Material Cost	Tool	Time	DC	Item Value#
Adventuring gear		Varies	Varies	2 hours	11	Varies
Ammunition	Arrows (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Bolts (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Firearm shot (20)	1 gp	Smith	1 hour	13	3 gp
	Needles (50)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Sling bullets (20)	1 cp	Mason or smith	1 hour	13	4 cp
Armour	Shield	3 gp	Carpenter, smith, or woodcarver	8 hours	13	10 gp
Light Armour	Padded	2 gp	Leatherworker or weaver	8 hours	13	5 gp
	Leather	3 gp	Leatherworker	16 hours	15	10 gp
	Studded leather	15 gp	Leatherworker	24 hours	17	45 gp
Medium Armour	Hide	3 gp	Leatherworker	8 hours	13	10 gp
	Chain shirt	17 gp	Smith	16 hours	15	50 gp
	Scale mail	17 gp	Smith	24 hours	17	50 gp
	Breastplate	130 gp	Smith	40 hours	18	400 gp
	Half plate	250 gp	Smith	80 hours	19	750 gp
Heavy Armour	Ring mail	10 gp	Smith	16 hours	15	30 gp
	Chain mail	25 gp	Smith	32 hours	16	75 gp
	Splint	70 gp	Smith	40 hours	18	200 gp
	Plate	500 gp	Smith	200 hours	20	1,500 gp
Instrument		20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion base		2 gp	Alchemist, brewer, herbalism	2 hours	15	5 gp
Ring		Varies**	Jeweller	8 hours	15	Varies**
Rod, staff, wand		Varies**	Varies	8 hours	17	Varies**
Spell scroll base		3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Claw*	2 gp	Smith	3 hours	14	5 gp
	Club	3 cp	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	7 sp	Smith	1 hour	14	2 gp
	Greatclub	7 cp	Carpenter or woodcarver	0.5 hours	14	2 sp
	Handaxe	2 gp	Smith	3 hours	14	5 gp
	Javelin	3 sp	Carpenter, smith, or woodcarver	1 hour	14	**1 gp**
	Knuckle duster*	3 sp	Smith	1 hour	14	1 gp
	Light hammer	7 sp	Mason or smith	1 hour	14	2 gp
	Mace	2 gp	Mason or smith	3 hours	14	5 gp
	Quarterstaff	2 sp	Carpenter, smith, or woodcarver	0.5 hours	14	**5 sp**
	Sickle	3 sp	Smith	1 hour	14	1 gp
	Spear	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
	Spiked cestus*	1 gp	Smith	2 hours	14	3 gp
	Spiked knuckle duster*	6 sp	Smith	2 hours	14	2 gp
	War crescent*	2 gp	Smith	4 hours	14	6 gp

#Item values in bold are different to the SRD (core 5e rules).

*This is a new item type which you can find in Chapter 2: Equipment, page 5.

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (5 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staffs, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

Item Type		Material Cost	Tool	Time	DC	Item Value#
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	**1 sp**
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Weaver or leatherworker	0.25 hours	14	1 sp
	Slingshot*	7 cp	Carpenter or woodcarver	0.5 hours	14	2 sp
Martial Melee Weapon	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Chakram*	3 gp	Smith	6 hours	17	10 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
	Maul	3 gp	Mason or smith	6 hours	17	10 gp
	Morningstar	3 gp	Smith	6 hours	17	**10 gp**
	Nunchaku*	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	**10 gp**
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Scimitar	3 gp	Smith	6 hours	17	**10 gp**
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Starknife*	3 gp	Smith	6 hours	17	10 gp
	Tetherhook*	5 gp	Leatherworker or smith	8 hours	17	15 gp
	Trident	2 gp	Carpenter, smith or woodcarver	3 hours	17	5 gp
	Twinblade*	17 gp	Carpenter, smith or woodcarver	24 hours	17	50 gp
	War pick	2 gp	Smith	3 hours	17	5 gp
	Warhammer	5 gp	Mason or smith	8 hours	17	15 gp
	Whip	7 sp	Leatherworker	1 hour	17	2 gp
Martial Ranged Weapon	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
Magitech Firearm	Blunderbuss*	50 gp	Tinker	36 hours	19	150 gp
	Musket*	30 gp	Tinker	36 hours	19	100 gp
	Pistol*	70 gp	Tinker	48 hours	19	200 gp
	Revolver*	250 gp	Tinker	96 hours	19	750 gp
	Rifle*	330 gp	Tinker	120 hours	19	1,000 gp
Wondrous item***		Varies**	Varies***	8 hours	15	Varies**

#Item values in bold are different to the SRD (core 5e rules).

*This is a new item type which you can find in Chapter 2: Equipment, page 5.

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staffs, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

***This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion!

Enchanting

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Materials. The required materials for enchanting are: a mundane item, a magical component, and an *essence*. The first two are determined by the item's recipe (see pages 25 - 42), while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table on next page).

Essence. While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

If you use a rarer *essence* than required for a particular item, the item gains the rarity of the *essence* used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

Difficulty & Time. The DC and time required for the Enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table on the following page. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook; for bards, rangers, sorcerers, tamers, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

Skills. As with harvesting, the skill associated with the Enchanting check depends on the type of creature the component was harvested from. So, if you're making a *sunsplitter* spear, which requires an elemental's *core of fire* as its component, you would make an ability check using Arcana. See the Creature Types and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a spear into a *sunsplitter* weapon would thus make an **Intelligence (Arcana)** check.

Creature Types and Associated Skills

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Check. To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment fails or, if you're using the quirks optional rule from *Heliana's Guide*, a functional enchantment with one or more flaws. Success or failure, the *essence* and component are consumed.

Sunsplitter Spear Enchanting

Rarity: uncommon

Materials: spear, *elemental core of fire, frail essence*

Time: 20 hours

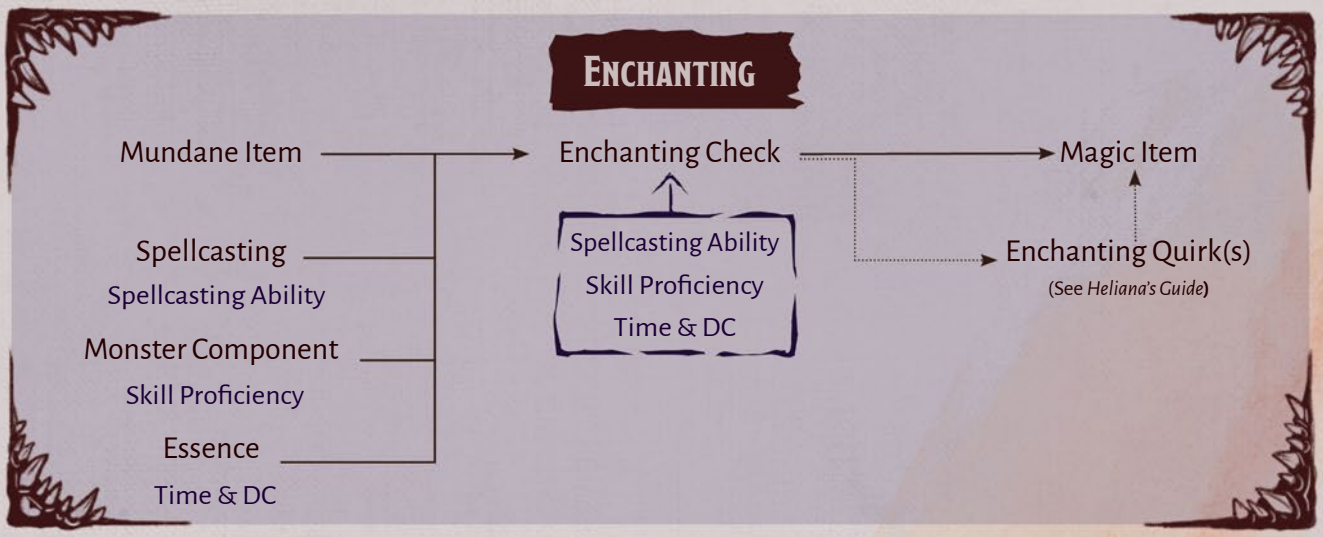
Enchanting Check: **DC 15 spellcasting ability (Arcana)**

Enchanting Rarity, DC, and Time

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	*Frail*	15	4	10	20
Rare	*Robust*	18	20	40	80
Very Rare	*Potent*	21	80	160	320
Legendary	*Mythic*	25	320	640	1,280
Artifact	*Deific*	30	50,000	100,000	200,000

Crafting Summary





Magic Item Recipes

Essence is what gives an item its juice, its raw magical power. To mould that power in a specific way, you need to choose the right monster component. Things a creature used to attack, like teeth and claws, are typically used in offensive enchantments, while defensive items are crafted from components like bones, chitin, and scales. It's not necessary to make the component part of the final item, but I do love my dino-tooth helmet!

— L'Arsene, Component Collector

The following table catalogues every magic item in this book, *L'Arsene's Ledger of Treasure and Trinkets*, as well as the items found and crafted in the companion adventure book, *Motes of the Divine*. It is the GM's choice if and how a character knows a magic item recipe. The items are listed alphabetically by type and then name. Here's how to interpret the table:

Name. The name of the magic item. Items in **bold** are made from boss monster components, which are listed in the Metadata column. To make these items a little more unique, you can decide that the component used to craft the item be harvested from the boss monster.

Type (Metadata). The item's type. If an item has multiple types (such as "rod, staff, or wand"), it is listed under the first type alphabetically ("rods").

A superscript 'W' ('W') indicates that this is a new weapon type, the rules for which can be found on pages 5-9. The word 'any' is used to denote that the magic item can take the form of multiple types. For example:

- **Any polearm:** halberd, glaive, lance, quarterstaff, spear, twinblade, or pike.
- **Any hammer:** club, greatclub, light hammer, mace, maul, or warhammer.

You can also take the properties of one magic item and apply it to another. For example, you might want a *sunsplitter* sword instead of a spear, or a light armour version of a *copper cuirass*. The art might not make sense, but this will not break your game.

Value. The suggested price to purchase the item "off the shelf" in gold pieces. This can vary considerably from the price an adventurer might pay if they sourced all the ingredients separately and is a representation of the demand for that type of item. These prices can, and should, change to fit your world.

Rarity. The item's rarity, represented using abbreviations: C, common; U, uncommon; R, rare; V, very rare; L, legendary; A, artifact.

Note: If an item changes rarity, so too does its save DC (see "Save DC and Attack Modifier" table on page 275).

Attunement. Indicates whether an item requires attunement ("Att"), what type of attunement, and if it is consumable ("C"). See "Attunement Options" below for details on new types of attunement. This column uses the following abbreviations: Enh, enhanced; Opt, optional; Req, required. A superscript 'S' ('S') indicates a creature needs to be a spellcaster and a '+' indicates there are other, specific limitations. Blank ("—") means no attunement is required.

Type (Component Details). The types of creature from which a component must be harvested.

Metatag. An optional rule that can grant **advantage** on Crafting checks or can be a requirement to craft an item. For example, the *copper cuirass* calls for a *pouch of dragon scales*. The metatag indicates the *scales* should come from a copper dragon. A **bolded** metatag indicates an original Loot Tavern monster.

Component. The specific component(s) required to give a magic item its magical effects. A superscript 'V' ('V') indicates a volatile component (see optional rules in *Heliana's Guide*).

Page. The page in this book on which the item, its art, and its mechanics can be found. In the PDF, you can click these numbers to jump to that page, and click the item's name to jump back to the table.

Attunement Options

Some items in *L'Arsene's Ledger* have new types of attunement: enhanced and optional.

Enhanced. Properties described as being 'Enhanced Attunement', labelled 'EA' in the item itself and 'Enh' in the tables, are additional magical features that can be unlocked. Usually, this requires the player to fulfill a prerequisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. Any other properties the item has (i.e. those not labelled 'EA') require attunement as normal.

Optional. Properties described as being 'Optional Attunement', labelled 'OA' in the item itself and 'Opt' in the tables, grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not labelled 'OA') are granted to the item's user even if they aren't attuned.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Ammunition								
*Leeching Slug**	Ammunition (any)	150* 650*	U V	—, C	Undead		Phial of congealed blood	93
Longshot								172
Blue Benevolence	Ammunition (arrow or bolt)	1,300	R	—	Aberration		Phial of mucus	172
Indigo Insanity	Ammunition (arrow or bolt)	6,200	V	—	Aberration		Phial of mucus	172
Purple Petrification	Ammunition (arrow or bolt)	28,800	L	—	Aberration		Phial of mucus	172
Red Restoration	Ammunition (arrow or bolt)	410	U	—	Aberration		Phial of mucus	172
Teal Torpor	Ammunition (arrow or bolt)	1,300	R	—	Aberration		Phial of mucus	172
*Pitbone Arrow**	Ammunition (arrow)	90* 170* 400*	U R V	—, C	Fiend	**Pitcrow***[IV]	Pouch of feathers	144
*Voidshot**	Ammunition (arrow or bolt)	300* 680*	R V	—, C	Aberration	Beholder	Main eye	115
Xyxlwood Arrow								134
*Bramblestrike**	Ammunition (arrow)	250*	R	—, C	Plant		Bundle of roots	134
*Splinterstrike**	Ammunition (arrow)	150*	U	—, C	Plant		Bundle of roots	134
*Tanglestrike**	Ammunition (arrow)	620*	V	—, C	Plant		Bundle of roots	134
Armour								
Beetle Buckler	Armour (shield)	660 2,260 12,850	U R V	Req	Fey	**Scarab***[VI]	Carapace	195
Blessed Bastion	Armour (shield)	2,780 11,460	R V	Enh+	Magical material		Consecrated silver	248
Blood Mithral Plate	Armour (medium or heavy)	3,770# 13,210# 68,400#	R V L	Req	Magical material		Blood mithral	249
Breastplate of the Sunken King	Armour (medium or heavy)	4,700# 13,250# 60,730#	R V L	Req	Aberration		Chitin	61
Bronze Bulwark	Armour (shield)	740 4,310 12,400	U R V	Req	Dragon	Bronze	Pouch of scales	177
Copper Cuirass	Armour (medium or heavy, but not hide)	760# 4,110# 12,400#	U R V	Req	Dragon	Copper	Pouch of scales	178
Demonbane Armour	Armour (breastplate, half plate, or plate)	370# 1,530# 7,830#	U R V	—	Fiend	Demon	Bone	141
Dungeoneer's Shield	Armour (shield)	610 3,280 12,150	U R V	Req	Aberration		Brain	256
Firebird's Plumage	Armour (medium or heavy)	650# 2,930# 10,850#	U R V	Req	Elemental		Core of fire [v]	238
Magehunter Bulwark	Armour (shield)	560 2,730 12,600 55,750	U R V L	Req	Monstrosity	Sphinx	Bone	113

* A single *essence* and one check enchants **1d4 + 2** pieces of ammunition. Value is per piece of ammunition.
*[IV] Found in monster hunt: *Throne of the Devourer*, in *Motes of the Divine*.
*[VI] Found in monster hunt: *Garden of Dark Delights*.
In addition to the armour's normal value.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Maiden's Tower	Armour (shield)	710 4,190 12,350	U R V	Req	Ooze	**Amalgamooze**[*III]	Bone	193
Nemean Cuirass	Armour (medium or heavy)	590[#] 4,410[#] 11,530[#]	U R V	Req	Monstrosity		Pelt	244
Plate of the Magehunter								
Plate of the Magehunter Sergeant	Armour (breastplate, half plate, or plate)	500[#]	U	Req	Monstrosity	Sphinx	Pelt	114
Plate of the Magehunter Captain	Armour (breastplate, half plate, or plate)	2,140[#]	R	Req	Monstrosity	Sphinx	Pelt	114
Plate of the Magehunter General	Armour (breastplate, half plate, or plate)	12,650[#]	V	Req	Monstrosity	Sphinx	Pelt	114
Overgrown Barkshield	Armour (shield)	740 3,960 12,300	U R V	Req	Plant		Bark	94
Shadowstalker Garb	Armour (light or medium)	390[#] 4,700[#]	U R	Req	Construct		Instructions	87
Shield of Retaliation	Armour (shield)	330 1,340 6,610	U R V	—	Fiend		Heart	145
Starfallen Force Shield	Armour (shield)	2,740 9,230 38,820	R V L	—	Elemental		Primordial dust	154
Xyxlbark Armour	Armour (breastplate, half plate, or plate)	2,590[#] 11,800[#] 72,130[#]	R V L	Opt	Plant		Bark	134
Potions								
Beast Serum								
Beast Serum	Potion	960	R	—, C	Humanoid	Shapechanger	Phial of blood	104
Bone Marrow Bouillon	Potion	6,220	V	—, C	Humanoid	Shapechanger	Phial of blood	104
Juice of Partial Polymorph	Potion	250 1,420	U R	—, C	Beast		Heart	205
Juvenile Spawn Elixir	Potion	1,300 6,200	R V	—, C	Aberration		Egg	70
Potion of Planar Infusion	Potion	1,080 5,670	R V	—, C	Aberration		Phial of mucus	152
Rings								
Allfather's Eye								
Allfather's Eye	Ring	700 3,030 8,780	U R V	Req+	Humanoid	Stormsinger	Eye	73
Allfather's Own Eye	Ring	58,500	L	Req+	Humanoid	Stormsinger	Eye	73
Andvaranaut	Ring	40 430	C U	—	Celestial		Bone	72
Arcanomagnetic Rings	Ring	2,320 11,030	R V	Req	Dragon	**Magnetite**[*]	Pouch of scales	111
Candlebrand Ring	Ring	410 1,470 6,900	U R V	—	Elemental	**Pontiff**[*II]	Molten eye[v]	189
Coralborn Ring	Ring	330 1,640	U R	—	Beast		Chitin	117

[*] Found in monster hunt: *Reign of Iron*, in *Heliana's Guide to Monster Hunting*.
[*III] Found in monster hunt: *Bones N' Roses*, in *Motes of the Divine*.
[*II] Found in monster hunt: *Flames of the Faithful*, in *Motes of the Divine*.
[#] In addition to the armour's normal value.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Eyes of the Forgotten	Ring	500 2,150 9,580	U R V	—	Aberration		Eye	62
Isfjell, Ring of Icebergs	Ring	9,230 57,980	V L	Opt	Elemental	Ice mephit	Core of water [v]	76
Moonstone Dreamer	Ring	1,980 10,230	R V	—	Dragon		Eye	183
Ring of Birdseye Maple	Ring	840 11,200	U V	Opt	Plant	Awakened tree	Bundle of roots	131
Ring of the Sunken King	Ring	680 2,650	U R	Req	Aberration		Tentacle	64
Runewarding Ring	Ring	730 3,720 11,900	U R V	Req	Fiend		Phial of blood	70
Sundial Ring	Ring	1,960 7,740	R V	—	Fey	Sunsprite	Antenna	266
Rods, Staffs, & Wands								
Amethyst Cosmos	Rod, staff, or wand	3,600 11,700 51,820	R V L	Req	Dragon	Amethyst	Heart	175
Baton of the Mindbender	Rod, staff, or wand	840 3,910 10,400	U R V	Req	Aberration		Brain	203
Black Bloom	Rod, staff, or wand	600 2,650 10,900	U R V	Req	Fey	**Bramble Queen** *[VIII]	Psyche	196
Branch of the Worldtree	Wand	4,390 11,200	R V	Req+	Plant		Bark	73
Coral Wand	Wand	600 3,910	U R	Req[s]	Beast		Poison gland	117
Flashfreezer	Staff	400 1,750 8,650	U R V	—	Elemental		Volatile mote of water [v]	230
Flutterby Rod	Rod	630 2,550 9,850	U R V	Req[s]	Fey	Pixie	Pouch of dust	130
Gentleman's Umbershield	Wand	500 6,640 12,580	U R V	—	Aberration		Hide	105
Kraken-on-a-Stick	Rod, staff, or wand	680 4,700 10,650	U R V	Req	Monstrosity	Kraken	Tentacle	241
Sceptre of the Spellcrafter	Rod, staff, or wand	630 3,910 12,400	U R V	Req[s]	Elemental		Primordial dust	207
Sceptre of the Sunken King	Rod	2,630 11,080	R V	Req	Aberration		Tentacle	65
Topaz Despoiler	Rod, staff, or wand	830 3,600 11,950	U R V	Req	Dragon	Topaz	Heart	185
Skinwalker Staff	Staff	3,280 11,200	R V	Req+	Beast		Pelt	77

*[VIII] Found in monster hunt: *Queen of Shadow and Thorn*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Staff of Decay	Staff	3,280 14,900	R V	Req[s]	Plant		Membrane	266
Taz's Zealous Retribution	Wand	640 4,740 11,800	U R V	Opt[s]	Construct		Lifespark[v]	165
Waxen Sceptre	Rod, staff, or wand	770 3,280 11,200	U R V	Req	Elemental	**Pontiff**[*II]	Core of wax[v]	194
Scrolls								
Scroll of Fungi	Scroll	330 1,640 7,250	U R V	—	Plant		Pouch of hyphae	132
Weapons - Melee								
Abyssal Bane	Weapon (any melee)	400 1,650 6,730	U R V	—	Fiend	Demon	Bone	138
Aldrnari Blade	Weapon (any sword)	630 2,730 10,900 58,110	U R V L	Enh	Dragon	Red, gold, or brass	Breath sac[v]	72
Aperture Sword	Weapon (any sword)	690 4,390 11,900	U R V	Req	Construct		Lifespark[v]	210
Axe of the Cretan Bull	Weapon (any axe)	370 1,560 9,150	U R V	—	Monstrosity	Minotaur	Horn	238
Azulash	Weapon (whip)	820 4,740 12,250	U R V	Req	Dragon	Blue	Breath sac[v]	176
Blade of Prey	Weapon (any sword)	400 1,420 6,840	U R V	—	Monstrosity		Pouch of teeth	210
Blast & Slash	Weapon (battleaxe)	720 11,500	U V	Req	Construct		Gears	82
Bleeding Edge	Weapon (any sword)	590 2,290 9,440	U R V	Req	Humanoid		Phial of blood	211
Bloodhound's Caress	Weapon (claw[W])	480 2,070 8,070	U R V	—	Construct	**Bloodhound**[*I]	Claw	187
Bloodletter Opener	Weapon (dagger)	460 1,700 8,770	U R V	—	Humanoid		Phial of blood	167
Bloodlust	Weapon (dagger)	380 1,590 6,490	U R V	—	Monstrosity	Minotaur	Phial of blood	139
Blood Drinker	Weapon (glaive or halberd)	650 4,270 11,350 59,680	U R V L	Req	Fiend	**Pitcrow**[*IV]	Beak	139

[*I] Found in monster hunt: *The Twilight Hunter*, in *Motes of the Divine*.
[*II] Found in monster hunt: *Flames of the Faithful*, in *Motes of the Divine*.
[*IV] Found in monster hunt: *Throne of the Devourer*, in *Motes of the Divine*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Broken Promise	Weapon (any sword)	750 3,640 10,700	U R V	Req	Humanoid		Phial of blood	211
Buzzkill	Weapon (any sword)	590 3,280 11,200	U R V	Req	Beast	Bee	Egg	212
B.O.N.K. Mk. 2	Weapon (any hammer)	4,700 12,900	R V	Req	Construct		Gears	82
Catclaw & Sharkfin	Weapon (claw[W])	560 5,100 13,900	U R V	Req	Beast		Pouch of claws	255
Ceremonial Macuahuitl	Weapon (greatsword or longsword)	4,780 12,550 57,590	R V L	Req+	Humanoid		Phial of blood	91
Consecrated Weapon	Weapon (any melee)	680 2,340 13,060	U R V	Enh+	Magical material		Consecrated silver	249
Coral Crusher	Weapon (any hammer)	580 2,340 10,280	U R V	—	Beast		Chitin	123
Coruscant Cutlass	Weapon (any sword)	670 2,890 10,750	U R V	Req	Celestial	Couatl	Pouch of scales	213
Cosmic Starknife	Weapon (starknife[W])	660 4,230 11,530	U R V	Req	Magical material		Cosmic iron	250
Coward's Bane	Weapon (any sword)	580 2,690 11,600	U R V	Req	Beast	Bear	Pelt	214
Crimson Tyrant	Weapon (any axe)	4,620 11,500 52,610	R V L	Req	Dragon	Red	Pouch of claws	179
Curse of Three	Weapon (any sword)	620 4,430 12,460	U R V	Req	Fey		Bone	214
Dagger of the Deep	Weapon (dagger)	370 1,750 8,650 41,330	U R V L	—	Monstrosity		Bone	61
Demented Cultist's Scimitar	Weapon (scimitar)	3,910 11,400	R V	Req	Aberration		Pouch of teeth	69
Desire	Weapon (any sword)	740 2,490 12,160	U R V	Opt	Fiend		Poison gland	215
Electro-Immolator	Weapon (any sword)	450 1,780 8,350	U R V	—	Construct		Plating	216
Epiphany	Weapon (any sword)	680 4,230 11,300	U R V	Req	Celestial		Phial of blood	216

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Evening Moon	Weapon (chakram [W])	490 4,350 14,750 67,680	U R V L	Req	Celestial		Pouch of dust	149
Faerie Moon	Weapon (any polearm)	3,990 11,000	R V	Req	Fey		Eye	198
Felix's Hammer of Fury	Weapon (any hammer)	710 4,780 11,500	U R V	Req	Celestial		Soul [v]	257
Firebird's Touch	Weapon (glaive, halberd, or pike)	390 1,610 6,900	U R V	—	Elemental		Core of fire [v]	239
Fishfolk Sword	Weapon (any sword or dagger)	380 7,190	U V	—	Elemental		Volatile mote of water [v]	62
Flutterblade	Weapon (any sword)	660 3,140 12,180	U R V	Req	Fey	**Adelifae**[*VI]	Proboscis	198
Frostblessed	Weapon (any sword)	4,700 13,080 65,580	R V L	Enh	Dragon	White or silver	Breath sac [v]	74
Frostrune Axe	Weapon (any axe)	630 2,730 10,900 58,110	U R V L	Enh	Dragon	White or silver	Pouch of scales	75
Frost & Flame	Weapon (dagger)	4,190 11,710	R V	Req	Elemental		Core of fire [v] & core of water [v]	231
Ghost Cutlass	Weapon (scimitar)	510 2,170 9,900	U R V	—	Undead	Ghost	Ethereal ichor	118
Graveshredder	Weapon (battleaxe)	3,930 11,450	R V	Req	Undead		Pouch of teeth	107
Gullinbursti Tusks	Weapon (dagger)	680 3,800 12,480	U R V	Req	Beast	Giant boar	Tusk	76
Hand of the King	Weapon (any sword)	2,490 9,700 40,030	R V L	Req[s]	Celestial	**Devourer**[*IV]	Brain	192
Heartbeater	Weapon (flail)	740 3,440 11,450	U R V	Req	Ooze	**Amalgamooze**[*III]	Heart	192
Heart Rob	Weapon (dagger)	1,760 7,890 45,620	R V L	—	Monstrosity	Shapechanger	Heart	171
Hellscape Chatterbane	Weapon (any melee)	300 1,440 6,840	U R V	—	Fiend		Pouch of teeth	143
Herculean Horn	Weapon (lance)	330 1,880 7,430	U R V	—	Fey	**Scarab**[*VI]	Pouch of claws	199
Hexecutioner Blade	Weapon (shortsword)	380 1,640	U R	—	Construct		Plating	232

[*III] Found in monster hunt: *Bones N' Roses*, in *Motes of the Divine*.
[*IV] Found in monster hunt: *Throne of the Devourer*, in *Motes of the Divine*.
[*VI] Found in monster hunt: *Garden of Dark Delights*.

Name	Metadata				Component Details			Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Hovercutter	Weapon (dagger)	550 3,910 10,800	U R V	Req	Elemental		Core of air [V]	233
Jawbone Machete	Weapon (scimitar)	310 1,300 9,930	U R V	—	Beast	Dinosaur	Pouch of teeth	93
Kill Quill	Weapon (rapier)	330 1,580 8,300	U R V	—	Construct		Phial of oil	206
King's Regret	Weapon (any sword)	760 3,480 11,150	U R V	Req	Dragon	Chromatic	Heart	217
Lance of the Crab Knight	Weapon (lance)	4,860 12,330	R V	Req	Beast	Giant crab	Pincer	63
Liberator	Weapon (any sword)	430 1,570 9,060	U R V	—	Celestial		Pouch of feathers	217
Lichslayer	Weapon (any)	2,320 47,500	R L	Req	Undead	Lich	Undying heart [V]	112
Lockshiv	Weapon (dagger)	420 1,920	U R	—	Ooze		Vesicle	112
Mace of the Torchbearer	Weapon (mace)	4,900 12,700	R V	Req	Elemental		Volatile mote of fire [V]	94
Magehunter Blade	Weapon (any sword)	3,720 10,450 72,000	R V L	Req	Monstrosity	Sphinx	Pouch of claws	113
Magnum Opus	Weapon (any sword)	700 3,720 11,950	U R V	Req	Fey		Psyche [V]	218
Many-Headed Flail	Weapon (flail)	560 3,130 11,630	U R V	Req	Monstrosity	Hydra	Pouch of teeth	242
Midnight Corrosion	Weapon (any sword)	680 3,720 11,350	U R V	Req	Dragon	Black	Breath sac [V]	182
Mithral Exsanguinator	Weapon (war crescent [W])	490 2,060 9,280	U R V	—	Magical material		Blood mithral	252
Morning Star	Weapon (morningstar)	630 4,010 10,380 57,850	U R V L	Req	Elemental		Core of fire [V]	150
Nature's Vengeance	Weapon (scimitar or sickle)	590 3,280 11,200	U R V	Req	Plant		Bundle of roots	218
Needlemonger's Sting	Weapon (rapier)	650 3,130 11,630	U R V	Req	Fey		Brain	219
Nemean Spear	Weapon (spear)	1,730 9,320	R V	—	Monstrosity		Pouch of claws	244
Pale Rage	Weapon (morningstar)	750 4,210 11,800	U R V	Req	Dragon	White	Bone	184

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Palisade	Weapon (any polearm)	930 5,450	U R	Req	Construct		Plating	108
Phantom Blade	Weapon (any sword)	790 3,520	U R	Req	Undead	Ghost	Ethereal ichor	163
Phantom Cutters	Weapon (twinblade[W])	500 2,120 10,630	U R V	—	Fey		Psyche[v]	219
Psionblade	Weapon (any sword)	860 3,780 11,250	U R V	Req	Monstrosity	Phase spider	Pouch of teeth	152
Quicksilver Blade	Weapon (any sword)	790 5,670	U R	Req	Dragon	Silver	Pouch of scales	108
Radiant Dark	Weapon (any sword)	590 4,780 11,700	U R V	Req	Celestial & fiend		Heart	220
Rapier of the Yellow King	Weapon (rapier)	10,630 57,460	V L	Req	Aberration		Main eye[v]	64
Rootbound Multiweapon	Weapon (any melee)	130 710 3,720 11,480	C U R V	Req	Plant		Bundle of roots	131
Rousing Refrain	Weapon (any sword)	430 1,600 8,310	U R V	—	Monstrosity	Harpy	Pouch of feathers	221
Runegold Conduit	Weapon (any sword)	660 2,730 10,150	U R V	Req[s]	Magical material		Runegold	253
Sawbones' Bonesaw	Weapon (any sword that deals slashing damage)	12,300 57,320	V L	Req	Giant		Tooth	109
Scalestriker	Weapon (any sword)	630 3,910 11,130	U R V	Opt	Monstrosity	Merrow	Pouch of scales	221
Scorching Wrath	Weapon (dagger)	720 3,800 11,580	U R V	Req	Monstrosity	Remorhaz	Pouch of teeth	95
Scythe of the Headless Seahorseman	Weapon (glaive or halberd)	3,910 10,750 53,000	R V L	Req	Beast	Giant sea horse	Fin	120
Sea Serpent's Tooth								
Dragon Turtle's Claw	Weapon (club or greatclub)	1,620	R	—	Dragon	Dragon turtle	Pouch of claws	62
Kraken's Beak	Weapon (club or greatclub)	36,790	L	—	Monstrosity	Kraken	Beak	62
Sea Serpent's Tooth	Weapon (club or greatclub)	8,240	V	—	Dragon		Pouch of teeth	62
Seashell Weapon	Weapon (any)	30 310	C U	—	Beast		Fin	129
Sevenfold Reaper	Weapon (any sword)	780 2,790 11,280	U R V	Req	Plant		Pouch of leaves	222
Sharktooth	Weapon (greatsword or longsword)	4,900 14,430	R V	Req	Beast	Giant shark	Pouch of teeth	126

Name	Metadata				Component Details			Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Singularity	Weapon (quarterstaff)	590 4,150 9,700	U R V	Req	Aberration		Brain	153
Sir Wrenchinald the Third	Weapon (mace)	2,320 11,880	R V	Req	Fey		Psyche [v]	88
Sparkblade								
Sparkblade Mk. 1	Weapon (any sword)	720	U	Req	Dragon	Blue or bronze	Breath sac [v]	88
Sparkblade Mk. 2	Weapon (any sword)	2,320	R	Req	Dragon	Blue or bronze	Breath sac [v]	88
Sparkblade Mk. 3	Weapon (any sword)	10.080	V	Req	Dragon	Blue or bronze	Breath sac [v]	88
Sparkblade Mk. 4	Weapon (any sword)	45,140	L	Req	Dragon	Blue or bronze	Breath sac [v]	88
Spear of the Stormsinger	Weapon (quarterstaff)	550 5,180 12,200	U R V	Req	Dragon	Blue or bronze	Breath sac [v]	78
Spellbreaker	Weapon (war pick)	710 2,970 12,850	U R V	Req	Magical material		Cold iron	253
Springwing	Weapon (scimitar)	650 3,670 11,900	U R V	Opt	Fey		Pouch of feathers	265
Starforged Weapon	Weapon (any)	1,810 8,360 41,800	R V L	—	Fiend		Pouch of dust	155
Starrunner's Twinblade	Weapon (twinblade [w])	860 4,680 12,400	U R V	Opt	Aberration		Brain	155
Stellar Remnant	Weapon (any sword)	460 1,560 8,530	U R V	—	Magical material		Cosmic iron	222
Storm's Eye	Weapon (any sword)	720 2,410 10,910	U R V	Req	Elemental		Volatile mote of air [v]	223
Stungunblade	Weapon (any sword)	710 3,320 10,680	U R V	Req	Construct	**Divine-infused** [*v]	Arcanothermic core	236
Summoner's Sickle	Weapon (sickle)	520 2,180 9,100	U R V	Req	Fiend	Imp	Bone	208
Suneater Axe	Weapon (any axe)	4,800 14,030 62,300	R V L	Req	Celestial		Pouch of teeth	79
Sunken Anchor	Weapon (war pick)	500 3,970 13,200	U R V	Req	Monstrosity		Antler	121
Sunken Slasher	Weapon (any sword)	510 3,360 10,600	U R V	Req	Elemental		Volatile mote of water [v]	224
Sunsplitter	Weapon (spear)	800 5,490 14,800	U R V	Req	Elemental		Core of fire [v]	267
Technomancer Staff	Weapon (quarterstaff)	1,880 11,580 63,550	R V L	Req	Elemental		Core of air [v]	89

[*v] Found in monster hunt: *Forge of the Divine Machine*, in *Motes of the Divine*.

Name	Metadata				Component Details			Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
That-Which-Hungers	Weapon (any sword)	700 2,730 11,900	U R V	Req	Aberration		Brain	225
The Crystalliser	Weapon (any hammer)	430 1,790 11,510	U R V	—	Magical material		Planar bismuth	254
Thurible of the Elder Deacon	Weapon (flail)	930 4,800	U R	Req	Aberration		Fat	71
Tidecutter	Weapon (longsword)	760 3,890 12,150 54,050	U R V L	Req	Elemental		Core of water [v]	129
Titan Feller	Weapon (any sword)	420 1,830 9,060	U R V	—	Giant		Bone	225
Trident of the Electric Eel	Weapon (trident)	870 3,300 10,350	U R V	Req	Dragon	Blue	Pouch of teeth	122
Twinspawn Maulhammer	Weapon (maul)	790 4,350	U R	Req	Aberration		Bone	71
Unmarked Grave	Weapon (any sword)	690 3.130 10,950	U R V	Req	Undead		Ethereal ichor	226
Urchin Flail	Weapon (flail)	660 4,090 12,850	U R V	Req	Beast		Stinger	122
Verdure	Weapon (any axe)	3,230 11,880	R V	Req	Fey	**Bramble Queen**[*VIII]	Heart	201
Viridian Deceiver	Weapon (any polearm)	680 4,270 12,650	U R V	Req	Dragon	Green	Pouch of scales	186
Vitalophage	Weapon (any sword)	330 1,640 8,070	U R V	—	Ooze		Vesicle	227
Warhammerhead	Weapon (any hammer)	360 1,490 9,930	U R V	—	Beast	Giant shark	Flesh	261
Weaveshaped Sword	Weapon (any sword)	550 3,930 12,950	U R V	Req[s]	Humanoid	Spellcaster	Phial of blood	227
Wings of Chaos	Weapon (any sword)	390 1,300 8,530	U R V	—	Fey		Phial of blood	228
Worldshaper	Weapon (greataxe)	15,100 72,000	V L	Req	Humanoid	Dwarf	Heart	81
Xyxlwood Sporeshiv	Weapon (dagger, rapier, or spear)	840 4,390 12,000	U R V	Req	Plant		Pouch of spores [v]	135

[*VIII] Found in monster hunt: *Queen of Shadow and Thorn*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Weapons - Ranged								
Demonic Siege Bow	Weapon (any bow)	690 3,440	U R	Req+	Fiend	Demon	Horn	141
Bloodhound's Immobiliser	Weapon (any firearm [W])	490 1,980 9,470	U R V	—	Construct	**Bloodhound**[*I]	Bone	188
Bloodshot	Weapon (any firearm [W])	500 2,040 8,300	U R V	—	Celestial		Phial of blood	140
Caster Blaster	Weapon (any firearm [W])	430 1,650 6,480	U R V	—	Construct	**Divine-infused**[*V]	Arcanothermic core	229
Crosstacean	Weapon (any crossbow)	820 3,380 13,300	U R V	Req	Beast	Giant crab	Pincer	125
Deepshot	Weapon (any firearm [W])	430 1,950 8,420	U R V	—	Dragon		Phial of blood	180
Flarefuse	Weapon (any firearm [W])	1,810 10,110	R V	—	Aberration		Heart	151
Gelid Hunter	Weapon (any crossbow)	460 1,430 7,190	U R V	—	Fey	**Jorfraust**[*VII]	Pouch of claws	262
Glimmerbolt	Weapon (any crossbow)	660 4,030 12,580	U R V	Req	Celestial		Hair	106
Lichslayer	Weapon (any)	2,320 47,500	R L	Req	Undead	Lich	Undying heart [v]	112
Piecemaker	Weapon (any firearm [W])	420 1,650 7,080	U R V	—	Elemental		Core of fire [v]	163
Railbow	Weapon (any bow)	740 4,700 10,950	U R V	Req	Construct	**Divine-infused**[*V]	Arcanothermic core	235
Seashell Weapon	Weapon (any)	30 310	C U	—	Beast		Fin	129
Shrimp Pistol	Weapon (pistol [W])	470 1,800 10,530	U R V	—	Aberration		Pouch of claws	120
Spellsling	Weapon (sling or slingshot [W])	810 3,830	U R	Opt	Humanoid	Spellcaster	Phial of blood	207
Starforged Weapon	Weapon (any)	1,810 8,360 41,800	R V L	—	Fiend		Pouch of dust	155
Stheno's Bow	Weapon (any bow)	660 3,280 10,900	U R V	Req	Monstrosity	Medusa	Eye	245
Thornbow	Weapon (any bow)	730 3,240 11,780	U R V	Req	Plant		Bark	132

[*I] Found in monster hunt: *The Twilight Hunter*, in *Motes of the Divine*.
[*V] Found in monster hunt: *Forge of the Divine Machine*, in *Motes of the Divine*.
[*VII] Found in monster hunt: *Bloodfrost of the Fey*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Willbow	Weapon (any bow)	690 3,360 13,900	U R V	Req	Undead	Will-o'-wisp	Ethereal ichor	202
Winter's End	Weapon (any bow)	540 3,140 12,450 67,680	U R V L	Req	Plant		Bundle of roots	80
Wondrous Items								
Allure	Wondrous item	690 4,900 11,300	U R V	Req	Fey		Eye	123
Amalgamask	Wondrous item	730 3,130 11,400	U R V	Req	Ooze	**Amalgamooze**[*III]	Vesicle	187
Angry Mob Starter Pack	Wondrous item	380 1,330	U R	—	Fey		Egg	103
Arcane Treaders	Wondrous item	700 2,850 10,350	U R V	Req	Fey	Blink dog	Pelt	202
Arcanowax	Wondrous item	340 1,730	U R	—, C	Celestial, fey, fiend, & undead*		Fat	157
Argent Gliders	Wondrous item	760 4,580 12,850	U R V	Req	Dragon	Silver	Pouch of scales	175
Arm'onica	Wondrous item	880 10,830	U V	Req+	Humanoid		Phial of blood	97
Astrochronometer	Wondrous item	380 9,100	U V	Req	Construct		Gears	148
Aurumplate Robes	Wondrous item	3,680 13,100	R V	Req[s]	Magical material		Runegold	246
Banner of Bloody Transfusion	Wondrous item	4,110 52,870	R L	Req	Humanoid		Phial of blood	166
Barrier Bracer	Wondrous item	610 3,600	U R	Req	Construct	**Divine-infused**[*V]	Plating	229
Bismuth Crown	Wondrous item	650 2,490 12,200	U R V	Req	Magical material		Planar bismuth	246
Blood Minister Syringe	Wondrous item	330 2,040	U R	—	Beast		Phial of blood	66
Bloodhound's Widebrim	Wondrous item	730 3,990 11,900	U R V	Req	Construct	**Bloodhound**[*I]	Pelt	188
Bloodwax	Wondrous item	310 1,120	U R	—, C	Fiend		Fat	66
Bloom Boots	Wondrous item	590 4,230 10,500	U R V	Req	Plant		Bundle of roots	262
Bracers of the Jaguar Warrior	Wondrous item	860 5,250 13,600	U R V	Req	Beast	Panther	Pelt	90

* Varies; see item description for details.
[*III] Found in monster hunt: *Bones N' Roses*, in *Motes of the Divine*.
[*I] Found in monster hunt: *The Twilight Hunter*, in *Motes of the Divine*.
[*V] Found in monster hunt: *Forge of the Divine Machine*, in *Motes of the Divine*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Bramble Lace Gloves	Wondrous item	590 3,200 11,800	U R V	Req	Fey	**Bramble Queen**[*VIII]	Pouch of thorns	196
Brawler's Wraps	Wondrous item	50	C	—	Giant	Hill	Skin	295
Brazen Shelter	Wondrous item	650 3,870 11,050	U R V	Req	Dragon	Brass	Fat	177
Candlelight Mitre	Wondrous item	730 3,440 11,500	U R V	Req	Elemental	**Pontiff**[*II]	Candleplume	190
Ceremonial Mask	Wondrous item	520 4,230 14,000	U R V	Req[s]	Undead		Undying flesh	67
Cloak of the Cnidaran	Wondrous item	690 2,420 10,500	U R V	Req	Fey	Sea hag	Skin	124
Cloak of the Dunamancer	Wondrous item	510 3,520 13,100	U R V	Req	Aberration		Hide	148
Cloak of the Moth Rider	Wondrous item	670 4.290 11,080	U R V	Req	Fey	**Adelifae**[*VI]	Wings	197
Clockwork Wyvern	Wondrous item	1,080	R	Req	Construct		Lifespark[v]	83
Clutching Crown	Wondrous item	2,790 10,680 48,280	R V L	Req	Celestial	**Devourer**[*IV]	Bone	190
Commander's Badge of Authority								
Constable's Badge of Authority	Wondrous item	540	U	Opt	Fey		Brain	158
Commander's Badge of Authority	Wondrous item	4,020	R	Opt	Fey		Brain	158
Director's Badge of Authority	Wondrous item	12,140	V	Opt	Fey		Brain	158
Coralborn Harp	Wondrous item	2,420 10,730	R V	Req	Fey		Hair	124
Cranium Rat Cowl	Wondrous item	690 4,070 12,600 62,830	U R V L	Req	Aberration	Rat	Brain	168
Crystal Seer	Wondrous item	730 3,360 12,730	U R V	Req	Dragon	Crystal	Eye	179
Cultist Robes								
Cultist Robes of the Acolyte	Wondrous item	670	U	Req[s]	Aberration		Hide	67
Cultist Robes of the Chosen	Wondrous item	2,400	R	Req[s]	Aberration		Hide	67
Cultist Robes of the Prophet	Wondrous item	11,260	V	Req[s]	Aberration		Hide	67
Dark Candle	Wondrous item	310 6,200	U V	—, C	Undead		Rancid fat	68
Dead Man's Chalice	Wondrous item	50 2,780	C R	—	Undead		Ethereal ichor	68
Deathfibrillator	Wondrous item	430 1,810	U R	—	Construct		Lifespark[v]	168

[*II] Found in monster hunt: *Flames of the Faithful*, in *Motes of the Divine*.
[*IV] Found in monster hunt: *Throne of the Devourer*, in *Motes of the Divine*.
[*VI] Found in monster hunt: *Garden of Dark Delights*.
[*VIII] Found in monster hunt: *Queen of Shadow and Thorn*.

Name	Metadata				Component Details			Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Dingotamatone	Wondrous item	770 5,630 10,580	U R V	Req	Fey		Psyche [v]	255
Drakenhorn	Wondrous item	440 10,400	U V	Req	Dragon		Horn	74
Emberink Stationery	Wondrous item	4,230 14,200	R V	Req	Fiend		Phial of blood	142
Emerald Archive	Wondrous item	730 3,910 11,400	U R V	Opt	Dragon	Emerald	Pouch of scales	181
Epipentagram	Wondrous item	430 2,010	U R	—	Fiend		Bone	169
Eye of the Planesrunner	Wondrous item	620 2,490 10,400	U R V	Req+	Humanoid	Spellcaster	Eye	97
Flesh Symbiont, Hand	Wondrous item	670 3,740	U R	Req+	Humanoid		Pouch of teeth	98
Flesh Symbiont, Heart	Wondrous item	2,250 9,290	R V	—	Humanoid		Heart	98
Flumfpot	Wondrous item	380 1,700	U R	—	Aberration		Tentacle	128
Flyleaf Familiar	Wondrous item	560 2,730	U R	Req	Construct		Instructions	204
Garb of Euryale	Wondrous item	650 2,950 12,180	U R V	Req	Monstrosity	Medusa	Eye	240
Garlycanthrope	Wondrous item	460	U	—	Plant		Poison gland	105
Gloves of Finger Guns	Wondrous item	820 4,700	U R	Req[s]	Fey		Skin	205
Golden Glory	Wondrous item	3,830 13,400 64,140	R V L	Req	Dragon	Gold	Pouch of scales	182
Grasping Mantle	Wondrous item	4,070 12,250 56,280	R V L	Req	Celestial	**Devourer***[IV]	Skin	191
Gravity Cube	Wondrous item	1,900 8,010	R V	—	Construct		Plating	151
Griffon's Cloak	Wondrous item	500 4,780 13,900	U R V	Req	Monstrosity	Griffon	Pouch of feathers	257
Happy Healper	Wondrous item	1,390 7,830 24,980	R V L	—	Celestial		Liver	170
Hat of the Hermit Hag	Wondrous item	760 3,440 8,600	U R V	Req	Fey	Hag	Brain	118
Heart of Stone	Wondrous item	740 1,630 9,100	U R V	Req	Fiend		Soul [v]	142
Heavy Mobile Drill	Wondrous item	710 5,140	U R	Req	Elemental		Core of earth [v]	84

*[IV] Found in monster hunt: *Throne of the Devourer*, in *Motes of the Divine*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Helm of Iron Will	Wondrous item	530 1,940 10,900	U R V	Req	Giant	Troll	Hair	258
Helmet of the Dino Slayer	Wondrous item	3,300 11,680	R V	Req	Beast	Dinosaur	Pouch of scales	91
Helmet of the Hammerhead Knight	Wondrous item	790 2,570	U R	Req	Beast	Giant shark	Pouch of scales	126
Hex Runners	Wondrous item	790 4,110 11,150	U R V	Req	Construct	**Divine-infused**[*V]	Gears	233
Hexaminator	Wondrous item	880 3,280 13,300	U R V	Req	Aberration		Eye	232
Hospitaller's Garb	Wondrous item	2,650 12,300 74,100	R V L	Req	Fiend		Hair	171
Huntsman's Goggles	Wondrous item	730 4,110 11,200	U R V	Req	Fey	**Jorfraust**[*VII]	Heart	263
Infested Cultist's Skull	Wondrous item	430 8,880	U V	—	Humanoid	Cultist	Bone	69
Jade Skull of the Sun King	Wondrous item	4,390	R	Req[$]	Celestial	Couatl	Pouch of feathers	92
Kabuto	Wondrous item	660 3,470 11,340	U R V	Req	Fey	**Scarab**[*VI]	Horn	199
Ka-Ma-Ra	Wondrous item	50 470	C U	—	Fiend		Eye	159
Kraken Mine	Wondrous item	1.220 5,440 28,310	R V L	—, C	Monstrosity	Kraken	Liver	241
Leaden Manacles	Wondrous item	470 9,120	U V	—	Giant		Nail	111
Lenz the Inspector	Wondrous item	370 8,660	U V	—	Aberration		Eye	159
Lernaean Pendant	Wondrous item	620 3,850 12,630	U R V	Req	Monstrosity	Hydra	Liver	242
Lilypad Sunhat	Wondrous item	110 600	C U	Req	Plant		Pouch of leaves	130
Living Flute	Wondrous item	590 4,390 11,200	U R V	Req	Plant		Bark	263
Magebind Shackles	Wondrous item	1,900 8,880	R V	—	Magical material		Cold iron	251
Magician's Gloves	Wondrous item	480 2,970 13,450	U R V	Req	Undead		Ethereal ichor	258
Mapifying Glass	Wondrous item	40 330 1,640	C U R	—	Fey		Eye	259

[*V] Found in monster hunt: *Forge of the Divine Machine*, in *Motes of the Divine*.
[*VI] Found in monster hunt: *Garden of Dark Delights*.
[*VII] Found in monster hunt: *Bloodfrost of the Fey*.

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Mechanical Tail	Wondrous item	740 2,850 12,250 54,180	U R V L	Req	Construct		Phial of blood	99
Mete-ore Bracers	Wondrous item	590 3,280 10,400	U R V	Req	Magical material		Cosmic iron	252
Mimic Ship-in-a-Bottle	Wondrous item	330	U	—	Monstrosity	Mimic	Egg	118
Minoan Helm	Wondrous item	2,140 11,250	R V	Opt	Monstrosity	Minotaur	Horn	243
Mirror of Truesight	Wondrous item	370 2,070 9,700	U R V	—	Fiend		Eye	144
Monkey's Paw	Wondrous item	2,380 12,280 65,450	R V L	Req	Fiend	Devil	Soul	259
Owlsight Goggles	Wondrous item	470 1,830	U R	—	Beast	Giant owl	Eye	84
Orb of the Prescient Protector	Wondrous item	690 4,740 11,650	U R V	Req	Aberration		Main eye [v]	206
Origami Animals								
Origami Beetle	Wondrous item	40	C	—, C	Plant		Pouch of leaves	160
Origami Butterfly	Wondrous item	240	U	—, C	Plant		Pouch of leaves	160
Origami Gold-Leaf Dragon	Wondrous item	42,160	L	—	Plant		Pouch of leaves	161
Origami Swallow	Wondrous item	1,050	R	—, C	Plant		Pouch of leaves	162
Origami Unicorn	Wondrous item	9,230	V	—	Plant		Pouch of leaves	162
Ornate Ceramic Prosthesis	Wondrous item	660 4,780	U R	Req+	Construct	Clay golem	Flesh	99
Peeper Paintbrush	Wondrous item	600 9,800 54,180	U V L	Req	Aberration	**Peeper***	Antenna	260
Phantom Limb	Wondrous item	540 2,570	U R	Req+	Undead	Ghost	Ethereal ichor	100
Plague Docteur Masque	Wondrous item	640 2,580 10,630	U R V	—	Beast	Giant rat	Eye	172
Pluckpatch	Wondrous item	520 2,180 11,550	U R V	Req	Fiend		Skin	145
Portable Potion Press	Wondrous item	380 1,210 7,780	U R V	—	Construct		Gears	261
Preying Mantis	Wondrous item	4,390 13,250	R V	Req	Plant		Poison gland	234
Privateer Coat	Wondrous item	800 3,500	U R	Req	Beast	Lion	Hair	85
Quantum Earring of the Paranoid	Wondrous item	2,100 9,230	R V	—	Monstrosity		Antenna	153

* Found in Familiars: Chapter 8, in *Heliana's Guide to Monster Hunting*

Name	Metadata			Component Details				Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Quick-Grow Acorns	Wondrous item	180 4,010	U V	—, C	Plant		Phial of sap	264
Raven's Gown	Wondrous item	590 2,180	U V	Req	Fey		Pouch of feathers	200
Runestone of Ocean Currents	Wondrous item	380 1,640 7,250 30,230	U R V L	—	Elemental		Volatile mote of water [v]	65
Sapphire Seeker	Wondrous item	800 4,390 10,100	U R V	Req	Dragon	Sapphire	Heart	184
Scarf of Winter	Wondrous item	50	C	—	Fey	**Jorfraust**[*VII]	Hair	264
Scorch Helm	Wondrous item	690 2,520 12,290	U R V	Req	Elemental		Core of fire [v]	265
Scorching Fists	Wondrous item	390 1,870 9,060	U R V	—	Construct		Phial of oil	86
Ser Boncou Rage	Wondrous item	490 1,390 9,580	U R V	—	Monstrosity	Shapechanger	Liver	173
Silkspun Lantern	Wondrous item	470 2,180 9,350	U R V	—	Fey	Moth	Egg	200
Sleuth's Shadowcoat	Wondrous item	760 3,910 12,600	U R V	Req	Undead	Shadow	Ethereal ichor	164
Snow Wolf Cowl	Wondrous item	580 2,100 10,400	U R V	Req	Monstrosity	Winter wolf	Pelt	78
Soulkeeper Pendant	Wondrous item	4,540 12,000	R V	Opt	Celestial		Phial of blood	146
Speak No Evil	Wondrous item	50 460	C U	—	Giant		Tooth	115
Spiritual Armblade	Wondrous item	730 3,030 9,780 84,450	U R V L	Req+	Celestial		Hair	100
Tableturner	Wondrous item	30 4,940 11,030	C R V	*	Construct	**Divine-infused**[*V]	Instructions	236
Tail of the Mermalia								
Clownfish	Wondrous item	4,390	R	Req+	Beast		Fin	101
Dolphin	Wondrous item	3,930	R	Req+	Beast		Fin	101
Shark	Wondrous item	3,440	R	Req+	Beast		Fin	101
The Uplifter	Wondrous item	280 1,130 6,020	U R V	—, C	Elemental		Volatile mote of fire [v]	209

* See item for details.

*V Found in monster hunt: *Forge of the Divine Machine*, in *Motes of the Divine*.

*VII Found in monster hunt: *Bloodfrost of the Fey*.

Name	Metadata				Component Details			Pg
	Type	Value	Rarity	Att	Type	Metatag	Component	
Tortuga Cannon	Wondrous item	480 2,040 8,880	U R V	—	Dragon	Dragon turtle	Heart	185
Torture Tincture	Wondrous item	430 1,810 8,070	U R V	—	Monstrosity		Poison gland	174
Translux Candle	Wondrous item	1,120 5,370 27,320	R V L	—, C	Aberration		Fat	156
Undertaker's Cloak	Wondrous item	380 1,330 6,320 29,280	U R V L	—	Undead	Mummy	Rancid fat	110
Venus Fool's Trap	Wondrous item	3,680 10,710	R V	Req	Plant		Pouch of leaves	96
Waspberry Jam	Wondrous item	40 300	C U	—, C	Plant		Phial of sap	133
Weave Stripper	Wondrous item	380 1,670	U R	—	Aberration		Tentacle	116
Wings of Prey	Wondrous item	600 3,520 11,600	U R V	Req	Beast	Giant eagle	Pouch of feathers	102
Wings of the Hellspawn	Wondrous item	560 3,740 10,860	U R V	Req	Fiend		Skin	147
Withercap	Wondrous item	560 3,320 11,650	U R V	Req	Plant		Pouch of spores [v]	268

Enigmatic Recipes

Several items in this table have components with metatags harvestable from creatures found in a collection of hunts known collectively as *Blood of Sun & Shadow*. These are:

- *Garden of Dark Delights*
- *Bloodfrost of the Fey*
- *Queen of Shadow and Thorn*

Except for *Garden of Dark Delights*, which is included as bonus in the appendices of *Motes of the Divine*, these hunts are PDF only. You can find them through the Loot Tavern website, which you can access by clicking or scanning the QR code to the right, or by typing in the URL **heliana.lt/BoSS**.

heliana.lt/BoSS

Loot Tables

Whether you want to choose trinkets for the dragon's treasure hoard, populate the contents of a merchant's shop, or randomly determine the prize of a fantasy gashapon machine, these tables are here to help. They follow the same pattern as Magic Item Tables A - I in other 5th-edition rulesets:

- **Magic Item Table A** - common items; attunement, non-attunement, and consumable.
- All items are either consumable or, in a few, choice-cases non-attunement:
  - ◊ **Magic Item Table B** - uncommon.
  - ◊ **Magic Item Table C** - rare.
  - ◊ **Magic Item Table D** - very rare.
  - ◊ **Magic Item Table E** - legendary.
- All items are not consumable. The lower numbers are non-attunement, and higher numbers are attunement:
  - ◊ **Magic Item Table F** - uncommon items.
  - ◊ **Magic Item Table G** - rare items.
  - ◊ **Magic Item Table H** - very rare items.
  - ◊ **Magic Item Table I** - legendary items.

Choosing Tables. You can use these new tables, in addition to those in other 5e books. To do so, roll the die in the left hand column (typically a d4 or a d10) of each table when you roll the d100. If the result is one of the options in the table below, consult the tables in other 5e books. Otherwise, use the specified table in this book.

Table	Table Choosing Die	Core 5e Result
A	d4	1-2
B	d4	1-2
C	d4	1-2
D	d4	1-2
E	d4	1-2
F	d4	1
G	d10	1-2
H	d10	1-2
I	d10	1-2

Rarity Variants. As explained in Chapter 4: Magic Items, this book contains rarity variants—differing versions of the same items with effects balanced at those rarities. Instructions on how to change the effects of a magic item when using a rarity variant are written at the bottom of each item.

Boss Items. As in the previous section, item names in **bold** are crafted from boss monster components.

Pages. The number in this column indicates on which page the item's text can be found.

Tables A2-E2

The items in these tables cover all consumable items, progressing in rarity from common to legendary in tables A to E, respectively. There are also a couple of choice, low power non-attunement items. In all cases, you can choose between these tables and those in the core 5e books by rolling a **d4**; on a 1-2, use the tables in the core 5e books, on a 3-4, use the tables here.

Magic Item Table A2

d4	d100	Magic Item	Page
3-4	01-28	*Origami Beetle*	160
3-4	29-56	*Waspberry Jam*	133
3-4	57-60	*Andvaranaut*	72
3-4	61-64	*Brawler's Wraps*	295
3-4	65-68	*Dead Man's Chalice*	68
3-4	69-72	*Lilypad Sunhat*	130
3-4	73-76	*Ka-Ma-Ra*	159
3-4	77-80	*Mapifying Glass*	259
3-4	81-84	*Rootbound Multiweapon*	131
3-4	85-88	***Scarf of Winter***	264
3-4	89-92	*Seashell Weapon*	129
3-4	93-96	*Speak No Evil*	115
3-4	97-00	***Tableturner***	236

Magic Item Table B2

d4	d100	Magic Item	Page
3-4	01-08	*Arcanowax*	157
3-4	09-16	*Bloodwax*	66
3-4	17-24	*Dark Candle*	68
3-4	25-32	*Juice of Partial Polymorph*	205
3-4	33-40	*Leeching Slug*	93
3-4	41-48	*Origami Butterfly*	160
3-4	49-55	*Pitbone Arrow*	144
3-4	56-62	*Quick-Grow Acorns*	264
3-4	63-69	*The Uplifter*	209
3-4	70-76	*Waspberry Jam*	133
3-4	77-83	*Xyxlwood Arrow - Splinterstrike*	134
3-4	84-87	*Andvaranaut*	72
3-4	86-88	*Ka-Ma-Ra*	159
3-4	89-91	*Lenz the Inspector*	159
3-4	92-94	*Lilypad Sunhat*	130
3-4	95-97	*Mapifying Glass*	259
3-4	98-00	*Plague Docteur Masque*	172

Magic Item Table C2

d4	d100	Magic Item	Page
3-4	01-08	*Arcanowax*	157
3-4	09-16	*Beast Serum*	104
3-4	17-24	*Bloodwax*	66
3-4	25-32	*Juice of Partial Polymorph*	205
3-4	33-39	*Juvenile Spawn Elixir*	70
3-4	40-46	*Kraken Mine*	241
3-4	47-53	*Origami Swallow*	162
3-4	54-60	*Pitbone Arrow*	144
3-4	61-67	*Potion of Planar Infusion*	152
3-4	68-73	*The Uplifter*	209
3-4	74-80	*Translux Candle*	156
3-4	81-86	*Voidshot*	115
3-4	87-94	*Xyxlwood Arrow - Bramblestrike*	134
3-4	95-97	*Dead Man's Chalice*	68
3-4	98-00	*Plague Docteur Masque*	172

Magic Item Table D2

d4	d100	Magic Item	Page
3-4	01-08	*Beast Serum*	104
3-4	09-16	*Dark Candle*	68
3-4	17-24	*Leeching Slug*	93
3-4	25-32	*Juvenile Spawn Elixir*	70
3-4	33-40	*Kraken Mine*	241
3-4	41-48	*Pitbone Arrow*	144
3-4	49-56	*Potion of Planar Infusion*	152
3-4	57-64	*Quick-Grow Acorns*	264
3-4	65-73	*The Uplifter*	209
3-4	74-82	*Translux Candle*	156
3-4	83-91	*Voidshot*	115
3-4	92-00	*Xyxlwood Arrow - Tanglestrike*	134

Magic Item Table E2

d4	d100	Magic Item	Page
3-4	1-50	*Kraken Mine*	241
3-4	51-00	*Translux Candle*	156



Mapifying Glass



Kraken Mine



Preying Mantis



Origami Gold-Leaf Dragon

Michelle Mueller

Tables F2-F4

The items in these tables cover non-consumable items of uncommon rarity. When you roll to decide on the item, also roll a **d4** and consult the table to the right to determine which table to use.

Table F Randomiser

d4	Table
1	Core 5e rules
2	F2
3	F3
4	F4

Magic Item Table F2

d4	d100	Magic Item	Page
2	01-03	*Abyssal Bane*	138
2	04-06	*Angry Mob Starter Pack*	103
2	07-09	*Axe of the Cretan Bull*	238
2	10-12	*Blade of Prey*	210
2	13-15	*Blood Minister Syringe*	66
2	16-17	***Bloodhound's Caress***	187
2	18-19	***Bloodhound's Immobiliser***	188
2	20-21	*Bloodletter Opener*	167
2	22-23	*Bloodlust*	139
2	24-25	*Bloodshot*	140
2	26-27	***Candlebrand Ring***	189
2	28-29	***Caster Blaster***	229
2	30-31	*Coral Crusher*	123
2	32-33	*Coralborn Ring*	117
2	34-35	*Dagger of the Deep*	61
2	36-37	*Deathfibrillator*	168
2	38-39	*Deepshot*	180
2	40-41	*Demonbane Armour*	141
2	42-43	*Electro-Immolator*	216
2	44-45	*Epipentagram*	169
2	46-47	*Eyes of the Forgotten*	62
2	48	*Aldrnari Blade*	72
2	49	*Allfather's Eye*	73
2	50	*Allure*	123
2	51	***Amalgamask***	187
2	52	*Aperture Sword*	210
2	53	*Arcane Treaders*	202
2	54	*Argent Gliders*	175
2	55	*Arm'onica*	97
2	56	*Astrochronometer*	148
2	57	*Azulash*	176
2	58	***Barrier Bracer***	229
2	59	*Baton of the Mindbender*	203
2	60	***Beetle Buckler***	195
2	61	*Bismuth Crown*	246
2	62	*Blast & Slash*	82
2	63	***Black Bloom***	196
2	64	*Bleeding Edge*	211
2	65	*Blood Drinker*	139
2	66	***Bloodhound's Widebrim***	188
2	67	*Bloom Boots*	262
2	68	*Bracers of the Jaguar Warrior*	90
2	69	***Bramble Lace Gloves***	196
2	70	*Brazen Shelter*	177
2	71	*Broken Promise*	211
2	72	*Bronze Bulwark*	177
2	73	*Buzzkill*	212
2	74	***Candlelight Mitre***	190
2	75	*Catclaw & Sharkfin*	255
2	76	*Ceremonial Mask*	67
2	77	*Cloak of the Cnidaran*	124
2	78	*Cloak of the Dunamancer*	148
2	79	***Cloak of the Moth Rider***	197
2	80	*Consecrated Weapon*	249
2	81	*Constable's Badge of Authority*	158
2	82	*Copper Cuirass*	178
2	83	*Coral Wand*	117
2	84	*Coruscant Cutlass*	213
2	85	*Cosmic Starknife*	250
2	86	*Coward's Bane*	214
2	87	*Cranium Rat Cowl*	168
2	88	*Crosstacean*	125
2	89	*Crystal Seer*	179
2	90	*Cultist Robes of the Acolyte*	67
2	91	*Curse of Three*	214
2	92	*Demonic Siege Bow*	141
2	93	*Desire*	215
2	94	*Dingotamatone*	255
2	95	*Drakenhorn*	74
2	96	*Dungeoneer's Shield*	256
2	97	*Emerald Archive*	181
2	98	*Epiphany*	216
2	99	*Evening Moon*	149
2	00	*Eye of the Planesrunner*	97

Magic Item Table F3

d4	d100	Magic Item	Page
3	01-03	*Firebird's Touch*	239
3	04-05	*Fishfolk Sword*	62
3	06-07	*Flashfreezer*	230
3	08-09	*Flumfpot*	128
3	10-11	*Garlycanthrope*	105
3	12-13	***Gelid Hunter***	262
3	14-15	*Gentleman's Umbershield*	105
3	16-17	*Ghost Cutlass*	118
3	18-19	*Hellscape Chatterbane*	143
3	20-21	***Herculean Horn***	199
3	22-23	*Hexecutioner Blade*	232
3	24-25	*Infested Cultist's Skull*	69
3	26-27	*Jawbone Machete*	93
3	28-29	*Kill Quill*	206
3	30-31	*Leaden Manacles*	111
3	32-33	*Liberator*	217
3	34-35	*Lockshiv*	112
3	36-37	*Longshot - Red Restoration*	172
3	38-39	*Mimic Ship-in-a-Bottle*	118
3	40-41	*Mirror of Truesight*	144
3	42-43	*Mithral Exsanguinator*	252
3	44-45	*Owlsight Goggles*	84
3	46-47	*Phantom Cutters*	219
3	48-49	*Piecemaker*	163
3	50-51	*Portable Potion Press*	261
3	52	*Felix's Hammer of Fury*	257
3	53	*Firebird's Plumage*	238
3	54	*Flesh Symbiont, Hand*	98
3	55	***Flutterblade***	198
3	56	*Flutterby Rod*	130
3	57	*Flyleaf Familiar*	204
3	58	*Frostrune Axe*	75
3	59	*Garb of Euryale*	240
3	60	*Glimmerbolt*	106
3	61	*Gloves of Finger Guns*	205
3	62	*Griffon's Cloak*	257
3	63	*Gullinbursti Tusks*	76
3	64	*Hat of the Hermit Hag*	118
3	65	*Heart of Stone*	142
3	66	***Heartbeater***	192
3	67	*Heavy Mobile Drill*	84
3	68	*Helm of Iron Will*	258
3	69	*Helmet of the Hammerhead Knight*	126
3	70	***Hex Runners***	233
3	71	*Hexaminator*	232
3	72	*Hovercutter*	233
3	73	***Huntsman's Goggles***	263
3	74	***Kabuto***	199
3	75	*King's Regret*	217
3	76	*Kraken-on-a-Stick*	241
3	77	*Lernaean Pendant*	242
3	78	*Living Flute*	263
3	79	*Magehunter Bulwark*	113
3	80	*Magician's Gloves*	258
3	81	*Magnum Opus*	218
3	82	***Maiden's Tower***	193
3	83	*Many-Headed-Flail*	242
3	84	*Mechanical Tail*	99
3	85	*Mete-ore Bracers*	252
3	86	*Midnight Corrosion*	182
3	87	*Morning Star*	150
3	88	*Nature's Vengeance*	218
3	89	*Needlemonger's Sting*	219
3	90	*Nemean Cuirass*	244
3	91	*Orb of the Prescient Protector*	206
3	92	*Ornate Ceramic Prosthesis*	99
3	93	*Overgrown Barkshield*	94
3	94	*Pale Rage*	184
3	95	*Palisade*	108
3	96	*Peeper Paintbrush*	260
3	97	*Phantom Blade*	163
3	98	*Phantom Limb*	100
3	99	*Plate of the Magehunter Sergeant*	114
3	00	*Pluckpatch*	145



Jawbone Machete



Allfather's Eye

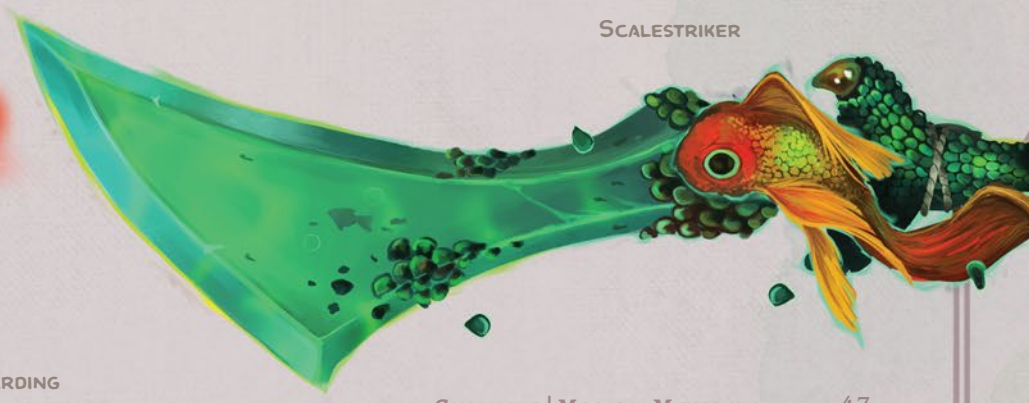
R: Mathieu Clochard; L: Mohammed Bellafquih

Magic Item Table F4

d4	d100	Magic Item	Page
4	01-03	*Rousing Refrain*	221
4	04-06	*Runestone of Ocean Currents*	65
4	07-10	*Scorching Fists*	86
4	10-12	*Scroll of Fungi*	132
4	13-14	*Seashell Weapon*	129
4	15-16	*Ser Boncou Rage*	173
4	17-18	*Shield of Retaliation*	145
4	19-20	*Shrimp Pistol*	120
4	21-22	*Silkspun Lantern*	200
4	23-24	*Sparkblade Mk. 1*	88
4	25-26	*Speak No Evil*	115
4	27-28	*Stellar Remnant*	222
4	29-30	*The Crystalliser*	254
4	31-32	*Titan Feller*	225
4	33-34	*Tortuga Cannon*	185
4	35-36	*Torture Tincture*	174
4	37-38	*Undertaker's Cloak*	110
4	39-40	*Vitalophage*	227
4	41-42	*Warhammerhead*	261
4	43-44	*Weave Stripper*	116
4	45-46	*Wings of Chaos*	228
4	47	*Privateer Coat*	85
4	48	*Psionblade*	152
4	49	*Quicksilver Blade*	108
4	50	*Radiant Dark*	220
4	51	***Railbow***	235
4	52	*Raven's Gown*	200
4	53	*Ring of Birdseye Maple*	131
4	54	*Ring of the Sunken King*	64
4	55	*Rootbound Multiweapon*	131
4	56	*Runegold Conduit*	253
4	57	*Runewarding Ring*	70
4	58	*Sapphire Seeker*	184
4	59	*Scalestriker*	221
4	60	*Sceptre of the Spellcrafter*	207
4	61	*Scorch Helm*	265
4	62	*Scorching Wrath*	95
4	63	*Sevenfold Reaper*	222
4	64	*Shadowstalker Garb*	87
4	65	*Singularity*	153
4	66	*Sleuth's Shadowcoat*	164
4	67	*Snow Wolf Cowl*	78
4	68	*Spear of the Stormsinger*	78
4	69	*Spellbreaker*	253
4	70	*Spellsling*	207
4	71	*Spiritual Armblade*	100
4	72	*Springwing*	265
4	73	*Starrunner's Twinblade*	155
4	74	*Stheno's Bow*	245
4	75	*Storm's Eye*	223
4	76	***Stungunblade***	236
4	77	*Summoner's Sickle*	208
4	78	*Sunken Anchor*	121
4	79	*Sunken Slasher*	224
4	80	*Sunsplitter*	267
4	81	***Tableturner***	236
4	82	*Taz's Zealous Retribution*	165
4	83	*That-Which-Hungers*	225
4	84	*Thornbow*	132
4	85	*Thurible of the Elder Deacon*	71
4	86	*Tidecutter*	129
4	87	*Topaz Despoiler*	185
4	88	*Trident of the Electric Eel*	122
4	89	*Twinspawn Maulhammer*	71
4	90	*Unmarked Grave*	226
4	91	*Urchin Flail*	122
4	92	*Viridian Deceiver*	186
4	93	***Waxen Sceptre***	194
4	94	*Weaveshaped Sword*	227
4	95	*Willbow*	202
4	96	*Wings of Prey*	102
4	97	*Wings of the Hellspawn*	147
4	98	*Winter's End*	80
4	99	*Withercap*	268
4	00	*Xyxlwood Sporeshiv*	135



Runewarding Ring



Scalestriker

R: Benedetta Abbate; L: Mohammed Bellafquih

Tables G2-G5

The items in these tables cover non-consumable items of rare rarity. When you roll to decide on the item, also roll a **d10** and consult the table below to determine which table to use.

Table G Randomiser

d10	Table
1-2	Core 5e rules
3-4	G2
5-6	G3
7-8	G4
9-10	G5

Magic Item Table G2

d10	d100	Magic Item	Page
3-4	01-04	*Abyssal Bane*	138
3-4	05-08	*Angry Mob Starter Pack*	103
3-4	09-12	*Axe of the Cretan Bull*	238
3-4	13-16	*Blade of Prey*	210
3-4	17-20	*Blood Minister Syringe*	66
3-4	21-23	***Bloodhound's Caress***	187
3-4	24-26	***Bloodhound's Immobiliser***	188
3-4	27-29	*Bloodletter Opener*	167
3-4	30-32	*Bloodlust*	139
3-4	33-35	*Bloodshot*	140
3-4	36-38	***Candlebrand Ring***	189
3-4	39-41	***Caster Blaster***	229
3-4	42-44	*Coral Crusher*	123
3-4	45-47	*Coralborn Ring*	117
3-4	48	*Aldrnari Blade*	72
3-4	49	*Allfather's Eye*	73
3-4	50	*Allure*	123
3-4	51	***Amalgamask***	187
3-4	52	*Amethyst Cosmos*	175
3-4	53	*Aperture Sword*	210
3-4	54	*Arcane Treaders*	202
3-4	55	*Arcanomagnetic Rings*	111
3-4	56	*Argent Gliders*	175
3-4	57	*Aurumplate Robes*	246
3-4	58	*Azulash*	176
3-4	59	*B.O.N.K. Mk. 2*	82
3-4	60	*Banner of Bloody Transfusion*	166
3-4	61	***Barrier Bracer***	229
3-4	62	*Baton of the Mindbender*	203
3-4	63	***Beetle Buckler***	195
3-4	64	*Bismuth Crown*	246
3-4	65	***Black Bloom***	196
3-4	66	*Bleeding Edge*	211
3-4	67	*Blessed Bastion*	248
3-4	68	*Blood Drinker*	139
3-4	69	*Blood Mithral Plate*	249
3-4	70	***Bloodhound's Widebrim***	188
3-4	71	*Bloom Boots*	262
3-4	72	*Bracers of the Jaguar Warrior*	90
3-4	73	***Bramble Lace Gloves***	196
3-4	74	*Branch of the Worldtree*	73
3-4	75	*Brazen Shelter*	177
3-4	76	*Breastplate of the Sunken King*	61
3-4	77	*Broken Promise*	211
3-4	78	*Bronze Bulwark*	177
3-4	79	*Buzzkill*	212
3-4	80	***Candlelight Mitre***	190
3-4	81	*Catclaw & Sharkfin*	255
3-4	82	*Ceremonial Macuahuitl*	91
3-4	83	*Ceremonial Mask*	67
3-4	84	*Cloak of the Cnidaran*	124
3-4	85	*Cloak of the Dunamancer*	148
3-4	86	***Cloak of the Moth Rider***	197
3-4	87	*Clockwork Wyvern*	83
3-4	88	***Clutching Crown***	190
3-4	89	*Commander's Badge of Authority*	158
3-4	90	*Consecrated Weapon*	249
3-4	91	*Copper Cuirass*	178
3-4	92	*Coral Wand*	117
3-4	93	*Coralborn Harp*	124
3-4	94	*Coruscant Cutlass*	213
3-4	95	*Cosmic Starknife*	250
3-4	96	*Coward's Bane*	214
3-4	97	*Cranium Rat Cowl*	168
3-4	98	*Crimson Tyrant*	179
3-4	99	*Crosstacean*	125
3-4	00	*Crystal Seer*	179

Magic Item Table G3

d10	d100	Magic Item	Page
5-6	01-03	*Dagger of the Deep*	61
5-6	04-06	*Deathfibrillator*	168
5-6	07-09	*Deepshot*	180
5-6	10-12	*Demonbane Armour*	141
5-6	13-15	*Dragon Turtle's Claw*	62
5-6	16-18	*Electro-Immolator*	216
5-6	19-21	*Epipentagram*	169
5-6	22-24	*Eyes of the Forgotten*	62
5-6	25-27	*Firebird's Touch*	239
5-6	28-30	*Flarefuse*	151
5-6	31-32	*Flashfreezer*	230
5-6	33-34	*Flesh Symbiont, Heart*	98
5-6	35-36	*Flumfpot*	128
5-6	37-38	***Gelid Hunter***	262
5-6	39-40	*Gentleman's Umbershield*	105
5-6	41-42	*Ghost Cutlass*	118
5-6	43-44	*Gravity Cube*	151
5-6	45-46	*Happy Healper*	170
5-6	47-48	*Heart Rob*	171
5-6	49-50	*Hellscape Chatterbane*	143
5-6	51-52	***Herculean Horn***	199
5-6	53-54	*Hexecutioner Blade*	232
5-6	55-56	*Jawbone Machete*	93
5-6	57	*Cultist Robes of the Chosen*	67
5-6	58	*Curse of Three*	214
5-6	59	*Demented Cultist's Scimitar*	69
5-6	60	*Demonic Siege Bow*	141
5-6	61	*Desire*	215
5-6	62	*Dingotamatone*	255
5-6	63	*Dungeoneer's Shield*	256
5-6	64	*Emberink Stationery*	142
5-6	65	*Emerald Archive*	181
5-6	66	*Epiphany*	216
5-6	67	*Evening Moon*	149
5-6	68	*Eye of the Planesrunner*	97
5-6	69	*Faerie Moon*	198
5-6	70	*Felix's Hammer of Fury*	257
5-6	71	*Firebird's Plumage*	238
5-6	72	*Flesh Symbiont, Hand*	98
5-6	73	***Flutterblade***	198
5-6	74	*Flutterby Rod*	130
5-6	75	*Flyleaf Familiar*	204
5-6	76	*Frost & Flame*	231
5-6	77	*Frostblessed*	74
5-6	78	*Frostrune Axe*	75
5-6	79	*Garb of Euryale*	240
5-6	80	*Glimmerbolt*	106
5-6	81	*Gloves of Finger Guns*	205
5-6	82	*Golden Glory*	182
5-6	83	***Grasping Mantle***	191
5-6	84	*Graveshredder*	107
5-6	85	*Griffon's Cloak*	257
5-6	86	*Gullinbursti Tusks*	76
5-6	87	***Hand of the King***	192
5-6	88	*Hat of the Hermit Hag*	118
5-6	89	*Heart of Stone*	142
5-6	90	***Heartbeater***	192
5-6	91	*Heavy Mobile Drill*	84
5-6	92	*Helm of Iron Will*	258
5-6	93	*Helmet of the Dino Slayer*	91
5-6	94	*Helmet of the Hammerhead Knight*	126
5-6	95	***Hex Runners***	233
5-6	96	*Hexaminator*	232
5-6	97	*Hospitaller's Garb*	171
5-6	98	*Hovercutter*	233
5-6	99	***Huntsman's Goggles***	263
5-6	00	*Jade Skull of the Sun King*	92



Bismuth Crown



Gloves of Finger Guns

R: Mathieu Clochard; L: Michelle Mueller



The Crystalliser



Minoan Helm



Magician's Gloves

Magic Item Table G4

d10	d100	Magic Item	Page
7-8	01-03	*Kill Quill*	206
7-8	04-06	*Liberator*	217
7-8	07-09	*Lockshiv*	112
7-8	10-12	*Longshot - Blue Benevolence*	172
7-8	13-15	*Longshot - Teal Torpor*	172
7-8	16-18	*Magebind Shackles*	251
7-8	19-21	*Mapifying Glass*	259
7-8	22-24	*Mirror of Truesight*	144
7-8	25-27	*Mithral Exsanguinator*	252
7-8	28-30	*Moonstone Dreamer*	183
7-8	31-33	*Nemean Spear*	244
7-8	34-36	*Owlsight Goggles*	84
7-8	37-38	*Phantom Cutters*	219
7-8	39-40	*Piecemaker Mk.2*	163
7-8	41-42	*Portable Potion Press*	261
7-8	43-44	*Quantum Earring of the Paranoid*	153
7-8	45-46	*Rousing Refrain*	221
7-8	47-48	*Runestone of Ocean Currents*	65
7-8	49-50	*Scorching Fists*	86
7-8	51-52	*Scroll of Fungi*	132
7-8	53	***Kabuto***	199
7-8	54	*King's Regret*	217
7-8	55	*Kraken-on-a-Stick*	241
7-8	56	*Lance of the Crab Knight*	63
7-8	57	*Lernaean Pendant*	242
7-8	58	*Lichslayer*	112
7-8	59	*Living Flute*	263
7-8	60	*Mace of the Torchbearer*	94
7-8	61	*Magehunter Blade*	113
7-8	62	*Magehunter Bulwark*	113
7-8	63	*Magician's Gloves*	258
7-8	64	*Magnum Opus*	218
7-8	65	***Maiden's Tower***	193
7-8	66	*Many-Headed Flail*	242
7-8	67	*Mechanical Tail*	99
7-8	68	*Mete-ore Bracers*	252
7-8	69	*Midnight Corrosion*	182
7-8	70	*Minoan Helm*	243
7-8	71	*Monkey's Paw*	259
7-8	72	*Morning Star*	150
7-8	73	*Nature's Vengeance*	218
7-8	74	*Needlemonger's Sting*	219
7-8	75	*Nemean Cuirass*	244
7-8	76	*Orb of the Prescient Protector*	206
7-8	77	*Ornate Ceramic Prosthesis*	99
7-8	78	*Overgrown Barkshield*	94
7-8	79	*Pale Rage*	184
7-8	80	*Palisade*	108
7-8	81	*Phantom Blade*	163
7-8	82	*Phantom Limb*	100
7-8	83	*Plate of the Magehunter Captain*	114
7-8	84	*Pluckpatch*	145
7-8	85	*Preying Mantis*	234
7-8	86	*Privateer Coat*	85
7-8	87	*Psionblade*	152
7-8	88	*Quicksilver Blade*	108
7-8	89	*Radiant Dark*	220
7-8	90	***Railbow***	235
7-8	91	*Ring of the Sunken King*	64
7-8	92	*Rootbound Multiweapon*	131
7-8	93	*Runegold Conduit*	253
7-8	94	*Runewarding Ring*	70
7-8	95	*Sapphire Seeker*	184
7-8	96	*Scalestriker*	221
7-8	97	*Sceptre of the Spellcrafter*	207
7-8	98	*Sceptre of the Sunken King*	65
7-8	99	*Scorch Helm*	265
7-8	00	*Scorching Wrath*	95

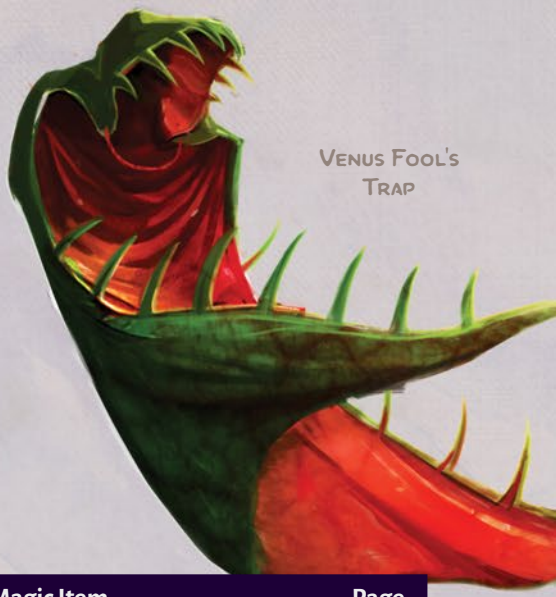
Michelle Mueller (All)



Tortuga Cannon



Verdure



Venus Fool's Trap

Magic Item Table G5

d10	d100	Magic Item	Page
9-10	01-03	*Ser Boncou Rage*	173
9-10	04-06	*Shield of Retaliation*	145
9-10	07-09	*Shrimp Pistol*	120
9-10	10-12	*Silkspun Lantern*	200
9-10	13-15	*Starfallen Force Shield*	154
9-10	16-18	*Starforged Weapon*	155
9-10	19-21	*Stellar Remnant*	222
9-10	22-24	*Sundial Ring*	266
9-10	25-27	*The Crystalliser*	254
9-10	28-30	*Titan Feller*	225
9-10	31-33	*Tortuga Cannon*	185
9-10	34-36	*Torture Tincture*	174
9-10	37-39	*Undertaker's Cloak*	110
9-10	40-42	*Vitalophage*	227
9-10	43-44	*Warhammerhead*	261
9-10	45-46	*Weave Stripper*	116
9-10	47-48	*Willbow*	202
9-10	49	*Wings of Chaos*	228
9-10	50	*Scythe of the Headless Seahorseman*	120
9-10	51	*Sevenfold Reaper*	222
9-10	52	*Shadowstalker Garb*	87
9-10	53	*Sharktooth*	127
9-10	54	*Singularity*	153
9-10	55	*Sir Wrenchinald the Third*	88
9-10	56	*Skinwalker Staff*	77
9-10	57	*Sleuth's Shadowcoat*	164
9-10	58	*Snow Wolf Cowl*	78
9-10	59	*Soulkeeper Pendant*	146
9-10	60	*Sparkblade Mk. 2*	88
9-10	61	*Spear of the Stormsinger*	78
9-10	62	*Spellbreaker*	253
9-10	63	*Spellsling*	207
9-10	64	*Spiritual Armblade*	100
9-10	65	*Springwing*	265
9-10	66	*Staff of Decay*	266
9-10	67	*Starrunner's Twinblade*	155
9-10	68	*Stheno's Bow*	245
9-10	69	*Storm's Eye*	223
9-10	70	***Stungunblade***	236
9-10	71	*Summoner's Sickle*	208
9-10	72	*Suneater Axe*	79
9-10	73	*Sunken Anchor*	121
9-10	74	*Sunken Slasher*	224
9-10	75	*Sunsplitter*	267
9-10	76	*Tail of the Mermalia (Dolphin)*	101
9-10	77	*Tail of the Mermalia (Clownfish)*	101
9-10	78	*Tail of the Mermalia (Shark)*	101
9-10	79	*Taz's Zealous Retribution*	165
9-10	80	*Technomancer Staff*	89
9-10	81	*That-Which-Hungers*	225
9-10	82	*Thornbow*	132
9-10	83	*Thurible of the Elder Deacon*	71
9-10	84	*Tidecutter*	129
9-10	85	*Topaz Despoiler*	185
9-10	86	*Trident of the Electric Eel*	122
9-10	87	*Twinspawn Maulhammer*	71
9-10	88	*Unmarked Grave*	226
9-10	89	*Urchin Flail*	122
9-10	90	*Venus Fool's Trap*	96
9-10	91	***Verdure***	201
9-10	92	*Viridian Deceiver*	186
9-10	93	***Waxen Sceptre***	194
9-10	94	*Weaveshaped Sword*	227
9-10	95	*Wings of Prey*	102
9-10	96	*Wings of the Hellspawn*	147
9-10	97	*Winter's End*	80
9-10	98	*Withercap*	268
9-10	99	*Xyxlbark Armour*	134
9-10	00	*Xyxlwood Sporeshiv*	135

L, C: Michelle Mueller ; R: Mohammed Bellafquih

Tables H2-H5

The items in these tables cover non-consumable items of very rare rarity. When you roll to decide on the item, also roll a **d10** and consult the table below to determine which table to use.

Table H Randomiser

d10	Table
1-2	Core 5e rules
3-4	H2
5-6	H3
7-8	H4
9-10	H5

Magic Item Table H2

d10*	d100	Magic Item	Page
3-4	01-04	*Abyssal Bane*	143
3-4	05-08	*Axe of the Cretan Bull*	238
3-4	09-12	*Blade of Prey*	210
3-4	13-16	***Bloodhound's Caress***	187
3-4	17-20	***Bloodhound's Immobiliser***	188
3-4	21-24	*Bloodletter Opener*	167
3-4	25-28	*Bloodlust*	139
3-4	29-32	*Bloodshot*	140
3-4	33-36	***Candlebrand Ring***	189
3-4	37-40	***Caster Blaster***	229
3-4	41-44	*Coral Crusher*	123
3-4	45-46	*Aldrnari Blade*	72
3-4	47-48	*Allfather's Eye*	73
3-4	49-50	*Allure*	123
3-4	51-52	***Amalgamask***	187
3-4	53-54	*Amethyst Cosmos*	175
3-4	55	*Aperture Sword*	210
3-4	56	*Arcane Treaders*	202
3-4	57	*Arcanomagnetic Rings*	117
3-4	58	*Argent Gliders*	175
3-4	59	*Arm'onica*	97
3-4	60	*Astrochronometer*	148
3-4	61	*Aurumplate Robes*	246
3-4	62	*Azulash*	176
3-4	63	*B.O.N.K. Mk. 2*	82
3-4	64	*Baton of the Mindbender*	203
3-4	65	***Beetle Buckler***	195
3-4	66	*Bismuth Crown*	246
3-4	67	***Black Bloom***	196
3-4	68	*Blast & Slash*	82
3-4	69	*Bleeding Edge*	211
3-4	70	*Blessed Bastion*	248
3-4	71	*Blood Drinker*	139
3-4	72	*Blood Mithral Plate*	249
3-4	73	***Bloodhound's Widebrim***	188
3-4	74	*Bloom Boots*	262
3-4	75	*Bracers of the Jaguar Warrior*	90
3-4	76	***Bramble Lace Gloves***	196
3-4	77	*Branch of the Worldtree*	73
3-4	78	*Brazen Shelter*	177
3-4	79	*Breastplate of the Sunken King*	61
3-4	80	*Broken Promise*	211
3-4	81	*Bronze Bulwark*	177
3-4	82	*Buzzkill*	212
3-4	83	***Candlelight Mitre***	190
3-4	84	*Catclaw & Sharkfin*	255
3-4	85	*Ceremonial Macuahuitl*	91
3-4	86	*Ceremonial Mask*	67
3-4	87	*Cloak of the Cnidaran*	124
3-4	88	*Cloak of the Dunamancer*	148
3-4	89	***Cloak of the Moth Rider***	197
3-4	90	***Clutching Crown***	190
3-4	91	*Consecrated Weapon*	249
3-4	92	*Copper Cuirass*	178
3-4	93	*Coralborn Harp*	124
3-4	94	*Coruscant Cutlass*	213
3-4	95	*Cosmic Starknife*	250
3-4	96	*Coward's Bane*	214
3-4	97	*Cranium Rat Cowl*	168
3-4	98	*Crimson Tyrant*	179
3-4	99	*Crosstacean*	125
3-4	00	*Crystal Seer*	179

Bloodshot



Argent Gliders



R: Michelle Mueller; L: Mohammed Bellafquih

Magic Item Table H3

d10	d100	Magic Item	Page
5-6	01-03	*Dagger of the Deep*	61
5-6	04-06	*Deepshot*	180
5-6	07-09	*Demonbane Armour*	141
5-6	10-12	*Electro-Immolator*	216
5-6	13-15	*Eyes of the Forgotten*	62
5-6	16-18	*Firebird's Touch*	239
5-6	19-21	*Fishfolk Sword*	62
5-6	22-24	*Flarefuse*	151
5-6	25-27	*Flashfreezer*	230
5-6	28-30	*Flesh Symbiont, Heart*	98
5-6	31-33	***Gelid Hunter***	262
5-6	34-36	*Gentleman's Umbershield*	105
5-6	37-39	*Ghost Cutlass*	118
5-6	40-42	*Gravity Cube*	151
5-6	43-45	*Happy Healper*	170
5-6	46-48	*Heart Rob*	171
5-6	49-50	*Hellscape Chatterbane*	143
5-6	51-52	***Herculean Horn***	199
5-6	53-54	*Infested Cultist's Skull*	69
5-6	55-56	*Jawbone Machete*	93
5-6	57-58	*Leaden Manacles*	111
5-6	59	*Kill Quill*	206
5-6	60	*Cultist Robes of the Prophet*	67
5-6	61	*Curse of Three*	214
5-6	62	*Demented Cultist's Scimitar*	69
5-6	63	*Desire*	215
5-6	64	*Dingotamatone*	255
5-6	65	*Director's Badge of Authority*	158
5-6	66	*Drakenhorn*	74
5-6	67	*Dungeoneer's Shield*	256
5-6	68	*Emberink Stationery*	142
5-6	69	*Emerald Archive*	181

d10	d100	Magic Item	Page
5-6	70	*Epiphany*	216
5-6	71	*Evening Moon*	149
5-6	72	*Eye of the Planesrunner*	97
5-6	73	*Faerie Moon*	198
5-6	74	*Felix's Hammer of Fury*	257
5-6	75	*Firebird's Plumage*	238
5-6	76	***Flutterblade***	198
5-6	77	*Flutterby Rod*	130
5-6	78	*Frost & Flame*	231
5-6	79	*Frostblessed*	74
5-6	80	*Frostrune Axe*	75
5-6	81	*Garb of Euryale*	240
5-6	82	*Glimmerbolt*	106
5-6	83	*Golden Glory*	182
5-6	84	***Grasping Mantle***	191
5-6	85	*Graveshredder*	107
5-6	86	*Griffon's Cloak*	257
5-6	87	*Gullinbursti Tusks*	76
5-6	88	***Hand of the King***	192
5-6	89	*Hat of the Hermit Hag*	118
5-6	90	*Heart of Stone*	142
5-6	91	***Heartbeater***	192
5-6	92	*Helm of Iron Will*	258
5-6	93	*Helmet of the Dino Slayer*	91
5-6	94	***Hex Runners***	233
5-6	95	*Hexaminator*	232
5-6	96	*Hospitaller's Garb*	171
5-6	97	*Hovercutter*	233
5-6	98	***Huntsman's Goggles***	263
5-6	99	*Isfjell, Ring of Icebergs*	76
5-6	00	***Kabuto***	199



Frost & Flame

Michelle Mueller



Moonstone Dreamer

Stellar Remnant

Magic Item Table H4

d10	d100	Magic Item	Page
7-8	01-03	*Lenz the Inspector*	159
7-8	04-06	*Liberator*	217
7-8	07-09	*Longshot - Indigo Insanity*	172
7-8	10-12	*Magebind Shackles*	251
7-8	13-15	*Mirror of Truesight*	144
7-8	16-18	*Mithral Exsanguinator*	252
7-8	19-21	*Moonstone Dreamer*	183
7-8	22-24	*Nemean Spear*	244
7-8	25-27	*Origami Unicorn*	162
7-8	28-30	*Phantom Cutters*	219
7-8	31-33	*Piecemaker Mk.3*	163
7-8	34-36	*Plague Docteur Masque*	172
7-8	37-39	*Portable Potion Press*	261
7-8	40-42	*Quantum Earring of the Paranoid*	153
7-8	43-45	*Rousing Refrain*	221
7-8	46-48	*Runestone of Ocean Currents*	65
7-8	49-51	*Sea Serpent's Tooth*	62
7-8	52-54	*Scorching Fists*	86
7-8	55-56	*Scroll of Fungi*	132
7-8	57	*King's Regret*	217
7-8	58	*Kraken-on-a-Stick*	241
7-8	59	*Lance of the Crab Knight*	63
7-8	60	*Lernaean Pendant*	242
7-8	61	*Living Flute*	263
7-8	62	*Mace of the Torchbearer*	94
7-8	63	*Magehunter Blade*	113
7-8	64	*Magehunter Bulwark*	113
7-8	65	*Magician's Gloves*	258
7-8	66	*Magnum Opus*	218
7-8	67	***Maiden's Tower***	193
7-8	68	*Many-Headed Flail*	242
7-8	69	*Mechanical Tail*	99
7-8	70	*Mete-ore Bracers*	252
7-8	71	*Midnight Corrosion*	182
7-8	72	*Minoan Helm*	243
7-8	73	*Monkey's Paw*	259
7-8	74	*Morning Star*	150
7-8	75	*Nature's Vengeance*	218
7-8	76	*Needlemonger's Sting*	219
7-8	77	*Nemean Cuirass*	244
7-8	78	*Orb of the Prescient Protector*	206
7-8	79	*Overgrown Barkshield*	94
7-8	80	*Pale Rage*	184
7-8	81	*Peeper Paintbrush*	260
7-8	82	*Plate of the Magehunter General*	114
7-8	83	*Pluckpatch*	145
7-8	84	*Preying Mantis*	234
7-8	85	*Psionblade*	152
7-8	86	*Radiant Dark*	220
7-8	87	***Railbow***	235
7-8	88	*Rapier of the Yellow King*	64
7-8	89	*Raven's Gown*	200
7-8	90	*Ring of Birdseye Maple*	131
7-8	91	*Rootbound Multiweapon*	131
7-8	92	*Runegold Conduit*	253
7-8	93	*Runewarding Ring*	70
7-8	94	*Sapphire Seeker*	184
7-8	95	*Sawbones' Bonesaw*	109
7-8	96	*Scalestriker*	221
7-8	97	*Sceptre of the Spellcrafter*	207
7-8	98	*Sceptre of the Sunken King*	65
7-8	99	*Scorch Helm*	265
7-8	00	*Scorching Wrath*	95

Mohammed Bellafquih



Soulkeeper Pendant



Weaveshaped Sword

Magic Item Table H5

d10	d100	Magic Item	Page
9-10	01-04	*Ser Boncou Rage*	173
9-10	05-08	*Shield of Retaliation*	145
9-10	09-12	*Shrimp Pistol*	120
9-10	13-16	*Silkspun Lantern*	200
9-10	17-20	*Starfallen Force Shield*	154
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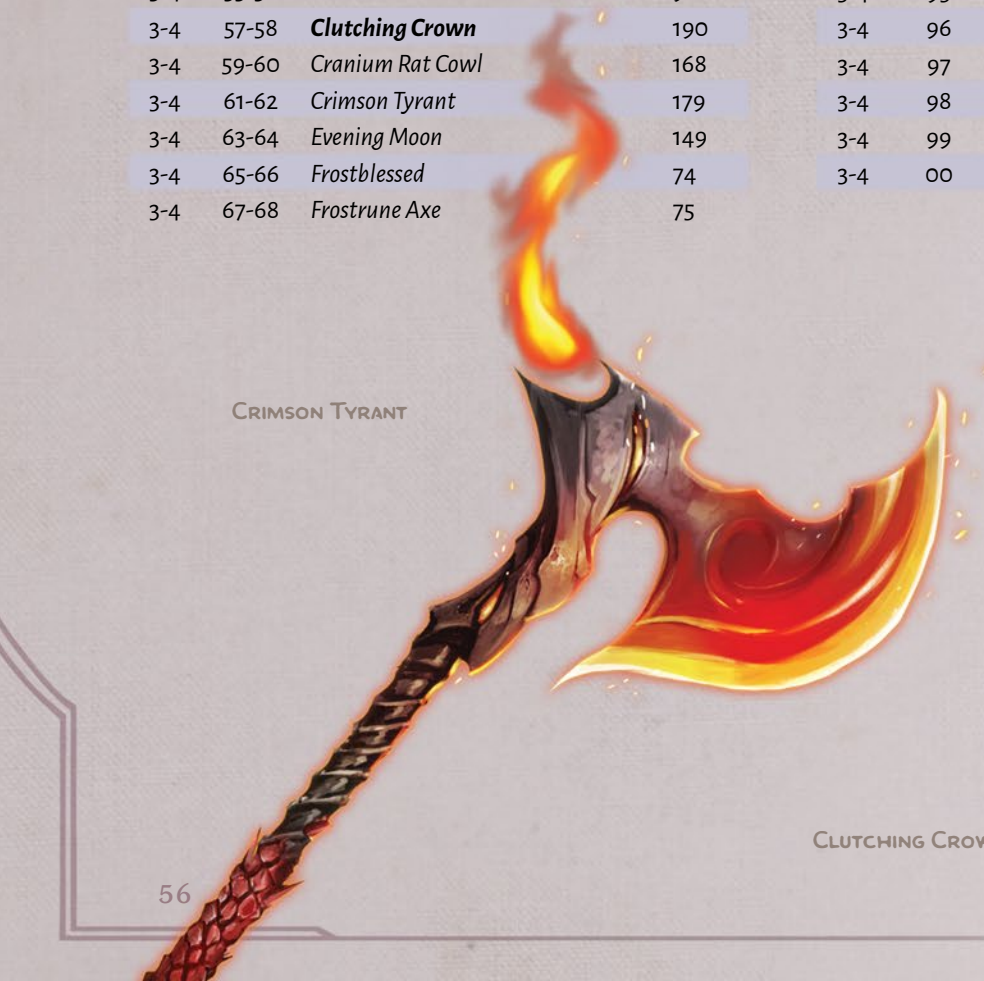
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Crimson Tyrant



Clutching Crown

Michelle Mueller (R), Mohammed Bellafquih (L); Next: Mukhlis "Sinlaire" Nur




MAGIC ITEMS
CHAPTER 4
A MENAGERIE OF MAGICAL MARVELS AWAITS

Chapter 4: Magic Items

We had an odd assortment of individuals pass through the tavern recently. I think they were druids, as they kept going on about watching each other on the 'Yew Tube'. Anyway, they inspired me to artifice an interesting array of trinkets in a theme I call 'Patrons' of Legend'.

— L'Arsene, Not a Subscriber

Magic items can range from adventuring essentials to jokey trinkets, from aesthetic baubles to character-defining treasures, and from cursed heirlooms to world-shaping artifacts. In this chapter you will find the 325 magic items that comprise this ledger! Each is built around a nugget of lore that you can weave into your world or entirely ignore.

Themes. The items in this chapter are divided into themes: groups of items that work thematically together. The themes are organised chronologically, in the order in which they were created. Within a theme, items are arranged alphabetically.

Rarity Variants. This book uses item rarity as a barometer of the item's power; the rarer the item, the more powerful it is. In general, more powerful items should be given to player characters as they reach higher levels. Most of the items in this section come with rarity variants, versions of the item balanced for different rarities.

Rarity variants allow you to present a low-level character with an item around which they can build their roleplay or combat strategies. Then, as the character levels up, youcan offer ways for the character to improve the item: quests, craftspeople, and the upgrade rules in *Heliana's Guide*. This increases the item's rarity (and power), allowing it to remain a useful item for that character.

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Sunken King

Breastplate of the Sunken King

Armour (medium or heavy), very rare (requires attunement)
Component: aberration chitin

When donning this armour, you hear the faint rumble of distant thundering waves as it passes over your head.

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

Lurker in the Deep. While wearing this armour, you have the following benefits:

- You can speak and understand Abyssal.
- You can breathe underwater.
- You can't float in water and instead sink at a rate of **60 feet** per round. Walking on the bed of a water body doesn't cost you extra movement.

Sunken King's Favour. As an action while wearing the armour, you can expend **1 charge** to cast the *arcane hand* spell (**+8** to hit). When cast in this way, the spell is modified as follows:

- You create two hands instead of one. They take the form of Medium spectral tentacles that sprout from the shoulders of the Breastplate. They occupy your space, move with you, and can't be moved away from you. You can only command one of the tentacles with your bonus action each turn.
- The reach of 'Clenched Fist', 'Forceful Hand', and 'Grasping Hand' is increased to **15 feet**.

Rare variant: Reduce the charges to **2** and the attack modifier to **+7**. Remove the ability to speak and understand Abyssal.

Legendary variant: Increase the attack modifier to **+9**. You have a **+1 bonus** to AC while wearing this armour.

Dagger of the Deep

Weapon (dagger), uncommon
Component: monstrosity bone

A green jewel sits like an eye in the handle of this dagger, giving life to the carved bone cuttlefish that forms its grip.

Ichorous Blight. While wielding this dagger, you can use a bonus action to imbue its next strike with an inky-black ichor that gets injected into its victim. The next time you hit a creature with the dagger before the end of your next turn, it must make a **DC 13 Constitution saving throw**. On a failure, the creature takes an additional **2d6** necrotic damage and is **blinded** for **1 minute**. On a success, it takes half as much damage and isn't blinded. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DC** to **15** and the damage to **4d6**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the **DC** to **16** and the damage to **6d6**.

Legendary variant: You gain a **+3 bonus** to attack and damage rolls made with this magic weapon. Increase the **DC** to **17** and the damage to **8d6**.



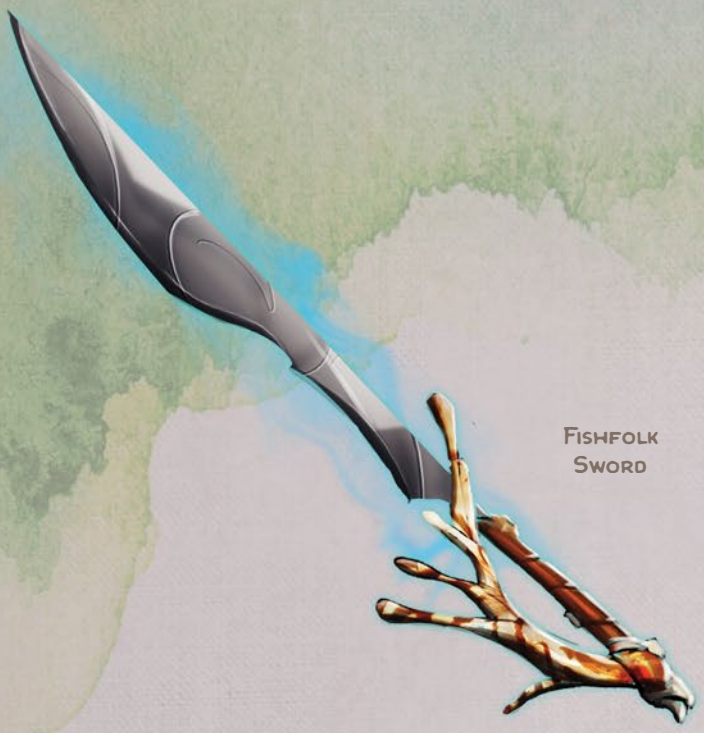
Mohammed Bellaouih

Breastplate of the Sunken King

Dagger of the Deep



Eyes of the Forgotten



Fishfolk Sword

Eyes of the Forgotten

Ring, uncommon
Component: aberration eye

The barnacle-like yellow eyes that adorn this ring flick to and fro with reptilian suddenness. When you make eye contact with one of them, brief feelings of drowsiness, terror, and nausea wash over you before the eye darts away once more.

This ring has **1 charge**, represented by a single open eye, and regains **all** expended charges daily at dawn.

Evil Eye. As an action, you can expend **1 charge**, thrusting the ring towards a creature you can see within **60 feet** of you while speaking the command word. The creature must succeed on a **DC 13 Wisdom saving throw** or be affected by a randomly determined effect from the *eyebite* spell (asleep, panicked, or sickened) 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. While a creature is under this effect, the eye on the ring becomes an inky void, imbued with dread power. When the effect ends, the eye closes.

Rare variant: Increase the charges (and number of open eyes) to **2** and the **DC** to **15**.

Very rare variant: Increase the charges (and number of open eyes) to **3** and the **DC** to **16**.

Fishfolk Sword

Weapon (any sword or dagger), uncommon
Component: elemental volatile mote of water

Coastal fishfolk typically repurpose scavenged steel from less fortunate travellers into wicked blades, adorning the hilts with coral and seashells. It is common practice to bless such a blade with water before battle; sometimes this can even attract the Deep One's blessing.

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

Blessing of the Deep. As a bonus action, you can coat this blade with water from a water source within your reach and make a quick prayer to the Deep One, expending **1 charge** and turning the coating to flawless ice for **1 minute**. While coated in ice, the blade deals an extra **1d6** cold damage to any target it hits.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

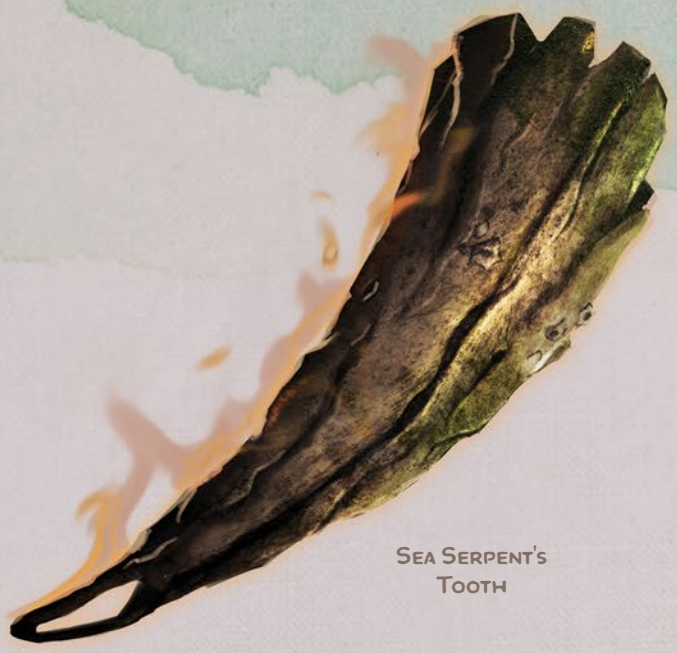
Sea Serpent's Tooth

Weapon (club or greatclub), very rare
Component: pouch of dragon teeth

Carved from the tooth of a giant sea snake, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Mohammed Bellafquih



Sea Serpent's Tooth



Lance of the Crab Knight

Sea Serpent's Might. As an action, you can slam the tooth into the ground or thrust it into a body of water, creating a shockwave in a **30-foot cone**. Each creature in the area must make a **DC 16 Strength saving throw**. On a failure, a creature takes **5d10** thunder damage and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone. Once this property of the club has been used, it can't be used again until the next dawn.

Rare variant, Dragon Turtle's Claw: Change the component to *pouch of dragon (dragon turtle) claws*. Reduce the attack and damage bonus to **+1**. Replace the Sea Serpent's Might property with the Turtle's Steam property.

Turtle's Steam. As an action, you can slash at the air or water in front of you with the claw, creating a **20-foot cone** of hot steam. Each creature in the area must make a **DC 15 Constitution saving throw**, taking **3d10** fire damage on a failed save, or half as much damage on a successful one. Being fully immersed in water doesn't grant resistance against this fire damage. This property of the club can be used three times, regaining all expended uses daily at dawn.

Legendary variant, Kraken's Beak: Change the component to *monstrosity (kraken) beak*. Increase the attack and damage bonus to **+3**. Replace the Sea Serpent's Might property with the Kraken's Storm property.

Kraken's Storm. As an action, you can swing the beak forwards, creating a crackling lightning storm in a **40-foot cone**. Each creature in the area must make a **DC 17 Dexterity saving throw**, taking **6d10** lightning damage on a failed save, or half as much damage on a successful one. Once this property of the club has been used, it can't be used again until the next dawn.

Lance of the Crab Knight

Weapon (lance), rare (requires attunement)
Component: beast (giant crab) pincer

The chitin of the giant centenary crab is some of the hardest found in the ocean, formed under the extreme pressure experienced thousands of feet below sea level.

Hydrodynamic. Being underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Crab Knight. While holding this weapon, you can cast the *phantom steed* spell. The steed always takes the form of a giant centenary crab, which has a swimming speed equal to its walking speed. Once this property of the lance has been used, it can't be used again until the next dawn.

Clawful. Once on each of your turns, you can replace one of the attacks you make with this lance as part of the Attack action with an attempt to capture a creature with it, causing the missing half of the crab's claw to appear as a spectral, shimmering force and close itself around the target. The target must succeed on a **DC 15 Strength saving throw** or be **grappled** by the lance for **1 minute**

Mohammed Bellaouih

(**escape DC 15**), until you release the target, or until you are no longer holding the lance (no action required). While you're grappling a creature with the lance, you can only use the lance to attack that creature, crushing it with the claw. These attacks deal bludgeoning damage instead of piercing damage, deal an extra **1d6** bludgeoning damage on a hit, and don't suffer from disadvantage as a result of you being within 5 feet of the target.

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

Rapier of the Yellow King

Weapon (rapier), legendary (requires attunement)
Component: aberration main eye

The guard of this slender, sickly, yellow blade houses a snake's eye that seems to follow its quarry around the room.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which deals an extra **1d4** psychic damage to any target it hits. You can speak and understand Deep Speech.

Imposing Presence. While holding this rapier, you can cast the *dominate person* spell (**save DC 17**). Once the spell has been cast in this way, it can't be cast again until the next dawn.

Shackles of Pain. As a bonus action, you can choose one creature you can see within **60 feet**. That creature must succeed on a **DC 17 Charisma saving throw** or become cursed and bound to you for **1 minute**. So long as it is on the same plane of existence as you, whenever you take damage from any source, the cursed creature takes half as much damage of the same type. This effect can be removed by any spell or effect that removes curses. Once this property of the rapier has been used, it can't be used again until the next dawn.

Very rare variant: Reduce the **DCs** to **16**. The rapier doesn't deal extra psychic damage on a hit.

Ring of the Sunken King

Ring, uncommon (requires attunement)
Component: aberration tentacle

This barnacle-encrusted band of rusted metal is always cold and wet to the touch. The way the metal twists into itself has a certain 'tentacle' quality that is only enhanced by the way it adheres to your skin when you don the ring.

Tentacle Lash. As an action, you can speak the ring's command word to cause your arm to elongate into a long, wet, suckered tentacle for **1 minute**. As part of that action, and as an action on each of your turns, you can perform a melee spell attack (**+5** to hit) against a target within **30 feet** of you. On a hit, the target takes **4d8** bludgeoning damage and, if it is a Huge or smaller creature, it must make a **DC 13 Strength saving throw**. On a failure, you can choose one of the following effects:

- The target is knocked **prone**.
- You disarm the target; you take one item or weapon the target is carrying or wielding (and that isn't fastened, e.g. armour) into your tentacled hand. If your tentacled hand isn't free, the item falls at your feet instead.

Once this property has been used, roll a **d6**. On a **1-2**, it can't be used again until the ring spends 1 continuous hour submerged in water.

Rare variant: Increase the **DC** to **15** and the damage to **6d8**.



Ring of the Sunken King

Rapier of the Yellow King

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Runestone of Ocean Currents

Wondrous item, uncommon
Component: elemental volatile mote of water

An ancient, malachite runestone from the depths of the sunken city, this stone thrums with energy and leaves whichever pocket or pouch it is stored in wet with frothy saltwater.

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

Saltbolt. As a bonus action while holding the stone, you can speak its command word, expending **1 charge** and causing a frothy, turquoise bolt of force to strike a target within **120 feet** of you. The target takes **1d6** cold damage and **1d6** force damage. A creature under the influence of the *shield* spell or similar magic takes no damage from this effect.

Rare variant: Increase the cold and force damage to **2d6** each.

Very rare variant: Increase the cold and force damage to **3d6** each.

Legendary variant: Increase the cold and force damage to **4d6** each.

Sceptre of the Sunken King

Rod, very rare (requires attunement)
Component: aberration tentacle

An ancient nautilus, a scion of the Deep One, wraps the driftwood shaft of this sceptre in its wet, rubbery tentacles. Though this nautilus appears dead and unmoving when dry, its tentacles slowly writhe while submerged in water.

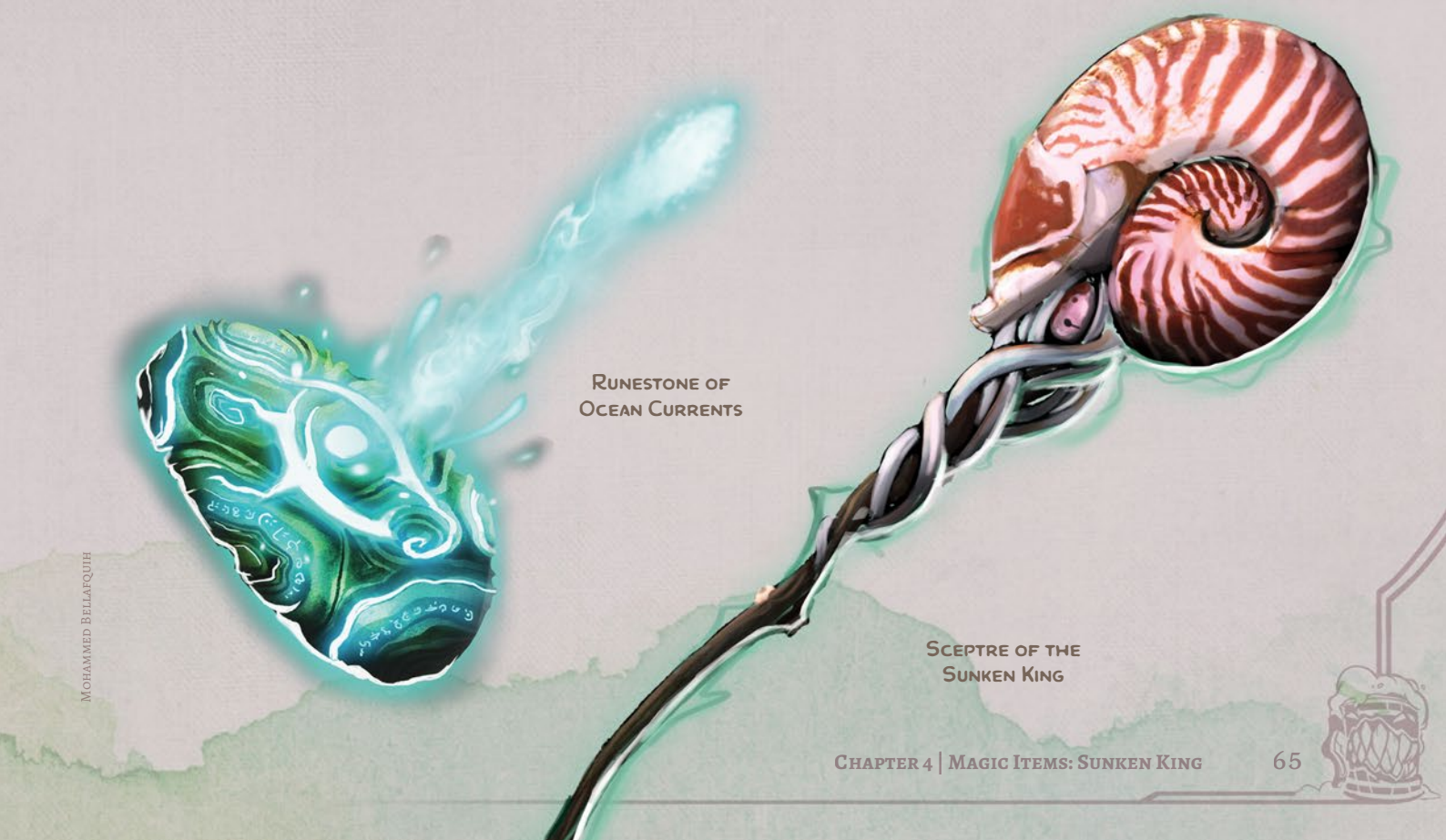
You can use the sceptre as a spellcasting focus for your spells.

Power of the Depths. While holding this rod, you gain the following benefits:

- You have **resistance** to cold damage.
- You have a swimming speed equal to your walking speed.
- While at least waist-deep in water, you have **advantage** on Strength checks and Strength saving throws, and can cast any of the following spells at any level between its normal level and 4th-level (**save DC 16**): *control water*, *create or destroy water*, *riptide**, *water breathing*. After you do so, roll a **d6**. If the result is equal to or less than the level the spell is cast at, the sceptre's eye goes dim and you can't use the rod to cast spells in this way until the next dawn.

*See Appendix A

Rare variant: Remove the option to cast spells from the Power of the Depths property.



Runestone of Ocean Currents

Sceptre of the Sunken King

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Twisted Cults

Bloodwax

Wondrous item, uncommon
Component: fiend fat

Even unlit, this candle emits an overpowering scent of sulphur and rust, which only grows more intense as the crimson wax melts under a steady flame. Its magical properties far outweigh its foul odour, however, and even the steep price one must pay in blood to use it.

Blood Trail. As an action, you can add one drop of a creature's blood to the candle, causing it to imprint on that creature. Once a *bloodwax* candle has imprinted on a creature, it can't imprint on another. You can then light the candle as an action, taking **2d8** necrotic damage as your blood is drawn from your body to form a ghastly red trail in the air, leading directly to the creature the candle has imprinted on. For every **10 minutes** that the candle remains lit, it deals another **2d8** necrotic damage to the creature who lit it. This damage can't be reduced or prevented in any way.

Once the candle has burnt for **1 hour** in total, its wax is depleted and can't be used again. Each time the candle is lit and extinguished, a minimum of 10 minutes' worth of wax is consumed.

The trail is undisturbed by wind of any strength and can't pass through solid objects, but will navigate through holes as small as 1 inch in diameter. If all paths to the creature are blocked by solid objects, the trail ends as close to the creature as possible. The candle can't distinguish between identical twins or clones, and will instead create a trail to each. If the creature is on another plane, the pall of red smoke listlessly hangs in the air.

Rare variant: While the candle is burning, you also gain the following information about the creature it's imprinted on:

- Its current emotional state, in the form of a word or short sentence.
- Whether it has fewer than all, three-quarters, one-half, or one-quarter of its hit points.
- How many spell slots it has left, if any.
- Whether it's under the effect of a spell, and which one.

Blood Minister Syringe

Wondrous item, uncommon
Component: phial of beast blood

Made of silver and glass, this peculiar apparatus magically refills with blood. A small dial around the plunger depicts carved images of beasts. Legend says blood from the sacred animal spirits of each of these species was extracted in the crafting of this macabre, performance-enhancing syringe.

Beastblood Serum. The dial around the plunger can be rotated to select one of the following symbols, changing the hue of the blood within: bear (iridescent green); bull (sanguine red); cat (silky purple); eagle (piercing yellow); fox (opulent orange); and owl (midnight blue). As an action, you can select a symbol and inject the blood in the syringe into a willing creature within your reach. The creature gains the benefits of the *enhance ability* spell that correspond to the chosen animal for **10 minutes**. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: You can rotate the vial to select two beast symbols simultaneously, causing the blood in the syringe to acquire both colours, which swirl around one another without blending together. When a creature is injected with the solution, it gains the effects of both of the selected options of the enhance ability spell, but takes **4d6** necrotic damage from the unnatural mix. This damage can't be reduced or prevented in any way. Increase the duration of the serum's effects to **1 hour**.



Bloodwax



Blood Minister Syringe

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Ceremonial Mask

Wondrous item, rare (requires attunement by a spellcaster)
Component: undead undying flesh

This smiling silver mask is lined on its back side with stained, purple velvet. It is typically donned by a cult's leader, allowing them the ability to communicate with the dark powers they worship.

Dark Empowerment. While wearing this mask, you have two additional 1st-level spell slots, which you regain daily at dawn. In addition, you can cast the *augury* and *commune* spells from the mask. Once the mask has been used to cast a spell, it can't be used to cast that spell again until the next dawn. When you cast *commune* using the mask, your questions are answered by the deity or power associated with this item: an entity of death and decay.

Curse. This mask is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. When you first don this item after attuning to it, the silver tentacles reshape and tighten around your neck. While cursed, you can't remove the mask, and each time you cast a spell, you take **1d4** psychic damage.

Uncommon variant: Remove the *commune* spell. Reduce the number of additional 1st-level spell slots to one.

Very rare variant: Replace *augury* with *true seeing*. Increase one of the two additional 1st-level spell slots to a 2nd-level one.

Cultist Robes of the Acolyte

Wondrous item, uncommon (requires attunement by a spellcaster)
Component: aberration hide

Thick, purple cloth; occult, gold embroidery; and deep pockets for hiding sacrificial daggers; the cultist's robes are everything a disenfranchised, young acolyte could hope for. As one rises through the cult's ranks, one's embroidery gets more intricate and the enchantments more powerful.

Ethereal Haunt. As an action, choose a creature within **60 feet** of you that can hear you. It must make a **DC 13 Wisdom saving throw** as occult whispers wrack its psyche. The DC for this saving throw increases by 1 for each creature friendly to you also wearing *cultist robes* within **15 feet** of you (maximum 5). On a failure, a creature takes **3d6** psychic damage, becomes **frightened** of you for **1 minute**, and must immediately use its reaction to move a distance equal to its speed away from you, avoiding obviously dangerous ground. On a success, a creature takes half as much damage, isn't frightened, and doesn't move away.



Ceremonial Mask

Cultist Robes

A creature frightened of you in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once this property of the item has been used, it can't be used again until the next dawn.

Dark Devotion. If you spend **1 hour** in prayer to the being in whose name these robes were made (which can be done as part of a short or long rest), you gain **advantage** on saving throws against being charmed or frightened until you finish a short or long rest.

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Rare variant, Cultist Robes of the Chosen: Increase the **DC** to **15** and the damage of Ethereal Haunt to **4d8**. While under the effect of Dark Devotion, you can cast *command* (**save DC 15**). Once the robes have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

Very rare variant, Cultist Robes of the Prophet: Increase the **DC** to **16** and the damage of Ethereal Haunt to **5d10**. While under the effect of Dark Devotion, you can cast the following spells (**save DC 16**): *command* and *dominate person*. Once the robes have been used to cast a spell, they can't be used to cast that spell again until the next dawn.

Dark Candle

Wondrous item, uncommon
Component: undead rancid fat

In shadowy meeting rooms beneath respectable establishments, in crypts and catacombs around the tombs of the dead, and lining hallways filled with the bodies of adventurers, these tentacle-like purple-black candles burn with a dim malice.

Eldritch Light. When found, this candle has enough wax to burn for **1 hour**. As an action, you can light this candle, causing it to emit dim light in a **15-foot radius**. Whenever a creature other than you moves within **15 feet** of the candle for the first time on its turn or starts its turn there, the creature must make a **DC 13 Dexterity saving throw** as shadowy tentacles lash out at it. The creature takes **1d6** necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more has its speed reduced to **0 feet** by the tentacles until the start of its next turn.

No amount of wind can extinguish the candle. The candle can be extinguished by you as an action, by a creature within **5 feet** of you that uses its action to make a successful **DC 15 Dexterity (Acrobatics)** check, or by the use of a *dispel magic* spell or similar magic. Each time the candle is lit and extinguished, a minimum of 10 minutes' worth of wax is consumed.

Very rare variant: Increase the **save DC** to **16**, the **DC** of the ability check to extinguish the candle to **20**, and the damage to **2d6**. If a creature fails the saving throw by 5 or more, it's also **incapacitated** until the start of its next turn.

Dead Man's Chalice

Wondrous item, rare
Component: undead ethereal ichor

The face of the Deep One adorns this mottled bronze chalice, which is filled with a purple liquid that can't be spilled. Its eyes come ablaze as one drinks from its briny depths, matching the bright amber jewels that adorn its stem. Used by pirate captains during parleys, the *dead man's chalice* is a guarantee against foul play.

Lifelink. When a creature willingly drinks from the chalice, its soul becomes linked to the item, causing one of the eyes to burst aflame. Once a second creature willingly drinks from the chalice, both eyes light up and the tentacles writhe and stretch. The two creatures' souls are linked together for the next **7 days**. During this time, if either creature dies, the other one does too, and both eyes return to a dark, waiting state.

While two souls are linked, drinking from the chalice has no effect. Unlinking the souls early can't be achieved by any means short of a *wish* spell.





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Once a creature drinks from the chalice, there is no limit to the interval before another creature must drink from it. Indeed, finding a *dead man's chalice* with one eye aflame is an intriguingly mysterious dilemma.

Common variant: While the two creatures' souls are linked, a creature doesn't die if the other dies. Instead, if one of the creatures dies, the other immediately knows that this happened and how, in the form of a word or short sentence (GM's discretion). The chalice's eyes then return to a dark, waiting state.

Demented Cultist's Scimitar

Weapon (scimitar), rare (requires attunement)
Component: pouch of aberration teeth

This obsidian blade reflects light with an opalescent sheen. The hilt is made of dead driftwood bound with ragged fabric.

Ritual Branding. As an action, you can place a brand on yourself, choosing from the list below and taking **1d8** fire damage. The brand lasts until the next dawn, or until removed by a *greater restoration* spell or similar magic. Once you brand yourself, you can't do so again until the next dawn.

- **Brand of the Devout.** As a bonus action while you hold this weapon, you can expend a number of Hit Dice up to your proficiency bonus (minimum 2). You regain one expended spell slot of a level up to half the number of Hit Dice expended.
- **Brand of the Flagellated.** When you hit a creature with an attack with this weapon, you can expend a number of Hit Dice up to your proficiency bonus, dealing an additional **2d6** damage of the attack's type per Hit Die expended.
- **Brand of the Zealot.** As a bonus action, you can expend a number of Hit Dice up to your proficiency bonus. You have **advantage** on the next number of attack rolls equal to the number of Hit Dice expended that you make before the start of your next turn.

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

Infested Cultist's Skull

Wondrous item, uncommon
Component: humanoid (cultist) bone

This humanoid skull is infested by a parasitic purple plant from an unknown plane. The longer you stare, the more you could swear that the petals sway in response to an unseen wind.

Forbidden Flower. The skull contains **7 petals**. While holding it, you can use an action to pluck a petal to cast the *guiding bolt* spell (**+5** to hit), dealing necrotic damage instead of radiant damage. The skull regrows **1d3** plucked petals daily at dawn. If you pluck the last petal, the skull crumbles to dust and is destroyed.



Demented Cultist's Scimitar

Infested Cultist's Skull

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Curse. This skull is cursed, and plucking three or more petals in a day extends this curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed, you are unwilling to part with the skull, keeping it within reach at all times, and whenever you finish a long rest, a black petal grows on your head. These black petals can't be removed physically, and any attempt to do so causes you to take **2d6** necrotic damage. If you travel to a different plane while cursed, you grow an additional **1d4** black petals. When the seventh petal has grown on your head, you die and your body turns to dust, except for your skull, which becomes a new *infested cultist's skull*. If the curse is removed, the petals on your head and the *infested cultist's skull* crumble to dust and are destroyed.

Very rare variant: Replace *guiding bolt* with *blight* (**save DC 16**).



Juvenile Spawn Elixir



Runewarding Ring

Juvenile Spawn Elixir

Potion, rare
Component: aberration egg

The pale, fleshy worm in this bottle moves sinuously through its sickly-green contents, turning to look at the nearest living creature with its unnerving, alien eyes.

When you drink this potion, you become the host of a parasitic scleraworm. The parasite burrows through your flesh, dealing **3d8** necrotic damage to you. This damage can't be reduced or prevented in any way. Upon reaching your brain, it erodes its way through your skull, appearing in the centre of your forehead.

Mutually Beneficial? For as long as you host the parasite, you have **resistance** to psychic damage and can use a bonus action to speak telepathically to creatures you can see within **30 feet** of you. You can cast the *detect thoughts* spell at will (**save DC 15**), taking **4d8** psychic damage when you do so. This damage can't be reduced or prevented in any way.

Proliferation. Whenever you finish a long rest, you must succeed on a **DC 10 Intelligence saving throw** or gain an additional eye on your head. You automatically fail if you roll a **1** on the d20. Once you have ten additional eyes, you become completely overwhelmed by the parasite and are no longer in control of your actions.

Removal. Over the course of an hour, a creature can perform an operation to remove the parasite from a willing creature. The operating creature must make two **DC 15 Wisdom (Medicine** or **surgeon's tools)** checks. If the creature succeeds on both checks, the scleraworm is removed and can be bottled. If only one is successful, there is no change. If the creature fails both checks, both patient and the scleraworm are killed.

Very rare variant: Increase the **DC** of *detect thoughts* and the ability checks to remove the parasites to **16**, and the range of the telepathy to **60 feet**. Reduce the psychic damage taken by casting detect thoughts to **2d8**.

Runewarding Ring

Ring, rare (requires attunement)
Component: phial of fiend blood

This stone ring is marked with the brand of a mysterious cult dedicated to the worship of infection and decay. Fashioned of cracked, grey stone, glowing red veins furrow its craggy surface.

This item can hold a maximum of **3 charges** and loses all charges daily at dawn. As an action while holding it, you can slice open your hand, taking **1d4** slashing damage and expending a Hit Die, and smear the fresh blood

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across the symbol. If you do, the glowing veins flare a bright, molten red, and the ring gains **1d3** charges. This slashing damage can't be reduced or prevented in any way.

Blood Ward. While wearing this ring, you can use an action to expend **1 charge** and press the ring against a nonmagical surface or object, marking it with a glowing red symbol visible only to you. The next creature other than you that comes within **5 feet** of the symbol must make a **DC 15 Constitution saving throw**, taking **5d10** necrotic damage on a failed save, or half as much damage on a successful one. A mark fades when it deals damage, after **8 hours**, or if you use the ring to create a second mark.

Uncommon variant: Reduce the **DC** to **13** and the necrotic damage to **4d8**.

Very rare variant: Increase the **DC** to **16** and the necrotic damage to **6d12**.

Thurible of the Elder Deacon

Weapon (flail), uncommon (requires attunement)
Component: aberration fat

This solid steel incense dispenser dangles at the end of a black metal chain. Heady perfume follows in the wake of the bearer of this weighty weapon.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The flail has **3 charges** and regains **1d3** expended charges daily at dawn.

Gaseous Spells. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 13**): *fog cloud* (**1 charge**), *misty step* (**2 charges**), and *stinking cloud* (**3 charges**). You can increase the spell slot level by one for each additional charge you expend.

Rare variant: Increase the **DC** to **15**, the charges to **7**, and the recharge to **1d4 + 3**. Add *cloudkill* (**5 charges**) to the list of spells you can cast using the flail.

Twinspawn Maulhammer

Weapon (maul), rare (requires attunement)
Component: aberration bone

Made of the fossilised remains of a Deep One's spawn, the holes within this double-headed maul sparkle with illusory motes of light.

As a bonus action while holding this weapon, you can separate this maul into two warhammers, or convert them back to a maul. You gain a **+2 bonus** to attack and damage rolls made with either form of this magic weapon.

Duplicate. When you separate the warhammers, or as a bonus action when they're already separated, you can cause one of the warhammers to float in the grasp of an illusory double of yourself for **1 minute**. When you create the illusion, and as bonus action on each of your turns, you can move the duplicate and hammer up to **20 feet** to a point you can see and make a melee weapon attack against a target within **5 feet** of the hammer. Use your Charisma modifier for attack and damage rolls made in this way.

The duplicate can't be harmed, though it can be dispelled by a *dispel magic* spell or similar magic. A creature that succeeds on a **DC 15 Intelligence (Investigation)** check or that physically interacts with the duplicate perceives that it is illusory and that the weapon is floating. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the attack and damage bonus to **+1** and the **DC** to **13**.



Thurible of the Elder Deacon



Twinspawn Maulhammer

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Frozen Norse

Andvaranaut

Ring, uncommon
Component: celestial bone

Glowing with tiny motes of pulsing light, this brilliant golden ring is inscribed with runes of wealth and prosperity. Two legends follow this ring. The first tells of humble folk using the ring to lead modest lives free from discomfort and hardship. The second tells of mighty leaders brought low by their own greed. Which is true—if either—is anyone's guess.

Andvari's Gift. As a bonus action, you can speak the ring's command word—"plunder"—to form a trail of softly glowing golden dust that leads to the nearest source of gold worth at least 5 gp that isn't currently carried or worn by a creature. The trail extends out **100 feet** from you, growing as you follow it. The trail can't pass through solid objects but will navigate through holes as small as 1 inch in diameter. If all paths to the gold source are blocked by solid objects, the trail ends as close to the gold as possible. The trail disappears immediately if the gold source is destroyed, transported to another plane, or picked up by a creature.

Curse. This ring is cursed with Andvari's avarice. When you use the Andvari's Gift property, if it's the third time it's been used in the last 24 hours, you become attuned to the ring, extending the curse to you until you are targeted by the *remove curse* spell or similar magic. If you are already attuned to the maximum number of magic items, you must choose one uncursed item to end your attunement to. As long as you remain cursed, you are unwilling to part with the ring, keeping it within reach at all times. In addition, you suffer from an affliction known as dragopathy, which causes you to become uncompromisingly greedy, using all your cunning to keep as much treasure for yourself as possible, and grants you **disadvantage** on Wisdom checks and Wisdom saving throws.

Common variant: Remove the curse. The Andvari's Gift property only forms a trail to a source of gold if it is within **100 feet** of you, and once it has been used, it can't be used again until the next dawn.

Andvaranaut



Aldrnari Blade

Weapon (any sword), uncommon (enhanced attunement)
Component: dragon (red, gold, or brass) breath sac

This exceptionally well-crafted steel blade bears four runes at the end of its length. These runes represent the wielder's ideals and can be found burned into the skin of its true owner. In northern clans, when such a weapon is passed from parent to child, it is accompanied by a branding ritual, bonding the blade to its new owner. Entire lineages can be identified by the brands that mark their skin.

This magic weapon has **4 charges** and regains **1d4** expended charges after it spends 8 continuous hours in fiery embers. As a bonus action, you can expend **1 charge** to ignite the blade for **10 minutes**, or until you sheathe it. Flames erupt along the sword's length; it sheds bright light in a **40-foot radius** and dim light for an additional **40 feet**, and it deals an extra **1d4** fire damage on a hit.

Enhanced Attunement. If you undergo a branding ritual to become bonded to the blade, it gains the Brand property. In addition, when the weapon regains charges, it regains **all** expended charges. Once you have undergone this branding ritual, you can't willingly end your attunement to the blade until another creature willingly undertakes the branding ritual, at which point it becomes attuned to the sword instead.

EA: Brand. As an action, you can expend **2 charges** to cast the *heat metal* spell (**save DC 13**).

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the damage to **1d6**, and the **DC** to **15**. *Heat metal* is cast at 3rd level.

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the damage to **1d8**, and the **DC** to **16**. *Heat metal* is cast at 4th level.

Legendary variant: Increase the charges to **7**, the recharge to **1d4 + 3**, the damage to **1d10**, and the **DC** to **17**. *Heat metal* is cast at 5th level.

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Allfather's Eye

Ring, uncommon (requires attunement)
Component: humanoid (stormsinger) eye

When a stormsinger desires greater wisdom, they sacrifice their own eye and seek the Allfather's blessing. If their song is answered, the eye doesn't rot, and can be crafted into a ring or other adornment known as an *allfather's eye*.

You gain a **+2 bonus** to your passive Perception score while you wear this magic ring.

Wise Beyond Years. This ring has **3 charges** and regains **all** expended charges daily at dawn. Immediately after you make a Wisdom check while wearing this ring, you can expend **1 charge** to roll an additional **d20**, using the higher of the two results.

Selective Attunement. If this item was crafted using your own eye, it doesn't require attunement. However, if you ever regain your eye (such as by the *regeneration* spell), the *allfather's eye* requires attunement.

Rare variant: Increase the passive Perception bonus to **+3**. The Wise Beyond Years property can also be used for Wisdom saving throws.

Very rare variant: Increase the passive Perception bonus to **+4**. You gain proficiency in the Insight skill. If you are already proficient, your proficiency bonus is doubled for any Insight check you make. The Wise Beyond Years property can also be used for Wisdom saving throws.

Legendary variant, Allfather's Own Eye: Increase the passive Perception bonus to **+5** and the charges to **5**. You can't be surprised. You gain proficiency in Wisdom saving throws, and in the Insight and Perception skills. If you are already proficient, your proficiency bonus is doubled for any Insight or Perception check you make. The Wise Beyond Years property can also be used for Wisdom saving throws.

Branch of the Worldtree

Wand, rare (requires attunement by a druid or ranger)
Component: plant bark

Whether or not this branch truly came from the mythical Worldtree is unknown. However, it exudes potent, magical energy capable of manipulating plants and of great feats of healing. As it is used to channel a spell, the tips of its branches glow green-gold and the air is perfumed with the scent of mountain pines.

This wand can be used as a spellcasting focus for your druid or ranger spells and has 7 **charges**, represented by its seven green-gold leaves. When you expend a charge, a leaf withers and drifts to the ground. Each day at dawn, new leaf buds unfurl and the wand regains **1d6 + 1**



Allfather's Eye



Aldrnari Blade



Branch of the Worldtree

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expended charges. If you expend the wand's last charge, roll a **d20**. On a **1**, the wand withers and petrifies, losing all magical properties.

Regrowth. The wand can enhance your healing spells. When you cast a spell that restores hit points and deals no damage while holding the wand, you can expend a number of charges equal to the spell's level to increase that level by 1. You can use this property only once per casting.

King of Plants. The wand has power over other plants. While holding the wand, you can cast the *druidcraft* cantrip at will. In addition, you can expend charges to cast the *plant growth* (**2 charges**) and *tree stride* (**3 charges**) spells.

Very rare variant: Increase the charges to **9** and the recharge to **1d6 + 3**. Add *transport via plants* (**4 charges**) to the list of spells that can be cast using the wand.

Drakenhorn

Wondrous item, very rare (requires attunement)
Component: dragon horn

Sculpted in the shape of a dragon's head, this elaborate brass-and-gold horn sparks small flames whenever it is blown.

This horn has **5 charges**, symbolised by the waxed cloth wrapped five times around the horn. For each charge expended, one loop of the cloth magically burns away. Over the course of **10 minutes**, you can wrap a new cloth around the horn while singing a ballad of a legendary dragon. As long as no properties of the horn are used, the horn regains **1d4 + 1** expended charges 8 hours later. Whenever a property calls for a cone, the size of the cone equals 10 times the number of charges expended in feet.



Drakenhorn

Embolden. As an action, you can expend any number of charges as you blow into the horn, creating a loud noise audible from as far away as **300 feet**. All creatures in a cone originating from you become **immune** to the frightened condition and are under the effects of the *bless* spell for the next **minute**.

Charm Drake. As an action, you can expend any number of charges and blow into the horn, creating a sound that is beguiling to dragons and audible to all creatures within **300 feet**. Each dragon in a cone originating from you must succeed on a **DC 16 Wisdom saving throw** or be **charmed** by you for **1 hour**. A creature that succeeds on the saving throw is **immune** to the horn's Charm Drake property for the next **24 hours**.

Roar. As an action, you can expend any number of charges as you blow into the horn, creating a loud noise audible from as far away as **300 feet**. Each creature in a cone originating from you must succeed on a **DC 16 Wisdom saving throw** or become **frightened** of you and be affected by the *bane* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. A creature that succeeds on the saving throw is **immune** to the horn's Roar property for the next **24 hours**.

Uncommon variant: Reduce all **DCs** to **13**. Remove the *bless* and *bane* effects from the Embolden and Roar properties.

Frostblessed

Weapon (any sword), rare (enhanced attunement)
Component: dragon (white or silver) breath sac

The stories say that the first and true *frostblessed* sword—for many enchanters have tried to recreate its legendary effects—was a blessing from the Allfather himself. When the blade of a great warrior shattered as he fought a stampeding horde of frost giants, the Allfather looked fondly upon the hero's plight. The Allfather encased the blade in a razor-sharp shard of unmelting ice capable of chilling its foes and summoning fallen warriors from the Allfather's halls.

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

Hypothermia. When you hit with an attack using this weapon, you can attempt to absorb the target's heat. The

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target must succeed on a **DC 15 Constitution saving throw** or take **1d8** cold damage, have its speed halved, and be unable to take reactions until the end of your next turn. After you use this property, roll a **d6**. On a **1-2**, you can't use this property again until the next dawn. This property has no effect on creatures with immunity to cold damage.

Enhanced Attunement. When you slay a giant while wielding this blade, you can choose to accept the Allfather's blessing, enhancing your attunement to it. If you accept the blessing, you gain access to the Fallen Brothers property. Once you accept the blessing, you can't willingly end your attunement to the blade until another creature kills a giant while wielding the weapon and chooses to accept the Allfather's blessing, at which point it becomes attuned to the sword instead.

EA: Fallen Brothers. As an action, you can kneel and utter a prayer. In response, the gates of Valhalla briefly open and a wave of spectral warriors attack all creatures in a **30-foot cone** originating from you. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **2d8** cold damage and **2d8** radiant damage on a failure, or half as much damage on a success. Once this property has been used, it can't be used again until you spend **1 hour** recounting the tales of past heroes, an act of prayer to the Allfather (which can be done as part of a short or long rest).

Very rare variant: Increase the **DCs** to **16**, the cold damage of the Hypothermia property to **1d10**, the size of the Fallen Brothers property's cone to **40 feet**, and its cold and radiant damage to **3d8**.

Legendary variant: Increase the **DCs** to **17**, the attack and damage bonus to **+2**, the cold damage of the Hypothermia property to **1d10**, the size of the Fallen Brothers property's cone to **50 feet**, and its cold and radiant damage to **3d8**. If your attunement to the weapon is enhanced, it has the Hero's Armour property.

EA: Hero's Armour. When an attack would reduce you to 0 hit points, fate and *frostblessed* intervene, covering you in a carapace of ice the moment before the attack hits. You take no damage from the attack and your AC increases by 10 until the end of your next turn. Once this property has triggered, it can't trigger again until the next dawn. Once this property has triggered, it can't trigger again until the next dawn.

Frostrune Axe

Weapon (any axe), uncommon (enhanced attunement)
Component: pouch of dragon (white or silver) scales

The Frozen Forge is the site of frost giants' cold forging secrets, a manufactory in the heart of a frigid volcano. As they hammer these ingots, they sing the Song of Steel, an ancient melody that prevents the cold, brittle metal from shearing beneath their mighty blows. By pressing the rune-engraved metal into one's skin, one creates a nigh-unbreakable bond with the Frozen Forge.

This axe has **4 charges** and regains **1d4** expended charges after it spends 8 continuous hours in snow, ice, or cold water. As a bonus action, you can expend **1 charge** to cause cold mist to emanate from the axe for **10 minutes**. It glows a soft blue, shedding bright light in a **10-foot radius** and dim light for an additional **10 feet**, and deals an extra **1d4** cold damage on a hit.



Frostrune Handaxe

Frostblessed

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Enhanced Attunement: Brand. Over the course of an hour, you can undergo a branding ritual to become bonded to the axe, gaining access to the Razorice property. In addition, when the weapon regains charges, it regains **all** expended charges. Once you have undergone this branding ritual, you can't willingly end your attunement to the axe until another creature willingly undertakes the branding ritual, at which point it becomes attuned to the axe instead.

EA: Razorice. As an action, you can expend **2 charges** to cast the *spike growth* spell (**save DC 13**), creating spikes of razor-sharp icicles.

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, and the cold damage to **1d6**. When you use the axe to cast *spike growth*, increase the **DC** to **15** and the damage to **3d4** for every 5 feet travelled.

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the cold damage to **1d8**. When you use the axe to cast *spike growth*, increase the **DC** to **16** and the damage to **3d6** for every 5 feet travelled.

Legendary variant: Increase the charges to **7**, the recharge to **1d4 + 3**, and the cold damage to **2d6**. When you use the axe to cast *spike growth*, increase the **DC** to **17** and the damage to **4d6** for every 5 feet travelled.

Gullinbursti Tusks

Weapon (dagger), uncommon (requires attunement)
Component: beast (giant boar) tusk

Commonly found as pairs, these rough, gold-and-ivory daggers are said to have been forged using leftover materials from the forging of Gullinbursti, the great Golden Boar. A restless aura suffuses these blades, from its golden-haired hilt to its ivory points.

You can attune to two of these daggers and they count as a single magic item with regard to the number of magic items you can attune to. While wielding two of these daggers, you gain a **+1 bonus** to attack and damage rolls made with them, and you can use the Boar's Charge and Spirit of the Golden Boar properties.

Boar's Charge. If you move at least **20 feet** straight towards a creature and then immediately hit it with an attack using this dagger, the target takes an additional **2d6** piercing damage. If the target is a creature, it must succeed on a **DC 13 Strength saving throw** or be knocked **prone**. Once this property of the daggers has been used, it can't be used again until the next dawn.

Spirit of the Golden Boar. You call forth Gullinbursti's residual power. As an action, you can speak the command word, aim your daggers, and a golden boar charges in a **5-foot-wide**, **30-foot-long line** from you. Each creature in the line must make a **DC 13 Dexterity saving throw**, taking **3d6** radiant damage on a failure, or half as much damage on a success. Once this property of the daggers has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DCs** to **15**, the attack and damage bonus to **+2**, the damage of Boar's Charge to **2d8**, and the damage of Spirit of the Golden Boar to **4d6**.

Very rare variant: Increase the **DCs** to **16**, the attack and damage bonus to **+3**, the damage of Boar's Charge to **2d10**, and the damage of Spirit of the Golden Boar to **5d6**.

Isfjell, Ring of Icebergs

Ring, very rare (optional attunement)
Component: elemental (ice mephit) core of water

Crafted in the Frozen Forge, this ring is capable of entombing its wearer in a protective iceberg, or isfjell as it is known in the Giant tongue. Such rings are found in all sizes; a ring crafted for a giant might be worn as a torc by Loic Giantslayer, or as a belt by Mitji the Tiny. This malleability arises thanks to the wisps of water vapour that run between the ring's jagged ends and its geodesic jewel.



Gullinbursti Tusks

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Isfjell. As a reaction to taking damage, or as a bonus action, you can spin the ring's jewel, causing it to expand into a hollow block of clear ice that completely surrounds you. This breaks any grapples in which you are involved and pushes any other creatures in your space out of it. The iceberg occupies your space and creatures can't pass through it, regardless of size. There is enough space within the iceberg to turn around, but you can't move more than 6 inches in any direction. Spells and other magical effects can't extend through the iceberg or be cast through it. While encased in ice, you can't take any reactions, and the only action you can take is a bonus action to cease the jewel's spinning, causing the effect to end.

The iceberg has **100 hit points**, which takes as much of any triggering damage as possible. The iceberg can't regain hit points, has **immunity** to cold, poison, and psychic damage, and has **vulnerability** to fire damage. Creatures that hit the iceberg with a melee attack take **2d8** cold damage. The iceberg lasts up to **1 minute**, until it is reduced to 0 hit points, or until you use a bonus action to cease the jewel's spinning. When it ends, you can choose to have it explode, launching sharp shards of ice at all creatures within **15 feet** of you. Each creature must make a **DC 16 Dexterity saving throw**, taking **2d8** cold damage and **2d8** piercing damage on a failed save, or half as much damage on a successful one. Once this property has been used, it can't be used again until the ring spends 8 continuous hours in snow, ice, or cold water.

Optional Attunement. If you attune to the ring, you gain **resistance** to cold damage while you wear it.

Legendary variant: Increase the **DC** to **17**, the iceberg's hit points to **150**, and the cold and piercing damage dealt by the iceberg's explosion to **3d8** each. You gain a **+1 bonus** to AC while wearing this ring, as a protective layer of rime forms around you.

Skinwalker Staff

Staff, very rare (requires attunement by a bard, druid, or ranger)
Component: beast pelt

Used in shamanistic rituals to commune with wildlife, this staff is adorned with animal skulls and bones.

Spells. This staff can be used as a spellcasting focus for your bard, druid, or ranger spells, has **12 charges**, and regains **1d8 + 4** expended charges daily at dawn. While wielding the staff, you can expend 1 or more of its charges to cast one of the following spells, using your spell save DC: *animal friendship* (**1 charge**), *animal messenger* (**2 charges**), *commune with nature* (**5 charges**), *conjure animals* (**3 charges**), *dominate beast* (**4 charges**), *polymorph* (self only, **4 charges**), or *speak with animals* (**1 charge**).

If you expend the last charge, the skull on the staff withers and cracks, losing its magic. As part of an 8-hour ritual, the skull can be replaced by that of a beast slain within the last 24 hours. At the next dawn, the staff regains charges as normal.

Rare variant: Reduce the charges to **8** and the recharge to **1d6 + 2**. Remove *commune with nature* and *dominate beast* from the list of spells you can cast using the staff.



Isfjell



Skinwalker Staff

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Snow Wolf Cowl

Snow Wolf Cowl

Wondrous item, rare (requires attunement)
Component: monstrosity (winter wolf) pelt

Few warriors can claim to have single-handedly bested a full-grown snow wolf. Those that do can have the head of such a monster enchanted by a clan shaman, granting them the power to transform into the beast. Such cowls are prized trophies amongst the frozen Norse clans, symbols of might and status.

Wolf Form. As an action, you can cast the *polymorph* spell on yourself. When cast in this way, the spell doesn't require concentration, and you can only transform into a **winter wolf**, ignoring the spell's normal restrictions on CR and creature type, with the following changes:

- You can speak Common, Giant, and Winter Wolf.
- The attack modifier for your attacks is **+7**, and the **DC** is **15** for your Bite and Cold Breath actions.

You can end this spell early at any time (no action required). Once this property of the cowl has been used, it can't be used again until the next dawn.

Uncommon variant: When you use the Wolf Form property, you turn into a **dire wolf** instead of a winter wolf, and can't speak any languages. Reduce the attack modifier to **+5** and the **DC** to **13**.

Very rare variant: Increase the attack modifier to **+9**, the **DCs** to **16**, and your hit points in wolf form to **100**. You have **resistance** to cold damage while you wear the cowl.

Spear of the Stormsinger

Weapon (quarterstaff), uncommon (requires attunement)
Component: dragon (blue or bronze) breath sac

Stormsingers—disciples of the Allfather—are said to be able to channel the wrath of storms into holy weapons. If one of their sacred sites is threatened, the air is filled with a berserker's chant as they throw themselves into combat with a zealousness inspired by the prospect of entry into the Allfather's halls. When inactive, this weapon appears and behaves as an elegantly adorned metal quarterstaff.

Crackling Tip. As a bonus action, you can speak this magic weapon's command word, causing crackling lightning to appear at its tip. The weapon becomes a spear, sheds bright light in a **20-foot**

Spear of the Stormsinger

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radius and dim light for an additional **20 feet**, and deals lightning damage instead of piercing damage. While activated, whenever you make a ranged attack with this spear, a small lightning bolt shoots forth; you need not throw the weapon itself. You can use a bonus action to cause the lightning to disappear and the weapon once again becomes a quarterstaff.

Allfather's Wrath. As an action, you can cast the *guiding bolt* spell (**+5** to hit), dealing your choice of either lightning or radiant damage. Once you use this property, you can't do so again until you spend **1 hour** outside singing a storm song in praise of the Allfather (which can be done as part of a short or long rest). Upon completion, a lightning bolt strikes the weapon and Allfather's Wrath can be used again.

Rare variant: The Allfather's Wrath property can be used to cast either *guiding bolt* at 5th level (**+7** to hit), or *lightning bolt* (**save DC 15**). These spells deal your choice of lightning or radiant damage.

Very rare variant: The Allfather's Wrath property can be used to cast either *guiding bolt* at 8th level (**+8** to hit), or *lightning bolt* at 5th level (**save DC 16**). These spells deal your choice of lightning or radiant damage.

Suneater Axe

Weapon (any axe), rare (requires attunement)
Component: pouch of celestial teeth

When the mighty wolf Fenrir threatened the world, the dwarves fashioned an impossibly strong thread with which to keep him bound. This thread, known as Gleipnir, was crafted from the sound of a cat's footfall, the roots of a mountain, and the breath of a fish, amongst other things. With the leftover material, the Weapons of Binding were made. The *suneater axe* is one such weapon, a depiction of the wolf Sköll, who the dwarves believe will one day devour the sun.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The axe has **6 charges** and regains **1d6** expended charges daily at dawn.

Suneater. As an action, you can expend **2 charges** to cast the *darkness* spell. When you cast the spell in this way, you can choose to expend **1** additional charge. If you do, you can see through the magical darkness of the spell while holding the *suneater axe*.

Gleipnir. When you make an attack with this weapon, you can expend **1 charge** to launch the axe's blade from the wolf's mouth, attached to the weapon by a long thread. Instead of a melee weapon attack, make a ranged weapon attack against a target within **30 feet** of you, using your Strength modifier for the attack and damage rolls. On a hit, the target suffers the attack's normal effects and it must succeed on a **DC 15 Dexterity saving throw** or become **grappled** (**escape DC 15**) as the thread wraps itself around it. A creature that fails this saving throw by 5 or more is **restrained** while it is grappled in this way. Huge or larger creatures have **disadvantage** on the saving throw. The grappled creature or a creature within reach of it can attempt a **DC 15 Strength** check, ending the grapple on a success. The grapple also ends if you pull the axe's blade back towards the weapon (no action required) or if you let go of the axe.

While you have a creature grappled in this way, you can't attack with the *suneater axe*. As a bonus action, you can try to reel the creature in, making a **Strength (Athletics)** check, contested by one from the grappled creature. On a success, you pull the target up to **15 feet** towards you.

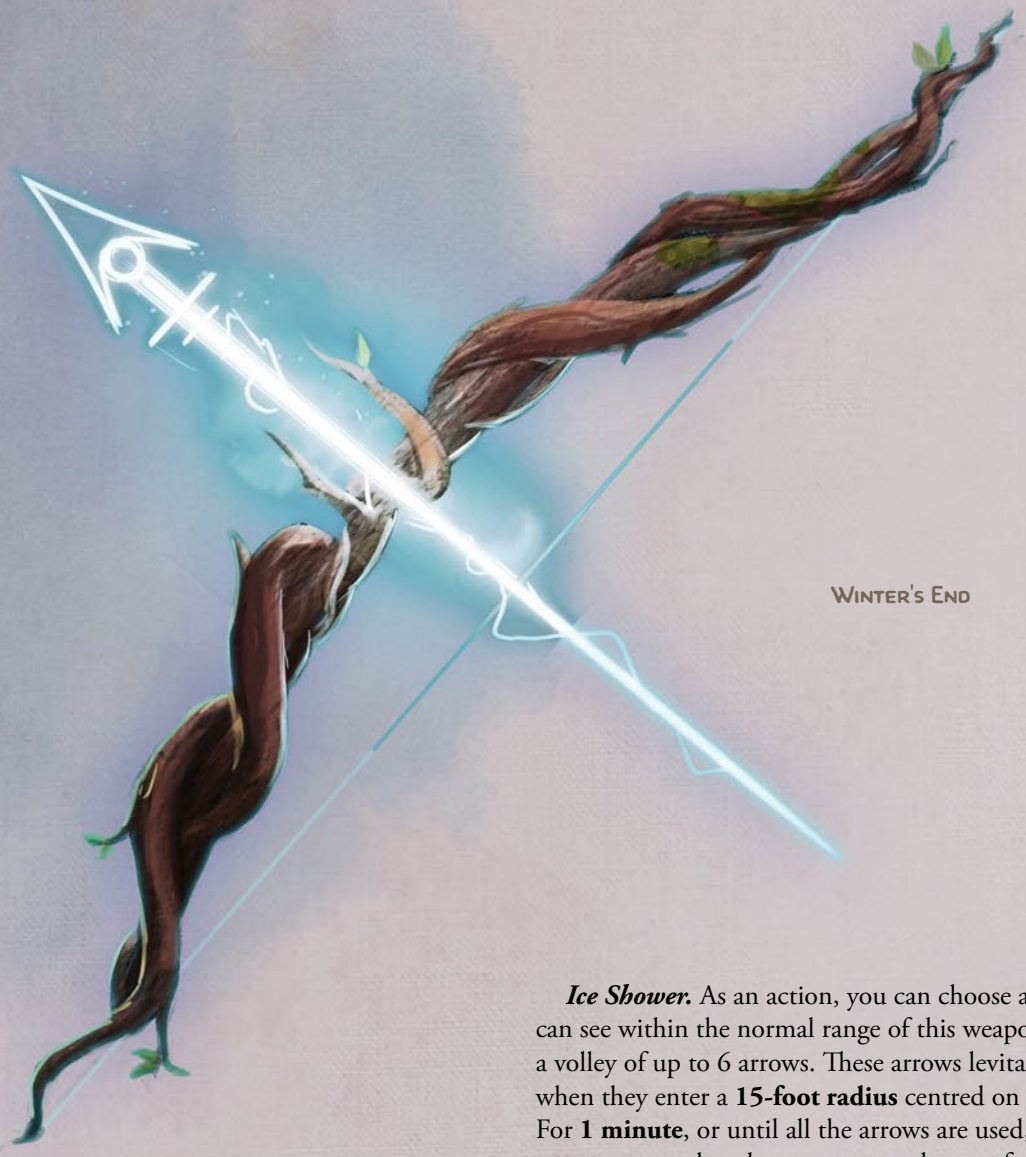
Very rare variant: Increase the **DCs** to **16**. While holding this weapon, you have **resistance** to radiant damage.

Legendary variant: Increase the attack and damage bonus to **+2** and the **DCs** to **17**. While holding this weapon, you have **resistance** to radiant damage, and you can expend **3 charges** to cast the *conjure fey* spell, summoning a **winter wolf** with the fey type.



Suneater Axe

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Winter's End

Winter's End

Weapon (any bow), rare (requires attunement)
Component: bundle of plant roots

Woven from the first branches to bloom at the end of winter, this living bow is strung with a length of snow-spider's silk.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While holding this bow, you can cast the *druidcraft* cantrip. In addition, when an arrow is nocked on this bow, the arrow immediately lights up, emanating blue mist and shedding bright light in a **15-foot radius** and dim light for an additional **15 feet**. This light lasts for **1 minute** after the arrow is shot from the bow.

Winter Hunt. This weapon deals an extra **1d6** cold damage to each creature it hits that is in freezing temperatures or is standing on snow or ice.

Ice Shower. As an action, you can choose a point you can see within the normal range of this weapon and fire a volley of up to 6 arrows. These arrows levitate in the air when they enter a **15-foot radius** centred on that point. For **1 minute**, or until all the arrows are used, whenever a creature other than you enters the area for the first time on its turn or starts its turn there, one arrow shoots at it. The creature must succeed on a **DC 15 Dexterity saving throw** or take **1d6** piercing damage and **1d6** cold damage. Once this property of the bow has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the bonus to attack and damage rolls. Decrease the cold damage of all properties to **1d4**. Reduce the Ice Shower property's radius to **10 feet** and the **DC** to **13**.

Very rare variant: Increase the bonus to attack and damage rolls to **+2** and the cold damage of all properties to **1d8**. Increase the Ice Shower property's radius to **20 feet**, the **DC** to **16**, and the maximum number of arrows you can fire with it to 7.

Legendary variant: Increase the bonus to attack and damage rolls to **+3** and the cold damage of all properties to **1d10**. Increase the Ice Shower property's radius to **30 feet**, the **DC** to **17**, and the maximum number of arrows you can fire with it to 8.

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Worldshaper

Weapon (greataxe), legendary (requires attunement)
Component: humanoid (dwarf) heart

When gods still walked the world, dwarven smiths forged an axe to rival the powers of deities. With it, they carved a new world of rock; canyons sheared under its mighty blows, mountains were beheaded, and great stone caverns were founded where only impenetrable rock had stood before. Incensed by the dwarves' hubris, the gods cursed the axe and extracted promises from all dwarvenkind that they would never again reach for the power of the gods.

You gain a **+3 bonus** to attack and damage rolls made with this magic weapon. While this weapon is on your person, you can speak, read, and write Dwarvish. In addition, you have darkvision out to a range of **60 feet**. As an action, you can feel the ground, gaining tremorsense out to a range of **15 feet** until the end of your next turn. If you are underground, this distance is doubled to **30 feet**.

Tunneler. While wielding this axe, you gain a burrowing speed of **30 feet**. You leave a tunnel big enough for a creature of equal size to walk through without squeezing.

Stone Shaper. While holding the axe, you can cast the following spells (**save DC 17**): *flesh to stone*, *move earth*, *stone shape*, *stoneskin*, and *wall of stone*. After you cast one of these spells in this way, roll a **d8**. If the result is less than or equal to the spell's level, this property of the axe can't be used again until the next dawn.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. While cursed, each time you finish a long rest, you must make a **DC 15 Constitution saving throw**. A dwarf has **disadvantage** on this saving throw. On a failure, you slowly begin to petrify and your speed is reduced by **5 feet**. When your speed becomes **0 feet** due to this curse, you become fully **petrified**, even if your attunement to this weapon ends. Each time *lesser restoration* is cast on you, your speed increases by **5 feet**, up to your normal maximum.

Very rare variant: Reduce the attack and damage bonus to **+2**, the **DC** of the Stone Shaper property to **16**, and the **DC** of the curse to **13**. Remove *flesh to stone* and *move earth* from the list of spells you can cast using the axe. Remove the Tunneler property.



Worldshaper

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Magitech Mayhem

Blast & Slash

Weapon (battleaxe), uncommon (requires attunement)
Component: construct gears

A rudimentary firearm, this item has been modified and mounted with an axe head fashioned from scrap metal. Remnants of oak wood on the handle and the firing mechanism are all that is left from the original firearm. The result is a magical axe-blunderbuss hybrid that can only be used at point blank range due to its poor precision and limited blast power.

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

Point Blank Blast. When you hit a creature with this weapon, you can activate its firing mechanism (no action required). When you do so, the creature takes an extra **1d6** piercing damage from the attack and must succeed on a **DC 13 Constitution saving throw** or suffer severe burns for **1 minute**. A burned creature must repeat the saving throw at the start of each of its turns, taking **1d6** fire damage on a failed save, or ending the effect on a successful one. Once you use this property, you can't do so again until you spend **1 hour** rearranging the mechanisms, which can be done as part of a short or long rest.

Very rare variant: Increase the attack and damage bonus to **+2**, the **DC** to **16**, the piercing damage to **5d6**, and the fire damage to **2d6**.

B.O.N.K. Mk. 2

Weapon (any hammer), rare (requires attunement)
Component: construct gears

After the failed launch of the B.O.N.K. Mk. 1, which had a history of blowing the user's hands off or melting their face, genius artificer Anton Spark unveiled its successor. The Mk. 2 is bigger, faster, and, allegedly, "safer".

When you hit a Small or larger creature with an attack using this weapon, it gains **1 charge** as the pressure within builds, up to a maximum of **3 charges**. If no charges are expended for **1 minute**, the weapon loses all charges as it depressurises.

B.O.N.K. As a bonus action while holding this weapon, you can expend **1 charge** to activate its built in engine and boost the next attack you make with it before the start of your next turn, which deals an extra **1d8** bludgeoning damage on a hit.

B.O.O.O.N.K. As an action while holding this weapon, you can expend **3 charges** to fire a bolt of lightning in a **30-foot-long**, **5-foot-wide line**. Each creature in the line must make a **DC 15 Dexterity saving throw**, taking **5d8** lightning damage on a failed save, or half as much damage on a successful one.

Very rare variant, B.O.N.K mk.3: Increase the **DC** to **16**, the lightning damage to **6d8**, and the maximum number of charges the weapon can hold to **4**.





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Clockwork Wyvern

Wondrous item, rare (requires attunement)
Component: construct lifespark

This limited edition *clockwork wyvern* comes with a fully operational, miniature coal engine. Thanks to an intricate mix of steam-powered gears and pistons, the construct has lifelike movements and mannerisms. Unlike its non-magical cousins, this particular specimen gains a degree of self-awareness when a creature attunes to it.

Combat. In combat, the **clockwork wyvern** shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take an action in its stat block or the Dash, Disengage, Help, Hide, or Search action. The wyvern has **6 charges**; see the wyvern's stat block for details on how it can expend and recharge this resource.

Death and Damage. If the clockwork wyvern is reduced to 0 hit points, it loses all charges and becomes inert. A wyvern that has 0 hit points regains **1** hit point when it takes lightning damage from a spell of 1st level or higher, or if 2 gp of charcoal is placed in its chest-furnace. The clockwork wyvern regains **2d6** hit points each time the *mending* cantrip is cast on it. Except for these two means or its Reconstitute action, a wyvern can't regain hit points.

Clockwork Wyvern

Tiny construct, unaligned

Armour Class 13 (natural armour)
Hit Points 22 (4d4 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	2 (-4)	6 (-2)	6 (-2)

Skills. Perception +0
Damage Vulnerabilities lightning
Damage Immunities fire, poison, psychic
Condition Immunitie. charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of the creature that is attuned to it but can't speak
Challenge 1/2 (100 XP)

Afterburners. The wyvern can use a bonus action to expend **1 charge** and double its flying speed until the start of its next turn.

Fuel. Over the course of **8 hours** (which can be done as part of a long rest), the wyvern can consume high-quality charcoal worth at least 1 gp to regain **1d4 + 2** expended charges. If the wyvern drops to 0 charges, it falls prone and unconscious until it is recharged in this manner.

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

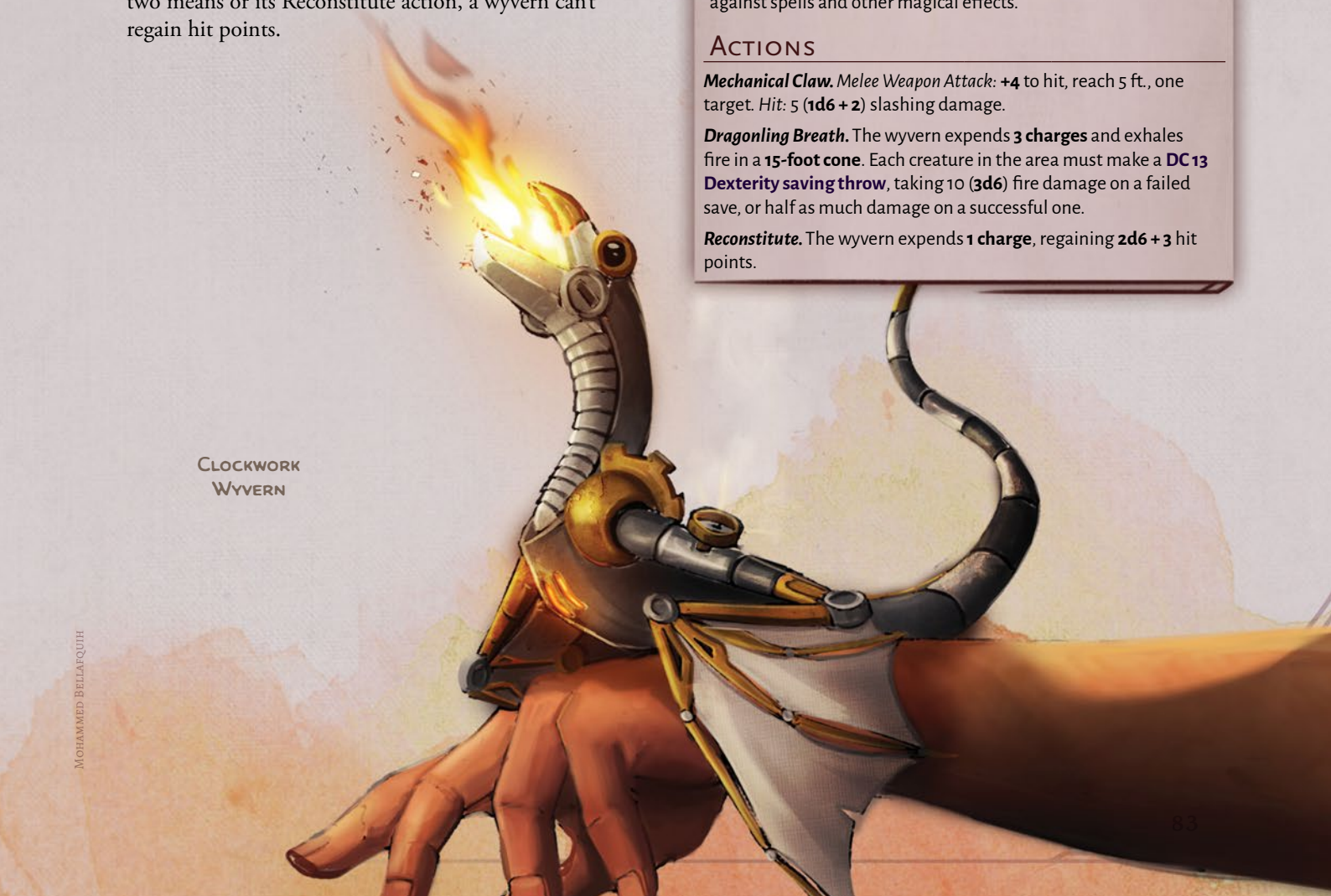
Magic Resistance. The wyvern has **advantage** on saving throws against spells and other magical effects.

Actions

Mechanical Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) slashing damage.

Dragonling Breath. The wyvern expends **3 charges** and exhales fire in a **15-foot cone**. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (**3d6**) fire damage on a failed save, or half as much damage on a successful one.

Reconstitute. The wyvern expends **1 charge**, regaining **2d6 + 3** hit points.



Clockwork Wyvern

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Heavy mobile Drill

Heavy Mobile Drill

Wondrous item, rare (requires attunement)
Component: elemental core of earth

A wonder of mining technology, this drill can turn even the most meagre gnome into a walking excavator.

While wearing this item, you can't jump. However, you can use the drill arm to raise you up to **10 feet** off of the ground (no action required). You can't use the drill's properties while raised.

Weapon. While wearing this item, you can use it as a simple melee weapon that doesn't require the use of your hands. You are proficient with this weapon, which deals **1d10** piercing damage on a hit. You have **advantage** on melee attack rolls made with the drill against creatures made of inorganic material such as stone, crystal, or metal, and it deals double damage to structures.

Excavate. As an action, you can choose a portion of nonmagical soil, sand, or rock within **5 feet** of you that fits within a **10-foot cube** and excavate it, depositing it up to **10 feet** away.

Drill! As an action, you can make a melee attack with the drill against a creature within **10 feet** of you. On a hit, you deal piercing damage equal to **3d10 + your Strength modifier**. If the creature is wearing armour made of an inorganic substance such as stone, crystal, or metal, its armour takes a permanent and cumulative **-1 penalty** to its AC. The armour is destroyed if the penalty reduces its AC to 10.

Power. The crystals that power this device are temperamental, often discharging when too much power is drawn. Whenever you use the Drill! property, roll a **d4**. On a **1**, the crystals go dark and the drill becomes a dead weight; while wearing it, you can't use it as a weapon, use any of its properties, and your walking speed is halved. The crystals must take **10** lightning or radiant damage in order to recharge and resume normal function.

Uncommon variant: Remove the Drill! and Power properties.

Owlsight Goggles

Wondrous item, uncommon
Component: beast (giant owl) eye

"Don't go out at night or the giant owls will get ya," has been said by more than one exhausted rakin parent in a mostly-unsuccessful attempt to curb their offspring's exploratory and mischievous tendencies. Unfortunately for rakin, this isn't an exaggeration: giant owls are the number one predators of forest-dwelling tanukin. The naming of this acuity-enhancing eyewear is undoubtedly a nod at this cruel twist of nature by the infamous and ungracious artificer, L'Arsène Upin.

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Owlsight. While wearing these goggles, you have darkvision out to a range of **60 feet** and attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. In addition, you have **advantage** on Perception checks made to spot Small or smaller creatures.

Rare variant: If you already have darkvision, wearing the goggles increases its range by **60 feet**. The goggles have the Thermal Lock property.

Thermal Lock. As a bonus action, you can choose a creature within **30 feet** of you and activate the goggles' thermal vision. For **1 hour,** you can see that creature based on the amount of heat it emits, with low amounts of heat represented in blue and purple, and high amounts represented in yellow, orange, and red. If the creature emits heat (GM's discretion), you have **advantage** on Perception checks that rely on sight made to detect it, and you can always see it regardless of light conditions, obscurement, invisibility, or cover, but this vision is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. In addition, you can see objects and surfaces that it touched within the last **10 minutes**, giving you **advantage** on checks made to track its movements. Most constructs, elementals, plants, and undead don't emit heat. Once this property of the goggles has been used, it can't be used again until the next dawn.



Owlsight Goggles

Privateer Coat

Wondrous item, rare (requires attunement)
Component: beast (lion) hair

Worn to shield airship crewmates against cold and violent winds, this jacket is equipped with pockets and pouches fit for repair tools and weapons. Some coats are adorned with decorative shoulder pads and pins to distinguish rank and aerial prowess.

Built for the Skies. While wearing this coat, you have **advantage** on ability checks and saving throws made to overcome the effects of cold weather or violent winds. You also have **advantage** on saving throws against effects that deal cold damage. Finally, you have **advantage** on Charisma checks against any creature that perceives itself to be below the rank indicated by the coat. When you find this coat, roll a **d4** to determine its rank:

d4	Rank
1	Petty officer
2	Lieutenant
3	Captain
4	Admiral



Privateer Coat

Repair Adept. While wearing this coat, you can cast the *mending* cantrip at will.

Aerial Messaging. While wearing this coat, you can write a message of up to 25 words in the sky, creating one letter out of clouds every 30 seconds. The letters last for 1 hour on a calm day, 10 minutes in a moderate wind (at least 10 miles per hour), or 1 minute in a strong wind (at least 20 miles per hour). Once this property of the coat has been used, you can't use it again until the next dawn, unless you are operating aircraft.

Uncommon variant: Remove the Repair Adept and Aerial Messaging properties.

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Scorching Fist

Scorching Fists

Wondrous item, rare
Component: phial of construct oil

Made of ceramic and metal plating, these gloves allow their wearer to smelt, weld, and otherwise manipulate metal without fear of burning oneself. In underground battle pits, these gloves see more unconventional uses: with the limiters removed, the glove's knuckle-exhausts can form blades of devastating flame.

While wearing these gloves, you can handle white-hot metal without fear of burning yourself. This item has **10 charges**. Over the course of **1 minute**, you can fill the gloves' fuel canisters with 10 gp of high quality oil, causing it to regain **1d8 + 2** expended charges. Once this item regains charges, it can't regain charges again until the next dawn.

Scorching Fist. While wearing this item, you can expend **1 charge** (no action required) to deal an additional **2d4** fire damage whenever you hit with an unarmed strike with your fist on your turn.

Overheat. As an action, you can expend **3 charges** to remove the gloves' limiter, causing a flaming blade to blossom from each one. The gloves shed bright light in a **10-foot radius** and dim light for an additional **10 feet**. These blades last for **1 minute** or until you extinguish them (no action required). They are simple melee weapons with the Finesse and Light properties, with which you are proficient. Each deals **3d8** fire damage on a hit.

Uncommon variant: Reduce the damage of the Scorching Fist property to **1d4** and the damage of the Overheat property to **3d6**.

Very rare variant: Increase the damage of the Scorching Fist property to **3d4** and the damage of the Overheat property to **3d10**.

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Shadowstalker Garb



Shadowstalker Garb

Armour (light or medium), rare (requires attunement)
Component: construct instructions

This mechanical garb was tailor-made to allow assassins to glide over their target without being heard, before eliminating them with a swift, swooping attack. Anton Spark, the famous tinkerer, modelled this design after a snowy owl silently snatched a doughnut from his hand.

Shadowglide. Whenever you fall from a height of **10 feet** or more while wearing this armour, you can use a reaction to glide. While gliding, you move 1 foot horizontally for each 1 foot you fall, take no falling damage when you land, and have **advantage** on Dexterity (Stealth) checks to move silently.

Take-off. As a bonus action, you can activate your wings and gain a flying speed of **30 feet** for **10 minutes**. Once this property of the armour has been used, it can't be used again until the next dawn.

Death From Above. While wearing this armour, you can use a bonus action while in the air to fold yourself into a diving position and move straight down up to **120 feet**. If you make a melee weapon attack against a creature immediately after moving in this way and hit, the attack deals an extra **1d6** damage for every **10 feet** you moved, and you can immediately move another **10 feet** without provoking opportunity attacks. If the attack misses, you crash, taking **1d6** bludgeoning damage for every 10 feet you moved and landing **prone**.

Uncommon variant: Once the Shadowglide property has been used, it can't be used again until the next dawn. Reduce the distance you can move straight down with the Death From Above property to **30 feet**.

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Sir Wrenchinald the Third

Weapon (mace), very rare (requires attunement)
Component: fey psyche

Sir Wrenchinald the Third is an eccentric wrench, given sentience after years of being used to create items imbued with magic.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While holding this weapon, you have **advantage** on Intelligence checks and Intelligence saving throws. The wrench is contained in a scabbard; unsheathing it reveals a blade and allows it to be used as a dagger instead of a mace. If you aren't attuned to the wrench when you unsheathe the dagger, you take **1d4** bludgeoning damage as the wrench closes around your hand.

Foul Mouth. While holding this weapon, you can use a bonus action to cast *vicious mockery* (**save DC 16**). When the spell is cast in this way, Sir Wrenchinald hurls insults at the target.

Pun Master. As an action, you can hold out Sir Wrenchinald toward a creature, causing it to spurt out a series of puns as you cast *hideous laughter* (**save DC 16**) on the creature. This property can be used three times, regaining all expended uses daily at dawn.

Sentience. The wrench is a sentient lawful neutral mace with an Intelligence of **18**, a Wisdom of **10**, and a Charisma of **14**. It has hearing and darkvision out to a range of **120 feet**. The wrench communicates by speaking out loud and can speak, read, and understand Binary (a language spoken in the Clockwork Arcadia), Common, and Gnomish.

Personality. While Sir Wrenchinald is being wielded, it emits a constant stream of peculiar observations and insults, directed at anyone who would listen. Sir Wrenchinald values intelligence and mechanical skill above all, and may occasionally challenge its wielder with contests of wit in order to test them. Conflict arises if it feels that its wielder doesn't match its intelligence or makes decisions it views as foolish. Although Sir Wrenchinald acts as if all challenges are beneath it, it is easily intrigued by a puzzle or strange problem.

Rare variant: Reduce the **DCs** to **15**. The weapon doesn't grant advantage on Intelligence checks and Intelligence saving throws.

Sparkblade Mk. 2

Weapon (any sword), rare (requires attunement)
Component: dragon (blue or bronze) breath sac

As arcanodynamos have become more common, there has been an explosion in devices making use of this magic-generating technology. From lanterns to rollerskates, and now: sparkblades.

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

Arcanodynamo. While holding this weapon, you can cause it to regain expended charges by swinging it vigorously for **10 minutes** without interruption. At the end of this time, make a **DC 10 Strength (Athletics)** check. The item regains **1d6** expended charges on a successful check, or half as many charges on a failed one. Once



Sir Wrenchinald

Sparkblade

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

Lightning Blade. As a bonus action while holding this sword, you can pull the trigger 1, 2, or 3 clicks, energising the blade for **1 minute** as described below:

- **1 Click.** You expend **1 charge**. For the duration, each time you hit with an attack using this weapon, you deal an extra **1d4** lightning damage.
- **2 Clicks.** You expend **3 charges**. For the duration, each time you hit with an attack using this weapon, you deal an extra **1d6** lightning damage. The first time you hit a creature with this weapon each turn, the creature must succeed on a **DC 15 Constitution saving throw** or be unable to take reactions until the start of its next turn.
- **3 Clicks.** You expend **6 charges**. For the duration, each time you hit with an attack using this weapon, you deal an extra **1d8** lightning damage. The first time you hit a creature with this weapon each turn, the creature must succeed on a **DC 15 Constitution saving throw** or be unable to take reactions until the start of its next turn. If it fails the saving throw by 5 or more, it is **stunned** until the start of its next turn.

Uncommon variant, Sparkblade Mk. 1: Reduce the **DCs** of the Lightning Blade property to **13**, the charges to **4**, and the recharges at dawn and from the Arcanodynamo property to **1d4**. Remove the 3 Clicks option.

Very rare variant, Sparkblade Mk. 3: Increase the **DCs** of the Lightning Blade property to **16** and the damage of 1, 2, and 3 Clicks to **1d6**, **1d8**, and **1d10**, respectively.

Legendary variant, Sparkblade Mk. 4: Increase the **DCs** of the Lightning Blade property to **17** and the damage of 1, 2, and 3 Clicks to **1d8**, **1d10**, and **1d12**, respectively.

Technomancer Staff

Weapon (quarterstaff), rare (requires attunement)
Component: elemental core of air

A focus for pliers of electrical currents and lightning-based magic, this staff represents the evolution of wizardcraft and artifice. While old-fashioned mages potter about with candles and arcane runes, the new blood embraces technology. This staff contains the latest in magic energy catalysts, allowing it to recycle and redirect residual magical energy.

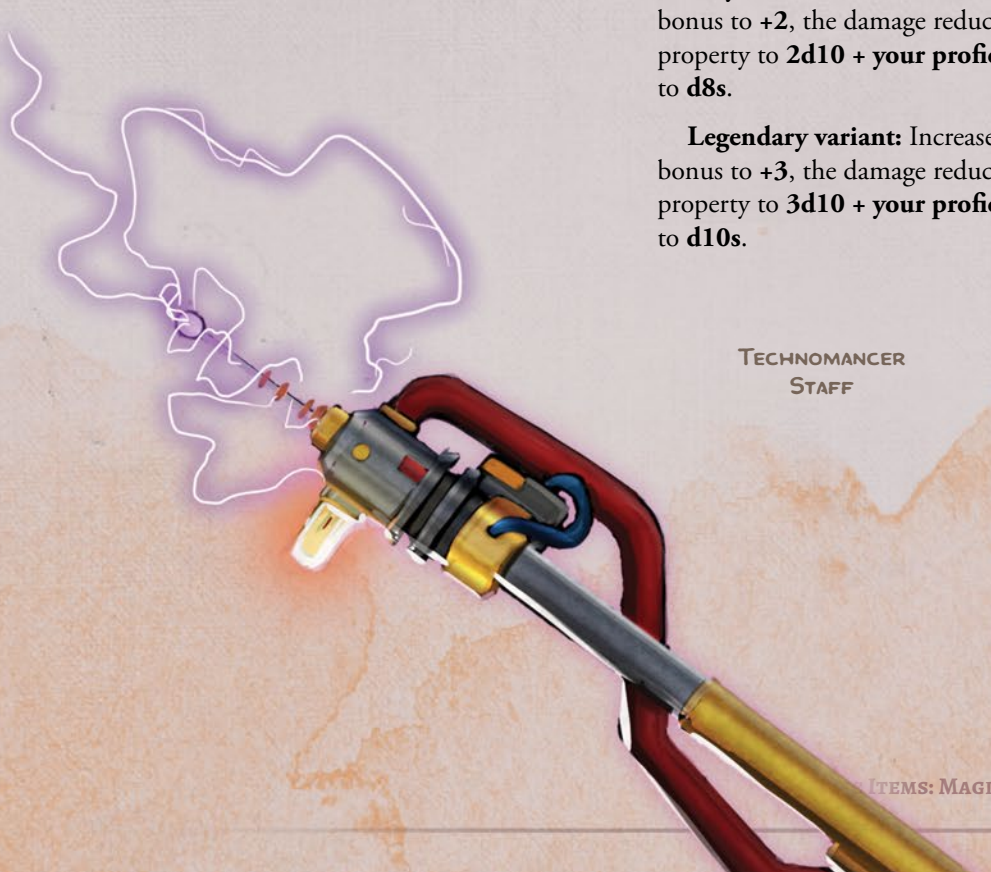
You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Whenever you cast a spell that deals lightning damage while holding this quarterstaff, roll a **d6** and add the result to one lightning damage roll of that spell against one of its targets.

Lightning Rod. When you or a creature within **20 feet** of you takes lightning damage, you can use your reaction to reduce that damage by **1d10 + your proficiency bonus** as the staff absorbs the energy.

Residual Charge. After you cast a spell that deals lightning damage or use the Lightning Rod property, purple crackling energy gathers at the tip of this quarterstaff. The next time you hit with a melee attack using this weapon within the next minute, you deal an extra **1d6** lightning damage to the target.

Very rare variant: Increase the attack and damage bonus to **+2**, the damage reduction of the Lightning Rod property to **2d10 + your proficiency bonus**, and the d6s to **d8s**.

Legendary variant: Increase the attack and damage bonus to **+3**, the damage reduction of the Lightning Rod property to **3d10 + your proficiency bonus**, and the d6s to **d10s**.



Technomancer Staff

Mohammed Bellaquih

Welcome to the Jungle

Bracers of the Jaguar Warrior

Wondrous item, rare (requires attunement)
Component: beast (panther) pelt

These golden bracers, adorned with layers of spotted fur and three glowing green gems, are worn by the fearsome Jaguar Warriors. Tasked with defending the Sun God's temple against intruders and wild animals, these bracers imbue these warriors with the ability to summon jaguar spirits from the fey realms.

While wearing these bracers, you have a **+1 bonus** to your AC.

Jaguar Spirit Claw. While wearing these bracers, you can use a bonus action to speak their first command word, causing three radiant claws to appear from the gems. For the next **minute**, you gain the following benefits:

- Your unarmed strikes deal radiant damage instead of bludgeoning damage.
- You can add your Wisdom modifier to the damage rolls of your unarmed strikes.

Jaguardian. While you wear these bracers, you can speak their second command word to cast the *spirit guardians* spell (**save DC 15**), calling forth jaguar spirits to protect you.

Once the Jaguar Spirit Claw or Jaguardian property has been used, that property can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. Remove the bonus to AC.

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



Bracers of the Jaguar Warrior

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Ceremonial Macuahuitl

Weapon (greatsword or longsword), rare (requires attunement by a creature with a Strength of 16 or higher)
Component: phial of humanoid blood

Unlike the traditional, functional macuahuitls, this exceptionally heavy specimen replaces wood and bone with gold and jade. Used for ritual sacrifice, this weapon retains the magic bestowed by years of appeasing the Sun God.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The sword has **3 charges** and regains **1d3** expended charges daily at dawn.

Eclipse! While holding this sword in sunlight, you can expend **1 charge** to ask the Sun God to hide its presence and cast the *darkness* spell.

Might of the Sun God. While holding this sword under the night sky or in darkness, you can expend **1 charge** to call upon the help of the Sun God and cast the *daylight* spell.

Very rare variant: Increase the attack and damage bonus to **+2**. When you use Might of the Sun God, you can instead expend **3 charges** to cast the *sunbeam* spell (**save DC 16**).

Legendary variant: Increase the attack and damage bonus to **+2**, the charges to **5**, and the recharge to **1d4 + 1**. When you use Might of the Sun God, you can instead expend **3 charges** to cast the *sunbeam* spell (**save DC 17**).

Helmet of the Dino Slayer

Wondrous item, rare (requires attunement)
Component: pouch of beast (dinosaur) scales

This helmet is made from various dinosaur parts by an expert craftsperson. It offers protection against otherwise deadly blows from creatures larger than you. Wearing such a helmet is proof of superior hunting and survival skills in the deadly jungle.

While wearing this helmet, you have **advantage** on Intimidation checks.

Saurian Resilience. When a creature whose size is larger than yours reduces you to 0 hit points with a melee attack while you're wearing this helm, make a **Constitution saving throw** with a **DC** of **10** or half the damage taken (whichever is higher). On a successful save, you instead drop to **1** hit point. Success or failure, this property can't be used again until the next dawn.

One with Nature. You have mastered survival in hostile jungles. While wearing this helm, you can cast the *animal friendship*, *speak with animals*, and *locate animals or plants* spells from it (**save DC 15**). Once the helmet has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Very rare variant: Increase the **DC** of the One with Nature property to **16**. This item has the Big Game Hunter property.

Big Game Hunter. While wearing this helmet, your weapon attacks deal an extra **1d10** damage to creatures whose size is larger than yours.

Ceremonial Macuahuitl



Helmet of the Dino Slayer



Mohammed Bellaquith

Jade Skull of the Sun King

Wondrous item, rare (requires attunement by a spellcaster)
Component: pouch of celestial (couatl) feathers

This jade skull wears the crown of a fallen Sun King. Legend says that each king had to prove themselves worthy of the blessing of a couatl so that they may craft their own crown from its gifted feathers. The stories also tell of the power stored in these precious artefacts, and of the hubris of thieves. Those for whom the crowns were not intended are subject to bestial curses should they try to don these royal raiments.

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

Vestigial Radiance. While holding the skull, you can use an action to cast the *sacred flame* and *dancing lights* cantrips, using your spell save DC.

Blazing Eyes. As an action, you can brandish the skull in front of you, speak its command word, and expend **1 charge** to cast the *scorching ray* spell (3rd-level), which uses your spell attack modifier and deals radiant damage instead of fire damage.

Curse. Removing the crown from the jade skull curses the last creature that touched the crown until it's once again placed upon the jade skull. While cursed, the skull's magical properties are suppressed, and the crown appears on the head of the cursed creature and transforms it into an **accursed feathered ape** (see below), multi-coloured like a couatl, using the ape's game statistics instead of its own. The ape is unwilling to part with the crown and is hostile towards any creature that it can see within **60 feet**. When the curse ends, the creature reverts back to its original form and gains 2 levels of **exhaustion**. This curse can be removed from this item by the *wish* spell or a deal with a couatl.

Accursed Feathered Ape

Huge beast, lawful neutral

Armour Class 12
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	17 (+3)

Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Photosynthesise (3/Day). As a bonus action when in direct sunlight, the ape can absorb the sun's energy, regaining 10 (**2d6 + 3**) hit points.

Actions

Multiattack. The ape makes two Grab attacks.

Grab. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 16 (**3d6 + 6**) bludgeoning damage and the target is **grappled** (**escape DC 17**).

Bash. The ape takes two creatures grappled by it and savagely smashes them against one another, forcing each one to make a **DC 17 Constitution saving throw**. A creature takes 25 (**3d12 + 6**) bludgeoning damage on a failed save, or half as much damage on a successful one.

Solar Beam (Recharge 5-6). With a roar, a beam of brilliant light blasts from the ape's mouth in a **5-foot-wide**, **60-foot-long line**. Each creature in the line must make a **DC 15 Dexterity saving throw**, taking 13 (**3d8**) fire damage and 13 (**3d8**) radiant damage on a failure, or half as much damage on a success. If the ape starts its turn in direct sunlight, this action automatically recharges.



Jade Skull of the Sun King

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Jawbone Machete

Weapon (scimitar), uncommon
Component: pouch of beast (dinosaur) teeth

A tool for travel and warfare, this machete possesses a homemade quality, reminiscent of the deepest parts of the jungle. Rough-cut bone, teeth, and feathers are bonded with tree resin and magic into a versatile instrument, rarely far from the side of its creator.

Jungle Dweller. You ignore difficult terrain caused by thick vegetation.

Landscaper. You have perfected the art of navigating through dense foliage and vines, and know exactly where to strike with your machete to make quick work of any plant. You have **advantage** on attack rolls made with this weapon against plants and on Tracking checks made to navigate in jungle terrain.

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

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The scimitar always deals maximum damage when you hit a plant with it.

Leeching Slug

Ammunition, uncommon
Component: phial of undead congealed blood

This slug is a popular weapon amongst jungle tribes. Easy to grow, and with very poor mobility, they don't pose a great threat unless you fall head-first into an infested puddle. They can easily be used as projectiles for blowguns or slings and, with some tinkering, can be affixed to arrows and bolts. Despite the low damage the leeches inflict, their numbing saliva is very potent, slowing any creature to which it attaches.

Leech. As a bonus action, you can attach the slug to a piece of ammunition or load it as ammunition in a blowgun or sling. The next time you hit with a weapon using the ammunition, the target must succeed on a **DC 13 Constitution saving throw** or become numbed as the slug sinks into the target's skin. For each slug attached to a numbed creature, its speed is reduced by **5 feet** and it takes **1d4** necrotic damage at the end of each of its turns.



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A creature can use its action to make a **DC 13 Strength check**, dislodging all leeches currently attached to it or a creature within its reach on a success. The slugs have no effect on incorporeal creatures, constructs, elementals, oozes, or undead. The slugs die after being dislodged from a creature and can't be reused.

Very rare variant: Increase the **DCs** to **16**, speed reduction of each slug to **15 feet**, and its damage to **2d6**.

Mace of the Torchbearer

Weapon (mace), rare (requires attunement)
Component: elemental volatile mote of fire

To gain their full potency, these gold-plated granite weapons must be blessed by a Sun Priest for three nights and three days over the summer solstice. The Torchbearers, holy warriors of the Sun God, develop a zealous compulsion to spread their diety's light the longer they wield such a weapon.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, and as an action while holding it, you can cast the *sacred flame* cantrip (**save DC 15**).

Spread the Light. As a bonus action, you can speak the weapon's command word, igniting a magical flame surrounded by small floating debris. It sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**. While ablaze, the mace deals an extra **1d4** fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you are no longer holding the mace.

Curse. This item is cursed, and attuning to it extends the curse to you. While cursed, you are unwilling to part with the mace, keeping it within reach at all times, and you can hear the Sun God speak to you through the flames. When you move within **30 feet** of a source of fire at least 1 foot in diameter for the first time on your turn or start your turn there, you must make a **DC 10 Wisdom saving throw**. On a failure, you must spend the rest of the turn moving towards the fire by the shortest safe route. You touch the fire when it's within reach, taking **1d8** fire damage. On a successful saving throw, or after touching the fire, you come to your senses and are **immune** to the call of this particular fire for the next **24 hours**.

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

Overgrown Barkshield

Armour (shield), uncommon (requires attunement)
Component: plant bark

This crude shield made of bark and wood teems with life as if it were still part of a tree. The smell of sap and various fragrant flowers perfumes the air around it.



Mace of the Torchbearer



Overgrown Barkshield

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Bark Armour. As an action, you can place the shield on your torso and speak its command word, causing the wood and vines to wrap around your figure. For **1 hour**, or until you use an action to end this effect, you are unable to hold a shield, and you gain the following benefits:

- You gain **1d8** temporary hit points.
- You gain the benefits of the *barkskin* spell (no concentration required).
- You have **advantage** on saving throws against being poisoned.

When this effect ends, the *overgrown barkshield* falls from its place on your torso, fading to a lifeless shade of grey. This property can't be used again until the next dawn, when the shield blooms with life once more.

Vines and Thorns. While touching this shield, you can use an action to animate one of the shield's thorny vines and make a melee weapon attack (**+5** to hit) against one target within **30 feet** of you. On a hit, the target takes **2d8** piercing damage, and, if the target is a Large or smaller creature or an object that weighs less than 500 pounds, you can pull it up to **10 feet** closer to you.

Rare variant: Increase Bark Armour's temporary hit points to **3d8**, and Vines and Thorns' attack modifier to **+8** and damage to **3d8**.

Very rare variant: Increase Bark Armour's temporary hit points to **5d8**, and Vines and Thorns' attack modifier to **+10** and damage to **4d8**.

Scorching Wrath

Weapon (dagger), uncommon (requires attunement)
Component: pouch of monstrosity (remorhaz) teeth

Within this sharp-edged bone dagger lies an inert lump of indigo obsidian. In the heat of battle, the obsidian erupts into a continual flow of molten stone to which you are impervious.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. This dagger has **3 charges** and regains **all** expended charges daily at dawn.

Eruption. As an action, you can thrust the dagger into the ground and expend **1 charge**. A **5-foot-radius**, **40-foot-high cylinder** of lava erupts, centred on a point you can see on the ground within **30 feet** of you. Each creature in that area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one.

Rare variant: Increase the attack and damage bonus to **+2** and the **DC** to **15**.

Very rare variant: Increase the attack and damage bonus to **+2**, the **DC** to **16**, and the damage of Eruption to **4d10**.



Scorching Wrath

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Venus Fool's Trap

Wondrous item, rare (requires attunement)
Component: pouch of plant leaves

Brutal and unnatural magic can be used to transform a living plant creature into a garment. Made from a shapeshifting species of carnivorous plants, this red and green cloak pulses, moving around your body of its own accord. Yet the metamorphosis is far from perfect; this cloak constantly hungers for flesh.

Lunch Break. As an action, you can put the cloak on a flat, nonmagical surface up to 5 feet wide and 10 feet long. It adapts to the surface and matches its appearance. If a creature uses its action to examine the area the cloak is in, the creature can spot the hidden carnivorous item with a successful **DC 15 Wisdom (Perception)** check. If a creature enters the space occupied by the cloak, it must make a **DC 15 Dexterity saving throw**, taking **3d10** piercing damage on a failed save, or half as much damage on a successful one. Afterwards, or if a creature that has spotted the item uses its action to make a **DC 15 Dexterity** check, the cloak shifts and detaches from the surface. You automatically succeed on this check.

Take-Out. When a creature enters a space within **10 feet** of you, you can use your reaction to have the cloak pounce and wrap around the creature if the cloak is within **10 feet** of you. The creature must succeed on a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check or become **grappled** (**escape DC 15**) by the cloak. A Gargantuan creature automatically succeeds on this check. While grappled in this way, the creature is **restrained** and takes **2d10** acid damage at the end of each of its turns. When a creature frees itself, the cloak falls to the ground and moves **10 feet** closer to you at the start of each of your turns, until it reaches you. Once this property of the cloak has been used, it can't be used again until the next dawn.

Curse. The cloak must feast on the corpse of at least one Small or larger creature every **24 hours**. Failing to do so causes it to slowly digest you during a long rest. When you finish a long rest, you recover one less Hit Die and take **2d6** acid damage upon waking up. Removing the cloak fails to end the curse and it always seems to find its way back to you by the end of a long rest.

Very rare variant: Increase all **DCs** to **16**, the damage of Lunch Break to **4d10**, and the damage of Take-Out to **3d10**. Medium or smaller creatures have **disadvantage** on ability checks to avoid or escape the cloak's grapple.



Venus Fool's Trap

Mohammed Bellafquih

Body Augmentation

Arm'onica

Wondrous item, uncommon (requires attunement by a creature missing an arm)
Component: phial of humanoid blood

Pipes 'Fourarms' McGruff: infamous bardtender, caring cat-lover, and middling musician. Renowned for serving customers, petting his cat, and playing the harmonica simultaneously, his world was turned upside down in an unfortunate mimic-related piano tuning accident. Fortunately, a young Anton Spark was quick to Pipes' rescue, developing a tool capable of calming rowdy clients and ousting tricksy mimics. Inspired by local folk tales of a ridiculous, six-armed, top-hat-wearing creature, this prosthesis is known as the "*Arm'onica*".

You must have a missing arm to attune to the *arm'onica*. Once attuned to it, it takes the place of your missing arm and can't be removed against your will. In addition, you can use it as a spellcasting focus for your bard spells, and if you are a bard, you gain a **+1 bonus** to your Bardic Inspiration rolls.

Dissonant Harmonies. As an action, you can blow into the *arm'onica*, choosing one of the effects below (**save DC 13**):

- **Harmony'ca.** You cast the *calm emotions* spell, which affects creatures in a **30-foot cone** originating from you instead of a sphere originating from a point within range.
- **Harm'onica.** You cast the *thunderwave* spell at 2nd level.

Once this item has been used to cast a spell, roll a **d4**. If the result is equal to or lower than the spell's level, the *arm'onica* becomes clogged and this property can't be used again until the next dawn, when it magically cleans itself.

Very rare variant: Increase the Bardic Inspiration bonus to **+2**, the **DC** to **16**, the level at which *thunderwave* is cast to 5th, and the d4 to a **d10**. Replace *calm emotions* with *dominate person*, which is cast normally.

Eye of the Planesrunner

Wondrous item, very rare (requires attunement by a creature missing an eye)
Component: humanoid (spellcaster) eye

This crystal sphere of shifting scenes depicts the landscape of the plane it last visited. An iridescent lattice borders the eye, developing in complexity the more it sees of the planes of existence.

You must have a missing eye to attune to this item. Once attuned to it, it takes the place of your missing eye, you can see through it as if it were a normal eye, and it can't be removed against your will.

Planar Magic. As an action, you can channel the eye's planar energy to cast one of the following spells (**save DC 16**): *banishment*, *blink*, *contact other plane*, *planar ally*, or *plane shift*.

Once this item has been used to cast a spell, roll a **d12**. If the result is equal to or lower than the level of the spell, the eye's energy floods into your brain; you take psychic damage equal to twice the number rolled and this property of the eye can't be used again until the next dawn.

Uncommon variant: Reduce the d12 to a **d6**. The only spell that the eye can be used to cast is *blink*.

Rare variant: Reduce the **DC** to **15** and the d12 to a **d8**. Remove *planar ally* and *plane shift* from the list of spells you can cast using the eye.



Arm'onica

Mohammed Bellafquih



Eye of the Planesrunner

Flesh Symbiont, Hand

Wondrous item, uncommon (requires attunement by a spellcaster missing a hand)
Component: pouch of humanoid teeth

Crafted by Thumblemore the wizard, this cursed lump of dormant flesh needs a host to emerge from its slumber. It slowly attaches itself to the stump of a creature's lost hand, shifting hue and morphing its shape to represent the lost limb.

You must have a missing hand to attune to this item. Once attuned to it, it takes the place of your missing hand and functions as a normal hand. The results aren't always perfect; roll **1d6 + 1** to determine the number of digits your new hand has. The first digit is always a thumb, and a mouth forms in the hand's palm.

Cost. The symbiont feeds off of you, syphoning your magical energy. Each time you finish a long rest, you must make a **DC 10 Constitution saving throw**. On a failed save, you lose one spell slot of the lowest level you can cast.

Mockery. You can use the hand to cast the *vicious mockery* and *words of discouragement* (see page 347) spells at will, using your **spell save DC**. If a creature succeeds on its saving throw against a *words of discouragement* spell cast in this way, the mouth blurts out insults and mockeries at you, causing you to become timorous for **1 minute**, as per the spell. As a bonus action while timorous, you can punish your insolent hand, taking **1d4** bludgeoning damage, restoring your sense of self-worth, and ending this effect.

Symbiotic Nature. The symbiont can't be removed from you while you're attuned to it, and you can't voluntarily end your attunement to it. If you're targeted by a spell that ends a curse, your attunement to the symbiont ends and it falls off, reverting to a dormant lump of flesh.

Rare variant: Increase the **DC** to **13**. The item has the Silver Tongue property.

Silver Tongue. The tongue in the mouth on your hand becomes silvered. You can use the hand to cast the *suggestion* spell, using your **spell save DC**. Once this property of the hand has been used, roll a **d4**. On a **1-2**, it can't be used again until the next dawn.

Flesh Symbiont, Heart

Wondrous item, rare
Component: humanoid heart

This symbiont is the abominable side product of a crazed necromancer's arcane experimentation. Brimming with eyes and teeth, this beating lump of flesh vaguely resembles a humanoid heart.

Revive. As an action, you can press this heart to the chest of a humanoid corpse within reach. The heart burrows into the corpse's chest, consuming any existing heart. Over the course of **1 hour**, it grows to resemble the original heart, casting the *raise dead* spell on the creature.

Curse. Pressing the heart into a creature forcibly attunes the creature to the heart and prevents it from being removed by any means. If the creature is already attuned to the maximum number of items, it loses its attunement to one at random. While attuned to the heart, the creature is **cursed** and has **disadvantage** on attack rolls and Wisdom (Perception) checks when it, the target of its attack, or whatever it's trying to perceive is in direct sunlight. In addition, it gains **resistance** to necrotic damage and can use the Symbiotic Vigor property. If a *remove curse* spell or similar magic is cast on the heart, or a creature ends its attunement to it, it rots and is destroyed, killing its host.

Symbiotic Vigor (Requires Attunement). The heart has **6 charges** and regains **1d6** charges daily at dawn.



Flesh Symbiont, Hand



Flesh Symbiont, Heart

Mohammed Bellafquih

These charges manifest as lidless eyes appearing on random locations across your body. While the heart is inside you, you can use your reaction when you take damage to expend **1 charge** to cast the *false life* spell at 2nd level, gaining the temporary hit points immediately before you take the triggering damage. You can't use this property of the heart while in direct sunlight. Whenever you expend a charge, one of the eyes closes.

Very rare variant: The heart casts *resurrection* instead of *raise dead*, but does not restore the missing heart that it replaces. Increase the level at which *false life* is cast to 3rd.

Mechanical Tail

Wondrous item, uncommon (requires attunement)
Component: phial of construct blood

This item is another creation of the eccentric Anton Spark, tinkerer extraordinaire. This *mechanical tail* is powered by a magic-infused steam core. Any creature can wear it on its back and, once attuned, use it as if it was born with a tail.

When you attune to the *mechanical tail*, it attaches to your lower back and can't be removed against your will. You can use the tail to make grapples and have **advantage** on Strength (Athletics) checks made to grapple creatures of your size or smaller with it.

Steam-Powered Strike. As an action, you can sweep your tail with wicked, steam-powered ferocity. Each creature within **5 feet** of you must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **2d8** slashing damage and is knocked **prone**. On a successful one, it takes half as much damage and isn't knocked prone. Once this property of the tail has been used, roll a **d4**. On a **1**, the tail runs out of steam and this property can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the damage to **3d8**.

Very rare variant: Increase the **DC** to **16** and the damage to **5d8**. You have **advantage** on Strength (Athletics) checks made to grapple creatures using the tail.

Legendary variant: Increase the **DC** to **17** and the damage to **5d10**. You can use the tail to grapple creatures two sizes larger than you or smaller and have **advantage** on Strength (Athletics) checks made to do so.

Ornate Ceramic Prosthesis

Wondrous item, rare (requires attunement by a creature missing a limb)
Component: construct (clay golem) flesh

Developed by a mysterious puppeteer, the painted patterns that decorate the ceramic surface of this appendage seem to shift from day to day, and vary in texture and hue from one individual to another.

You must have a missing limb to attune to this item. Once attuned to it, it reshapes itself to take the place of your missing limb, functions as a normal limb, and can't be removed against your will.

When you make an unarmed strike using this prosthesis, its plating morphs into a sharp, ceramic blade. Unarmed strikes made with the prosthesis count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage and deal slashing damage equal to **1d6 + your Strength modifier**.

Full Plating. As an action, you can speak the prosthesis' command word to activate the ceramic plating. It grows to cover your entire body, giving you the appearance of an articulated porcelain doll for **1 minute**. For the duration, you gain a **+2 bonus** to AC. Additionally, you have **vulnerability** to bludgeoning damage and **resistance** to fire and slashing damage. This property can be used twice, regaining all expended uses daily at dawn.

Uncommon variant: The Full Plating property doesn't grant resistance to fire damage, and once it's used, it can't be used again until the next dawn.



Mechanical Tail



Ornate Ceramic Prosthesis

Mohammed Bellafquih

Phantom Limb

Wondrous item, uncommon (requires attunement by a creature missing a limb)
Component: undead (ghost) ethereal ichor

This nebulous, floating cluster of green-blue light can take the form of a hand, arm, foot, leg, or similar absent appendage. Despite its spectral appearance, the *phantom limb* is quite solid—a fact that becomes painfully evident to unfortunate creatures on the receiving end of its strikes.

You must have a missing limb to attune to this item. Once attuned to it, it takes the place of your missing limb, functions as a normal limb, and can't be removed against your will. As a bonus action, you can cause the *phantom limb* to disappear, or manifest again. If you have multiple *phantom limbs*, they count as a single magic item with regard to the number of magic items to which you can attune.



Phantom Limb

Spiritual Armblade

Mage Limb. As an action, you can cause the limb to detach from your body and manipulate it like the hand produced by the *mage hand* spell. The limb vanishes when you dismiss it (no action required) and reappears attached to you once more.

Limber. The reach of unarmed strikes made with the *phantom limb* and the reach of attacks made with weapons that have the Light property held by the *phantom limb* increases by **5 feet**.

Rare variant: Unarmed strikes made with the *phantom limb* and attacks made with weapons held by the *phantom limb* deal an extra **1d6** psychic damage to the first target they hit each turn.

Spiritual Armblade

Wondrous item, rare (requires attunement by a cleric, druid, monk, paladin, ranger, or warlock missing a hand)
Component: celestial hair

These magical prostheses were gifted to the warrior-servants of the divine in recompense for limbs lost in battle.

You must have a missing hand to attune to this item. Once attuned to it, it wraps itself around the site of your lost hand and can't be removed against your will.

Summon Armblade. As a bonus action, you can summon a simple melee weapon made of spiritual energy from the prosthesis, or cause it to disappear. You are proficient with this weapon and use your spellcasting ability for the attack rolls made with this weapon (or your Wisdom modifier if you are a monk). The weapon deals **2d8** damage on a hit. Its appearance and damage type are linked to your alignment, as detailed below:

- **Good Alignment:** A golden blade that deals radiant damage.
- **Neutral Alignment:** A translucent-white weapon that deals force damage.
- **Evil Alignment:** A shaft of bruised mauve that deals necrotic damage.

Shield. When a creature you can see attacks you while the weapon is summoned, you can use your reaction to shift it into a shield, gaining a **+2 bonus** to AC against the triggering attack. The shield reverts to a weapon immediately after.

Uncommon variant: Reduce the bonus to AC to **+1**.

Very rare variant: Increase the damage to **2d10**.

Legendary variant: Increase the damage to **2d10**. You can add your spellcasting ability modifier (or your Wisdom modifier if you are a monk) to the damage rolls of attacks made with the weapon.

Mohammed Bellafquih

Deity-Specific Items

Why not have *spiritual armblades* linked to specific deities? You can then restrict who can attune to the item to those with a similar alignment to the deity.

Tail of the Mermalia

Wondrous item, rare (requires attunement by a creature missing its legs)
Component: beast fin

When the rakin ousted Dr. Stein from his tower, he had only one means of escape: swim. His last act in the battle was to sever his own legs, attune to the tail, flop into a well, and slink out into the sea, tail between his... well. He didn't have legs anymore.

You must be missing your legs to attune to this item. Once attuned to it, the tail grafts into place, the scales slowly petering out into your normal skin, and can't be removed against your will. You gain the shapechanger type and can breathe both air and water.

Morph. As an action, you can morph your tail into legs or vice-versa, gaining the benefits indicated below.

- ***Legs.*** You have a walking speed of **20 feet**. You can stand on and move across any liquid surface as if it were solid ground.
- ***Tail.*** You have a swimming speed of **60 feet** and **advantage** on ability checks and saving throws made to avoid being grappled or restrained while underwater. On land, you are always **prone**, can't stand up, and have a walking speed of **5 feet**.

Dolphin: Heads or Tails. As a bonus action, you can target one creature you can see within **60 feet** of you and unleash the power of the chimera. The target must succeed on a **DC 15 Constitution saving throw** or be partially-polymorphed for **1 minute**. Roll a **d6** to determine the effect. Once this property of the item has been used, it can't be used again until the next dawn.

- On an even result, the creature's torso and head become fishified: it loses the ability to speak and can breathe only water. Furthermore, its Intelligence score is reduced to 1, and it can't cast spells or activate magic items, though it can still recognise its friends, follow them, and even protect them. The creature gains **10** temporary hit points. When these hit points are lost, or if the creature falls unconscious, the effect ends and it returns to normal.
- On an odd result, the creature's legs become fishified, as described in the Tail option of the Morph property.

Rare variant, *Tail of the Clownfish*: Replace the Heads or Tails property with the Clowning Around property.

Clownfish: Clowning Around. As an action, you can cast the *hideous laughter* spell (**save DC 15**). This property can be used three times, regaining all expended uses daily at dawn.

Rare variant, *Tail of the Shark*: Replace the Heads or Tails property with the Blood Fury property.

Shark: Blood Fury. As a bonus action, you can activate your blood fury. For **1 minute**, when you make a weapon attack against a creature, you have **advantage** on your attack roll if the creature has fewer than half of its maximum hit points. Once you use this property, you can't do so again until the next dawn.



Tail of the Mermalia

Mohammed Bellaquih

Wings of Prey

Wondrous item, rare (requires attunement)
Component: pouch of beast (giant eagle) feathers

Bestowed upon defenders of city walls and mountain rangers alike, these wings provide great mobility, as well as packing a secret weapon. The appearance of the wings varies from one individual to another, shifting in colour to mirror their soul.

When you attune to the wings, they attach to your back and can't be removed against your will. As a bonus action, you can speak the wings' command word to cause them to disappear or reappear. Additionally, the wings have **6 charges** and regain **1d4 + 2** expended charges daily at dawn. While the wings are present, you have a flying speed equal to 5 times the number of remaining charges in feet.

Razor Sharp. As an action while the wings are present, you can expend **2 charges** to hurl a flurry of razor-sharp feathers in a **30-foot cone**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d8** slashing damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Reduce the charges to **3**, the recharge to **1d3**, the **DC** to **13**, and the damage to **4d6**.

Very rare variant: Increase the **DC** to **16** and the damage to **5d8**. The Razor Sharp property only requires **1 charge** to use.



Wings of Prey

Mohammed Bellafquih

Victorian Horror

Angry Mob Starter Pack

Wondrous item, rare
Component: fey egg

With safety pitchforks and protest signs strapped to the back, this plain leather satchel's unassuming exterior hides a secret within: it houses an illusory mob.

Assemble the Mob! When you open this satchel as an action, you can designate up to four willing creatures you can see within **30 feet** of you to be 'multiplied' for **1 hour**. Each affected creature sprouts nine illusory duplicates that all have minor alterations: different clothes, hair, and heights. The duplicates surround and follow the original and seem completely real, including sounds, smells, and temperature appropriate to the creature depicted. So long as you and any multiplied creatures remain within **100 feet** of the satchel, these duplicates muddle about, shouting vaguely angry phrases such as "Get them!", "Begone!", and "Why is existence vacuous and happiness illusory!?" If a duplicated creature is ever more than **100 feet** away from a satchel, its duplicates vanish.

A creature that uses its action to examine the mob can determine that it is an illusion with a successful **DC 15 Intelligence (Investigation)** check, ascertaining which members of the mob are real creatures.

If a creature targets a member of the mob with an attack, roll a **d10**. On a **10**, it hits a real creature within the mob (GM's choice). On a **1-9**, it hits one of the duplicates, who doesn't react, causing the creature to gain **advantage** on all Intelligence (Investigation) checks to see through the illusion, and it can immediately make one as part of its attack. Once this property of the item has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. When one of the illusory duplicates is hit by an attack, all illusory duplicates disappear.



Angry Mob Starter Pack

Mohammed Bellafquih

Beast Serum



Beast Serum:
Bone Marrow Bouillon

Beast Serum

Potion, rare
Component: phial of humanoid (shapechanger) blood

Doctor Jake Kill advertises his proprietary blend of bull's pituitary and caffeine as a "sure fire way to lose friends and alienate people, especially if those people are a swarm of marauding goblins." Oddly enough, he seems more than a little keen to get rid of this particular concoction…

Inner Monster. Tied up in a protective claw is a phil-ter of bubbling red liquid. You can use an action to drink this potion, filling you with a sense of rage and selfish-ness as your muscles inflate and your veins bulge. You turn into a brute, the physical and mental manifestation of your most evil and selfish thoughts, for **10 minutes**, and undergo the following changes:

- Your size increases by one category and your weight is multiplied by eight.
- You have **advantage** on Strength-based attack rolls, Strength checks, and Strength saving throws.
- Your alignment changes to chaotic evil; you think of your own survival first and any trace of compassion or mercy is shredded.

When the effect ends, you return to normal and make a **DC 15 Constitution saving throw**. On a failed save, you gain 1 level of **exhaustion**.

Very rare variant, Bone Marrow Bouillon: Add the following effects to the potion:

- You gain **2d6** temporary hit points at the beginning of each of your turns.
- Once for the duration of the serum, when you would be reduced to 0 hit points, you are instead reduced to 1 hit point.

Mohammed Bellafquih

Garlycanthrope

Wondrous item, uncommon
Component: plant poison gland

Originally commissioned by an infamous vampire huntress, Dr. Francis N. Stein's *garlycanthropes* have proved themselves the 'must-have commodity of the season' for monster hunters everywhere. Their ability to detect undead and shapechangers has saved many potential victims from the jaws of a mimic, or from walking into a vampire's lair.

Animate Bulb. As a bonus action while holding this item, you can speak its command word. In response, this inanimate bulb of garlic becomes a creature that uses the **garlycanthrope** stat block, sprouting little legs, eyes, and a panting muzzle. It is extremely friendly to you and your allies, but is skittish if any of them are undead or shapechangers. In combat, the garlycanthrope shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

After **1 hour**, or if the garlycanthrope is reduced to 0 hit points, it becomes an inanimate bulb of garlic once more. Once this property of the item has been used, it can't be used again until the next dawn. Be careful not to eat it in the meantime!

Garlycanthrope

Tiny monstrosity (shapechanger), neutral good

Armour Class 12
Hit Points 30 (4d4 + 20)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	10 (+0)

Senses passive Perception 11
Languages understands Common, but can't speak
Challenge 0 (10 XP) **Proficiency Bonus** +2

Eyes of the Grave. The garlycanthrope always knows the location of any undead within **60 feet** of it that isn't behind total cover and that isn't protected from divination magic. It growls gently in the direction to warn its owner.

False Appearance. While motionless, the garlycanthrope is indistinguishable from a normal head of garlic.

Garlicol. Due to the garlycanthrope's pungent aroma, vampires and their spawn have **disadvantage** on attack rolls while within **15 feet** of it.

Nose of the Changed. The garlycanthrope can smell the presence of any shapechangers within **120 feet** of it. It gives a soft bark in the direction from which their scent comes.

Actions

Bite. *Melee Weapon Attack:* **+0** to hit, reach 5 ft., one target. *Hit:* **1** piercing damage.

Pong (1/Day). The garlycanthrope releases a puff of strong-smelling powder in a **30-foot radius**. For the next **8 hours**, any non-garlycanthrope creature that passes through the area has **disadvantage** on Wisdom (Perception) and Wisdom (Survival) checks made to locate and/or track any creature using smell for **1 hour**.

Garlycanthrope



Michelle Mueller

Gentleman's Umbershield

Wand, rare
Component: aberration hide

Rain, arrows, or maces, this wand can deflect them all. Disguised as an oiled blue silk umbrella, as any gentleman might carry, this magical implement gives you a heightened sense of danger.

This wand has **12 charges** and regains **1d6 + 6** expended charges daily at dawn. While holding it, you have **advantage** on initiative rolls.

Reflect. When you are hit by an attack that you can see while holding the wand, you can use your reaction to open the umbrella and roll a **d8**. You expend charges equal to the result of the roll, or however many remain in the wand (whichever is lower), and gain a bonus to AC equal to the number of charges expended until the start of your next turn. If this results in the triggering attack missing you, the attack bounces back at the creature that made it using the original attack roll, potentially causing the attacker to hit itself.

Uncommon variant: You don't have advantage on initiative rolls while holding the wand. Reduce the charges to **8**, the recharge to **1d4 + 4**, and the die size of the Reflect property to a **d6**.

Very rare variant: Increase the charges to **20**, the recharge to **1d10 + 10**, and the die size of the Reflect property to a **d10**.

Glimmerbolt

Weapon (any crossbow), very rare (requires attunement)
Component: celestial hair

Another weapon from Sister Victoria's arsenal, this simple crossbow has been blessed by the gods. At your command, the slack string of the crossbow glows bright gold and snaps into its catch; a glimmering quarrel of brilliant, radiant energy coalesces in place.

You gain a **+3 bonus** to attack and damage rolls made with this magic weapon. This weapon has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

Glimmerbolt. When you take the Attack action on your turn while holding this crossbow, you can speak its first command word, expending **1 charge** and causing a piece of radiant ammunition to load into the crossbow. The next attack you make with the crossbow before the end of your turn deals radiant damage instead of piercing damage, and deals an extra **1d6** radiant damage on a hit.

Lumoflare. As an action while holding this crossbow, you can speak its second command word and expend **3 charges** to fire an especially bright bolt at a point within **60 feet** of you, where it detonates. Each creature in a **20-foot radius** must succeed on a **DC 16 Constitution saving throw** or become **blinded** until the end of your next turn. After this flash, the light, now dimmer, hangs in the air for **1 minute**, shedding bright light for **20 feet**, and dim light for an additional **20 feet**.

Uncommon variant: Reduce the attack and damage bonus to **+1**, the **DC** to **13**, the charges to **4**, and the recharge to **1d4**.

Rare variant: Reduce the attack and damage bonus to **+2**, the **DC** to **15**, the charges to **6**, and the recharge to **1d4 + 2**.



Graveshredder

Weapon (battleaxe), rare (requires attunement)
Component: pouch of undead teeth

Morticai Ignaceous Fiéd dreamed of superstardom. Unfortunately, Mort I. Fiéd's father had different plans. Namely: digging graves, filling the graves, and watching the graves to make sure they didn't undig themselves. And so, Mort cobbled together a lute from old grave-digging shovels, channelled his teen spirit into angst-filled melodies, and surprised himself by animating the whole graveyard. Thus was formed the travelling six-piece musical act: "Avenged Sixfold".

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which can also act as a lute. If you are proficient with a stringed instrument, you are proficient with this battleaxe, can use it as a spellcasting focus for your bard spells, and can use the Shredder property. The battleaxe has **4 charges** and regains **all** expended charges daily at dawn.

Shredder. While holding this axe, you can expend charges in the following ways:

- As an action, you can sweep-pick a sick lick, expending **2 charges** to cast the *speak with dead* spell. Whenever you ask questions, the 'question and answer' takes the form of a 'call and response' duet between you the guitarist, and the corpse as a singer.
- Over the course of **1 minute**, you can rip a face shredding solo, expending **2 charges** to cast the *animate dead* spell. When the spell is cast in this way, you command creatures created by it by playing a killer riff.
- As an action, you can fingerpick a mournful instrumental ballad, expending **4 charges** to cast the *revivify* spell. Casting the spell in this way requires its material components.

When you expend 1 or more charges, you must make a **Dexterity or Charisma (stringed instrument)** check (your choice). The **DC** for this check equals **10 + 1** for each charge expended. On a success, the spell is cast as normal. On a failure, the spellcasting action, any material components, and the charges are wasted.

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



Graveshredder

Mohammed Bellafquih

Palisade

Weapon (any polearm), uncommon (requires attunement)
Component: construct plating

This polearm looks to have been shaped from the wrought iron of a graveyard's fence. Legend says the fence was magically enchanted by a wandering cleric, Sister Victoria, so that it would keep incarcerated the walking dead.

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

Fencing. As an action, you can stab *palisade* into the ground, causing a 1-inch-thick wrought iron fence to burst from the earth at a point you can see within **60 feet** of you, twisting into a latticework of thorny vines. It can be either 30 feet long and 10 feet high or form a ringed wall up to 20 feet in diameter and 20 feet high. Each 5-foot-square section has an **AC** of **10**, **15 hit points**, and **immunity** to psychic and poison damage. The wall doesn't block line of sight, but Small or larger creatures can't move through it.

When the fence appears, each creature within its area is pushed to one side of the fence (your choice) and must succeed on a **DC 13 Dexterity saving throw** or take **2d8** piercing damage. A creature attempting to climb the fence must make a **DC 13 Strength (Athletics)** or **Dexterity (Acrobatics)** check, with **advantage** if it has a climbing speed. On a failure, the creature slips, taking **2d8** piercing damage and falling **prone** at the base of the fence.

Ranged attack rolls that pass through the fence are made with **disadvantage**. The fence persists for **10 minutes**, until you lose concentration (as if concentrating on a spell), or until it is destroyed, whereupon it crumbles into dust. Once you have used this property, it can't be used again until the next dawn.

Rare variant: Increase the attack and damage bonus to **+2** and the **DCs** to **15**.

Quicksilver Blade

Weapon (any sword), rare (requires attunement)
Component: pouch of dragon (silver) scales

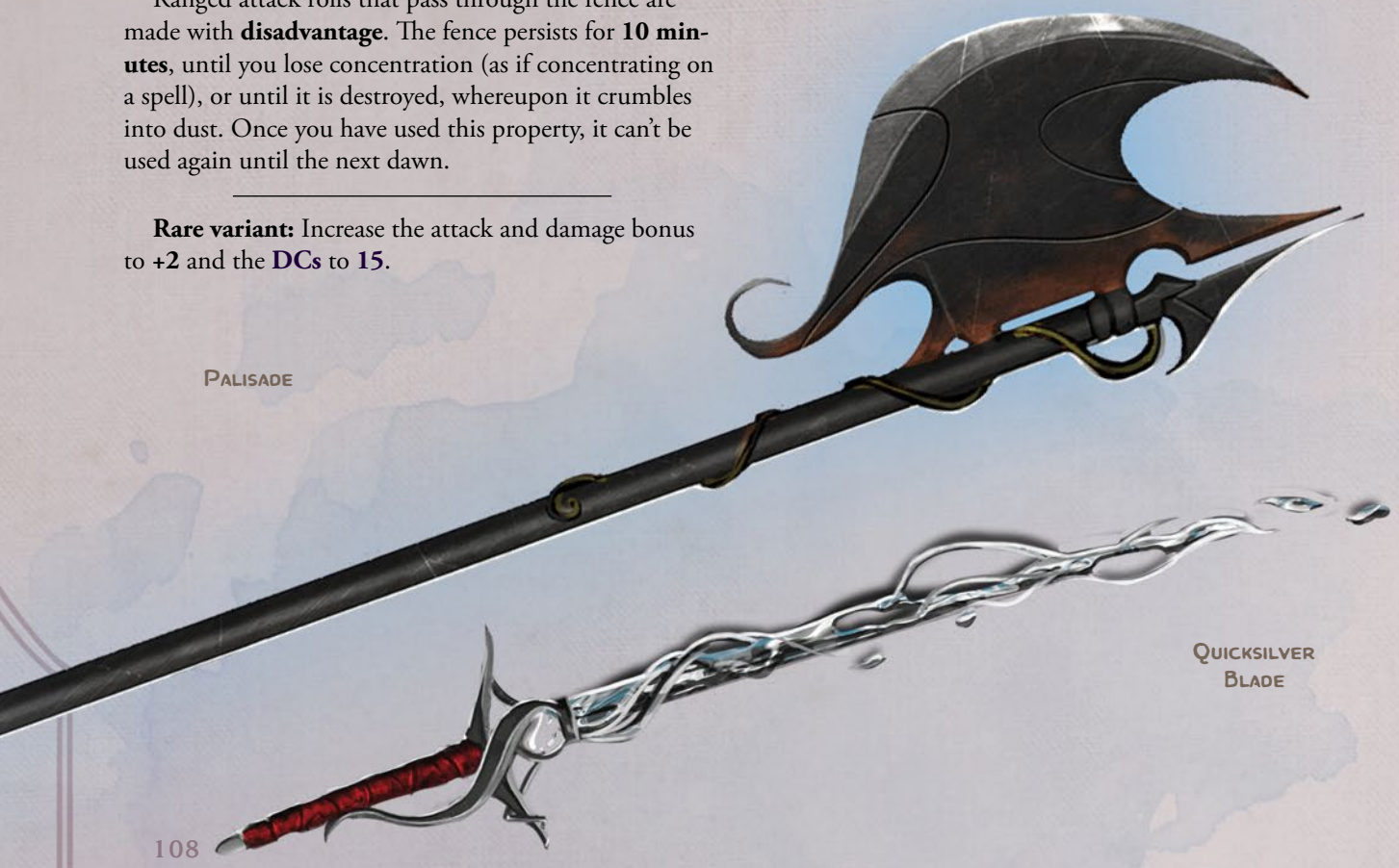
Made of true quicksilver—an alloy of mithril, mercury, and silver—this weapon's blade is in constant, fluid motion.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Freeflow. While holding this weapon, you can use a bonus action to cause its form to shift to that of any melee weapon with which you are proficient that lacks the Two-handed and Heavy properties.

Throw. When you make an attack with this weapon, you can instead flick a shard of the *quicksilver blade* towards a target, making a ranged weapon attack (range 30/90) that uses your Strength modifier for the attack and damage rolls. On a hit, it deals the weapon's normal damage plus an extra **2d6** poison damage, or **4d6** if the target is a shapechanger. Once this property is used three times, the *quicksilver blade* becomes a *+2 dagger* with no other properties until the next dawn, when it regrows to its original form and regains all expended uses of this property.

Uncommon variant: Reduce the attack and damage bonus to **+1**. The Throw property can only be used once before the *quicksilver blade* becomes a dagger, which is a *+1 dagger* instead of +2.



Palisade

Quicksilver Blade

Mohammed Bellafquih

Sawbones' Bonesaw

Weapon (any sword that deals slashing damage), very rare (requires attunement)
Component: giant tooth

Speckled with rust and blood, this magical saw has a wickedly keen, serrated edge. It is said to be the instrument of choice of back alley doctors and black market suppliers. Amputation operations can be conducted almost instantaneously; plenty of time before the town guard started sticking their nose in.

You have **advantage** on Medicine checks made to perform surgical procedures using this sword.

Amputation. When you hit a creature with this weapon, you can speak its command word, causing it to momentarily become incredibly sharp and able to cut through limbs with even a glancing blow. The target must make a **DC 16 Constitution saving throw**. On a failed save, the target takes an extra **2d6** slashing damage and loses a randomly determined limb (use the table below). On a success, it takes half as much damage and doesn't lose a limb. Creatures with legendary resistances automatically succeed on this saving throw. Once this property has been used, it can't be used again until the next dawn.

How the creature is affected depends on the creatures' anatomy and is up to the GM's discretion. If the GM decides the creature can't lose a limb, this property deals an extra **6d6** slashing damage instead of 2d6. Below are examples for a humanoid.

d20	Limb	Effect
1-9	Leg	The target's walking speed is halved and it has **disadvantage** on Dexterity saving throws.
10-19	Arm	The target drops whatever it is holding in this hand (if any) and has **disadvantage** on attack rolls using its arms. If the target has a feature or trait that allows it to make multiple attacks using its arms, it makes one fewer.
20	Head	You cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

Legendary variant: Increase the **DC** to **17** and the damage to **2d12**, or **6d12** if the target can't lose a limb. The Amputation property can be used three times, regaining all expended uses daily at dawn.

Avoiding Amputation

If you don't want to include amputation in your game, replace the slashing damage with psychic damage and have the Amputation property instead temporarily disable the target's limb until it finishes a short or long rest.



Sawbones' Bonesaw

Mohammed Bellafquih

Undertaker's Cloak

Wondrous item, uncommon
Component: undead (mummy) rancid fat

Mort I. Fiéd had learned one thing whilst under his father's tutelage; in this world, corpses don't always stay corpses. When the dead start rising, you want someone to have your back. Someone… or something.

Grave's Embrace. Trailing from your back, ragged scraps of cloth and bandage float in an ethereal wind, even on the calmest of days. As an action, you can speak the cloak's first command word, causing shreds of it to pull away and begin entangling a Large or smaller creature you can see within **10 feet** of you. The target must succeed on a **DC 13 Strength saving throw** or become **restrained** for **10 minutes**. A creature restrained in this way takes **1d6** necrotic damage at the start of each of its turns as it desiccates. A creature can use its action to make a **DC 13 Strength** check, breaking the restraints and freeing itself or another creature within its reach on a success.

As a bonus action, you can speak a second command word, releasing the target and ending the effects as the scraps of cloth fall lifelessly to the ground. Once this property has been used, it can't be used again until the next dawn, at which point the cloak regrows.

Rare variant: Increase the **DC** to **15** and the damage to **2d6**. A restrained creature has **vulnerability** to fire damage.

Very rare variant: Increase the **DC** to **16** and the damage to **3d6**. A restrained creature has **vulnerability** to fire damage.

Legendary variant: Increase the **DC** to **17** and the damage to **4d6**. A restrained creature has **vulnerability** to fire damage. The Grave's Embrace property can be used twice, regaining all expended uses daily at dawn.



Undertaker's Cloak

Mohammed Bellafquih

Antimagic Corruption

Arcanomagnetic Rings

Ring, rare (requires attunement)
Component: pouch of dragon (magnetite) scales

This pair of rings forms an arcanomagnet. One, a brilliant gold that reflects light in wondrous prismatic hues, is intensely magical, while the other, a dull grey that grows darker as the surrounding light brightens, is its antimagical opposite. By creating pockets of magical and antimagical energy, you can bend the Weave, causing magic to veer off its intended trajectory.

These rings can only be attuned to as a pair and count as a single magic item with regard to the number of magic items you can attune to.

Spellbend. Whenever a creature or point you can see within **30 feet** of you is targeted by a ranged spell attack, an attack using a magic ranged weapon or magic ammunition, or a spell with an area of effect centred on a point, you can use your reaction to redirect it.

You cause a ranged attack to target a different target of your choice within **10 feet** of the original (after the attack roll is made but before the outcome is determined). Alternatively, you move the area of effect's point of origin up to **10 feet**. After you use this reaction, roll a **d6**. On a **1-2**, the rings become demagnetized and can't be used again until the next dawn.

Very rare variant: Increase the range at which you can use this property to **60 feet**, the distance a different target must be from the original to **20 feet**, the distance you can move the point of origin of an effect to **20 feet**, and the d6 to a **d10**.

Arcanomagnetic Rings



Mohammed Bellafquih

Leaden Manacles

Wondrous item, uncommon
Component: giant nail

The stink of burnt flesh and vapours of boiling sweat waft from the wrists of the shackled spellcaster. As you watch, the creature mutters an incantation and the lead begins to glow once more. The creature lets out a pained wail, its concentration broken, its wrists seared.

Arcane Forbiddance. You can use an action to place these manacles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. *Leaden manacles* behave as normal manacles with the following addition: A creature that attempts to cast a spell while wearing the manacles must make a **DC 13** ability check using its spellcasting ability. On a failure, the spell's magic is cancelled; the action to cast the spell is wasted but the creature doesn't expend a spell slot or a use of the spell. The creature also takes **1d4** fire damage plus an extra **1d4** fire damage per level of the spell on a failed check, or half as much damage on a success.

Very rare variant: Increase the **DC** to **16** and the extra damage to **2d4** per level of the spell. If the creature fails the ability check, it's also **stunned** until the end of its next turn and expends the spell slot or a use of the spell.



Leaden Manacles



Lichslayer

Lichslayer

Weapon (any), legendary (requires attunement)
Component: undead (lich) undying heart

The faces of trapped souls can be seen floating beneath the polished surface of this deep, inky glass weapon. The secrets of fashioning soulveil, the faceted material from which these weapons are made, predate even the Spellbreakers. Before wielding such a weapon against a magic user, they must have first been tried by a Spellbreaker Council and found guilty of the most dire crimes. Death by this weapon is absolute, a final curtain.

You gain a **+3 bonus** to attack and damage rolls made with this magic weapon.

Soultrap. This weapon can store a maximum of **20 charges**. When you use this weapon to kill a creature capable of casting spells, the creature's soul is trapped in the weapon, which gains a number of charges equal to half the creature's total number of Hit Dice. As these charges are expended, the creature's soul is shredded. A creature whose soul is trapped or shredded can't come back to life by any means short of a *true resurrection* spell or similar magic.

Empower. When you hit a target with an attack using this weapon, you can expend up to **5 charges**, dealing an extra **1d8** force damage for each charge expended.

Rare variant: Reduce the attack and damage bonus to **+1**, the maximum number of charges to **10**, the number of charges you can expend at once to **3**, and the damage to **1d6** per charge.

Lockshiv

Lockshiv

Weapon (dagger), uncommon
Component: ooze vesicle

This bladed syringe holds a lead-heavy concoction that inhibits a creature's ability to interact with the Weave. With intricate mechanics, the injection mechanism can be pre-loaded, allowing the weapon to release its magic-inhibiting effects when thrown.

Suppression Serum. When you hit a creature with this weapon, you can inject some of the dagger's fluid into the creature. The creature must succeed on a **DC 13 Constitution saving throw** or be unable to concentrate on spells until the end of its next turn. In addition, if it tries to cast a spell before the end of its next turn, it must make a **DC 13** ability check using its spellcasting ability. On a failure, it wastes its action but doesn't expend a spell slot or use of the spell. This property can be used twice, regaining all expended uses daily at dawn.

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Rare variant: Increase the **DCs** to **15**. The Suppression Serum property can be used three times, regaining all expended uses daily at dawn. This weapon deals an extra **1d8** poison damage to creatures capable of casting spells.

Magehunter Blade

Weapon (any sword), very rare (requires attunement)
Component: pouch of monstrosity (sphinx) claws

Made of a Weave-intersecting alloy, these armaments were the go-to weapon for the mage-hunting Order of the Spellbreakers. Fanatical elements within the order have recently taken power, bringing with them an abhorrence for all things arcane. Having largely destroyed their magical arsenal, such weapons have become quite rare and are only wielded by the few who cling to the old ways.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Dispel Magic. When you hit a target that is under the effect of one or more spells with an attack using this weapon, you can choose to dispel one of the spells affecting it if the spell is of 5th level or lower. If you do, the target takes **1d6** force damage for each level of the spell (dispelled cantrips deal no extra damage). Once a spell is dispelled, roll a **d6**. If the number is equal to or lower than the level of the dispelled spell, this property can't be used again until the next dawn.

Rare variant: Reduce the attack and damage bonus to **+1**, the level of spell this weapon can dispel to 3rd level or lower, and the d6 once a spell is dispelled to a **d4**.

Legendary variant: Increase the attack and damage bonus to **+3**, the level of spell this weapon can dispel to 7th level or lower, and the d6 once a spell is dispelled to a **d8**.

Magehunter Bulwark

Armour (shield), rare (requires attunement)
Component: monstrosity (sphinx) bone

Like a leaden wall, Spellbreakers would encircle evil magic users, sending spells ricocheting up into the night sky. Eventually, when the enemy's magic was spent, these red and black shields would thrust forward, hammering their foe to the ground where they could be shackled. Though few are now found, these magehunter bulwarks can be a thorn in the side of even the mightiest lich.

While holding this shield, you have a **+1 bonus** to AC. This bonus is in addition to the shield's normal bonus to AC.

Deflect Spell. When you are hit by a spell attack or subjected to a spell or magical effect that allows you to make a Dexterity saving throw to reduce or avoid the



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damage taken while holding this shield, you can use your reaction to deflect some of the spell's energy. When you do so, the damage you take from the attack or effect is reduced by **2d10**.

If you reduce the damage to 0, the spell has no effect on you, and you can attempt to reflect the spell's raw energy at its origin. Make a ranged attack roll (**+7** to hit) against the target, dealing force damage equal to the result of your **2d10** roll on a hit. Once this property of the shield has been used, roll a **d4**. On a **1**, it can't be used again until the next dawn.

Uncommon variant: Reduce the to hit bonus to **+5**. Remove the AC bonus.

Very rare variant: Increase the damage reduction to **4d10** and the to hit bonus to **+8**.

Legendary variant: Increase the AC bonus to **+2**, the damage reduction to **4d10**, and the to hit bonus to **+10**.

Plate of the Magehunter General

Armour (breastplate, half plate, or plate), very rare (requires attunement)
Component: monstrosity (sphinx) pelt

Made of a dark grey, lead-rich metal, this armour seems especially dull around magical sources of light.

Absorption. While wearing this armour, when you are subjected to a magical effect that allows you to make a saving throw to take only half damage, you instead take no damage on a success and only half as much damage on a failure. Once this property has triggered three times, it can't trigger again until the next dawn.

Spellbreak. While wearing this armour, you have resistance to force damage. Acid, cold, fire, lightning, and thunder damage you take from magical sources, as well as magical healing you receive, is reduced by **3**. In addition, whenever you are hit by a magical melee weapon, the attacker must roll a **d20**. On a **10** or lower, the weapon's magic is suppressed for **1 hour**, causing it to temporarily lose its magical effects immediately after the attack.

Uncommon variant, Plate of the Magehunter Sergeant: Once the Absorption property has triggered, it can't trigger again until the next dawn. Reduce the magical damage and healing reduction to **2**. Remove the resistance to force damage. The Spellbreak property can't be used to suppress a magical weapon.

Rare variant, Plate of the Magehunter Captain: Remove the resistance to force damage. The Spellbreak property can't be used to suppress a magical weapon.



Plate of the Magehunter General

Mohammed Bellafquih

Speak No Evil

Wondrous item, uncommon
Component: giant tooth

This headgear – a gag consisting of two leaden 'hands' connected by thick leather straps – is designed to make speech impossible.

Applying the Gag. As an action, you can attempt to gag a creature you are grappling. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. On a success, you get the gag in place and the leather straps magically fasten.

The Gagged. The gagged creature can't verbalise in any way, which includes speaking, casting spells that require a verbal component, or even simply humming and grunting. In addition, after the creature casts a spell, the gag heats up and the creature takes **1d4** fire damage plus an extra **1d4** fire damage per level of the spell.

Removing the Gag. You and any creature you designate when you use the gag can use an action to remove it. The gagged creature or a creature within reach of it can use its action to make a **DC 20 Strength** or **DC 15 Dexterity (Sleight of Hand)** check, removing the gag on a success. The *knock* spell can also unfasten the leather straps, causing the gag to fall off.

Common variant: Reduce the **DCs** to **13** and **10**, respectively. The gag doesn't deal damage to a creature that casts a spell.



Speak No Evil

Voidshot

Ammunition (arrow or bolt), very rare
Component: aberration (beholder) main eye

This jagged black, glass arrowhead drinks in light and seems lit as if with an unholy nimbus.

Spelldrain. When you hit a creature with an attack using this ammunition, it projects a **20-foot-radius sphere** of magic suppression, centred on the creature, for **1 minute**. When a creature in the sphere tries to cast a spell, it must make a **DC 16** ability check using its spellcasting ability. On a failure, the spell fails, and the spell slot is absorbed by the black hole. On a success, it casts the spell as normal. After this property of the ammunition is used, the ammunition is destroyed.

Rare variant: Reduce the radius of the sphere to **10 feet** and the **DC** to **15**. On a failed save, the spell slot isn't absorbed.



Voidshot

Mohammed Bellafquih

Weave Stripper

Wondrous item, rare
Component: aberration tentacle

Part trap, part torture device, part magic removal mechanism, the *weave stripper* is a gold-banded, lead-lined box that houses a portal to a remote, antimagical corner of the Abyss. The denizens of this void feed on the Weave, forcibly removing it from the creatures around which it is woven.

Pandora's Box. As an action while holding this box, you can place it down and unlock it, causing it to slowly and eerily creep open. At the end of your turn, black mist spews forth in a **20-foot-radius sphere** centred on the box, soon followed by writhing, ethereal purple tentacles that flail and thrash wildly.

Each creature that starts its turn in the area or moves into it for the first time on its turn must make a **DC 15 Wisdom saving throw**. If the creature is under the effect of a spell or concentrating on one, it has **disadvantage** on the saving throw. On a failure, a creature takes **4d8** psychic damage, it loses concentration if it is concentrating on a spell, and any magical effect or spell of 5th level or lower that is affecting it is dispelled. On a success, a creature takes half as much damage and no additional effects occur.

As an action, a creature within reach of the box can attempt a **DC 15 Strength** check, closing it on a success. Otherwise, after **1 minute**, these abyssal creatures satiate themselves, retreat back into the box, the effect ends, and the box can be closed normally. Once this property of the item has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13**, the damage to **3d6**, and the level of spell that can be dispelled to 3rd level or lower.



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High Seas Horror

Coralborn Ring

Ring, uncommon
Component: beast chitin

This coralborn-crafted trinket is often gifted to visiting dignitaries to protect them during journeys through the abrasive subterranean coral tunnels.

Coralskin. While wearing this ring, you can use an action to speak its command word, casting the *coralskin** spell on yourself (**+3** spellcasting ability modifier). Once this property of the ring has been used, it can't be used again until the next dawn.

*See Appendix A

Rare variant: Increase the spellcasting ability modifier to **+5**. The Coralskin property can be used three times and regains all expended uses daily at dawn.



Coralborn Ring

Coral Wand

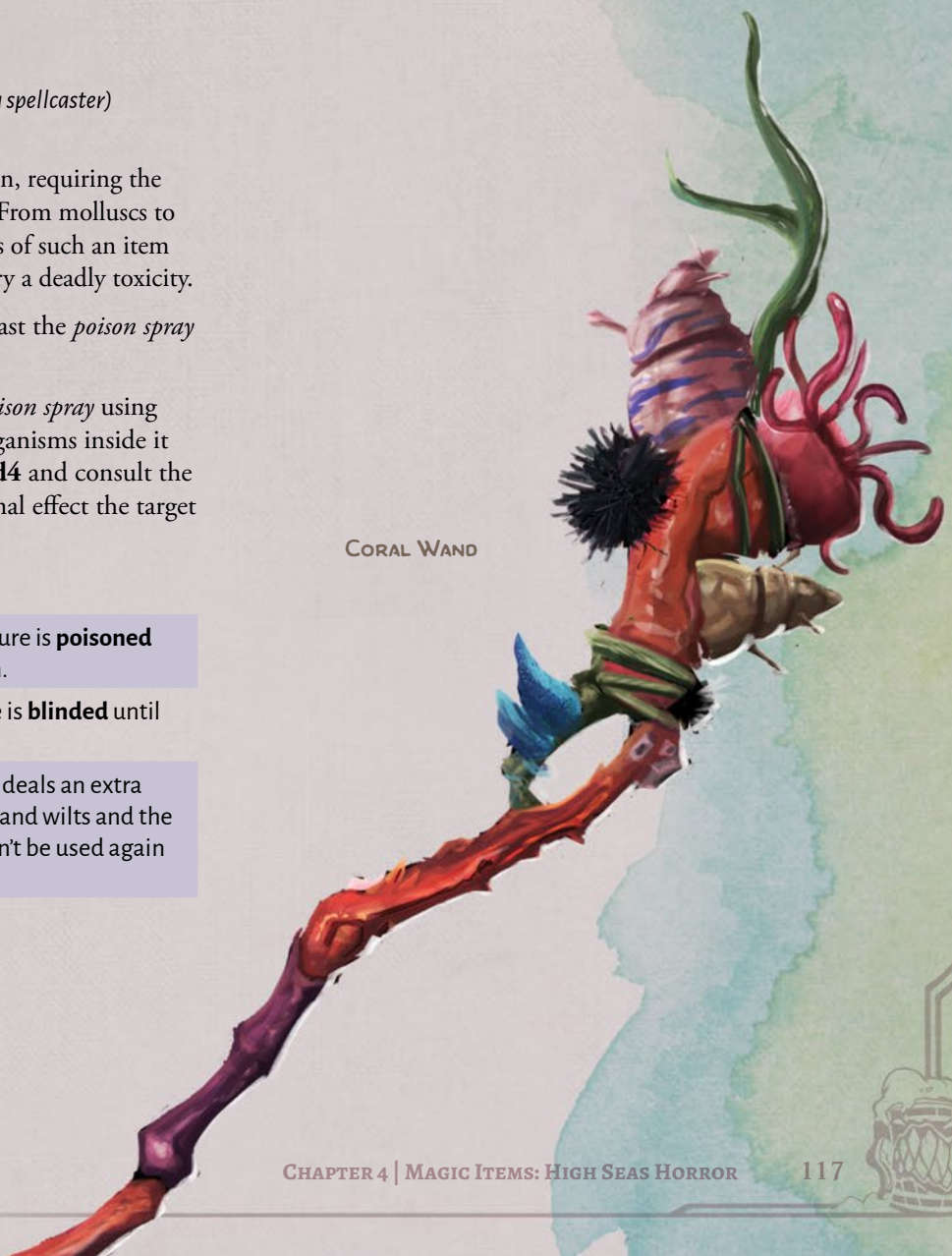
Wand, uncommon (requires attunement by a spellcaster)
Component: beast poison gland

Such wands often take months to fashion, requiring the formation of an entire coral ecosystem. From molluscs to cnidarians and seaweeds, the inhabitants of such an item share one common theme—they all carry a deadly toxicity.

While holding this wand, you can cast the *poison spray* cantrip (**save DC 13**).

Toxic Discharge. When you cast *poison spray* using the wand, you can incite one of the organisms inside it to give the spell an extra boost. Roll a **d4** and consult the table below to determine what additional effect the target suffers on a failed save:

d4	Effect
1–2	***Lingering Toxicity.*** The creature is **poisoned** until the end of its next turn.
3	***Ocular Irritant.*** The creature is **blinded** until the end of its next turn.
4	***Total Discharge.*** The cantrip deals an extra **2d12** poison damage. The wand wilts and the Toxic Discharge property can't be used again until the next dawn.



Coral Wand

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Rare variant: Increase the DC to **15**, the damage of the *poison spray* cantrip to **2d12**, and the die size of the Toxic Discharge property to a **d6**. When you use the Toxic Discharge property, roll on the following table instead:

d6	Effect
1-3	***Lingering Toxicity.*** The creature is **poisoned** until the end of its next turn.
4	***Ocular Irritant.*** The creature is **blinded** until the end of its next turn.
5	***Neurotoxin.*** The creature is **incapacitated** until the end of its next turn.
6	***Total Discharge.*** The cantrip deals an extra **3d12** poison damage. The wand wilts and the Toxic Discharge property can't be used again until the next dawn.

Hat of the Hermit Hag

Wondrous item, uncommon (requires attunement)
Component: fey (hag) brain

Though this headpiece may easily be mistaken for an average conch, its external dimensions bely its roomy interior; it is much bigger on the inside. Hermit hags love to decorate their hats with trophies and trinkets traded, tricked, or otherwise taken from unfortunate adventurers.

Hag's Magic. While wearing this hat, you can use it to cast the following spells (**save DC 13**): *disguise self* and *suggestion*. When you use the hat to cast a spell, roll a **d3**. If the result is equal to or lower than the spell's level, the hat can't be used to cast any spells until the next dawn.

Hermit. As a bonus action while wearing the hat, you can hide inside of it, causing it to expand in order to accommodate you. Until you emerge, you gain total cover from attacks and effects originating from outside the hat, your speed can't exceed **5 feet**, you are **blinded**, you have **disadvantage** on Wisdom (Perception) checks, and you automatically fail Dexterity saving throws. You can use your action to emerge from the hat. If you are knocked prone while within the hat, your underbelly is exposed, and you no longer have total cover.

Rare variant: Increase the DC to **15** and the d3 to a **d6**. Add *the bends** to the list of spells you can cast using the hat.

Very rare variant: Increase the DC to **16** and the d3 to a **d8**. Add *lungburst** and *the bends** to the list of spells you can cast using the hat.

*See Appendix A

Ghost Cutlass

Weapon (scimitar), uncommon
Component: undead (ghost) ethereal ichor

A curved blade of ethereal green smoke rises from its barnacle-encrusted hilt, swimming with ghastly, ghostly visages. Legend says these faces belong to those who fell while wielding the blade, a part of their soul trapped forever in its decrepit metal.

This item appears to be a round, rusted hilt. While grasping the hilt, you can use a bonus action to cause an ethereal blade to spring into existence, or make the blade disappear. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which deals psychic damage instead of slashing damage.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: Increase the bonus to **+2**.

Very rare variant: Increase the bonus to **+3**.



Hat of the Hermit Hag



Ghost Cutlass

Mohammed Bellafquih

Mimic Ship-in-a-Bottle

Wondrous item, uncommon
Component: monstrosity (mimic) egg

Each time this ship-in-a-bottle is observed, something is slightly different. One time, it might have three masts. Another time, the figurehead might have changed from dragon to narwhal, or the rigging has become a light shade of mauve. The only constants are the cannons, its malevolent 'grin', and the tentacles. This ship is, in fact, a baby mimic that hasn't quite mastered the art of 'mimicking'.

Find Matey. As an action, you can uncork and upend the bottle, casting the *find familiar* spell. When you cast the spell in this way, the familiar takes the statistics of the **ship mimic offspring** and can attack. If the mimic is killed, a new mimic appears **8 hours** after you fill the bottle with water and salt.

Ship Mimic Offspring

Tiny monstrosity, lawful neutral

Armour Class 13 (natural armour)
Hit Points 22 (5d6 + 5)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	10 (+0)

Skills Stealth +4
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Amphibious. The mimic can breathe air and water.

Broadside. If the mimic has moved less than half its speed on its turn, it can make an attack with its cannons as a bonus action. When it does so, its speed is reduced to **0 feet** for the remainder of the turn.

Ramming Charge. If the mimic moves at least **15 feet** straight toward a target then immediately hits it with a Ram attack, it has **advantage** on the attack roll and the target takes an extra 5 (**2d4**) bludgeoning damage on a hit. If the target is a Medium or smaller creature, it must succeed on a **DC 11 Strength saving throw** or be knocked **prone**.

Actions

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

Ram. *Melee Weapon Attack:* **+0** to hit, reach 5 ft., one target. *Hit:* **1** bludgeoning damage.

Cannons. *Ranged Weapon Attack:* **+4** to hit, range 20/80 ft., one target. *Hit:* 5 (**1d6 + 2**) bludgeoning damage.



Mimic Ship-in-a-Bottle

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Scythe of the Headless Seahorseman

Weapon (glaive or halberd), rare (requires attunement)
Component: beast (giant sea horse) fin

This rusted scythe, with its driftwood handle that supports a plethora of sea life, is surprisingly light and hydrodynamic.

Fearflame. As a bonus action, you can speak the weapon's first command word, causing an eerie green flame to shimmer along the blade's length for **1 minute**. For the duration, whenever you hit with this magic weapon, the target takes an extra **2d6** psychic damage and must succeed on a **DC 15 Wisdom saving throw** or become **frightened** of you until the start of your next turn. This property can be used twice, regaining all expended uses daily at dawn.

Find Steed. As an action, you can speak the scythe's second command word and cast the *find steed* spell. When the spell is cast in this way, it always summons an amphibian seamare, which has the statistics of a **giant sea horse** with the following changes:

- It has a walking and swimming speed of **60 feet**.
- It can breathe both air and water.
- It can use an action to roar, forcing each creature of its choice within **60 feet** of it that can hear it to succeed on a **DC 15 Wisdom saving throw** or be **frightened** of the seamare 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 this action for **24 hours**.

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

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Very rare variant: Increase the **DCs** to **16**. The Fearflame property can be used three times, regaining all expended uses daily at dawn.

Legendary variant: Increase the damage to **2d8** and the **DCs** to **17**. The Fearflame property can be used three times, regaining all expended uses daily at dawn. When you cast the *find steed* spell using this weapon, the seamare is summoned with **30** temporary hit points. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Shrimp Pistol

Weapon (pistol), uncommon*
Component: pouch of aberration claws

A biomantic fusion of crustacean and firearm, this magic weapon thrums with stored energy, ready to release a devastating strike like its pistol shrimp namesake.

This pistol fires its ammunition at such tremendous velocities that cavitation bubbles form, dealing an extra **1d6** thunder damage to the first target it hits on each of your turns.

Cavitation Blast. As an action while you are underwater and holding this weapon, you can release a series of pressure waves from the pistol, causing pockets of cavitation. Each creature in a **15-foot cone** must make a **DC 13 Constitution saving throw**, taking **4d8** thunder damage on a failed save, or half as much damage on a successful one. Once this property of the pistol has been used, it can't be used again until the next dawn.

Misfire. If you roll a **1** on your attack roll with this weapon, the ammunition itself disintegrates, clogging the barrel. The attack automatically misses and you must spend an action to unclog this weapon before it can be used again.

*See page 6



Scythe of the Headless Seahorseman

Mohammed Bellafquih



Shrimp Pistol



Sunken Anchor

Mohammed Bellaquith

Rare variant: Increase the **DC** to **15**, the damage of the Cavitation Blast property to **5d8**, and its range to a **20-foot cone**. The pistol deals an extra **1d6** thunder damage to each target it hits, instead of the first target on each of your turns.

Very rare variant: Increase the **DC** to **16**, the damage of the Cavitation Blast property to **6d8**, and its range to a **30-foot cone**. The pistol deals an extra **1d10** thunder damage to each target it hits, instead of 1d6 to the first target on each of your turns.

Sunken Anchor

Weapon (war pick), uncommon (requires attunement)
Component: monstrosity antler

Covered in flakes of blue-green bronze and barnacles, this sturdy implement looks like it's seen better days.

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

Anchor. As an action, you can point this weapon at a point on a surface within **60 feet** of you, causing an ethereal chain to tether you to that point for the next **10 minutes**, or until you dismiss it as a bonus action. For the duration, you can't be willingly moved away from that point, except by a weight of 8,000 pounds or more, or if a creature trying to move you succeeds on a **DC 25 Strength** check, which causes the chain to snap and the effect to end. The effect also ends early if you ever willingly move more than **60 feet** from the point or if you fall unconscious.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: While holding this weapon, you have **advantage** on ability checks and saving throws made to avoid being knocked prone or moved against your will.

Very rare variant: Increase the attack and damage bonus to **+2**. While holding this weapon, you have **advantage** on ability checks and saving throws made to avoid being knocked prone or moved against your will. Additionally, while holding this weapon, you can cast the *riptide** spell (**save DC 16**) from it. Once the weapon has been used to cast this spell, it can't be used to cast it again until the next dawn.

*See Appendix A

Trident of the Electric Eel

Weapon (trident), uncommon (requires attunement)
Component: pouch of dragon (blue) teeth

Imbued with the natural lightning-based magic of the eelfolk, this brass-headed, magical trident is enchanted to never succumb to the corrosive nature of the briny sea.

Dinglehopper. As an action, you can command this weapon to magically shrink down to the size of a common oyster fork, known as a dinglehopper, or to return to its normal size.

Discharge. Once on each of your turns when you make an attack using this weapon, you can speak its command word as a bonus action, causing it to emit a burst of lightning. On a hit, the target and each creature within **5 feet** of it (or within **10 feet** of it while underwater), including you, must succeed on a **DC 13 Dexterity saving throw** or take **1d6** lightning damage.

Lightning. As an action while holding this weapon, you can cast the *lightning bolt* spell (**save DC 13**). Once you do so, the Discharge and Lightning properties can't be used again until the next dawn.

Rare variant: Increase the **DCs** to **15**, the damage to **1d10**, and the level at which *lightning bolt* is cast to 5th level.

Very rare variant: Increase the **DCs** to **16** and the damage to **2d8**. Replace *lightning bolt* with *chain lightning* (**save DC 16**).

Trident of the Electric Eel



Urchin Flail

Weapon (flail), uncommon (requires attunement)
Component: beast stinger

A sphere of dark purple bristling with needle-sharp spines is connected to a driftwood shaft by a rusted chain.

Urchin Nature. This magic weapon deals piercing damage instead of bludgeoning damage. You can use it to make a ranged weapon attack (range 20/60) called a spikeshot, which uses your Strength modifier for attack and damage rolls and deals **1d6** piercing damage.

Spikey Death Balls. As an action while holding this weapon, you can fire all the flail's spikes at a point you can see within **60 feet** of you, where they blossom into a field of squirming, darting, baby urchins. On land, you cover a square up to **15 feet** on a side with these spike balls. Underwater, you fill a cube up to **15 feet** on a side. When a creature enters this area for the first time on its turn or starts its turn there, it must make a **DC 13 Dexterity saving throw**. A creature moving through the area at half speed makes this saving throw with **advantage**. On a failed save, a creature takes **4d4** piercing damage and its speed is reduced by **10 feet** until it takes an action to remove the urchins. On a successful save, it takes half as much damage and its speed isn't reduced. Once this property of the weapon has been used, the weapon loses its Urchin Nature and Spikey Death Balls properties until the next dawn.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: Increase the area of the Spikey Death Balls property to **20 feet** on a side, the damage to **4d6**, and the **DC** to **15**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the area of the Spikey Death Balls property to **25 feet** on a side, the damage to **4d8**, and the **DC** to **16**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Urchin Flail



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Ocean Kingdoms

Allure

Wondrous item, uncommon (requires attunement)
Component: fey eye

As the saying goes: "Lights on the surface serve a purpose. Lights in the deep lure then reap." This magical headpiece, while not the most attractive, has a certain allure.

While wearing this circlet, you can cast the *dancing lights* cantrip.

Lure. While wearing this circlet, you can use your action to briefly create an alluring pattern of glowing lights around you. Each creature within **10 feet** of you who sees the pattern must make a **DC 13 Wisdom saving throw**. On a failed save, the creature becomes **charmed** until the start of your next turn. While charmed in this way, the creature is **incapacitated** and must use all its movement to approach you. If a creature ends its movement within **5 feet** of you, it reaches towards your circlet. As a reaction, you can cause the circlet to bite down on the creature, dealing **1d6** piercing damage and **1d6** poison damage to it. Once this property of the circlet has been used, it can't be used again until the next dawn.

Rare variant: Increase the range to **15 feet**, the **DC** to **15**, and the poison damage to **2d6**. The Lure property can be used twice, regaining all expended uses daily at dawn. When you cast *dancing lights*, you can choose any number of the lights to shed bright light in a **10-foot radius** and dim light for an additional **10 feet**.

Very rare variant: Increase the range to **20 feet**, the **DC** to **16**, and the poison damage to **4d6**. The Lure property can be used twice, regaining all expended uses daily at dawn. When you cast *dancing lights*, the spell doesn't require concentration but ends if you cast it again, and you can choose any number of the lights to shed bright light in a **10-foot radius** and dim light for an additional **10 feet**.

Coral Crusher

Weapon (any hammer), uncommon
Component: beast chitin

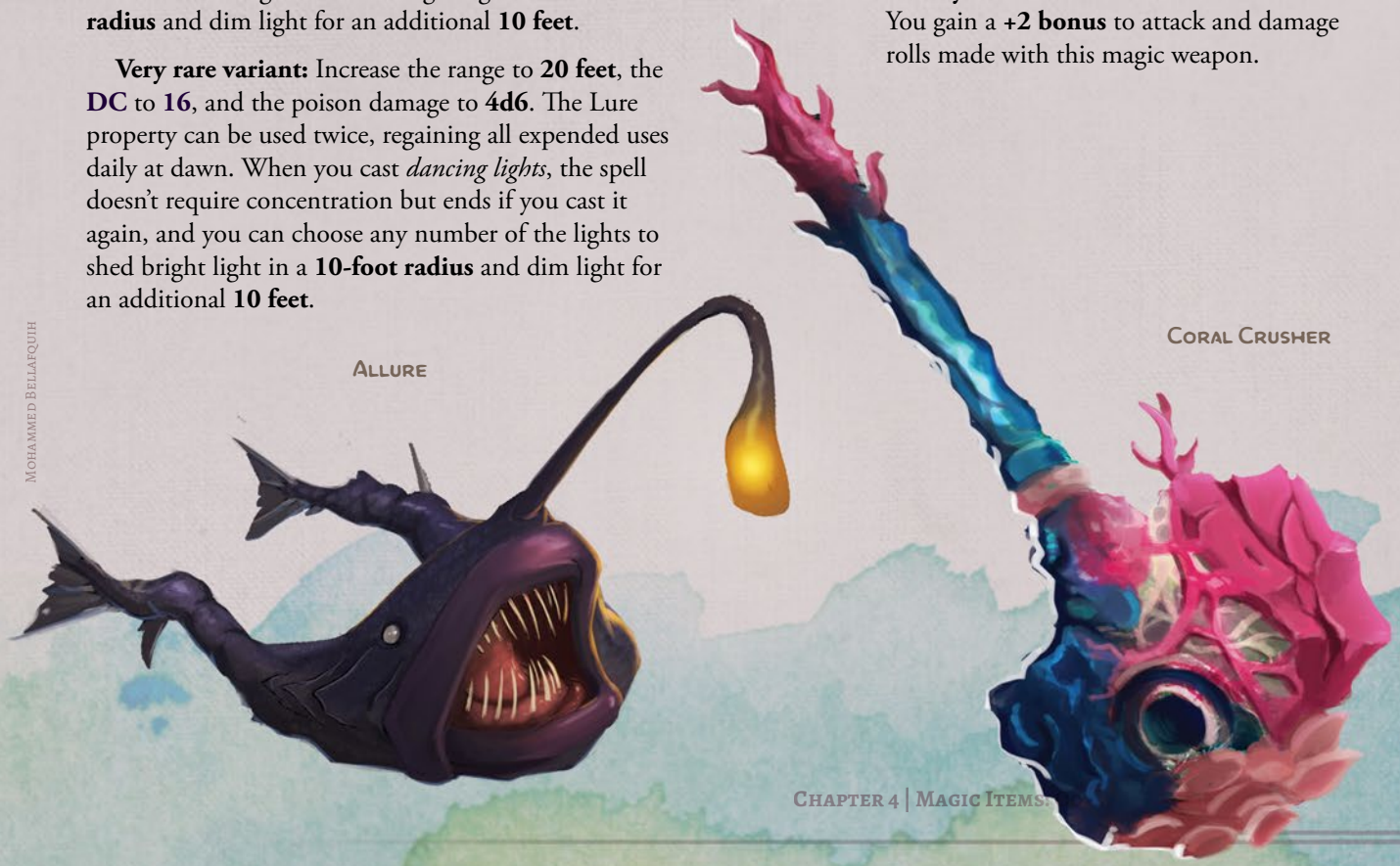
Through biomantic infusions, the coral that comprises this weapon can grow rapidly, quickly replenishing itself under the right conditions. Coralborn have mixed feelings towards such magic weapons. Some believe that it is sacrilege to damage a reef, while others argue that the foes these weapons shred are prevented from doing any harm to anything, including reefs. The jury is still out. These heavy weapons, with their fragile, spiky exteriors, send splinters of coral flying, hurting all creatures within close proximity. Safety glasses are recommended.

Shred. Once on each of your turns when you hit a target with a melee attack using this weapon, you can cause coral shrapnel to burst out. The target and each creature within **5 feet** of it must succeed on a **DC 13 Dexterity saving throw** or take piercing damage equal to one of the weapon's damage dice. You have **advantage** on this saving throw.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

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

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



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Coralborn Harp

Coralborn Harp

Wondrous item, rare (requires attunement)
Component: fey hair

Coralborn have two genres of music: diurnal and nocturnal. Diurnal celebrates the reef's colour, community, and biodiversity; it is often uplifting and joyful. Nocturnal illustrates the hunt, when sharks prowl, and the millions of tiny medusozoa that make up the coral feed. Though this harp can play any type of music, the time of day can accentuate its magical capabilities.

Diurnal Dream. As an action during the day, you can play one of the following tunes, targeting one creature that can hear you within **30 feet** of you, which must succeed on a **DC 15 Wisdom saving throw** or suffer the tune's effects as described below. The effect ends at the start of your next turn, unless you immediately use your action that turn to continue playing the tune, which extends the duration until the end of your next turn. You can play a tune uninterrupted for a maximum of **1 minute**. Once this property of the item has been used, it can't be used again until the next dawn.

- **Charming Melody.** The creature is **charmed**. The effect ends early if you or any of your allies harm the creature. When the effect ends, the creature knows it was charmed by you.
- **Gentle Lullaby.** The creature falls asleep and becomes **unconscious**. The effect ends early if the creature takes damage or if someone uses an action to shake the creature awake.
- **Mesmerising Canon.** The creature is **incapacitated**, using all its movement to follow you. If it is unable to follow you, or if doing so would harm it, it remains motionless until the effect ends. The effect ends early if the creature takes damage or is ever more than **30 feet** from you.

Nocturnal Nightmare. As an action during the night, you strike a dissonant chord that scrapes at the hearing organs and cochlear nerves of all creatures in a **30-foot cone**. Each creature in the area must make a **DC 15 Constitution saving throw**. On a failed save, a creature takes **4d6** psychic damage and is **frightened** of you until the end of your next turn. On a successful save, it takes half as much damage and isn't frightened. After this property has been used, roll a **d4**. On a **1-2**, all the small feeding medusozoa retreat back into the coral and this property can't be used again until the next dawn.

Very rare variant: Increase the **DCs** to **16**. The Diurnal Dream property can be used more than once a day, but once it's been used to play a tune, it can't be used to play that tune again until the next dawn.

Cloak of the Cnidaran

Wondrous item, uncommon (requires attunement)
Component: fey (sea hag) skin

Made of magical cnidaran shimmerweave, this cloak shifts its hue with the emotions of its attuned wearer. The Deep King's court jester used to wear one such raiment, making his acrobatic and charismatic displays all the more entertaining.

Prismatic Shimmer. As an action while wearing this cloak, you can cause it to shimmer in a pleasing and distracting array of colours for **10 minutes**. For the duration, you have **advantage** on Deception, Performance, and Persuasion checks. Once this property of the cloak has been used, it can't be used again until the next dawn.

Nematocyst Fibres. As an action while wearing this cloak, you can cause its fibres to become aggressive for **1 minute**. The cloak shimmers in shades of red and mauve, giving you **advantage** on Intimidation checks against creatures that can see you. As part of the action to activate the fibres, and as an action on subsequent turns, you can cause the cloak's filaments to brush against a creature within **10 feet** of you. The target must succeed on a **DC 13 Constitution saving throw** or become **poisoned** until the start of your next turn. Until this poison ends, the target is **incapacitated**. After a creature succeeds on this saving throw, it is **immune** to the effects of the cloak for the next **24 hours**. Once this property of the cloak has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. Until the poison from the Nematocyst Fibres property ends, the poisoned

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creature is **stunned** instead of incapacitated. While wearing the cloak, you have a swimming speed of **30 feet**.

Very rare variant: Increase the **DC** to **16**. Until the poison from the Nematocyst Fibres property ends, the poisoned creature is **paralysed** instead of incapacitated. While wearing the cloak, you have a swimming speed of **60 feet** and can breathe underwater.

Crosstacean

Weapon (any crossbow), uncommon (requires attunement)
Component: beast (giant crab) pincer

The longevity of lobsters is well known. Using biomancy, this phenomenon can be reversed, resulting in a weapon that can magically age and necrose a target.

This weapon deals an extra **1d4** necrotic damage to any target it hits.

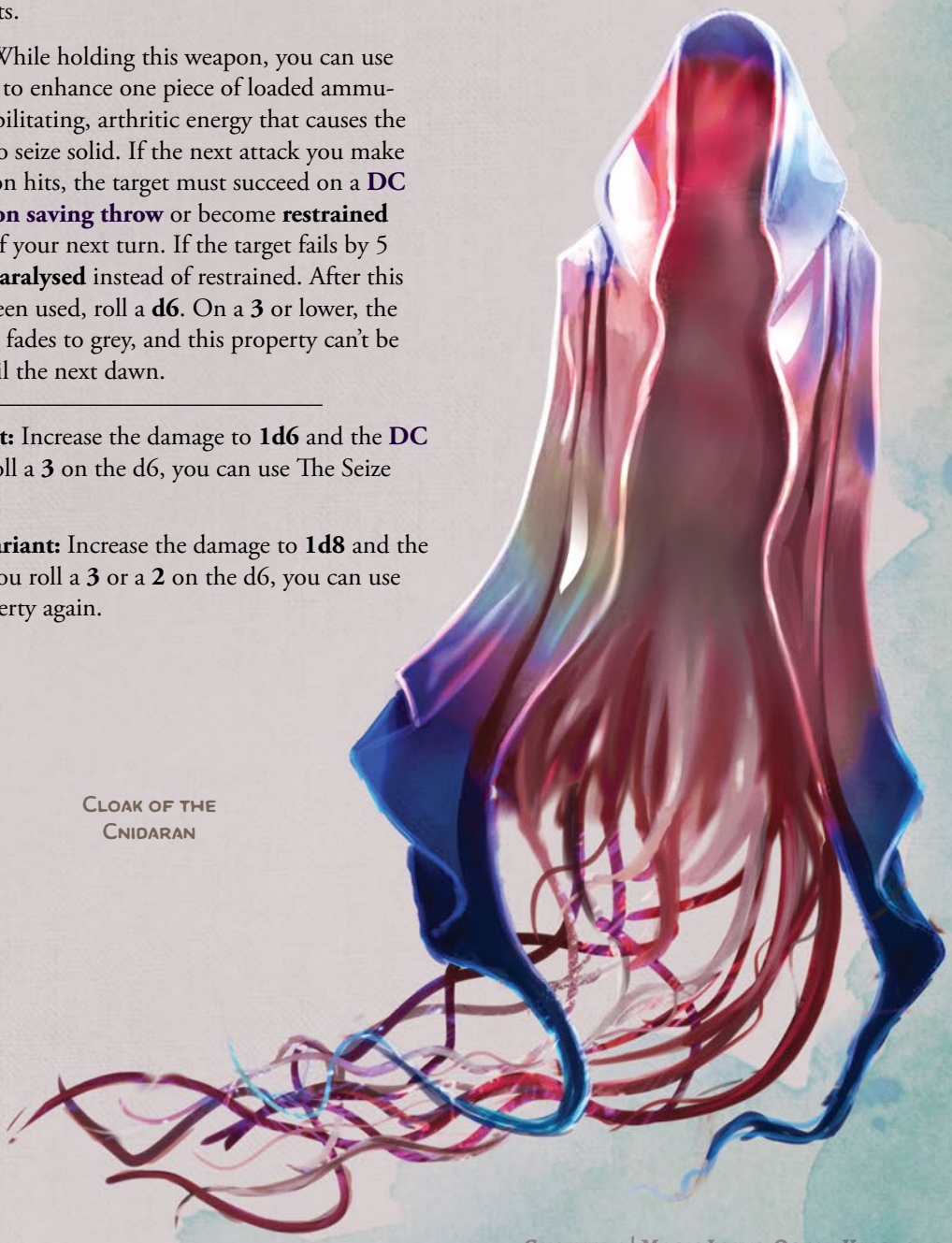
The Seize. While holding this weapon, you can use a bonus action to enhance one piece of loaded ammunition with debilitating, arthritic energy that causes the target's joints to seize solid. If the next attack you make with the weapon hits, the target must succeed on a **DC 13 Constitution saving throw** or become **restrained** until the end of your next turn. If the target fails by 5 or more, it is **paralysed** instead of restrained. After this property has been used, roll a **d6**. On a **3** or lower, the lobster's colour fades to grey, and this property can't be used again until the next dawn.

Rare variant: Increase the damage to **1d6** and the **DC** to **15**. If you roll a **3** on the d6, you can use The Seize property again.

Very rare variant: Increase the damage to **1d8** and the **DC** to **16**. If you roll a **3** or a **2** on the d6, you can use The Seize property again.

Crosstacean





Cloak of the Cnidaran

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Hammerhead Knight's Legacy

Item Set. While attuned to the *helmet of the hammerhead knight* and *sharktooth*, you gain **advantage** on Dexterity saving throws against effects you can see or smell, and you can't be surprised. In addition, you can use your action to grow gills and morph your legs into a tail, or to reverse this transformation. While morphed, you gain a swimming speed of **40 feet**, your walking speed can't exceed 5 feet, and you can breathe both air and water.

Helmet of the Hammerhead Knight

Wondrous item, rare (requires attunement)
Component: pouch of beast (giant shark) scales

A legend of the seven seas spoken of only in hushed tones, the Hammerhead Knight is said to be a strange hybrid of man and shark. Lingering mists of blood in the water are often interpreted as signs of his passage, and though tales invariably describe him vanquishing pirates and scoundrels, most prefer to avoid him… just in case.

Shark Senses. While wearing this helmet, your peripheral vision extends behind you and your sense of smell is enhanced, granting you **advantage** on initiative rolls and Wisdom (Perception) checks that involve smell. In addition, you can inhale deeply as an action, gaining blindsight to a range of **30 feet** until the start of your next turn. This blindsight can only detect a creature that has blood and is below its hit point maximum.

Blood Frenzy. While wearing this helmet, you can cast the *blood frenzy** spell on yourself. When you do, roll a **d6**. On a **3** or lower, this property of the helm can't be used again until the next dawn.

Curse. This helmet is cursed with the essence of its former occupant, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to remove the helmet. Over the course of a week, you begin to develop shark-like features.

First, your skin develops small patches of tough, iridescent scales. Next, your fingers and toes become webbed, and small fins appear on your elbow and neck. Lastly are the teeth. They become a jagged conveyor belt of razors, a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to **1d6 + your Strength modifier**. Once you grow these shark teeth, the curse is complete and you are constantly under the effects of the *blood frenzy* spell.

A *remove curse* spell or similar magic ends the curse and the effects of the *blood frenzy* spell, but doesn't undo any changes to your appearance that have already occurred, including the natural weapon.

Uncommon variant: Once the Blood Frenzy property has been used, it can't be used again until the next dawn.

Sharktooth

Weapon (greatsword or longsword), rare (requires attunement)
Component: pouch of beast (giant shark) teeth

Fashioned especially for the Hammerhead Knight, this blade caused its victims to bleed, allowing the knight, with its superior sense of smell, to track a would-be assassin back to its lair.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Maim. Once on each of your turns when you hit a creature with an attack roll using this weapon, you can speak its command word, causing its teeth-like protrusions to rip through the target. Roll a **d4** and consult the following table to determine the effect:



Helmet of the Hammerhead Knight

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d4	Effect
1	No additional effect.
2	***Hamstring.*** The creature's speed is reduced to **0 feet** until the end of its next turn.
3	***Rend.*** The creature has **disadvantage** on attack rolls until the end of its next turn.
4	**Sever.** If the creature has blood, it begins bleeding for **1 minute**. Each time it takes bludgeoning, piercing, or slashing damage while bleeding, it takes an extra **1d4** necrotic damage. The target or a creature within reach can use an action to make a **DC 15 Wisdom (Medicine)** check, stopping the bleeding on a success. The Maim property can't be used again until the next dawn.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Very rare variant: Increase the **DC** to **16**. When you use the Maim property and roll a 4, it doesn't prevent you from using the property again.



Sharktooth

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Flumfpot

Wondrous item, rare
Component: aberration tentacle

Flumfpots are usually found hovering around a corpse. If you can't see the corpse, then it's almost definitely because it's been so long the corpse has disintegrated into dust. This is because a *flumfpot* is magically enchanted to always follow the last creature whose lips it touched.

A creature can use its action to pour a potion into an empty *flumfpot* within its reach.

Mastery and Movement. After a creature touches the *flumfpot* with its lips, it becomes the *flumfpot's* master. The *flumfpot* follows its master around, hovering just over their shoulder. It has a flying speed of **30 feet** and a swimming speed of **60 feet**. If it is within **5 feet** of its master when its master teleports, it teleports with them. Otherwise, it remains in place until touched by another creature's lips. A *flumfpot* that is prevented from moving will fly towards its master via the most direct route when released.

Send Aid. As a bonus action, you can command the *flumfpot* to move up to its speed towards a willing or unconscious creature you can see and feed its contents to it.

Filling Flumfpot. An empty *flumfpot* magically refills itself with a random potion each day at dawn. Roll a **d20** and consult the following table to determine the potion:

d20	Potion
1-3	*Potion of healing*
4	*Potion of climbing*
5	*Philter of love*
6	*Potion of animal friendship*
7	*Potion of growth*
8	*Potion of hill giant strength*
9	*Potion of water breathing*
10	*Potion of acid resistance*
11	*Potion of cold resistance*
12	*Potion of fire resistance*
13	*Potion of force resistance*
14	*Potion of lightning resistance*
15	*Potion of necrotic resistance*
16	*Potion of poison resistance*
17	*Potion of psychic resistance*
18	*Potion of radiant resistance*
19	*Potion of thunder resistance*
20	*Potion of greater healing*

Uncommon variant: Remove the Filling Flumfpot property.



Flumfpot



Seashell Weapon

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Seashell Weapon

Weapon (any), common
Component: beast fin

Fashioned from the pearlescent bloodshells of the Scarlet Reef, this weapon of the coralborn is enchanted to be especially hydrodynamic underwater.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

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

Tidecutter

Weapon (longsword), uncommon (requires attunement)
Component: elemental core of water

With the sound of waves crashing violently against a rocky cliff, the sword's blade rushes forth like the tide, inevitable and unstoppable. Not even tempered steel can resist its edge, which slices through obstacles like a hot knife through melted butter.

This item appears to be a sword hilt stylized with tentacles. While grasping the hilt, you can use a bonus action to cause a blade of rushing water to spring forth, or make it disappear. While the blade exists, this magic longsword has the Finesse property. If you are proficient with shortswords or longswords, you are proficient with the *tidecutter*.

Water Lash. As an action, you can cause the sword's blade to elongate into a lash and make a melee weapon attack using it against a target within **20 feet** of you. On a hit, if the target is a Medium or smaller creature or an object that weighs 500 pounds or less, you can pull it up to **15 feet** towards you. If the target is a fixed object or a Huge or larger creature, you can pull yourself up to **15 feet** towards the target.

Waterborne. When submerged in water, this longsword gains the Reach property, and the range of the Water Lash property increases to **30 feet**.

Hydrodynamic. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. You can use the Water Lash property to pull a Large or smaller creature or an object that weighs 1,000 pounds or less.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. Increase the range of the Water Lash property to **30 feet** (**40 feet** underwater). You can use the Water Lash property to pull Huge or smaller creatures, or objects up to 2,000 pounds in weight, up to **25 feet** closer to you; or pull yourself up to **25 feet** closer to a fixed object or Gargantuan creature.

Legendary variant: You gain a **+3 bonus** to attack and damage rolls made with this magic weapon. Increase the range of the Water Lash property to **30 feet** (**40 feet** underwater). You can use the Water Lash property to pull any creature, or objects up to 10,000 pounds in weight, up to **25 feet** closer to you; or pull yourself up to **25 feet** closer to a fixed object or Huge or larger creature. Gargantuan creatures are only pulled if they fail on a **DC 17 Strength saving throw**.



Tidecutter

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Fey Court

Flutterby Rod

Rod, uncommon (requires attunement by a spellcaster)
Component: pouch of fey (pixie) dust

Within the sparkling crystal ball atop this gnarled thornwood rod is a living diorama of fey life. Fairies flit from toadstool to petal, tentacled chipmunks pluck nuts from the ends of spindly branches, and shimmering butterflies sup at dew drops sheltered under multihued leaves. With a flourish, a wielder can send such a butterfly streaking towards a target.

This rod has **7 charges** and regains **1d6 + 1** expended charges daily at dawn. While holding the rod, you can cast the *light* cantrip, targeting only the rod.

Flutterbolt. As a bonus action while holding the rod, you can expend **1 charge** to shoot a shimmering green, butterfly-shaped flutterbolt at a target within **60 feet** of you. Make a ranged spell attack (**+5** to hit). On a hit, the target takes **1d6** force damage and is outlined in sparkling green butterflies. The next attack roll made against this target before the end of your next turn has **advantage**, and the target can't benefit from being invisible until the end of your next turn.

Rare variant: Increase the charges to **9**, the recharge to **1d6 + 3**, the attack bonus to **+7**, and the damage to **1d8**. When you use the Flutterbolt property, you can expend up to **2 charges**, creating a separate flutterbolt for each charge expended. You can direct the flutterbolts at the same target or at different ones. Make a separate attack roll for each flutterbolt.

Very rare variant: Increase the charges to **12**, the recharge to **1d8 + 4**, the attack bonus to **+8**, and the damage to **1d10**. When you use the Flutterbolt property, you can expend up to **3 charges**, creating a separate flutterbolt for each charge expended. You can direct the flutterbolts at the same target or at different ones. Make a separate attack roll for each flutterbolt.

Lilypad Sunhat

Wondrous item, common (requires attunement)
Component: pouch of plant leaves

The water in the top of this hat never sloshes and can't be poured out. It can, however, be scooped out in a drinking vessel, and contains up to four pints. Once water is removed, the hat fills back up over the course of 1 minute.



Lilypad Sunhat



Flutterby Rod

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Ring of Birdseye Maple





Rootbound Multiweapon

While you wear the hat outdoors during the day, it can feed you through photosynthesis. The time you take to gain a day's worth of nourishment depends on the brightness: 1 hour in bright, direct sunlight or 8 hours in overcast conditions.

Uncommon variant: The item has the Thrive in the Sun property.

Thrive in the Sun. If you wear this hat in sunlight during a short rest in which you spend at least one Hit Die to regain hit points, you regain an additional **3d6** hit points at the end of the rest. Alternatively, you can choose to end the poisoned condition on yourself or cure a disease that's currently affecting you.

Ring of Birdseye Maple

Ring, uncommon (optional attunement)
Component: bundle of plant (awakened tree) roots

Pale green, eye-like tourmalines have been encapsulated in maple roots sung by seelie fey into pleasing knots and braids.

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

Watchful Woods. While wearing the ring, whenever you touch a plant or wooden surface, you can expend **1 charge** to cause an eye to grow anywhere on that plant or surface within **60 feet** of you. The eye lasts for **1 hour**, until you cease touching the plant or surface, or until you create a new eye. You can see out of the eye, which has darkvision out to **60 feet**, for as long as you remain touching the plant or surface. While you look out of the eye, you are blinded with regards to your own senses.

Optional Attunement. If you choose to attune to this item, the eye doesn't disappear if you cease touching the plant or surface, and you can use the Eyesoar property while you remain attuned to it.

OA: Eyesoar. So long as the eye is within **300 feet** of you, you can use an action to look through the eye. While looking through the eye, you can use your action to move the eye up to **30 feet** along the plant or surface.

Very rare variant: The eye can see invisible creatures and objects as if they were visible and can see into the Ethereal Plane. In addition, you have **advantage** on Intelligence (Investigation) checks made to peer through illusions while looking through the eye.

Rootbound Multiweapon

Weapon (any melee), common (requires attunement)
Component: bundle of plant roots

The Plane of Fey is an innately magical domain teeming with flora that would enthuse even the most elitist horticulturist. In the aftermath of a battle, once all the useful knick knacks have been salvaged, the plants move in to feast on the rich, blood-soaked earth, sometimes waiting only a matter of days. Seeking roots can bind up broken weapons into clumps that, when properly harvested, can shift into any configuration.

Reroot. If you find a *rootbound multiweapon*, roll a **d3** and consult the table below to determine which type of weapon it is. As a bonus action, you can speak the weapon's command word, causing it to shift into another weapon of the same type.

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d3	Weapon Type
1	*Simple melee weapon without the Two-handed property*
2	*Martial melee weapon without the Two-handed property*
3	*Martial melee weapon with the Two-handed property*

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

Rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

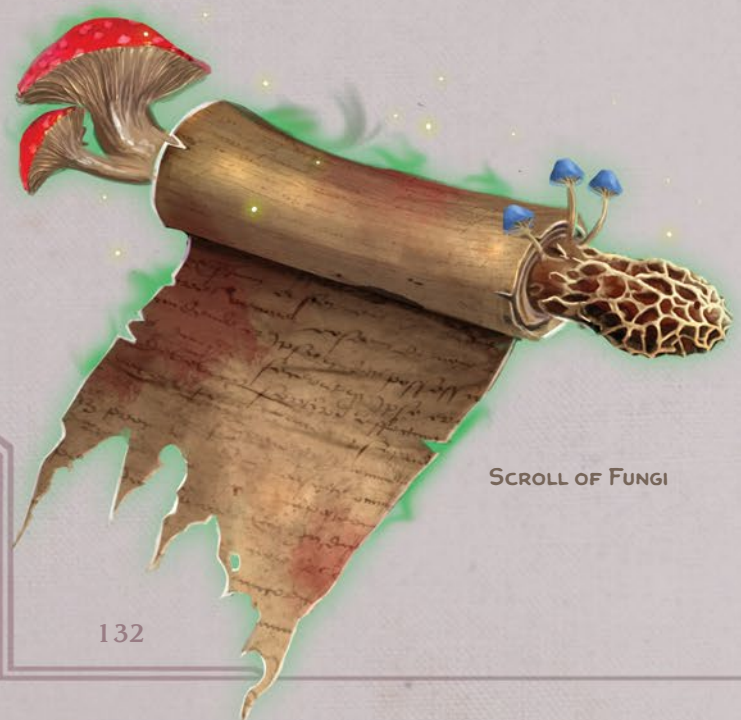
Very rare variant: You gain a **+3 bonus** to attack and damage rolls made with this magic weapon.

Scroll of Fungi

Scroll, uncommon
Component: pouch of plant hyphae

From morel to flycap, pixie's parasol to displacer's digestif, this magical vellum parchment sprouts an assortment of new mushrooms with each new dawn. Its true power, however, is in summoning magic mushrooms. To those without knowledge of the required languages, the letters on the scroll shift and move, seemingly without meaning.

Fungal Conjuration. If you can read Druidic, Elvish, Sylvan, or Undercommon, you can use an action while holding this scroll to speak the script aloud and summon one of the following mushrooms of your choice, which appears in your hand. As part of this action, you can use the mushroom as described below. The summoned mushroom withers and dies after **1 hour**. Once this property of the scroll has been used, it can't be used again until the next dawn.



Scroll of Fungi

- **Boomshroom.** As an action, a creature can throw this volatile mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** 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.
- **Bloomshroom.** As an action, a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining **advantage** on Constitution saving throws for **1 minute**.
- **Gloomshroom.** As an action, a creature can eat this mushroom. For **1 hour**, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

Rare variant: Increase the **DC** to **15**, the damage to **8d6**, the hit points regained to **4d4 + 4**, and the range of the darkvision to **90 feet**, or an increase of **45 feet** if the creature already has darkvision.

Very rare variant: Increase the **DC** to **16**, the damage to **12d6**, the hit points regained to **8d4 + 8**, and the range of the darkvision to **120 feet**, or an increase of **60 feet** if the creature already has darkvision. A creature that eats the Gloomshroom can see invisible creatures and objects in the range of its darkvision as if they were visible.

Thornbow

Weapon (any bow), rare (requires attunement)
Component: plant bark

Unseelie fey—those with a love for the cold and ugly facets of the world—cultivate the malevolent syklthorn, a green-brown creeper with bright red thorns. Syklthorn is a carnivorous plant that snatches creatures who venture too close before eviscerating them with its bladelike thorns. Weapons made from this plant are just as bloodthirsty.

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

Sykl Arrow. As a bonus action, you can expend **1 charge** to cause a thorny arrow to grow from the bow, choosing whether it is a Bramble or Splinter arrow. The next attack you make with the bow has additional effects on a hit, as described below:

- **Bramble.** The arrow transforms into grasping vines. The target of the attack must succeed on a **DC 15 Strength saving throw** or become **restrained** by the vines until the end of its next turn. A Large or larger creature has **advantage** on this saving throw.
- **Splinter.** The arrow erupts in a storm of splinters and thorns. The target of the attack and each creature

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within **5 feet** of it must make a **DC 15 Dexterity saving throw**, taking **1d10** piercing damage on a failed save, or half as much damage on a successful one.

Overgrown. As an action, you can expend **3 charges** to cause three thick-limbed, thorny arrows to grow from the bow and fire them at a point within **120 feet** of you. Where the arrows land, a mass of syklthorn brambles grow, creating an effect identical to the *wall of thorns spell* (**save DC 15**), except it deals **4d8** damage instead of the spell's normal damage.

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DCs** to **13**. The weapon doesn't have the Overgrown property.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Increase the **DCs** to **16** and the damage of the Overgrown property to **5d8**.

Waspberry Jam

Wondrous item, common
Component: phial of plant sap

This terracotta jar, 4 inches in diameter, contains **1d4 + 1** doses of a sweet, sticky, pink jam. The jar and its contents weigh ½ pound.

Insect Trap. As an action, you can spread a single dose of jam to cover a **5-foot-square** surface. Tiny, venomous waspberries immediately teleport from the Plane of Fey, forming a **swarm of insects** that stays in the same spot as the jam and takes its turn on initiative count 0 of each round. The swarm attacks a creature it shares a space with, and otherwise takes the Dodge action. A creature that starts its turn in the swarm's area or enters the area for the first time on its turn must make a **DC 10 Dexterity saving throw**, taking **1d4** piercing damage and **1d4** poison damage on a failed save, or half as much damage on a successful one. If the swarm has half its hit points or fewer, creatures take no damage in this way.

It takes the swarm **1 hour** to completely consume the jam, after which it returns to the Plane of Fey. The swarm doesn't like smoke; if the area where the jam is applied is ever heavily obscured by smoke, the swarm teleports back to the Plane of Fey. If the smoke disappears, the swarm immediately returns to continue eating the jam.

Uncommon variant: Increase both damages to **2d4**. If the swarm has half its hit points or fewer, creatures take **1d4** piercing damage and **1d4** poison damage instead. Additionally, the swarm is more active in protecting the jam; on each of its turns, it can move up to **15 feet** away from the jam's space, and attacks the creature closest to it.



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Xyxlbark Armour

Armour (breastplate, half plate, or plate), rare (optional attunement)
Component: plant bark

Armour made from the cured bark of the xyxl tree is stronger and lighter than steel and possesses the ability to nourish its wearer. The source of the xyxl tree's immense durability is the mithral particles it incorporates into a rigid lattice throughout its wood. The art of curing the slow-growing xyxl bark is known to but a few denizens of the Plane of Fey to which it is native.

The armour weighs half as much as normal and, if it normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the xyxlbark version of the armour doesn't.

Optional Attunement. If you attune to *xyxlbark armour*, it nourishes you, causing you to gain **3** temporary hit points at the start of each of your turns while wearing it.

Very rare variant: You gain a **+1 bonus** to AC while wearing this armour. Increase the temporary hit points gained to **4**.

Legendary variant: You gain a **+2 bonus** to AC while wearing this armour. Increase the temporary hit points gained to **5**. In addition, you can speak and understand Sylvan and can cast the *druidcraft* cantrip while attuned to the item and wearing it.

Xyxlwood Arrow

Ammunition (arrow), rarity varies
Component: bundle of plant roots

The incredible durability of xyxlwood means that a single arrow can see many battlefields and be wielded by multiple generations of a sylvan family.

Xyxlwood arrows take nature-based enchantments exceedingly well and have been crafted with a plethora of effects. After an effect triggers, the arrow is destroyed. The following types of xyxlwood arrows can be found:

- ***Splinterstrike; Uncommon.*** On a hit, this magic arrow deals the weapon's normal damage and then erupts in a storm of splinters and thorns. The target and each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking **1d10** piercing damage on a failed save, or half as much damage on a successful one.
- ***Bramblestrike; Rare.*** On a hit, this magic arrow deals the weapon's normal damage, and the target must succeed on a **DC 15 Strength saving throw** or become **restrained** by magical vines until the end of its next turn. A Large or larger creature has **advantage** on this saving throw. While restrained by this arrow, the target takes **1d6** piercing damage at the start of its turn. The restrained creature, or a creature within **5 feet** of it, can use its action to make a **DC 15 Strength** check, freeing it on a success.



Xyxlbark Armour

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- ***Tanglestrike; Very rare.*** If the arrow hits an object or solid surface, grasping weeds and thorny vines sprout on the surface in a **5-foot-radius sphere** centred on the arrow. The area becomes difficult terrain for **1 minute**, and each creature within the area must succeed on a **DC 16 Strength saving throw** or become restrained by the entangling plants for **1 minute**. The restrained creature, or a creature within **5 feet** of it, can use its action to make a **DC 16 Strength** check, freeing it on a success.

Xyxlwood Soreshiv

Weapon (dagger, rapier, or spear), uncommon (requires attunement)
Component: pouch of plant spores

In the glimmering Plane of Fey, xyxl trees have one nemesis: the witherblight fungus. The hyphae creep through the trees' vascular systems, before blooming in one fungal explosion that turns the entire plant into a glowing, orange fruiting body. Clever sylvan craftspeople have developed a means of enchanting xyxlwood weapons to host this fungus and inject the necrotic spores under a pierced foe's flesh.

This weapon has **2 charges** and regains **all** expended charges after it spends 8 continuous hours buried in soil.

Witherblight Spore. As an action, you can expend **1 charge** to make a special attack with this weapon. On a hit, the target takes the attack's normal damage and is injected with a rapidly growing witherblight spore. As a bonus action while holding this weapon, you can will the spore to grow, consuming the target from the inside out; the host takes **1d6** necrotic damage and deals only half damage with weapon attacks that use Strength until the end of its next turn.

A creature that hosts a spore can make a **DC 13 Constitution saving throw** at the end of each of its turns, ridding itself of the spore on a success. Creatures that don't have flesh or that are immune to necrotic damage or disease are **immune** to this effect. If you inject a spore into a second creature, the first spore dies and the target is no longer affected.

Rare variant: Increase the charges to **3**, the damage to **1d8**, and the **DC** to **15**.

Very rare variant: Increase the charges to **4**, the damage to **1d10**, and the **DC** to **16**.



Xyxlwood Arrow

Xyxlwood Soreshiv

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Nine Hells

Sins

Sins are a form of 'item modification', a modular way of adding to the properties an item possesses. In return for completing a sinful task appointed by a fiend, a creature can attune to—or enhance their attunement to—a magic item, which gains a powerful new property.

The Task. A fiend's ultimate goal with a task is to form a contract with a player character; they give the character powers and request that a specific task be performed within a certain time limit (GM's choice). If the task is completed, the item retains the property for the duration of the character's attunement to it. If the task isn't completed within the time limit (including being failed outright), the character's soul is forfeit, and the GM may choose what infernal outcome awaits the character. The tasks are always secret; if the recipient of the task willingly or unwillingly divulges information about its task to any other creature, the creature automatically fails the task. The tasks accompanying each sin are just suggestions—feel free to come up with your own tasks.

Rarity & Power. The sins scale using rarity, with more powerful boons being granted at higher rarities. The greater the item's rarity (and therefore its power), the more extreme and unpleasant the task should be; the fiend wants the character to fail! In general, it is advisable to match the sin rarity to the item rarity.

Optional or Enhanced Attunement. If the item wouldn't usually require attunement, then the addition of this item modification gives the item the 'optional attunement' property; a character who completes the assigned task immediately attunes to the item, which gains a new property (usually named after the sin in question). If the item already requires attunement, then a creature that accepts the devil's task can't willingly unattuned from the item for the duration of the task. When the task is completed, the item becomes enhanced with the new property. Either way, the item's new property persists for as long as the character remains attuned to the item; if the character loses attunement to the item for any reason, it must accept and complete a new task to regain the property.

Sin: Envy

Item modifier, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as copying a friend's dress sense or mimicking someone's accent for a day.

OA or EA: Envy. While you hold the item, when a creature within **30 feet** of you that you can see makes an attack roll, saving throw, or ability check, you can use your reaction to capture the creature's reflection in the item's surface and store a copy of the result of that creature's roll before any modifiers are applied to it. You can decide to use this reaction after the die is rolled, but before the GM determines if the result succeeds or fails. Once within the next **minute**, after a creature you can see within **30 feet** of you makes an attack roll, saving throw, or ability check, you can choose to replace its roll of the **d20** with this stored die roll (no action required). You must choose to do so before the roll, and you can replace a roll in this way only once per turn. After you replace a die in this way, until the end of your next turn, if the creature you mirrored takes damage, you take half as much damage as psychic damage. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Increase the range to **60 feet**. The fiend asks for a medium task, such as stealing credit for someone else's achievement or publicly disparaging a friend so you look better in comparison.

Very rare variant: Increase the range to **120 feet**. The fiend asks for a major task, such as murdering someone you consider more beautiful than yourself or sabotaging a happy relationship.

Sin: Gluttony

Item modification, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as eating a friend's food before they're finished, not sharing your birthday cake, or taking candy from a baby.

OA or EA: Gluttony. While the item is on your person, whenever you roll Hit Dice to recover hit points at the end of a short rest, you regain **1** additional hit points for each die rolled. You can regain up to **5** additional hit points from this property per day; the additional hit points you can regain resets each day at dawn. You require twice as much food to sustain yourself each day.

Rare variant: Increase the hit points regained to **2** per Hit Die rolled, and the maximum you can regain before the next dawn to **10**. The fiend asks for a medium task, such as stealing a party member's rations or demanding that a restaurant increase its portion size.

Very rare variant: Increase the hit points regained to **3** per Hit Die rolled, and the maximum you can regain before the next dawn to **15**. The fiend asks for a major task, such as cannibalising a humanoid or stealing food from the hungry.

Sin: Greed

Item modifier, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as stealing a small item, lying to your party about how much treasure you found, or acquiring a certain lost (and potentially cursed) treasure.

OA or EA: Greed. This item has **3 charges** and regains **all** expended charges daily at dawn. While it is on your person, you can expend **1 charge** to cast the *locate object* spell. When you cast the spell using this property, you can target only the nearest precious metals or gems not currently worn or carried by a creature. If there are no such treasures within range of the spell, you become demotivated, gaining **disadvantage** on all Charisma and Wisdom checks for the next hour, and this property can't be used again until the next dawn.

Rare variant: The Greed property has no charges: you can cast the *locate object* spell at will with the same limitations. The fiend asks for a medium task, such as purloining a family's sacred heirloom or tricking an honest salesman into buying a cursed item.

Very rare variant: The Greed property has no charges: you can cast the *locate object* spell at will, and it's no longer limited in what it can target, but you can still become demotivated if you name a target not within range of the spell. The fiend asks for a major task, such as stealing a piece of royal jewellery or committing arson to benefit from insurance fraud.

Sin: Lust

Item modification, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as delivering a sultry message, flirting with a nobleperson, or gifting someone a bottle of cursed perfume.

OA or EA: Lust. While the item is on your person, you can cast the *charm person* spell at will (**save DC 13**). If your target succeeds on the saving throw, you feel the sting of rejection; you are afflicted by the *bane* spell for the next **hour** and this property can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. The fiend asks for a medium task, such as ensuring someone drinks a love potion or courting a nobleperson to gain their favour.

Very rare variant: Increase the **DC** to **16**. While the item is on your person, you are proficient in the Persuasion skill. If you already have this proficiency, your proficiency bonus is doubled for any ability check you make that uses Persuasion. The fiend asks for a major task, such as seducing someone or causing someone to break a vow.

Sin: Pride

Item modification, rare (optional or enhanced attunement)

The Task. The fiend requests a medium task, such as refusing to accept help or healing for 3 days, refusing the next gift or donation offered to you, or insisting on fighting a creature of CR 4 or higher alone.

OA or EA: Pride. While the item is on your person, you can use a bonus action to cast the *bless* spell on yourself (no concentration required). While you are blessed in this way, you become hard-headed; you can't benefit from the Help action and you are always considered an unwilling target for other creatures' spells. Once this property of the item has been used, it can't be used again until the next dawn.

Uncommon variant: When you cast the *bless* spell on yourself using this item, you gain a **+1 bonus** to your rolls, instead of the spell's usual bonus of 1d4. The fiend asks for a minor task, such as refusing to ask for help or healing for a day, or exaggerating about your past exploits and skills to the party's detriment.

Very rare variant: When you cast the *bless* spell on yourself using this item, you roll the d4 twice and use the higher result. The fiend asks for a major task, such as refusing to ask for help or healing for 10 days or insisting on fighting a creature of CR 9 or higher alone.

Sin: Sloth

Item modification, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as refusing to take a watch when it's your turn, leaving dirty dishes in the sink, or not bathing for 3 weeks before an important meeting.

OA or EA: Sloth. While the item is on your person, you can cast the *slow* spell (**save DC 13**). For the spell's duration, your speed is halved and you can't take reactions. After this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. The Sloth property can be used twice, regaining all expended uses daily at dawn. The fiend asks for a medium task, such as deliberately not taking an action in combat once a day for a week, or refusing to take the Help action for a week.

Very rare variant: Increase the **DC** to **16**. The Sloth property can be used three times, regaining all expended uses daily at dawn. The fiend asks for a major task, such as purposefully falling asleep while on watch or refusing to take the Help action for a month.

Sin: Wrath

Item modification, uncommon (optional or enhanced attunement)

The Task. The fiend requests a minor task, such as delivering an aggressive message, intimidating someone, or starting a bar fight.

OA or EA: Wrath. While the item is on your person, you can use a bonus action to enter a fiendish rage for **1 minute.** When you activate this property and as a bonus action on subsequent turns for the duration, you gain additional movement equal to half your speed until the start of your next turn. For the duration, if you move at least **15 feet** straight towards a creature and then immediately hit it with a melee attack, it must succeed on a **DC 13 Strength saving throw** or be knocked **prone**. While this property is active, you lose all sense of self-preservation and are filled with bloodlust; any movement you make must be towards a hostile creature, and the only actions you can take on your turn are the Attack and Dash actions, or an action to break free of restraints or a grapple. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15**. The devil asks for a medium task, such as assaulting someone or destroying their property.

Very rare variant: Increase the **DC** to **16**. When you activate the Wrath property or use the bonus action granted by it to gain movement, you can also make one melee attack with this weapon as part of the same bonus action. The devil asks for a major task, such as kidnap or murder.

Abyssal Bane

Weapon (any melee), uncommon
Component: fiend (demon) bone

Fashioned of bone, stone, and demon eyes, abyssal weapons are gestated by unholy bonesmiths within the infernal depths of the Hells. Fortified by magic to prevent the brittle materials from shattering, such weapons are carved with the true name of the demon whose eyes were 'donated' to its conception.

The power of such a weapon is linked to the number of eyes used to craft it, with each open eye representing one unexpended charge. This weapon has **2 charges** and regains **all** expended charges daily at dawn.

Bonerip. As a bonus action when you hit a target with this weapon, you can call the name of the demon to whom the eyes belonged and expend **1 charge**. The weapon mobilises, boney teeth and necrotic energy ripping through the target's defences. The target gains a permanent and cumulative **-1 penalty** to its AC. Its AC can't be reduced to less than 10 + its Dexterity modifier. The target can repair its armour with enough rest (for natural armour) or at an appropriate armoursmith's (for worn armour) at the GM's discretion.



Abyssal Bane

Rare variant: You gain a **+1 bonus** to attack and damage rolls you make with this magic weapon.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls you make with this magic weapon.

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Blood Drinker

Weapon (glaive or halberd), very rare (requires attunement)
Component: fiend (pitcrow) beak*

The blade of this magic weapon is fashioned from the beak of a pitcrow, a nomad of the Lower Planes that feasts on the flesh and blood of fallen and wounded fiends. This polearm is able to pierce the flesh of wounded foes and absorb their blood, transferring the life force to its wielder.

Syphon. If you hit a creature that has blood with an attack using this weapon on your turn and that attack leaves the creature below half of its maximum hit points, you can use a bonus action to cause the weapon to latch onto the creature and begin syphoning its blood. The creature is **grappled** (**escape DC 16**). While grappled, the creature takes **4d6** necrotic damage at the start of each of its turns and you regain an equal number of hit points. You can't use the *blood drinker* to attack another target, and you must hold on to the *blood drinker* with at least one hand to maintain the grapple; if you let go of the *blood drinker* with both hands, the grapple ends. Once this property of the weapon has been used, it can't be used again until the next dawn.

SoarBones. You can use this weapon to cast the *phantom steed* spell. The weapon grows skeletal wings and feet, turning into a vicious looking crow named SoarBones. In addition to the steed's normal statistics, it has a flying speed equal to its walking speed. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**, the damage to **3d6**, and the hit points regained to half the necrotic damage dealt. The item doesn't have the SoarBones property.

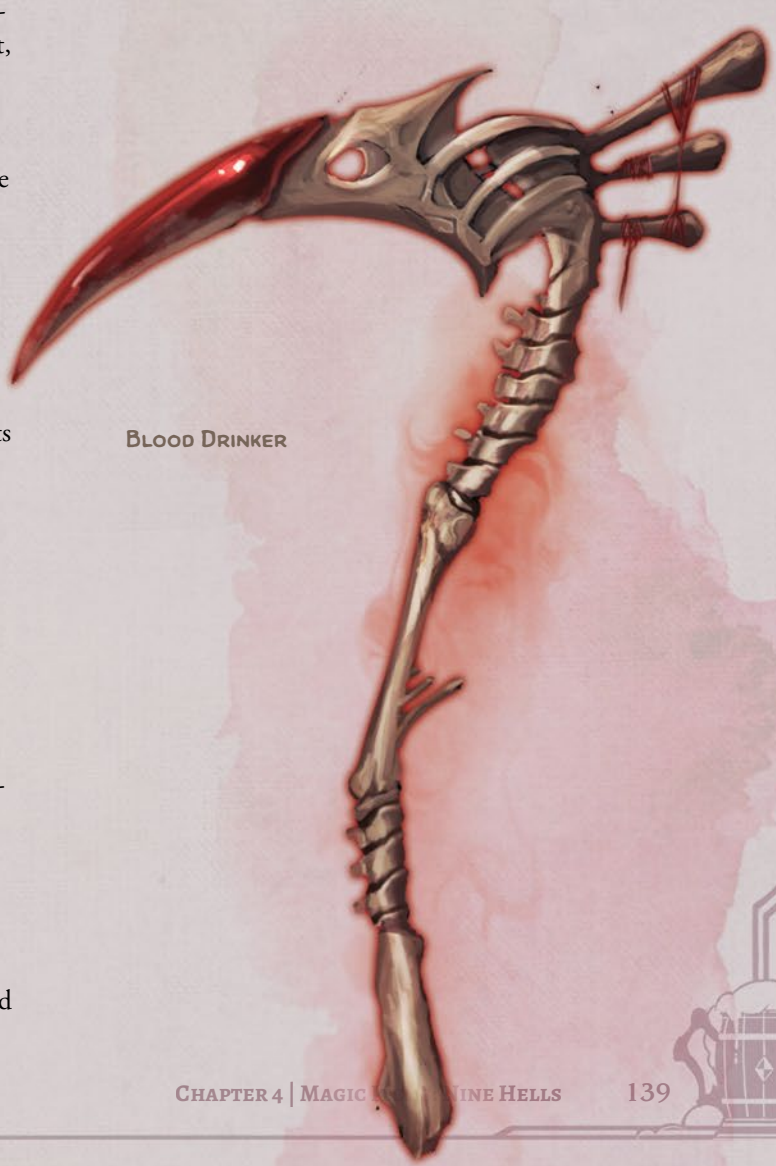
Rare variant: Reduce the **DC** to **15** and the hit points regained to half the necrotic damage dealt.

Legendary variant: Increase the **DC** to **17**. You have **resistance** to necrotic damage.

*See *Throne of the Devourer* in *Motes of the Divine*.



Bloodlust



Blood Drinker

Bloodlust

Weapon (dagger), uncommon
Component: phial of monstrosity (minotaur) blood

When mined, blood crystal appears as a pale, almost colourless pink. However, after touching blood, its colour temporarily shifts to a red deeper than most rubies. For this reason, it's favoured among vampires as a reminder of when to feed.

Blood Bond. When you damage a creature that has blood with this magic weapon, or it touches blood spilled from a creature less than 24 hours ago, the light pink

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Bloodshot

crystals that make up its blade turn a deep, sanguine red as the weapon becomes bonded to the creature, which becomes its quarry. For the next 24 hours you can, as an action, toss the dagger in the air and speak its command word. For 6 seconds after, it hovers in the air, pointing in the direction of its quarry. If its quarry is on a different plane or is warded against divination magic, the dagger spins wistfully in the air. Once the dagger absorbs blood, it can't absorb another creature's blood until **24 hours** have passed and it returns to its normal pink colour.

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

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Bloodshot

Weapon (any firearm), uncommon*
Component: phial of celestial blood

Ever parched, this sinister firearm greedily drinks any lifeblood it's offered, and an otherworldly mechanism inside it converts it into deadly shards, which it fires instead of bullets. The slightest trickle of crimson is enough for the pupils on this hellish weapon to dilate and for its eyes to appear wild and bloodshot.

Feed the Beast. This weapon has **10 charges**. Over the course of a short or long rest, any creature can cause *bloodshot* to regain expended charges by dripping their own blood down its barrel and spending Hit Dice. Roll each Hit Die spent in this way, and the weapon regains a number of charges equal to the total. After absorbing 3 Hit Dice worth of blood, the weapon can't absorb more blood in this way until the next dawn.

Alternatively, over the course of a minute, you can extract blood from the corpse of a creature that has been dead for no longer than 10 minutes. When you do so, the weapon gains a number of charges equal to the roll of one of the dead creature's Hit Dice. After absorbing the blood from a corpse in this way, the weapon can't do so again until **1 hour** has passed.

Shot Selection. This weapon doesn't have the Reload or Ammunition properties. Instead, in order to make a ranged weapon attack with it, you must expend charges in one of the following ways:

- ***Bloodshard (1 charge).*** On a hit, the weapon deals its normal damage.
- ***Septic Shock (3 charges).*** On a hit, the weapon deals its normal damage, and the target must succeed on a **DC 13 Constitution saving throw** or become **poisoned** until the end of its next turn as its blood becomes corrupted. A creature immune to disease automatically succeeds on this saving throw.

*See Equipment, page 6

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

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

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Demonbane Armour

Armour (breastplate, half plate, or plate), rare
Component: fiend (demon) bone

Hewn from a deformed demon's skull, this armour allows its bearer to rival the resistances of fiends. Energy is drawn in through its mouth and channelled to the eyes, where it is stored until unleashed in an elemental rebuke.

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

Consume Energy. When you take cold, fire, lightning, or poison damage, you can use your reaction to speak the armour's first command word and expend **1 charge**. The mouth opens, consuming some of the incoming energy. You gain **resistance** to the triggering damage and one of the armour's eyes lights up with the stored energy. The armour has two eyes, and an eye can't store more energy if it already is storing some.

Unleash Energy. When you hit a creature with a melee weapon attack, you can utter the armour's second command word, unleashing the energy stored in all of the armour's eyes. For each eye that was storing energy, the creature takes **1d8** damage of the stored type, after which the stored energy disappears.

Uncommon variant: Reduce the number of eyes to **1**, the number of charges to **2**, and the damage to **1d6** per eye.

Very rare variant: Increase the number of eyes to **3**, the number of charges to **5**, and the damage to **1d10** per eye.

Demonic Siege Bow

Weapon (any bow), uncommon (requires attunement by a creature with a Strength score of 13 or higher)
Component: fiend (demon) horn

What this weapon lacks in manoeuvrability, it makes up for in power. Wrought from the horns, bones, and sinew of demons, this weapon holds malice in every fibre. With its very own bracing mechanism, a user can free up a hand to fire using both strings at once.

The damage die of this weapon is increased by one size (e.g., a longbow deals **1d10** damage, a shortbow deals **1d8**). The bow has **2 charges** and regains **all** expended charges daily at dawn.

Siege Brace. As a bonus action, you can expend **1 charge** and speak the bow's command word, causing a skeletal, demonic hand to burst from the ground or another surface and hold the bow steady until you use another bonus action to dismiss it. The bow can't be moved while grasped by the skeletal hand. While in this 'siege mode', each time you make a ranged weapon attack using this bow, you can make one additional attack against the same target (no action required). When you do so, both attacks are made with **disadvantage**.

Rare variant: Increase the charges to **3**. The damage die of this bow is increased by two sizes instead of one, (e.g., a longbow deals **1d12** damage and a shortbow deals **1d10**).



Demonbane Armour



Demonic Siege Bow

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Emberink Stationery

Wondrous item, very rare (requires attunement)
Component: phial of fiend blood

Filtered from fiendish blood, this pot of fiery orange ink melts most mundane quills that dare to dip into its contents. Only its compatriot, the enchanted *pitbat quill* which forms part of the stationery, can contain the lava-like liquid. An *emberink stationery* is often used as a training tool for new devils, promoting teamwork and the virtues of adhering to a contract.

Charges & Charging. An *emberink stationery* can hold a maximum of **4 charges**, contains **1d4** charges when found, and regains charges when the ink pot is used to capture a fiend's blood. As fiends' bodies disappear from the Material Plane on death, fiendish blood must be extracted while the fiend is still alive. You can use an action to extract blood from a living fiend within your reach. If the fiend is unwilling, the fiend must be restrained or incapacitated and be below half of its maximum hit points. When blood is extracted in this way, the stationery regains a number of charges equal to a roll of one of the fiend's Hit Dice, and once it regains charges, it can't do so again until the next dawn.

Contractual Obligation. As an action, you can use the stationery to write on the skin of a willing humanoid. The ink burns into the flesh of your target, raking a cauterised scar, while an identical burn appears in a similar place on your own body. Both you and the creature take **1** fire damage. Choose one of the following glyphs and expend the appropriate number of charges; for **1 hour**, you are both subjected to the associated magical effects.

- **Ward (1 charge).** While you and the creature are within **30 feet** of one another, you both have a **+1 bonus** to AC. While you are more than 30 feet apart, you both suffer a **-1 penalty** to AC.
- **Warp (2 charges).** While you and the creature are within **30 feet** of one another, each affected creature can choose whether it is enlarged or reduced, as per the *enlarge/reduce* spell. An affected creature can use its action to return to normal size, or to enlarge or reduce itself if it's already normal size. While you are more than 30 feet apart, both creatures return to their normal size.
- **Wrath (1 charge).** While you and the creature are within **30 feet** of one another, you both gain a **+1 bonus** to attack and damage rolls. While you are more than 30 feet apart, you both suffer a **-1 penalty** to attack and damage rolls.

Once the stationery has been used to sign a glyph, the ink turns dark and it can't be used again until the current contract is complete (i.e., the hour has elapsed).

Rare variant: Reduce the maximum number of charges to **2**. The *emberink stationery* contains **1d4 - 2** charges when found (minimum of 0).

Heart of Stone

Wondrous item, rare (requires attunement)
Component: fiend soul

When a fiend dies near this fist-sized lump of obsidian, its soul is incarcerated within its inky confines. A creature that attunes to this petrified devil's heart learns the name

Emberink Stationery



Heart of Stone



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of any soul imprisoned within it and can drain the soul's lifeforce to create powerful magic. However, with each interaction, there is always a chance that the fiend can break free of this stony jail.

The heart can be used as a spellcasting focus for your spells.

Soultrap. When a fiend of **CR 12** or lower dies within **10 feet** of the heart and the heart doesn't already have a soul trapped within it, the fiend's soul becomes trapped within the heart. The heart gains a number of charges equal to the maximum number of Hit Dice the fiend possessed. If all these charges are expended, the soul is shredded and destroyed.

While you hold the stone, you can communicate telepathically with the imprisoned soul, if it is willing. You can release an imprisoned soul back to the Lower Planes as an action.

Soulshred. While you hold the heart, you can expend charges from it to cast the following spells (**save DC 15**): *bane* (**1 charge**), *bestow curse* (**3 charges**), *calm emotions* (**2 charges**), *enrage** (**2 charges**), *remove curse* (**3 charges**).

After you cast a spell in this way, you must make a **Charisma** check contested by the imprisoned fiend's. On a failure, the fiend's soul escapes and is released back to the Lower Planes, and the heart loses all its remaining charges. If a soul escapes or is released while you're on one of the Lower Planes, the fiend can immediately materialise with all of its hit points in an unoccupied space within 10 feet of the heart.

Uncommon variant: Reduce the fiend's maximum **CR** to **6**, and the **DC** to **13**. Remove *bestow curse* and *remove curse* from the list of spells.

Very rare variant: Increase the fiend's maximum **CR** to **18**, and the **DC** to **16**. Add the *stoneskin* spell (**4 charges**) to the list of spells. When this spell is cast using this item, the target's skin resembles the obsidian of the heart.

*See Appendix A

Hellscape Chatterbane

Weapon (any melee), uncommon
Component: pouch of fiend teeth

When metal is in short supply, devils and demons alike turn to more plentiful resources of the Lower Planes: teeth, bones, and molten rock. The skull of a *hellscape chatterbane* is often the focus of the magical enchantments weaved into it, producing flame from its eye sockets and laughter from its mouth.

While holding this magic weapon, you can use an action to cast the *produce flame* cantrip (**+5** to hit).

Posthumous Mirth. As an action, you can shake the weapon to cast the *hideous laughter* spell (**save DC 13**), causing the skull's jaw to rattle up and down, and a malevolent cackling sound to fill the air. Once this property of the weapon has been used, it can't be used again until the next dawn.

Rare variant: Increase the attack modifier to **+7** and the **DC** to **15**. The *produce flame* cantrip is cast as a 5th-level caster. Posthumous Mirth can be used four times, regaining all expended uses daily at dawn.

Very rare variant: Increase the attack modifier to **+8** and the **DC** to **16**. The *produce flame* cantrip is cast as an 11th-level caster. Posthumous Mirth can be used seven times, regaining all expended uses daily at dawn.

Hellscape Chatterbane



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Mirror of Truesight

Wondrous item, uncommon
Component: fiend eye

Nothing so delicate as glass or so pure as silver survives long on the Lower Planes. That in itself makes this magic item a rarity. Held by a handle of claw-like fingers, this magic mirror grants its user the ability to see who is truly the fairest of them all.

Real Reflections. As an action while holding the mirror, you can speak its command word to cause its reflective surface to disappear for **1 minute**. During that time, a creature that looks through the mirror while holding it has truesight out to **30 feet**. Once this property of the mirror has been used, it can't be used again until the next dawn.

Rare variant: Increase the range of truesight to **60 feet**. The mirror can be used three times and regains all expended uses daily at dawn.

Very rare variant: Increase the range of truesight to **120 feet**. The mirror can be used five times and regains all expended uses daily at dawn.

Pitbone Arrow

Ammunition, uncommon
Component: pouch of fiend (pitcrow) feathers*

These crude arrows thrum with energy, ready to shatter upon impact. The flights—pitcrow feathers—are enchanted to flare when a target is missed, turning the arrow to the ground where it erupts in a cloud of bone fragments. Hit or miss, these single-use arrows are a nuisance on the battlefield.

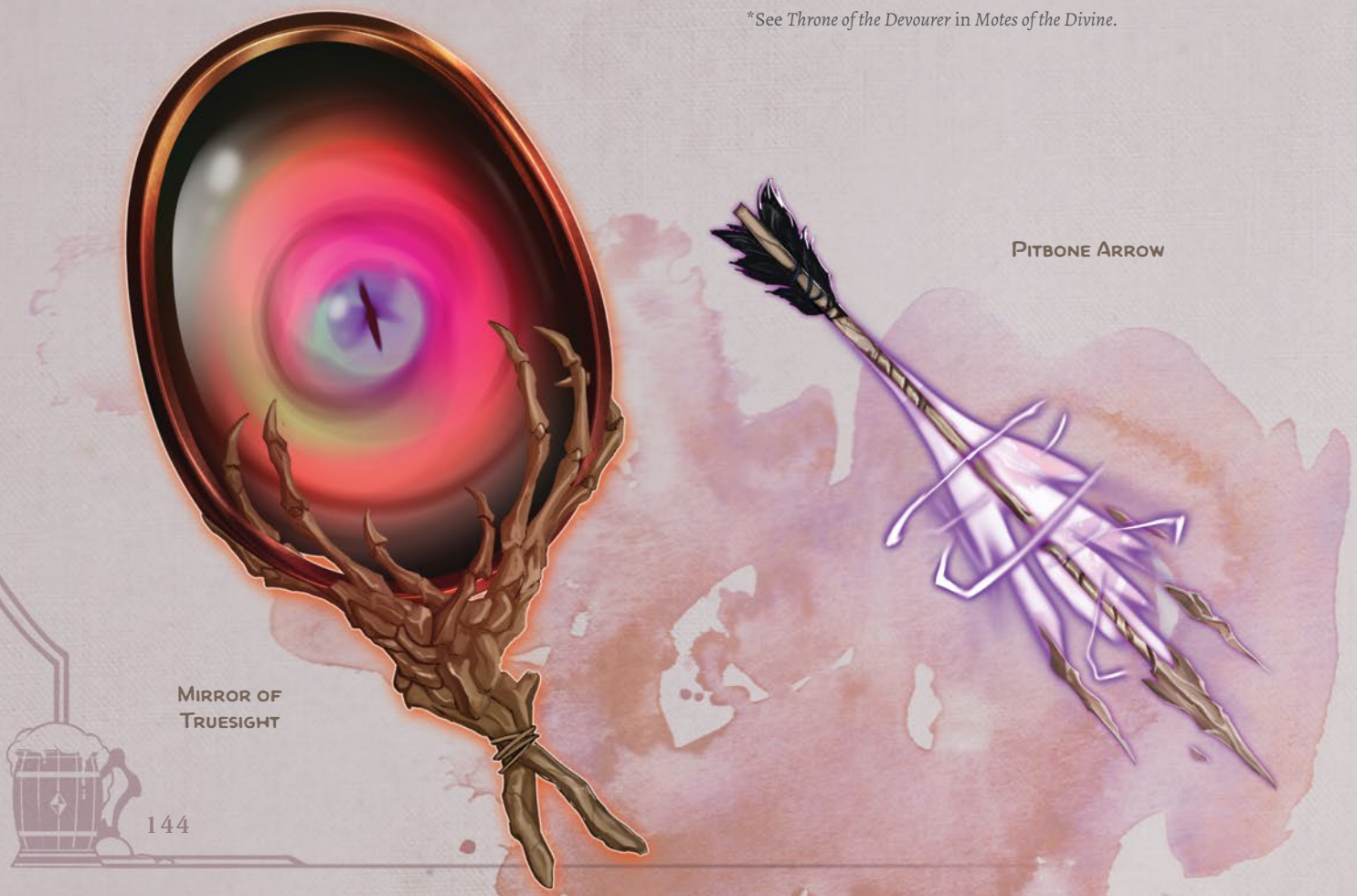
Hit. When you hit with this arrow, the target must succeed on a **DC 13 Constitution saving throw** or have shattered bone fragments lodged in obtrusive places within its body. While a creature has these fragments in it, it takes **1** piercing damage when it moves for the first time on a turn and whenever it takes the Attack action. As an action, an affected creature can make a **DC 13 Wisdom (Medicine)** check, ending the effect on itself on a success.

Miss. When you miss with this arrow, the arrow changes direction to hit the nearest surface to the target, where it explodes into sharp fragments. Each creature within **5 feet** of the arrow must succeed on a **DC 13 Dexterity saving throw** or take **1d4** piercing damage.

Rare variant: Increase the **DCs** to **15**, the damage of Hit to **2**, and the damage of Miss to **1d8**.

Very rare variant: Increase the **DCs** to **16**, the damage of Hit to **4**, and the damage of Miss to **1d12**.

*See *Throne of the Devourer* in *Motes of the Divine*.



Pluckpatch

Wondrous item, rare (requires attunement)
Component: fiend skin

This plain, worn, leather eyepatch is an unassuming addition to any treasure hoard. However, each day at dawn, eyeballs are plucked from 'donor' fiends in the Hells in order to slowly orbit around your head. Whether fiends are willing donors or victims of a crafty wizard's devilish machinations is an unanswered moral dilemma.

This eyepatch has **4 charges**, represented by four floating eyeballs, and regains **1d4** expended charges daily at dawn.

Peekaboo. As an action, you can expend **1 charge** to telepathically link yourself to one eyeball. While linked, you see through the eyeball, which has darkvision out to **120 feet**, and you are blind with regards to your own vision. As a bonus action while linked to the eyeball, you can move the eyeball up to **30 feet** in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. The eyeball has 2 hit points, an AC of 15, and a Dexterity (Stealth) modifier of **+7**. After **10 minutes**, if the eyeball is reduced to 0 hit points, or if you sever the connection (no action required), the eyeball disappears, temporarily returning to its fiendish donor.

Uncommon variant: Reduce the charges (and eyes) to **2**, the recharge to **1d2**, and the eyeballs' Stealth modifier to **+5**.

Very rare variant: Increase the charges (and eyes) to **7**, the recharge to **1d6 + 1**, and the eyeballs' Stealth modifier to **+10**.



Pluckpatch

Shield of Retaliation

Armour (shield), uncommon
Component: fiend heart

Legend says that when the war twixt fiends and celestials ravaged the Material Plane, a great infernal general had these shields forged for his captains. Through them he observed the battlefield, and with them he smote the angels that dared challenge his armies. Whether or not the fiendish general still watches through these shields, or even still lives, is a question yet to be answered.

Searing Vengeance. As a reaction when a creature within **5 feet** of you hits you with an attack, you can pull a trigger on the shield's handle, causing it to breathe a plume of flame at the creature. The creature must make a **DC 13 Dexterity saving throw**, taking **2d6** fire damage on a failure, or half as much damage on a success. After you use this property, roll a **d6**. On a **1-2**, the shield runs out of fuel and this property can't be used again until you feed the shield 1 gp of coal or other fuel and spend **1 hour** tending to the flame (which can be done during a short or long rest), as the shield burns and chews its way through your offering.

Shield of Retaliation



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Soulkeeper Pendant

Rare variant: Increase the **DC** to **15**, the fire damage to **4d8**, and the d6 that determines the remaining fuel to a **d8**.

Very rare variant: Increase the **DC** to **16**, the fire damage to **4d10**, and the d6 that determines the remaining fuel to a **d10**.

Soulkeeper Pendant

Wondrous item, rare (optional attunement)
Component: phial of celestial blood

Tools of devilish origin, these mundane-looking miniature animal skulls are designed to increase the throughput of souls to the Hells.

When a humanoid dies within **5 feet** of the pendant and the pendant doesn't already have a soul trapped in it, its soul becomes trapped in a flame-filled, hellish demiplane, causing the pendant's eyes to glow fiery red. Casting the *remove curse* spell or similar magic on the pendant releases a soul from its captivity. A soul can be stored indefinitely, and time spent in captivity within the pendant doesn't count against the time limit of resurrection spells such as *raise dead*. A creature who is resurrected after its soul has been stored within the pendant must make a **Wisdom saving throw** or develop one long-term madness effect. The DC for the saving throw equals **10** + the number of days the soul was trapped in the pendant.

Optional Attunement: Sellsoul. Upon attuning to this pendant, a devil, Eebezelbub, appears to you with an offer. She will trick souls you capture into following her to the Hells in exchange for granting you minor favours. If the pendant has a soul trapped in it, you can use an action to call Eebezelbub's name and permit her entry to the pendant. Roll a **d6**. On a **1**, the soul refuses Eeb's offer and drifts away, causing the miniature animal's eyes to slowly dim. On a **2-6**, the soul accepts her offer and the skull flashes brightly before petering out. Eebezelbub reappears **1d20** minutes later, offering to perform one of the following tasks of your choice:

- She will deliver and return one message, as per the *sending* spell, and can send the message to other planes of existence without the possibility of failure, but she can't enter good-aligned planes to deliver the message.
- She will answer three questions, as per the *commune* spell.
- She will divulge information on a topic, as per the *legend lore* spell.

Eebezelbub needs time to process the souls that accept her offers, and after getting two souls from the pendant, she won't take any more until the next dawn.

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Very rare variant: Eebezelbub can take up to three souls from the pendant, instead of two, before she won't take any more until the next dawn.

Wings of the Hellspawn

Wondrous item, uncommon (requires attunement)
Component: fiend skin

The membranes of these wings are almost transparent in bright daylight, the bones appearing like fleshless claws. Come night or thick shadow, the membranes coalesce into blood-red curtains of opaque, ragged flesh. As you attune to this item, bands of sinew wrap around your form, binding you to these grotesque bone-and-membrane wings.

Until your attunement to the wings ends, you can't be parted from them, willingly or otherwise.

Fiendish Flight. When you fall and aren't incapacitated, you can subtract up to **100 feet** from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Devil's Cocoon. As an action, you can cause these wings to wrap around you, forming a fleshy carapace. You gain **1d4 + 4** temporary hit points that last for **1 hour**. If you use the Fiendish Flight property, you lose any temporary hit points you have from this property. Once this property of the wings has been used, it can't be used again until the next dawn.

Rare variant: Increase the number of temporary hit points gained to **3d4 + 4**. The Fiendish Flight property has the following additional benefits:

- When you jump, you can choose to propel yourself with your wings (no action required); you no longer require a running start to jump up to your maximum distance.
- Your jump distance is doubled.

Very rare variant: Increase the number of temporary hit points gained to **5d4 + 4**. The Fiendish Flight property grants you a flying speed equal to your walking speed, and has the following additional benefits:

- When you jump, you can choose to propel yourself with your wings (no action required); you don't require a running start to jump up to your maximum distance.
- Your jump distance is doubled.



Wings of the Hellspawn

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Astral Adventures

Astrochronometer

Wondrous item, very rare (requires attunement)
Component: construct gears

Time within the Astral Plane is often described as 'wishy-washy, timey-wimey' by astral kobolds, or as 'temporally impeded' by the more technically minded star gnomes. What they mean is that it's really, really slow. By creating a pocket of the astral plane around one's person, one can effectively suspend the effects of time on one's body.

While wearing this watch, you age 10 times slower, you don't need to sleep (although you can only engage in light activity in order to benefit from a long rest), and you have **advantage** on checks and saving throws made to avoid exhaustion. It can also be used to tell the current time in whatever plane you're in.

Temporal Bubble. The *astrochronometer* has an experimental feature; it can generate a bubble of suspended time. Unfortunately, this bubble is prone to collapse, which can have… unintended consequences. As an action, you can attempt to cast the *time stop* spell. When you do so, roll a **d6**. On a **1–3**, the bubble collapses, the spell isn't cast, and this property can't be used again until the next dawn. Further, on a **1**, you are also affected by the *slow* spell for **1 minute** (**save DC 16** for subsequent saving throws), and you age by a number of years equal to one tenth of your race's normal lifespan. On a **4–6**, the spell is cast successfully, and this property can't be used again for a number of days equal to the number of turns for which time was stopped.

Uncommon variant: Remove the Temporal Bubble feature and the slowed ageing.

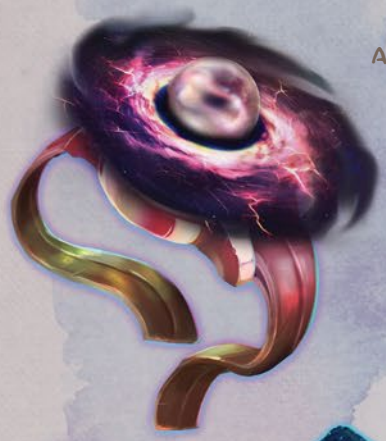
Cloak of the Dunamancer

Wondrous item, uncommon (requires attunement)
Component: aberration hide

Wrought from starlight and comet dust, this almost weightless cloak ignores the wind, rippling in response to unseen solar flares. In response to its wearer's thoughts, the cloak's dunamantic magic can levitate its wearer and distort how light interacts with the fabric.

Float. While wearing this cloak, you can use a bonus action to cause the tentacles to lift you a foot off of the ground, or to cause you to land again. While floating in this way, you can traverse low-lying obstacles (such as caltrops) and difficult terrain without impediment (at the GM's discretion). In addition, while floating, your walking speed is reduced by **10 feet** and you are always under the effects of the *feather fall* spell. You can't float while the Distort property is active.

Distort. While wearing this cloak, you can use an action to cause the tentacles to twist and shimmer, distorting your outline as you cast the *blur* spell. If you are floating as per the Float property when you activate this property, you land back on the ground. Once this property of the cloak has been used, it can't be used again until the next dawn.



Astrochronometer



Cloak of the Dunamancer

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Rare variant: While floating, your walking speed is reduced by **5 feet** instead of 10. The cloak has the Astral Step property.

Astral Step. While wearing this cloak, you can use an action to cause the cloak to appear to implode as you cast the *blink* spell. Instead of visiting the Border Ethereal, you enter a demiplane between the Astral and Material planes. Once this property of the cloak has been used, it can't be used again until the next dawn.

Very rare variant: While floating, your walking speed isn't reduced. The cloak has the Astral Step property.

Eclipse, the Moon and Stars

Item Set. When the magics of *morning star* and *evening moon* become intertwined through attunement to a single wielder, their innate dunamantic magics coalesce to create a miniature solar system. While you are attuned to both *morning star* and *evening moon*, you gain the following benefits:

- The attack and damage bonus of each weapon increases by **1**, to a maximum of **+3**.
- You can use the Orbit and Eclipse properties, described below.

Orbit. While holding both *evening moon* and *morning star*, you can use a bonus action to cause *evening moon* to begin orbiting you. As part of this bonus action, and as a bonus action on subsequent turns for as long as it remains in orbit, you can make one attack with *evening moon* against any creature within **15 feet** of you. *Evening moon* orbits you at a distance of two feet, and while in orbit, you can't use it to attack except with this property. You can catch *evening moon* (no action required) at any point. A creature within **5 feet** of you can use its action to make a **DC 21 Dexterity (Acrobatics)** check, catching *evening moon* on a success or taking **1d6** slashing damage on a failure.

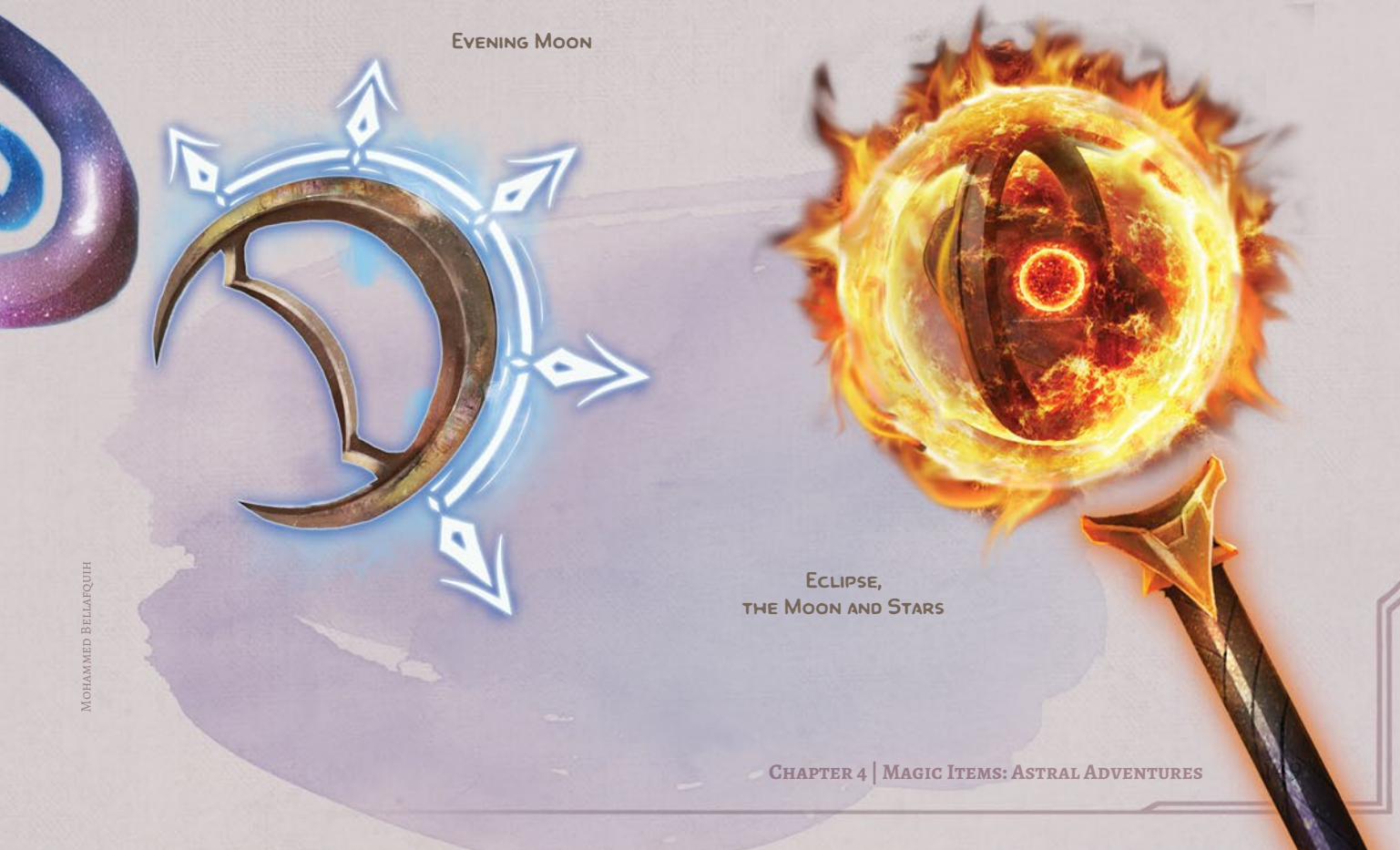
Eclipse. As a bonus action while *evening moon* is orbiting you, you can cause it to hover in front of you instead, casting you in a dark obscuring light and granting you the benefits of the *blur* spell for **1 minute**, or until you catch it or make an attack with it. Once this property of the set has been used, it can't be used again until the next dawn.

Evening Moon

Weapon (chakram), rare (requires attunement)*
Component: pouch of celestial dust

This three-quarter chakram can sustain itself in flight, returning to its wielder after lacerating its target. Equally lethal in both melee and ranged combat, this weapon is favoured by assassins of the astral sea for its ability to create a moving sphere of shadow, aiding its wielder to slip through enemy lines unseen, even in broad daylight.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which returns to your hand immediately after it is used to make a ranged attack. When you hit a creature with the Shapechanger trait with this weapon, it must succeed on a **DC 15 Constitution sav-**



Evening Moon

Eclipse, the Moon and Stars

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ing throw or instantly revert to its original form and be unable to assume a different form for **1 minute**.

Dusk. While holding this weapon, you can use an action to create a **10-foot-radius sphere** centred on you which is filled with dim light. This sphere lasts for **1 hour** or until you dismiss it as a bonus action, and it follows you when you move. While in this area, you can try to hide when lightly obscured, and you can take the Hide action as a bonus action. Once this property of the weapon has been used, it can't be used again until the next dusk.

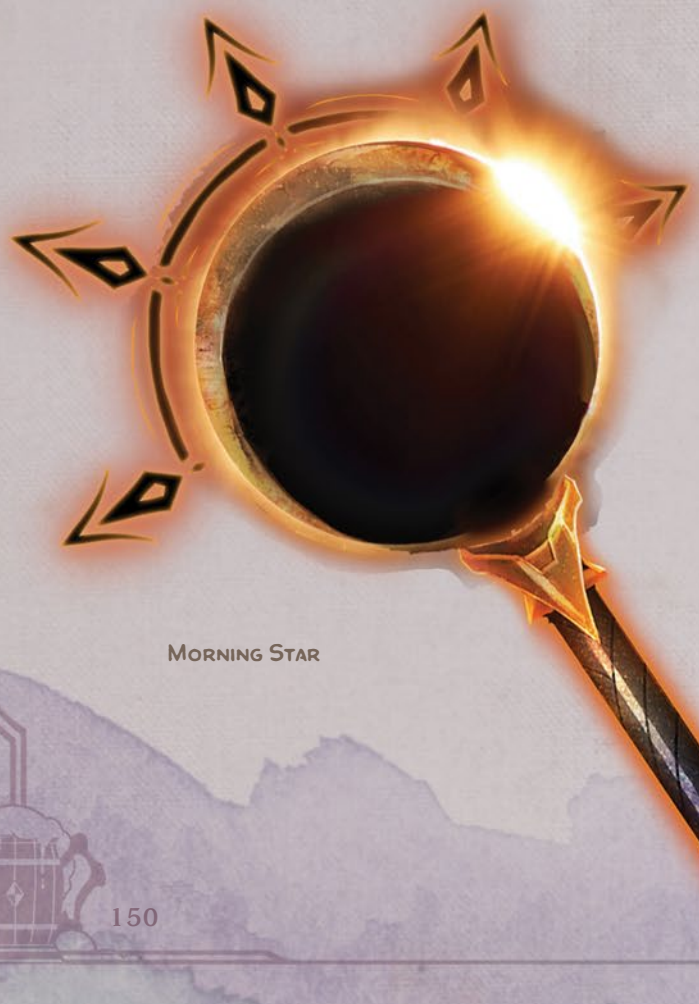
*See page 5

Uncommon variant: Remove the attack and damage roll bonus. Reduce the **DC** to **13** and the duration of the Dusk property to **10 minutes**.

Very rare variant: Increase the attack and damage bonus to **+2**, the **DC** to **16**, and the radius of Dusk to **15 feet**. The item has the New Moon property.

> ***New Moon.*** After you use the Dusk property, but before the next dusk, you can use an action to cast the *invisibility* spell on yourself. Once this property of the weapon has been used, it can't be used again until the next dusk.

Legendary variant: Increase the attack and damage bonus to **+3**, the **DC** to **17**, and the radius of Dusk to **20 feet**. The item has the New Moon property.



Morning Star

Morning Star

Weapon (morningstar), rare (requires attunement)
Component: elemental core of fire

Within these four, free-floating, ever-moving, gyroscopic rings is contained the source of *morning star's* power: a ball of fusion; a miniaturised star. A creature attuned to the weapon can induce tiny solar flares that can blind or burn those in its path.

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

Dawn. As an action, you can cause *morning star* to shine a gloriously bright light at all creatures within a **20-foot cone**. Each creature in the area must succeed on a **DC 15 Constitution saving throw** or become **blinded** 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. Once this property of the weapon has been used, it can't be used again until the next dawn.

Ultraviolet. After you use the Dawn property, but before it can be used again at the next dawn, you can use an action to cause *morning star* to shine a focussed beam of ultraviolet light in a **5-foot-wide**, **50-foot-long line**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **8d6** radiant damage on a failure, or half as much damage on a success. Once this property of the weapon has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the attack and damage bonus. Reduce the **DCs** to **13**, the area of the Dawn property to a **15-foot cone**, the area of the Ultraviolet property to a **5-foot-wide**, **30-foot-long line**, and the damage to **4d6**.

Very rare variant: Increase the **DCs** to **16**, the area of the Dawn property to a **30-foot cone**, the area of the Ultraviolet property to a **5-foot-wide**, **60-foot-long line**, and the damage to **12d6**. While holding this item, you can cast the *light* cantrip at will.

Legendary variant: Increase the attack and damage bonus to **+2**, the **DCs** to **17**, the area of the Dawn property to a **40-foot cone**, the area of the Ultraviolet property to a **5-foot-wide**, **100-foot-long line**, and the damage to **12d6**. While holding this item, you can cast the *light* cantrip at will and the *daylight* spell. Once this weapon has been used to cast *daylight*, it can't be used to cast it again until the next dawn.

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Flarefuse

Weapon (any firearm), rare*
Component: aberration heart

Flarefuses are firearms powered by tiny stars. These balls of fusion consume stardust, the remains of exploded stars, that can be conveniently harvested from drifting sunfrond plants.

Stardust Ammo. Instead of normal ammunition, *flarefuses* consume stardust to fire. A sufficient amount of stardust for a single shot is generally worth 1 gp. You load stardust into the firearm as you would normal ammunition.

Firing Modes. Refractive prisms allow a *flarefuse* to fire in one of two modes; focused or flared. As a bonus action, you can switch between these firing modes. Regardless of the firing mode, each shot uses up the same amount of stardust.

- **Focused.** The weapon deals an extra **1d4** radiant damage on a hit.
- **Flared.** Instead of making an attack roll, you shoot a wave of radiant shrapnel in a **15-foot cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or take **2d8** radiant damage.

*See Equipment, page 6

Very rare variant: Increase the **DC** to **16**, the damage of the Focused firing mode to **2d4**, and the damage of the Flared firing mode to **3d6**.

Gravity Cube

Wondrous item, rare
Component: construct plating

Using the same dunamantic technology as powers the vessels of the astral plane, this cube is capable of manipulating gravity within a confined area.

This cube has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. As an action, you can program and throw this cube at a surface you can see within **50 feet** of you, where it sticks to the surface, expending charges to warp a **30-foot-radius sphere** centred on that point in one of the ways described below. If an effect requires you to expend charges each turn, you expend them at the start of your turn. If you don't, the effect ends.

Nullify (1 Charge/Turn). Gravity in the area is nullified, causing all objects and creatures to drift freely. When the cube activates, each creature in the area must make a **DC 15 Dexterity saving throw**. A creature that enters the area for the first time on its turn while the effect lasts must also make this saving throw. On a failure, a creature rises vertically, up to **5 feet**, and remains suspended in mid-air for the duration of the effect. On a success, a creature clings to the nearest surface. Suspended creatures can only move within the area by pushing off surfaces or other creatures.

Intensify (1 Charge/Turn). Gravity in the area is intensified. For the duration, a creature that moves in the area must spend 3 feet of movement for each foot that it moves, and each creature's jump distance is divided by 3. A flying creature that starts its turn in the area, enters the area for the first time on its turn, or tries to begin flying in the area must make a **DC 15 Strength** check. On a failure, it is safely pulled to the ground and has a flying speed of **0 feet** until the start of its next turn.

Attract (2 Charges). Each creature and unsecured object within the area must succeed on a **DC 15 Strength saving throw** or be pulled **20 feet** towards the cube. Creatures and objects that collide as a result of this each take **1d6** bludgeoning damage.



Flarefuse

Gravity Cube

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Repel (2 Charges). Each creature and unsecured object within the area must succeed on a **DC 15 Strength saving throw** or be pushed **20 feet** directly away from the cube. Creatures and objects that collide as a result of this each take **1d6** bludgeoning damage.

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

Potion of Planar Infusion

Potion, very rare
Component: phial of aberration mucus

Meticulously extracted from the touch of starlight, the sound of a vacuum, and the light from a black hole, this silver liquid forms a swirling, spiral galaxy when left to settle.

Planar Infusion. When you imbibe this potion as an action, your mind, body, and soul become bound with that of an entity from another plane. Roll a **d8** and consult the table to determine the entity. You gain the statistics of that creature, as per the *polymorph* spell. These effects last until **1 hour** elapses, you fail a saving throw against the *banishment* spell or a similar effect (which banishes the planar entity, not you), or your assumed form is reduced to 0 hit points. *Dispel magic* does not end the potion's effects.

d8	Plane	Creature
1	Air	Air elemental
2	Earth	Earth elemental
3	Fire	Fire elemental
4	Water	Water elemental
5	Fey	Green hag (with spellcasting)
6	Shadow	Wraith
7	Upper	Unicorn
8	Lower	Incubus/Succubus

Consequences. After the duration elapses, your mind is strained and can even break. Make a **DC 15 Intelligence saving throw**. On a failure, you take **4d6** psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

Rare variant: Reduce the duration of the Planar Infusion property to **10 minutes**.

Psionblade

Weapon (any sword), uncommon (requires attunement)
Component: pouch of monstrosity (phase spider) teeth

As locomotion in the astral plane is powered by thought, wayfarers of this vast, waterless sea tend to be of greater than normal intelligence. Hence it follows that their armaments should be manipulated by their greatest asset—thought itself—in place of the strength of their arm.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. In addition, while wielding this weapon, you can use your mind to manipulate and empower its blade. You can use your Intelligence modifier for the attack and damage rolls of this weapon.

Psionslice. While holding the weapon, you can use a bonus action to cause it to switch from an ethereal blade of nebulous energy that deals psychic damage on a hit to a hardened, crystalline structure that deals the sword's normal damage type on a hit, or vice-versa.



Potion of Planar Infusion

Psionblade

Mohammed Bellafquih

Rare variant: The sword has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. The sword has the Thoughtstrike property.

Thoughtstrike. When you make an attack with this weapon, you can expend **1 charge** to launch it out of your hand, controlling it with your mind to make a melee weapon attack against a target up to **30 feet** away. When making an attack in this way, you must use your Intelligence modifier for the attack and damage rolls. After this attack, the sword flies back to your hand.

Very rare variant: Increase the attack and damage bonus to **+2**. The sword has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. The sword has the Thoughtstrike property.

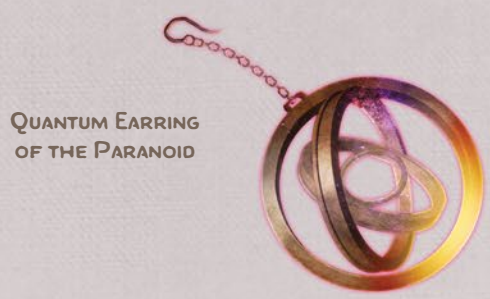
Quantum Earring of the Paranoid

Wondrous item, very rare
Component: monstrosity antenna

Crafted for Lord Innes Ecure, this earring regularly scans the intention-spectrum for references to the creature whose ear or hearing orifice it pierces.

Hot Ear. Whenever someone talks about you while you wear this earring—regardless of the plane on which you both currently reside—your ear becomes uncomfortably warm. As a bonus action, you can twist the earring, activating it in an attempt to listen in to the conversation. The creature that activated your hot ear must succeed on a **DC 16 Charisma saving throw**. On a failure, an invisible sensor is created within **10 feet** of the target that lasts for **10 minutes**. For the duration, you can hear through the sensor as if you were there. The sensor moves with the creature that triggered your hot ear, remaining within 10 feet of it for the duration. This property of the earring can be used three times, regaining all expended uses daily at dawn.

Rare variant: Reduce the **DC** to **15**. The Hot Ear property can be used twice, regaining all expended uses daily at dawn.



Quantum Earring of the Paranoid

Singularity

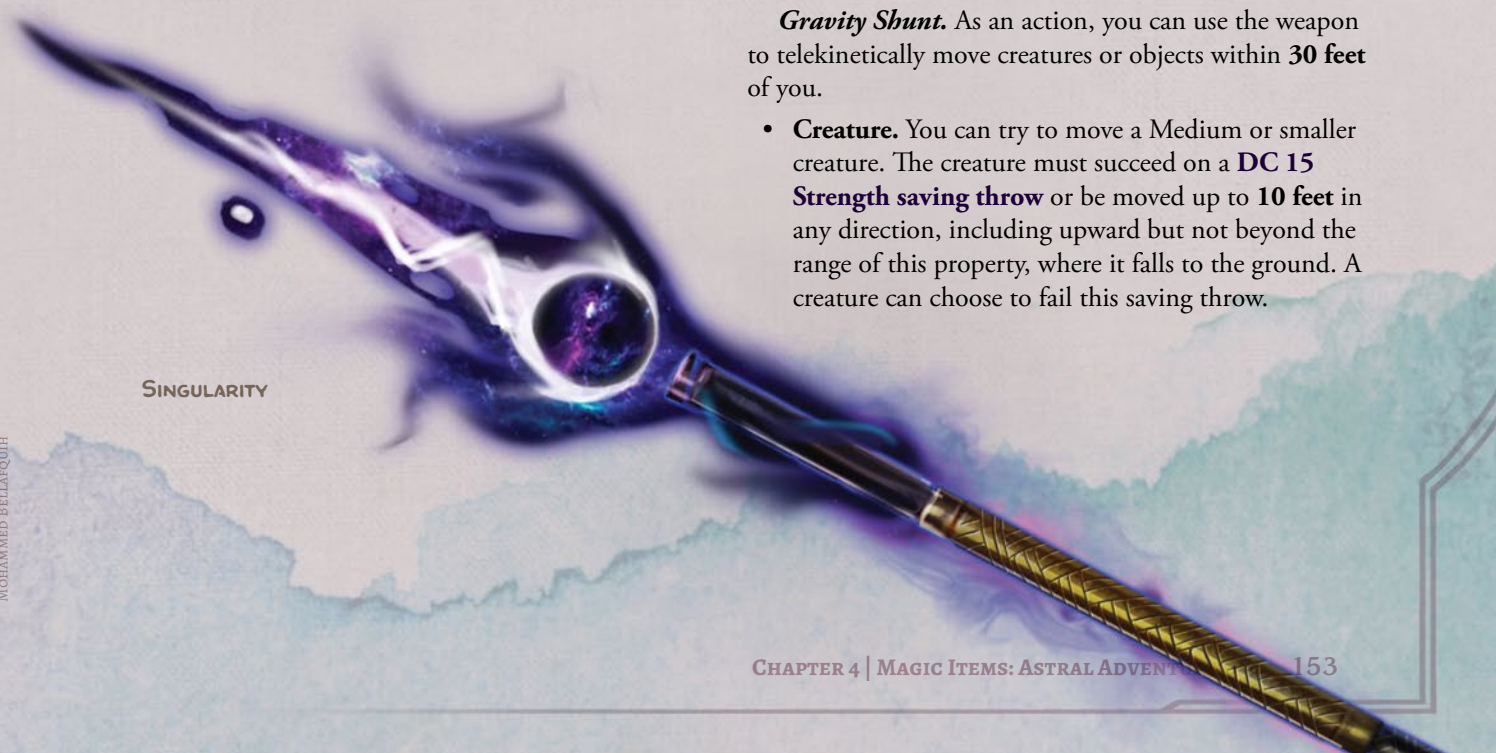
Weapon (quarterstaff), rare (requires attunement)
Component: aberration brain

With a thought, this staff opens up a tiny portal to the event horizon of a black hole, moulding the warped space-time into a spearhead of flickering force energy.

Gravity Shard. While holding the weapon, you can use a bonus action to produce a spearhead of force energy, which sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**. While this spearhead lasts, the weapon can be used as a quarterstaff or a spear, and on a hit, it deals force damage instead of the weapons' usual bludgeoning or piercing damage, plus an extra **1d4** force damage. In addition, you can use either your Intelligence or Strength modifier for attack and damage rolls you make with this weapon. The energy lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Gravity Shunt. As an action, you can use the weapon to telekinetically move creatures or objects within **30 feet** of you.

- **Creature.** You can try to move a Medium or smaller creature. The creature must succeed on a **DC 15 Strength saving throw** or be moved up to **10 feet** in any direction, including upward but not beyond the range of this property, where it falls to the ground. A creature can choose to fail this saving throw.



Singularity

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- **Object.** You can try to move an object that weighs up to 100 pounds. If the object isn't being worn or carried, you automatically move it up to **10 feet** in any direction, but not beyond the range of this property. If the object is worn or carried by a creature, the creature must make a **DC 15 Strength saving throw**. A creature can choose to fail this saving throw. On a failure, you pull the object away from that creature and can move it up to **10 feet** in any direction, where it falls to the ground.

In addition, you can use an action to exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial, as per the *mage hand* cantrip.

Uncommon variant: While the Gravity Shard property is active, the weapon deals an extra **1d4** force damage to the first target it hits on each of your turns, instead of every target. Remove the Creature and Object options from the Gravity Shunt property.

Very rare variant: Increase the **DCs** to **16**, the damage to **1d6**, the range of the Gravity Shunt property to **60 feet**, the creature size it can affect to Large or smaller, the distance creatures and objects are moved to up to **20 feet**, and the maximum object weight to 400 pounds.



Starfallen Force Shield

Starfallen Force Shield

Armour (shield), rare
Component: elemental primordial dust

The Starfallen are a sect of astronautical zealots sworn to prevent the incursion of aberrations from the far reaches of the universe. Though they are unknown to most folk on the Material Plane, it is their vigilance which ensures the relative normality the plane's denizens can enjoy. The force shield is one of their astral armaments, designed to disarm and incapacitate foes.

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

Repulsion. When a creature misses you with a melee attack while you hold this shield, you can use your reaction to pull a trigger, expending **1 charge** and sending a pulse of energy through the attacking creature. The creature must make a **DC 15 Strength saving throw**. On a failure, the creature is knocked **prone**, and is disarmed of the weapon with which it made the attack, or of its spellcasting focus or component if it was a melee spell attack. The item flies **15 feet** away in a random direction (roll a **d8** to determine the direction where a 1 = North, 2 = Northeast, etc.)

Starfield Bulwark. As an action, you can twist the handle of the shield, expending **3 charges** and causing it to deploy in a **5-foot-high** barrier of force energy up to **25 feet long**. Nothing can physically pass through the wall; a creature that attempts to run through or climb over the barrier takes **2d6** force damage and must succeed on a **DC 15 Strength saving throw** or be knocked **prone**.

Creatures directly behind the barrier have three-quarters cover against attacks that originate from the other side of the barrier. Any attack that misses a creature directly behind the barrier automatically hits the barrier, which has **40** hit points. The barrier remains in place until **1 minute** elapses, a creature uses its bonus action to pick up the barrier on the side from which it was deployed, it is hit by the *disintegrate* spell, or it loses all its hit points.

Very rare variant: Increase the **DCs** to **16** and the hit points of Starfield Bulwark to **70**. Whenever a creature is knocked prone by one of the shield's properties, it is also **stunned** until the start of its next turn if it fails the saving throw by 5 or more.

Legendary variant: Increase the **DCs** to **17** and the hit points of Starfield Bulwark to **100**. Whenever a creature is knocked prone by one of the shield's properties, it is also **paralysed** until the start of its next turn if it fails the saving throw by 5 or more.

Mohammed Bellafquih



Starforged Weapon

Weapon (any), rare
Component: pouch of fiend dust

With an enormous array of mirrors (and a touch of magic), starlight can be focussed to such an intensity that the iron within a trapped comet can be gradually wrought into any shape. Such metal is known as starforged iron and is imbued with a unique property that activates as a creature moves towards or away from its target.

Dopplerstrike. Once on each of your turns, when you make an attack with a *starforged weapon*, you can choose to simultaneously use your movement to move **5 feet** directly towards or away from your target as part of the attack, generating a blue-shift strike or red-shift strike, respectively.

- **Blue Shift.** To perform a blue-shift strike, your target must be within your weapon's reach at the end of this 5-foot movement but does not need to be within your weapon's reach when you start this movement. You gain a **+1 bonus** to your attack roll, which deals an extra **1d6** radiant damage on a hit.
- **Red Shift.** To perform a red-shift strike, your target must be within your weapon's reach at the start of this 5-foot movement but does not need to be within your weapon's reach at the movement's conclusion. On a hit, the target takes an extra **1d6** cold damage and can't take reactions until the start of its next turn. A creature that loses its reaction in this way does so before your movement triggers an opportunity attack.

Very rare variant: Increase both damages to **2d6** and the attack bonus of Blue Shift to **+2**.

Legendary variant: Increase both damages to **3d6** and the attack bonus of Blue Shift to **+3**.

Starrunner's Twinblade

Weapon (twinblade), uncommon (optional attunement)*
Component: aberration brain

An astral raider deprived of their dragon needs to travel light. The *starrunner's twinblade* is the ideal, multifunctional tool; a devastating blade, bow, and shield rolled into one. With such a diverse weapon, one can hunt food, clear a watering hole, and defend oneself, all while retaining mobility.

Psionic Deflection. While spinning the twinblade as part of its Special: Whirl property, whenever a creature misses you with a ranged weapon attack, you can use your reaction to divert the projectile back to its origin. Make an attack roll against the creature using your Intelligence modifier. On a hit, the creature takes the damage from its own attack.

Optional Attunement. If you attune to this item, it gains the Psionic Shot property.

OA: Psionic Shot. When you make an attack with this weapon as part of the Attack action, you can mime pulling back on it as if it were a bow, causing an arrow of shimmering psionic energy to materialise, and make a ranged weapon attack, using the twinblade as a shortbow with which you are proficient. You can use either your Dexterity or Intelligence modifier for attack and damage rolls made with the twinblade in this way, and it deals psychic damage instead of piercing damage.

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

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

*See page 8

Mohammed Bellaouith

Translux Candle

Wondrous item, very rare
Component: aberration fat

Translux candlewax is refined from the rendered fat of planes-travelling beings. This wax is poured in the centre of a permanent teleportation circle under the light of the stars, causing the resulting candle to become locked to that teleportation circle.

When found, a *translux candle* has **1d4 + 2** charges.

Homebound. As an action, you can light the candle, expending **1 charge** and causing it to cast a dim, purple light in a **10-foot-radius sphere**. This light slowly brightens over the course of a minute. At the end of the minute, an eruption of glowing purple sigils forms a teleportation circle in the lit area. The circle appears on initiative 20 of the 10th round after the candle was lit and lasts until initiative 20 of the following round. Each creature in the area when the circle forms, or that moves into the area while the circle is active, is teleported to the destination teleportation circle where the candle was crafted. When the teleportation circle ends, the candle also teleports to the destination circle.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's **Strength (Athletics)** or **Dexterity (Acrobatics)**. If the candle is snuffed out before the minute elapses, the teleportation circle never forms, and any expended charges are wasted.

Rare variant: Reduce the charges to **1d4**.

Legendary variant: Increase the charges to **2d4 + 1**. When you first light the candle, you can designate any number of creatures which can use the teleportation circle. Any creatures not designated can't be teleported by it.



Translux Candle

Mohammed Bellafquih

Fantastical Bureau of Investigation

Arcanowax

Wondrous item, rare
Component: celestial, fey, fiend, and undead fat

It's always reassuring to enter the territory of extraplanar entities with a lit *arcanowax* candle. However, due to the cripplingly expensive reagents required to make such a candle—namely oils from celestials, fey, fiends, and undead—the Bureau keeps these under tight wraps, leading to a thriving trade in *arcanowax* knockoffs on the grey market.

When found, an *arcanowax* candle has **2d4 + 1** charges.

Arcanowax Circle. As an action, you can light the candle, expending **1 charge** and causing it to shed bright light in a **10-foot-radius**, **20-foot-tall cylinder** for **1 minute**. The area of the light replicates the effects of the *magic circle* spell, except it can't affect elementals. If the candle is moved in such a way that would result in one of those creatures entering the area of the light, the candle is snuffed out.

A creature can use its action to snuff out a candle within its reach that isn't being held by another creature. If the candle is held by another creature, the creature trying to snuff out the candle must succeed on its choice of a **Strength (Athletics)** or **Dexterity (Sleight of Hand)** check contested by the holding creature's choice of **Strength (Athletics)** or **Dexterity (Acrobatics)**. The candle's effects end immediately when the candle is snuffed out.

Uncommon variant: The candle is made of a cheap, fast-burning wax and the fat of only one creature type. Reduce the charges to **1d4 + 1**. When lit, the candle affects only the creature type whose fat was used to craft it. If the candle is found, the GM chooses a single creature type it works against or rolls a **d4** and consults the table below to randomly determine it.

d4	Creature Type
1	Celestial
2	Fey
3	Fiend
4	Undead

Arcanowax



Mohammed Bellafquih



Commander's Badge of Authority



Lenz the Inspector



Ka-Ma-Ra

Commander's Badge of Authority

Wondrous item, rare (optional attunement)
Component: fey brain

This brass badge is infused with a lesser known branch of magic spanning the schools of illusion and enchantment: the branch of salesmanship. Just as a salesman might beguile you by spinning fantastical tales of the benefits of snake oil or distract you with beautiful images of long-maned old men, so too does this badge mislead those who look at it. Commonly used by agents of the Fantastical Bureau of Investigation, it also has defensive properties for when such investigations take a turn.

False Authority. This badge is enchanted to appear as a document that gives its holder the necessary authority they require to outrank the observer. You can use a bonus action to show this badge to a creature to gain **advantage** on Deception checks made to convince it that you're important. A creature that spends at least **1 minute** taking a close look at the badge can see through the illusion with a successful **DC 15 Intelligence (Investigation)** check. While flashing the badge might convince indifferent creatures, creatures that are suspicious of you might demand more time to closely review your documentation for legitimacy.

Optional Attunement. When FBI agents make their daring escapes in theatre shows throughout the realm, the crossbow bolts of bad guys are often depicted missing their mark. The reason? Their magical badge-shields. If you attune to this item, you gain a **+1 bonus** to AC and can use the Take Cover property while you remain attuned to it.

OA: Take Cover. As a bonus action, you can tap the badge and shout the command words "take cover", causing the badge to become a floating shield that follows you for **1 minute**, or until you use a bonus action to return it to its normal form. If you aren't wearing a shield, you gain a **+5 bonus** to AC for the duration. This effect ends early if you make an attack or cast a spell that affects an enemy creature. After you use this property, roll a **d6**. On a **1-2**, it can't be used again until the next dawn.

Uncommon variant, Constable's Badge of Authority: Decrease the **DC** to **13**. Remove the bonus to AC from attuning to the item.

Very rare variant, Director's Badge of Authority: Increase the **DC** to **16**. While attuned to this badge, you can use the Voice of Authority property.

OA: Voice of Authority. While holding the badge, you can cast the *command* spell (**save DC 16**). If a creature believes you to be important due to the effects of the False Authority property, it has **disadvantage** on the saving throw; after the spell ends, it sees through the ruse. After you use this property, roll a **d6**. On a **3** or less, it can't be used again until the next dawn.

Mohammed Bellafquih

Ka-Ma-Ra

Wondrous item, uncommon
Component: fiend eye

"Please… paint the picture!" Sergeant Flotsam pleaded.

"Can't," replied the red-scale imp. "On strike."

"Listen, I point you at the dead body, you pick up your paintbrush, and you paint. I can see you've got a full stock of paint in there," said Flotsam, peering in through a small window in the *Ka-Ma-Ra's* side. "What's that in the corn- Is that what I think it is?!"

"S'private," said the imp. "Listen. Union rates are three ounces of brimstone and a half ounce of sulphur every ten pictures. It's not my fault you kept pressing the trigger while I was in your pack. I'm almost out of black paint now!"

All modern technology is accompanied by growing pains, and the *Ka-Ma-Ra* is no different. Summoned from the hells and bound into a half-foot-cubed wooden box, the imps that power these pictograph-producing devices tend not to have 'helpful' on their list of traits. By pulling a trigger, a small hammer within the box kicks the imp out of bed, whereupon it paints a picture of whatever the *Ka-Ma-Ra* is pointing at. Make sure to turn the flash on or end up with a picture in greyscale!

This item has **10 charges**. As an action, you can supply the imp within it with up to 10 gp worth of paint (in a variety of colours), brimstone, and sulphur, causing the item to regain **1** expended charge for each 1 gp worth of materials provided.

Shoot. As an action, you can point the *Ka-Ma-Ra* in a direction of your choice and expend **1 charge** to pull the trigger, flashing bright light in a **20-foot cone**. At the start of your next turn, the imp hands you a small, 3" by 2" picture of whatever the *Ka-Ma-Ra* was pointing at. If you move or use a reaction between taking the action and the start of your next turn, the picture is blurry; you must remain perfectly still while the imp is at work. If the *Ka-Ma-Ra* is left unused for too long, the imp within may expend charges of its own accord to produce risqué images of other imps in an attempt to ward off boredom.

Common variant: The imp within the item is excessively lazy and refuses to paint more than one picture per day. Once the Shoot property has been used, it can't be used again until the next dawn.

Lenz the Inspector

Wondrous item, uncommon
Component: aberration eye

Though the Bureau has many inspectors—magical magnifying glasses that help spot clues—*Lenz* is a unique creation. Usually the last inspector to be taken from the quartermaster's stock, *Lenz* enjoys talking to new people. They rarely enjoy talking to it...

Investigation. While looking through this magnifying glass, you have **advantage** on Investigation checks made to find clues and hidden messages within writing.

Tracking. While looking through this magnifying glass, you can see the tracks of all creatures that travelled through the area in the last **24 hours** as glowing imprints, unless such a creature's passage was disguised by magic, and have **advantage** on ability checks made to identify the creatures that left those tracks.

Sentience. *Lenz* is a sentient chaotic good magic item with an Intelligence of **10**, Wisdom of **13**, and Charisma of **17**. It has hearing and darkvision out to **60 feet**, and it can speak and understand Common.

Personality. *Lenz* is charismatic and slightly distracting, taking great joy in pointing out entirely obvious and irrelevant facts. While holding *Lenz*, you can make a **DC 13 Charisma (Persuasion)** check to ask it for extra help. On a success, its tips are helpful and grant you **advantage** on ability checks made to gather information on creatures, objects, and locations through observation for **10 minutes**. On a failure, it gets distracted and starts telling a tale, such as the time it mistook a duck's footprint for that of a venomous dire platypus, giving you **disadvantage** on the same ability checks for **10 minutes**. Once *Lenz* has been successfully persuaded to help, any attempts to ask for help from it again before the next dawn automatically fail.

Very rare variant: Increase the **DC** to **16**. While holding the magnifying glass, you can cast the *scrying* spell (**save DC 16**). Once this property of the item has been used, it can't be used again until the next dawn. The magnifying glass has the Hindsight property.

Hindsight. As an action, you can spin a small dial on the handle of the magnifying glass to activate it for **10 minutes**, choosing a point in time up to **72 hours** in the past. For the duration, whenever you look through the magnifying glass, you can see the space where you are as if you were at the same space at the chosen point in time. Once this property of the item has been used, it can't be used again until the next dawn.

Origami Beetle

Wondrous item, common
Component: pouch of plant leaves

Over the course of a minute, you can fold this enchanted paper into the shape of a 1-inch beetle, activating its magical potential.

Dropping Eaves. With extremely acute hearing and camouflage capabilities, the *origami beetle* is an effective tool in covert eavesdropping. When you craft this origami animal, you can give it a short set of instructions including a destination and a wait time. For example, you could tell the beetle to "land underneath that bench, wait five minutes, then return here." The beetle has a flying speed of **15 feet**, **AC 10**, and **1** hit point. It records all sound within **20 feet** of it for up to **10 minutes**. While waiting, it blends into its surroundings, and can only be noticed with a successful **DC 13 Wisdom (Perception)** check. Upon returning to you, the beetle repeats all the sounds it recorded, shifted up two octaves.

After **1 hour** elapses, the *origami beetle* becomes a mundane, folded piece of paper.



Origami Beetle

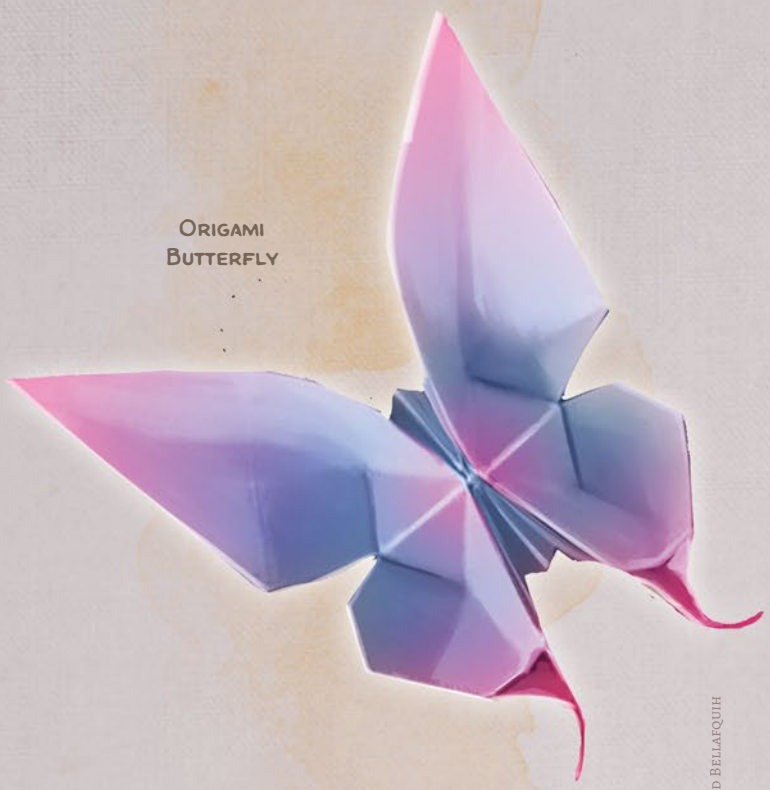
Origami Butterfly

Wondrous item, uncommon
Component: pouch of plant leaves

Over the course of a minute, you can fold this enchanted paper into the shape of a 6-inch-wingspan butterfly, activating its magical potential.

Fluttering Diversion. Slow and colourful, this butterfly gently wafts its way in a direction you point it, attempting to stay just out of arm's reach. When you craft this origami animal, you can give it a short set of instructions such as "travel along the corridor and take the first right, stopping just above the guard." The butterfly has a flying speed of **15 feet**, **AC 10**, and **1** hit point. A creature that sees the butterfly while the butterfly is within **5 feet** of it must succeed on a **DC 13 Wisdom saving throw** or become distracted and try to catch the butterfly, until the butterfly is more than 5 feet away from it. Each turn that a creature is distracted by the butterfly, it must spend its movement following the butterfly and use its action to make a **DC 13 Dexterity (Sleight of Hand)** check trying to catch it. A creature that is distracted in this way has **disadvantage** on Wisdom (Perception) and Wisdom (Insight) checks.

If a creature that is distracted in this way detects the presence of another creature it deems hostile, it stops being distracted. If the butterfly is caught, or after **1 hour** elapses, its magical effects cease and it becomes a mundane, folded piece of paper.



Origami Butterfly

Mohammed Bellafquih

Origami Gold-Leaf Dragon

Wondrous item, legendary
Component: pouch of plant leaves

Over the course of a minute, you can fold this enchanted, golden paper into a dragon, activating its magical potential in one of the following ways:

Draconic Familiar. Proud and brilliant, the 6-inch-long origami dragon is usually the Bureau Director's personal assistant. When you craft this origami animal, it becomes your familiar, as per the *find familiar* spell, with the following changes:

- It uses the statistics of a **gold dragon wyrmling**, but is a Tiny construct with **10** hit points, a flying speed of **80 feet**, a **+8** Dexterity (Stealth) modifier, and a **+14** Wisdom (Perception) modifier.
- There is no limit to the distance at which you can communicate with the dragon telepathically or share its senses.
- You can't dismiss the dragon.
- As an action, the dragon can magically turn invisible until it attacks or its concentration ends (as if concentrating on a spell).
- The dragon doesn't have a breath weapon and can make no attacks other than the following Weaken action: ***Weaken.*** *Melee Weapon Attack:* **+9** to hit, reach 5 ft. *Hit:* **1** slashing damage and the target must succeed on a **DC 17 Strength saving throw** or have **disadvantage** on Strength-based attack rolls, Strength checks, and Strength saving throws until the end of its next turn.

After **1 hour**, the dragon reverts to a sheet of paper and can't be used again until the next dawn.

Get-Away Dragon. When you fold this paper, you can speak its command word, causing the origami shape to manifest into a Large dragon made of paper. This creature has the statistics of a **young gold dragon**. The dragon is friendly to you and obeys your verbal commands (no action required by you), and rolls its own initiative in combat. If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions. After **1 hour,** or if the dragon drops to 0 hit points, the paper loses its magic and shrinks back down into a mundane, folded piece of paper.



Origami Gold-Leaf Dragon

Michelle Mueller

Origami Swallow

Wondrous item, rare
Component: pouch of plant leaves

Over the course of a minute, you can fold this enchanted paper into the shape of a 6-inch-wingspan swallow, activating its magical potential.

Improved Familiar. Swift and observant, the *origami swallow* is an espionage tool available only to the upper echelons of the Bureau's secret agents. When you craft this origami animal, it becomes your familiar, as per the *find familiar* spell, with the following changes:

- It uses the statistics of a **hawk**, but is a construct with a flying speed of **120 feet** and a **+6** Dexterity (Stealth) modifier.
- There is no limit to the distance at which you can communicate with the swallow telepathically.
- You can't dismiss the swallow.
- It can use its action to make a Talons attack. If it hits a creature with eyes with this attack, the creature must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the end of its next turn.

The *origami swallow* loses its magic **1 hour** after being activated, becoming a mundane, folded piece of paper.

Origami Unicorn

Wondrous item, very rare
Component: pouch of plant leaves

Over the course of a minute, you can fold this enchanted paper into a unicorn, activating its magical potential in one of the following ways:

Ethereal Messenger. Able to traverse through the Border Ethereal, this 6-inch-long device is used by agents of the Bureau to send missives back home while remaining undercover. While this origami animal is within **5 feet** of you, you can speak a message no longer than twenty five words, which is magically transcribed onto the unicorn's paper, as well as the name of a creature with whom you are familiar. Once completed, the unicorn enters the Border Ethereal, galloping along its shores until it enters the target creature's plane of existence, at a point near to the creature. The recipient can unfold the unicorn to read the message and then re-fold it, giving a response no more than twenty-five words long, which the unicorn delivers to its origin.

You can send the message across any distance and even to other planes of existence that border the Ethereal Plane, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive and the unicorn is lost. Each message takes **10 minutes** to travel to the destination, allowing a total of three messages to be sent back and forth per day. After **1 hour**, the unicorn reverts to a sheet of paper and can't be used again until the next dawn.

Celestial Steed. When you fold this paper, you can speak its command word, causing the origami shape to manifest into a Large unicorn made of paper. This creature has the statistics of a **unicorn** with a flying speed equal to its walking speed and doesn't have legendary actions. The unicorn is friendly to you, obeys your telepathic commands (no action required by you), and it rolls its own initiative in combat. If you don't issue any commands to the unicorn, it defends itself from hostile creatures but otherwise takes no actions. After **1 hour**, or if the unicorn drops to 0 hit points, the paper loses its magic and shrinks back down into a mundane, folded piece of paper.



Origami Swallow



Origami Unicorn

Mohammed Bellafquih



Phantom Blade



Piecemaker

Phantom Blade

Weapon (any sword), uncommon (requires attunement)
Component: undead (ghost) ethereal ichor

Branton bodged this project up so badly he actually managed to kill the sword. "Swords aren't even alive," I hear you say. You're right—they're not. Branton Quark's control of magic is so porous that he not only managed to grant an inanimate object life but, while it was revelling in its new-found consciousness, kill it almost immediately. The sword is now livid and haunts any who take the life of a sentient being. This blade is an almost permanent fixture in the FBI evidence lockers; no one is quite sure if sword murder is actually an offence.

This magic weapon deals an extra **1d4** psychic damage to any target it hits. This damage is doubled against undead with the Incorporeal Movement trait.

Sentience. A *phantom blade* is a sentient, lawful neutral item with an Intelligence of **14**, a Wisdom of **12**, and a Charisma of **12**. It has hearing and darkvision out to a range of **120 feet**. The weapon can speak, read, and understand Common.

Personality. *Phantom blades* see themselves as righteous defenders of inanimate objects and take umbrage at being used to break down doors or crack open chests. In addition, their own experience with death makes them particularly sensitive to inflicting it upon others. Whenever you use the *phantom blade* to kill a creature that isn't undead, the sword attempts to haunt you. You must succeed on a **DC 13 Wisdom saving throw** or develop a short-term madness effect. Once the sword has attempted to haunt a creature, it can't do so again until the next dawn.

Rare variant: Increase the damage to **1d6** and the **DC** to **15**. This damage is tripled against incorporeal undead instead of doubled.

Piecemaker

Weapon (any firearm), uncommon*
Component: elemental core of fire

Originally named the 'Peacemaker', this field combat device has built in protections to prevent its agents from exceeding their mandate. If the magic within the firearm detects that a target is unarmed, the agent is unable to discharge the weapon.

Elemental Ammunition. Instead of normal ammunition, this weapon uses special capsules of elemental energy. The weapon can hold one capsule at a time, which can be loaded into it as an action and, while using these capsules, you ignore the Loading or Reload properties of the weapon if it has them. Each capsule contains **6 charges**, and new capsules can be requisitioned from the quartermaster or purchased on the grey market for 5 gp each. Capsules come in five flavours: acid, cold, fire, lightning, and thunder. Each attack with the *piecemaker* expends **1 charge** from the loaded capsule, and deals damage of the capsule's type instead of its normal damage type.

Conflict Avoidance. If the target of your attack is an unarmed creature, the weapon doesn't fire and the attack is wasted. The *piecemaker* is sophisticated enough to detect whether a creature has natural weapons, such as a bear's claws and bite. If a creature's natural weapons are restricted—such as handcuffed claws, or a muzzled maw—the *piecemaker* deems the target to be unarmed. Unarmed strikes notably aren't classified as weapons. For this reason, the Shadow Enclave's agents often manage to escape confrontations with the FBI unscathed.

*See Equipment, page 6

Mohammed Bellaquih

Rare variant, *Piecemaker Mk.2*: The weapon has the Enhance Ammo property.

Enhance Ammo. As a bonus action while holding this weapon, you can enhance the capsule currently loaded into it. Each of the attacks you make that expend charges from that capsule has an additional effect depending on its flavour. Removing an enhanced capsule from the weapon removes the enhancement as well. Once this property of the weapon has been used, it can't be used again until the next dawn.

- ◊ **Acid Dissolution.** When you hit a creature wearing nonmagical metal armour with an acid charge, roll a **d20**. On an **11** or higher, its armour suffers a cumulative **-1 penalty** to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.
- ◊ **Cold Deceleration.** A creature hit by a cold charge must succeed on a **DC 15 Constitution saving throw** or have its speed reduced to **0 feet** until the end of its next turn.
- ◊ **Fire Explosion.** The target hit by a fire charge and each creature within **5 feet** of it must succeed on a **DC 15 Dexterity saving throw** or take **1d6** fire damage.
- ◊ **Lightning Inhibition.** A creature hit by a lightning charge must succeed on a **DC 15 Constitution saving throw** or be unable to take reactions until the start of its next turn. A creature that fails this saving throw by 10 or more is **incapacitated** until the end of its next turn unless it is immune to being stunned.
- ◊ **Thunder Disorientation.** A creature hit by a thunder charge must succeed on a **DC 15 Constitution saving throw** or be **deafened** until the end of its next turn and have **disadvantage** on the next attack roll or ability check it makes before then.

Very rare variant, *Piecemaker Mk.3*: The *piecemaker mk.3* has enhanced targeting optics, granting you a **+3 bonus** to attack rolls made with this magic weapon. The weapon has the Enhance Ammo property. Increase the **DCs** to **16**.

Sleuth's Shadowcoat

Wondrous item, uncommon (requires attunement)
Component: undead (shadow) ethereal ichor

Sometimes, a detective's best tool is remaining undetected. The *sleuth's shadowcoat* allows its wearer to take full advantage of shadows, to hide in plain sight, and to disappear in a puff of smoke (well… fog) when things go awry. Also, it has plenty of secret and obvious pockets in which to store things. Very useful.

This item has **9 charges** and regains **1d6 + 3** expended charges daily at dawn.

Shadow Stealth. While wearing this coat in dim light or darkness, you can use a bonus action to expend **1 charge** and turn **invisible** until the start of your next turn. This invisibility ends if you enter an area of bright light, or if you attack or cast a spell. If you are still invisible at the start of your next turn, you can choose to immediately expend **1 charge** (no action required) to prolong the effect for another turn.

Hide in Plain Sight. While wearing the coat, you can expend **2 charges** to cast the *chameleon skin** spell on yourself.

Disappearing Act. While wearing the coat, you can expend **2 charges** to cast the *fog cloud* spell centred on yourself. When you cast the spell in this way, it only lasts up to **1 minute**, and you can immediately move up to half your speed.

Rare variant: Increase the charges to **12** and the recharge to **1d8 + 4**. The Shadow Stealth property can be used in bright light that isn't sunlight and doesn't end if you become brightly lit.



Very rare variant: Increase the charges to **14** and the recharge to **1d10 + 4**. The Shadow Stealth property can be used in bright light that isn't sunlight and doesn't end if you become brightly lit, attack, or cast a spell. When you activate the Disappearing Act property, the *fog cloud* spell doesn't require concentration, and you can expend an additional **3 charges** to cast the *gaseous form* spell on yourself immediately before you move (no additional action required).

*See Appendix A

Taz's Zealous Retribution

Wand, uncommon (optional attunement by a spellcaster)
Component: construct lifespark

A common field tool, the *TZR*, as it is referred to by FBI agents, is the creation of the Bureau's very own inventor: Tazon Regalton. Designed primarily for incapacitating fleeing evil-doers, the *TZR* also packs a punch when necessary.

Stun Baton. You can use this wand as a simple melee weapon with the Finesse property, dealing **1** piercing damage on a hit. Once per turn when you hit a creature with an attack using the wand, you can cause it to discharge in one of the following ways:

- **Sap.** The creature must make a **DC 13 Constitution saving throw**. On a failure, its speed is reduced to **0 feet** and it can't take bonus actions or reactions until the end of its next turn. A creature immune to being stunned automatically succeeds on this saving throw.
- **Zap.** The creature takes an extra **2d8** lightning damage and can't take reactions until the start of its next turn unless it is immune to being stunned.

Optional Attunement. If you are a spellcaster, you can attune to this item, and you can use the Stunspell property while you remain attuned to it.

OA: Stunspell. You know the *hold person* and *lightning wave** spells, and you always have them prepared. While holding the wand, you can cast one of those spells without expending a spell slot, using your spell save DC. Once this property of the wand has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the damage of Zap to **3d8**. Add *stunbolt** to the list of spells in the Stunspell property. Once you use the Stunspell property, roll a **d6**. If the result is equal to or lower than the spell's level, this property can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16** and the damage of Zap to **4d8**. Add the *stunbolt** and *hold monster* spells to the list of spells in the Stunspell property. Once you use the Stunspell property to cast a spell, roll a **d8**. If the result is equal to or lower than the spell's level, this property can't be used again until the next dawn.

*See Appendix A



Taz's Zealous Retribution

Mohammed Bellaquih

Hospitaller's Hoard

Banner of Bloody Transfusion

Wondrous item, rare (requires attunement)
Component: phial of humanoid blood

For the courageous combat nurses of the Night Hospitaller, ward work is but a pastime between battles. Armed with a pure white banner emblazoned with a blood-red sigil, a Hospitaller war chaplain is a rallying point on the battlefield: their magic helps keep fear of death a distant nightmare.

Crafted from a tough, stain-proof, white fabric, this velvet-trimmed banner measures 5 feet high and 3 feet wide. An embroidered depiction of a blood sac becomes a three-dimensional sac containing a blood-based potion while the banner is unfurled. It can be attached to a 10-foot pole to serve as a standard. Furling or unfurling the banner requires an action. While unfurled, the banner has the following properties:

Mark of Vitality. You can touch the banner as a bonus action, causing it to emanate vitality. For **10 minutes** or until the banner is furled, you and your allies have **advantage** on Constitution saving throws while within **20 feet** of the banner. Once this property of the banner has been used, it can't be used again until the next dawn.

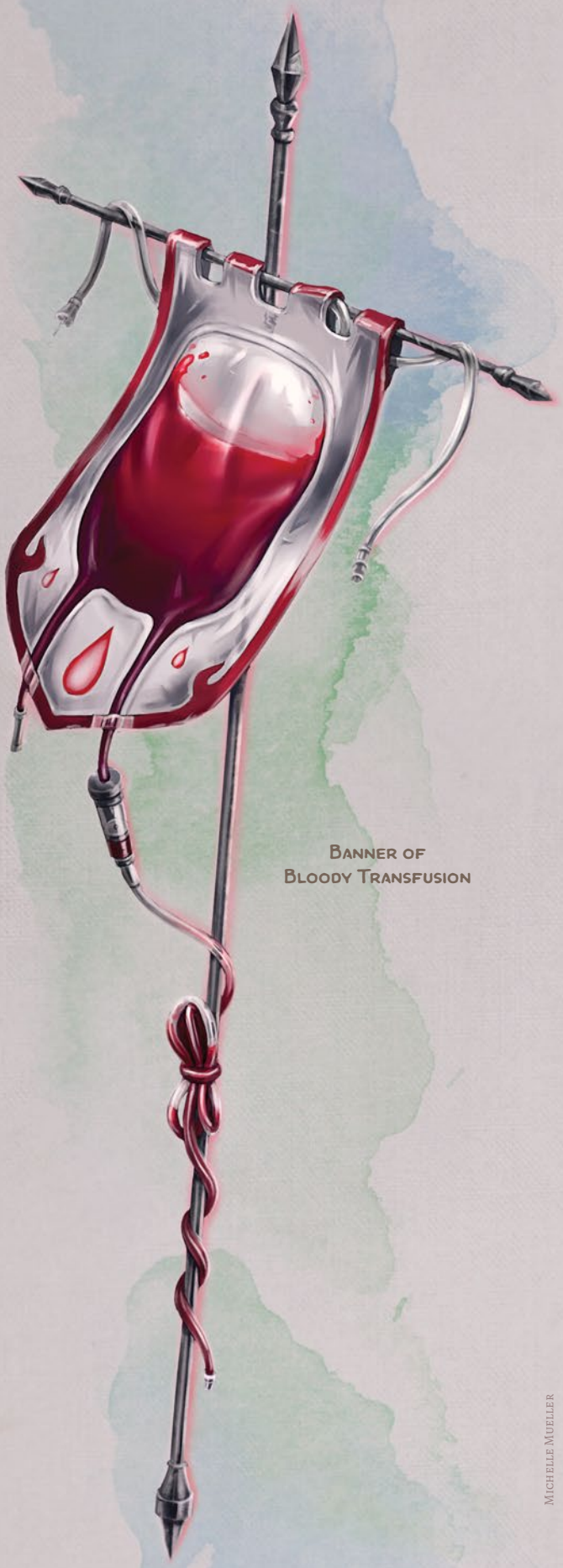
Stabilising Standard. While within **20 feet** of the banner, you can use a bonus action to stabilise a creature you can see that has 0 hit points and is within **20 feet** of the banner.

Transfusion. You can touch the banner and mentally command its transfusion hose to connect with one willing or unconscious creature within **20 feet** of the banner, choosing one of the following effects:

- **Heal.** As a bonus action, you cause the creature to regain **4d6** hit points.
- **Restore.** As an action, you cast the *lesser restoration* spell on the creature.

After this property of the banner has been activated, roll a **d6**. On a **3** or lower, it can't be used again until the next dawn.

Legendary variant: Increase the range of the banner to **30 feet**, the duration of Mark of Vitality to **1 hour**, and the hit points regained by the Transfusion property's Heal option to **8d6**. You can use the Restore option to cast *greater restoration* instead.



Banner of Bloody Transfusion

Michelle Mueller

Bloodletter Opener

Weapon (dagger), uncommon
Component: phial of humanoid blood

Dripping with sanguine liquid, bloodletters were used to help flush out debilitating veinworms, a plague throughout the Remembered Realms, in a practice called bloodflushing. This operation could be extremely traumatic. Thus magical bloodletters—ones that retained a part of the host's blood in a reservoir to be fortified and augmented—were developed to help restore life should the operation be unsuccessful.

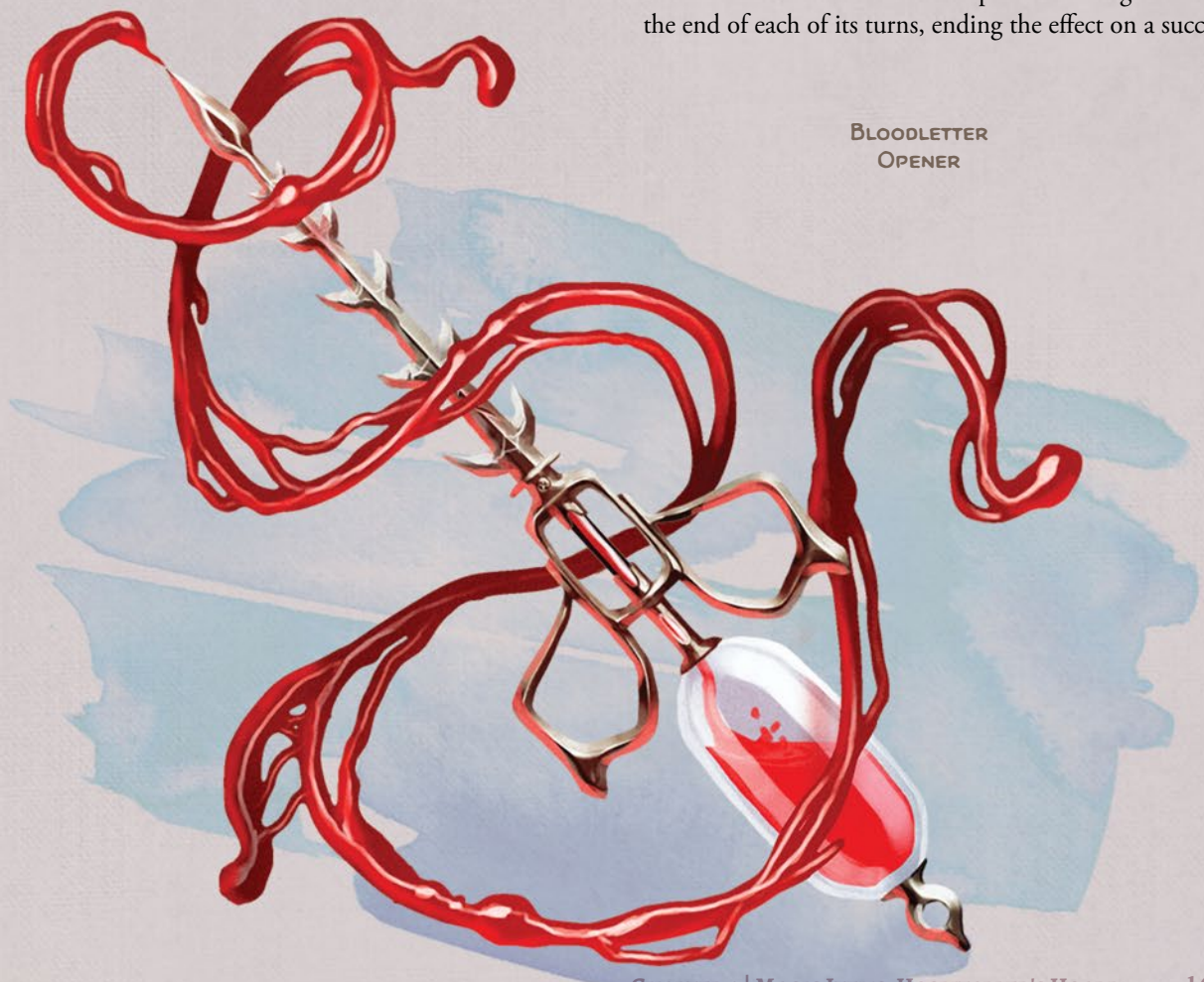
This weapon has **4 charges** and regains **1d4** expended charges daily at dawn.

Draw Blood. As an action while holding this weapon, you can use it to draw blood from a willing creature within your reach. Alternatively, when you hit a creature that has blood with a weapon attack using the *bloodletter opener*, you can draw some of its blood into the weapon's reservoir. While the weapon contains blood, you can use a bonus action to flick a switch on its handle and expend **1 charge** to either augment or corrupt the blood. Unused blood in the dagger vanishes at dawn.

- ***Augment.*** The blood becomes enhanced with healing properties. As an action, you can inject the blood into the creature from whom it was extracted. The creature regains **2d4** hit points and its speed increases by **15 feet** for **1 minute**.
- ***Corrupt.*** The blood becomes corrupted into a poison bespoke to the creature from whom it was extracted. When you hit that creature with an attack using the weapon, you can inject the *bloodletter opener*'s contents into the creature. The creature must make a **DC 13 Constitution saving throw**. On a failure, the creature takes **2d8** poison damage and is **poisoned** until the end of its next turn. On a success, the creature takes half as much damage and isn't poisoned.

Rare variant: Increase the hit points regained to **4d4**, the **DC** to **15**, and the damage to **4d8**.

Very rare variant: Increase the hit points regained to **4d4**, the **DC** to **16**, and the damage to **6d8**. When you inject the blood into a creature with the Augment option, the creature gains the benefits of the *haste* spell until the end of its next turn instead of having its speed increased. The creature doesn't suffer the wave of lethargy once the effect ends. In addition, if a creature fails its saving throw against the Corrupt option, it's poisoned for **1 minute** instead of until the end of its next turn. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Bloodletter Opener

Michelle Mueller

Cranium Rat Cowl

Wondrous item, rare (requires attunement)
Component: aberration (rat) brain

From the pelt and brain of a cranium rat is crafted this morbidly cute headgear. During 'The Occupation', such cowls were worn as a means of avoiding detection by the hive-minded, telepathic bjorg, a race bent on subjugating all free thought. The Night Hospitaller would ferry escapees across bjorg lines before delivering them to an underground steam-powered locomotive.

Illumination. As a bonus action while you wear the cowl, you can cause it to shed bright light in a radius of up to **20 feet** and dim light for an additional number of feet equal to the chosen radius, or extinguish the light.

Psionics. While you wear this cowl, you can cast the following spells (**save DC 15**): *command*, *comprehend languages*, and *detect thoughts*. After you cast a spell in this way, roll a **d8**. If you roll equal to or lower than the spell's level, this property can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13** and the die of the Psionics property to a **d4**. Remove the *detect thoughts* spell from the list.

Very rare variant: Increase the **DC** to **16**. Add *confusion* and *dominate person* to the spells that can be cast with the Psionics property. The item has the Telepathic Shroud property.

Telepathic Shroud. While wearing the cowl, you are **immune** to any effect that would sense your emotions, read your thoughts, determine whether you are lying, or know your alignment.

Legendary variant: Increase the **DC** to **17** and the die of the Psionics property to a **d10**. Add *confusion*, *dominate person*, and *dominate monster* to the spells that can be cast with the Psionics property. While wearing the cowl, you have **advantage** on saving throws against divination spells. The item has the Telepathic Shroud property.

Deathfibrillator

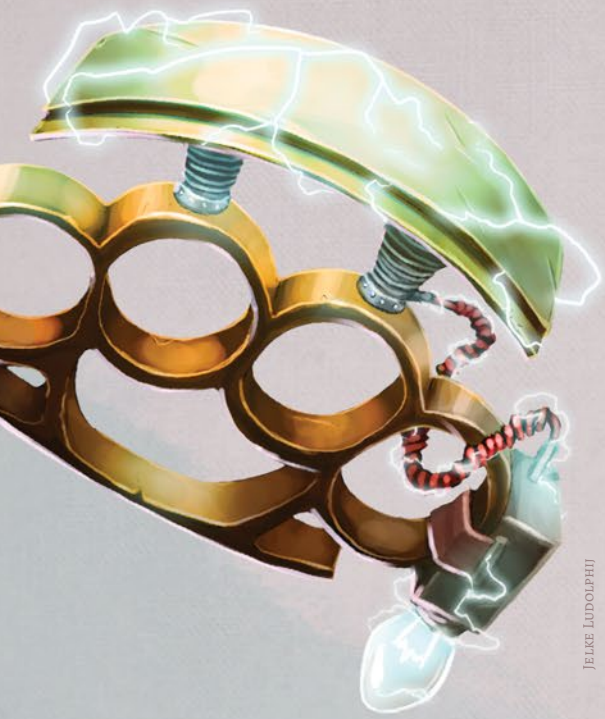
Wondrous item, uncommon
Component: construct lifespark

A versatile tool, the *deathfibrillator* is as capable of reinvigorating a dazed creature's motor skills as it is at sending them into a paralytic stupor. Designed by none other than Anton Spark himself, this medical apparatus sees as much use in brawling pits as it does sedating overstimulated patients on the wards of the Night Hospitaller.

This item has **10 charges** and regains **1d6 + 4** expended charges daily at dawn. While holding it in your hand, unarmed strikes you make that hit with that hand deal piercing damage instead of bludgeoning damage.

Clear! While holding a *deathfibrillator*, you can expend 1 or more charges in the following ways:

Deathfibrillator



Cranium Rat Cowl



Jelke Ludolphij

- **Zap (1 charge).** You squeeze this item's handle when you hit a target with an unarmed strike using it, dealing an extra **1d4** lightning damage.
- **First Aid (3 charges)**. As an action, you touch a stunned or paralysed creature within your reach, sending a wave of electrostatic energy through it. The creature takes **2d8** lightning damage and is no longer stunned or paralysed.

Rare variant: Increase the damage of Zap to **3d4**. Add the Electrocute option to the Clear! property.

- **Electrocute (6 charges).** As a bonus action, you can hold the *deathfibrillator*'s trigger, causing charge to build up. The next creature you hit with an unarmed strike using this item before the end of your turn must make a **DC 15 Constitution saving throw**. On a failure, it takes **2d8** lightning damage and is **paralysed** until the end of its next turn. On a success, it takes half as much damage and isn't paralysed.

Epipentagram

Wondrous item, rare
Component: fiend bone

Fiends' blood has some surprising uses. When properly decocted, it can cause hyper-stimulation of the nervous and muscular systems, temporarily relieving the effects of exhaustion, only to have them come back with renewed gusto later on.

Fiendrenaline. As a bonus action, you can jab this apparatus into a willing creature within your reach, dealing **1d4** piercing damage to it. For the next **10 minutes**, the creature's speed is doubled, it gains a **+4 bonus** to its Strength and Dexterity scores (up to a maximum of 24), and it ignores the effects of the exhaustion condition. When these effects end, the creature gains 1 level of **exhaustion** and must succeed on a **DC 10 Charisma saving throw** or be possessed by a fiendish spirit for **1 hour**. During that time, the creature is **incapacitated**, and the fiend controls its body but doesn't deprive it of awareness. The fiend can't be targeted by any attack, spell, or other effect, and it retains its alignment. It otherwise uses the creature's statistics, but doesn't gain access to its knowledge, class features, or proficiencies. After the possession ends, the fiend returns to its plane of origin. Once this property has been used, it can't be used again until the next dawn, when the device refills itself with refined fiend blood.

Uncommon variant: Reduce the **DC** to **8**, the duration of the beneficial effects to **1 minute**, and the bonus to Strength and Dexterity to **+2** (up to a maximum of 22).



Epipentagram

Jelke Ludolphij

Happy Healper

Wondrous item, rare
Component: celestial liver

When the wards are packed, healpers are deployed. Each of these temporarily-sentient constructs act as an extra pair of hands for an overwhelmed sister of the Night Hospitaller, administering aid and stabilising those on the brink of death.

Healping Hand. As an action while holding the healper, you can speak the command phrase "Healp! Healp!" followed by one of the commands below. The bundle of alchemical paraphernalia springs into life for **1 minute**. It is a Tiny construct with **AC 13**, **20 hit points**, a walking speed of **30 feet**, a Strength score of 3, **immunity** to poison and psychic damage, **immunity** to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it loses its magic and is destroyed. It has **3 charges** and regains **1d3** expended charges daily at dawn.

The healper takes its turn immediately after yours. As part of the action to activate it, and as a bonus action on subsequent turns, you can give it one of the following instructions to use as its action on its next turn, which expends the listed number of charges:

- **Stabilise (0 charges)**. The healper casts the *spare the dying* cantrip.
- **Heal (1 charge)**. The healper pours a healing draught into the mouth of a willing creature within its reach, restoring **2d4 + 2** hit points to the creature.
- **Restore (2 charges)**. The healper performs a minor surgery on a willing creature within its reach, ending one of the following conditions on that creature: blinded, deafened, paralysed, or poisoned.

Very rare variant: Increase the healper's AC to **16**, its hit points to **40**, and its speed to **45 feet**. Increase the charges to **4**, the recharge to **1d4**, and the hit points restored by the Heal command to **4d4 + 4**. The Restore command can alternatively end the charmed condition, remove one effect reducing the target's hit point maximum, or reduce the target's exhaustion level by 1.

Legendary variant: Increase the healper's AC to **19**, its hit points to **60**, and its speed to **60 feet**. Increase the charges to **5**, the recharge to **1d4 + 1**, and the hit points restored by the Heal command to **8d4 + 8**. The Restore command can alternatively end the charmed or petrified condition, remove one curse effect, undo any reduction to one of the target's ability scores, remove one effect reducing the target's hit point maximum, or reduce the target's exhaustion level by 1.



Happy Healper

Mohammed Bellafquih

Heart Rob

Weapon (dagger), rare
Component: monstrosity (shapechanger) heart

When this blade comes into contact with cardiac tissue, it immediately sends it into spasms, causing a heart attack and preventing pulmonary circulation. Such weapons are especially useful for preventing the spread of lycanthropy and vampirism by inhibiting the cursed toxins from spreading throughout a potential host's body.

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to piercing damage.

Heartbreaking. When you attack a creature that has at least one heart with this weapon and roll a **20** on the attack roll, you stab the creature directly in the heart. The creature immediately gains 1 level of **exhaustion** and begins suffocating. If its heart is healed with the *greater restoration* spell or similar magic, it stops suffocating. A creature is immune to this effect if it is immune to piercing damage, doesn't have or need a heart, has legendary actions, or the GM decides that the creature is too big for its heart to be punctured with this weapon. Such a creature instead takes an extra **14** piercing damage from the hit.

Very rare variant: Increase the attack and damage bonus to **+2** and the damage to **21**.

Legendary variant: Increase the attack and damage bonus to **+3**, the damage to **28**, and the levels of exhaustion gained to 2.

Heart Rob



Hospitaller's Garb

Wondrous item, rare (requires attunement)
Component: fiend hair

The Night Hospitaller are a busy lot, but that's no excuse for slovenly dress or being unprepared. The sisterhood commissioned this self-cleaning, self-replenishing raiment to provide the sisters with protection against the diseases they fought and, more importantly, to avoid the chores of washing and pressing their uniforms.

Pathogen Proof. While wearing this garb, you are **immune** to disease. In addition, you have **advantage** on ability checks and saving throws made to resist curses. Each day at dawn, this garb is magically cleaned and pressed, ready for action on the wards.

Useful Things. The garb has pockets and pouches containing useful things. It has one antitoxin, one dose of essence of ether poison, one healer's kit (with 5 uses), and one *potion of healing*. Each day at dawn, the garb replenishes all removed items, and items that were removed from the garb but not used spoil and become useless.

Very rare variant: While wearing this garb, you have **advantage** on Constitution saving throws.

Legendary variant: While wearing this garb, you have **advantage** on Constitution saving throws and **resistance** to poison damage.

Hospitaller's Garb



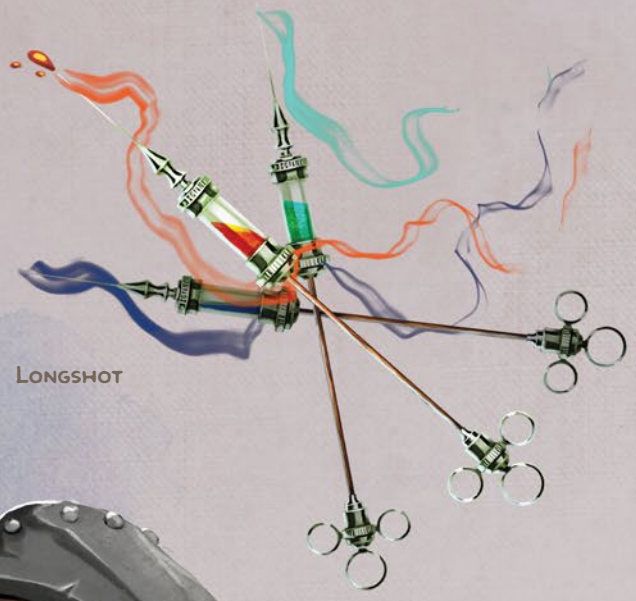
Jelke Ludolphij

Longshot

Ammunition (arrow or bolt), varies
Component: phial of aberration mucus

During the veinworm plague, a cult of trypanophobic disease-worshippers refused to get vaccinated, becoming reservoirs in which the pathogen could reproduce and adapt. The Night Hospitaller, a sect of nocturnal combat nurses, developed a syringe-like ammunition as a means of delivering vaccinations from afar. Since then, this clinical tool has taken many guises, including the magically self-filling *longshot*.

When you hit a creature with a ranged weapon attack using this ammunition, the elixir within is injected into the creature, which suffers its effects depending on the type of *longshot* ammunition used, as described below. A creature can choose to make itself an easy target against this ammunition, giving you **advantage** on the attack roll. If the attack misses, the elixir is ejected and wasted. Either way, the ammunition behaves like ordinary magical ammunition until the next dawn, when it is magically refilled.



Longshot



Plague Docteur Masque

Red Restoration; Uncommon. On a hit, the attack doesn't deal any damage. Instead, the target is cured of one disease or condition (target's choice). The condition can be blinded, deafened, paralysed, or poisoned.

Teal Torpor; Rare. On a hit, this ammunition deals the attack's normal damage. In addition, the creature must succeed a **DC 15 Constitution saving throw** or suffer the effects of the *hold person* spell until the end of its next turn.

Blue Benevolence; Rare. On a hit, the attack doesn't deal any damage. Instead, the target regains **4d4 + 4** hit points and gains the benefits of the *bless* spell for **1 minute**.

Indigo Insanity; Very rare. On a hit, this ammunition deals the attack's normal damage. In addition, the creature must succeed a **DC 16 Constitution saving throw** or suffer the effects of the *confusion* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Purple Petrification; Legendary. On a hit, this ammunition deals the attack's normal damage. In addition, the creature must succeed a **DC 17 Constitution saving throw** or suffer the effects of the *flesh to stone* spell. You must concentrate on this effect as you would on a spell.

Plague Docteur Masque

Wondrous item, uncommon
Component: beast (giant rat) eye

As any disease control specialist can attest, identifying a disease vector is half the battle in fighting it. During the veinworm plague, the symbol of the crow became synonymous with the Night Hospitaller—a representation of their hook-nosed masks and a symbol of both fear and hope. These masks give their wearers the ability to detect disease, even in the incubation stage, allowing plague-carriers to be identified and quarantined before they become infectious. In many places, these masks are still regarded as a symbol of authoritarianism and terror.

Triage. While wearing this mask, you can cast the *detect poison and disease* spell at will. The spell ends early if you remove the mask.

Rare variant: While wearing this mask, you have darkvision out to a range of **60 feet**. If you already have darkvision, wearing the mask increases its range by **60 feet**.

Very rare variant: While wearing this mask, you have **advantage** on saving throws against being poisoned and darkvision out to a range of **60 feet**. If you already have darkvision, wearing the mask increases its range by **60 feet**.

B: Mohammed Bellafquih; T: Jelke Ludolphij

Ser Boncou Rage

Wondrous item, uncommon
Component: monstrosity (shapechanger) liver

Dealing with lycanthropy, curses from the Far Realms, or mutations caused by the sentient, self replicating Mut-X mutagen can jade even the most resilient nurse of the Night Hospitaller. These potions of bottled courage, all of which go by the name *Ser Boncou Rage*, can imbue a terrified sister with the immense determination required to cure lycanthropy on a full moon or protect them from the wiles of an especially charming vampire.

Knightly Medicine. As an action while holding *Ser Boncou Rage*, you can speak the command phrase "Bon courage!" followed by one of the commands below. The armed and armoured glass bottle bounds into life for **1 minute**. It is a Tiny construct with **AC 15**, **15 hit points**, a walking speed of **30 feet**, a Strength score of 5, **immunity** to poison and psychic damage, **immunity** to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it loses its magic and is destroyed. It has **3 charges** and regains **1d3** expended charges daily at dawn.

Ser Boncou Rage takes its turn immediately after yours. As part of the action to activate it, and as a bonus action on subsequent turns, you can give it one of the following instructions to use as its action on its next turn, which expends the listed number of charges:

- ***Snap Out of It! (1 charge)***. *Ser Boncou Rage* yells at a creature within **30 feet** of it. If that creature can hear the yell and is charmed, frightened, or stunned by an effect that lets it repeat the saving throw to end the condition at the end of each of its turns, the creature can immediately repeat one such saving throw of its choice.
- ***Once More into the Breach! (2 charges)***. *Ser Boncou Rage* lets out a gallant yell. Up to four creatures of its choice within **30 feet** of it, other than itself, gain a **d4** if they can hear the yell. Once within the next minute, a creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the die, but must decide before the GM says whether the roll succeeds or fails. Once the die is rolled, it is lost. A creature can't use this die in conjunction with a Bardic Inspiration die.
- ***Freedom! (3 charges)***. *Ser Boncou Rage* pours its contents into the mouth of a willing creature whose space it shares. For **1 minute**, the creature is **immune** to the charmed and frightened conditions.

Rare variant: Increase the charges to **4**, the recharge to **1d4**, the hit points to **30**, the range of the Snap Out of It! option to **45 feet**, the number of creatures affected by the Once More into the Breach! option to five, the die from a d4 to a **d6**, and the duration of the Freedom! option to **10 minutes**.

Very rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the hit points to **50**, the range of the Snap Out of It! option to **60 feet**, the number of creatures affected by the Once More into the Breach! option to six, the die from a d4 to a **d8**, and the duration of the Freedom! option to **1 hour**.



Ser Boncou Rage

Jelke Ludolphij

Torture Tincture

Wondrous item, very rare
Component: monstrosity poison gland

This two-inch-tall phial of oily liquid has a decidedly untrustworthy air to it. Using its bandage scarf, it can climb up any surface, before depositing a dose of poison in whatever vessel, meal, or concoction its wielder chooses. Stories say such a magical contraption was used to poison a king who'd locked himself in a high tower, and that this was the origin of the veinworm plague.

Venomous Intentions. As an action while holding the *torture tincture*, you can speak the command phrase "Poison please". This minuscule glass bottle creeps into life for the next **minute**. It is a Tiny construct with **AC 13**, **40 hit points**, walking and climbing speeds of **30 feet**, a Strength score of 1, a Dexterity score of 20, proficiency in the Stealth skill (**+7 bonus**), **immunity** to poison and psychic damage, **immunity** to all conditions except grappled and restrained, and it can't attack. If it drops to 0 hit points, it loses its magic and is destroyed. It contains one dose of torpor poison and regains an expended dose daily at dawn. The **DC** for the poison is **16** when administered by the *torture tincture*.

The *torture tincture* takes its turn immediately after yours. As part of the action to summon it, and as a bonus action on subsequent turns, you can command it to deposit a poison in a vessel, food, or drink as its action on its next turn.

Uncommon variant: Replace the torpor poison with assassin's blood poison. Reduce the **DC** to **13** and the hit points to **10**.

Rare variant: Replace the torpor poison with malice poison. Reduce the **DC** to **15** and the hit points to **20**.



Torture Tincture

Jelke Ludolphij

Draconic Armoury

Amethyst Cosmos

Rod, staff, or wand, very rare (requires attunement)
Component: dragon (amethyst) heart

Suspended in an invisible gravimantic field, the shards of gemstone that float around this item refract a kaleidoscopic display of light in shades of mauve, indigo, and lilac. The concentric disks mimic a solar system, a homage to the amethyst dragons and their adoration of celestial bodies.

The item has **10 charges** and regains **1d8 + 2** expended charges daily at dawn.

Irresistible Force. This item allows you to manipulate the forces of gravity. As a bonus action while holding it, you can expend **1 charge** to target a creature you can see within **60 feet** of you, forcing it to make a **DC 16 Strength saving throw**. On a failed save, the creature is pulled or pushed up to **20 feet** directly toward or away from you (your choice). A creature can choose to fail this saving throw.

Planetary Prison. As an action while holding this item, you can cause the stones hovering around its tip to detach from their metal disks and increase in size as they fly towards a Medium or smaller creature you can see within **30 feet** of you, attempting to coalesce around it in a rocky prison. The creature must make a **DC 16 Dexterity saving throw**, with **disadvantage** if it's an aberration. On a failed save, the creature takes **8d6** bludgeoning damage and is trapped inside a **5-foot diameter sphere** of rock, which hovers a few feet above the ground. On a success, the creature takes half as much damage and isn't trapped.

A creature trapped in this way is **restrained** and can't breathe. Attacks, spells, and other effects can't extend through the sphere or be cast through it. As a bonus action while a creature is trapped, you can cause the sphere to contract and crush the creature within, dealing **2d6** bludgeoning damage to it. The sphere lasts for **1 minute** or until you dismiss it (no action required), causing the stones to shrink and teleport back to this item. A trapped creature can use an action to make a **DC 16 Strength** check, freeing itself on a success. Once this property of the item has been used, it can't be used again until the next dawn.

Rare variant: Reduce the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the initial damage of the Planetary Prison property to **6d6**.

Legendary variant: Increase the charges to **12**, the recharge to **1d10 + 2**, the **DCs** to **17**, and the initial and secondary damages of the Planetary Prison property to **10d6** and **4d6**, respectively.



Michelle Mueller

Argent Gliders

Wondrous item, rare (requires attunement)
Component: pouch of dragon (silver) scales

These meticulously crafted boots imbue their wearer with the nimble grace of the majestic silver dragon. Made by the elven smith Brimbor to honour the Forgemaster, they are always comfortably cool and a snug fit, enchanted to perfectly adapt to any type of terrain or activity.

These boots have **2 charges** and regain **all** expended charges daily at dawn.

Ice Glide. When you step onto slippery terrain, such as ice or that created by the *grease* spell, while wearing these boots, magical blades of frost instantly form under your feet, allowing you to glide smoothly and easily on the hazardous ground. While these blades are out, you ignore difficult terrain caused by slippery terrain. In addition, while on that type of terrain, you have **advantage** on Dexterity saving throws, you automatically succeed on saving throws made to avoid falling prone, and your walking speed is increased by **10 feet**.

Slip and Slide. As an action while wearing these boots, you can expend **1 charge** to stomp your feet on the ground and release a burst of chilling magic that freezes the ground within **15 feet** of you, covering it in a thick layer of slippery ice and turning it into difficult terrain. When the ice appears, each creature standing in its area must succeed on a **DC 15 Dexterity saving throw** or fall **prone**. A creature that enters the area for the first time on a turn or ends its turn there must also make the saving throw. This effect lasts for **1 minute**, after which the ice melts away.

Uncommon variant: Reduce the **DC** to **13**. The boots have no charges, and using the Slip and Slide property requires no charges, but once that property has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DC** to **16**. When you use the Slip and Slide property, each creature in the area also takes **4d6** cold damage on a failed save, or half as much damage on a successful one. A creature that fails subsequent saves doesn't take this damage.

Azulash

Weapon (whip), rare (requires attunement)
Component: dragon (blue) breath sac

At first glance, this vitriolic whip appears to be an ornate handle or baton, constructed out of polished, glossy blue scales of lapis lazuli. With lightning speed, a lash of crackling electricity can spark into life, channeling the fiercely territorial nature of the blue dragon.

This whip has **3 charges** and regains **all** expended charges daily at dawn. While grasping the handle of this weapon, you can use a bonus action to cause a lightning whip to form from its tip, or make it disappear. This magic whip adds **10 feet** to your reach when you attack with it on your turn (instead of 5 feet), deals lightning damage instead of slashing damage, and deals an extra **1d4** lightning damage to any target it hits.

Static Field. While holding the whip, a **20-foot-radius sphere** of static electricity centred on you causes creatures' hair to stand on end. Whenever a creature you can see moves into or within this sphere, you can use your reaction to expend **1 charge**, forcing the creature to make a **DC 15 Constitution saving throw** as the static discharges towards it. On a failed save, the creature takes **6d4** lightning damage and its speed is reduced by **15 feet** until the start of its next turn. On a successful save, the creature takes half as much damage and its speed isn't reduced.

Patient Observer. While holding this weapon, you gain the patient observational habits of a hunting blue dragon. As a bonus action, you can attempt to discern weaknesses and openings in a creature you can see within **60 feet** of you. Make a **Wisdom (Insight)** check contested by that creature's **Charisma (Deception)** check. If you succeed, you gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Uncommon variant: Reduce the **DC** to **13** and the damage of the Static Field property to **4d4**. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns, instead of any target it hits.

Very rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DC** to **16**, and the extra damage on a hit to **1d6**.



Argent Gliders



Azulash

L. Michelle Mueller; R. Mohammed Belfaquih

Brazen Shelter

Wondrous item, uncommon (requires attunement)
Component: dragon (brass) fat

This long, flowing cloak was crafted in the image of the gregarious brass dragon. Peering closely at the fabric reveals an intricate pattern of thousands of tiny scales that gleam brightly in the light. Though thick and ornate, the cloak is remarkably lightweight and doesn't impede its wearer's movements.

Protective Lining. The magic of the cloak shields its wearer against extreme cold and heat. While wearing it, you and everything you wear and carry are unharmed by temperatures as low as **-50 degrees Celsius** and as high as **70 degrees Celsius**.

Sound Sleep. This cloak can be rolled around you and used as a cosy sleeping bag. When you spend a short rest using the cloak as a sleeping bag, if you roll any Hit Dice to regain hit points, you can reroll any 1s or 2s. You must use the new rolls. When you spend a long rest using the cloak as a sleeping bag, you recover **1** additional spent Hit Die at the end of the rest.

Adaptable Conversationalist. While wearing the cloak, you gain a brass dragon's appetite for conversation. You can cast the *comprehend languages* spell from the cloak. While under the effect of the spell, you have **advantage** on ability checks made to convey information through gestures or mimicry. After you use this property to cast the *comprehend languages* spell, roll a **d6**. On a **1-3**, you can't use this property again until the next dawn.

Rare variant: Increase the Hit Dice you recover with the Sound Sleep property from 1 to a number equal to your proficiency bonus. The Protective Lining property also reduces the cold and fire damage you take by **3**.

Very rare variant: Increase the Hit Dice you recover with the Sound Sleep property from 1 to a number equal to your proficiency bonus. The Protective Lining property also reduces the cold and fire damage you take by **3**. You always have **advantage** on ability checks made to convey information through gestures or mimicry.

You can also cast *tongues* with the Adaptable Conversationalist property. After you use this property to cast the *tongues* spell, you can't use this property to cast the *tongues* spell again until the next dawn.

Bronze Bulwark

Armour (shield), rare (requires attunement)
Component: pouch of dragon (bronze) scales

This mighty shield was forged in the image of the stalwart bronze dragon; an impenetrable defence against evil and tyranny. A wielder can harness its repulsive powers to deflect missiles, repel enemies, or hover above liquids.

The shield has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Repelling Blast. When you are hit by a melee attack while holding this shield, you can use your reaction to expend **1 charge** and release a blast of repulsive energy, forcing the attacker to make a **DC 15 Strength saving throw** if it is within **10 feet** of you. On a failed save, the attacker is pushed up to **30 feet** directly away from you and knocked **prone**.



Brazen Shelter



Bronze Bulwark

L: Benoît Leloup; R: Michelle Mueller



Deflection. You can also use this shield's repelling property to attempt to deflect projectiles while holding it. When you're hit by a ranged weapon attack roll, you can use your reaction to expend **1 charge** to force the attacker to reroll the attack roll and use the new roll's result.

Surf's Up! The shield is also capable of producing a gentle repelling field when placed on a liquid, allowing it to hover a few inches above the surface. While hovering in this way, you can stand on the shield and speak its command word to make it glide across the liquid. You control the movement and trajectory of the shield, which has a speed of **60 feet** and can carry up to **400 pounds**. If you take damage while standing on the shield in this way, you must succeed on a **DC 15 Dexterity saving throw** or fall **prone** off of the shield.

Uncommon variant: Reduce the **DCs** to **13**. The shield has **4** charges and regains **all** expended charges daily at dawn.

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to AC while holding this shield, in addition to a shield's normal bonus.

Copper Cuirass

Armour (medium or heavy, but not hide), uncommon (requires attunement)
Component: pouch of dragon (copper) scales

To complement this robust but aerodynamic suit of armour, the ingenious smith Brimbor devised a pair of intricate mechanical wings, powerful enough to raise their wearer aloft and imbue them with dizzying speed and agility. They produce a soft, soothing hum when gliding through the air.

The armour has **10 charges** and regains **1d6 + 4** expended charges daily at dawn.

Aerial Dash. The armour's large wings propel its wearer through the air, but can only remain active for short periods of time. As a bonus action while wearing it, you can expend **1 charge** to gain a flying speed of **30 feet** until the end of your turn.

Trick of the Flight. The wings can be deployed at a moment's notice. When you make a Dexterity saving throw while wearing this armour, you can use your reaction to expend **2 charges** in order to fly up to **20 feet** without provoking opportunity attacks. If this movement takes you out of the area of the effect that triggered the saving throw, you gain **advantage** on the saving throw and, if you would take half damage on a successful save, you instead take no damage on a success.

Benoît Leloup

Rare variant: Increase the flying speed of the Aerial Dash property to **60 feet**. The Trick of the Flight property only requires **1 charge** to use. In addition, the armour gains the Safe Landing property.

> ***Safe Landing.*** When you would take damage from falling, you can use your reaction to expend **1 charge** to try and use the wings to avoid the impact at the last second. Make a **DC 13 Dexterity (Acrobatics)** check. On a success, you take no damage from the fall.

Very rare variant: Increase the charges to **12**, the recharge to **1d8 + 4**, and the flying speed of the Aerial Dash property to **60 feet**. The Trick of the Flight property only requires **1 charge** to use. In addition, the armour gains the Safe Landing property, but it doesn't require a charge to use.

Crimson Tyrant

Weapon (any axe), very rare (requires attunement)
Component: pouch of dragon (red) claws

This fiery axe is the masterpiece of the renowned elven smith, Rhuinon, and their final entry into the ongoing contest to curry the favour of the mysterious Forgemaster. Meticulously crafted to evoke the arrogant ferocity of the red dragon, Rhuinon is sure this formidable weapon will grant them a resounding victory over their competitors.



Crimson Tyrant

Mohammed Bellafquih

This magic axe deals an extra **1d8** fire damage to any target it hits. While holding the axe, you have **advantage** on Intimidation checks against humanoids that perceive themselves as having a lower social standing than you (GM's discretion). The axe has **12 charges** and regains **1d8 + 4** expended charges daily at dawn.

Kneel Before Me. As a bonus action while holding this axe, you can target a creature you can see within **30 feet** of you and expend **1 charge** to channel the tyrannical might of a red dragon. When you do, your axe flares with intense flames and an illusory burning crown momentarily manifests over your head. The creature must succeed on a **DC 16 Wisdom saving throw** or fall **prone**, prostrating itself before you.

Punish the Defiant. Much like a red dragon can't abide when others defy its mandates, neither do you. When a creature you can see within **30 feet** of you succeeds on a saving throw against one of your spells or effects and you are holding this axe, you can use your reaction to expend **2 charges** to force it to make a **DC 16 Constitution saving throw** as hot air surrounds the target. The creature takes **4d6** fire damage on a failed save, or half as much damage on a successful one.

Rare variant: Reduce the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, the extra damage on a hit to **1d6**, and the damage of the Punish the Defiant property to **3d6**.

Legendary variant: Increase the **DCs** to **17** and the extra damage on a hit to **1d10**. The Kneel Before Me property doesn't require a charge to use.

Crystal Seer

Wondrous item, uncommon (requires attunement)
Component: dragon (crystal) eye

Contemplative and curious, this striking spyglass sparkles with dazzling, prismatic beauty. In the lofty high elf halls of Kri'astula, the renowned jewelsmith, Nerys, harnessed the light of the sun, stars, and crystal dragons to craft this far-seeing device. Perceiving objects distant in both time and space, a *crystal seer* is coveted by knowledge-seekers the world over.

The spyglass has **4 charges** and regains **all** expended charges daily at dawn.

Channel the Sun. While holding this spyglass during the daytime, you can use an action to expend **1 charge** to channel the cleansing power of sunlight. A beam of positive energy erupts from the tip of the spyglass towards a creature you can see within **30 feet** of you. If that creature is under an effect that allows it to make a saving throw at the start or end of its turn to end it, it

can immediately make an additional saving throw, with **advantage**, and without suffering from the effects of a failed saving throw.

Study the Stars. This property can only be used at night. You can spend **10 minutes** examining the constellations through the spyglass, searching for signs or omens to interpret. At the end of that time, you can expend **1 charge** to cast the *augury* spell. Looking through the spyglass to use this property always reveals the clear sky outside, regardless of where you are or the current weather.

Rare variant: Increase the charges to **5**. You can use the Channel the Sun property as a bonus action or an action.

Very rare variant: Increase the charges to **8**. You can use the Channel the Sun property as a bonus action or an action. You can use the Study the Stars property to cast the *divination* spell, which requires **2 charges** and has a casting time of **1 hour**, during which time you must use it to study the stars.

Deepshot

Weapon (any firearm), uncommon*
Component: phial of dragon blood

Accompanied by a musty aroma, this magical, dark iron firearm produces a multitude of dusky mushrooms each day. Releasing a toxic torrent from each crop of toadstools, the spore-filled salvo produces effects reminiscent of the debilitating deep dragons of The Low.

Toxic Shot. As an action while holding this firearm, you can release a burst of toxic spores in a **30-foot cone**. Each creature in the area must make a **DC 13 Constitution saving throw**. On a failed save, a creature takes **5d6** poison damage and is **poisoned** for **1 minute**. On a successful save, a creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the damage to **7d6**. The item has the Sludge Shot property.

Sludge Shot. As an action while holding this firearm, you can release thick, sticky sludge in a **30-foot cone**. Each creature in the area must succeed on a **DC 15 Strength saving throw** or be **restrained** by the sludge. A creature can use its action to make a **DC 15 Strength** check, freeing itself or another creature within **5 feet** of it on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

Very rare variant: Increase the **DCs** to **16** and the damage of the Toxic Shot property to **8d6**. The item has the Sludge Shot and Torpor Shot properties.

Torpor Shot. As an action while holding this firearm, you can release a cloud of addling spores in a **30-foot cone**. Each creature in the area must succeed on a **DC 16 Wisdom saving throw** or come under the effect of the *slow* spell for **1 minute** (no concentration required). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property of the firearm has been used, it can't be used again until the next dawn.

*See Equipment, page 6



Deepshot

Crystal Seer

Michelle Mueller

Emerald Archive

Wondrous item, rare (optional attunement)
Component: pouch of dragon (emerald) scales

This heavy tome is expertly bound in fine leather, crafted using viridescent enamel to resemble the scales of the emerald dragon. Its pages of thick vellum wait to be filled with precious knowledge. The gem at the centre of the cover can project beautiful illusionary illustrations of the book's contents, enhancing the reading experience, and causing Humperdink to label it a 'fancy pop-up book'.

Tales of the Past. The book holds information on up to three unique areas. Whenever you make an Intelligence check to recall or learn information about one of the recorded areas, you gain **advantage** on that check if you take **10 minutes** to consult the book.

Optional Attunement. While you are attuned to this book, you can use the Write & Record and Glimpse of the Past properties.

OA: Write & Record. While holding the book, you can take **1 hour** to attune your senses to the land within **1 mile** of you, concentrating on this process as if you were concentrating on a spell. At the end of the duration, a portion of the book's pages are filled with fragments of information regarding the area's flora, fauna, geography, history, customs, and folklore. This area becomes one of the areas described in the Tales of the Past property; if recording a new area would put the book over its limit, you choose an older location to be erased from the book.



Michelle Mueller

Emerald Archive

OA: Glimpse of the Past. While holding the book, you can cast the *hallucinatory terrain* spell from it, but only to create an illusion of a portion of one of the areas recorded in the book's Tales of the Past property. The spell lasts **1 hour** and requires your concentration when cast in this way. Choose a timeframe within the last **5 days** and make an **Intelligence** check. The resulting illusion replicates the state of the area at the time of your choice, even showing creatures and events that took place in it, with a level of detail dependent on the result of your check, as indicated by the table below. Once this property of the book has been used, it can't be used again until the next dawn.

Intelligence Check	Detail
<10	Creatures appear as hazy blobs. Movement is staggered and erratic. All sound is white noise.
10-14	Creatures are defined enough to make out details such as race, build, age, and clothing, but faces are still blurry. Movement is smooth, but imprecise. It's possible to make a distinction between types of sounds (speaking, music, ambient noise, etc.), but words are indiscernible.
15-19	Faces are visible, and details such as eye and hair colour, and the rough shape of facial features, are discernible. Movement is precise, but smaller details such as facial expressions or subtle gestures are not captured. Words are understandable, but voices are difficult to identify.
≥20	Creatures are perfectly represented, down to the smallest facial detail. Subtle expressions and fine gestures are meticulously displayed. All sound is crisp and clear.

Uncommon variant: The Tales of the Past property can only record one unique area. When you use the Glimpse of the Past property, you must select a timeframe within the last **24 hours**.

Very rare variant: The Tales of the Past property can record up to five unique areas. When you use the Glimpse of the Past property, you can select a timeframe within the last **10 days**.

Golden Glory

Wondrous item, very rare (requires attunement)
Component: pouch of dragon (gold) scales

This resplendent helmet radiates the regal glory of the gold dragon. A paradigm of the art of smithing, Brimbor themself can attest to having created no finer work, nor better chance of winning the Forgemaster's contest. This helm grants its wearer the ability to inspire others and also imparts a curious appetite for gemstones.

The helmet has **5 charges** and regains **all** expended charges daily at dawn.

Draconic Roar. As a bonus action while wearing this helmet, you can expend **1 charge** to let out a fierce, earth-shaking roar that weakens your foes' bodies and resolve while emboldening your allies. Each hostile creature within **15 feet** of you that can hear you must make a **DC 16 Wisdom saving throw**. On a failed save, whenever the creature makes an attack roll before the end of its next turn, it must roll a **d4** and subtract the number rolled from the result. In addition, when you roar, up to three willing creatures of your choice within **15 feet** of you that can hear you are inspired and strengthened. Whenever one of those creatures makes an attack roll before the end of its next turn, it can roll a **d4** and add the number rolled to the result.

Wealthy Diet. While wearing this helmet, you know the location of precious gemstones worth at least 10 gp within **30 feet** of you (including through total cover). In addition, you're able to consume these gems to bolster your vitality. As an action, you can eat a gem you're holding to regain hit points equal to one fifth of its value in gp. Once you've recovered **50** hit points using this property of the helmet, you can't regain more hit points in this way until the next dawn. If eating a gem would cause the number of hit points gained to go over this limit, you only gain hit points up to the limit.

Rare variant: Decrease the charges to **3** and the **DC** to **15**. When you eat a gem using the Wealthy Diet property, you regain hit points equal to one tenth of its value in gp.

Legendary variant: Increase the charges to **6**, the **DC** to **17**, and the maximum hit points that can be recovered using the Wealthy Diet property to **75**.

Midnight Corrosion

Weapon (any sword), uncommon (requires attunement)
Component: dragon (black) breath sac

Rhuinon's second submission to the Forgemaster was a cruel and vicious sword inspired by the malevolent black dragon. Every crushing swing made with this sword fills its wielder with an exhilarating glee and a burgeoning desire to cause more pain. Tempered in a magical acidic mixture, the sword's dark blade constantly exudes mild caustic fumes.



Golden Glory

Midnight Corrosion

Mohammed Bellaouih

This magic sword deals an extra **1d6** acid damage to the first target it hits on each of your turns. The sword has **4 charges** and regains **all** expended charges daily at dawn.

Killsense. While holding this sword, you always know which hostile creature within **30 feet** of you that isn't behind total cover currently has the fewest hit points.

Exploit Weakness. Crushing the weak fills you with a draconic ferocity. As a bonus action while you are within **30 feet** of the creature that this sword indicates has the fewest hit points, you can expend **1 charge** to gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Sweet Savagery. Whenever you score a critical hit against a creature with this weapon, your soul sings with the sweet savagery of battle and you gain **1d6** temporary hit points, which last for **1 minute**.

Rare variant: The sword deals an extra **1d6** acid damage to any target it hits, instead of the first target it hits on each of your turns.

Very rare variant: Increase the charges to **10**, the recharge to **1d6 + 4**, and the temporary hit points you gain from the Sweet Savagery property to **3d6**. The sword deals an extra **1d8** acid damage to any target it hits, instead of 1d6 to the first target it hits on each of your turns.



Moonstone Dreamer

Mohammed Bellaouih

Moonstone Dreamer

Ring, very rare
Component: dragon eye

Three azure tears in the fabric of space hover tremulously over the flawless moonstone set into this ring. A mesmerising spiral pattern swirls within the gem, occasionally coalescing into indistinct scenes of exotic landscapes, or perhaps offering a glimpse into the dreams of its wearer…

Planar Portals. As an action while wearing this ring, you can swing your hand down in a clawing motion to open a portal to another plane of existence in an unoccupied space you can see within **5 feet** of you. The portal is a **5-foot diameter** opening, through which you can see your destination. Its entrance, which can only be interacted with on the side from which it was created, remains open for **1 minute**. For the duration, any creature that can fit through the opening can cross the portal, appearing in an unoccupied space closest to the portal on the other side. This portal leads to a random location on your choice of the Dreamscape, the Ethereal Plane, the Plane of Fey, or the Material Plane. Once this property has been used to open a portal, it can't be used to open a portal to the same plane until the next dawn.

Sweet Dreams. As an action, you can use the ring to cast the *dream* spell (**save DC 16**), with the following changes. Once this property of the ring has been used, it can't be used again until the next dawn.

- Instead of entering or inducing a trance state, you create a portal that looks and functions similarly to the ones described by the Planar Portals property, leading to the dreamscape of the creature targeted by the spell. The portal remains open for the duration of the spell, and any creature can cross it, but only up to **8** creatures can occupy the same dream at once. All creatures in the dream can act as messengers, but a dreaming creature can only be affected by one nightmare. Creatures can leave the dream through the portal at any point. If a creature is still in the dream when the spell ends, it is forcefully ejected, appearing in an unoccupied space next to where the portal stood.
- Instead of spawning nightmares, a messenger can make itself look familiar and comforting to the target. If it does, the target's dreams become soothing and more restorative. When the target wakes up, it gains **10** temporary hit points.

Rare variant: Reduce the **DC** to **15**. Once the Planar Portals property has been used, it can't be used again until the next dawn. When you cast the *dream* spell with the Sweet Dreams property, it doesn't have any changes.

Pale Rage

Weapon (morningstar), uncommon (requires attunement)
Component: dragon (white) bone

First of Rhuinon's draconic armaments was this icy morningstar, perpetually patinated with a crisp crust of hoarfrost. Suffused with the animalistic rage of the white dragon, this weapon imbues its wielder with a single-minded, myopic brutality.

Once on each of your turns, you can deal an extra **1d6** cold damage to a target you hit with this magic weapon. The morningstar has **3 charges** and regains **all** expended charges daily at dawn.

Unrelenting Fury. Like a white dragon, you are able to channel a singular focus on slaughtering an enemy. When you hit a creature with an attack using this weapon, you can expend **1 charge** to gain **advantage** on the next attack roll you make with this weapon against the same creature before the end of the current turn. If you hit with that attack, you can reroll any 1s or 2s that you roll on the weapon's damage die or the extra cold damage it deals. You must use the new rolls.

Rare variant: The morningstar deals an extra **1d6** cold damage to any target it hits, instead of once on each of your turns.

Very rare variant: Increase the charges to **6** and the recharge to **1d4 + 2**. The morningstar deals an extra **1d8** cold damage to any target it hits, instead of 1d6 once on each of your turns.

Sapphire Seeker

Wondrous item, rare (requires attunement)
Component: dragon (sapphire) heart

Freely floating inside a 1-inch sphere of crystal is an intricately faceted sapphire; a spinning top imbued with swathes of divination magic. When this compass is activated, the top whirls at breakneck speed in a dazzling azure cyclone, before coming to a stop with unerring precision.

The compass has **8 charges** and regains **all** expended charges daily at dawn.

Strategic Pinpoint. The compass's divination magic helps you detect objects and creatures of your choice. While holding it, you can expend 1 or more of its charges to cast the following spells from the compass: *locate creature* (**3 charges**) and *locate object* (**2 charges**).

Tinnitus. This compass mimics a sapphire dragon's ability to manipulate sound. Whenever a creature that you can see within **30 feet** of you makes a **Dexterity**, **Wisdom**, or **Intelligence** check or **saving throw**, you can use your reaction to expend **1 charge** and emit a subtle pulse from the compass. If the creature can hear, the pulse creates a disorienting ringing in that creature's ears, giving it **disadvantage** on the check or saving throw.

Uncommon variant: Decrease the charges to **5**. Remove the *locate creature* spell from the Strategic Pinpoint property.

Very rare variant: Increase the charges to **10**. The compass has the Way Out property.

Way Out. This compass can provide guidance when you are lost. If you aren't in a location that is touched by starlight, you can use an action to expend **1 charge** and have the compass guide you to the nearest such location (GM's discretion). Alternatively, if you are on a plane of existence other than the Material Plane, you can use an action to expend **2 charges** and have the compass point to the nearest portal to the Material Plane.



Pale Rage



Sapphire Seeker

Benoît Leloup

Topaz Despoiler

Rod, staff, or wand, uncommon (requires attunement)
Component: dragon (topaz) heart

The articulated mechanical hand at the tip of this item sporadically animates with bursts of negative energy. The fingers fondly caress the flawless topaz orb fixed to the palm, which pulses hypnotically with a gentle, steady glow.

Entrap Essence. While holding this item, you can absorb the last breath of a dying creature. When you reduce a Small or larger creature to 0 hit points, you gain **5** temporary hit points.

Induce Decay. You can use this item to feed off of the imitation of life you shield yourself with in order to harm and destroy. When you hit a creature with an attack while you are holding this item, you can expend up to **3** temporary hit points to deal extra necrotic damage to the creature equal to the number of temporary hit points expended.

Rare variant: This item has the Entropic Shield property.

Entropic Shield. The negative energy in the topaz orb shapes itself into a magical barrier around you. While you have temporary hit points from this item, you gain a **+1 bonus** to AC.

Very rare variant: Increase the temporary hit points gained with the Entrap Essence property to **10** and the maximum temporary hit points you can expend at once with the Induce Decay property to **5**. This item has the Entropic Shield property.

Tortuga Cannon

Wondrous item, rare
Component: dragon (dragon turtle) heart

When the fire of a drake-kin meets the briny depths of the ocean, seas broil and kelp writhes with draconic ferocity. Fashioned from the scales of a dragon turtle, this sleeve-like device can produce jets of water with the force of a cannon, scalding and entangling its target.

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

Hydro Cannon. As an action while holding this device, you can expend **1 charge** to shoot a jet of highly-pressurised water at a creature you can see within **10 feet** of you. The creature must succeed on a **DC 15 Strength saving throw** or take **6d6** bludgeoning damage, be pushed up to **20 feet** directly away from you, and fall **prone**. When you use this property, you can press a button hidden on the inside of the sleeve and expend **1** additional charge to modify the water jet in one of the ways below:

Steam Blast. The water erupting from the cannon is boiling hot. The target must also make a **DC 15 Constitution saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Entangling Kelp. The water erupting from the cannon contains magically-reinforced strands of kelp, which wrap themselves around the target's body. If the target fails the saving throw against the cannon, it is also **restrained** until the end of its next turn.



Tortuga Cannon

Topaz Despoiler

Ll. Mohammed Bettaqui; R. Michelle Mueller

The target or another creature within reach of it can use its action to make a **DC 15 Strength** check, freeing the target on a success.

Uncommon variant: Reduce the charges to **7**, the recharge to **1d4 + 3**, the **DCs** to **13**, the damage of the Steam Blast property to **2d6**, and the damage of the Hydro Cannon property to **4d6**. The Entangling Kelp modification requires **2 charges** to use

Very rare variant: Increase the charges to **12**, the recharge to **1d10 + 2**, and the **DCs** to **16**.

Viridian Deceiver

Weapon (any polearm), rare (requires attunement)
Component: pouch of dragon (green) scales

This polearm embodies the treacherous, deceitful essence of the green dragon. Foul poison drips from its curved, golden blade, warning that beneath its beautiful surface, this weapon is just as dangerous and deadly as it is elegant.

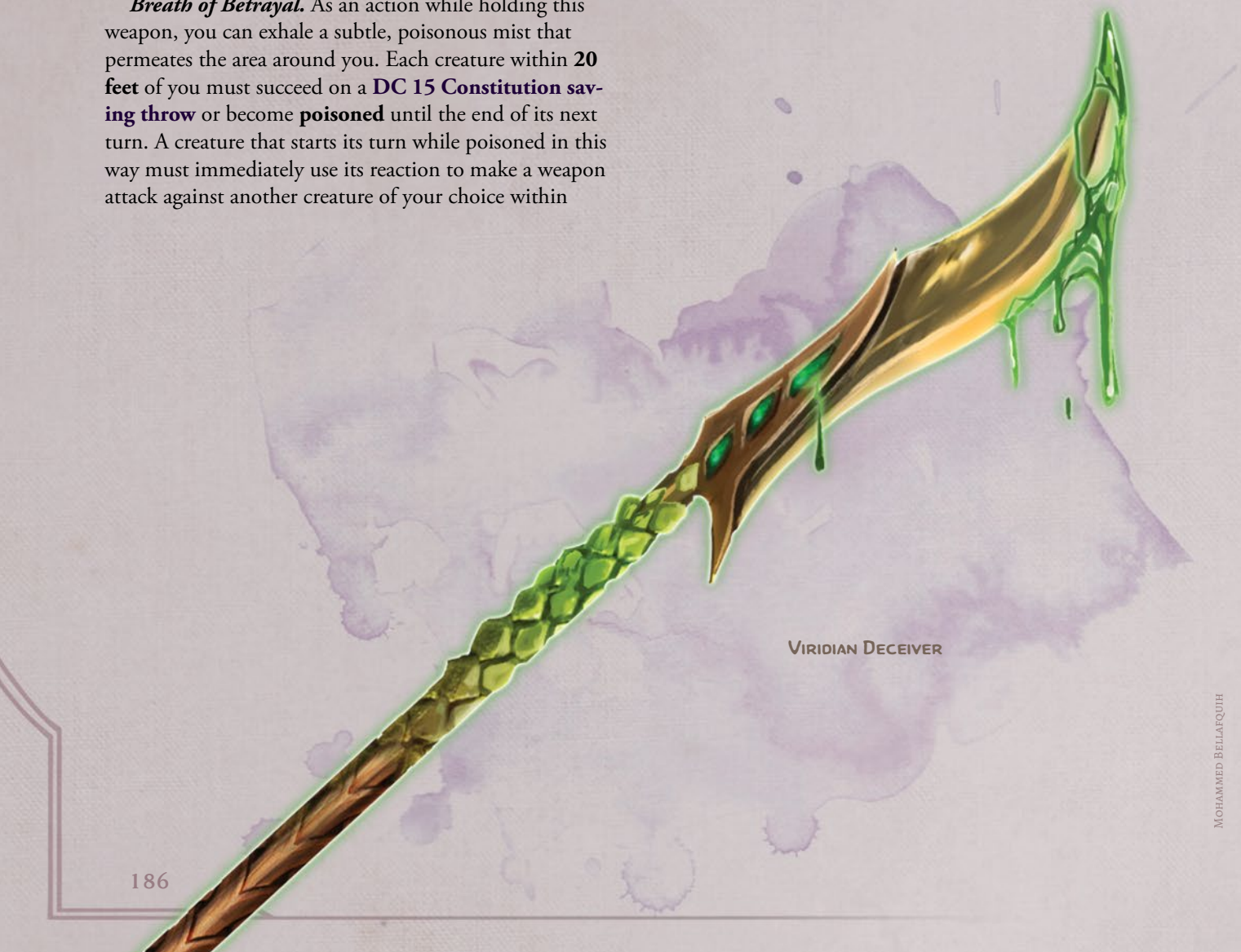
This magic weapon deals an extra **1d4** poison damage to any target it hits.

Breath of Betrayal. As an action while holding this weapon, you can exhale a subtle, poisonous mist that permeates the area around you. Each creature within **20 feet** of you must succeed on a **DC 15 Constitution saving throw** or become **poisoned** until the end of its next turn. A creature that starts its turn while poisoned in this way must immediately use its reaction to make a weapon attack against another creature of your choice within range (or a random one if you don't choose a creature or are incapacitated). Once this property of the weapon has been used, it can't be used again until the next dawn.

Cunning Feint. While holding this weapon, you gain the sly intelligence of a green dragon. As a bonus action, you can attempt to deceive a creature within **60 feet** of you that can see you, tricking it into defending early against your attacks. Make a **Charisma (Deception)** check, contested by that creature's **Wisdom (Insight)** check. If you succeed, you gain **advantage** on the next attack roll you make against that creature before the end of your current turn.

Uncommon variant: Reduce the **DC** to **13**. This polearm deals an extra **1d4** poison damage to the first target it hits on each of your turns, instead of any target it hits. The Breath of Betrayal property targets a single creature of your choice within **30 feet** of you, instead of each creature within 20 feet of you.

Very rare variant: Increase the **DC** to **16** and the extra damage on a hit to **1d6**. A creature that fails the saving throw against Breath of Betrayal also takes **4d6** poison damage, or half as much damage on a success.



Viridian Deceiver

Mohammed Bellafquih

The Failed Gods

Amalgamask

Wondrous item, rare (requires attunement)
Component: ooze (amalgamooze) vesicle

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

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

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

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

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

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

Bloodhound's Caress

Weapon (claw), uncommon*
Component: construct (bloodhound) claw

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

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

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

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

Very rare variant: Increase the charges to **8**, the recharge to **1d6 + 2**, the **DCs** to **16**, and the damage to **2d6.**

*See Equipment, page 6

Bloodhoud's Caress



Amalgamask



L: Mohammed Bellaquih; R: Benedetta Abbate

Bloodhound's Immobiliser

Weapon (any firearm), uncommon*
Component: construct (bloodhound) bone

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

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

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

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

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

Very rare variant: Increase the total number of charges to **8**, the recharge to **1d8**, the extra piercing damage to **3d6**, and the **DCs** to **16**.

Bloodhound's Widebrim

Wondrous item, uncommon (requires attunement)
Component: construct (bloodhound) pelt

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

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

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

- ***Bloodhound.*** When you make a **Perception** check that relies on smell, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can track a scent whose origin is up to **1 mile** away.
- ***Falcon.*** When you make a **Perception** check that relies on sight, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can see clearly up to **3 miles** away, as long as no obstructions are present, and make out small details of objects or creatures at that distance.

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

Sic 'Em. As a bonus action while the spectral hunter is summoned, you can order it to attack a creature of your choice that you can see within **30 feet** of you. Make a ranged spell attack against the target



*See Equipment, page 6

(+7 to hit). The effects of the attack depend on the form of the spectral hunter, which disappears after the effect ends.

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

Very rare variant: The bloodhound can track a scent up to 10 miles away and the falcon can see up to 30 miles away. The item has the Sic 'Em property; increase the attack modifier to **+8**, the save **DCs** to **16**, Bloodhound's damage to **10d6**, and the Falcon's damage to **6d6**.

Candlebrand Ring

Ring, rare
Component: elemental (pontiff) molten eye

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

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

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

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

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

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



Candlebrand Ring

Michelle Mueller

Candlelight Mitre

Wondrous item, rare (requires attunement)
Component: elemental (pontiff) candleplume

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

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

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

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

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

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

Clutching Crown

Wondrous item, very rare (requires attunement)
Component: celestial (devourer) bone

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

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

Touch of the Grave. While wearing this crown, you can cast the *chill touch* cantrip (**2d8** damage, **+6** to hit) at will. When you cast this cantrip, you can expend up to **4 charges** to empower it in one of the following ways:

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

Rare variant: Reduce the attack bonus to **+5**. You can only expend up to **2** charges at a time.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the attack bonus to **+7**.



Candlelight Mitre

Michelle Mueller

Grasping Mantle

Wondrous item, very rare (requires attunement)
Component: celestial (devourer) skin

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

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

Helping Hands. While wearing this cloak, you can cast the *mage hand* cantrip at will, or expend **2 charges** to cast the *arcane hand* spell (**save DC 16**). When either spell is cast in this way, the hand it produces is always somehow wrong: it might lack fingernails, have extra fingers, or have its thumb on the opposite side. In addition, when you cast the *arcane hand* spell using the cloak, it deals necrotic damage instead of force damage, you take **1d6** necrotic damage immediately before you begin concentrating on the spell, and the spell has the following additional option that you can use as a bonus action.

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

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

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



Clutching Crown



Grasping Mantle

B: Michelle Mueller; T: John Rico



Hand of the King

Hand of the King

Weapon (any sword), very rare (requires attunement by a spellcaster)
Component: celestial (devourer) brain

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

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

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

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

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

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

Heartbeater

Weapon (flail), rare (requires attunement)
Component: ooze (amalgamooze) heart

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

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

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

Michelle Mueller

hit. Your heart remains in the cage until you use a bonus action to take it back into yourself, or until you finish a short or long rest.

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

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

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

Maiden's Tower

Armour (shield), rare (requires attunement)
Component: ooze (amalgamooze) bone

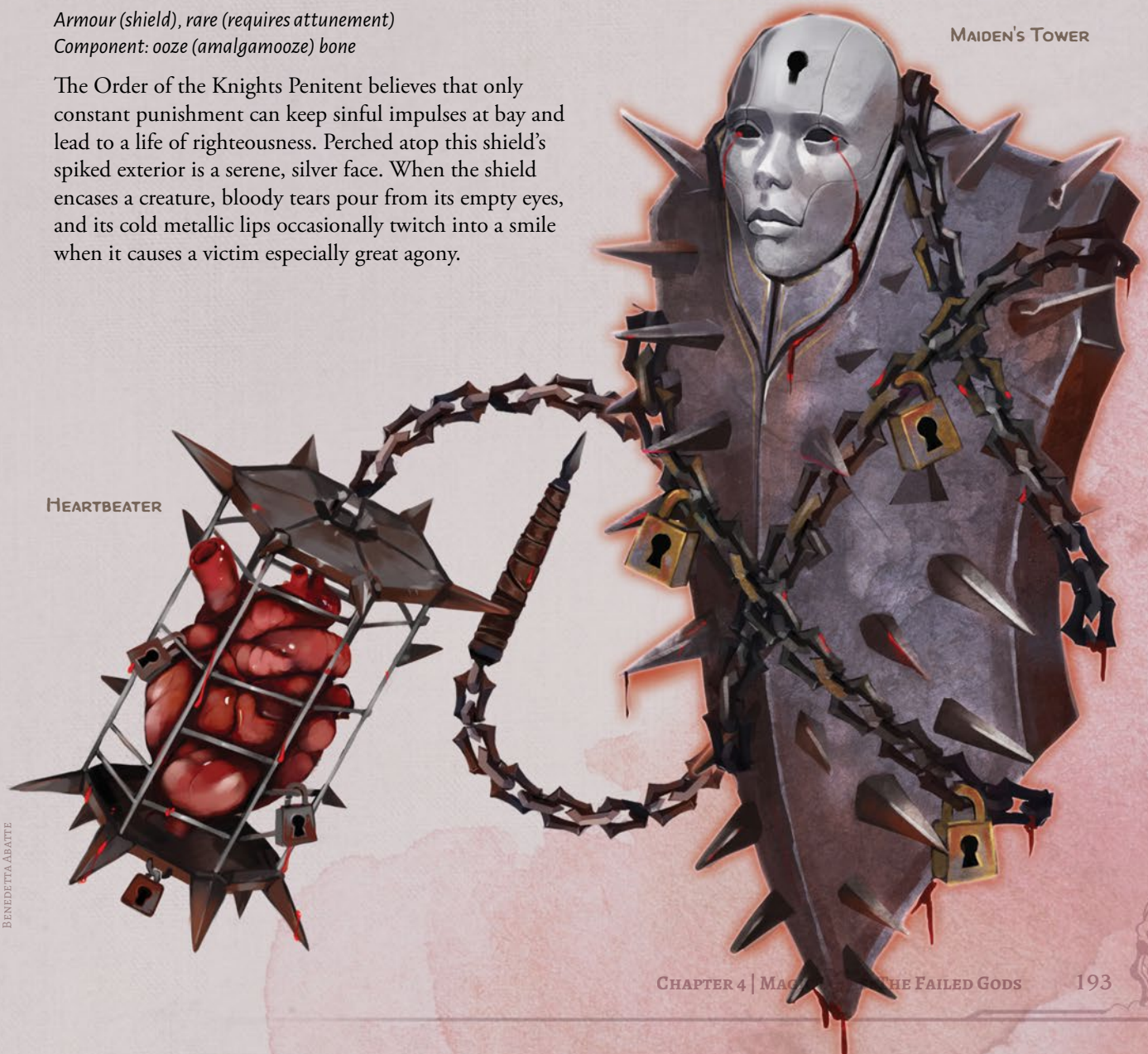
The Order of the Knights Penitent believes that only constant punishment can keep sinful impulses at bay and lead to a life of righteousness. Perched atop this shield's spiked exterior is a serene, silver face. When the shield encases a creature, bloody tears pour from its empty eyes, and its cold metallic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

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

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

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

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



Benedetta Abatte

Waxen Sceptre

Rod, staff, or wand, rare (requires attunement)
Component: elemental (pontiff) core of wax

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

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

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

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

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

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

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

*See Appendix A



Waxen Sceptre

Michelle Mueller

Unseelie Court

Beetle Buckler

Armour (shield), rare (requires attunement)
Component: fey (Scarab) carapace

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

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

Under Wing. While wielding this shield, when a creature you can see hits a target other than you that is within **5 feet** of you with an attack, you can use your reaction and expend **1 charge** to have the shield open its wings in front of the target, giving it a **+2 bonus** to AC against that attack and potentially causing it to miss.

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

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

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



Beetle Buckler

Daniel Dimitrov



Black Bloom



Bramble Lace Gloves

Black Bloom

Rod, staff, or wand, uncommon (requires attunement)
Component: fey (Bramble Queen) psyche

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

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

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

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

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

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

Bramble Lace Gloves

Wondrous item, uncommon (requires attunement)
Component: pouch of fey (Bramble Queen) thorns

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

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

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

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

L: Michelle Mueller; R: Mathieu Clochard

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

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

Cloak of the Moth Rider

Wondrous item, rare (requires attunement)
Component: fey (Adelifae) wings

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

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

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

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

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

Giant Moth

Large fey, chaotic neutral

Armour Class 14
Hit Points 59 (7d10 + 21)
Speed 30 ft., climb 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Wis +4, Cha +3
Skills Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages understands Common and Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Actions

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



Michelle Mueller

Cloak of the Moth Rider

Faerie Moon

Weapon (any polearm), very rare (requires attunement)
Component: fey eye

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

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

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

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

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

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

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

Flutterblade

Weapon (any sword), rare (requires attunement)
Component: fey (Adelifae) proboscis

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

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

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

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



Faerie Moon

Flutterblade

L: Michelle Mueller; R: Benedetta Abbate

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

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

Herculean Horn

Weapon (lance), rare
Component: pouch of fey (Scarab) claws

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

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

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

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

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

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

Kabuto

Wondrous item, rare (requires attunement)
Component: fey (Scarab) horn

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

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

Lock Horns. Whenever a creature hits you with an attack using a melee weapon while you're wearing this helmet, you can use your reaction to expend **1 charge** and gain a **+2 bonus** to AC against that attack as you attempt to catch the weapon with the horn, potentially causing the attack to miss. If the attack misses, the creature must make a **DC 15 Strength saving throw**. On a failed save, it is disarmed of the weapon, which is thrown to an unoccupied space of your choice within **20 feet** of you.

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

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

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



L: Benedetta Abbate; R: Mathieu Clochard

Raven's Gown

Wondrous item, very rare (requires attunement)
Component: pouch of fey feathers

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

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



Raven's Gown

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

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

Uncommon variant: Reduce the charges to **2**. Remove the Read and Watch options from the Unseelie Gift property.

Silkspun Lantern

Wondrous item, rare
Component: fey (moth) egg

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

Night Light. The lantern exists in one of three states: unravelled, shaded, or cocooned. As a bonus action while holding this lantern, you can cause it to change states. When unravelled, this lantern sheds bright light in a **30-foot radius** and dim light for an additional **30 feet**. When shaded, the lantern sheds dim light in a **30-foot radius**, which only the creature carrying it can see. When cocooned, the lantern sheds no light.

Benedetta Abbate



Silkspun Lantern

Verdure

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

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

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

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

Verdure

Weapon (any axe), rare (requires attunement)
Component: fey (Bramble Queen) heart

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

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

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

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

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

Michelle Mueller

Willbow

Weapon (any bow), uncommon (requires attunement)
Component: undead (will-o'-wisp) ethereal ichor

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

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

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

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

Rare variant: Increase the **DC** to **15** and the charges to **4**. All arrows fired from this bow deal an extra **1d4** fire damage, instead of only the first one each of your turns.

Very rare variant: Increase the **DC** to **16** and the charges to **4**. All arrows fired from this bow deal an extra **1d4** fire damage, instead of only the first one each of your turns. Attacks made with this bow automatically hit creatures under the effect of the Unseelie Lights property.

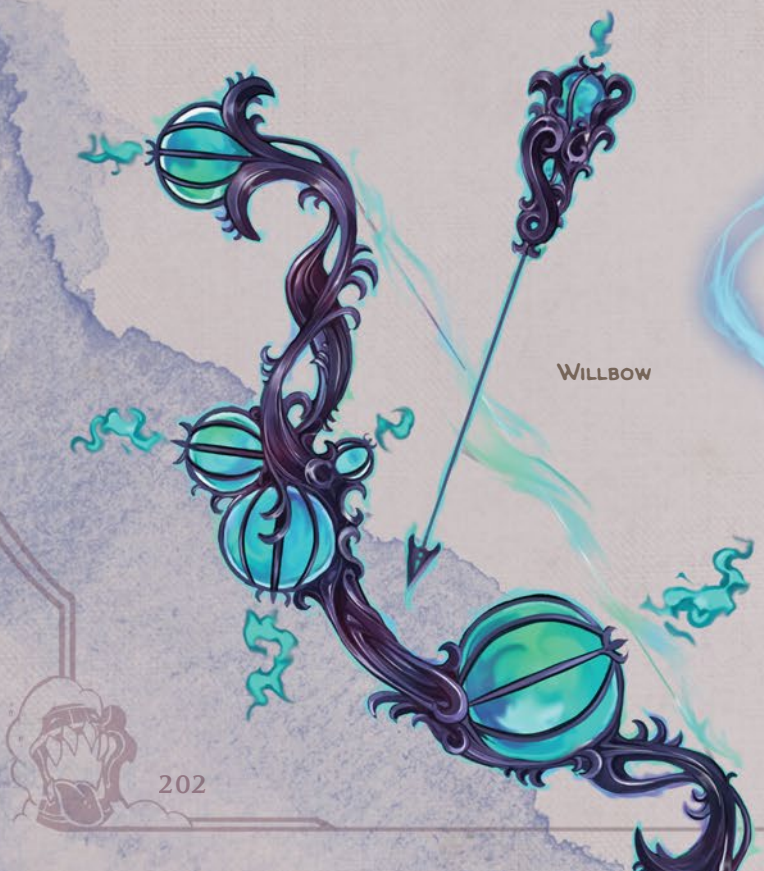
Arcane Treaders

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

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

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

Retrace Steps. At the start of each of your turns, the boots produce an ethereal afterimage of themselves, which stays in the same spot, mimicking the motions of your feet as you move. You can expend **1 charge** to teleport to the space of the afterimage, as long as it's unoccupied; you can do so as a bonus action, or as a reaction when you trigger a trap or an opportunity attack as part of your movement (potentially avoiding the trap or attack). The afterimage fades after you teleport to it or at the end of your turn.



Willbow



Arcane Treaders

L: Benedetta Abbate; R: Mathieu Clochard

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

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

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

Baton of the Mindbender

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

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

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

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

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

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

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



Baton of the Mindbender

Benedetta Abbate

Flyleaf Familiar

Wondrous item, uncommon (requires attunement)
Component: construct instructions

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

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

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

Rare variant: The book can hold two cantrips within it instead of one. If you teach it a third one, you choose which of the two it already holds is erased. The Pass Notes property can be used twice, regaining all expended uses daily at dawn.



Flyleaf Familiar

Gloves of Finger Guns



L: Mohammed Bellafquih; R: Mathieu Clochard

Gloves of Finger Guns

Wondrous item, uncommon (requires attunement by a spellcaster)
Component: fey skin

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

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

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

Rare variant: The gloves have the Steady Aim property.

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

Juice of Partial Polymorph

Potion, uncommon
Component: beast heart

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

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

d6	Transformation
1	Your ears transform into elephant ears, which you can flap to take flight. You gain a flying speed of **10 feet**.
2	You grow a marsupial pouch on your stomach, which functions as a *bag of holding*. When the potion's effect ends, the contents of the pouch are randomly spilled into unoccupied spaces within **5 feet** of you.
3	Your skin becomes scaly and can change hues like a chameleon's. You gain **advantage** on Dexterity (Stealth) checks made to hide.
4	You grow a thick, muscular tail like that of a dinosaur's. You can use a bonus action to make an unarmed strike with the tail, which deals bludgeoning damage equal to **1d4** + your Strength modifier on a hit.
5	You grow porcupine quills all over your body. A creature within **5 feet** of you that hits you with a melee attack takes **1** piercing damage.
6	The nails on both your feet and hands elongate to resemble a sloth's claws. You gain a climbing speed equal to your walking speed, and have **advantage** on Strength (Athletics) checks made to climb.

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



Juice of Partial Polymorph

Mathieu Clochard

Kill Quill

Weapon (rapier), very rare
Component: phial of construct oil

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

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

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

Illustrated Bestiary. As an action while holding this sword in either form, you can expend **1 charge** to eject ink from its tip into an unoccupied space within **5 feet** of you. The ink then rapidly grows and coalesces into the shape of a beast, as long as there is room to accommodate it. The creature can be a **giant shark** or **mammoth** (player's choice when summoned). Willing creatures can choose to be pushed to unoccupied spaces within **5 feet** of the creature to allow it to grow. A creature summoned by this property is a construct instead of a beast, is friendly to you and your companions, and takes its turn immediately after yours. You control how the creature moves and behaves during its turn (no action required by you). The ink creature dissolves at the end of your next turn.

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

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

Orb of the Prescient Protector

Wondrous item, rare (requires attunement)
Component: aberration main eye

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

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

Future Shield. As a bonus action, you can expend **1 charge** to choose a friendly creature you can see within **30 feet** of you and look into its future, predicting an attack and placing a magical ward over it for the next **minute**. When that creature is hit by an attack during this time, it gains a **+5 bonus** to its AC until the end of the turn, potentially causing the triggering attack to miss. This effect ends early after it causes an attack to miss or if you use this property again.

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

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

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

Orb of the Prescient Protector

Kill Quill



Benedetta Abatte

Sceptre of the Spellcrafter

Rod, staff, or wand, rare (requires attunement by a spellcaster)
Component: elemental primordial dust

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

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

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

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

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

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

Spellsling

Weapon (sling or slingshot), uncommon (optional attunement)*
Component: phial of humanoid (spellcaster) blood

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

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

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

Sceptre of the Spellcrafter



Spellsling



Benedetta Abatte

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

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

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

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

*See page 8

Summoner's Sickle

Weapon (sickle), rare (requires attunement)
Component: fiend (imp) bone

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

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

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



Summoner's Sickle

Benedetta Abatte

Raise Hell. As an action while holding this sickle, you can expend **1 charge** to summon a **swarm of skeletal imps** (see page 373) that claw their way out of the sickle's blade and congregate in a space within **5 feet** of you. The swarm disappears after **1 hour**, when you lose concentration on this effect (as if concentrating on a spell), or when it drops to 0 hit points. The swarm is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and avoids danger.

Uncommon variant: Reduce the charges to **1**.

Very rare variant: Increase the charges to **3**.

The Uplifter

Wondrous item, rare
Component: elemental volatile mote of fire

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

Liftoff! While holding this firework, you can use an action to point it at a creature within **30 feet** of you and speak its command word, causing a firework to shoot at the target. Make a ranged spell attack against the target (**+7** to hit). On a hit, the target is lifted **30 feet** up in a straight line by the firework. The firework then explodes in a shower of colourful sparks and is destroyed. Each creature within **15 feet** of the target must make a **DC 15 Dexterity saving throw**, taking **4d6** fire damage and **4d6** thunder damage on a failed save, or half as much damage on a successful one. The creature lifted up by the firework automatically fails on this saving throw, then falls to the ground unless it can hold itself aloft. The firework explodes prematurely if the target hits another creature or an obstacle during its ascent.

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

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



The Uplifter

Michelle Mueller

Blademaster's Trove

Aperture Sword

Weapon (any sword), uncommon (requires attunement)
Component: construct lifespark

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

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

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

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

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

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

Blade of Prey

Weapon (any sword), uncommon
Component: pouch of monstrosity teeth

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

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

Lockjaw. As an action while holding the sword, you can expend **1 charge** to perform a special melee weapon attack with the sword, which splits down the middle and tries to close itself around the target. On a hit, the target takes **6d6** piercing damage and is **grappled** (**escape DC 13**). While a creature is grappled by the sword, you can't use the sword to attack another creature. You have **advantage** on attack rolls made with the sword against a creature grappled by it, and those attacks deal piercing damage instead of their normal damage type, as the sword's teeth chew through the target.

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

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



Aperture Sword

Blade of Prey

Mohammed Bellafquih



Bleeding Edge

Broken Promise

Bleeding Edge

Weapon (any sword), very rare (requires attunement)
Component: phial of humanoid blood

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

Haemoblade. When you reduce a Small or larger creature that has blood to 0 hit points with an attack using this sword, some of the target's blood temporarily coalesces around the blade, sharpening it. You gain **advantage** on the next attack roll you make with this sword before the end of your next turn, and it deals an extra **4d6** damage if that attack hits.

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

Mixed Races

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

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

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

Broken Promise

Weapon (any sword), uncommon (requires attunement)
Component: phial of humanoid blood

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

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

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

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

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

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

L: Mohammed Bellaquih; R: Benedetta Abbate



Buzzkill

Buzzkill

Weapon (any sword), rare (requires attunement)
Component: beast (bee) egg

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

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

Honey Coating. As an action while holding this sword, you can expend **1 charge** to launch a spray of sticky honey in a **20-foot cone**. Each creature in the area must succeed on a **DC 15 Dexterity saving throw** or be covered in honey until the end of its next turn, when the honey dissolves. A creature covered in honey has **disadvantage** on attack rolls and Dexterity saving throws, and its speed is halved.

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

*See Appendix A

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

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

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

Michelle Mueller

Coruscant Cutlass

Weapon (any sword), very rare (requires attunement)
Component: pouch of celestial (couatl) scales

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

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

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

d8	Colour
1	***Red.*** The target takes **10d6** fire damage on a failed save, or half as much damage on a successful one.
2	***Orange.*** The target takes **10d6** acid damage on a failed save, or half as much damage on a successful one.
3	***Yellow.*** The target takes **10d6** lightning damage on a failed save, or half as much damage on a successful one.
4	***Green.*** The target takes **10d6** poison damage on a failed save, or half as much damage on a successful one.
5	***Blue.*** The target takes **10d6** cold damage on a failed save, or half as much damage on a successful one.
6	***Indigo.*** The target is **restrained** for **1 minute** on a failed save. It can make a **DC 16 Strength saving throw** at the end of each of its turns, ending the effect on a success.
7	***Violet.*** The target is **blinded** for **1 minute** on a failed save. It can make a **DC 16 Constitution saving throw** at the end of each of its turns, ending the effect on a success.
8	***Special.*** The sword produces two rays instead of one. Roll twice on this table, rerolling any 8s. You can choose a different target for the second ray.

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

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



Coruscant Cutlass

Michelle Mueller

Coward's Bane

Weapon (any sword), rare (requires attunement)
Component: beast (bear) pelt

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

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

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

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

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

Very rare variant: Increase the damage to **2d8**, the **DC** to **16**, and the charges to **4**.

Curse of Three

Weapon (any sword), uncommon (requires attunement)
Component: fey bone

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

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

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

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

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



Coward's Bane

Curse of Three

L: Benedetta Abbate; R: Michelle Mueller

Desire

Weapon (any sword), very rare (optional attunement)
Component: fiend poison gland

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

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

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

d8	Sin
1	***Envy.*** The creature must succeed on a **Charisma saving throw** or be afflicted by the *bane* spell for **1 minute**.
2	***Gluttony.*** The creature must succeed on a **Constitution saving throw** or become ravenously hungry and spend its action on its next turn looking for food and stuffing its face with whatever it can find.
3	***Greed.*** The creature must succeed on a **Wisdom saving throw** or spend its movement and action on its next turn trying to grab and abscond with a valuable item it can see.
4	***Lust.*** The creature must succeed on a **Wisdom saving throw** or be **charmed** by you for **1 minute**.
5	***Sloth.*** The creature must succeed on a **Constitution saving throw** or, for **1 minute**, its speed is halved, it can't take reactions, and it can take only a bonus action or action on its turn, not both.
6	***Pride.*** The creature must succeed on a **Wisdom saving throw** or become hard headed for **1 minute**, during which time it is unable to benefit from the Help action, withdraw from combat, or be the willing target of any spell or effect from another creature.
7	***Wrath.*** The creature must succeed on a **Wisdom saving throw** or, for **1 minute**, use its reaction at the start of each of its turns to make one attack against a random creature within its reach/range.
8	Roll twice on this table, rerolling any 8s or duplicates.

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



Desire

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

Uncommon variant: Reduce the charges to **4**, the recharge to **1d4**, and the **DCs** to **13**. Each of the Deadly Sins effects lasts until the end of your next turn. Once the Sssugessstion property has been used, it can't be used again until the next dawn.

Rare variant: Reduce the **DCs** to **15**. Each of the Deadly Sins effects lasts until the end of your next turn. Once the Sssugessstion property has been used, it can't be used again until the next dawn.

Michelle Mueller



Electro-Immolator



Epiphany

Electro-Immolator

Weapon (any sword), very rare
Component: construct plating

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

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

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

Uncommon variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, the 2d8 damage to **1d8**, and the **DC** to **13**.

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

Epiphany

Weapon (any sword), uncommon (requires attunement)
Component: phial of celestial blood

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

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

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

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

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

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

B: Michelle Mueller; T: Mohammed Bellafquih



King's Regret

King's Regret

Weapon (any sword), rare
(requires attunement)
Component: dragon (chromatic) heart

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

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

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

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

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

Liberator

Weapon (any sword), uncommon
Component: pouch of celestial feathers

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

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

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

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

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



Liberator

Benedetta Abbate

Magnum Opus

Weapon (any sword), rare (requires attunement)
Component: fey psyche

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

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

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

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

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

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

Nature's Vengeance

Weapon (scimitar or sickle), rare (requires attunement)
Component: bundle of plant roots

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

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

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

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

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

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





L. Benedetta Abbate; R. Michelle Mueller

Needlemonger's Sting

Weapon (rapier), uncommon (requires attunement)
Component: fey brain

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

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

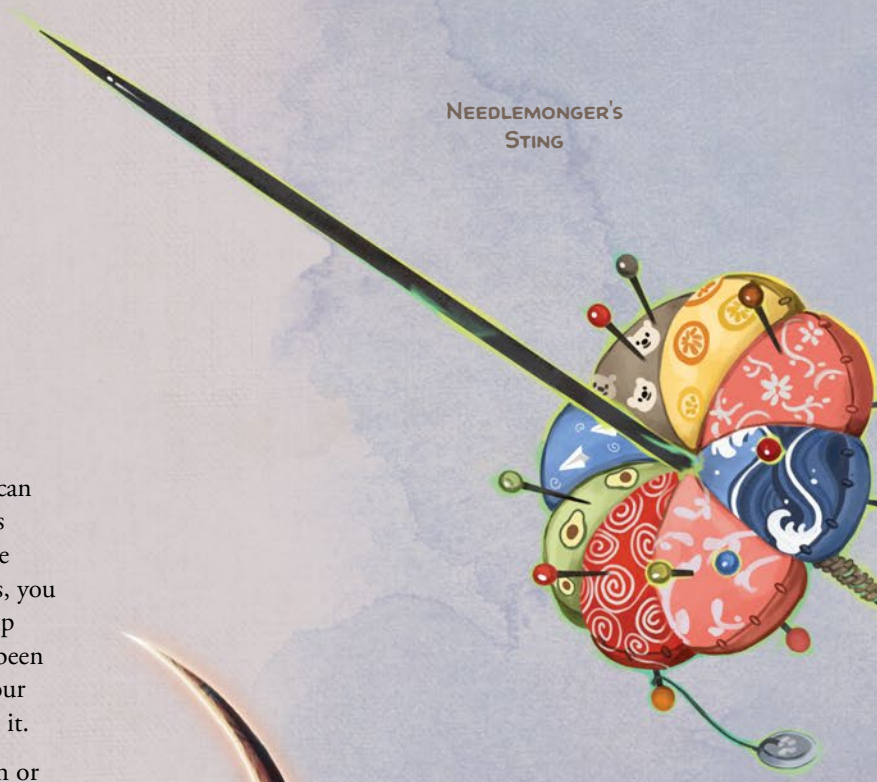
Darts and Crafts. While holding this sword, you can pull pins out of the cushion at its hilt and use them as magical darts. You are considered proficient with these darts. When you hit a creature with one of these darts, you can expend **1 charge** to cast the *pins & needles** cantrip on it (**save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

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

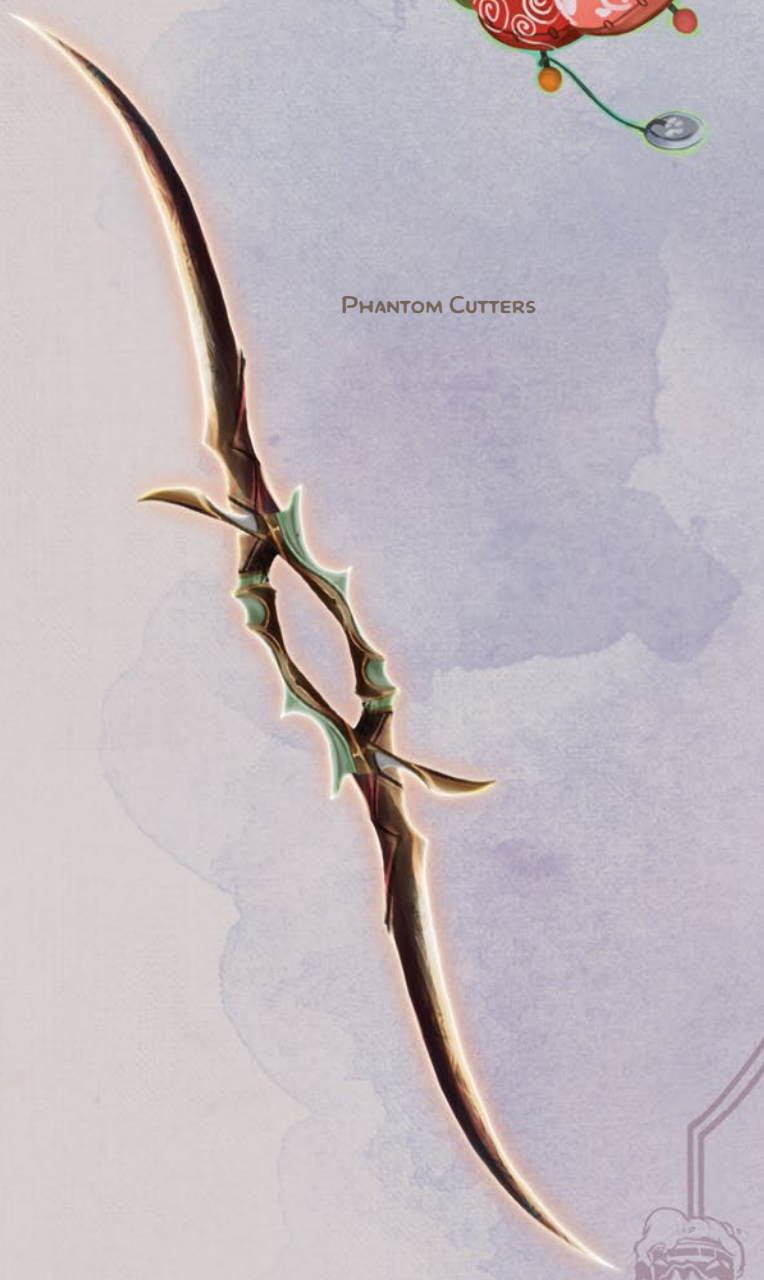
Rare variant: Increase the **DCs** to **15**. The *pins & needles* cantrip is cast as a 5th-level caster. A creature that fails its saving throw against the Shadow Stitcher property is **restrained** until the end of its next turn.

Very rare variant: Increase the **DCs** to **16**, the charges to 7, and the recharge to **1d4 + 3**. The *pins & needles* cantrip is cast as a 5th-level caster. A creature that fails its saving throw against the Shadow Stitcher property is **restrained** until the end of its next turn. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

*See Appendix A



Needlemonger's Sting



Phantom Cutters

Phantom Cutters

Weapon (twinblade), uncommon*
Component: fey psyche

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

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

B: Mohammed Bellafquih; T: Benedetta Abbate

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

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

*See page 8

Rare variant: The Soul Slicer property can be used twice, regaining all expended uses daily at dawn. Increase the **DCs** to **15** and the slashing and psychic damage to **5d6**.

Very rare variant: The Soul Slicer property can be used twice, regaining all expended uses daily at dawn. Increase the **DCs** to **16** and the slashing and psychic damage to **6d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Radiant Dark

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

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

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

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

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

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



Phantom Cutters



Radiant Dark

L: Mohammed Bellafquih; R: Benedetta Abbate

Rousing Refrain

Weapon (any sword), rare
Component: pouch of monstrosity (harpy) feathers

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

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

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

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

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



Rousing Refrain

Scalestriker

Weapon (any sword), uncommon (optional attunement)
Component: pouch of monstrosity (merrow) scales

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

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

Optional Attunement. If you choose to attune to this item, it gains the Autotomic Tail and Scaleskin properties. In addition, when you finish a long rest, you find that you have grown a tail and that your skin is covered



Scalestriker

Benedetta Abbate



Sevenfold Reaper

in tiny, hard scales. These structures disappear when you finish a long rest while not attuned to the sword.

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

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

*See Harvesting Lite, page 11.

Rare variant: Increase the Scaleskin property's damage reduction to **3**.

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

Sevenfold Reaper

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

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

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

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

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

Stellar Remnant

Weapon (any sword), rare
Component: magical material - cosmic iron

Birthed in the last gasp of a dying star, the raw material of *stellar remnant* was discovered inside condensed space dust that fell from the stars as a meteor. Breaking up upon colliding with the atmosphere (and an unlucky dragon), the meteor's fragments have since been reforged as several weapons that can channel the power of their

Michelle Mueller

progenitor star, now a black hole, to exert overbearing amounts of gravitational force.

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

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

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

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

Harvesting - Cosmic Iron

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

Storm's Eye

Weapon (any sword), uncommon (requires attunement)
Component: elemental volatile mote of air

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

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

Blade of Lightning. As a bonus action while holding this sword, you can expend up to **2 charges** to channel



Stellar Remnant

Storm's Eye

Mohammed Bellafquih



Sunken Slasher

more energy into the blade. Until the end of the turn, the reach of attacks made with this sword increases by **5 feet** for each charge expended, and the first time you hit a target with an attack roll using this sword, it deals an extra **2d8** lightning damage for each charge expended.

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

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

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

Sunken Slasher

Weapon (any sword), rare (requires attunement)
Component: elemental volatile mote of water

The unusual shape and nature of these weapons have been matters of debate for experts the world over. Why fashion them from unwieldy anchors? Why are they found at the bottom of oceans? Why place the ring at the tip of the swords? Meanwhile, several storm giant children bemoan the loss of their bubble blowing toys.

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

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

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

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

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

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That-Which-Hungers

That-Which-Hungers

Weapon (any sword), very rare (requires attunement)
Component: aberration brain

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

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

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

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

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

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

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



Titan Feller

Titan Feller

Weapon (any sword), rare
Component: giant bone

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

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

B: Mohammed Bellafquih; T: Michelle Mueller

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

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

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

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

Unmarked Grave

Weapon (any sword), uncommon (requires attunement)
Component: undead ethereal ichor

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

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

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

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

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

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



Unmarked Grave

Mohammed Bellafquih

Vitalophage

Weapon (any sword), rare
Component: ooze vesicle

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

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

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

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

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

Weaveshaped Sword

Weapon (any sword), rare (requires attunement by a spellcaster)
Component: phial of humanoid (spellcaster) blood

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

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

Spellblade. As a bonus action while holding the book, you can form a blade of magical force from its pages, or make the blade disappear. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, and you can use your spellcasting ability in place of your Strength or Dexterity when making attack rolls with it. On a hit, the sword deals force damage instead of its normal damage type.

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

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



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Uncommon variant: The Mana Drain property only works on spells and spell slots of 2nd level or lower. Remove the attack and damage bonus from the sword.

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

Wings of Chaos

Weapon (any sword), uncommon
Component: phial of fey blood

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

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

Butterfly Effect. When you hit a creature with an attack roll using this weapon, you can expend **1 charge** to cause the butterfly wings on the sword to flap. Through a convoluted series of increasingly unlikely events, this produces a random and unexpected effect. For example, the movement of the wings might cause a nearby bird to swoop down to try to catch the butterfly, leaving its nest unprotected and allowing a predator to lunge for an egg but accidentally drop it on a creature's face instead, blinding it. Roll a **d4** to determine the random effect.

d4	Effect
1	The target and another random hostile creature within **30 feet** of you must each succeed on a **DC 13 Strength saving throw** or fall **prone**.
2	The target must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the start of your next turn.
3	The target takes **4d6** bludgeoning, piercing, or slashing damage (GM's discretion) from a falling object, accidental attack, or similar mishap.
4	You have **advantage** on your next attack roll, and the target has **disadvantage** on its next attack roll, before the end of your next turn.

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

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



Wings of Chaos

Michelle Mueller

Hextech

Barrier Bracer

Wondrous item, uncommon (requires attunement)
Component: construct (divine-infused) plating*

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

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

Hexpansive Defence. While wearing this bracer, when you or a creature you can see within **5 feet** of you are hit by an attack, you can use your reaction to expend up to **5 charges**, causing its shield to grow progressively larger with each one. The target of the attack gains a **+1 bonus** to AC against the triggering attack for each charge expended.

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

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

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

*See *Forge of the Divine Machine* in *Motes of the Divine*.

Caster Blaster

Weapon (any firearm), uncommon*
Component: construct (divine-infused) arcanothermic core

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

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

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

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

*See Equipment, page 6

Barrier Bracer



Caster Blaster



Benedetta Abbate



Flashfreezer

- **Poison.** The attack deals an extra **1d6** poison damage and the target is **poisoned** until the start of your next turn.

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

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

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

Flashfreezer

Staff, uncommon
Component: elemental volatile mote of water

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

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

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

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

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

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

Michelle Mueller

Frost & Flame

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

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

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

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

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

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



Frost & Flame

Michelle Mueller

Hexaminator

Wondrous item, rare (requires attunement)
Component: aberration eye

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

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

Detect Everything. While wearing this mask, you can expend **1 charge** to cast one of the following spells: *detect evil and good*, *detect magic*, *detect poison and disease*, or *find traps*. When you cast the *find traps* spell in this way, you can see the location of traps within range, which appear surrounded by a red glow. Spells cast in this way don't require concentration and end early if you remove the mask.

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



Hexaminator

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

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

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

Hexecutioner Blade

Weapon (shortsword), uncommon
Component: construct plating

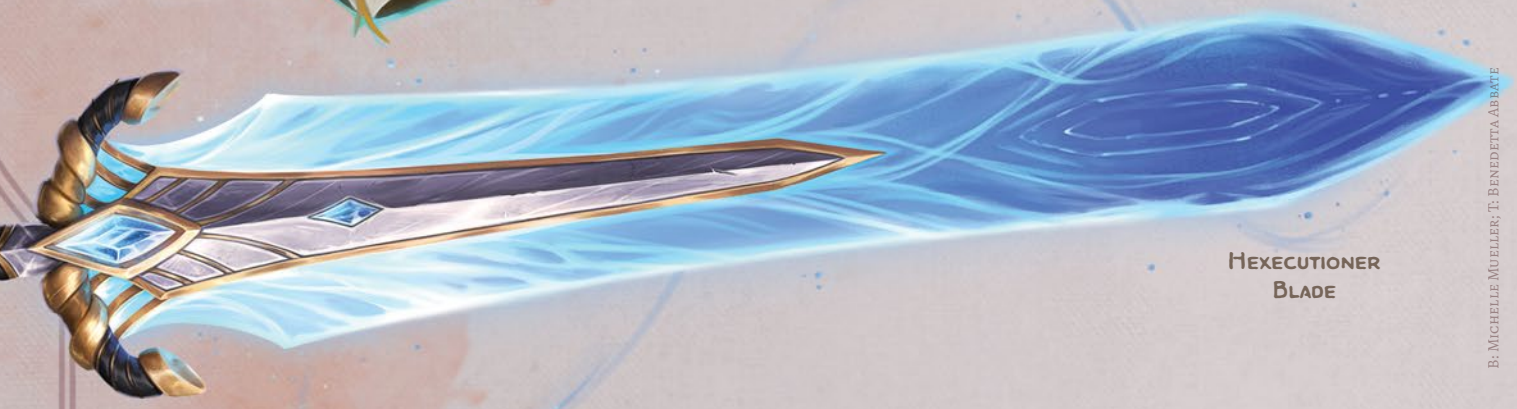
Driven by an inflated ego and an obsession for supplanting L'Arsène Upin as the premier inventor of magical items, Branton Quark developed a new product line tentatively dubbed Hextech. Built to appeal to a more modern, fashionable adventurer, Hextech is characterised by an avant-garde design and the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

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

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

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

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



Hexecutioner Blade

B: Michelle Mueller; T: Benedetta Abbate



Hex Runners



Hovercutter

Hex Runners

Wondrous item, uncommon (requires attunement)
Component: construct (divine-infused) gears

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

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

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

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

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

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

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

Hovercutter

Weapon (dagger), rare (requires attunement)
Component: elemental core of air

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

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

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

Benedetta Abbate

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

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

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

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

Preying Mantis

Wondrous item, rare (requires attunement)
Component: plant poison gland

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

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

Mantis Jab. While wearing the prosthesis, you can use a bonus action to extend or retract the blade within it, which functions as a shortsword while it's extended. While the blade is extended, you can use an action to expend **1 charge** and make a special melee attack with it. On a hit, the target suffers the attack's normal effects and must make a **DC 15 Constitution saving throw**, taking **1d8** poison damage on a failure, or half as much damage on a success. A spellcaster that fails this save takes **2d8** poison damage instead and can't cast spells of 1st level or higher until the start of your next turn.

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

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



Preying Mantis

Michelle Mueller

Railbow

Weapon (any bow), rare (requires attunement)
Component: construct (divine-infused) arcanothermic core

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

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

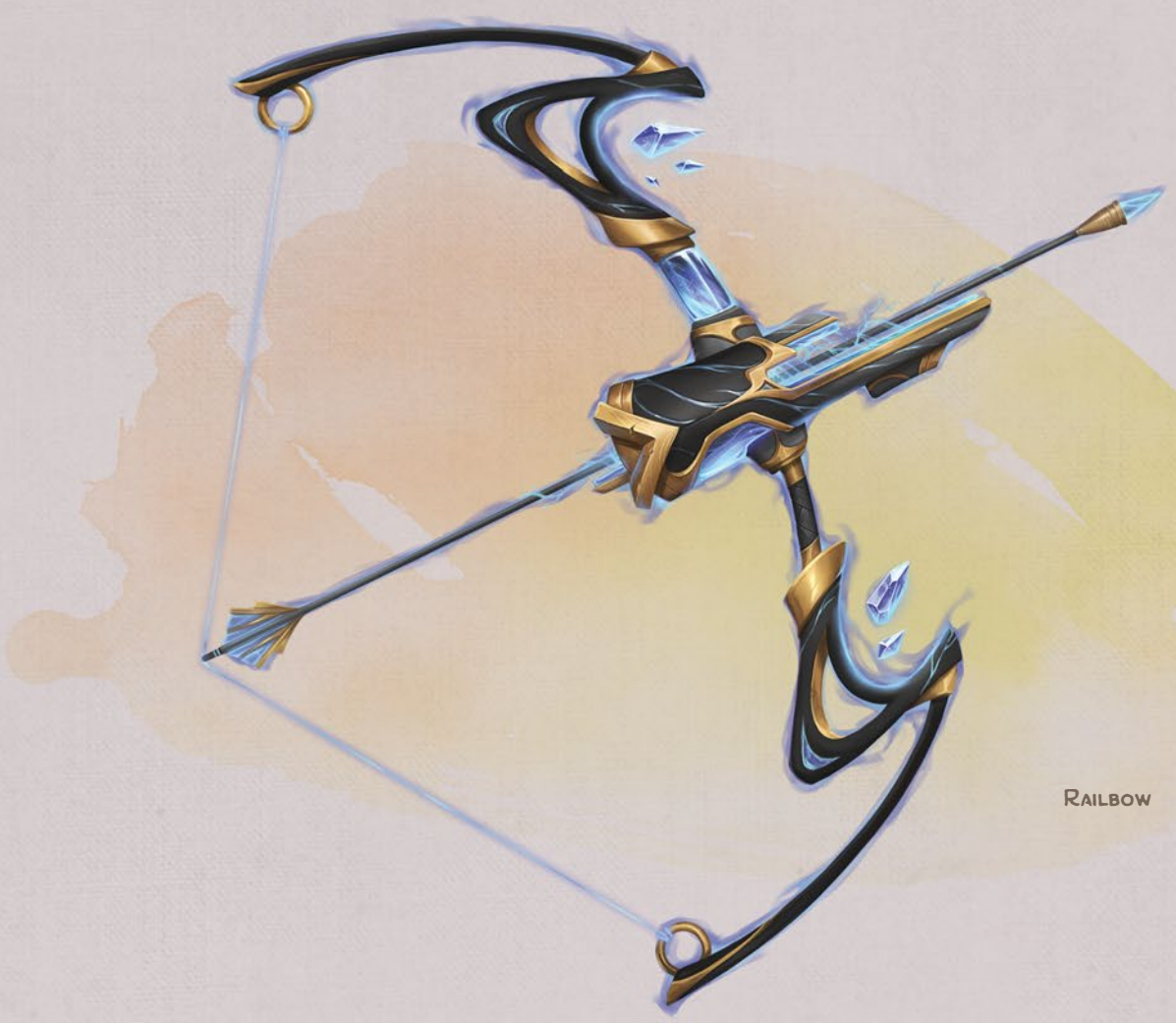
Hexxeleration. Attacks made with this bow deal an extra **1d6** lightning damage if the target is more than **30 feet** away from you. In addition, attacking at long range doesn't impose disadvantage on your attack rolls made with this bow.

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

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

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

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



Railbow

Michelle Mueller

Stungunblade

Weapon (any sword), uncommon (requires attunement)
Component: construct (divine-infused) arcanothermic core

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

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

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

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

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

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

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

Tableturner

Wondrous item, very rare (requires attunement by a bard)
Component: construct (divine-infused) instructions

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

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

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

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



Stungunblade

Mathieu Clochard

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

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

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

Tableturner



Michelle Mueller

AXE OF THE CRETAN BULL

Weapon (any axe), uncommon
Component: monstrosity (minotaur) horn

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

Maze of the Mind. When you hit a creature with an attack using the axe, you can force the target to make a **DC 13 Wisdom saving throw**. On a failed save, the creature is disoriented for **1 minute** and immediately moves up to its speed directly away from you, stopping early if it encounters an obstacle. The first time the disoriented creature tries to move on its turn, it must make a **DC 13 Wisdom saving throw**. On a failed save, the creature must use its movement to move in a random direction, stopping early if it encounters an obstacle. On a successful save, the creature is no longer disoriented. Once this property of the axe has been used, it can't be used again until the next dawn.

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

Very rare variant: Increase the **DCs** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The Maze of the Mind property can be used three times, regaining all expended uses daily at dawn.

FIREBIRD'S PLUMAGE

Armour (medium or heavy), very rare (requires attunement)
Component: elemental core of fire

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

Searing Winglash. As a bonus action, you can speak the armour's command word, causing the decorative wings on its back to be enveloped in undulating flames for **1 minute**. During this time, whenever a hostile creature moves within **10 feet** of you for the first time on its turn or starts its turn there, the burning wings lash out at it. The creature must make a **DC 16 Dexterity saving throw**, taking **3d8** fire damage on a failed save, or half as much damage on a successful one. Once this property of the armour has been used, it can't be used again until the next dawn.

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

Curse. This armour is cursed, and becoming attuned to it extends the curse to you until you're targeted by a *remove curse* spell or similar magic. While cursed, you have **vulnerabil-**

AXE OF THE CRETAN BULL



MICHELLE MUELLER

ity to cold damage. In addition, whenever you take cold damage, you can't use either of the armour's properties until the end of your next turn.

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

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

Firebird's Touch

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

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

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

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

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

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



Benedetta Abbate

Garb of Euryale

Wondrous item, uncommon (requires attunement)
Component: monstrosity (medusa) eye

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

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

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

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

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

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



Garb of Euryale

Michelle Mueller

Kraken Mine

Wondrous item, rare
Component: monstrosity (kraken) liver

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

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

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

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

Legendary variant: Increase the **DCs** to **17** and the size of the explosion to a **30-foot radius**. A creature blinded by the bomb takes **3d8** poison damage at the start of each of its turns.

Kraken-on-a-Stick

Rod, staff, or wand, very rare (requires attunement)
Component: monstrosity (kraken) tentacle

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

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

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



Kraken-on-a-Stick

Kraken Mine

Michelle Mueller

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

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

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

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

Lernaean Pendant

Wondrous item, uncommon (requires attunement)
Component: monstrosity (hydra) liver

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

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

Better Than One. While you are wearing this pendant and make a saving throw against an effect that would cause you to become blinded, charmed, deafened, or frightened, you can expend **1 charge** as a reaction to grow a second head. Each of your heads makes a separate saving throw against the condition, after which you choose one of them to shrivel and fall off, taking the result of the saving throw for the head that remains.

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

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



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

Many-Headed Flail

Weapon (flail), rare (requires attunement)
Component: pouch of monstrosity (hydra) teeth

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

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

Benedetta Abbate

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

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

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

Minoan Helm

Wondrous item, rare (optional attunement)
Component: monstrosity (minotaur) horn

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

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

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

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

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

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



Minoan Helm

Michelle Mueller

Nemean Cuirass

Armour (medium or heavy), uncommon (requires attunement)
Component: monstrosity pelt

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

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

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

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

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

Nemean Spear

Weapon (spear), very rare
Component: pouch of monstrosity claws

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

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

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

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



Nemean Cuirass



Nemean Spear

Benedetta Abbate

Stheno's Bow

Weapon (any bow), rare (requires attunement)
Component: monstrosity (medusa) eye

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

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

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

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

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

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



Stheno's Bow

Michelle Mueller

Metallurgy 101

Aurumplate Robes

Wondrous item, rare (requires attunement by a spellcaster)
Component: magical material - runegold

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

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

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

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

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



Aurumplate Robes

Harvesting - Runegold

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

Bismuth Crown

Wondrous item, uncommon (requires attunement)
Component: magical material - planar bismuth

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

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

Mesmerise. While wearing this crown in bright or dim light, you can use an action and expend **3 charges**

Benedetta Abbate



Bismuth Crown

to cause the crystals to shift and shimmer hypnotically, casting *hypnotic pattern* (**save DC 13**) with the following changes:

- The spell affects each creature within **10 feet** of you that can see you, instead of a 30-foot cube. If you move more than 10 feet away from an affected creature, the effect ends for it.
- The crown continues to shift and shimmer for the duration of the spell. Whenever a creature starts its turn within **10 feet** of you while this is happening, you can use your reaction to expend **1 charge** and force it to make a saving throw against the spell.

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

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

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

Harvesting - Planar Bismuth

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

Michelle Mueller

Blessed Bastion

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

As legions of demons encroached upon the realms of humanity… As their relentless advance choked the life out of the land… As all hope seemed lost and doom was all but certain… One brave paladin's words will forever be etched in the annals of history: "Hey, what if we bless silver even *harder*?"

You can use this shield as a spellcasting focus for your cleric and paladin spells.

Symbol of Good. The mere sight of this shield gives evil pause. While you're wielding the shield, hostile fiends and undead that can see it have **disadvantage** on initiative rolls. When you roll initiative, you gain **1d8** temporary hit points for each creature affected by this property, up to a maximum of **5d8**. These temporary hit points last for **1 minute**.

Enhanced Attunement: Cleric. If you are a cleric, you can enhance your attunement to this shield by proving that evil flees before your holy righteousness. In order to do so, you must use your Channel Divinity: Turn Undead feature to turn a total of 20 hostile undead while attuned to the shield. While enhanced, this shield gains the Vade Retro property.

EA: Vade Retro. As an action, you can speak the shield's command word to emit a pulse of divine magic from it, which affects all fiends and undead within **15 feet** of you in one of the ways described below. Once this property of the shield has been used, it can't be used again until the next dawn.

- If a creature is undead, the ground surges upward to wrap around it, swallowing it into the grave it never should have left. The creature must succeed on a **DC 15 Strength saving throw** or be **restrained** for **1 minute**. A creature restrained in this way can use its action to make a **DC 15 Strength** check, freeing itself on a success. Undead more than 10 feet from the ground are unaffected by this property.
- If a creature is a fiend, it is partially banished back to its plane of origin. The creature must succeed on a **DC 15 Charisma saving throw** or become translucent and wispy for **1 minute**. While in this state, it can move and interact with the world as normal, but its attacks, spells, and abilities deal half damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Very rare variant: Increase the **DCs** to **16**. While wielding this shield, you have **resistance** to necrotic damage.

Harvesting - Consecrated Silver

Consecrated silver is a material created by members of good aligned faiths to fight evil even more effectively, and can't be harvested normally. To make consecrated silver, an equivalent amount of regular silver must be blessed by a servant of a good aligned deity in a ritual lasting 8 hours with a successful DC 20 Wisdom (Religion) check. On a failure, the silver is tarnished and destroyed, and a new supply must be procured in order to try again.



Blessed Bastion

Mathieu Clochard

Blood Mithral Plate

Armour (medium or heavy), very rare (requires attunement)
Component: magical material - blood mithral

While returning from an expedition in The Low, an adventuring party came across a concealed mineshaft containing the aged corpses of several dwarven miners, dead from unknown causes. Under this mass grave, the metal that the dwarves had been extracting was changed, speckled with crimson veins from soaking in the blood of the workers. This was the first discovery of blood mithral.

You gain a **+1 bonus** to AC while wearing this armour. While you are below half of your hit point maximum, this bonus increases to a **+2**. If the armour normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the blood mithral version doesn't.

Aegis of Agony. As an action while wearing this armour, you can take **1d6** necrotic damage and gain twice as many temporary hit points, which last for **1 hour**. Damage you take from this property ignores temporary hit points and can't be reduced or prevented in any way. If you are below half of your hit point maximum when you use this property, you can do so as a bonus action instead of an action, and you gain an extra **1d6** temporary hit points.

Rare variant: Reduce the bonus to AC to **+1** while you're below half of your hit point maximum, and no bonus otherwise.

Legendary variant: Increase the bonus to AC to **+2**, or **+3** if you're below half of your hit point maximum.



Blood Mithral Plate



Consecrated Weapon

B: Mathieu Clochard; T: Benedetta Abbate

Harvesting - Blood Mithral

Blood mithral is a corrupted version of mithral, found deep underground where blood has been spilled in abundance. It has a component DC of 20 and has no time limit in which it needs to be harvested. It can also be artificially created; to do so, a creature of CR 1 or greater must be ritually sacrificed and carefully exsanguinated over regular mithral with a successful **DC 20 Wisdom (Medicine)** check.

Consecrated Weapon

Weapon (any melee), rare (enhanced attunement by a paladin)
Component: magical material - consecrated silver

The mere touch of consecrated silver is enough to make the flesh of fiends and undead sizzle and smoke. After great clashes against the forces of evil, persistent mists with a distinctive sulphuric scent linger over the battlefield for days.

You can use this weapon as a spellcasting focus for your cleric and paladin spells.

Intimidating Radiance. This weapon deals an extra **1d6** radiant damage to fiends and undead. When you hit a creature with an attack using this weapon and roll a 6 on the extra damage die, the creature must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of you until the end of its next turn.

Enhanced Attunement: Paladin. If you are a paladin, you can enhance your attunement to this weapon by us-

ing it to make an attack that deals **50** or more damage to a hostile fiend or undead in a single hit, proving that you can vanquish great evil. While enhanced, this weapon gains the Ultimate Smite property.

EA: Ultimate Smite. Anytime you could use your Divine Smite class feature against a fiend or undead, you can choose to use this property instead. Your attack deals an extra **6d8** radiant damage to the target, and it must make a **DC 15 Constitution saving throw**. On a failure, holy energy continues to reverberate within the target, and it takes **1d8** radiant damage at the start of each of its turns for **1 minute**. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DCs** to **13**, the initial damage of the Ultimate Smite property to **3d8**, and the requirement for Enhanced Attunement to **40** or more damage in a single hit.

Very rare variant: Increase the **DCs** to **16** and the damage of the Intimidating Radiance property to **2d6**. A target must make the saving throw for the Intimidating Radiance property if you roll a 6 on either of the dice, and automatically fails it if you roll a 6 on both. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Cosmic Starknife

Weapon (starknife), uncommon (requires attunement)*
Component: magical material - cosmic iron

Creatures who stare deeply at this starknife find their minds plagued with thoughts of their cosmic insignificance—the unsettling awareness that they're nothing more than irrelevant specks of dust compared to the vastness of the multiverse, and that their actions and choices are meaningless and ultimately inconsequential. Luckily, slicing your foes in half with a mini-galaxy is a phenomenal way to vent those feelings.

The starknife has **3 charges** and regains **1d3** expended charges daily at dawn.

Galactic Disc Throw. As an action while holding the starknife, you can expend **1 charge** to channel the cosmic energy in the weapon and throw it in a **15-foot-long line**. When you do, the starknife spins rapidly and takes the shape of a disc galaxy as it travels. Make a ranged weapon attack with the starknife against each creature in the line. After it reaches the end of the line, the starknife stops and spins in place until the end of the turn, at which point it returns to you in a straight line. When it does, make another ranged weapon attack with the starknife against each creature in that line. Attacks



Cosmic Starknife

Michelle Mueller

made with this property deal slashing damage instead of piercing damage. If the spinning starknife hits a Medium or larger object at any point, it stops spinning and flies back to your hand.

*See page 7

Rare variant: Increase the charges to **4**, the recharge to **1d4**, and the length of the line to **20 feet**. Attacks made as part of the Galactic Disc Throw property deal an extra **1d4** force damage on a hit. Immediately after you make a ranged weapon attack with the starknife, you can have it fly back to your hand.

Very rare variant: Increase the charges to **4**, the recharge to **1d4**, and the length of the line to **25 feet**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. Attacks made as part of the Galactic Disc Throw property deal an extra **1d4** force damage on a hit. Immediately after you make a ranged weapon attack with the starknife, you can have it fly back to your hand.

Magebind Shackles

Wondrous item, rare
Component: magical material - cold iron

Cold iron is poison to magic, and those with arcane power in their blood abhor its stinging kiss. The pain inflicted by these shackles has been described by its victims as akin to pure magma boiling within their veins, as the magic they hold dominion over revolts against the metal, tearing their bodies apart from within in an attempt to escape.

Cold Clasp. As an action while holding these shackles, you can speak their command word to attempt to teleport them directly onto a fey or spellcaster you can see within **10 feet** of you. The target creature must succeed on a **DC 15 Charisma saving throw** or be suddenly **restrained** by the shackles. The shackles typically fasten themselves around a creature's wrists and neck, but can change their form to accommodate different sizes and anatomies.

These shackles function similarly to a mundane pair of manacles, but have **50** hit points instead of 15 and move with the restrained creature if it teleports. The restrained creature can also attempt a **DC 15 Charisma** check to escape them, teleporting them back to the original wielder on a success. Breaking out of the shackles with a successful Strength check only forces them open and doesn't destroy them. In addition, every time the restrained creature takes an action, bonus action, or reaction, the shackles deal **1d4** force damage to it. If any of those are taken to cast a spell, the shackles deal **2d4** damage instead.



Magebind Shackles

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

Very rare variant: Increase the **DCs** to **16** and the damage to **1d10**, or **2d10** if the restrained creature casts a spell.

Harvesting - Cold Iron

Cold iron is a metal found deep underground in areas where magic is scarce or nonexistent. It has a component DC of 15 and has no time limit in which it needs to be harvested. However, if you are capable of casting spells, you have **disadvantage** on ability checks made to harvest this material.

Mathieu Clochard



Mete-ore Bracers

Mete-ore Bracers

Wondrous item, rare (requires attunement)
Component: magical material - cosmic iron

Found only in the cores of crashed meteorites, cosmic iron is an exceedingly rare metal which magiscientists posit acquires its unusual properties from exposure to arcane radiation in the depths of space. Once forged into suitable equipment, it grants its wearer control over the forces of attraction and repulsion.

These bracers have **4 charges** and regain **1d4** expended charges daily at dawn.

Gravity Manipulation. As an action while wearing the bracers, you can expend **1 charge** and touch a creature to produce one of the following effects:

- **Zero Gravity.** You cast the *levitate* spell (**save DC 15**) on that creature.
- **Augmented Gravity.** The creature must succeed on a **DC 15 Strength saving throw** or be overwhelmed by immense gravitational pressure, becoming **restrained** for **1 minute** or until you lose concentration on this effect, as if concentrating on a spell. A creature restrained by this effect takes **2d6** force damage from the pressure at the start of each of its turns.

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

Very rare variant: Increase the **DCs** to **16**. The item gains the Sudden Release property.

Sudden Release. When the effect of the Gravitation Manipulation property ends on a creature, you can choose to end it with a burst of gravitational force in the opposite direction. If the creature was affected by Zero Gravity, it's slammed to the ground instead of floating down gently, and takes falling damage as normal. If the creature was affected by Augmented Gravity, it's thrown **20 feet** into the air, after which it falls unless it has a way of holding itself aloft.



Mithral Exsanguinator

Mithral Exsanguinator

Weapon (war crescent), uncommon*
Component: magical material - blood mithral

This otherwise impractical weapon design is made usable by the magical properties of mithral and its corrupted counterpart, which make it light as a feather and effortless to wield. A skilled master can manipulate a war crescent like an extension of their hand, using brisk and minute wrist movements to slice an opponent with deadly precision.

B: Benedetta Abbate; T: Michelle Mueller

While you are below half your hit point maximum, you gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Power from Pain. As a bonus action while holding this weapon, you can sacrifice your own vitality to empower it. You take **1d6** necrotic damage, and the next time you hit with an attack using this weapon before the end of your turn, it deals an extra **2d6** necrotic damage. Damage you take from this property ignores temporary hit points and can't be reduced or prevented in any way. If you are below half of your hit point maximum when you use this property, the extra damage increases to **3d6**.
*See page 8

Rare variant: You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. While you are below half of your hit point maximum, this bonus increases to **+2**.

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. While you are below half of your hit point maximum, this bonus increases to **+3**.

Runegold Conduit

Weapon (any sword), uncommon (requires attunement by a spellcaster)
Component: magical material - runegold

Any blacksmith worth their salt will confidently proclaim gold to be a terrible material, far too soft to forge weapons and armour with. But those not versed in the arcane arts are ignorant of the fact that it's also an excellent conductor of magical energy, and that it can be reinforced with runes of power to magnify the abilities of a spellcaster.

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

Spellblade. When you cast a cantrip that requires you to make a single spell attack while holding this weapon, you can expend **1 charge** to replace that spell attack with a melee weapon attack using this sword. On a hit, the target takes the weapon's damage and suffers the effects of the cantrip as normal.

Rare variant: Increase the charges to **10** and the recharge to **1d8 + 2**.

Very rare variant: Remove **all** charges. The Spellblade property can be used at will.

Spellbreaker

Weapon (war pick), very rare (requires attunement)
Component: magical material - cold iron

In the Sylvan language, the word for "cold iron" roughly translates to "joy-sapper", as many fey and magical creatures consider this metal to be cruel and unnatural, draining the magic and whimsy from the world. Simply carrying anything made from it is highly taboo amongst most fey courts, and likely to earn their immediate distrust and contempt.



B: Mathieu Clochard; T: Benedetta Abbate

This weapon deals an extra **1d6** damage to fey and spellcasters. It has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Antimagic Strike. When you hit a creature concentrating on a spell with an attack using this weapon, you can expend **1 charge** to give it **disadvantage** on its Constitution saving throw to maintain concentration. If the creature's concentration is broken as a result of this, choose one of the following options:

- ***Absorb.*** The war pick absorbs some of the spell's magic. Your next attack that hits with it before the end of your next turn deals an extra **3d6** force damage.
- ***Disrupt.*** The war pick disrupts the flow of magic within the target's body. The creature you hit can't cast spells that require concentration again until the end of its next turn.

Uncommon variant: Reduce the extra damage to fey and spellcasters to **1d4**, the charges to **3**, and the recharge to **1d3**. Remove the Absorb and Disrupt options from the Antimagic Strike property.

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

The Crystalliser

Weapon (any hammer), uncommon
Component: magical material - planar bismuth

Planar bismuth is highly sought after by two very distinct groups: the chaotic fey are transfixed by its beautiful rainbow iridescence, while inhabitants of the lawful Outer Planes admire the orderly nature of its crystalline structure. Violent feuds tend to break out as these two factions vie for control of the rare crystals, which they often weaponise to battle one another.

Crystal Seed. When you hit a creature with an attack using this hammer, you can implant a small piece of crystal within the target, which slowly grows to envelop it. For **1 minute**, the target must make a **DC 13 Strength saving throw** at the start of each of its turns. On a failed save, the creature's speed is reduced to **0 feet** as crystals start to grow around its limbs. If the creature's speed is already 0 feet from this effect, it becomes **restrained** instead, as the crystals begin to envelop the rest of its body. If the creature is already restrained by this effect, it becomes **incapacitated** and **blinded** as well, as the crystals form a full casing around it, and the creature has total cover against attacks and other effects originating from outside its crystal prison. After **1 minute**, or if the creature succeeds on this saving throw a total of three times, the effect ends and the crystals shatter. Once this property of the hammer has been used, it can't be used again until the next dawn.

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

Very rare variant: Increase the **DC** to **16**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. The weapon has the Reconfigure property.

Reconfigure. As a bonus action while holding this weapon, you can speak its command word to cause its crystalline structure to change, transforming it into one of the following hammer weapons of your choice:

- A light hammer with the Finesse property.
- A warhammer with the Light property.
- A maul without the Heavy property.



The Crystalliser

Michelle Mueller

Patrons of Legend

Catclaw & Sharkfin

Weapon (claw), very rare (requires attunement)*
Component: pouch of beast claws

Crafted in honour of a famous cartographer duo, these clawed gauntlets mirror their renowned teamwork, unlocking their full potential only when working in perfect tandem. And just like few could avoid being stunned by the intricate detail of their maps, so can few resist the nasty one-two combo the gauntlets deliver.

These two claws count as a single magic item with regard to the number of magic items you can attune to. The claws can change shape so that either one can be worn on either hand.

Set Up. Attacks made with *catclaw* deal force or slashing damage (your choice). When you hit a creature with this weapon, it becomes marked until the end of the current turn. A marked creature can't take reactions.

Finishing Touch. Attacks made with *sharkfin* deal piercing or slashing damage (your choice). If a creature is marked by *catclaw*, you have **advantage** on attack rolls against it with *sharkfin*, and deal an extra **2d6** damage on a hit.

Uncommon variant: Reduce the damage to **1d6**. A marked creature can take reactions, and you don't have advantage on attack rolls against it.

Rare variant: You don't have advantage on attack rolls against a marked creature.

*See page 5

Dingotamatone

Wondrous item, uncommon (requires attunement)
Component: fey psyche

Originally meant to harness the power of wild magic, this unusual instrument suffered an unexplained mishap during creation. It remains unpredictable and undeniably chaotic, but now reserves its magical abilities only for those who prove themselves worthy by triumphing in that most noble of combats: dance!

This curious item can be used as a musical instrument by squeezing its head to produce sound and placing your fingers on the stem to control the pitch. If you are proficient with a musical instrument, you are proficient with the *dingotamatone*, which can be used as a spellcasting focus for bard spells. This item has **4 charges** and regains **1d4** expended charges daily at dawn.

Dance-Off. As an action, you can choose a creature within **30 feet** that can hear you and that you can see, expending **1 charge** to challenge it to a dance competition. The *dingotamatone* begins to play a song in a random key, and you and the selected creature must make contested **Charisma (Performance)** checks. Roll a **d8** and consult the table below to determine the key of the song and the outcomes of the contested check. If the effect requires a saving throw, the **DC** is **13**.



Catclaw & Sharkfin



Dingotamatone

L: Mukhlis "Sinlaire" Nur & Richard Nguyen; R: Richard Nguyen

d8	Key	Effect
1	A	The victor casts *acid arrow* (**+5** to hit) on the loser.
2	B	The victor casts *blindness/deafness* on the loser.
3	C	The victor casts *calm emotions*, centred on the loser.
4	D	The victor casts *darkness*, centred on the loser.
5	E	The victor casts *entangle*, centred on the loser.
6	F	The victor casts *faerie fire*, centred on the loser.
7	G	The victor casts *grease*, centred on the loser.
8	Special	Select any key of your choice, other than this one.

Rare variant: Increase the DC to **15**. Replace the table with the one below.

d8	Key	Effect
1	A	The victor casts *acid rain**, centred on the loser.
2	B	The victor casts *bestow curse* on the loser.
3	C	The victor casts *confusion*, centred on the loser.
4	D	The victor casts *depth charge**, centred on the loser.
5	E	The victor casts *enrage**, centred on the loser.
6	F	The victor casts *fireball*, centred on the loser.
7	G	The victor casts *gravity smash**, centred on the loser.
8	Special	Select any key of your choice, other than this one.

*See Appendix A

Very rare variant: Increase the DC to **16**. Replace the table with the same one from the Rare variant. The item has the Grand Finale property.

Grand Finale. Whenever a creature casts a spell with the Dance-Off property, roll a **d20**. If the result is equal to or lower than the level of the spell, that creature triggers a wild magic surge.

Dungeoneer's Shield

Armour (shield), uncommon (requires attunement)
Component: aberration brain

From the faraway land of Drakkenheim, a wise adage from a pair of seasoned adventurers states that a sharp sword and sturdy shield will get you deep into many a dungeon, but only knowledge and a sharp wit can ensure that you come out alive.

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

Sharp Surprise. As a bonus action while wielding this shield, you can extend or retract the blade within it. While the blade is extended, it can be used as a magical shortsword, but the shield increases your AC by **1** instead of 2. If you are proficient with shortswords or shields, you are considered proficient with this shield and shortsword.

Tier List. As a bonus action while wielding the shield, you can expend **1 charge** to ask a question about a creature that you can see within **60 feet** of you. The question must be about one of the attributes listed in the table below, and the answer you receive is always in the form of a letter indicating what interval the attribute is in.

Tier	CR	HP	AC	One Ability Score Modifier
S	>20	>300	>20	>+8
A	15-20	100-300	18-20	+6-8
B	7-14	50-99	15-17	+3-5
C	1-6	10-49	10-14	+0-2
D	<1	<10	<10	Negative



Dungeoneer's Shield

Richard Nguyen

Rare variant: Increase the charges to **6**. The shield increases your AC as normal while the shortsword is extended.

Very rare variant: Increase the charges to **6**. While wielding this shield, you have a **+1 bonus** to AC, and the shield increases your AC as normal while the shortsword is extended. The shield has the Heroic Recovery property.

Heroic Recovery. When you roll a **1** on an attack roll made with the shield's shortsword, you can narrate an incredible and unlikely recovery from your fumble in a grandiose and flowery manner. If you do, you can reroll the attack roll with **advantage**. Once this property of the shield has been used, it can't be used again until the next dawn.

Felix's Hammer of Fury

Weapon (any hammer), rare (requires attunement)
Component: celestial soul

A crucial choice can have countless unforeseen ramifications, multiple branching paths cascading exponentially into the distant future to affect events far beyond one's ability to even comprehend. The choice posed by this weapon is simpler, in comparison… but no less painful. Time to introduce your foes to the consequences of their actions.

This weapon deals an extra **1d6** fire damage to any target it hits. It has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Suffer the Consequences. As a bonus action, you can choose a creature within **60 feet** of you that can hear you and expend **1 charge** to name an action that it's forbidden from taking. This can be as vague as the Attack or Cast a Spell actions, or a more specific ability such as a breath weapon. If the creature takes the forbidden action before the start of your next turn, you can immediately use your reaction to make an attack against it using the hammer. If the creature is outside of the reach of the hammer but within **60 feet** of you, a spectral gavel appears in the air next to it, allowing you to make this attack at a distance before disappearing. The attack deals an extra **1d6** psychic damage on a hit.

Uncommon variant: The weapon deals an extra **1d6** fire damage to the first target it hits on each of your turns, instead of every target. Reduce the range to **30 feet**.

Very rare variant: Increase the fire damage to **1d8** and the psychic damage to **2d6**.



Felix's Hammer of Fury

Griffon's Cloak

Griffon's Cloak

Wondrous item, rare (requires attunement)
Component: pouch of monstrosity (griffon) feathers

The act of crafting this feathered cloak is seen as a test of skill and patience by the followers of a powerful astral griffon. In doing so, they prove themselves worthy of carrying out the griffon's designs across the planes, and pass down the secrets of the cloak's creation to other like-minded souls with the heart and passion of true artisans.

B: Chaouki "Ciao" Titouhi & Richard Nguyen; T: Michelle Mueller

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

Planar Passport. When this cloak visits a plane of existence, it becomes capable of acting as the material component for the *plane shift* spell, attuned to that particular plane. If found, the cloak is already attuned to **1d4** different planes of existence.

Controlled Blink. While wearing the cloak, you can expend **1 charge** to cast the *blink* spell. When the spell is cast in this way, you roll a second **d20** at the end of each of your turns and choose which result to take.

Uncommon variant: Remove **all** charges. Using the Controlled Blink property doesn't require a charge, and once it's been used, it can't be used again until the next dawn.

Very rare variant: The cloak regains **all** expended charges daily at dawn. The cloak has the One Way Ticket property.

One Way Ticket. While wearing the cloak, you can cast the *plane shift* spell (**save DC 17**). After you do so, roll a **d20**. On a **1**, the cloak loses this property. On any other result, this property can't be used again until the next dawn.

Helm of Iron Will

Wondrous item, rare (requires attunement)
Component: giant (troll) hair

In honour of Iron Will, an adventuring trainer of legend, the beards on these helms are kept magically dry and magnificent at all times. It's said that he helped countless eager rookies achieve their full potential by teaching them obscure strategies and underutilised skills, and that a glorious new hair grew on his chin for each warrior that survived due to his teachings.

Dungeoneering 101. When you first attune to this helm, choose one of the following skills: Investigation, Perception, Stealth, or Survival. While wearing the helm, you are proficient in the chosen skill and have **advantage** on ability checks that use it.

Helpful Nudge. Such was the legendary trainer's mastery of the dungeoneering game that he could turn any dangerous situation into a victory. While wearing the helm, when a friendly creature you can see within **30 feet** of you makes an attack roll, ability check, or saving throw, you can use your reaction to turn the d20 to one of the faces adjacent to the original result, taking the number on it as the result of the roll. For example, if a creature rolls a 14, you can turn it into a 4, 6, or 20. Once this property of the helm has been used, it can't be used again until the next dawn.



Uncommon variant: Remove the Dungeoneering 101 property.

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

Magician's Gloves

Wondrous item, rare (requires attunement)
Component: undead ethereal ichor

Legends speak of a secret cabal of wizards who specialise in casting the *mage hand* cantrip, and whose secrets have been harnessed to create these mystifying gloves. Though some simple-minded fools may choose to ridicule this oddly specific mastery, being slapped silly by several spectral palms is often enough to decisively silence them.

Archmage's Hand. While wearing these gloves, you can cast the *mage hand* cantrip, with the following changes:

Michelle Mueller

- You can create two spectral hands instead of one, and you can control any number of them as a bonus action.
- The spell lasts until you are unconscious or choose to end it (no action required). If a hand is ever more than **30 feet** away from you, it immediately disappears and reappears in your space.
- The hands are stronger than normal, and each is capable of lifting a weight in pounds equal to **10 x your proficiency bonus**.
- The hands are more dexterous than normal, and you can use them to perform ability checks that you would be able to perform using your hands.
- When you control the hands, you can use each one to make a melee spell attack (**+7** to hit) against a target within **5 feet** of it, dealing **1d6** force damage on a hit.

Uncommon variant: Reduce the number of hands created by the spell to 1 and the attack bonus to **+5**.

Very rare variant: Increase the number of hands created by the spell to 3 and the attack bonus to **+8**.

Mapifying Glass

Wondrous item, rare
Component: fey eye

The inquisitive people of the Moonlit Lands have a proverb: "Shed some light on the world, and it will reveal itself to you." It turns out it's a little more literal than it first seems.

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

Moonlight Map. As an action while holding this item in dim or bright light, you can expend **1 charge** and point it at a flat surface within **10 feet** of you, causing light to shine through the magnifying glass and form the image of a map on that surface for **10 minutes** or until you speak a command word to make it disappear. This map represents the area in a **200-foot square** centred on you, at your elevation. When it forms, choose one or more of the additional effects below. For each effect chosen beyond the first, you must expend **1** additional charge.

- The size of the map is increased to a **300-foot square**.
- The map shows traps and other hazards in the area marked in red.
- The map shows secret doors and passages in the area marked in yellow.
- The map shows creatures in the area at the time it formed as small white dots.

If a creature, object, or area is warded against divination magic, it doesn't show on the map.



Common variant: Reduce the size of the map to a **100-foot square**. Remove the charges and the additional effects. You can use the Moonlight Map property without expending charges, but once it has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the charges. You can use the Moonlight Map property without expending charges, selecting only one of its additional effects, but once it has been used, it can't be used again until the next dawn.

Monkey's Paw

Wondrous item, very rare (requires attunement)
Component: fiend (devil) soul

Torn from a vicious primate demon said to have sired countless abyssal layers, this shrivelled arm is still rife with corruption. Its fingers flex and curl on their own, producing unsettling cracking sounds that echo in the minds of listeners for torturous hours.

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

B: Chaouki "Ciao" Titouhi & Richard Nguyen; T: Michelle Mueller

Costly Attunement. When you attune to this item, its corrupted, abyssal flesh merges with your own, replacing a missing arm or consuming an existing one (your choice). An arm consumed in this way doesn't reappear when your attunement to the item ends.

Trick Weapon. As a bonus action, you can cause the arm to enlarge to absurd proportions or revert to its normal size. The arm has different properties depending on its size, as described below:

- **Normal.** You can expend **1 charge** to cast one of the following spells from the arm (**save DC 16**): *counterspell*, *fear*, or *hypnotic pattern*.
- **Enlarged.** Your arm becomes a *+1 maul* with which you are proficient, and can't be used to wield other weapons or shields, or otherwise handle items or perform the somatic component of spells. This maul has the Reach property and doesn't have the Two-handed property.

Curse. This arm is cursed, and attuning to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. While cursed in this way, you become tremendously unlucky. The GM decides how this lack of luck manifests itself. In addition, if you cast the *wish* spell to produce any effect other than duplicating another spell, it comes into effect in a way that brings you as much misfortune as possible while still fitting your literal wording.

Rare variant: Reduce the **DC** to **15** and the charges to **2**. Remove the attack and damage bonus from the maul.

Legendary variant: Increase the **DC** to **17** and the attack and damage bonus of the maul to **+2**. While the arm is in its Normal state, you gain a **+1 bonus** to the attack and damage rolls of any weapon with the Finesse property that you wield with it (to a maximum of +3), and you have **advantage** on Sleight of Hand checks.

Peeper Paintbrush

Wondrous item, very rare (requires attunement)
Component: aberration (peeper) antenna

Why settle for painting monsters when you could paint others to be monsters? With the help of this adorable paintbrush, your art can truly pop out of its living canvas. Besides, who wouldn't want to be more like Peeper?

Artistic Licence. As an action while holding the paintbrush, you can paint one monstrous feature of your choice from the list below on a willing creature within **5 feet** of you, granting it a special benefit. The feature and its benefits fade after **1 hour**, or when a new feature is painted on the creature. Once you've used this property to paint a feature, the paintbrush can't produce that feature again until the next dawn.

- **Claws, Horns, or Tail.** The creature gains a natural weapon that deals bludgeoning (tail), piercing (horns), or slashing (claws) damage equal to **1d8 + its Strength modifier**. It can use a bonus action to make an attack with this natural weapon.
- **Extra Eyes.** The creature gains darkvision out to **60 feet** and **advantage** on Perception checks that rely on sight.
- **Fins and Gills.** The creature gains a swimming speed of **60 feet** and can breathe underwater.
- **Wings.** The creature gains a flying speed of **30 feet**.

Uncommon variant: Reduce the duration of each benefit to **10 minutes**, the damage die of the natural weapon to **1d6**, the range of the darkvision to **30 feet**, the swimming speed to **30 feet**, and the flying speed to **15 feet**.

Legendary variant: When you paint a monstrous feature, roll a **d6**. On a **5** or **6**, you can paint that feature again. On a **1** to **4**, the paintbrush can't produce that feature again until the next dawn.



Peeper Paintbrush

Michelle Mueller



Portable Potion Press

Portable Potion Press

Wondrous item, uncommon
Component: construct gears

Developed by an institute of brilliant alchemical engineers to make dungeon crawling a less wasteful activity, this back-mounted laboratory produces surprisingly effective potions, considering the… questionable materials. The institute takes no responsibility for explosive accidents that may occur as a result of improper equipment maintenance.

You can use this item as a set of alchemist's supplies and as a poisoner's kit.

Waste Not. As an action, you can insert a body part from a creature of CR 1 or higher that has been dead for no more than 1 hour into the alchemical receptacle on this backpack. Over the course of **1 hour**, the backpack presses and distils this body part into restorative fluid. Once this process is complete, roll one of the Hit Dice of the creature the body part belonged to and add the result to the backpack's pool of points, which is stored in a small, detachable bottle. This pool can hold up to **30 points**. As an action, a creature can remove this bottle and drink its contents, gaining temporary hit points equal to the number of points in the pool, which last for **1 hour**. If you are wearing the backpack, you can do this as a bonus action through the use of a drinking tube.

Rare variant: Increase the number of Hit Dice rolled when the backpack processes a body part to two and the maximum points the backpack can hold to **40**.

Very rare variant: Increase the number of Hit Dice rolled when the backpack processes a body part to four and the maximum points the backpack can hold to **50**.



Warhammerhead

Warhammerhead

Weapon (any hammer), uncommon
Component: beast (giant shark) flesh

Jealously guarded by mysterious keepers of the secrets of yore, the enigmatic instructions for creating this menacing weapon, staunchest ally to bloodthirsty pirates and ravenous ocean dwellers, are thus: take a shark head. Enchant it. Shove a stick in it. Yes, that's it. Did you expect more? It's a shark head on a stick.

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

Aquatic Predator. Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon. In addition, while underwater, the weapon has the Thrown (range 20/60) property, and returns to your hand immediately after you make a ranged attack with it.

Hunter's Aura. As a bonus action while holding this weapon, you can expend **1 charge** to tap into the primal hunger of the shark, becoming more adept at sensing blood and weakness until the start of your next turn. Until then, you have **advantage** on Perception checks made to detect creatures within **60 feet** of you that don't have all of their hit points, as well as **advantage** on attack rolls made with the hammer against them. While you are underwater, the range of this effect extends to **120 feet**.

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

Very rare variant: You gain a **+2 bonus** to attack and damage rolls made with this magic weapon. As part of the bonus action taken to activate the Hunter's Aura property, you can move up to your speed towards a creature within the range of the aura that doesn't have all of its hit points.

L: Mukhlis "Sinlaire" Nur & Richard Nguyen; R: Chaouki "Ciao" Titouhi & Richard Nguyen

Seasonal Armoury

Bloom Boots

Wondrous item, very rare (requires attunement)
Component: bundle of plant roots

The fleeting beauty left in the wake of these boots appeals greatly to members of the Seelie Court, who go to great lengths to craft or acquire pairs by any means necessary. Beware those who flaunt these in secluded forests or enchanted glades, for there are good chances you will find yourselves embroiled in the treacherous deals of the fey, whether you want to be or not.

These boots have **8 charges** and regain **1d4 + 4** expended charges daily at dawn.

Plantstep. While wearing these boots, grass grows and flowers bloom from the ground where you step, remaining for a few seconds before disappearing. You can move through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have a climbing speed equal to your walking speed when climbing trees and other plants, as small branches and leaves quickly grow to support you, then wither.

Induce Growth. While wearing these boots and standing on the ground, you can expend 1 or more charges to stomp one of your feet and produce one of the following effects:

- You cast the *plant growth* spell, centred on yourself and as an action only (**3 charges**).
- You cast the *spike growth* spell, centred on yourself (**save DC 16**, **3 charges**).
- As a bonus action, you cause a large vine to grow beneath your feet, lifting you up to **30 feet** straight up. This vine remains for **1 minute**, after which it withers and disappears (**1 charge**).
- As a reaction when you're subjected to an effect that would move you against your will, you cause small vines to wrap around your feet, preventing you from being moved until the start of your next turn (**2 charges**).

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**. Remove the Plantstep property and the *spike growth* spell.

Rare variant: Reduce the charges to **6** and the recharge to **1d4 + 2**. Remove the *spike growth* spell.

Gelid Hunter

Weapon (any crossbow), rare
Component: pouch of fey (Jorfraust) claws

Carefully constructed for maximum efficiency in extreme cold, this tactical crossbow includes an automatic reloading system requiring no ammunition and a bright flashlight for the darkness of winter. The deer head adorning it may not be a real one, but you'll have no trouble hunting one down when armed with this weapon.

Ice Shot. This weapon doesn't use normal ammunition. Instead of firing bolts, when you make an attack with it, an icicle forms already loaded into the crossbow and ready to fire. At the start of your turn, you can choose to ignore the Loading property of the crossbow until your next turn, taking **1d6** fire damage as the weapon vents heat into you to form more icicles.

Deer Head Lights. As an action while holding the crossbow, you can cause the deer's eyes to emit bright light in a **30-foot cone**, or turn the light off. When you activate the light, you can choose to have it flair with

Bloom Boots



Gelid Hunter



L: Michelle Mueller; R: Benedetta Abbate

momentary intensity, forcing each creature in the cone to make a **DC 15 Constitution saving throw**. On a failed save, a creature is **blinded** until the end of its next turn, and its speed is reduced to **0 feet** while blinded in this way. Once the crossbow has been used to blind creatures, it can't be used to do so again until the next dawn.

Uncommon variant: Remove the Deer Head Lights property.

Very rare variant: Increase the **DC** to **16** and the duration of the blinded condition to **1 minute**. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The weapon has the Icicle Barrage property.

Icicle Barrage. At the start of your turn while holding this crossbow, you can choose to take **2d6** fire damage as the weapon vents even more heat into you. If you do, you can make two extra attacks with the crossbow when you take the Attack action before the end of your next turn. Once this property of the crossbow has been used, it can't be used again until the next dawn.



Huntsman's Goggles



Living Flute

Huntsman's Goggles

Wondrous item, rare (requires attunement)
Component: fey (Jorfraust) heart

The lenses of these goggles are made of pure ice, painstakingly polished to be as clear as possible and enchanted to never melt. Their frigid surface is incredibly sensitive to heat, capable of detecting even the slightest fluctuations in temperature—be careful not to touch them barehanded and leave a heat imprint behind!

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

Thermal Vision. As a bonus action while wearing these goggles, you can expend **1 charge** to activate them. For **1 minute**, you can see creatures and objects within **60 feet** of you coloured in a spectrum from red for warm creatures to blue for cold ones. This grants you **advantage** on Perception checks that rely on sight made to detect creatures that emit heat, and you can always see those creatures regardless of light conditions, obscurement, or invisibility, but not through total cover. Some constructs, elementals, and most undead exist at ambient temperature and can't be seen with this property (GM's discretion).

Target Acquired. Alternatively, while wearing these goggles, you can expend **1 charge** to cast the *hunter's mark* spell. When you cast the spell in this way, the extra damage dealt by it is cold damage, and you can see the target with the goggles' Thermal Vision property even if you normally couldn't.

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**.

Very rare variant: The goggles have the Drain Heat property.

Drain Heat. When a creature under the effects of the *hunter's mark* spell cast with the goggles is reduced to 0 hit points, you can choose to end the spell and drain some of its body heat to revitalise yourself, regaining **2d4** hit points.

Living Flute

Wondrous item, rare (requires attunement)
Component: plant bark

Against all reason, this flute appears to remain a living plant even in the absence of food, water, and light, subsisting on magical energy alone. However, many report that looking after it regardless, by watering it regularly and trimming dead branches, results in more vibrant and beautiful blossoms.

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

B: Michelle Mueller; T: Benedetta Abbate

Song of Spring. As an action, you can expend **2 charges** to play a beautiful tune on the flute, which causes its flowers to bloom and emit a sweet, soothing scent. Each other creature within **30 feet** of you must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by every creature it can see for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature or any of its companions are harmed or targeted by a spell or ability by one of the creatures it's charmed by, it's no longer charmed by that creature. Once this property of the flute has been used, it can't be used again until the next dawn.

Petal Storm. As a bonus action, you can expend **1 charge** to play a frantic tune on the flute, which causes its flowers to shed their petals. These petals fly in a flurry towards a creature you can see within **30 feet** of you, forcing it to make a **DC 15 Strength saving throw** (the target can choose to fail this save). On a failed save, the creature is lifted up by the petals and carried **30 feet** in any direction of your choice.

Uncommon variant: Reduce the **DCs** to **13**, the charges to **3**, and the recharge to **1d3**.

Very rare variant: Increase the **DCs** to **16**, the charges to **8**, and the recharge to **1d6 + 2**.

Quick-Grow Acorns

Wondrous item, uncommon
Component: phial of plant sap

At the core of each of these acorns is a mote of energy from the Positive Energy Plane, whose life-giving properties allow a sentient tree to spring forward from the nut at a prodigious rate. The small mote burns down quickly, however, causing the tree to die off just as promptly—an unfortunate occurrence that can be used to one's advantage.

These acorns are usually found in bundles of **1d4 + 1**.

Timber! As an action, you can plant one of these acorns in an unoccupied space on the ground within your reach, causing it to rapidly grow into an **awakened tree** bearing gorgeous autumn foliage. The tree is an ally to you and your companions, and it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). At the end of its turn, it rapidly decays and falls in a **15-foot-long**, **5-foot-wide line** in a direction of your choice. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **3d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

Very rare variant: The planted acorn grows into a **treant** without the Animate Trees action. Increase the **DC** to **16** and the damage to **5d6**.



Scarf of Winter



Quick-Grow Acorns

Scarf of Winter

Wondrous item, common (socketable)*
Component: fey (Jorfraust) hair

In windy weather, the crystals dangling from this scarf chime softly, producing a sombre yet peaceful winter tune that evokes images of delicate snowflakes colliding against one another during a gentle snowfall. After the crystals have shattered, the absence of their song can be somewhat off-putting.

You can socket this scarf onto the chestpiece of a suit of armour. While wearing that armour, you ignore the effects of extreme cold.

Frost Overload. When you take cold damage, you can use your reaction to reduce it by **2d6**, as the small ice crystals serving as the scarf's tassels absorb some of the energy. The crystals are then overloaded and shatter, and this property of the scarf can't be used again.

*Consult *Heliana's Guide* for full Crafting rules. Socketing on page 124.

Michelle Mueller



Scorch Helm

Wondrous item, uncommon (requires attunement)
Component: elemental core of fire

The golden flames adorning this helmet produce as much heat as a raging inferno, but somehow never harm their wearer or their allies. Many speculate that they are fueled by the wearer's passion and emotions, flaring at times of great anger, excitement, or distress.

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

Warm Summer Knight. As an action, you can expend **1 charge** to spread the flames on the helmet over your entire body, coating you in golden fire for **1 minute**. During this time, you gain the following benefits:

- Your melee weapon attacks deal an extra **1d6** fire damage.
- When a creature within **5 feet** of you hits you with an attack, it takes **1d6** fire damage.
- When you successfully grapple a creature, it takes **1d6** fire damage. A creature grappled by you or grappling you takes **1d6** fire damage at the start of each of its turns.

Rare variant: Increase the charges to **3** and each damage of the Warm Summer Knight property to **1d8**.

Very rare variant: Increase the charges to **3** and each damage of the Warm Summer Knight property to **1d8**. The property can be used as a bonus action instead of an action.

Springwing

Weapon (scimitar), uncommon (optional attunement)
Component: pouch of fey feathers

To create this scimitar, the sumptuous feathers of fey creatures are dipped in molten metal and thereafter shaped and sharpened to create small steel swallows. The swallows describe complex and hypnotising patterns in the air as they fly around the blade, and the screech produced by the beating of their wings resembles the cacophonous chirping of dozens of birds.

Swallow's Flight. This weapon has the Thrown (range 20/60) property. When thrown, it functions similarly to a boomerang, spinning as it flies through the air and returning to your hand after the attack hits or misses.

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

OA: Flock On. As an action while holding the sword, you can speak its command word, causing the flocks of metallic swallows to fly towards a creature of your choice within **30 feet** of you, circling and harassing it for **1 minute**, or until the creature is reduced to 0 hit points, you are unconscious, or you speak the command word again (no action required). At the start of each of its turns, the creature must make a **DC 13 Dexterity saving throw**. On a failed save, the creature takes **2d6** slashing damage and has **disadvantage** on ability checks and attack rolls until the start of its next turn. Once this property of the sword has been used, it can't be used again until the next dawn.

Rare variant: Increase the **DC** to **15** and the damage to **3d6**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Very rare variant: Increase the **DC** to **16** and the damage to **4d6**. You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

B: Michelle Mueller; T: Benedetta Abbate



Staff of Decay

Sundial Ring

Staff of Decay

Staff, very rare (requires attunement by a spellcaster)
Component: plant membrane

A softly luminescent, magical fungus grows at the tip of this staff, constantly draining small amounts of positive energy from its surroundings. In its presence, plants lose a little of their colour and droop ever so slightly, but these effects are only temporary and quickly fade when the staff is no longer around.

This staff has **10 charges** and regains **1d6 + 4** expended charges daily at dawn. If you expend the last charge, roll a **d20**. On a **1**, the staff withers away and is destroyed. You have **resistance** to necrotic damage while holding this staff.

Spells. While holding this staff, you can expend 1 or more of its charges to cast one of the following spells from it (**save DC 16**): *aura of impurity** (**4 charges**), *blight* (**4 charges**), *inflict wounds* (**1 charge**), or *ray of enfeeblement* (**2 charges**).

Corpse Expert. While holding this staff, you can use an action to touch a corpse and immediately know how long ago it died, in hours if it's been dead for less than two days, and in days otherwise.

*See Appendix A

Rare variant: Remove the resistance to necrotic damage, and remove *blight* from the list of spells you can cast using the staff. Reduce the **DC** to **15**, the charges to **8**, and the recharge to **1d6 + 2**.

Sundial Ring

Ring, rare
Component: fey (sunsprite) antenna

Attuned to the movement of the sun in the sky by intricate enchantments, this ring functions even when kept away from the light, serving as a lifeline to the warmth and brightness of day. In the deepest caverns and darkest dungeons, it reminds brave adventurers that the light shines upon them always.

This ring functions as a sundial even when not exposed to the sun, allowing you to tell the time in any location, regardless of light conditions, as long as you can see the ring.

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Circadian Clock. While wearing this ring, you gain different benefits depending on the time of day, as described below. This property only works on planes of existence that have a day-night cycle.

- **Dawn.** As the day begins, you are inspired to make the most of it. You gain **inspiration** and **2d10** temporary hit points, both of which last until daytime.
- **Daytime.** As the sun shines brightly in the sky, you are at your strongest. You gain a **+1 bonus** to AC, and when you deal damage with a weapon attack, you can reroll the weapon's damage dice, taking the second result.
- **Dusk.** As the daylight dwindles, you become more alert and wary of your surroundings. You have **advantage** on initiative rolls and Perception checks.
- **Night.** As darkness covers the land, you cling to any vestiges of light and warmth that you can find. You gain darkvision out to **30 feet**. If you already have darkvision from another source, its range is increased by **30 feet**.

Very rare variant: The ring has the Daylight Savings property.

Daylight Savings. The ring absorbs sunlight to later release. While wearing the ring, you can cast *daylight*. When you cast the spell in this way, its light is sunlight. While you are within the area of the spell's bright light, it counts as daytime for the purposes of the ring's Circadian Clock property. Once this property of the ring has been used, it can't be used again until the ring has spent 8 hours in sunlight.

Sunsplitter

Weapon (spear), uncommon (requires attunement)
Component: elemental core of fire

It is said that, in order to forge a connection with the sun, each step of this weapon's creation must be carried out exclusively in its bright light, during the hottest days of the year. Whether or not all crafters follow this practice, there's no denying the command that the wielder of this spear holds over the sun's radiant beams.

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

Luminous Refraction. As an action while outside during the day, you can lift this spear towards the sky and expend **1 charge**, causing a beam of pure radiance to descend from the sun into the spear's crystal. The crystal splits the beam into your choice of **2** to **6** smaller beams, each of which targets a different creature you can see within **30 feet** of you. Each creature must make a **DC 13 Dexterity saving throw**, taking an amount of radiant damage dependent on how many beams you produce on a failed save, or half as much damage on a success. If the larger beam is split into two, each smaller beam deals **6d4** radiant damage. For each additional beam produced beyond the second, roll one fewer d4 for each beam's damage.

Rare variant: Increase the **DC** to **15**. If the larger beam is split in two, each smaller beam deals **6d6** radiant damage. For each additional beam produced beyond the second, roll one fewer d6 for each beam's damage.

Very rare variant: Increase the **DC** to **16** and the range of the beams to **60 feet**. If the larger beam is split in two, each smaller beam deals **6d8** radiant damage. For each additional beam produced beyond the second, roll one fewer d8 for each beam's damage.



Sunsplitter

Benedetta Abbate

Withercap

Wondrous item, rare (requires attunement)
Component: pouch of plant spores

Various little gourds and mushrooms constantly grow and die on the brim of this conical hat, each cycle of life and death taking only a matter of hours. Even in this decay, however, there is immense beauty, for it allows the old to fade away and gives way to a brand new arrangement of shapes and colours.

Aura of Decay. As a bonus action while wearing this hat, you can cause it to emit an aura of decay, or deactivate the aura. While the aura is active, whenever a creature within **10 feet** of you takes damage, it takes an extra **1d6** necrotic damage, and whenever a creature within **10 feet** of you regains hit points, it regains **1d6** fewer hit points. In addition, you can use an action to cause any number of corpses within the aura to disintegrate, preventing them from being resurrected or raised as undead.

Necrotic Burst. When you take damage that reduces you to 0 hit points while wearing this hat, it lets out a wave of retaliatory necrotic energy. Each hostile creature within **10 feet** of you must make a **DC 15 Constitution saving throw**, taking necrotic damage equal to the damage that reduced you to 0 hit points (maximum of 15 damage) on a failure, or half as much damage on a success. Once this property of the hat has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the damage and healing reduction of the Aura of the Decay property to **1d4**. Remove the Necrotic Burst property.

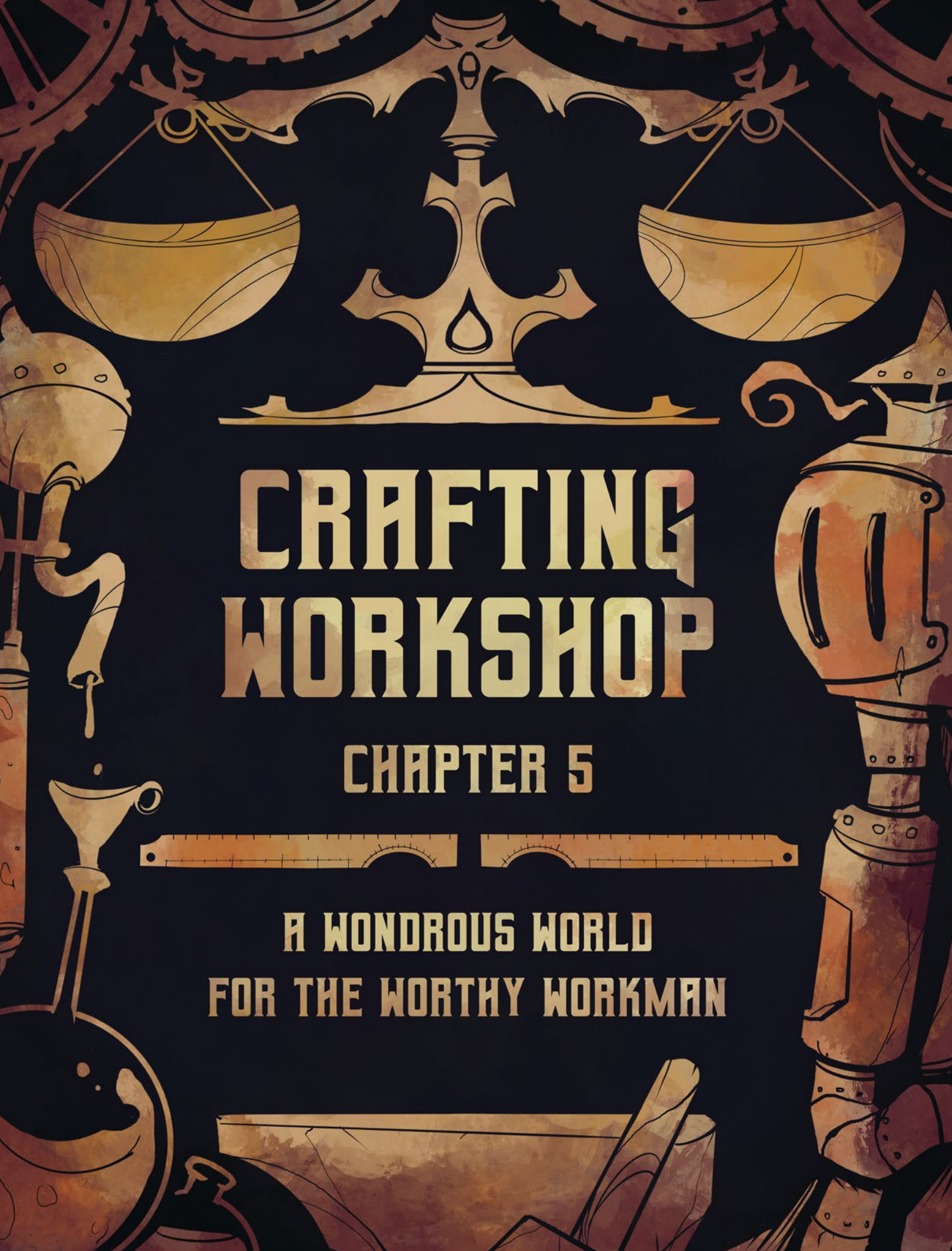
Very rare variant: Increase the **DC** to **16**, the damage and healing reduction of the Aura of the Decay property to **1d8**, its radius to **20 feet**, and the maximum damage of the Necrotic Burst property to **30**.



Withercap

Michelle Mueller; Next: Jess Jackdaw Burns




CRAFTING
WORKSHOP
CHAPTER 5
A WONDROUS WORLD
FOR THE WORTHY WORKMAN

Chapter 5: Crafting Workshop

So, you want to design yer own items do you? Are you familiar with the laws of arcanodynamics? The conservation of magic? The principles of essential attunement and power modality? Aye... well neither am I. Ask L'Arsène or Humperdink. I'm just the huntress.

— Heliana, Not an Artificer

Designing a magic item can be a perilous process. How much extra damage is too much? What's an appropriate save DC? Will allowing a creature to cast *entangle* at will make your deadly combat encounters as soft as Peeper's belly? (Hint: yes, it will).

This section dives into how to balance magic items using Crafting Points (CP) and the unwritten (until now) rules of item design. It is intended to assist GMs in creating uncommon to very rare items, though points breakdowns for all rarities are provided. The options presented herein form a basis on which you can build myriad magical mysteries.

Anatomy of a Magic Item

Items in this book convey three different types of information: metadata, flavour, and mechanics. Metadata includes the item name, type, rarity, attunement requirements, and crafting components. Flavour is usually conveyed in the first paragraph, and can detail anything from the item's appearance and other sensory qualities to its lore. Lastly, and most importantly for this section, are mechanics, which are broken down into properties and effects. A single property has one or more effects. Properties with multiple effects typically have their own subtitle, such as '***Flame Flinger***' in the example below.

Ring of the Pyromancer

This ring has two properties; the first is resistance to fire damage and the second is a charge-based property. The charge-based property has two effects, casting either *flaming sphere* or *wall of fire*.

Ring of the Pyromancer

Ring, very rare (requires attunement)

Crafted from the feathers of a phoenix, this ruby-encrusted ring is always warm to the touch.

While wearing this ring, you have **resistance** to fire damage. This ring has **3 charges** and regains **all** expended charges daily at dawn.

Flame Flinger. As an action while wearing the ring, you can expend 1 or more charges to cast the following spells (**save DC 16**): *flaming sphere* (**1 charge**) or *wall of fire* (**2 charges**).

From Concept to Creation

Before you determine the details of your magic item, it's essential to first have a rough idea of its function. Is it a weapon designed to slay formidable foes? Perhaps it's a versatile tool to aid in exploration, or a protective charm that shields its bearer from harmful magic? Consider how the item fits within your world; the most memorable magic items have unique or compelling purposes. Write this down! Now you are ready to decide properties and calculate crafting points.

Crafting Points

Crafting Points (CP) are the unit by which we'll measure the power of a magic item. The typical number of CP that an item can have depends on its rarity and whether or not it requires attunement. The table below describes the ideal CP ranges for items of different rarities and attunements, as well as consumable items—items which are destroyed after a short number of uses.

Usually, it's acceptable to deviate a few points outside the range if there's no other way to make the item you want, but try to go no more than a 10 CP difference.

CP Range by Rarity

Rarity	CP Range		
	No Attunement	Attunement Required	Consumable
Common	0-5	6-10	0-15
Uncommon	11-50	51-75	16-45
Rare	76-100	101-125	46-60
Very rare	126-150	151-180	61-85
Legendary	181-210	210-240	86-100
Artifact	241-270	271-300	—

B. Chaouki "Ciao" Titouhi & Mohammed Bellafquih

Choosing Item Properties

To create a magic item, choose which properties it has (for example, the ability to deal extra damage or frighten an enemy creature) and add up each property's CP cost, making sure that the total CP value is within the range for its intended rarity. To make it easier for you to find the properties you want for your item, they are organised in 4 sections: **Offensive** (page 276), **Defensive** (page 278), **Spells** (page 280), and **Utility** (page 281). Additionally, there are a few rules and concepts that you have to bear in mind: rarity restrictions and the number of properties.

Rarity Restrictions

Some effects are simply too powerful for a certain rarity of item, even if they fit within the CP range. For example, a 5th-level spell is worth 56 CP (see page 280), so it could fit within the budget of an uncommon item that requires attunement (51-75 CP). However, players are expected to find uncommon items at early levels, while 5th-level spells are typically acquired at 9th level or higher; it's rarely a good idea to make the powerful effects of 5th-level spells available at early levels.

To prevent this, many effects are restricted to items of a certain rarity or above. In the sections listing the properties that you can choose for your items, this is denoted through the use of colour-coding as seen in the Number of Properties by Rarity table below.

Number of Properties

More properties means more flexibility, which means more power. Therefore, lower-rarity items should have fewer properties. This also helps newer, often lower-level players from being overwhelmed by items with too many options. In addition, if you give an item the ability to cast spells, the number of spell options available should be proportionate to the item's rarity. You can use the following table as guidance.

Number of Properties by Rarity

Rarity	Maximum Number of Properties	Maximum Number of Spell Options
Common	1	1
Uncommon	2	3
Rare	3	4
Very rare	4	5
Legendary	5	7
Artifact	7	9

Action Economy

Properties can be broadly divided into two categories: active (requiring the user to activate its effects) and passive (the effects are always on, requiring no input from the user). Generally, active properties require the use of an action, bonus action, or reaction, which affects their CP value (listed in their respective tables).

Determining Action Economy. When should a property require you to use an action, bonus action, or reaction? When is it alright to require none at all? As a rule of thumb, an item's action economy will be balanced by the CP value assigned to it, but it's good to keep some basic principles in mind nonetheless:

Action. A property should require an action when it has a large impact on the game, such as dealing large amounts of damage, inflicting crippling conditions, or creating powerful areas of effect (AoEs).

Bonus Action. A property should require a bonus action when it has a smaller impact, such as inflicting light damage or healing minor amounts of hit points. Bonus actions are also fantastic for set-up abilities (for example, using a bonus action so that your next attack that turn deals extra damage).

Reaction. A property should require a reaction when it has a smaller impact, similar to a bonus action. More importantly, a reaction is always taken in response to something else happening.

No Action. Normally, active properties should require an action, bonus action, or reaction to activate. Err on the side of caution and try to avoid active properties that require no action. However, it's alright to create properties that don't require any action to activate as long as they follow these restrictions:

- They have a small impact on the game, such as dealing minor amounts of damage. 1d6 damage to a single creature is alright, but 3d6 damage in an AoE is not.
- There is always a prerequisite that must be fulfilled prior to the property being able to be activated. For example, hitting a creature, reducing a creature to 0 hit points, failing a saving throw, or scoring a critical hit are all valid prerequisites. Guaranteed effects are bad (See 'Pitfalls to Avoid', page 281). You shouldn't be able to simply expend 1 charge with no action, bonus action, or reaction to deal 1d6 damage to a creature. However, allowing you to expend 1 charge to have your magic weapon deal an extra 1d6 damage **when you hit a creature with it** is fine.

Attunement

Except in specific cases, a player character can attune to only three magic items; a character's attunement slots are a very valuable resource! Accordingly, attunement requirements deeply affect an item's balance, and deciding whether or not an item requires attunement is an integral part of creating a new magic item. See the sidebar 'Rules Reminder: Attunement' for a refresher.

An item's CP value isn't the only factor that determines whether or not it should require attunement. There are two additional aspects to bear in mind when answering this question:

- **Shareability.** If an item could easily be passed between party members outside of combat so that everyone shares its benefits, it should probably require attunement. Consider the following scenario: the party encounters a trap that spits gouts of flame, and they have a ring that doesn't require attunement and grants immunity to fire damage. A party member can wear the ring to cross the trap, ignore the fire damage, then throw it back to another party member, who repeats the process. When making a magic item, try to avoid enabling scenarios like this.
- **Stacking.** If an item provides a common, desirable, and stackable bonus (such as a +1 bonus to AC), think carefully about whether or not it should require attunement. *+1 armor* doesn't, true, but a character can only wear one piece of armour at a time. If you create, for example, a ring that grants a +1 bonus to AC, however, and doesn't require attunement, it becomes very easy to begin accumulating these bonuses to inflate one's AC beyond what is reasonable.

For your convenience, properties that require attunement regardless of CP have been labelled as such in their respective sections.

Optional & Enhanced Attunement. This book introduces two new forms of attunement. Items with optional attunement provide a smaller modicum of power when used by a creature to whom they are not attuned, and have their full potential unlocked upon attunement. Items with enhanced attunement always require attunement, and become stronger if the creature attuned to it fulfils certain requisites. Both of these kinds of items should be balanced taking into account their maximum potential. For example, a rare item with optional attunement should be within 101-125 CP when a creature is attuned to it, and the properties that don't require attunement can have a combined CP value than is recommended for a rare item that doesn't require attunement (76-100 CP).

Rules Reminder: Attunement

Some magic items require a creature to form a bond with them before their magical properties can be used; this bond is called attunement. Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it. An item can be attuned to by only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one *ring of protection* at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than **100 feet** away for at least **24 hours**, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending a short rest focused on the item, unless the item is cursed.

Limited Uses

In most cases, items with active properties allow you to use them a limited number of times. Two common ways of implementing this are charges and uses per day.

Charges. Charges are a pool of resources from which one or more properties can draw. If an item has 4 or fewer total charges, it generally regains all expended charges, and if the total charges are higher than 4, it regains a random number. In both cases, this usually happens at dawn. When multiple properties use an item's charges, calculate the CP cost per charge for each effect and identify which has the highest cost per charge. Next, multiply the highest cost per charge by the item's maximum number of charges to decide the CP value of all the effects/properties that use charges. See the *ring of the pyromancer* example on the next page for an illustration of how this might work.

Uses per Day. Properties that can be used a certain number of times per day, usually recharging at dawn, work independently from one another. Using one doesn't affect how many times you can use the other, so you calculate each property's CP cost separately.

Example: Ring of the Pyromancer. This example begins with a 4 charge version of the item on page 271, before balancing it by removing a charge. Firstly, the ring imparts **resistance** to fire damage (see page 278).

Fire resistance costs **90 CP**.

Next is the charge-based property, in this case ***Flame Flinger***, which lets you cast spells (see page 280). We must work out the cost per charge:

As an action you can cast the *flaming sphere* spell for **1 charge**, or the *wall of fire* spell for **2 charges**. *Flaming sphere* is a 2nd-level spell so has a CP cost of 26, while *wall of fire* is 4th-level spell, so costs 44 CP (see the CP Cost of Spells table on page 280). Because *wall of fire* uses 2 charges, its CP cost per charge (CP/c) is 22, while *flaming sphere* has a CP/c of 26.

Now we work out how many CP all 4 charges use:

In terms of the CP cost, using the ring to cast *flaming sphere* is superior to using it to cast *wall of fire*. Even if there are situations in which it might be better to cast the latter, we will exclusively use the CP/c cost of *flaming sphere*, and multiply it by the item's maximum number of charges to get the CP cost: 4 x 26 = 104. Therefore, the charge-based property of the item costs **104 CP.**

Finally, we sum the cost of all the properties:

The total CP value of the ring is 90 + 104 = **194 CP.**

Considering only its CP value, this item would be legendary and require no attunement (181-210 CP). However, as the ring provides damage resistance that would be easily shareable, attunement should be required for this item (see page 273). Because making it a legendary item that requires attunement would make it too weak, we can settle on very rare with attunement (151-180 CP). Reducing the number of charges to 3 would subtract 26 CP and make the total CP value for the ring 168—perfect!

Fire resistance = 90 CP
One charge = 26 CP
Three charges total = 3 × 26 = 78 CP
Total CP for item = 90 + 78 = **168 CP**

Multiple Targets and Areas of Effect

Many different properties can be made to affect multiple creatures or even an entire area instead of a single creature. For example, you might want to make an item that deals force damage in a line or restores hit points to every ally in a sphere.

The size of AoEs (Areas of Effect) depends on the rarity of the item, as detailed in the AoE Sizes by Rarity table below.

Converting Single-Target Properties. In order to convert a property that affects a single creature into one that affects multiple, take its original CP cost and add the value in the respective 'No Action or Extra Creature' column for each additional creature affected beyond the first. As a rule, AoEs are assumed to affect two creatures. For example, using an action to restrain two creatures for 1 minute (with repeated saves) has a cost of 9 + 30 = 39 CP per use. The CP Cost of Active Damage Bonuses table (page 276) includes the values for AoEs, for convenience.

AoE Sizes by Rarity

Rarity	Line Length (5-ft-wide)	Sphere Radius	Cube Side	Cone Length	Cylinder Radius	Cylinder Height
Common	15 feet	5 feet	10 feet	15 feet	5 feet	20 feet
Uncommon	30 feet	10 feet	20 feet	20 feet	10 feet	40 feet
Rare	60 feet	15 feet	30 feet	40 feet	15 feet	60 feet
Very rare	120 feet	20 feet	40 feet	60 feet	20 feet	90 feet
Legendary	240 feet	25 feet	50 feet	90 feet	25 feet	120 feet
Artifact	360 feet	30 feet	60 feet	120 feet	30 feet	240 feet

Save DC and Attack Modifiers

Some items may have properties that require the target to make a saving throw, or that require the user to make a special attack. When this is the case, the save DC or attack modifier depends on the item's rarity, as detailed in the table below:

Save DC & Attack Modifier by Rarity

Rarity	Save DC	Attack Modifier
Common	11	+3
Uncommon	13	+5
Rare	15	+7
Very rare	16	+8
Legendary	17	+9
Artifact	19	+11

Sight and Range

When should the user be required to see the target of one of your item's properties in order to use it? How far should an effect reach?

Sight. Generally, properties that target a point in space (usually to create an area of effect) don't require sight. Similarly, properties that require you to make an attack roll also don't require sight—you're already penalised if you can't see the target by gaining disadvantage on the attack roll. Most other properties should require sight to be used.

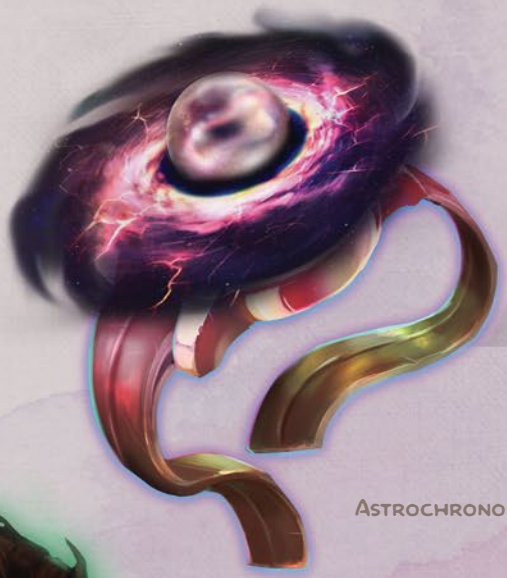
Range. Range is the distance away from the user at which an effect takes place. For an AoE, this is the maximum distance away from the user at which the effect is centred. Range doesn't usually play a significant part in its balance. Most combat takes place within 60 feet of a character, so 60 feet is a good choice for most ranged effects. Increasing it a little more is fitting for effects that should be especially far-reaching, but try not to exceed 120 feet and exercise caution.

Negative Values

Some properties have a CP cost of 1 or lower, often running into the negatives. This means that it's usually not worth using that property over simply attacking as normal. If a property has a negative cost, do not use it in your item; it will inflate the CP budget and throw balance askew. These costs are given anyway to allow for the calculation of effects that target multiple creatures (see 'Multiple Targets and Areas of Effect', page 274).



Juvenile Spawn Elixir



Astrochronometer



Ring of Birdseye Maple

Mohammed Bellafquih

Item Properties

Offensive Properties

These properties allow a magic item's user to deal damage, hit with attacks more reliably, or impose debilitating conditions on enemies. They are often applied to weapons.

Attack and Damage Bonuses

One of the most common and undeniably useful properties a magic weapon can have is an additional bonus to attack and damage rolls made with it, or the ability to passively deal extra damage on a hit. The two tables below provide the CP costs for these properties.

CP Cost of Passive Offensive Bonuses

Attack and Damage Bonus	CP Cost
+1	47
+2	97
+3	150

CP Cost of Passive Damage Bonuses

Extra Damage on Hit	CP Cost	
	Every Hit	Once per Turn
1d4	75	37.5
1d6	105	52.5
1d8	135	67.5
2d4	150	75
1d10	165	82.5
1d12	195	97.5
2d6	210	105
3d4	225	112.5
2d8	270	135
4d4	300	150

Damage per Use

Sometimes, you might want to give an item a property that deals additional damage with a limited number of uses. As described, the CP cost depends on the action required to activate the effect. Note that the cost in the following table is per use; if the property costs 1 charge to activate and you have 5 charges, the CP cost of the property is five times the per-use cost.

Grey Values. If the value on the table is greyed out, it means that it's usually not worth it to spend the indicated action economy on that property.

CP Cost of Active Damage Bonuses

Damage Dice	Single Target - CP per Use			AoE - CP per Use		
	No action	BA or Reaction	Action	No action	BA or Reaction	Action
1d4	2.5	-2	-7	5	1.5	-4.5
1d6	3.5	-1	-6	7	3.5	-2.5
1d8	4.5	0	-5	9	5.5	-0.5
2d4	5	1.5	-4.5	10	6.5	0.5
1d10	5.5	2	-4	11	7.5	1.5
1d12	6.5	3	-3	13	9.5	3.5
2d6	7	3.5	-2.5	14	10.5	4.5
3d4	7.5	4	-2	15	11.5	5.5
2d8	9	5.5	-0.5	18	14.5	8.5
4d4	10	6.5	0.5	20	16.5	10.5
3d6	10.5	7	1	21	17.5	11.5
2d10	11	7.5	1.5	22	18.5	12.5
5d4	12.5	8	3	25	20.5	4*
2d12	13	8.5	3.5	26	21.5	5
3d8	13.5	9	4	27	22.5	6
4d6	14	9.5	4.5	28	23.5	7
6d4	15	10.5	5.5	30	25.5	11
3d10	16.5	12	7	33	28.5	14
5d6	17.5	13	9	35	30.5	16
4d8	18	13.5	8.5	36	31.5	17
3d12	19.5	15	10	39	34.5	20
6d6	21	16	11.5	42	37	21
4d10	22	17	12.5	44	39	23
5d8	22.5	17.5	1.5*	45	40	24
7d6	24.5	19.5	3.5	49	44	28
4d12	26	21	5	52	47	31
6d8	27	22	6	54	49	33
5d10	27.5	22.5	6.5	55	50	34
8d6	28	23	7	56	51	35
9d6	31.5	26.5	10.5	63	58	42
7d8	31.5	26.5	10.5	63	58	42
5d12	32.5	27.5	11.5	65	60	44
6d10	33	28	12	66	61	45
10d6	35	30	14	70	65	49
8d8	36	31	15	72	67	51
6d12	39	34	18	78	73	57

*Does this look odd? See the 'CP Discrepancy' sidebar on the next page for an explanation.

Conditions

Detrimental conditions can be very powerful in a fight. They can grant creatures advantage to hit their foes while imposing disadvantage on the foes' attacks. In general, conditions require a saving throw and last until the end of the target's next turn, or for 1 minute while allowing the target to repeat the saving throw at the end of each of its turns. In this latter case, we consider a condition to last for an average of two rounds.

Exhaustion and Petrification. The table has no values for the exhaustion and petrified conditions. They have been purposefully omitted as they are extremely powerful and difficult to balance.

Multiple Targets. The CP costs in the table below are used when an effect imposes a condition on a single creature. To apply conditions to affect an additional target, see page 274.

Grey Values. If the value on the table is greyed out, it means that it's usually not worth it to spend the indicated action economy on that property. These values have a cost of 1 CP or less, often even negative. Do not use them unless you want to convert the effect into one that affects multiple targets, making the value positive. For example, using an action to restrain one creature until the end of its next turn is generally not worth it (-6 CP). But when it affects one additional creatures, add the 'No Action or Extra Creature' CP of 15, for a total of -6 + 15 CP = 9 CP.

CP Discrepancy

You may have noticed an oddity in some of the damage values presented in the "CP Cost of Active Damage Bonuses" and "CP Cost of Healing & THP" tables. For example, why is the value for 4d10 single-target damage as an action 12.5 but the value for 5d8 single-target damage as an action much less, at 1.5? 5d8 is more than 4d10, so shouldn't it be higher?

This is because these two values are intended to be used at different rarities, and the impact of a character's action is weighed differently at different points in their progression. From 4th to 5th level, player characters receive their biggest power bump: martial characters gain access to Extra Attack, and full spellcasters gain their first 3rd-level spell slots and spells like *fireball*. While *burning hands*' 3d6 AoE damage as an action may seem impressive early on, by the time a martial character gets their first rare item, they can probably deal as much damage or more with an Attack action, without needing to spend any resources.

For an uncommon item, the CP cost of 5d8 single-target damage as an action would be higher than 1.5, but that amount of damage is restricted to rare rarity. Similarly, for a rare item, the value of 4d10 single-target damage as an action would be lower, to the point where it would probably not be worth an action.

CP Cost of Conditions

Condition	Suggested Save Ability	(1 Round)			Repeat Save at End of Turn (2 Rounds)		
		No Action* or Extra Creature	BA or Reaction	Action	No Action* or Extra Creature	BA or Reaction	Action
Blinded	Con	15	10.5	-6	30	25.5	9
Charmed	Wis	9	4.5	-12	18	13.5	-3
Deafened	Con	3	-1.5	-18	6	1.5	-15
Frightened	Wis	9	4.5	-12	18	13.5	-3
Grappled	Str or Dex	3	-1.5	-18	6	1.5	-15
Incapacitated	Con or Wis	38	33.5	17	76	71.5	55
Invisible**	-	15	10.5	-6	30	25.5	9
Paralysed	Con	54	49.5	33	108	103.5	87
Poisoned	Con	7	2.5	-14	14	9.5	-7
Prone***	Str	5	0.5	-16	-	-	-
Restrained	Str	15	10.5	-6	30	35.5	9
Stunned	Con	43	38.5	22	86	81.5	65
Unconscious	Con or Wis	54	49.5	33	108	103.5	87

*Including on an attack hit **This is a beneficial condition; it typically applies to willing, friendly creatures without a saving throw.
***An instantaneous effect without a duration or repeated saving throw

Defensive Properties

Defensive properties allow a magic item's user to avoid taking damage, mitigate damage, or regain hit points. They can be applied to any type of item, but are most common on armour and wearable wondrous items.

Armour Class

A passive bonus to AC is a common staple of defensive magic items, bolstering a creature's defence by making them harder to hit. The table below lists the CP costs for each bonus.

CP Cost of AC Bonuses

AC Bonus	CP Cost
+1	70
+2	140
+3	210

Damage Resistances

The table below lists the CP costs for passive resistance to certain damage types, according to how common these are among monsters in the game. For example, fire and poison are some of the most commonly found damage types, whereas cold is slightly more uncommon, and every other type is relatively rare. It might be wise to adjust these values if your campaign setting distributes damage types differently. Items with these properties always require attunement.

The values of resistance to bludgeoning, piercing, and slashing damage are not included. Because of how ubiquitous those damage types are, permanent resistance to any of them risks breaking the balance of the game.

CP Cost of Damage Resistances

Damage Type	CP Cost
Acid	65
Cold	72
Fire	90
Force	65
Lightning	65
Necrotic	65
Poison	90
Psychic	90
Radiant	65
Thunder	65

Healing & Temporary Hit Points

Do you enjoy dying? No? Then you might need to restore some of those lost hit points, or avoid losing them in the first place with some temporary hit points (THP).

Multiple Targets. Activated effects that heal or grant temporary hit points can be made to affect multiple targets (see page 274 for more information).

Outside of Combat. Just like damage, certain amounts of THP or healing might not be worth an action. However, healing and THP differ from damage in the fact that they can be used outside of combat, making the action economy irrelevant. Because of that, when using healing or THP in an item, **always** use the 'No Action or Extra Creature' value regardless of their action economy, unless at least one of the following is true:

- In the case of THP, they last for 1 minute or less. Because they expire so rapidly, the user will likely need to gain them in battle, making the action economy relevant again.
- The healing or THP has a condition attached that only makes the property usable in battle. For example, an item might have a property that allows you to heal yourself for 2d6 hit points as a reaction to being hit by an attack.

Grey Values. If the value on the table is greyed out, it means that it's usually not worth it to spend the respective action economy on that property. These values have a cost of 1 CP or less, often even negative. Do not use them unless you want to convert the effect into one that affects multiple targets, making the value positive. For example, using an action to heal one creature for 1d6 hit points is generally not worth it in combat (-2.5 CP). But if you can heal three creatures with it, we get -2.5 + 7 + 7 = 11.5 CP.



Happy Healper

Mohammed Bellafquih

CP Cost of Healing & THP

Dice Roll	Healing - CP Value Per Use			THP - CP Value Per Use		
	No action or Extra Creature	BA or Reaction	Action	No action or Extra Creature	BA or Reaction	Action
1d4	5	0.5	-4.5	3.75	-0.75	-5.75
1d6	7	2.5	-2.5	5.25	0.75	-4.75
1d8	9	4.5	-0.5	6.75	2.25	-2.75
2d4	10	5.5	0.5	7.5	3	-2
1d10	11	6.5	1.5	8.25	3.75	-1.25
1d12	13	8.5	3.5	9.75	5.25	0.25
2d6	14	9.5	4.5	10.5	6	1
3d4	15	10.5	5.5	11.25	6.75	1.75
2d8	18	13.5	8.5	13.5	9	4
4d4	20	15.5	10.5	15	10.5	5.5
3d6	21	16.5	11.5	15.75	11.25	6.25
2d10	22	17.5	12.5	16.5	12	7
5d4	25	20.5	4*	18.75	14.25	9.25
2d12	26	21.5	5	19.5	15	10
3d8	27	22.5	6	20.25	15.75	10.75
4d6	28	23.5	7	21	16.5	11.5

*Does this look odd? See the 'CP Discrepancy' sidebar on page 277 for an explanation.

Saving Throws

Gaining advantage on a saving throw is a very powerful ability that can protect a magic item's user from some of the nastiest effects the game has to offer.

Multiple Targets. Activated effects that grant advantage on a saving throw can be made to affect multiple targets (see page 274 for more information).

CP Cost of Saving Throw Advantage

Saving Throw	CP Cost - Passive	CP Cost per Use		
		No action or Extra Creature	BA or Reaction	Action
Dex or Wis	125*	25	20.5	4
Con or Str	75*	25	20.5	4
Cha or Int	25*	25	20.5	4

*Items with these properties ALWAYS require attunement.



Banner of Bloody Transfusion

Mohammed Bellafquih

Spells

Due to how numerous and diverse they are, spells are some of the best ways to add power and flavour to your magic items. The following table gives a CP cost for each casting of a spell based on the level of the spell.

Remember: unless specified otherwise, spells cast from an item are cast at the lowest possible level and use their regular casting time. Cantrips cast from an item don't scale unless the item explicitly states they do.

CP Cost of Spells

Spell Level	CP Cost per Use	
	At Will*	Per Use
Cantrip	10 or 21**	5
1st level	70*	14
2nd level	140	26
3rd level	—	35
4th level	—	44
5th level	—	56
6th level	—	67
7th level	—	76
8th level	—	85
9th level	—	99

*Never include *magic missile* or *shield* as spells that can be cast at will from an item.
**If the cantrip doesn't scale, this is worth 10 CP. If it scales with player level, it is worth 21 CP instead.

Modifying Spell Level. Some of the values for spells may not correspond to the spell's actual power; spells like *fireball* and *lightning bolt* are deliberately overpowered and actually do more damage than a 3rd-level spell should. Furthermore, spells like *entangle*, which applies a debilitating condition (restrained) across a large area of effect, are also more powerful than their level would indicate. In order to maintain balance between spells and other effects, treat certain spells as having a different effective level (and thus CP cost) than their spell level would indicate. Those spells are presented below:

Spells with Increased Effective Level

Spell	Original Level	Effective Level	New CP Cost
Entangle	1st	2nd	26
Shield	1st	2nd	26
Fireball	3rd	4th	44
Hypnotic pattern	3rd	4th	44
Lightning bolt	3rd	4th	44
Slow	3rd	4th	44
*The bends**	3rd	4th	44
Cone of cold	5th	6th	67

*See Appendix A

Spells with Decreased Effective Level

Spell	Original Level	Effective Level	New CP Cost
Barkskin	2nd	1st	14
Find traps	2nd	1st	14
Sleet storm	3rd	2nd	26
Speak with dead	3rd	2nd	26
Speak with plants	3rd	2rd	26
Locate creature	4th	3rd	35
Flame strike	5th	4th	44



Black Bloom

Michelle Mueller

Utility

This section is dedicated to additional effects that don't fit in the previous three categories, such as additional proficiencies, advantage on ability checks, or extra weapon properties.

Skills & Ability Checks

Don't underestimate the power of ability checks! An opportune use of Stealth or a clever instance of Persuasion might mean the difference between life and death. Skills and tools are divided below according to how often they are generally used, which lists the CP costs for proficiency in the skill or advantage on ability checks using that skill.

CP Cost of Ability Check Bonuses

Ability Check	CP Cost		
	Proficiency	Passive Advantage	Advantage on One Check per Use
Acrobatics, Athletics, Initiative*, Perception, Stealth	20	25	5
Deception, Insight, Intimidation, Investigation, Persuasion	15	19	3.5
Arcana, Medicine, Sleight of Hand, Survival, all tools	10	12.5	2.5
Animal Handling, History, Nature, Performance, Religion, gaming set, musical instrument	5	5	1

*A creature shouldn't have proficiency in initiative rolls.

Others

Magic items can have a whole plethora of effects. Unfortunately, describing them all could fill a whole book, but a few extra effects that might come in handy have been described in the table below, along with their CP costs.

CP Cost of Other Properties

Property	CP Cost
Additional beneficial weapon property (e.g. Finesse, Light, Reach, Thrown)	30
Climbing or swimming speed of 30 feet or equal to walking speed	20
Climbing or swimming speed of 60 feet	40
Darkvision out to 30 feet	20
Darkvision out to 60 feet	40

Pitfalls to Avoid

Some features are just too powerful, and break game balance even if they fit the CP range for the item. When making magic items, avoid the following:

Bag of Rats. Avoid effects that can be triggered by reducing a creature to 0 hit points without implementing some other sort of limit. A player can easily break an effect like this by having their character carry around a bag of rats (or other weak creatures) to trigger them whenever they please. Requiring the creature to be of a certain size (Small or larger) or a minimum CR helps prevent this exploit.

Damage Immunity. Damage immunity is a very powerful effect. Despite the fact that it exists in some of the items in the SRD, we advise steering clear of it due to the potential it has to deeply affect the game's balance.

Guaranteed Effects. In general, no effect should automatically be applied to a target, unless the target is willing. This means there always has to be some event, such as hitting with an attack or failing a saving throw, before a target becomes debilitated or takes damage. The exception to this rule is effects that still take place even on a successful saving throw, which can be limited in a different fashion (see next paragraph).

Unlimited, Guaranteed Damage. It is an unwritten rule within 5th edition that no class feature, magical effect, or item property should permit a player to deal guaranteed damage without having some other sort of limit. For example, effects that deal 'half damage on a failed save' should never be able to be used 'at will'. Instead, they should either deal no damage on a failed saving throw (like cantrips), or have a limited number of uses per day, either by expending uses of features like Channel Divinity, recharging on a rest, or expending an item's charges.

Putting Your Item Together

You have your idea for an item and a list of properties to pick from. All you need to do now is to put them all together! Here's an example of how this would progress.

Step 1 - Metadata and CP Range

Select the item's type, its rarity, and whether or not it requires attunement. Alternatively, you can complete steps 2 and 3 below and then determine the item's metadata based on the item's CP value.

Example. Let's say that we want to make a rare shortbow that doesn't require attunement. Our CP range for this item is 76-100 CP, as shown on the 'CP Range by Rarity' table on page 271.

Step 2 - Desired Properties

Choose the effects you want the item to have. Make sure that the item's rarity and attunement is appropriate for that type of effect. Determine the values of any save DCs or attack bonuses the item might require from the 'Save DC & Attack Modifier by Rarity' table on page 275. If the item creates an AoE, determine its size from the 'AoE Sizes by Rarity' table on page 274.

Example. We want our bow to be themed around fear, so let's give it some passive psychic damage on each hit. To further this concept, we could add some type of terrifying effect, so how about shooting an arrow that releases a banshee's scream, inflicting the frightened condition in an area for 1 minute?

We want this to affect creatures in a sphere; the table on page 274 tells us this area should have a 15-foot radius. The table on page 275 dictates a save DC of 15 for rare items. The table on page 277 suggests a Wisdom saving throw for the frightened condition. This is a strong effect, so let's make it take an action and give the item some charges, requiring the user to expend 1 charge to use this property. We'll let this ability take place within the normal range of your weapon.

Step 3 - Calculating CP

After we calculate the CP cost for each property, we can add them all together and see if it falls in the bounds of a rare, non-attunement magic item (76-100 CP). If the final CP value is outside the range for your chosen rarity and attunement, adjust either the metadata (Step 1) or the effects (Step 2) until they're in balance.

Example. We want two things: extra damage on a hit and a horrifying effect that frightens foes.

Extra damage: The lowest we can go is 1d4 extra damage per hit, which is already worth 75 CP—quite a big chunk of our 76-100 CP budget! In this case, it might be better for us to return to Step 2 and rethink this. Maybe the bow only deals extra damage once on each of your turns. If that's the case, we can pick 1d6, which is worth **52.5 CP**.

Shrieking shot: The frightened condition as an action (with a repeated save at the end of turn) is worth -3 CP. To make it into an AoE, we add the value on the 'No Action or Extra Creature' column (again, with a repeated save at the end of its turn). -3 + 18 = 15 CP. Let's say the bow has 3 charges, giving us a final CP cost of 15 x 3 = **45 CP**.

Total CP: Add them together: 52.5 + 45 = **97.5 CP.** This is within our CP range!

Step 4 - Flavour and Lore

All that's left now is coming up with the name of your item and a brief description for it! What does the item look like? Why was it first created? Does it have any history? Who used it in the past, and how?

It might also be a good idea to add a little context to your properties, so that it's clear how you are managing to do something (in our example, you are frightening creatures by shooting an arrow that emits a scream).

Example. Here's how our fearsome bow might look like when everything is put together:

Banshee's Bow

Weapon (shortbow), rare

It is said that the spirit of a mourning banshee lingers in this weapon, eager to share its sorrow with the world. Sometimes, in the dead of night, soft weeping can be heard coming from the bow.

This bow deals an extra **1d6** psychic damage to the first target it hits on each of your turns. It has **3 charges** and regains **all** expended charges daily at dawn.

Shrieking Shot. As an action while holding this bow, you can expend **1 charge** to shoot a spectral arrow at a point within the normal range of your weapon. The arrow emits a blood-curdling scream on impact and remains embedded in the surface for the next **minute**. Each creature in a **15-foot-radius sphere** centred on that point must succeed on a **DC 15 Wisdom saving throw** or be **frightened** of the arrow for the duration. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Advanced Rule: Combining Properties

The properties listed so far are only a simple base for you to build on. Many of them can be re-flavoured and combined in different ways, allowing you to create brand new properties for your magic items. Don't be afraid to unleash your creativity and experiment, but remember that creating homebrew content always has the chance of upsetting game balance. It's alright to tweak and rebalance your items after you've created them!

CP per Turn. When allowing multiple effects to happen on a single turn, you might end up with a property that outputs a lot of CP worth of effects in one burst. In this case, even if the CP is within the item's budget, the property might be too powerful. You can avoid this by ensuring that the maximum amount of CP that a property can output per turn doesn't exceed the values in the table below.

Max CP Expendable per Turn

Rarity	Max CP Expendable per Turn
Common	6
Uncommon	15
Rare	36
Very rare	56
Legendary	90
Artifact	91+

Example: Leeching Wand

Here is an example of an item built by combining several different properties into a new, unique one.

Step 1 - Metadata and CP Range

We want this to be an uncommon wand that requires attunement. Our range is 51-75 CP.

Step 2 - Desired Effects

This wand will have a single property, but it will be rather complex. This property will expend charges to place a debilitating curse on a foe, allowing the user to drain the target of its life to invigorate the user.

We'll represent this curse using the poisoned condition. It'll take an action to use, require a Constitution saving throw, and last for 1 minute with a repeated saving throw. Because of our rarity, the save DC for this will be 13.

In addition, while the creature is poisoned in this way, we'll give the wand's user the ability to use a bonus action to force the creature to make another Constitution saving throw, dealing some damage to it—necrotic damage can represent it wasting away—and regaining hit points equal to half the damage dealt.

Step 3 - Calculating CP

Now we calculate the CP for our curse.

Life-draining curse: As an action, apply the poisoned condition to a single target for 1 minute with repeated saves. The value for this is **-7 CP**. Normally, we shouldn't use these negative values, but by the time we're finished, this property will be worth a lot more!

Necrotic damage: As a bonus action, deal 2d8 necrotic damage on a failed save, or half as much damage on a successful one—**5.5 CP**. Additionally, when a condition lasts for 1 minute or until the affected creature succeeds on its saving throw, it's expected to last for 2 turns; you can take this bonus action twice on separate turns! 5.5 x 2 = **11 CP**.

Healing: Finally, we heal for half of the necrotic damage: 1d8. Healing like this doesn't take additional action economy, so use the CP cost for 1d8 healing on the 'No Action or Extra Creature' column: **9 CP**. We already know that the user can deal the necrotic damage twice, so the user can heal twice as well. 9 x 2 = **18 CP**.

CP Cost per Charge: Now we sum the costs of all the effects: -7 + 11 + 18 = **22 CP.** Note that the final value for our property is above the Max CP Expendable per Turn. However, this effect takes place over the course of two turns, so the CP/turn is 11 CP—an acceptable value.

Total CP: Let's give the item 3 charges and make the user expend 1 charge to use this property. 3 x 22 = **66 CP**, which is within the correct CP range!

Step 4 - Flavour and Lore

Once we add the finishing touches, the final result might look something like this:

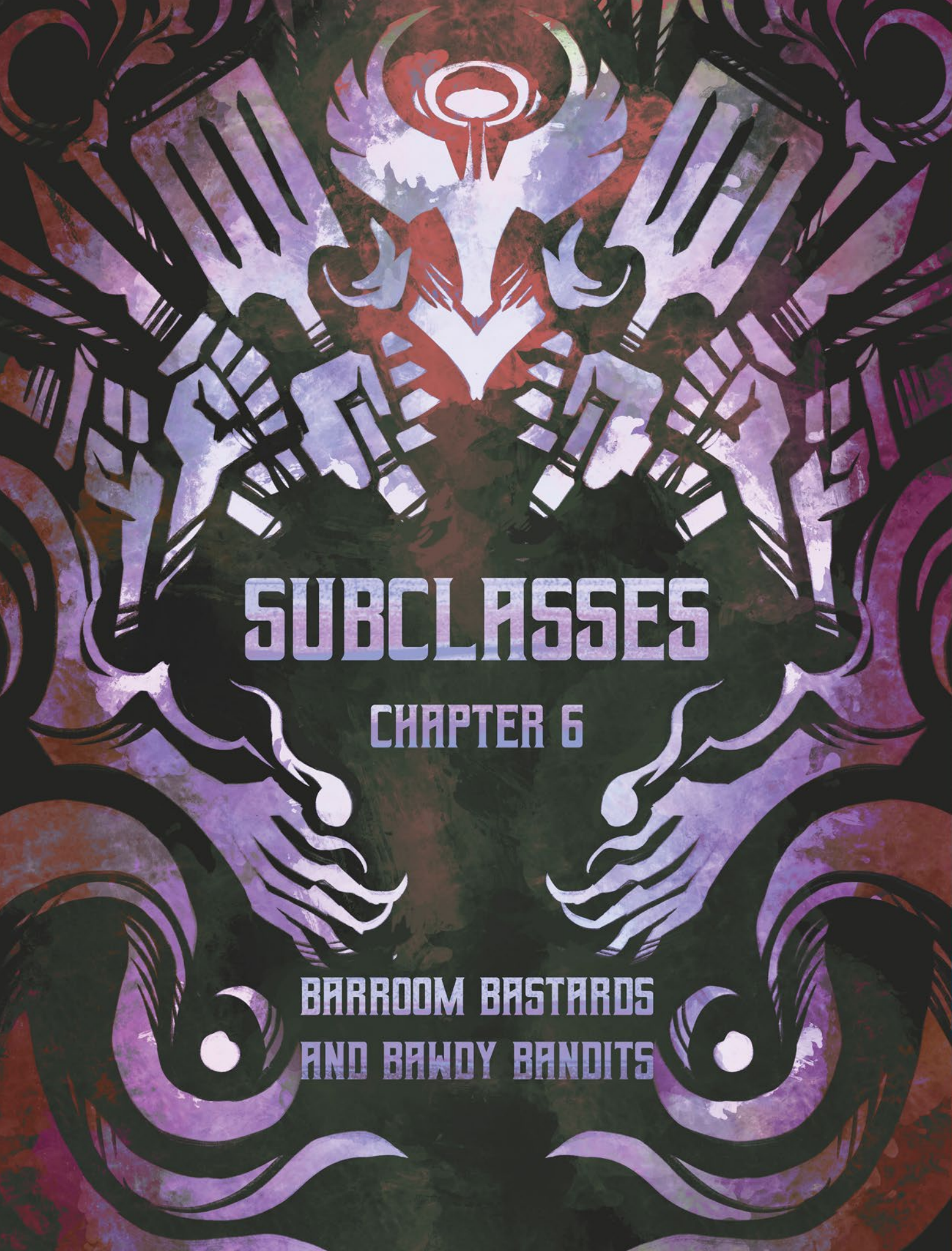
Leeching Wand

Wand, uncommon (requires attunement)

This sinister wand is made of dark, gnarled wood, and seems to drain the life force of those who touch it. The wand has **3 charges** and regains **all** expended charges daily at dawn.

Life-Draining Curse. As an action while holding the wand, you can expend **1 charge** to attempt to curse a creature you can see within **30 feet** of you. The creature must succeed on a **DC 13 Constitution saving throw** or be **poisoned** for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

As a bonus action you can drain the vitality of a creature within **30 feet** of you that is cursed in this way. The creature must make a **DC 13 Constitution saving throw**, taking **2d8** necrotic damage on a failed save, or half as much damage on a success. You regain hit points equal to half the necrotic damage dealt.



SUBCLASSES

CHAPTER 6

BARROOM BASTARDS AND BAWDY BANDITS

Chapter 6: Subclasses

All sorts pass through taverns. Vagabonds, adventurers, runaway princesses heading to another castle. But some folk can call a tavern home; they have its beer-soaked dirt under their nails and bar nut oil greasing their foreheads.

— L'Arsene, Avoider of Brawls

Taverns bring folk from all walks of life together. Whether it be to shelter from a passing forcestorm, play roulette and eat a 'bona fide meat pie', or win coin using a deck of tricksy mimic cards. With new faces comes new information, and those who know how to charm the drunk and disorderly can often come away from such interactions furnished with a suite of new rumours. This chapter provides bar-themed subclass options for the barbarian, bard, cleric, fighter, monk, rogue, and tamer.

Tamer Class

The monster tamer is a class introduced in *Heliana's Guide to Monster Hunting*. It can capture creatures in specially-made vessels, become companions as it bonds with them, and then fight alongside them in battle. To get a free PDF of the tamer class and one of its subclasses, scan or click the QR code below, or type in the URL.

heliana.lt/Tamer



Jesse Jackdaw Burns; Previous: Jesse Jackdaw Burns

Barbarian

Path of the Brewmaster

The right drink is welcome on any occasion. Mayhaps you want to invigorate your body ahead of a bloody brawl, ruminate over a moral quandary, celebrate a sensational dragon slaying, or fill your veins with liquid bread after a hard day's slog through the elements. Knowing which drink to suggest for which occasion—and having that drink on hand—is what separates a lay brewer from a brewmaster.

For a brewmaster, the act of brewing—a process which can take months—is a practice in mindfulness. Carrying their barrels and demijohns from place to place, you would be mistaken to construe these individuals as peaceful. This apparent tranquillity is but the calm before the storm, for when a brewmaster enters a rage, they do so fueled by the fermented products of their labours.



Brewer

3rd-Level Path of the Brewmaster Feature

Years spent experimenting in breweries and kombucha clubs have given you a taste for fermentation and experience in bar room brawls. You gain proficiency with brewer's supplies and improvised weapons, and you have a **+1 bonus** to attack and damage rolls you make with improvised weapons. When you reach 6th level in this class, attacks made with improvised weapons count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When you reach 10th level in this class, the attack and damage bonus increases to **+2**.

Ancestral Spirits

3rd-Level Path of the Brewmaster Feature

The act of refining ingredients, maintaining special yeast cultures, and carefully monitoring a brew's progress is a ritualistic practice through which you find connection with your forebears and the natural world around you. The beverages you brew are fortified with the spirits of your ancestors, imparting enhanced benefits to you.

When you finish a long rest, you can use brewer's supplies to prepare a number of beverages equal to the number shown for your barbarian level in the Rages column of the Barbarian table (maximum 6), choosing from the list below (you can choose the same option more than once). When you enter a rage, you can imbibe one of these beverages (choosing from those that you prepared) as part of the bonus action you use to enter the rage, gaining its benefits for the duration of the rage. Undrunk beverages lose their potency when you finish a long rest.

Kefir. A nutritious, creamy beverage, kefir fortifies your body. You have **advantage** on Constitution saving throws.

Kombucha. A stimulating blend of fermented teas, this bubbly drink hones your reactions. You gain an additional reaction each round that can be used only to make opportunity attacks. You can take only one reaction per turn.

Mead. Sweet, honey mead fuels your body. Your walking speed increases by **10 feet** and opportunity attacks made against you have **disadvantage**.

Sake. Strongly alcoholic, this clear liquid lends you a bloody, single-mindedness. You have **advantage** on Wisdom saving throws.

Stout. Dark, liquid bread is a bona fide meal replacement. You gain **1d4** temporary hit points at the start of each of your turns. If you have fewer than half your maximum hit points, you instead regain **1d4** hit points These dice both increase to **1d8** when you reach 10th level in this class.



Ognjen Sporin; Previous: Ognjen Sporin; page 285; Mukhlis "Sinlaire" Nur

Brewer's Gut

6th-Level Path of the Brewmaster Feature

Over time, you've imbibed an amalgam of experimental yeasts that have fortified your gut. When you finish a short or long rest, you gain one of the following benefits of your choice, which lasts until you finish a short or long rest:

- **Beer Jacket.** You have **resistance** to cold damage.
- **Guts of Steel.** You have **resistance** to poison damage.
- **Liquid Courage.** You are **immune** to the frightened condition. As a bonus action, you can give a frightened creature that is friendly to you and within your reach a good-natured slap, allowing it to repeat the saving throw against the condition with **advantage**.

Drinking Buddies

10th-Level Path of the Brewmaster Feature

Sharing is caring. During a short or long rest, you can spend **30 minutes** crafting a pitcher of beverages for up to **10** creatures. At the end of the rest, all creatures that drink your beverage gain your choice of one of the following benefits until it next finishes a short or long rest. Undrunk beverages lose their potency when you finish a short or long rest.

Ginger Ale. Fiery and stimulating, one can react quickly. The creature has **advantage** on initiative rolls.

Pulque. Good accompaniment for a drinking song. The creature gains a bonus to Charisma checks equal to your Constitution modifier (minimum bonus of +1).

Warm Cider. A wholesome beverage. The creature gains **3** temporary hit points at the start of each of its turns.

Fermented Binge

14th-Level Path of the Brewmaster Feature

You have grown a strain of super yeast within yourself that you can activate when you enter a rage. When you drink one of the beverages from your Ancestral Spirits feature, you can enhance the drink to gain an additional benefit based on its type.

Kefir. You are **immune** to poison damage and the poisoned condition, and you have **advantage** on saving throws made to avoid or end the exhaustion condition on yourself.

Kombucha. Creatures provoke an opportunity attack from you when they move within your reach.

Mead. Your walking speed increases by an additional **10 feet** (20 feet total increase), and you can take the Disengage action as a bonus action on each of your turns.

Sake. You have **resistance** to psychic damage and are **immune** to the charmed condition.

Stout. The number of hit points regained or temporary hit points gained from this drink is doubled.

After you have used this feature, you can't do so again until you finish a short or long rest.

Bard

College of Mixology

A bard of the College of Mixology considers themselves every bit an artist as any painter or musician. After all, does the playful glint of a glass bottle pirouetting through the air in a perfect arc not compare to a graceful arabesque? Does the exquisite blend of carefully curated flavours not bring to mind the mixing of colours on a canvas? And does the feeling of a gentle buzz not relax the soul like the delicately plucked strings of a harp?

Adventurous experimenters and eccentric visionaries at heart, mixologists often clash in matters of palate and presentation with bards of the College of Cuisine. These sister colleges maintain a heated rivalry, periodically holding grand competitions that result in meals so sublime, they have been known to make seasoned connoisseurs cry at first taste.

Flair Bartending

3rd-Level College of Mixology Feature

With impeccable showmanship and nary a spilled drop, you've learned to dazzle audiences by dexterously manipulating your mixology tools. You gain proficiency with brewer's supplies and can use them as a spellcasting focus for your bard spells.

As an action, you can begin a mixological show which lasts up to **1 minute**. You must use your action at the start of each of your turns to continue this performance; if you don't, it ends immediately. When the performance starts, make a **Dexterity (brewer's supplies)** check. Creatures of your choice within **30 feet** of you that can see you whose passive Insight score is lower than the result of your check are distracted by your performance, gaining **disadvantage** on Perception checks for the duration of the show.

If you roll a **1** on the d20, you drop some of your tools and the effect fails to occur. The threshold to drop your tools subsequently increases by **1** each time you make a Dexterity (brewer's supplies) check using this feature, resetting to 1 when you finish a short or long rest.



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Pick Your Poison

3rd-Level College of Mixology Feature

Expertly combining only the finest ingredients, you've learned to make delicious beverages that delight even the dourest dwarf. You can use a set of brewer's supplies to prepare a special cocktail over the course of **1 minute**. When you do, select up to two different ingredients from the table below, which you magically conjure to mix the cocktail. A creature can drink a cocktail as an action, gaining the effects of the chosen ingredients, which last for **10 minutes** or until the creature drinks another cocktail. A cocktail that isn't consumed loses its potency when you finish a long rest.

Ingredient	Effect
Celestial citrus juice	The creature regains **1d8** hit points, which aren't lost after the effect ends.
Drow rum	The creature gains darkvision out to a range of **30 feet**. If it already has darkvision, its range is increased by **30 feet**.
Dwarven whiskey	The creature gains **2d6** temporary hit points.
Elemental gin	The creature gains **advantage** on initiative rolls.
Sea elf seltzer	The creature gains a swimming speed equal to its walking speed.
Extraplanar vodka	The creature gains a **+1 bonus** to the damage rolls of its weapon attacks.
Feyberry syrup	The creature's walking speed is increased by **5 feet**.
Gnomish coffee liqueur	The creature's jump distance is doubled.

You can use this feature to create a cocktail a number of times equal to your Charisma modifier (minimum once), and you regain all expended uses when you finish a long rest.

Barside Therapy

6th-Level College of Mixology Feature

You are a seasoned expert at dealing with the inebriated and have a few tricks up your sleeve to make the sober become intoxicated. You have **advantage** on ability checks made to interact socially with poisoned creatures and, when you make a cocktail with your Pick Your Poison feature, you can overload it with magically potent alcohol instead of choosing ingredients. A creature that drinks this cocktail must succeed on a **Constitution saving throw** against your **bard spell save DC** or be **poisoned** for **10 minutes**.

Quick Fix

6th-Level College of Mixology Feature

Pain you as it might, you can rush your creative process to prepare one of your cocktails on the spot. As a bonus action, you can expend one use of your Bardic Inspiration to prepare a cocktail with your Pick Your Poison feature, and either drink it or toss it to a willing creature you can see within **30 feet** of you, who can immediately use its reaction to drink it.

Garnish

14th-Level College of Mixology Feature

Presentation matters, and you've learned to take your drinks to the next level with some tasteful embellishments, magical replicas of creature parts that you conjure out of thin air. Whenever you make a cocktail with your Pick Your Poison feature, you can select one of the ingredients from the table below as garnish, which provides an additional effect for the cocktail's duration.

Ingredient	Effect
Aberration eye	The creature gains blindsight to a range of **30 feet**.
Celestial feather	The creature gains a flying speed equal to its walking speed.
Construct gear	The effects of the cocktail last for **1d4** hours instead of 10 minutes.
Dragon scale	Choose acid, cold, fire, lightning, or poison when you make the cocktail. The creature gains **resistance** to that damage type.
Fiend horn	The creature gains **advantage** on saving throws against spells and other magical effects.

Optional Rule: Cocktail Potions

Whenever you make a cocktail with a garnish using your Pick Your Poison feature, you can choose to substitute the garnish for an equivalent creature part harvested using the Harvesting rules in *Heliana's Guide to Monster Hunting*, and expend a spell slot of 3rd-level or higher in the process. This expends the creature part, but the resulting cocktail doesn't lose its potency when you finish a long rest.

You can have a number of cocktails prepared in this way equal to your Charisma modifier. If making a new one would put you over this limit, the oldest cocktail loses its potency.

Cleric

Festivity Domain

Worshipping deities like Dionysus, Bacchus, Sucellus, and Inari, clerics of the Festivity domain spread joy and frivolity wherever they roam. If not kept in check, the most insignificant gathering can spin out of control to become a roiling crowd of jubilation as the cleric miraculously finds food and drink with which to incite a celebration.

Indeed, tales abound of clerics of Festivity infiltrating fortified citadels under siege, instigating exuberant carousing, and leaving their fellow merrymakers collapsed and exhausted after expending every last iota of energy. It is then a simple task for a waiting army to enter the city and lock their fatigued foes in chains. As the ancient proverb goes, "there is no celebration comparable to a cleric's celebration, for a cleric's celebration does not cease".

Domain Spells

1st-Level Festivity Domain Feature

You gain domain spells at the cleric levels listed in the Festivity Domain Spells table. See the Divine Domain class feature for how domain spells work.

Festivity Domain Spells

Cleric Level	Spells
1st	*charm person, heroism*
3rd	*protection from poison, sugar rush**
5th	*create food and water, hypnotic pattern*
7th	*freedom of movement, Humperdink's irresistible revelry**
9th	*endure*, purple rain**

*See Appendix A



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Reveler's Resilience

1st-Level Festivity Domain Feature

You refuse to let your carousing be interrupted by something as trivial as a little pain. When you fail a saving throw to maintain concentration on a spell, you can use your reaction to reroll that saving throw. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Life of the Party

1st-Level Festivity Domain Feature

You're an expert celebrant, armed with a plethora of tricks to liven up any party and a silver tongue to charm other guests. You learn the *flare* cantrip (see Appendix A). This doesn't count against the number of cantrips you know.

In addition, you can use your Wisdom modifier in place of your Charisma modifier when making Charisma checks and Charisma saving throws.

Channel Divinity: Invoke Festivities

2nd-Level Festivity Domain Feature

You can use your Channel Divinity to conjure an atmosphere of celebration and merrymaking, lifting the spirits of your allies and imbuing them with the power of revelry. As an action, you present your holy symbol and choose up to three friendly creatures you can see within **30 feet** of you and one of the festivals below. The chosen creatures gain the benefits of the chosen festival until the end of your next turn.

- ***Blossom Festival.*** You celebrate the growth of new life after the harshness of winter, and the beauty and vigour of youth. A creature regains **1d8** hit points at the start of its turn and deals an extra **1d8** radiant damage the first time it hits with an attack on its turn.
- ***Midsummer Festival.*** You celebrate long days and hot weather, as well as the sense of freedom they provide. A creature's speed increases by **15 feet**, and it deals an extra **1d8** fire damage the first time it hits with an attack on its turn.
- ***Harvest Festival.*** You celebrate nature's bounty and reap the rewards of your hard work. A creature deals an extra **1d8** necrotic damage the first time it hits with an attack on its turn, and it gains temporary hit points equal to the necrotic damage dealt, which last for **1 minute**.
- ***Midwinter Festival.*** You celebrate your community, banding together to endure the coming cold. A creature gains a **+1 bonus** to its AC and deals an extra **1d8** cold damage the first time it hits with an attack on its turn.

Afterparty

6th-Level Festivity Domain feature

Your celebrations have become so momentous that their effects linger even after they come to an end, leaving your allies invigorated and your foes exhausted. When a creature stops being under the effect of your Channel Divinity or a spell of 1st level or higher that you cast, one of the following effects takes place:

- If the creature is friendly to you, it gains **2d6** temporary hit points that last for **10 minutes**.
- If the creature is hostile to you, it gains **disadvantage** on the next attack roll it makes within **10 minutes**.

Potent Spellcasting

8th-Level Festivity Domain Feature

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

The Grand Revelry

17th-Level Festivity Domain Feature

When you use your Invoke Festivities, you can choose to augment it, transforming it into the festival of the year. If you do, the effects last for **1 minute** instead of until the end of your next turn, and, in addition to the friendly creatures, you can also choose up to three hostile creatures you can see within **30 feet** of you, inviting them to take part in your celebrations. Each hostile creature must succeed on a **Wisdom saving throw** or suffer the following effects for the duration, depending on the chosen festival:

- ***Blossom Festival.*** The creature is **charmed** by you, and whenever it takes radiant damage, it takes an extra **1d8** radiant damage.
- ***Midsummer Festival.*** The first attack roll made against the creature each turn is made with **advantage**. Whenever the creature takes fire damage, it takes an extra **1d8** fire damage.
- ***Harvest Festival.*** The creature has **disadvantage** on attack rolls, and whenever it takes necrotic damage, it takes an extra **1d8** necrotic damage.
- ***Midwinter Festival.*** The creature's speed is reduced to **0 feet**, and whenever it takes cold damage, it takes an extra **1d8** cold damage.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a long rest.



Fighter

Tavern Brawler

The taste of ale-soaked floorboards is a familiar flavour to Tavern Brawlers. Whether they've been thrown to the ground in a glorious takedown, blocked an improvised weapon with their teeth, or tackled a foe into a pile of flailing limbs, Tavern Brawlers cherish the memory of every scuffle that hasn't been knocked out of their brains.

Though most inns and pubs decry barroom brawls as unnecessarily damaging and expensive affairs, celebrated carpenter and philosopher Lottaw Ood proposed that without the constant kerfuffles, woodworkers and the entire lumber industry might collapse. In fact, more shrewd carpentry guilds have opened "Brawl-Inns"; taverns with dedicated brawling areas and a microtransaction economy that encourages fighters to purchase chairs with which to clout their fellow patrons.

Barroom Wrestler

3rd-Level Tavern Brawler Feature

Brawler Dice. You've learned techniques that are fueled by special dice called Brawler dice, which are **d4**s. You have a number of these dice equal to twice your proficiency bonus. You regain all your expended Brawler dice when you finish a long rest.

When you reach certain levels in this class, the size of your Brawler dice increases: at 5th level (**d6**), 11th level (**d8**), and 17th level (**d10**).

Saving Throws. Some of your techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Strength modifier

Brawler Techniques. The techniques below use your Brawler dice. Creatures more than one size larger than you automatically succeed on any saving throws or contested checks against these techniques' effects.

Bind. *Prerequisite: target grappled.* When you make an unarmed strike with a free hand against a creature you are grappling, you can expend one Brawler die to force an additional contested grappling check instead of an attack roll. On a success, you deal the strike's normal damage plus extra damage equal to one roll of your Brawler die, and the creature is **restrained** until the grapple ends or you use one of the hands you have grappling the target for something else.

Chokehold. *Prerequisite: target restrained.* While you have a humanoid restrained (for example, by your Bind technique), you can use an action to expend one Brawler die and attempt to cut off the creature's blood supply. The creature must make a **Constitu-**

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tion saving throw. On a failure, it takes bludgeoning damage equal to your Strength modifier plus two rolls of your Brawler die and immediately begins to be strangled until it is no longer restrained by you. On a success, it takes half as much damage and doesn't begin to be strangled.

A creature that is being strangled remains conscious for a number of rounds equal to its Constitution modifier (minimum 1), and falls **unconscious** at the start of its next turn. A creature that is made unconscious in this manner regains consciousness if it takes any damage. If you continue to choke a creature beyond this point, it begins suffocating. If you release the creature, it remains unconscious for **1d20 + 10 minutes**.

Smash. *Prerequisite: hit with improvised weapon melee weapon attack.* When you hit a creature with a melee weapon attack using an improvised weapon, you can expend one Brawler die to deal extra bludgeoning, piercing, or slashing damage (GM's decision) equal to one roll of your Brawler die. The object takes an equal amount of damage, possibly destroying it.

Takedown. *Prerequisite: target grappled.* When you make an unarmed strike against a creature you are grappling, you can expend one Brawler die to force an additional contested grappling check instead of an attack roll. On a success, you deal the strike's normal damage plus extra damage equal to one roll of your Brawler die as you throw the target to the ground where it lands **prone**.

Inn-habitor

3rd-Level Tavern Brawler Feature

Your familiarity with patrons of bars and inns has left you adept at sensing their motives. You have **advantage** on Insight, Intimidation, and Persuasion checks against creatures that have been drinking.

Tavern Tussler

3rd-Level Tavern Brawler Feature

You've learned to use whatever weapons might be close at hand, often surprising foes with your ingenuity. You are proficient with improvised weapons and your unarmed strikes and improvised weapon attacks can deal damage equal to **1d4** + your Strength modifier on a hit. This damage die increases when you reach 5th level (**1d6**), 11th level (**1d8**), and 17th level (**1d10**) in this class.

Improviser. You can pick up an object within your reach as part of the attack you make with that object. In addition, the first time you make an attack with an improvised weapon you picked up on that same turn, that attack scores a critical hit on a roll of 19 or 20.

Strangulation & Suffocation

Strangulation is a new concept introduced for this subclass and acts like a less extreme version of suffocating. In both cases, when a creature begins to be strangled or begins suffocating, it can act as normal for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of the creature's turn after this period has elapsed, the creature falls unconscious.

The difference between being strangled and suffocating is that when a suffocating creature falls unconscious it also drops to 0 hit points, is dying, and can't regain hit points or be stabilized until it can breathe again, whereas a strangled creature remains unconscious for 1d20 + 10 minutes, and wakes if it takes any damage.

Chokehold Example. On round 1, the Tavern Brawler, who has a thug restrained, uses the chokehold technique on the thug. The thug fails its Constitution saving throw and begins to be strangled. Because the thug has a +2 Constitution modifier, it has 2 rounds to act before it falls unconscious. The thug takes its turn after the fighter, so on its turn of rounds 1 and 2, the thug tries and fails to break the Tavern Brawler's grapple, meaning it stays restrained and continues to be strangled. At the start of the thug's turn on round 3, the thug falls unconscious. If the Tavern Brawler continues to maintain the grapple and thus keep the thug restrained, the thug begins suffocating. At the start of the thug's turn on round 5, the thug would succumb to suffocation, drop to 0 hit points, and begin dying.

Twisting Grapples

7th-Level Tavern Brawler Feature

You can attempt to grapple a creature as a bonus action on your turn, and you have **advantage** on attack rolls you make against creatures you are grappling. In addition, when you successfully apply the grappled condition to a creature, you can choose to painfully twist, dealing bludgeoning damage to the creature equal to a roll of your unarmed strike die plus your Strength modifier.

Uncanny Technique

10th-Level Tavern Brawler Feature

You can add double your proficiency bonus to contested Strength (Athletics) checks you make. When you make an ability check to grapple a creature or to escape a grapple, you can treat a d20 roll of 9 or lower as a **10**.

Tavern Regular

15th-Level Tavern Brawler Feature

Years spent anticipating conflict in inns and taverns has given you a preternatural danger sense. You have **advantage** on initiative rolls, and you gain proficiency in the Insight skill. If you have this proficiency from another source, you can add twice your proficiency bonus to checks you make using that skill.

As a bonus action on your turn, you can make a **Wisdom (Insight)** check against the passive Deception of a creature you can see. On a success, you learn the creature's disposition towards you, such as whether it means you harm, views you as a friend, or wants something from you.

Grandstand Performer

18th-Level Tavern Brawler Feature

When you roll initiative and have no Brawler dice remaining, you regain two Brawler dice.

You learn new techniques that use your Brawler dice.

Piledriver. *Prerequisite: target restrained.* When you have a creature restrained (for example, by your Bind technique) and take the Attack action, you can forgo two of your attacks to expend one Brawler die in a complex crushing manoeuvre. The creature must make a **Dexterity saving throw**. On a failure, it takes bludgeoning damage equal to your Strength modifier plus two rolls of your Brawler die and is **stunned** until the end of your next turn. On a success, it takes half as much damage and isn't stunned.

Throw. *Prerequisite: target grappled.* When you have a creature grappled and take the Attack action, you can forgo one of your attacks to expend one Brawler die and force the creature to make a **Strength saving throw** as you attempt to launch it. On a failure, you throw the creature horizontally away from you in a straight line up to **30 feet** if it is a smaller size category than you, **20 feet** if it is the same size as you, or **10 feet** if it is one size category larger than you. The creature collides with the first solid object or creature in its path, causing both targets to take bludgeoning damage equal to one roll of your Brawler die plus your Strength modifier.

Wrecking Ball. When you move at least **10 feet** directly towards a creature immediately before making an attack as part of the Attack action, you can forgo the attack to expend one Brawler die as you throw your entire body at your target. Make a **Strength (Athletics)** check contested by the target's **Dexterity (Acrobatics)** or **Strength (Athletics)** check (its choice). If you succeed, the target takes bludgeoning damage equal to your Strength modifier plus two rolls of your Brawler die, and you both land **prone**.

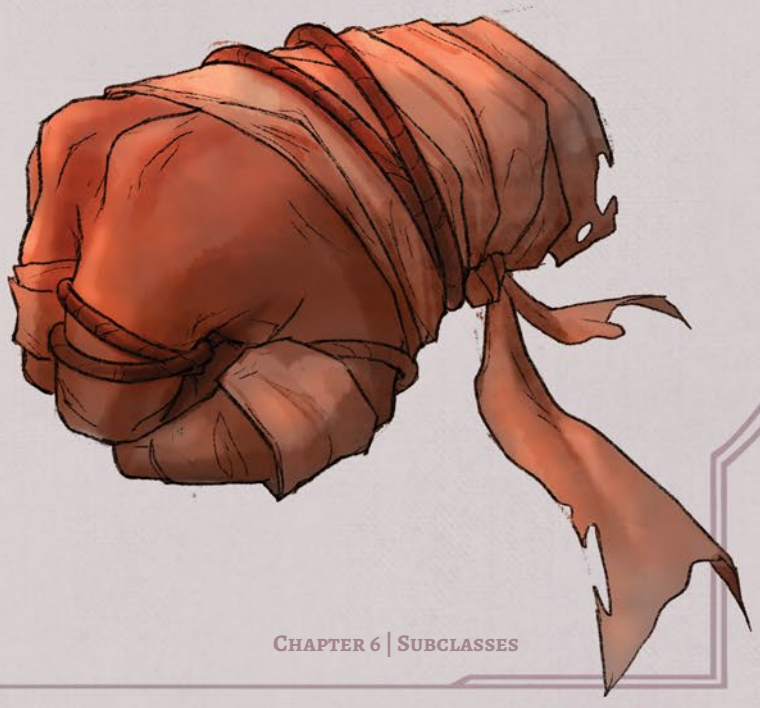
Weapons for Tavern Brawlers

For weapons that can augment a Tavern Brawler's arsenal, check out claws, knuckle dusters, and spiked cesti in Chapter 2: Equipment. To give a Tavern Brawler access to magical damage, they can use +1/2/3 variants of any of these weapons, reskin the magical effects of other items (such as a *flame tongue*) to apply to these weapons, or acquire the common-rarity *brawler's wraps* (see below) which transform the damage from grapples, unarmed strikes, and improvised weapons into magical damage.

Brawler's Wraps

Wondrous item, common
Component: giant (hill) skin

While you wear these wraps, whenever you deal bludgeoning, piercing, or slashing damage with an unarmed strike, improvised weapon, or a technique that uses Brawler dice, that damage is magical.



Chaouki "Ciao" Tiouhi

Monk

Way of the Artisan

To a monk who follows the Way of the Artisan, taking raw materials and giving them shape and purpose is considered the noblest of pursuits. The act of creation is the purest form of meditation, an exercise in creativity and discipline that hones both mind and spirit, leading the craftsman on a never ending journey of self-discovery.

An adherent of this philosophy seeks true perfection in their craft while accepting that this is a fundamentally unachievable goal. What matters is that they grow and improve themselves along the way, creating art and tools that better the world in the process. In this manner, artisan monks are much like the objects they craft, for they too start off full of raw potential that is ultimately given shape and purpose.

Tools of the Trade

3rd-Level Way of the Artisan Feature

A worker is only as good as their tools, and yours are an extension of your own body, such is the graceful ease with which you manipulate them. You gain proficiency with two types of artisan's tools of your choice.

In addition, you can use sets of artisan's tools you're proficient with as weapons, using everyday objects in unconventional ways to catch your foes off guard. They count as monk weapons for you, but their damage die is one size larger than your Martial Arts die. (For example, if your Martial Arts die is a d6, the damage die of your artisan's tools is a d8.) They deal bludgeoning, piercing, or slashing damage (your choice each time you hit with them), and when you gain the Ki-Empowered Strikes feature at 6th level, it also applies to attacks made with your artisan's tools.

Soulful Craft

3rd-Level Way of the Artisan Feature

When you say that you put a small piece of your soul into each of your creations, you mean that very literally. When you finish a long rest, you can use your artisan's



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tools to craft a number of Tiny objects up to your Wisdom modifier (minimum one). These objects take the shape of things you would be able to create with your tools—for example, you can use a set of woodcarver's tools to create a wooden figurine, or a set of cobbler's tools to create a shoe—and each one gains **1 ki point**, which is stored within it. When you spend a ki point as part of your Deflect Missiles, Flurry of Blows, Patient Defense, or Step of the Wind features, you can choose to expend that ki from one of your objects, as long as you have that object on your person. An object with no ki points in it is destroyed.

You can have a maximum number of objects created in this way equal to your Wisdom modifier. If creating a new object would put you over this limit, you must choose another object to be destroyed.

When you reach 11th level in this class, each object you create using this feature starts with **2 ki points** instead of 1.

Strike of Inspiration

6th-Level Way of the Artisan Feature

You draw both power and inspiration from the pieces you create, allowing you to make your martial arts more intricate and formidable. When you spend a ki point from one of your Soulful Craft objects, you gain additional benefits depending on what you use it for:

- **Deflect Missiles:** You have **advantage** on the attack roll, and it deals an extra **1d10** damage.
- **Flurry of Blows:** You can replace one or both of the unarmed strikes with attacks made with your artisan's tools.
- **Patient Defense:** While you have the benefit of the Dodge action, if a creature misses you with an attack roll, you can use your reaction to make an attack against it using your artisan's tools.
- **Step of the Wind:** You take both the Dash and Disengage actions.

Art History

11th-Level Way of the Artisan Feature

Every scratch and bump in a work of art tells a story, and you have become an expert at deciphering and interpreting these untold tales. You can spend **10 minutes** touching a Medium or smaller creature-made object and meditating to try and discern its history. At the end of that time, make a **DC 15 Wisdom** check. You have **advantage** on the check if you are proficient with a set of artisan's tools that could be used to craft that object. If the object was created with your Soulful Craft feature, you automatically succeed on the check, but the object is destroyed in the process. If you succeed, you gain the following benefits:

- You learn the name, creature type, and appearance of each creature that touched the object within the last 24 hours.
- You learn every location the object has been in for the last 24 hours, and its trajectory, if it was moved.
- You can choose a point in time within the last 24 hours, and receive a vision of events unfolding within **30 feet** of the object during that time, as if you were standing in the object's space. This vision includes sight, sound, and smell, and lasts for **10 minutes** or until you decide to end it.

Once you use this feature, you can't use it again until you finish a short or long rest, and you can't use it on the same object again.

Dying Art

17th-Level Way of the Artisan Feature

Nothing lasts forever. A true artist must learn to detach themselves from what they have created and look ahead to what they have yet to bring to life. When you are reduced to 0 hit points as a result of taking damage, you can choose to draw vigor from one of your creations to fight on. If you have one of your Soulful Craft objects on your person, you can destroy it, preventing yourself from falling unconscious and regaining **2d8** hit points for each ki point in the object. You can then immediately move up to half your speed without triggering opportunity attacks.

Once you use this feature, you can't use it again until you finish a short or long rest.

Optional Rule: Master Craftsman

Whenever you start crafting a magic item using the rules in *Heliana's Guide to Monster Hunting* or in Chapter 3 of this book, you can expend 1 or more ki points, devoting some of your spiritual energy to the item's creation. If you do, you gain a bonus to the enchanting or manufacturing check you make at the end of the process to create the item equal to the number of ki points invested; your maximum number of ki points is reduced by the same amount until you make that check.

The maximum number of ki points you can invest at once is based on your monk level, as detailed in the table below:

Level	Maximum Ki Invested
3rd	1
6th	2
11th	3
17th	4

Rogue

Charlatan

Fraudster, cheat, scammer, shyster… to be a confidence trickster is to alienate yourself from society one gullible mark at a time. However, as the saying goes, "you can't cheat an honest man", so they probably deserved it, right? Plus, pulling off a perfectly planned scam can be *so fun*.

Charlatans are masters of planned deceit and misdirection. A Charlatan might prepare several disguises and waltz into a jewelry store, wait for a perfectly timed explosion to distract the proprietor, then replace a priceless tiara with a poorly-forged replica. Hot-footing it out the door, the Charlatan might switch outfits quicker than the proprietor can say "Oh my word, where's that priceless tiara I tricked a down-on-her luck noble into selling for a pittance?". The Charlatan might then direct the pursuing, nonplussed guards into a side alley, before fencing the heirloom and heading to a bar to celebrate a job well done.

In combat, Charlatans appear as harmless bystanders before using concealed weapons to surprise foes, striking with devastating consequences.

Premeditation

3rd-Level Charlatan Feature

Conning is like cooking, and a trickster's tools are the ingredients with which they cook up a plot, creating delectable morsels that the gullible are all too keen to consume. You gain proficiency with the disguise kit and your choice of the forgery kit or any artisan's tools. When you reach 9th, 13th, and 17th level in this class, choose another tool from this list with which to gain proficiency.

In addition, you have **advantage** on any ability checks made to find a willing buyer for your purloined or otherwise misappropriated goods.

Hidden Weapons

3rd-Level Charlatan Feature

Long sleeves and concealed pockets turn a Charlatan into a walking inventory of hidden paraphernalia. When you have a free hand and take the Attack action, you can turn one attack against a creature into a special hidden weapon attack using a weapon concealed upon your person. To do so, the weapon must have the Thrown and Finesse properties. When you do so, make a **Dexterity (Sleight of Hand)** check against your target's passive Perception score. On a success, you make the attack roll with **advantage**.

Teamwork Makes the Scheme Work. A Charlatan can achieve much more as part of a team. Starting at 9th level, if you succeed on this Dexterity (Sleight of Hand) check by 10 or more, the target becomes confused and the next attack roll against it by a creature other than you before the start of your next turn has **advantage**.

At 17th level, any number of attacks you make can be turned into a hidden weapon attack, instead of only one when you take the Attack action, provided the weapon has the Thrown and Finesse properties.

Costume Change

9th-Level Charlatan Feature

The ability to play multiple roles, and switch between them on the fly, expands the repertoire of scams a Charlatan can undertake. When you finish a long rest and you have a disguise kit, you can prepare a number of personas equal to your Charisma modifier (minimum 1). These personas are replete with mannerisms, accents, quick-change costumes, and even different smells. They can have different clothing and other belongings, they can seem 1 foot shorter or taller than you, and they can appear thin, fat, or in between.

Quick Change. As an action, you can change into one of your personas. So long as a creature can't see you when you take this action (for example, if you are hidden or behind opaque total cover), the creature doesn't recognise you as the same person when it sees you in your new persona. If a hostile creature can't fathom how you might have escaped, it is likely to be suspicious of you, even in your new persona. A creature can use its action to inspect your appearance, discerning your disguise if it succeeds on an **Intelligence (Investigation)** check (DC equals 8 + your proficiency bonus + your Charisma modifier). A very suspicious creature may detain you anyway (GM's discretion), and a creature inclined to violence (such as a hunting owlbear) will likely continue to attack despite any apparent difference in appearance.

Surprise!

13th-Level Charlatan Feature

You can give yourself a bonus to your initiative rolls equal to your Charisma modifier. In addition, when you succeed on your Hidden Weapons ability check, you score a critical hit on a roll of 19 or 20 on the d20.

Harmless

17th-Level Charlatan Feature

You are a master of appearing harmless. When you roll initiative, until an enemy observes you making an attack, dealing damage to another creature, or casting a spell that affects a creature other than you, it considers you harmless. While it views you this way and it can see at least one other creature that it is hostile towards, it must first succeed on a **Wisdom saving throw** before it can target you with an attack or other effect (DC equals 8 + your proficiency bonus + your Charisma modifier).

Next: Ognjen Sporin



Tamer

Swarmslinger

It takes a malleable and open mind to bond with a swarm of creatures; one needs to tune out the hubbub of bite-sized information and learn to listen to the group as a whole. How did you discover you could control masses of creatures? Perhaps you were a perfumier whose arrangement of scents guided the actions of bees. Maybe you were training as a bard when you found that those who liked your music most were a literal pack of rats. Or maybe you made your clothing a home for a family of creatures who now look to you for leadership. Whatever it is, your command of hordes of creatures gives you the ability to overrun any foe.

Swarmcatcher

3rd-Level Swarmslinger Feature

You understand the hivemind behaviour of a swarm and can tame swarms of creatures as if they were a single creature using your Tame Creature feature. A creature doesn't automatically succeed on its Charisma saving throw to avoid becoming your companion as a result of having the swarm type, but all other restrictions still apply. In addition, you can attempt to tame Medium swarms starting at 3rd level.



Unlike normal swarms, swarms that are your companions can regain hit points and gain temporary hit points. Swarms typically can't wield weapons, and providing armour for each individual member of a swarm would likely be prohibitively expensive; your GM has the final decision on these matters.

Overwhelm

3rd-Level Swarmslinger Feature

When it comes to swarms, quantity is better than quality. When your swarm companion makes an attack roll against a creature whose space it is sharing, hit or miss, the attack deals a minimum amount of damage equal to the ability modifier your swarm companion used to make the attack roll plus your proficiency bonus. If the swarm has half its hit points or fewer, this damage is halved. The minimum damage can't be increased in any way, other than by increasing the ability modifier or your proficiency bonus.

Swarmslinger Spells

3rd-Level Swarmslinger Feature

You learn additional spells when you reach certain levels in this class, as shown in the Swarmslinger Spells table. Each spell counts as a tamer spell for you, but it doesn't count against the number of tamer spells you know.

Swarmslinger Spells

Tamer Level	Spell
3rd	*command, shield***
5th	*enlarge/reduce, protection**
9th	*hypnotic pattern**, *spirit guardians***
13th	*freedom of movement**, *polymorph****
17th	*insect plague, mislead***

*See Appendix A. **These spells are themed around swarms; *shield* might summon a swarm of bees to deflect the attack, while *spirit guardians* could manifest as a swarm of flying piranhas. ***This must be a swarm and isn't limited to beasts.

Plague of Pests

7th-Level Swarmslinger Feature

As an action, you magically conjure duplicates of your swarm companion's individual members. Until the start of your next turn, its size increases by two categories (up to Gargantuan, ignoring the maximum companion size restriction), and it gains temporary hit points equal to its hit point maximum. As an action on its turn, your swarm companion can make three melee weapon attacks divided as it wishes among targets in its space.

Once you use this action, you can't use it again until you finish a short or long rest. Starting at 18th level, you can use this action twice before a rest.

Distracting Onslaught

10th-Level Swarmslinger Feature

Your swarms can interfere with those whose spaces they share. When a creature whose space your swarm companion shares makes an attack roll, your companion can use its reaction to impose **disadvantage** on the attack roll.

Swarmform

14th-Level Swarmslinger Feature

As an action, you conjure a swarm of Tiny creatures that flit about you in an opaque, protective cloud. For the next **minute**, you have a flying speed of **30 feet**; you have **resistance** to bludgeoning, piercing, and slashing damage; you have **advantage** on Strength, Dexterity, and Constitution saving throws; and you are heavily obscured. The swarm is translucent to you, allowing you to see through it.

As a bonus action on each of your turns for the feature's duration, you can launch a portion of the swarm with lethal intent, forcing a creature you can see within **120 feet** of you to make a **Dexterity saving throw** against your **tamer spell save DC**. The creature takes 13 (**3d8**) bludgeoning, piercing, or slashing damage (your choice when you take the action) on a failure, or half as much damage on a success. Once you use this action, you can't use it again until you finish a long rest.



FAMILIARS

CHAPTER 7

ANIMATED APPARATI FOR THE ASPIRING ADVENTURER

Chapter 7: Familiars

> When that over-dressed, nuisance-creating, biomancy-touting blood sucker, Humperdink, snuck pages into my last masterpiece, L'Arsene's Crafting Catalogue, I wasn't right impressed. But after gifting him cursed pants that set on fire whenever he so much as exaggerated, I think we're evens. Besides, it turns out people quite liked his additions.
>
> My favourite of this batch is the anveleon. I recently persuaded the tavern to create an air duct between my smithy and Humperdink's lab. I like to leave the anveleon right next to a vent and let it hammer away, crafting spoons throughout the night. I even gave a whole set of silver cutlery for his birthday; I've never seen him so pale! Wait till I give him a garlycanthrope for Giftmas...
>
> — L'Arsène, Generous Gifter

Within this chapter you'll find three bonus familiars that can be crafted and then summoned by any character with the *find familiar* spell as a 'bespoke familiar'. In addition, each of these familiars comes replete with bespoke tech trees, granting additional options tamers (a class introduced in *Heliana's Guide*) can spend their companion's improvements on. A GM can even choose to grant these improvements to a player character's familiar as a small power boost.

Crafting Familiars

To craft a bespoke familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

Pact of the Chain

If you're using a bespoke familiar as the familiar for a warlock's Pact of the Chain, you might want to make it slightly more powerful so that it compares with the other available options. To do so, simply give it an extra three Hit Dice (and adjust its hit points accordingly), the 1st-level improvement on its Improvement Tree, and your choice of one of the 3rd-level improvements.

Tamers

Don't have *Heliana's Guide*? No worries. You can still check out the base class and a subclass by scanning or clicking the QR code below, or by typing in the URL. More subclasses and unique familiars are available in other Loot Tavern publications.

heliana.lt/Tamer

Bespoke Companions

These crafted familiars are primed to be trained by monster tamers. A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

Shared Resilience. When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

Previous: Jesse Jackdaw Burns

Monster Trainer

As you gain levels in the tamer class, your companions become more powerful. Your companions use your proficiency bonus instead of their own, potentially increasing their attack, saving throw, and skill modifiers, and their saving throw DCs.

Training. Whenever you gain an Ability Score Improvement from gaining a level in the tamer class, you pass on your hardened resolve to all your companions, causing them to gain **1** additional Hit Die. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).

Whenever you gain a level beyond 1st in this class, each companion to which you are bonded gains one improvement. Any newly gained companions receive these additional Hit Dice and improvements as if you had them since your 1st level in tamer. Each time your companion gains an improvement, choose from the Companion Improvement Training table or from its bespoke improvements.

Companion Improvement Training

Improvement	Effect
Speed Training	Increase one existing speed by **15 feet** up to a maximum of 150% of the creature's base speed, rounded up to the nearest 5-foot increment*.
Toughen Up	Your companion gains an additional Hit Die, increasing its hit point maximum. Increase your companion's hit point maximum by rolling this Hit Die and adding your companion's Constitution modifier (minimum of 0).
Ability Boost	Increase one of your companion's ability scores by 1, to a maximum of 20.
Go For the Throat	Your companion gains a **+1 bonus** to its attack and damage rolls made with its natural weapons or unarmed strikes**.
Survival Instincts	Your companion gains proficiency in one saving throw.
War Training	Your companion gains proficiency with one armour type or two weapons***.

*E.g., a base speed of 30 feet can be increased to 45 feet maximum, a base speed of 25 feet can be increased to 40 feet, and a base speed of 20 feet to 30 feet.

**Your companions can each benefit from this feature once. When you reach 5th level in this class, your companions can each benefit from this feature twice. When you reach 9th level in this class, your companions can each benefit from this feature three times. This improvement does not affect attacks made with weapons.

***Your companion can't gain proficiency in medium and heavy armour until it has gained proficiency in the prerequisite lighter armour types. For example, to gain proficiency in heavy armour, you must take this improvement 3 times: light, then medium, then heavy. Work with your GM to figure out if and how a creature can wield shields and weapons.

Bespoke Improvements. Companions that originated as bespoke familiars gains new ways to benefit from the improvements granted by a tamer's Monster Trainer feature. When a tamer gains a level, they can choose to grant these creatures an improvement from the creature-specific options listed in their familiar's monster trainer section instead of the normal ones available to all creatures tamed by a tamer.

Tamer Bespoke Companion Summary

Tamer Level	Companion Gained on Training Bespoke Familiar	
	Improvements	Hit Dice
1	0	2
2	1	2
3	2	3
4	3	4
5	4	5
6	5	5
7	6	5
8	7	6
9	8	6
10	9	6
11	10	7
12	11	8
13	12	9
14	13	9
15	14	9
16	15	10
17	16	11
18	17	11
19	18	12
20	19	12

*For example, if a 10th level tamer trained a bespoke familiar, that creature would immediately gain 9 improvements and 6 Hit Dice.

Anveleon



Tamer Level			
1	**Forgemaster** **Prerequisite:** become companion *"Blacksmiths hate this simple trick!"*		
3	**Growth I** **Prerequisite:** — *"The bigger they are..."*	**Thunderstrike** **Prerequisite:** — *"Get ready for a pounding headache!"*	
5	**Blacksmiting** **Prerequisite:** — *"Let's see a regular smith do this."*	**Whetstone I** **Prerequisite:** — *"Now it's time for the sharpness test..."*	**Multiattack** **Prerequisite:** — *"Don't stop! Hammer time!"*
9	**Growth II** **Prerequisite:** Growth I *"...the harder they comically fall on someone."*	**Well-Tempered I** **Prerequisite:** — *"From cast steel..."*	**Autotomy** **Prerequisite:** — *"Cut your losses and run!"*
13	**Camouflage** **Prerequisite:** — *"Or as we like to call it, anvilsibility."*	**Whetstone II** **Prerequisite:** Whetstone I *"...Very good. This will kill."*	
17		**Well-Tempered II** **Prerequisite:** Well-Tempered I *"...to pure titanium."*	

> Ze anveleon? Oh ja, I love havink it around! Stubbing mein toe on ein invisible anvil is sehr fun! Und ven it keeps everyone up at night for three days straight hammerink away to forge ein simple teaspoon? Simply wunderbar!
>
> — Humperdink, Sleep Deprived

Type: Monstrosity
Creature Component: Any metallic construct
Bonus Tamer Improvement: Forgemaster and +2 Hit Dice

Clever creatures with an affinity for metalworking, anveleons can frequently be found blending into the walls of smithies and watching masters at work, hoping to pick up some new tricks. Their hardened scales and unusual shape allow them to use their own bodies in the pursuit of their craft, to which they devote themselves with unapologetic perfectionism. Indeed, an anveleon can spend days making minor tweaks and improvements to one of its creations, only to undo them all and start anew the next.

Anveleons often carry tools of their own making, which they wield using their tails against foes bearing poorer quality equipment with ill-concealed enthusiasm. In battle, however, they favour tending to their allies' weapons, ensuring that they are in perfect condition. Your blades will never lack for sharpness with an anveleon around!

If any of the anveleon's traits or actions require a saving throw, it is always against the anveleon's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the anveleon's Constitution modifier

Monster Trainer

Forgemaster

Prerequisite: Become a tamer's companion
Type: Passive (tamer)

The anveleon can be used as a set of smith's tools, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the anveleon can magically enhance a metallic weapon or piece of ammunition. The next attack roll made with that weapon or ammunition is made with **advantage**. A weapon or piece of ammunition loses this benefit when the anveleon's tamer finishes a long rest.

Growth I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The anveleon's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its attacks increases to a **d6**.

Thunderstrike

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the anveleon can make a Hammer attack against itself, which automatically hits, producing a thunderous ring. Each creature within **5 feet** of the anveleon must succeed on a **Constitution saving throw** or take thunder damage equal to the damage the anveleon dealt to itself.

When the anveleon's tamer reaches 9th level in the tamer class, the thunder damage increases to double the damage the anveleon dealt to itself.

Anveleon

Tiny monstrosity, neutral

Armour Class 13 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Damage Resistances fire
Senses passive Perception 11
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Perfectionist. When the anveleon rolls a **1** on an ability check, attack roll, or saving throw, it must succeed on a **DC 11 Wisdom saving throw** or take 2 (**1d4**) psychic damage. If this damage reduces the anveleon to 0 hit points, the anveleon is stable. Conversely, when the anveleon rolls a **20** on an ability check, attack roll, or saving throw, it gains 2 (**1d4**) temporary hit points.

Actions

Hammer. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) bludgeoning damage.

Hone. The anveleon quickly hones a weapon that is unattended or held by a willing creature within **5 feet** of it. The next attack made with that weapon before the start of the anveleon's next turn deals an extra 2 (**1d4**) damage on a hit.

Invisibility (1/Day). The anveleon magically turns **invisible** until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the anveleon wears or carries is invisible with it.

Blacksmiting

Prerequisite: 5th-level tamer
Type: Active (bonus action)

As a bonus action, the anveleon can cast the *branding smite* spell on a willing creature within **5 feet** of it. The creature benefits from the spell as if it had been the one to cast it, but the anveleon maintains concentration on the spell for it.

Once the anveleon casts this spell, it can't do so again until its tamer finishes a short or long rest.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the anveleon makes two attacks.

Previous: Richard Nguyen & Chaouki "Ciao" Titouhi

Whetstone I

Prerequisite: 5th-level tamer
Type: Passive (companion), Active (bonus action)

The anveleon can use its Hone action as a bonus action.

When the anveleon's tamer reaches 9th level in the tamer class, the extra damage of the Hone action increases to 3 (**1d6**).

Autotomy

Prerequisite: 9th-level tamer
Type: Active (action)

The anveleon can use an action to shed its tail, automatically ending the grappled or restrained condition on itself. The tail grows back immediately after.

Growth II

Prerequisite: 9th-level tamer, Growth I
Type: Passive (companion)

The anveleon's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its attacks increases to a **d8**.

Well-Tempered I

Prerequisite: 9th-level tamer
Type: Passive (companion)

The anveleon gains a **+2 bonus** to AC while it isn't wearing armour.

Camouflage

Prerequisite: 13th-level tamer
Type: Active (action)

The anveleon can use its Invisibility action at will.

Whetstone II

Prerequisite: 13th-level tamer, Whetstone I
Type: Passive (companion)

The extra damage of the anveleon's Hone action increases to 4 (**1d8**). Additionally, when the anveleon hones a weapon, the next attack made with that weapon before the start of the anveleon's next turn scores a critical hit on a roll of 19 or 20.

Well-Tempered II

Prerequisite: 17th-level tamer, Well-Tempered I
Type: Passive (companion)

The anveleon gains a **+2 bonus** to AC while it isn't wearing armour. This improvement is in addition to the bonus from Well-Tempered I. Additionally, the anveleon gains **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.



Richard Nguyen & Chaouki "Ciao" Titouhi



Tamer Level			
1	**Bottoms Up** **Prerequisite:** Become companion *"This one's on the house."*		
3	**Happy Hour** **Prerequisite:** — *"I call this one the Ale-o-E..."*	**Growth I** **Prerequisite:** — *"It starts as a shot of mischief..."*	
5	**Multiattack** **Prerequisite:** — *"Its bumps have bumps.."*	**Growth II** **Prerequisite:** Growth I *"...grows into a pint-sized pal..."*	
9	**Bar Brawler I** **Prerequisite:** — *"This is going to leave a brews..."*	**Hard Liquor** **Prerequisite:** Happy Hour *"...and this one, the bud-geyser!"*	**Trojan Elephant** **Prerequisite:** — *"They'll never suspect a thing."*
13	**Bar Brawler II** **Prerequisite:** Bar Brawler I *"...but I can't quite put my finger on it."*		**Growth III** **Prerequisite:** Growth II *"...chased with a flagon of fun..."*
17			**Growth IV** **Prerequisite:** Growth III *"...and caps at a whole keg of trouble!"*

Caskadon

Caskadons are essentially the perfect party guests. They love to have fun, come with free booze, and if a brawl breaks out... Well, one way or another, when a caskadon joins the party, someone's getting smashed!

—Heliana, Enthusiastic Celebrant

Type: Construct
Creature Component: Any treant
Bonus Tamer Improvement: Bottoms Up and +2 Hit Dice

Good times follow caskadons wherever they go. With a penchant for harmless mischief and an infectious, jubilant spirit, caskadons are welcome in taverns and feast halls the world over. These gentle and affable creatures prefer to settle conflicts over a couple of stout drinks, but aren't above barreling into a fray and putting some rabble rousers in their place with their mighty trunks. Woe to those who incur the wrath of a caskadon!

If any of the caskadon's traits or actions require a saving throw, it is always against the caskadon's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the caskadon's Constitution modifier

Monster Trainer

Bottoms Up

Prerequisite: Become a tamer's companion
Type: Passive (tamer)

The caskadon can be used as a set of brewer's supplies, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the caskadon can brew an invigorating beverage for a creature to enjoy. A creature that drinks this beverage immediately after the rest gains one Brew Die, which is a **d4** and lasts until the creature finishes a short or long rest. When the creature makes an ability check, attack roll, or saving throw, it can expend its Brew Die to roll it and add the number rolled to the result.

Growth I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

The caskadon's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trunk attack increases to a **d6**.

Happy Hour

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the caskadon can spray alcohol from its trunk in a **30-foot cone**. Each creature in the area must succeed on a **Dexterity saving throw** or be soaked with alcohol until the end of its next turn. The next time a soaked creature takes fire damage, it takes an extra 10 (**3d6**) fire damage. In addition, a creature that fails its save suffers an effect depending on the type of alcohol sprayed (tamer's choice):

- **Sticky Beer.** The creature's speed is halved until the end of its next turn.
- **Tart Wine.** The creature takes **2d6** acid damage.
- **Potent Scotch.** The creature is **poisoned** until the end of its next turn.

Once the caskadon uses this action, it can't do so again until its tamer finishes a short or long rest.

When the caskadon's tamer reaches 5th level in the tamer class, the extra fire damage increases to 14 (**4d6**).

Growth II

Prerequisite: 5th-level tamer, Growth I
Type: Passive (companion)

The caskadon's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trunk attack increases to a **d8**.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the caskadon makes two attacks.

Caskadon

Tiny construct, chaotic good

Armour Class 14 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +4
Damage Immunities poison
Condition Immunities paralysed, petrified, poisoned
Senses passive Perception 11
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Intoxicating Fumes. When the caskadon takes damage from a critical hit, potent, intoxicating vapours are released. Each creature within **5 feet** of the caskadon must succeed on a **Constitution saving throw** or be **poisoned** until the end of the caskadon's next turn.

Leak. While the caskadon is below half its hit point maximum, it slowly leaks some of its contents, giving other creatures **advantage** on ability checks made to track it or detect signs of its passage.

Actions

Trunk. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

Opposite: Richard Nguyen & Chaouki "Ciao" Titouhi

Bar Brawler I

Prerequisite: 9th-level tamer
Type: Passive (companion)

The caskadon can replace an attack it makes with a grapple, and has **advantage** on ability checks made to grapple creatures smaller than itself.

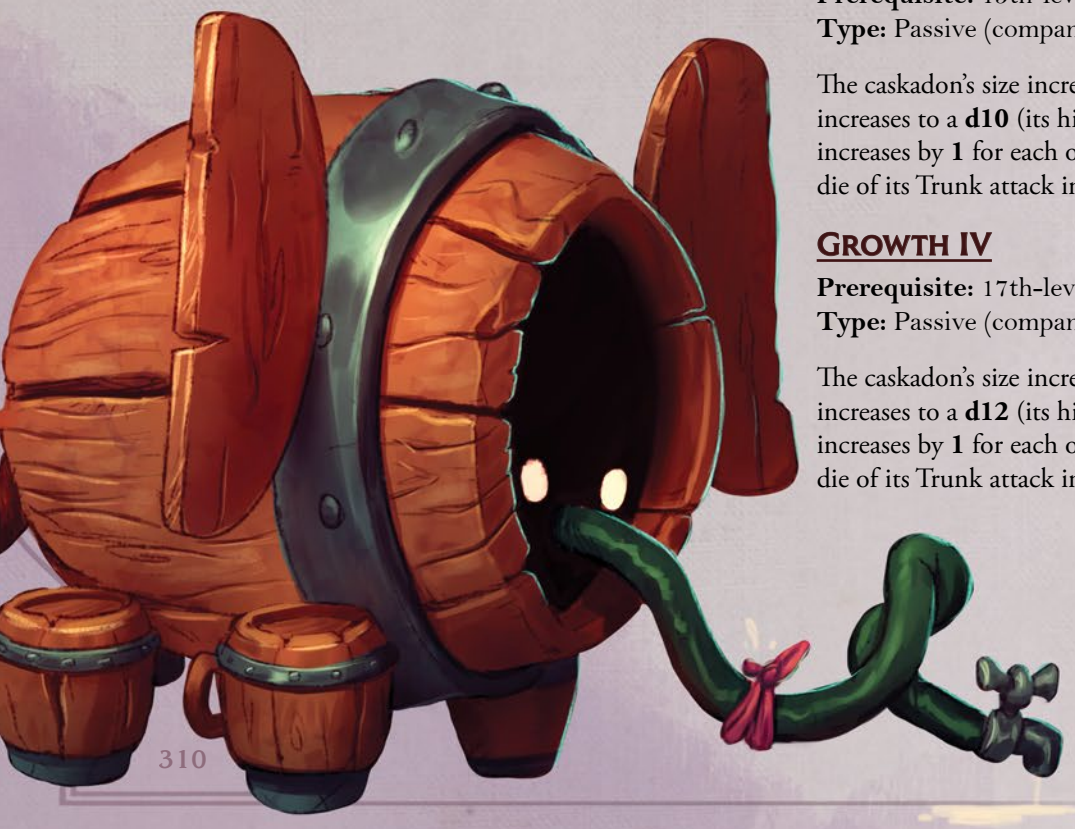
In addition, the caskadon becomes proficient with improvised weapons. Creatures that the caskadon is grappling and that are at least two sizes smaller than it are considered improvised weapons for the caskadon. The damage die for these weapons is equal to the size of the creature's Hit Dice, and they can't be thrown. When the caskadon hits with an attack using a creature as a weapon, that creature takes 2 (**1d4**) bludgeoning damage.

Hard Liquor

Prerequisite: 9th-level tamer, Happy Hour
Type: Active (action)

When the caskadon uses its Happy Hour action, it can choose to increase the pressure of the spray, changing it from a 30-foot cone into a **5-foot-wide**, **30-foot-long line**, and from a Dexterity saving throw into a **Strength saving throw**. On a failed save, a creature takes 10 (**3d6**) bludgeoning damage and is knocked **prone** in addition to the other effects. On a successful save, a creature takes half as much damage and isn't knocked prone.

When the caskadon's tamer reaches 13th level in the tamer class, the bludgeoning damage increases to 14 (**4d6**).



Trojan Elephant

Prerequisite: 9th-level tamer
Type: Active (action)

As an action, the caskadon can retract its trunk and legs and close its ears, making itself appear like a barrel. While in this form, its speed is **0 feet**, it can't take actions other than reverting to its normal form, and it's indistinguishable from a normal barrel while it remains motionless. While the caskadon is in this form, a creature within **5 feet** of it can use its action to enter it, gaining total cover against effects outside the caskadon. The caskadon can hold up to two creatures one size smaller than it, or up to four creatures at least two sizes smaller than it. Breathing creatures inside the caskadon can survive there for up to **1 hour**, after which they begin to suffocate. Any creatures inside the caskadon when it reverts to its normal form are ejected into unoccupied spaces of their choice within **5 feet** of the caskadon.

Bar Brawler II

Prerequisite: 13th-level tamer, Bar Brawler I
Type: Passive (companion)

The caskadon can use creatures one size smaller than itself as improvised weapons. The damage that a creature takes when the caskadon hits with an attack using it as a weapon increases to 4 (**1d8**).

In addition, the caskadon can throw a creature it is using as an improvised weapon with a normal range of **10 feet** and a long range of **20 feet**.

Growth III

Prerequisite: 13th-level tamer, Growth II
Type: Passive (companion)

The caskadon's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trunk attack increases to a **d10**.

Growth IV

Prerequisite: 17th-level tamer, Growth III
Type: Passive (companion)

The caskadon's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Trunk attack increases to a **d12**.

Richard Nguyen & Chaouki "Ciao" Titouhi; Opposite: Richard Nguyen & Chaouki "Ciao" Titouhi



Tamer Level			
1	**Easy-Bake** **Prerequisite:** become companion *"Do we have time for a small snack?..."*		
3	**Smokescreen I** **Prerequisite:** — *"Where there's smoke..."*	**Superheat I** **Prerequisite:** — *"If you can't take the heat..."*	
5	**Coal Toss** **Prerequisite:** — *"Such efficient fuel usage!"*	**Growth** **Prerequisite:** — *"Now with room for two roasts!"*	**Multiattack** **Prerequisite:** — *"Let's dial up the pain, Ovy!"*
9	**Smokescreen II** **Prerequisite:** Smokescreen I *"...there's fire."*	**Superheat II** **Prerequisite:** Superheat I *"...get out of our way!"*	
13	**Convection** **Prerequisite:** — *"The latest in oven technology."*	**Hot Plate** **Prerequisite:** — *"Puts the burn in burnished."*	
17		**Easy-Banquet** **Prerequisite:** Easy-Bake *"...Maybe a five-course meal?"*	

Oventurer

> If you can look past the unsightly smoke, overpowering burnt smell, constant metallic creaking, ashes everywhere, conspicuous light, and suffocating heat, it makes for a great companion!
>
> — Heliana, Eternal Optimist

Type: Construct
Creature Component: Any fire elemental
Bonus Tamer Improvement: Easy-Bake and +2 Hit Dice

Devoid of taste buds and unable to eat, oventurers are peculiar constructs with a keen interest in culinary arts. They enjoy a rising popularity as hired help in taverns and restaurants, or as companions in adventuring parties tired of subsisting on the same dry old rations. Be careful when offering feedback on their meals, however—oventurers are far from defenceless, and might turn their scorching fire and combat expertise against overly harsh critics. No one likes a snob, least of all an oventurer!

If any of the oventurer's traits or actions require a saving throw, it is always against the oventurer's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the oventurer's Constitution modifier

Monster Trainer

Easy-Bake

Prerequisite: Become a tamer's companion
Type: Passive (tamer)

The oventurer can be used as a set of cook's utensils, and its tamer has **advantage** on any ability checks using it in this way.

In addition, over the course of a short or long rest, the oventurer can cook a delicious snack for up to four creatures, which takes **1 minute** to consume. A creature that eats a snack gains temporary hit points equal to the tamer's proficiency bonus. If the snack isn't consumed immediately after the rest, it cools down and doesn't grant any benefits.

Smokescreen I

Prerequisite: 3rd-level tamer
Type: Active (action)

While the oventurer's fire is lit, it can cast the *fog cloud* spell, centred on itself and requiring no components. When the spell is cast in this way, it produces dark smoke instead of fog.

Once the oventurer casts this spell, it can't do so again until its tamer finishes a long rest.

Superheat I

Prerequisite: 3rd-level tamer
Type: Passive (companion)

While the oventurer's fire is lit, its attacks deal an extra 2 (**1d4**) fire damage on a hit.

Coal Toss

Prerequisite: 5th-level tamer
Type: Active (action)

The oventurer gains a ranged weapon attack: Coal Toss. The damage die of the Coal Toss attack increases with the die size specified in the oventurer's Growth improvement.

Coal Toss. *Ranged Weapon Attack:* **Str modifier + PB** to hit, range 20/60 ft., one target. *Hit:* **1d4 + Str modifier** bludgeoning damage.

Growth

Prerequisite: 5th-level tamer
Type: Passive (companion)

The oventurer's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its attacks increases to a **d6**.

Multiattack

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the oventurer makes two attacks.

Smokescreen II

Prerequisite: 9th-level tamer, Smokescreen I
Type: Active (action)

When a creature enters the area of a *fog cloud* created by the oventurer for the first time on a turn or starts its turn there, it must make a **Constitution saving throw**, taking 7 (**2d6**) fire damage on a failed save, or half as much damage on a successful one.

In addition, the oventurer regains the ability to cast the spell when its tamer finishes a short or long rest.

Oventurer

Tiny construct, neutral

Armour Class 14 (natural armour)
Hit Points 3 (1d4 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	10 (+0)	10 (+0)	6 (-2)

Damage Immunities fire, poison
Condition Immunities paralysed, petrified, poisoned
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Contact Burn. While the oventurer's fire is lit, a creature that starts its turn grappling the oventurer takes 3 (**1d6**) fire damage.

Actions

Tongs. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage.

Ignition. The oventurer lights a fire within itself, or puts it out. While the fire is lit, the oventurer sheds bright light in a **15-foot radius** and dim light for an additional **15 feet**. In addition, other creatures have **advantage** on Wisdom (Perception) checks made to see or smell it.

Superheat II

Prerequisite: 9th-level tamer, Superheat I
Type: Passive (companion), Active (bonus action)

The extra fire damage dealt by the oventurer's attacks while its fire is lit increases to 3 (**1d6**). In addition, while the oventurer's fire is lit, it can use a bonus action to cast the *heat metal* spell, with a range of touch and requiring no components.

Once the oventurer casts this spell, it can't do so again until its tamer finishes a long rest.

Convection

Prerequisite: 13th-level tamer
Type: Active (action)

While the oventurer's fire is lit, it can blow a gale of heated air from within itself, casting the *gust of wind* spell, which requires no components. A creature that makes a saving throw against this spell also takes 10 (**3d6**) fire damage on a failed save, or half as much damage on a successful one.

Once the oventurer casts this spell, it can't do so again until its tamer finishes a long rest.

Hot Plate

Prerequisite: 13th-level tamer
Type: Passive (companion)

The oventurer gains a **+2 bonus** to AC as long as it's not wearing armour. In addition, while the oventurer's fire is lit, a creature that hits it with a melee attack takes 3 (**1d6**) fire damage.

Easy-Banquet

Prerequisite: 17th-level tamer, Easy-Bake
Type: Passive (companion)

When the oventurer cooks a snack over the course of a long rest, roll a **d4**. On a **4**, the oventurer instead cooks an entire meal for up to four creatures, which takes **1 hour** to consume and grants the benefits of the *heroes' feast* spell. A creature can choose to consume only a small portion, which nonetheless depletes its portion of the meal, takes **1 minute**, and grants the benefits of a snack from the Easy-Bake improvement.



Richard Nguyen & Chaouki "Ciao" Titouhi


HARE RAISING
CHAPTER 8
BONUS ADVENTURE
4TH, 10TH, 16TH LEVEL
"IT'S NEVER TOO LATE TO
BRAVELY RUN AWAY."
—L'Arsène

Chapter 8: Hare Raising

Introduction

This adventure, *Hare Raising*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of **4**, **10**, or **16**. Characters who complete this adventure should earn enough experience to progress one third of the way to 5th, 11th, or 17th level, respectively. The adventurers travel to the Bonefields, deal with several groups of unique NPCs, and tackle the bonemonger's osteomantic magic.

While travelling to the Bonefields, the party has three scripted encounters with NPCs: The Grey Knight, The Knights Who Say Mi, and Jim the Enchanter. All three of these groups have interacted with the bonemonger in some way, and dealing with them imparts information as to how the bonemonger might fight. After battling the bonemonger's animated bones, the party can attack the "dire rabbit", as it is known to the locals. The fight need not be to the death; the bonemonger is actually a trader who can be persuaded to parlay, which is easier the more hurt he becomes.

Background

The Bonefields of Dullowmarch hold a wealth of varied bones. From dragons to dinosaurs and griffons to goats, this boggy ground has led to the death of many creatures and the preservation of their skeletons. Within this field is a bone-filled cave—the communal tomb of the people of Dullowmarch known as the Sepulchre of Sorrow.

The bonemonger is obsessed with bones. He studies them in minute detail using his innate, insightful magic to learn each bone's history and extract from it arcane knowledge he uses in enchanting. Upon finding an area rich with osteomantic treasures, the bonemonger set up his hearth, a permanent part of his body that he decorates like a bower to attract a mate.

In order to drum up business, the bonemonger used his osteomantic magic to animate the bones in the sepulchre, creating dozens of skeletal servants. Equipping these with all manner of pamphlets, brochures, and posters, he sent them forth, offering to trade his services as an enchanter in exchange for bones with interesting histories.

To the chagrin of the inhabitants of Dullowmarch, an area of steep-sided woodlands and boggy marshland that surrounds the Bonefields, the cave in which the bonemonger built his hearth was the Sepulchre of Sorrow. Incensed by this desecration, the Dullovians marched on the Bonefields wielding pitchforks and torches, but they were no match for the bonemonger, a veteran of the dangerous Astral Plane. As a defensive measure, the bonemonger has since augmented creatures with his osteomantic magic to act as guards along the single safe path through the marshes to the Bonefields.

The Dullovians are still pissed, the bonemonger still wants bones, and even King Arfur Pendragoon of Kamylot has his eyes set on a prize long-hidden in the Sepulchre of Sorrow.

Summary

Here's the main info to digest:

- ***Which Monster?*** The bonemonger, an astral hermit that trades enchantments for bones.
- ***Monster's Motivations.*** The bonemonger was drawn to the Sepulchre of Sorrow thanks to the abundance of bones both within it and in the Bonefields around it. He desires to use bones as a means of learning more about the Material Plane.
- ***Monster's Previous Actions.*** By occupying the Sepulchre, the bonemonger has insulted the memory of the dead of Dullowmarch. When townsfolk came with pitchforks and flaming torches, the bonemonger retaliated, and several of the townsfolk didn't return home.
- ***Where's the Monster?*** The bonemonger has made his home within the Sepulchre of Sorrow in the Bonefields, a day and a half's march from the town of Caergannob in Dullowmarch.

Adventure Hooks

The following three hooks approach the hunt from different angles. Choose any and all that are needed to entice your players to join the hunt.

- ***Curiosity: Astral Trader.*** Skeletal postmen have been seen delivering flyers and putting up posters in inns and notice boards throughout the realm. They advertise the bonemonger, a master enchanter who will exert his enchanting abilities in return for bones with storied histories. These flyers give approximate directions to the bonemonger's lair in the Dullowmarch area.

Previous: Jesse Jackdaw Burns



- ***Morality: Tomb Immemorial.*** The populace of Dullowmarch is furious at the defilement of its communal tomb: the Sepulchre of Sorrow. They've clubbed together to hire adventurers to remove the squatter from their sacred place of rest by whatever means necessary. The monster is described as "a dire rodent of the most vicious and aberrative disposition".
- ***Compensation: Holy Grail.*** The self-titled 'king' Arfur Pendragoon of Kamylot requests that adventurers retrieve an ancient family relic from a decrepit tomb in Dullowmarch. The artifact, known as the holy grail, is buried in the Sepulchre of Sorrow in the Bonefields and likely protected by a dark and necromantic evil. Returning the relic to Arfur will yield a handsome reward.

Hunts Rewards Per Character

Hunt Level	Killing the Bonemonger	Returning the *Holy Grail*	XP*
4th	275 gp	290 gp	1,300
10th	1,250 gp	1,375 gp	4,500
16th	3,750 gp	4,000 gp	10,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

Bombi the Green

A travelling shrubbery salesman, Tom Bombi (LG male gnome **noble**), could not juxtapose the misty marshland more; with his brightly-coloured cloak and even brighter smile, Bombi is in the trade of selling shrubberies. For a mere 10 gold pieces, anyone can buy a pocket-sized shrubbery which, upon speaking its command word, will release its miniaturising magic and become a full-sized, 5-foot square garden.

Bombi has heard all the tales, from the skeletal postmen, to the violation of the sacred Sepulchre of Sorrow, to the request of the 'King' Arfur Pendragoon to be reunited with a supposed family heirloom. He can relay these quest hooks to the player characters and explain that the bonemonger has stepped up security since the Dullovians attacked him.

Variable Hunt Statistics

This hunt uses variables to modify the hunt difficulty appropriate to a party of level 4, 10, and 16. When the hunt mentions **VDC, Vdam,** or **Vdist,** refer to the Variable Lair Action Statistics table on page 323 to determine the appropriate values.

Mohammed Bellafquih

Dullowmarch

Dullowmarch is an expansive moorland of waterlogged soil cut by deep, steep-sided gorges whose pine-laden slopes provide respite from the bogland's raking winds. The people who call this place home are a dour populace of subsistence farmers and shepherds. The only conurbation of any size is Caergannob, a rain-soaked collection of pine cabins and sallow faces.

Tracking & Tasks

Reaching the bonemonger's lair involves a trek through dangerous swamps and forests to find the Sepulchre of Sorrow. You can have the party make **VDC Wisdom (Survival) checks** or use the optional Tracking rules available in *Heliana's Guide to Monster Hunting*, which also includes appropriate random encounters. Three checks and one success are required to reach the destination, with each check taking approximately 4 hours.

Encounters. You can insert the following encounters, in any order, after the Tracking checks, either in addition to any random encounters that may result from a check or instead of those encounters.

The Grey Knight

Hostile encounter, forest

In a steep-sided valley of tall narrow pines, The Grey Knight (LN nonbinary human, stat block varies) dispatches a **berserker** clad in green armour with a decapitating overhand blow from their claymore. They immediately return to the centre of a rough, wooden bridge, the only way to cross the white water of the 100-foot-deep, 30-foot-wide river gorge. They wear a grey tabard with a red boar, and their head is covered by a full face helm, making their features indistinguishable. They don't speak, except to declare "None shall pass, lest they best me in single combat!" to any who attempt to cross the bridge.

Combat. The Grey Knight's statistics vary depending on the adventure level (see The Grey Knight Statistics table). The knight has been magically augmented by the bonemonger's necromantic magic and is undead instead of humanoid. In addition, it has the following two traits:

'Tis But a Scratch. Each time The Grey Knight loses 20% of their hit points, they lose one limb. Bizarrely, this doesn't affect their ability to continue moving or attacking.

Undead Fortitude. If damage reduces The Grey Knight to 0 hit points, they must make a **Constitution saving throw** with a DC of 5 + the damage taken. If the damage is radiant or from a critical hit, The Grey Knight automatically fails this saving throw. On a success, The Grey Knight drops to 1 hit point instead.

The Grey Knight Statistics

Hunt Level	Statistics
4th	Knight[σ]
10th	Knight[σ] (CR 9; 205 hit points, makes 4 melee attacks, +8 to hit)
16th	Knight[σ] (CR 15; 295 hit points, makes 5 melee attacks, +10 to hit, *Hit:* 2d12+5 slashing)

[σ] This creature's statblock is modified (see above).

Clue. Once four of their limbs have been severed, The Grey Knight becomes more talkative, despite wielding their weapons using just their mouth (... somehow). They mention things like how "that bunny's blessing of undeath is very potent". This relates to Clue 2 (page 321).



The Grey Knight

Jesse Jackdaw Burns

The Knights Who Say Mi

Hostile or narrative encounter, forest

As the party passes through a boggy forest, seven figures emerge from the surrounding mist, simultaneously proclaiming "Mi!". These are the Knights Who Say Mi, brigands with a peculiar interest in horticulture who traded the bones of a lich and a storm giant to learn the powers of psycho-thunder attacks from the bonemonger.

Non-combat. The knights demand a shrubbery from the party (one that looks nice and isn't too expensive can be purchased from Tom Bombi in Caergannob). If the party gives the knights a shrubbery, the knights accept the gift but demand a second shrubbery, which is a bit taller, to give a two level effect with a little path running down the middle. Each time the party returns with a shrubbery, the knights demand another shrubbery. In addition, each time the party returns, the knights change the first letter of their exclamation, for example 'Ti', 'Ni', or 'Fi'.

At any time, if a party member says the knights' name backwards (e.g., 'I'm', 'it', 'in', or 'if'), one of the knights drops dead from psychic damage.

Combat. If the players attempt to pass the knights without proferring a shrubbery, the knights attack.

The knights' statistics vary depending on the adventure level (see Knights Who Say Mi Statistics table). The knights share three legendary actions; while any one of them lives, they can all simultaneously chant their name, eliciting the following legendary action option:

Mi! Each creature within **10 feet** of a Knight Who Says Mi and that can hear the knight must succeed on a **VDC* Constitution saving throw** or take **Vdam*** thunder damage and **Vdam** psychic damage.

*See the Variable Lair Action Statistics table on page 323

Knights Who Say Mi Statistics

Adventure Level	Statistics
4th	7 Thugs$^{\sigma}$
10th	7 Knights$^{\sigma}$
16th	7 Gladiators$^{\sigma}$

$^{\sigma}$This creature's statblock is modified (see above).

Clue. Occasionally, the knights mention that "the dire bunny's powers of psycho-thunder assault have been particularly fruitful in our banditry." This relates to Clue 1 (page 320).





Jim the Enchanter

Jim the Enchanter & The Swamp of Death

Narrative encounter, swamp

A meandering path marked by glowing toadstools leads through a steaming swamp. In many places, the mud bubbles, heated through geothermal activity. The skeleton of a long-dead horse lies buried in the mud, a single shod hoof protruding from the mud and embossed with the name 'Artax'.

Boiling Mud. The mud is difficult terrain. A creature that enters the mud for the first time on a turn or starts its turn there must succeed on a **VDC Strength saving throw** or become **restrained** and take **Vdam** fire damage. A creature can use its action to make a **VDC Strength** check, freeing itself or a creature within its reach on a success. A creature restrained in this way sinks 2 feet deeper into the mud at the start of each of its turns.

Jim's Questions. Atop a slight knoll some 30-feet in radius, surrounded by a dense mushroom ring, awaits Jim the Enchanter (NE male dwarf **mage**), who beckons to the party. Jim names himself 'Guardian of the Swamp of Death' and has been contracted by the bonemonger to ensure any that approach him are true of heart.

Upon approaching Jim, he says "Stop! Who would cross the Swamp of Death must answer me these questions three, ere the other side you see." The area within this mushroom circle is a *zone of retributive truth*. While in this area, if a creature is asked a question and either lies, answers incorrectly, or takes more than six seconds to answer, it is flung **100 feet** into the boiling mud of the swamp. The first two questions are always the same: "What is your name?" and "What is your quest?". The third question is always different and designed to prompt introspection, for example:

- What would you be doing if you weren't an adventurer?
- What is your opinion on nobility and authority?
- With whom have you been in love?
- If you could go back in time and change one thing about your life, what would it be?
- What are you most curious about?

Jim is as susceptible to this *zone of retributive truth* as the party, and will also answer any questions to the best of his ability. Once a character has answered three questions correctly, Jim allows them to pass. If a creature attempts to pass without answering three questions, the zone triggers.

Clue. The bonemonger's lair is in a *zone of retributive truth* and must be navigated accordingly. This relates to Clue 3 (page 322).

Jesse Jackdaw Burns; Opposite: Jesse Jackdaw Burns

Know Thy Enemy

Travelling to the bonemonger's lair presents several opportunities to impart information about the upcoming fight. In addition to the three clues below, it is evident that the bonemonger is a trader and can probably be bargained with (see Persuading the Bonemonger, page 326). The clues are:

- The bonemonger uses necromantic magic to raise skeletons.
- The bonemonger can deal psychic and thunder damage.
- *Zones of retributive truth* exist; one must answer questions asked within such zones quickly and truthfully.

Clue 1: The Astral Trader

The bonemonger is a trader and can be reasoned with. In a bid to attract more traffic, he has dispatched messengers far and wide distributing all manner of flyers, leaflets, and posters, one of which can find its way into the characters' hands. The flyer does the following:

- It deals psychic damage (a clue to one of the damage types the bonemonger deals).
- It plants the promise of a desirable item that the bonemonger can enchant into the player characters' minds.
- It tells the adventurers his exact location.

Bombi the Green

Bombi the Green can explain that a bizarre trader has set up camp in the Dullovians ancestral tomb, the Sepulchre of Sorrow. He can also give the party the bonemonger's flyer (Handout 1).

The Flyer

The bonemonger's flyer is magical, as revealed by the *detect magic* spell. The two lines of distorted, symmetrical text on the flyer are enchanted to imbue knowledge in the reader's mind. A creature that reads the flyer must make a **VDC Intelligence saving throw**, taking half the **Vdam** psychic damage on a failure, or no damage on a success. Success or failure, once a creature has made this saving throw, it is **immune** to this effect of the flyer and gains the following information:

Line 1: Desire. The first bizarre text plants an image and description in the character's mind of a magic item it really wants, or one it might find very useful. It also explains that the bonemonger needs the base, mundane item to enchant, so the adventurer should bring that with them.

Line 2: Location. The second line plants the location of the Bonefields in the characters' minds. This includes the general direction to head through the boggy, Dullowmarch swamp.



Handout 1. Bonemonger's Flyer

Jesse Jackdaw Burns



Handout 2.
Undead in Dullowmarch

Clue 2: Undeath Abounds

The bonemonger is a practised necromancer and has imbued others with the magic of undeath. One example of this is The Grey Knight (page 317), who is unaffected by dismemberment, is now an undead, and has enhanced traits. The party can also meet Skellig the gardener as they near the bonemonger's lair. This clue can prompt the players to prepare to face undead.

Skellig

Skellig is a **skeleton** who was, in life, a gardener. He tends to a large ring of mushrooms, some 500 feet in radius, that surrounds the bonemonger's lair. After the characters complete their final Tracking check and the associated encounter, read aloud or paraphrase the following:

> A skeleton kneels in the soil, almost obscured by the row of glowing, foot-high mushrooms that extends to your left and right. It carries a basket of weeds in one hand and is intent upon its work, rooting out unwelcome vegetation and reburying disturbed worms in the soil. A dozen skeletal crows perch nearby, their eyeless sockets trained upon the worms the skeleton unveils. The skeleton raises its head for a moment to observe you, before returning to its task.

Jesse Jackdaw Burns

Clue 3: Zone of Retributive Truth

The bonemonger's lair lies within a *zone of retributive truth*, as seen in the encounter with Jim the Enchanter (page 319). Now, if a creature is asked a question and lies, answers incorrectly, or takes more than 6 seconds to begin answering, the bonemonger can activate the zone's magic to launch the creature up to **Vdist** (see page 323) in a direction of its choice.

Liar's Corpse

The corpse of a half-elf, Horatio Mosskin, lies near the edge of the ring of mushrooms that encircles the Bonefields. He was a bard who worked as a confidence trickster. An inspection of his corpse reveals a journal that describes the myriad ways he tricked people. The most recent entry describes a plot to dig up some bones from Caergannob and trick this bonemonger into believing the bones are rare relics from a long dead holy person. Unfortunately for him, his lies caused him to be jettisoned high into the air and die from the fall. A successful **DC 11 Wisdom (Medicine)** check reveals both his legs are broken and that he fell from a great height.

Veritae Mucoformus

This zone's magic manifests (but isn't caused by) the ring of mushrooms that the party has previously passed. Upon entering the zone, creatures feel compelled to tell the truth, but this compulsion isn't overwhelming. A **VDC+3 Intelligence (Nature)** check reveals that these are *Veritae mucoformus*, mushrooms that grow in areas of extreme honesty. A successful **VDC Intelligence (Arcana)** check recognises the area as some sort of *zone of truth*.



Handout 3.
Zone of Retributive Truth

Jesse Jackdaw Burns

The Bonefields

The focal point of the bonemonger's lair is the cave in which it has made its spiralling home, an extra-corporeal part of its being. Prior to its occupation by the bonemonger, the cave was a tomb for the bones of the inhabitants of Caergannob. The lair encompasses the small area of marshy land around the cave, named the Bonefields after the multitude of fossilised bones found in its waterlogged depths.

Regional Effects

The area within 6 miles of the bonemonger's lair (i.e., the Bonefields) has the following properties:

- ***Osteomancy.*** Bones never really settle and always seem to be in different positions than when observed a moment ago. Sometimes, entire severed limbs might drag themselves around with no apparent goal.
- ***Veritae Mucoformus.*** *Zones of retributive truth* spontaneously form. They are anywhere from 5 to 500 feet in radius and are often delineated by the growth of the rare *Veritae mucoformus* fungus.
- ***Odd Folk.*** The bonemonger is a trader, giving gifts of magical items and strange powers in return for interesting bones. Creatures that have recently travelled to him often carry these odd boons.

If the bonemonger dies, the bones cease to move of their own accord and the *zones of retributive truth* fade over the course of **1d10 days**. Enchantments the bonemonger has imbued into items and people persist.

Lair Actions

The place an astral hermit makes its home becomes distorted by its aberrant magic, often mixing with the background magic of the plane on which it finds itself. The bonemonger's predilection for anything osseous leads to a lair that animates bones in a variety of ways. In addition, the bonemonger has learnt to control the *zone of retributive truth* in which he finds himself.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Vdist
4th	12	3 (**1d6**)	20 ft.
10th	15	10 (**3d6**)	40 ft.
16th	17	21 (**6d6**)	60 ft.

Lair Actions. While the bonemonger lives, he can invoke the ambient magic of his lair to take lair actions on initiative count 20 (losing initiative ties). The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure, as shown in the Level-Based Lair Action Statistics table.

- ***Bone Carapace.*** Up to three creatures of the bonemonger's choice that are in his lair become encased in articulating bone armour, gaining temporary hit points equal to half the **Vdam** (minimum of 2). These temporary hit points are lost after **1 hour**.
- ***Probing Question.*** The bonemonger asks one creature in his lair that can hear him an insightful and thought-provoking question. If the creature doesn't answer the question truthfully and out loud within 6 seconds (the end of its next turn, if in combat), the creature is flung up to **Vdist** in a direction of the bonemonger's choice. Examples of possible questions:
  - What is your greatest fear?
  - Who do you admire most and why?
  - Do you have any biases for or against certain people?
  - What is the biggest mistake you have ever made?
  - What item in your possession do you care most about and why?
  - How do you feel about keeping secrets from the rest of the party?
- ***Tanglebones.*** Bones of all descriptions—spines, claws, and jaws—emerge from the floor, walls, and ceiling of the bonemonger's lair. Until initiative count 20 on the following round, all surfaces in the lair become difficult terrain for creatures of the bonemonger's choice. In addition, each creature of the bonemonger's choice that is within **5 feet** of a surface when this lair action occurs must make a **Strength saving throw** or become **grappled** by the bones (**escape DC** equals **VDC**), which have a reach of 5 feet.

GM Tip

Write down the information in this table for your adventure level so you don't have to keep flipping back and forth!



Map 1.
The Bonefields

Cartographer:
Cze & Peku

1 square = 5 feet

N

Cze & Peku; Opposite: Ognjen Sporin

The Battle Ahead

The battle with the bonemonger is divided into three distinct phases, referred to as waves. In the first wave, the bonemonger animates the bones of his lair to fight off the party. After these creatures are defeated, the second wave begins and the bonemonger himself appears, accompanied by a big skeletal creature. When the bonemonger is defeated, his pent up astral magic is unleashed and he assumes a devastating mythic form.

As the party approaches the bonemonger's lair, read or paraphrase the following:

> Cracked flagstones form the sole path through the foetid mire. The crunching of bone fragments underfoot is quickly swallowed by the heavy, dank mist that coalesces around you. Bones protrude across the marshland, from great tusks of ivory to enormous reptilian heads and fists too large to be human. The surrounding bog looks to have been the downfall of creatures both great and small. A colossal skull forms a ramp from the flagstones below to a cave opening in a rocky outcropping, where a tiny white figure quickly hops out of view.

Environmental Hazard: Bog. The ground other than the flagstone path is muddy, difficult terrain.

Environmental Hazard: Skull. The holes in the face of the giant skull open into a pit several dozen feet below. The depth of the hole is **Vdist**. The pit can be exited by climbing the distance fallen (no check required) towards the skull's ear holes and expending **15 feet** of movement to climb through the 5 feet of rubble surrounding the skull. The bonemonger aims for these holes when throwing the player characters using his Probing Question lair action.

Helping Hand. At any time during the battle, a flight of swallows laden with *potions of healing* (normal, greater, or superior at 4th, 10th, or 16th level, respectively) can pour the healing liquid in any willing player character's mouth. The flock was released by Bombi the Green, or whomever acts as the adventurer's quest giver.

Skeletons

Except for the bonemonger, all non-player combatants in this fight are skeletons. If a creature isn't already a skeleton, this state modifies the named creature's statistics in the following ways:



- It has **vulnerability** to bludgeoning damage.
- It is **immune** to poison damage.
- It is **immune** to the exhaustion and poisoned conditions.
- It has darkvision out to **60 feet** (if not already further).
- It can understand the languages it spoke in life, but can't speak.

In addition, a skeleton's AC and hit points might be lower than its non-skeleton forms, which can result in a reduction in their CR. These changes are indicated in parentheses after the creature's name in each wave's 'Enemies' section.

Persuading The Bonemonger

The bonemonger assumes that the party, heavily armed as they are, has come with hostile intent, but can be persuaded otherwise after three successful **Charisma (Persuasion)** checks. At the beginning of the fight, the bonemonger is too focussed to be persuaded but, as he loses hit points, the DC to persuade him decreases (see the Effect of Hit Points on Persuasion Check DC table).

Action Economy. In addition, the more effort a character makes to persuade the bonemonger, the more likely he is to listen. Explain this advantage system to your players so they can weigh the risks and rewards themselves.

- If a creature uses its action to try to persuade the bonemonger, it has **advantage** on its check.
- If a creature uses a bonus action, the check is made normally.
- If a creature uses just its speech and no action, the check is made with **disadvantage**.

Wave 1: Bones

The bonemonger's first line of defence is to animate the bones that litter the boggy ground of his lair. The creatures animate in locations advantageous to the bonemonger (GM's choice). The ground isn't difficult terrain for the skeletons.

> With a chorus of wet burps and gurgles, the perforated form of a disparate array of skeletal figures rise from the waterlogged ground, turning their eyeless sockets on you.

Enemies

The enemies in the first wave are a variety of skeletons that the bonemonger animates.

Level 4. At 4th level, the wave 1 combatants are:

- 3 **skeletons** (CR 1/4)
- 2 **warhorse skeletons** (CR 1/2)
- 1 **minotaur skeleton** (CR 2)

Level 10. At 10th level, the wave 1 combatants are:

- 3 **minotaur skeletons** (CR 2)
- 1 **mammoth** skeleton[σ] (CR5; AC 11, 114 hit points)
- 1 **fire giant** skeleton[σ] (CR 8; AC 14, 150 hit points)

Level 16. At 16th level, the wave 1 combatants are:

- 5 **wight** skeletons[σ] (CR 4)
- 2 **tyrannosaurus rex** skeletons[σ] (CR6; AC 11, 136 hit points)
- 1 **horned devil** skeleton[σ] (CR 10; AC 14, 178 hit points)

[σ] This creature's statblock is modified (see Skeletons, above).

Effect of Hit Points on Persuasion Check DC

	4th-Level Adventure		10th-Level Adventure		16th-Level Adventure	
	Hit Points	**DC**	**Hit Points**	**DC**	**Hit Points**	**DC**
Wave 2 - Normal State	61+	23	103+	26	165+	29
	31-60	20	52-102	23	83-164	26
	1-30	17	1-51	20	1-82	23
Wave 3 - Mythic State	61+	14	103+	17	165+	20
	31-60	11	52-102	14	83-164	17
	1-30	8	1-51	11	1-82	14

Tactics

The skeletons fight without any sense of self-preservation. They target the closest creatures or, in the case of the tyrannosaurus rex, they move to target the greatest number of creatures possible. The bonemonger takes only lair actions from within the shelter of his cave.

Wave 2: Bonemonger

When all the creatures in wave 1 are defeated (or if it appears that the adventurers are attempting to rest), the bonemonger emerges from his hearth in tiny rabbit form, animating a larger skeleton to attract the party's hostile attention.

> With a miniscule squeak, a tiny white rabbit emerges from the cave at the skull's dome. A great cracking, wrenching, sucking sound crashes through the mist as an enormous, boney figure bursts through rock and mud.

Enemies

The enemies in this wave are the bonemonger and (initially) a single skeleton, neither of which are affected by the lair's difficult terrain.

Level 4. At 4th level, the wave 2 combatants are:

- 1 **ogre** skeleton[σ] (CR 1; AC 9, 59 hit points)
- 1 **bonemonger phalange** (CR 4)

Level 10. At 10th level, the wave 2 combatants are:

- 1 **tyrannosaurus rex** skeleton[σ] (CR 6; AC 11, 136 hit points)
- 1 **bonemonger ulna** (CR 11)

Level 16. At 16th level, the wave 2 combatants are:

- 1 **fire giant** skeleton[σ] (CR 8; AC 11, 136 hit points)
- 1 **bonemonger femur** (CR 19)

[σ] This creature's statblock is modified (see Skeletons, page 325).



Jesse Jackdaw Urns

Jesse Jackdaw Burns

Tactics

While the lumbering skeleton has no sense of self-preservation, the bonemonger is an extremely insightful and tactical combatant. He mentally commands his skeletons to assume positions between him and adventurers he deems dangerous, using the skeletons as cover against ranged attacks and to threaten opportunity attacks on creatures that try to reach the bonemonger.

The bonemonger uses his Animate Bones legendary action to animate a skeleton in an advantageous position within his lair. If he has a skeleton animated, the bonemonger relies on using his Insightful Telepathy bonus action and Grasping Bones legendary action to gain advantage on its bite attack, thereby activating the additional damage from his Go For The Throat trait. The bonemonger targets creatures with low AC for this combo and uses his Mi magical effect against creatures with low Constitution saving throw bonuses.

Wave 3: Bonemaster

When reduced to 0 hit points, the bonemonger's Osteomancer trait activates and he transforms into his mythic state. The bonemonger's tactics become more lethal.

> With a rumble, shards of bone burst from the ground, flying towards the tiny rabbit form of the bonemonger like iron filings towards a magnet. Twitching and flinching within his osseous armour, the bonemonger quickly flicks his gaze among you, his eyes spheres of jet black nothingness. As the bones tremble and thrum, threatening to rip themselves from the glutenous mire beneath in a wave of calcified razors, he says in Common, "I arrive to peacefully trade bones, yet you Dullovians persist to act in an aggressive manner. Begone!"

Enemies

The enemy in the final wave is the bonemonger in his mythic state.

Level 4. At 4th level, the wave 3 combatant is:

- 1 **bonemonger phalange** (CR 5; mythic)

Level 10. At 10th level, the wave 3 combatant is:

- 1 **bonemonger ulna** (CR 15; mythic)

Level 16. At 16th level, the wave 3 combatant is:

- 1 **bonemonger femur** (CR 22; mythic)

Tactics

The bonemonger forsakes the use of his Animate Bones legendary action. If the player characters are grouped together, he uses his Bonetide mythic action. Otherwise, he uses his Bare The Throat mythic action (if available), preferring targets with low AC and hit points.

Optional Ending: Bonergeddon

If you're running this adventure as a one-shot, it can be fun to have a catastrophic ending. Feel free to use the following ideas to give your players an adventure to remember.

> Even as the bonemonger is slain, the bones do not stop trembling. With lurching movements, bones reassemble into all manner of abstract forms, turning their cracked skulls and splintered limbs towards you.

Bone Army. On initiative count 20 (losing initiative ties) of the round after the bonemonger's death, twice the number of creatures as in wave 1 begin animating. At initiative count 0 of this round, these creatures roll initiative. The following round, they begin attacking the party. Unlike the skeletons from wave 1, these skeletons are not buoyed by the bonemonger's magic and are affected by the lair's difficult terrain as normal.

Aftermath

Here are some directions you can take the story after the hunt is complete:

- If the bonemonger survives and is friendly towards the players, he offers his services as a master enchanter and gives them the pattern for a nearby teleportation circle in the Bonefields.
  - ◊ **Master Enchanter.** The bonemonger has a **+11** modifier to all Enchanting checks and charges 180 gp per hour. He works at triple the speed of a journeyman enchanter, meaning items are enchanted in one-third of the normal time (e.g. an uncommon attunement item takes 6.6 hours to enchant instead of 20 hours).
- If the bonemonger survives, the Dullovians are unhappy. They can be persuaded (GM's discretion) that an enchanter will provide through traffic and be good for business, in which case they pay half the agreed sum. If persuasion fails, they pay nothing and become hostile towards the party and any creatures looking to trade with the bonemonger. They try to stifle his trade by directing people seeking his services into the marshes, where they get stuck and die.
- If the bonemonger dies, the Dullovians call the party heroes and pay the agreed sum.
- Regardless of the bonemonger's outcome, he has no use for the *holy grail*, and lets the party take it. 'King' Arfur uses the grail as evidence he has a divine right to rule, engendering civil strife (or perhaps a civil war; GM's discretion).
- If the Knights Who Say Mi survive, they become apprentices to Tom Bombi and beautiful shrubberies are seen throughout the land.
- Whether or not The Grey Knight is killed, he can be found drinking beer in Caergannob's inn. Any limbs he lost in combat with the party are replaced with peg-limbs, which he manages to use with a deft grace.

Treasure

In the bonemonger's cave are a selection of preserved monster bones (**1d4-1** of each creature type), *essence*, and the *coconut of alacrity*, a magic item that can also be socketed on a mount. It also has a small trove of treasure and *spell scrolls*.

Bonemonger's Hoard

Hunt Level	Essence	Spell Scrolls
4th	2 x frail	*flesh to bone**
10th	1 x frail 1 x robust 1 x potent	*bone cage** *flesh to bone**
16th	1 x robust 1 x potent 1 x mythic	*bone cage** *flesh to bone** *field of bones**

*See Appendix A

Harvesting

The Grey Knight's arms can be each preserved with a component DC of 15.

The bonemonger has the following unique components, in addition to ones normal for an aberration. The food component for the unique recipe is *dire rabbit flesh*, which is used to craft *braised berry bunny* (see page 330).

Bonemonger Harvest Table

Component DC	Components
5	*Dire rabbit flesh*[E] (4)
10	*Astral bone* (4), *lucky astral paw* (4)
15	*Astral heart* (1)
20	*Astral brain* (1)

[E]Edible component. See *Heliana's Guide*.

Crafting

The following unique items can be crafted from the bonemonger's and The Grey Knight's components.

Bonemonger Craftable Items

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Value*
Arm of the Grey Knight	Wondrous item	Uncommon Rare	Required	*Undead (grey knight) bone*	Frail Robust	550 gp 2,100 gp
Osseous Spike	Weapon (lance)	Rare Very rare	Required	*Aberration (bonemonger) bone*	Robust Potent	2,300 gp 9,600 gp
Robes of the Enchanter	Wondrous item	Uncommon Rare	—	*Aberration (bonemonger) heart*	Frail Robust	420 gp 1,500 gp
Somewhat Holy Hand Grenade	Wondrous item	Very rare	—	*Aberration (bonemonger) lucky paw*	Potent	5,000 gp
The Sword in the Stone	Weapon (any sword)	Uncommon Legendary	Required	*Aberration (bonemonger) brain*	Frail Mythic	600 gp 42,000 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

Cooking

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you must succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

Braised Berry Bunny

You gain a number of charges that increases based on the meal's rarity. At any time while you are under the influence of this magical meal's effects, you can expend **1 charge** to imbue your words with the power of veracity when you ask a creature a question. The creature must succeed on a **Charisma saving throw** or be unable to speak a deliberate lie for the next **minute**. The DC of the saving throw increases with rarity.

You know whether the creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Meal Effect Scaling

Rarity	Charges	DC
Uncommon	1	13
Rare	2	15
Very rare	3	16
Legendary	4	17



Ognjen Sporin

Magic Items

The magic items in this section can be found during the course of the hunt. They are listed in alphabetical order.

Arm of the Grey Knight

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

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

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

- The arm manipulates an object in the same way as the *mage hand* cantrip.
- The arm punches a creature within **5 feet** of it, making an attack roll against it (**+5** to hit) and dealing **1d6 + 3** bludgeoning damage on a hit.
- The arm attempts to grab a creature within **5 feet** of it, which must make a **DC 13 Dexterity saving throw**. On a failed save, the arm latches on to it, reducing its speed by **10 feet**. A creature can use its action to make a **DC 13 Strength** check, pulling the arm off of it or a creature within its reach on a success. The arm can't perform other tasks while holding onto a creature.

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

Rare variant: The arm can crawl on walls and ceilings, and is capable of wielding a longsword. Increase the attack bonus to **+7**, the damage to **1d6 + 5** (or **1d8 + 5** if it's wielding a longsword), the speed reduction to **20 feet**, and the **DCs** to **15**.



Arm of the Grey Knight

Michelle Mueller

Coconut of Alacrity

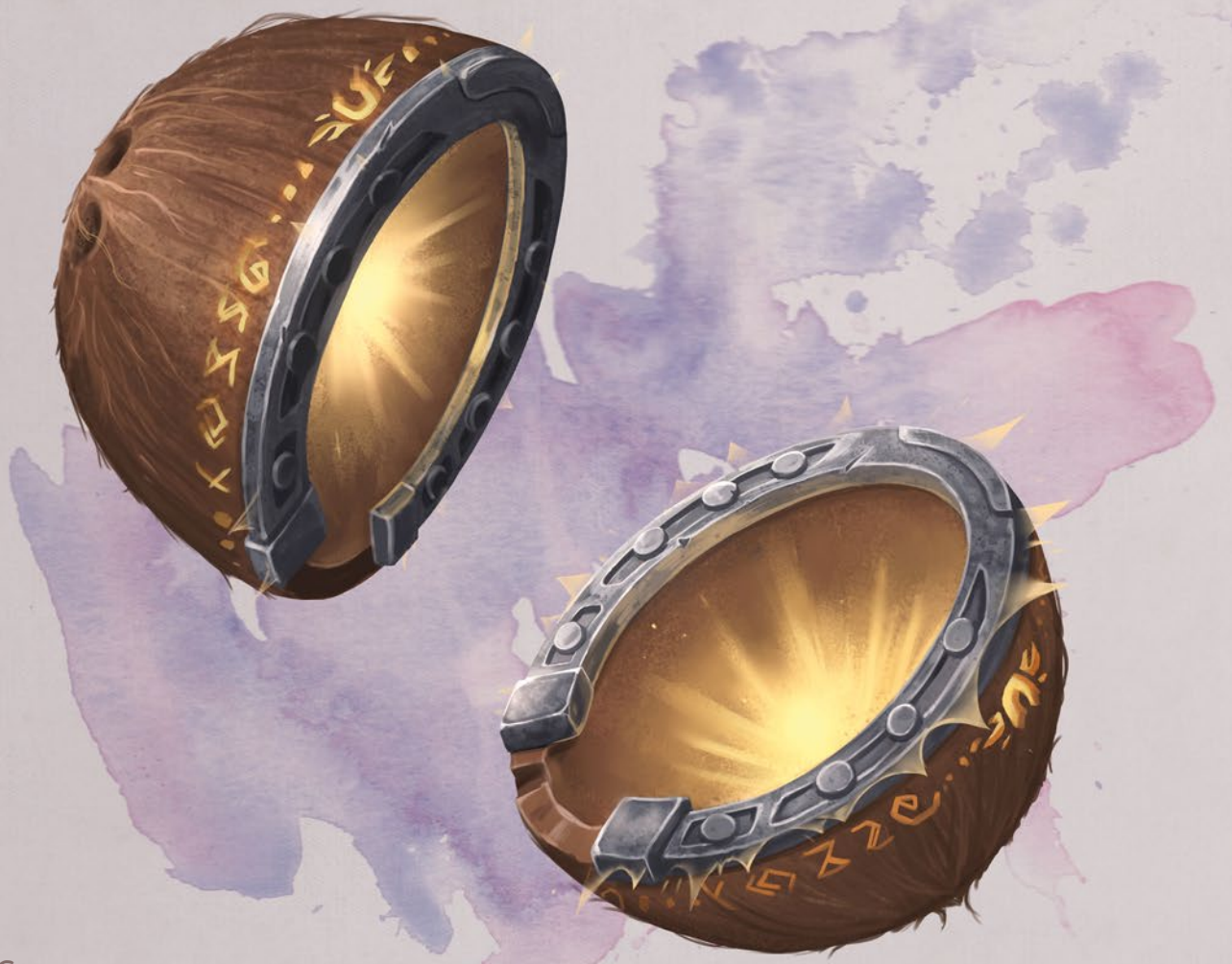
Wondrous item, common (socketable)*
Component: beast (horse) bone

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

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

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

*Consult *Heliana's Guide* for full Crafting rules. Socketing on page 124.



Coconut of Alacrity

Michelle Mueller

Osseous Spike

Weapon (lance), rare (requires attunement)
Component: aberration (bonemonger) bone

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

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

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

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

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



Osseous Spike

Michelle Mueller



Robes of the Enchanter

Wondrous item, uncommon
Component: aberration (bonemonger) heart

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

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

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

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

Robes of the Enchanter

Michelle Mueller

Somewhat Holy Hand Grenade

Wondrous item, very rare
Component: aberration (bonemonger) lucky paw

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

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

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

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

The grenade is then destroyed.



Somewhat Holy Hand Grenade

Michelle Mueller



The Sword in the Stone

The Sword in the Stone

Weapon (any sword), uncommon (requires attunement by a creature with a Strength score of 16 or higher)
Component: astral brain (unique - bonemonger)

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

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

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

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

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

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

Both: Michelle Mueller



Dire Bunny

Yes, a dire bunny is a great enchanting buddy, valuable rogue-like combatant, and excellent at getting the truth out of folks. But what no-one talks about is their ability to plough a field. One word and thousands of bony limbs dig it all up. Just don't take them to a graveyard, they get... distracted.

– Heliana, Aspiring Farmer

Type: Aberration
Creature Component: Bonemonger
Bonus Tamer Improvement: Sneak Attack

Astral hermits are a strange and esoteric species. Mercantile in nature, those that visit the Material Plane choose forms that appear innocuous and unthreatening, to better sell their enchanting services. The hermit from which this specimen, dubbed the 'dire bunny', has been crafted had a peculiar fascination with bones that has been surprisingly difficult to remove.

If any of the dire bunny's traits or actions require saving throws, it is always against the dire bunny's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the dire bunny's Constitution modifier

Sneak Attack

Prerequisite: become a tamer's companion
Type: Passive (companion)

Once on its turn, the dire bunny can deal an extra 3 (**1d6**) damage to one creature it hits with a Bite attack if it has **advantage** on the attack roll. The dire bunny doesn't need advantage on the attack roll if another enemy of the target is within **5 feet** of it, that enemy isn't incapacitated, and the dire bunny doesn't have disadvantage on the attack roll.

The extra damage increases by 1d6 when the dire bunny's tamer reaches 3rd level (**2d6**), 5th level (**3d6**), 9th level (**4d6**), 13th level (**5d6**), and 17th level (**6d6**) in the tamer class.

Astral Enchanter I

Prerequisite: 3rd-level tamer
Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a *+2* **bonus** to Enchanting checks*.

In addition, as an action, the dire bunny can cast the *identify* spell, requiring no material components. After it uses this action, it can't do so again until its tamer finishes a long rest.

Mi!

Prerequisite: 3rd-level tamer
Type: Active (action)

As an action, the dire bunny proclaims "Mi!" at one creature it can see within **60 feet** of it. If the target can hear the proclamation, it must succeed on a **Constitution saving throw** or take 4 (**1d8**) thunder damage and 4 (**1d8**) psychic damage, and become **frightened** of the dire bunny until the end of the dire bunny's next turn.

Veracious Question

Prerequisite: 3rd-level tamer
Type: Active (bonus action), Passive (companion & tamer)

The dire bunny gains proficiency in the Persuasion and Intimidation skills and, while the bunny is summoned, its tamer can add half its proficiency bonus to ability checks it makes that use the Insight, Intimidation, or Persuasion skills.

In addition, when the dire bunny asks a question, it can use a bonus action to imbue the question with magical truth. If the question's recipient can hear (or otherwise perceive) and understand the question, it must make a **Charisma saving throw**, blurting out a short, truthful answer on a failure, or answering as it pleases (if at all) on a success. A creature can choose to fail this saving throw. After the dire bunny has used this bonus action twice, it can't do so again until its tamer finishes a short or long rest.

Grasping Bonetide I

Prerequisite: 5th-level tamer
Type: Active (action)

As an action, the dire bunny summons a wave of animated bones that ripples out from it in either a **30-foot cone** or **15-foot-radius circle** (dire bunny's choice). Skeletal limbs burst out from surfaces in the area, slashing and grasping at creatures in contact with those surfaces. Each of those creatures must make a **Dexterity saving throw**, taking 10 (**3d6**) slashing damage and becoming **restrained** until the end of the dire bunny's next turn on a failure, or taking half as much damage and not becoming restrained on a success. After the dire bunny uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dire bunny's tamer reaches 9th level in the tamer class, the damage of this action increases to 17 (**5d6**).

Boney Carapace I

Prerequisite: 5th-level tamer
Type: Passive (companion)

The dire bunny gains a *+2* **bonus** to its AC while it isn't wearing armour.

Springstrike

Prerequisite: 9th-level tamer, Sneak Attack
Type: Active (action), Passive (companion)

The dire bunny's speed increases by **10 feet**. As an action, the dire bunny can move up to half its speed without provoking opportunity attacks and make one Bite attack.

Uncanny Dodge

Prerequisite: 9th-level tamer
Type: Active (reaction)

When an attacker that the dire bunny can see hits it with an attack, the dire bunny can use its reaction to halve the attack's damage against it.

Zone of Retributive Truth

Prerequisite: 9th-level tamer, Veracious Question
Type: Active (bonus action)

As a bonus action, the dire bunny manifests an aura that lasts for **1 minute** and extends **20 feet** from the dire bunny, moving with it. As part of the bonus action to create the aura and as a bonus action on subsequent turns, the dire bunny can ask one creature it can see within the aura a question. If the creature can hear (or otherwise perceive) the question and understands it, it feels compelled to answer truthfully. If it doesn't answer before the end of its next turn, or answers untruthfully, it must succeed on a **Charisma saving throw** or be thrown up to **20 feet** in a direction of the dire bunny's choice.

After the dire bunny has manifested this aura, it can't do so again until its tamer finishes a short or long rest.

Astral Enchanter II

Prerequisite: 13th-level tamer, Astral Enchanter I
Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks*. This is in addition to the bonus from Astral Enchanter I.

As an action, the dire bunny can cast the *identify* spell at will, requiring no material components.

Grasping Bonetide II

Prerequisite: 13th-level tamer, Grasping Bonetide I
Type: Passive (companion)

The damage of the dire bunny's Grasping Bonetide action increases to 24 (**7d6**), and the size of the area increases to a **50-foot cone** or a **20-foot-radius** circle. The dire bunny gains a **+1 bonus** to the **save DC** of this action.

When the dire bunny's tamer reaches 17th level in the tamer class, the damage of this action increases to 35 (**10d6**).

Boney Carapace II

Prerequisite: 13th-level tamer, Boney Carapace I
Type: Passive (companion)

The dire bunny gains a **+2 bonus** to its AC while it isn't wearing armour. This is in addition to the bonus from Boney Carapace I.

Astral Enchanter III

Prerequisite: 17th-level tamer, Astral Enchanter II
Type: Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks*. This is in addition to the bonuses from Astral Enchanter I & II.

As an action, the dire bunny can cast the *locate object* spell, requiring no material components. This spell ends early when the dire bunny is dismissed.

*See page 22

Bone Cage

Prerequisite: 17th-level tamer, Boney Carapace II
Type: Active (action), Passive (companion)
The dire bunny gains a **+1 bonus** to its AC while it isn't wearing armour. This is in addition to the bonuses from Boney Carapace I & II.

As an action, the dire bunny creates a magical effect identical to the *bone cage** spell (see page 341) with a range of **self (30-foot-radius sphere)**. After it uses this action, it can't do so again until its tamer finishes a long rest.

Dire Bunny

Tiny aberration, neutral

Armour Class 13 (natural armour)
Hit Points 4 (1d4 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	8 (-1)	14 (+2)	11 (+0)

Skills Insight +4, Perception +4
Senses darkvision 90 ft., passive Perception 14
Languages Common, Deep Speech, telepathy 30 ft.
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Bonemonger. Whenever the dire bunny first sees a bone, it must succeed on a **DC 12 Wisdom saving throw** or become distracted until it possesses the bone or the bone is no longer in its line of sight. While distracted, it spends its movement and actions trying to get closer to the bone and sequester it. A distracted dire bunny whose owner issues a command to it repeats the saving throw at the end of its next turn, ending the effect on a success and becoming **immune** to the allure of any bone for the next **hour**.

Actions

Bite. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage.

Detect Thoughts (1/Day). The dire bunny learns the surface thoughts of one creature it can see within **30 feet** of it for **1 minute**. It can attempt to probe deeper into the creature's mind, using an action to force the target to make a **DC 12 Wisdom saving throw**, per the *detect thoughts* spell.

Jesse Jackdaw Burns

Appendix A - Spells

This appendix lists the new spells that can be found throughout the items and creatures of this book, as well as the classes that have access to those spells. Spells are arranged alphabetically in the Spells List table, accompanied by their level, school, and availability on class spell list.

Biomancy

Biomancy is a new school of magic introduced in this book. Biomantic spells revolve around living matter and its manipulation. They can transform skin, repair wounds, spread disease, and even stimulate cellular metabolism.

Optional Rule: No Biomancy. If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied with each biomancy spell in this book. In the following spell lists, the superscript letter after the name indicates the alternate school that can be used if you do not wish to include this school in your world (E, evocation; H, Enchantment; N, Necromancy; T, transmutation).

Spells List

Spell	Level	School	Bard	Cleric	Druid	Paladin	Ranger	Sorcerer	Tamer	Warlock	Wizard	Page
Acid Rain	3rd	Conjuration			x			x		x	x	341
Aura of Impurity	4th	Abjuration				x			x	x		341
Blood Frenzy	2nd	Biomancy [H]			x		x	x	x	x		341
Bone Cage	5th	Biomancy [N]		x	x	x				x	x	341
Chameleon Skin	1st	Biomancy [T]	x		x		x		x		x	342
Coralskin	2nd	Biomancy [T]			x		x	x			x	342
Crimson Death	6th	Necromancy		x				x		x	x	342
Daydream	1st	Enchantment	x		x					x		342
Depth Charge	3rd	Evocation			x			x		x	x	343
Endure	5th	Necromancy		x	x	x	x		x	x		343
Enrage	3rd	Enchantment	x					x		x		343
Field of Bones	8th	Necromancy		x						x	x	343
Flare	Cantrip	Evocation		x				x			x	344
Flesh to Bone	3rd	Biomancy [T]			x					x	x	344
Gravity Smash	5th	Evocation						x		x	x	344
Humperdink's Irresistible Revelry	4th	Enchantment	x								x	345
Lightning Wave	2nd	Evocation	x		x			x		x	x	345
Living Candle	4th	Conjuration						x		x	x	345
Lungburst	6th	Biomancy [E]						x		x	x	345
Pins & Needles	Cantrip	Biomancy [E]			x			x		x	x	346
Protection	2nd	Abjuration	x	x	x	x	x		x			346
Purple Rain	5th	Conjuration	x									346
Riptide	2nd	Transmutation			x			x		x	x	346
Stunbolt	4th	Evocation	x		x			x		x	x	346
Sugar Rush	2nd	Biomancy [T]	x	x		x		x	x			347
The Bends	3rd	Biomancy [T]			x			x		x	x	347
Words of Discouragement	1st	Enchantment	x							x	x	347

E - Can be replaced with Evocation
H - Can be replaced with Enchantment
N - Can be replaced with Necromancy
T - Can be replaced with Transmutation

Acid Rain

3rd-level conjuration

Casting Time: 1 action
Range: 90 feet (20-foot-radius, 60-foot-tall cylinder)
Components: V, S, M (a drop of acid)
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius**, **60-foot-tall cylinder**, centred on a point within range. When the rain begins, each creature in the area must make a **Dexterity saving throw**, taking **4d6** acid damage on failure or half as much damage on a success. For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the acid damage increases by **1d6** for each slot level above 3rd.

Aura of Impurity

4th-level abjuration

Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V
Duration: Concentration, up to 1 minute
Class: Paladin, Tamer, Warlock

Enervating energy radiates from you in an aura with a **30-foot radius**. Until the spell ends, the aura moves with you, centred on you. Each creature of your choice that enters the aura for the first time on its turn or starts its turn there must succeed on a **Charisma saving throw** or become drained until the end of its next turn. While drained, a creature must roll a **d4** and subtract the number rolled from each ability check, attack roll, or saving throw it makes, and any hit points a creature regains are reduced by half.

Blood Frenzy

2nd-level biomancy (*can be replaced with enchantment)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of blood that is less than 24 hours old)
Duration: Concentration, up to 10 minutes
Class: Druid, Ranger, Sorcerer, Tamer, Warlock

You touch a willing creature, sharpening its focus with the instincts of a killer. Until the spell ends, the target has **advantage** on attack rolls it makes against creatures below half of their hit point maximum. In addition, if there is at least one creature that is below half its hit point maximum within **30 feet** of the target, and the target considers that creature hostile, the target has **disadvantage** on attack rolls it makes against creatures above half their hit point maximum.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd.

Bone Cage

5th-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S, M (the bones of at least one non-animated corpse, which the spell consumes)
Duration: 1 minute
Class: Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size, that last for the duration:

Sizes	Temporary Hit Points Gained
Small	**1d6+1**
Medium	**1d8+2**
Large	**1d10+5**
Huge	**1d12+12**
Gargantuan	**1d20+25**

As an action on a subsequent turn, you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking piercing damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and cannot be used in this way again.

Chameleon Skin

1st-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (red, yellow, and blue pigment)
Duration: Concentration, up to 10 minutes
Class: Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a bonus action on each of its turns, even when only lightly obscured.

If the target did not move during its last turn, creatures have **disadvantage** on any Wisdom (Perception) checks made to see the target. Creatures who do not rely on sight, such as those with tremorsense, are **immune** to this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Coralskin

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a lump of living coral)
Duration: Concentration, up to 1 hour
Class: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature, turning their skin into a rapidly growing landscape of varicoloured coral. When the spell is cast, and at the start of each of the target creature's turns for the duration of the spell, the creature gains temporary hit points equal to **2d4** plus your spellcasting ability modifier. In addition, the target's unarmed attacks deal an extra **1d4** slashing damage on a hit. When the spell ends, the target loses any remaining temporary hit points from this spell.

Crimson Death

6th-level necromancy

Casting Time: 1 action
Range: Self (20-foot-radius sphere)
Components: V, S, M (a crystal rod carved with necromantic runes worth 500 gp)
Duration: Concentration, up to 1 minute
Class: Cleric, Sorcerer, Warlock, Wizard

You spew a cloud of crimson smoke from your mouth, which gathers in a **20-foot-radius sphere** centred on your space that lasts for the duration, heavily obscuring the area. Each creature other than you that starts its turn in the cloud or enters it for the first time on its turn must make a **Constitution saving throw**, taking **5d8** necrotic damage on a failed save, or half as much damage on a successful one. For as long as the cloud lasts, you can use a bonus action to move it up to **20 feet** in any direction.

A humanoid reduced to 0 hit points by this damage immediately dies and returns as a **zombie** under your control. Zombies created by this spell have **immunity** to its effects. You can control a maximum of three zombies at the same time. Any created beyond this number are hostile to all living creatures. In combat, zombies take their turn immediately after yours. Zombies under your control obey your verbal commands (no action required by you). When the spell ends, zombies created by the spell crumble to dust and are destroyed.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by **1d8** for each slot level above 6th.

Daydream

1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny, four-panelled window)
Duration: Concentration, up to 1 minute
Class: Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a **-5 penalty** to its passive Perception as a result of this disadvantage) until the spell ends. A creature immune to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

Depth Charge

3rd-level evocation

Casting Time: 1 action
Range: 90 feet (20-foot-radius sphere)
Components: V, S, M (some metamorphic rock)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard **300 feet** away (or **1,000 feet** in a liquid), a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius sphere** centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

Endure

5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)
Duration: 1 minute
Class: Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of **exhaustion** for each death saving throw it failed. If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **unconscious** for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature can not be awakened by any means short of a wish spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **1 day** (9th level).

Enrage

3rd-level enchantment

Casting Time: 1 action
Range: 120 feet (20-foot-radius sphere)
Components: V, S, M (a red handkerchief)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

Field of Bones

8th-level necromancy

Casting Time: 1 action
Range: 500 feet (100-foot-radius circle)
Components: V, S, M (a wishbone)
Duration: Concentration, up to 1 minute
Class: Cleric, Warlock, Wizard

The ground in a **100-foot radius circle** centred on a point you can see within range is punctured as bony claws, tails, and maws protrude from the ground, snapping, grasping, and raking at all within reach. The ground becomes difficult terrain for creatures other than you. A creature other than you that starts its turn in this area or enters this area for the first time on its turn must

make a **Strength saving throw**. On a failure, it takes **6d6** slashing damage and is **grappled** by the bony protrusions (**escape DC** equals your **spell save DC**). On a success, a creature takes half as much damage and isn't grappled.

For the duration of the spell, at the start of each of your turns, you can cause **1d4 skeletons** to burst from the ground at points you choose within the spell's area. Skeletons created by this spell have **immunity** to its effects. On each of your turns, you can use a bonus action to mentally command all the creatures made by this spell if the creature is within 500 feet of you, issuing the same command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. When the spell ends, all creatures created by this spell crumble into dust.

If this spell is cast in an area with a lot of buried corpses (GM's discretion), like a graveyard or battlefield, the saving throw is made with **disadvantage** and you create **2d4** skeletons instead.

Flare

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a strip of magnesium)
Duration: Instantaneous
Class: Cleric, Sorcerer, Wizard

You launch a pulse of radiant energy at a target within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** radiant damage. On a critical hit, the target is covered in glittering mystical light, granting **advantage** on attack rolls against the target until the end of your next turn.

Alternatively, you can launch the pulse at a point in the air within range where it slowly falls towards the ground. Until the end of your next turn, the flare sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

This spell's damage increases by 1d8 and the radius of the bright and dim light both increase by 10 feet when you reach 5th level (**2d8**, **30 feet**), 11th level (**3d8**, **40 feet**), and 17th level (**4d8, 50 feet**).

Flesh to Bone

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of bone marrow)
Duration: Concentration, up to 10 minutes
Class: Druid, Warlock, Wizard

You attempt to turn the skin of a creature you touch into bony plates. If the target's body is made of flesh, it must make a **Constitution saving throw**. A willing creature can choose to fail this saving throw. On a failure, a creature's skin turns into hardened, articulating plates of bone. For the duration, the creature's speed is halved, it has **disadvantage** on Dexterity saving throws, and it has **resistance** to piercing and slashing damage.

Gravity Smash

5th-level evocation

Casting Time: 1 action
Range: 120 feet (40-foot-radius, 100-foot-high cylinder)
Components: V, S
Duration: Concentration, up to 1 round
Class: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. A **40-foot-radius**, **100-foot-high cylinder** centred on that point becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a **Strength saving throw**. If the spell lasts its full duration and ends at the start of your next turn, then, on a failed saving throw, a creature takes **8d10** force damage and is knocked **prone**. If the spell ends before the start of your next turn, a creature takes **4d10** force damage on a failure instead. On a successful save, a creature takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, both damage values increase by **1d10** for each slot level above 5th.

Opposite: Sam Jumisk

Humperdink's Irresistible Revelry

4th-level enchantment

Casting Time: 1 action
Range: 60 feet (20-foot square)
Components: V, S, M (a small mirror ball)
Duration: Concentration, up to 1 minute
Class: Bard, Wizard

You attempt to force creatures in a **20-foot square** centred on a point within range into a dancing frenzy. Each creature in the area when you cast the spell must succeed on a **Wisdom saving throw** or suddenly engage in synchronised choreography, perfectly mimicking the movements of each other affected creature with flawless timing.

An affected creature must use all of its movement to dance without leaving its space, and has **disadvantage** on attack rolls and Dexterity saving throws. Other creatures have **advantage** on attack rolls against a dancing creature. As an action on your turn, you can further control affected creatures, forcing all of them to immediately use their reaction to move up to **15 feet** in a direction of your choice, potentially triggering opportunity attacks.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lightning Wave

2nd-level evocation

Casting Time: 1 action
Range: Self (20-foot cone)
Components: V, S
Duration: Instantaneous
Class: Bard, Druid, Sorcerer, Warlock, Wizard

A wave of sheet lightning sweeps out before you. Each creature in a **20-foot cone** originating from you must make a **Constitution saving throw**. On a failed save, a creature takes **2d8** lightning damage and can't take reactions until the start of its next turn. On a successful save, the creature takes half as much damage and can take reactions as normal.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** per slot level above 2nd.

Living Candle

4th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (some wax)
Duration: Concentration, up to 1 minute
Classes: Sorcerer, Warlock, Wizard

You point at a creature you can see within range, causing a swirl of molten wax to surround the creature and gathering hair, clothes, and debris into a wick atop its head. The creature must make a **Strength saving throw**. On a failure, it takes **5d8** fire damage as it becomes **restrained** and encased within the wax until the spell ends, its wick lighting with righteous fire which sheds bright light for **30 feet** and dim light for an additional **30 feet**. On a success, the creature takes half as much damage and isn't restrained.

At the end of each of its turns, a restrained creature takes **2d8** fire damage. The restrained creature, or a creature within **5 feet** of it, can use its action to make a **Strength** check against your **spell save DC**, freeing the restrained creature and ending the spell on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial and ongoing damage both increase by **1d8** for each slot level above 4th.

Lungburst

6th-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see within range, rupturing its breathing apparatus. The creature must make a **Constitution saving throw**. A creature that is holding its breath makes this saving throw with **disadvantage**. On a failure, a creature takes **7d6** thunder damage, **7d6** necrotic damage, and immediately begins suffocating. On a success, a creature takes half as much damage and does not begin suffocating. A creature suffocating in this way can repeat the saving throw at the end of each of its turns, ending its suffocation on a success.

A creature that does not need to breathe is **immune** to the effects of this spell. A *greater restoration*, *heal*, or *wish* spell can restore a creature's ability to breathe and end its suffocation.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder and necrotic damage both increase by **1d6** for each slot level above 6th.

Pins & Needles

Biomancy cantrip (*can be replaced with evocation)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes before the end of its next turn as it temporarily loses full control of a part of its body.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

Protection

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature silver shield worth 10 gp, which the spell consumes)
Duration: Concentration, up to 1 hour
Class: Bard, Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see within range for the next **hour**. Immediately before the target next takes damage, except psychic damage, the ward triggers. Until the end of the target's next turn, it has **resistance** to all damage excluding psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

Purple Rain

5th-level conjuration

Casting Time: 1 action
Range: 60 feet (20-foot-radius, 60-foot-tall cylinder)
Components: V, S, M (one drop of blue curaçao)
Duration: Concentration, up to 1 minute
Class: Bard

An alcoholic rainstorm rapidly builds in a **20-foot-radius**, **60-foot-tall cylinder** centred on a point within range, releasing intoxicating vapours. When the rain begins, each creature in the area must succeed on a **Constitution saving throw** or gain 2 levels of **drunkenness** (see page 2). For the duration, a creature must also make this saving throw when it enters the spell's area for the first time on its turn or ends its turn there.

A creature with levels of drunkenness inflicted by this spell takes **1d10** poison damage per level of drunkenness it has at the start of each of its turns. When the spell ends, affected creatures immediately lose all levels of drunkenness inflicted by this spell.

Riptide

2nd-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least 2 feet of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **Strength saving throw** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its swimming speed is reduced to **0 feet** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a bonus action on your turn, you can change the direction of the underwater currents. The spell ends early if the creature is ever out of the spell's range, or is no longer in water at least 2 feet deep.

Stunbolt

4th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a rod of quartz and copper wire)
Duration: Instantaneous
Class: Bard, Druid, Sorcerer, Warlock, Wizard

You fire a concentrated bolt of energy at a target within range, which explodes in a cloud of crackling lightning. The target must make a **Constitution saving throw**.

On a failure, the target takes **8d8** lightning damage and can't take reactions until the start of its next turn. A creature that fails by 5 or more is also **stunned** until the end of its next turn. On a success, a creature takes half as much damage, isn't stunned, and can take reactions as normal.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each slot level above 4th.

Sugar Rush

2nd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (some candy)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Sorcerer, Tamer

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by **15 feet**, and it gains a **+1 bonus** to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or if an affected creature does not spend movement up to its walking speed by the end of its turn, it then develops a stomach ache and is **poisoned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

The Bends

3rd-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood, forcing it to make a **Constitution saving throw**. On a failed save, the target takes **5d8** poison damage and is **poisoned** for **1 minute**. On a successful save, the target takes half as much damage and isn't poisoned. If the target is completely submerged in water, increase the damage dice from d8s to **d10s**.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

Words of Discouragement

1st-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, Warlock, Wizard

You launch a diatribe against a creature you can see within range, listing its shortcomings and failures and attempting to rouse its insecurities. If the creature can hear you and understands a language (though it need not understand you specifically), it must make a **Wisdom saving throw**. On a failed save, it takes **2d8** psychic damage and becomes timorous for **1 minute** or until it succeeds on an ability check or attack roll. On a successful save, a creature takes half as much damage and doesn't become timorous. A timorous creature makes ability checks and attack rolls with **disadvantage** and, if it rolls a **1** on the d20 for any of these rolls, it takes **2d8** psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by **1d8** for each slot level above 1st.

Appendix B - Creatures

This appendix introduces new creatures and swarms, particularly for the benefit of the Swarmslinger tamer. The creature categories are arranged alphabetically in this section. Within each category, creatures are arranged in limited alphabetical fashion or in CR order (as is the case with most creatures that have a swarm version).

Legendary & Mythic Actions. This book also features the bonemonger, a creature that makes use of optional legendary and mythic actions to improve the action economy of the boss fights. That creature is presented with several stat blocks for use with different adventurer levels, as well as lair actions usable in other scenarios.

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Animated Magnetite

Swarms of magnetite objects are a fighter's worst nightmare. The rare metal used in the construction of these implements gives them powerful magnetic properties that repel attacks from ferrous weapons, rendering the mightiest mauls and sharpest arrows nigh unusable. No foe is without a chink in its armour, however; intense heat can momentarily suppress the magnetic properties of the metal. One powerful blast of fire can immobilise an animated object, buying an adventurer precious seconds to strike… or run for their life.

Magnetite Cutlery

From the depths of the dining rooms flies a swarm of steel knives, forks, spoons, and the most lethal of all: sporks. Such objects can be bound by protective enchantments to guard an area, or under the direct control of a creature capable of manipulating the arcanomagnetic spectrum, such as a magnetite dragon.

Swarm of Magnetite Cutlery

Large swarm of Tiny constructs, unaligned

Armour Class 12
Hit Points 52 (7d10 + 14)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities acid
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Arcanomagnetic Repulsion. Attacks against the swarm made with ferrous weapons or ammunition are made at **disadvantage**.

Superconductor. If the swarm takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to **0 feet**.

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 utensil. The swarm can't regain hit points or gain temporary hit points.

Actions

Jabs. *Melee Weapon Attack:* **+4** 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.

Flying Magnetite Weapon

Small construct, unaligned

Armour Class 18 (natural armour)
Hit Points 44 (8d6 + 16)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcanomagnetic Repulsion. Attacks against the weapon made with ferrous weapons or ammunition are made at **disadvantage**.

False Object. If the weapon is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the weapon move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the weapon isn't an ordinary weapon.

Superconductor. If the weapon takes **10** or more fire damage in a single instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to **0 feet**.

Actions

Multiattack. The weapon makes two melee attacks. It has one of the following attack options, depending on its anatomy.

Greatsword. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) slashing damage plus 3 (**1d6**) force damage.

Maul. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 9 (**1d12 + 3**) bludgeoning damage plus 3 (**1d6**) force damage.

Pike. *Melee Weapon Attack:* **+5** to hit, reach 10 ft., one target. *Hit:* 8 (**1d10 + 3**) piercing damage plus 3 (**1d6**) force damage.



Mohammed Bellafquih

Arsenal of Flying Magnetite Weapons

Huge swarm of Small constructs, unaligned

Armour Class 18 (natural armour)
Hit Points 59 (7d12 + 14)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Arcanomagnetic Repulsion. Attack rolls against the swarm made with ferrous weapons or ammunition are made at **disadvantage**.

False Object. If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm isn't an ordinary pile of weapons.

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 weapon. The swarm can't regain hit points or gain temporary hit points.

Superconductor. If the swarm takes **10** or more fire damage in a single instance, its flying speed is reduced to **0 feet**, it has **disadvantage** on attack rolls, and it can't use its Supercharge action. These effects last until the end of the swarm's next turn.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

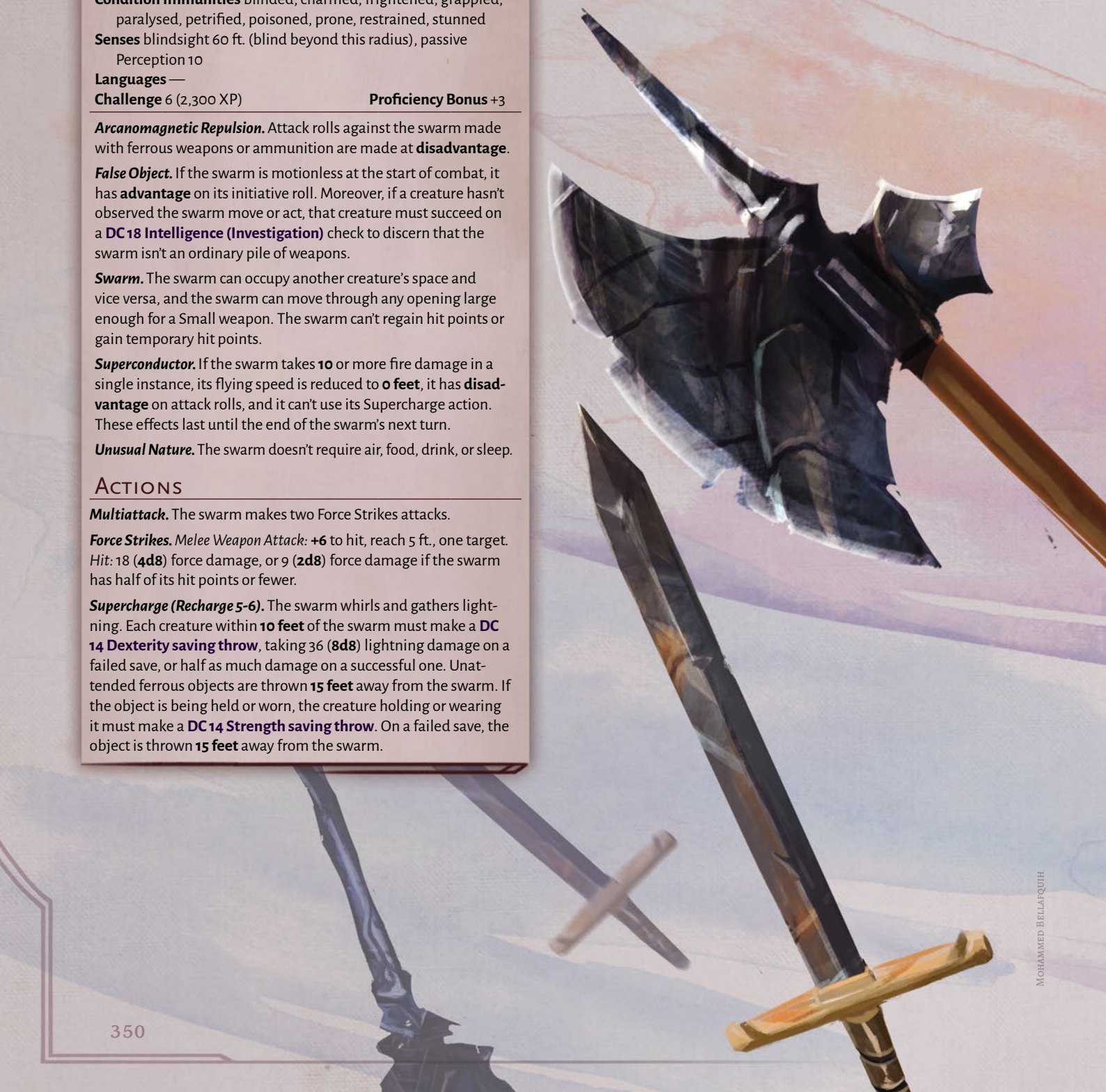
Multiattack. The swarm makes two Force Strikes attacks.

Force Strikes. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 18 (**4d8**) force damage, or 9 (**2d8**) force damage if the swarm has half of its hit points or fewer.

Supercharge (Recharge 5-6). The swarm whirls and gathers lightning. Each creature within **10 feet** of the swarm must make a **DC 14 Dexterity saving throw**, taking 36 (**8d8**) lightning damage on a failed save, or half as much damage on a successful one. Unattended ferrous objects are thrown **15 feet** away from the swarm. If the object is being held or worn, the creature holding or wearing it must make a **DC 14 Strength saving throw**. On a failed save, the object is thrown **15 feet** away from the swarm.

Magnetite Weapons

Animated weapons are a common staple in a mage's lair. In an instant, a well-stocked armoury transforms into a whirling flurry of flying swords, pikes, and hammers. The movement of the magnetic fields generates powerful bursts of lightning in the swarm's epicentre, emitting forceful pulses that launch ferrous objects at deadly speeds. When whipped into an enormous swarm, their greater number allows them to redistribute the negative effects of heat to avoid complete immobilisation.



Mohammed Bellaouih

Animated Objects

An animated, levitating object is deadly on its own, but its effectiveness compounds when united by a swarming hivemind. Powerful mages can summon such whirling dervishes from the forgotten debris of battlefields.

Flying Weapons

An ancient orcish war idiom summarises the arsenal of flying weapons: "*Even the toughest warrior falls to the untrained chaos of an army*." With over fifty weapons in its retinue, such a swarm is an unrestrained cyclone of wood and metal, blades banging against spear points, mace heads clashing into hafts. This tornado of death is a striking menace on any battlefield, more of an obstacle than a combatant. When not commanded by its creator, the swarm searches eagerly for the next battle.

Arsenal of Flying Weapons

Huge swarm of Small constructs, unaligned

Armour Class 17 (natural armour)
Hit Points 51 (6d12 + 12)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	1 (-5)	7 (-2)	1 (-5)

Saving Throws Dex +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The swarm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a **Constitution saving throw** against the caster's **spell save DC** or fall **unconscious** for **1 minute**.

False Object. If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm isn't an ordinary pile of weapons.

Sharp Edges. At the start of the swarm's turn, it deals 4 (**1d8**) piercing damage to each creature in its space. Additionally, when a creature moves into or within the swarm's space, it takes 4 (**1d8**) slashing damage for every **5 feet** it moves.

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 weapon. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Multiattack. The swarm makes two Strikes attacks.

Strikes. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 14 (**4d6**) damage, or 7 (**2d6**) damage if the swarm has half of its hit points or fewer. Choose one of the d6s; the number rolled on that die determines the attack's damage type: 1-2, bludgeoning; 3-4, piercing; 5-6, slashing.



Mohammed Bellaouith

Baby Mimic

Mimica mutafigura are patient predators that use disguise to surprise unwary creatures. A mimic will then adhere themselves to their prey, making up for their slow speed and inability to pursue a quarry. They are popular choices for warding dungeons and tombs from treasure hunters; black dragons even breed mimics to populate their lairs as false hoards, stalagtites, and dragon eggs.

Most mimics reproduce through a budding process, producing hundreds of children. Baby mimics disguise themselves as objects related to the parent's, such as coins to a chest or fruits to a basket.

Swarm of Baby Mimics

Large swarm of Tiny monstrosities (shapechangers), neutral

Armour Class 12 (natural armour)
Hit Points 32 (5d10 + 5)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

Skills Stealth +3
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses. passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Adhesive (Object Form Only). The swarm adheres to anything that touches it. A Huge or smaller creature adhered to the swarm is also grappled by it (**escape DC 13**). Ability checks made to escape this grapple have **disadvantage**.

False Appearance (Object Form Only). If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm is animate.

Grappler. The swarm has **advantage** on attack rolls against any creature grappled by it.

Shapechanger. The swarm can use its action to polymorph into a pile of Tiny objects or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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 mimic. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (**2d6**) piercing damage plus 5 (**2d4**) acid damage, or 3 (**1d6**) piercing damage plus 2 (**1d4**) acid damage if the swarm has half of its hit points or fewer.



Bonemonger

Little is known about astral hermits thanks to their propensity to set up shop in hard-to-reach locations. They are far-travelling aberrations, each developing extremely specific obsessions such as light, words, or bones. Astral hermits study their area of interest in meticulous detail, using it as a medium through which to learn more of the world.

Corporeal Forms. A male astral hermit is made up of two bodies: his heart and his hearth. An astral hermit's hearth is a maze-like construction at the centre of which is a portal to the Astral Plane. The astral hermit's heart is how he presents himself to the world. Usually, this is in a form that is inviting to creatures of that plane, a tactic which ensures plentiful trade.

Reproduction. Male and female astral hermits lead two very different existences. A male astral hermit's hearth is his bower, and his heart can never travel further than a few hundred feet from it. The abundance and richness of its treasures (which to the common person may appear as worthless relics) help to impress females of the species, which flit through the Astral Plane searching for portals into the hearth's of other hermits. When a union is formed, eggs are produced and jettisoned into the astral expanse.

Crafters and Enchanters. Astral hermits are innately magical beings, able to imbue items or creatures with enchantments shaped by their subject of obsession. Unable to travel far from their hearths, astral hermits create reputations of skill with enchanting and use that as the currency with which they trade for relics that further fuel their obsession.

Bonemonger. The bonemonger's obsession is bones. Fossilised, inscribed, splintered, or fresh, the bonemonger can read the history of every bone that passes him, learning much of the creatures to which they once belonged. The bonemonger has also learnt to animate these bones with his necromantic magic, allowing them to act as guards, workers, and scouts. The bonemonger chooses the form of a tiny white rabbit as his heart, an unassuming form that is nevertheless extremely deadly when threatened.



Previous: Roberto Lima; Jesse Jackdaw Burns

Bonemonger Phalange

Tiny aberration, neutral

Armour Class 14 (natural armour)
Hit Points 88 (16d4 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +5
Skills Insight +7, Perception +5
Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 15
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Go for the Throat. The bonemonger deals an extra 7 (**2d6**) damage when it hits a target with a Bite attack and has **advantage** on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (**save DC 13**). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistance (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to **88** hit points, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the option in the "Mythic Actions" section for **1 hour**. Award a party an additional 1,800 XP (2,900 XP total) for defeating the bonemonger after its Osteomancer activates.

Actions

Multiattack. The bonemonger makes one Bite attack and uses Mi.

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature must succeed on a **DC 13 Constitution saving throw** or take 4 (**1d8**) thunder damage and 4 (**1d8**) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

Legendary Actions

The bonemonger can take 2 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. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 13 Strength saving throw**, taking 7 (**2d6**) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its Bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **skeleton** that follows the bonemonger's telepathic commands.

Mythic Actions

If the bonemonger's Osetomancer trait has activated in the last hour, it can use the option below as a legendary action.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (**3d6**) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

A Bonemonger's Lair

The bonemonger's lair is its hearth, a nacre-coated spiral, folding in on itself and distorting gravity so that down is always towards its centre. Bones adorn every surface, and can be animated to prevent intrusion by unfriendly folks. Trinkets for trade can be found among the bones, making a newly formed lair a veritable hoard.

The area around a bonemonger's lair becomes distorted by its aberrant magic, often mixing with the background magic of the plane on which it finds itself. The bonemonger's predilection for anything osseous leads to a lair that animates bones in a variety of ways. Often, this mingling of magic results in the spontaneous formation of *zones of retributive truth*, areas that punish those who lie or fail to answer questions in a timely manner (see Jim the Enchanter & The Swamp of Death on page 319).

Bonemonger Ulna

Tiny aberration, neutral

Armour Class 17 (natural armour)
Hit Points 150 (20d4 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	21 (+5)	14 (+2)	19 (+4)	17 (+3)

Saving Throws Dex +8, Wis +8
Skills Insight +12, Perception +8
Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 18
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Go for the Throat. The bonemonger deals an extra 10 (**3d6**) damage when it hits a target with a Bite attack and has **advantage** on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (**save DC 17**). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistance (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to **150** hit points, it gains **60** temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 13,000 XP (20,200 XP total) for defeating the bonemonger after its Osteomancer activates.

Actions

Multiattack. The bonemonger makes one Bite attack and uses Mi.

Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature must succeed on a **DC 17 Constitution saving throw** or take 9 (**2d8**) thunder damage and 9 (**2d8**) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

Legendary Actions

The bonemonger 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. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 17 Strength saving throw**, taking 10 (**3d6**) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its Bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **minotaur skeleton** that follows the bonemonger's telepathic commands.

Mythic Actions

If the bonemonger's Osetomancer trait has activated in the last hour, it can use the options below as a legendary action.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius** sphere (bonemonger's choice). Each other creature in the area must make a **DC 17 Dexterity saving throw**, taking 28 (**8d6**) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

Regional Effects

The area within 6 miles of the bonemonger's lair has the following properties:

Osteomancy. Bones never really settle and always seem to be in different positions than when observed a moment ago. Sometimes, entire severed limbs might drag themselves around with no apparent goal.

Veritae Mucoformus. *Zones of retributive truth* spontaneously form. They are anywhere from 5 to 500 feet in radius and are often delineated by the growth of the rare Veritae mucoformus fungus.

Odd Folk. The bonemonger is a trader, giving gifts of magical items and strange powers in return for interesting bones. Creatures that have recently travelled to him often carry these odd boons.

If the bonemonger dies, the bones cease to move of their own accord and the *zones of retributive truth* fade over the course of **1d10 days**. Enchantments the bonemonger has imbued into items and people persists.

Bonemonger Femur

Tiny aberration, neutral

Armour Class 20 (natural armour)
Hit Points 246 (29d4 + 174)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	23 (+6)	16 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +11, Wis +12
Skills Insight +18, Perception +12
Senses darkvision 120 ft., tremorsense throughout bonemonger's lair, passive Perception 22
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Go for the Throat. The bonemonger deals an extra 21 (**6d6**) damage when it hits a target with a Bite attack and has **advantage** on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (**save DC 20**). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistance (3/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to **246** hit points, it gains **100** temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 41,000 XP (63,000 XP total) for defeating the bonemonger after its Osteomancer activates.

Actions

Multiattack. The bonemonger makes one Bite attack and uses Mi.

Bite. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 8 (**1d6 + 5**) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature must succeed on a **DC 20 Constitution saving throw** or take 13 (**3d8**) thunder damage and 13 (**3d8**) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

Legendary Actions

The bonemonger 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. The bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 20 Strength saving throw**, taking 21 (6d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its Bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **wight** that follows the bonemonger's telepathic commands.

Mythic Actions

If the bonemonger's Osetomancer trait has activated in the last hour, it can use the options below as a legendary action.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **90-foot cone** or **30-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 20 Dexterity saving throw**, taking 52 (**15d6**) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

Lair Action

While the bonemonger lives, he can invoke the ambient magic of his lair to take lair actions on initiative count 20 (losing initiative ties). The saving throw DCs and damage of the lair actions depend on the level at which the adventure is run, as shown in the Level-Based Lair Action Statistics table. The hunt's level is determined by the average level of the adventuring party.

Variable Lair Action Statistics

Hunt Level	VDC	Vdam	Vdist
4th	12	3 (**1d6**)	20 ft.
10th	15	10 (**3d6**)	40 ft.
16th	17	21 (**6d6**)	60 ft.

Opposite: Jesse Jackdaw Burns

Bone Carapace. Up to three creatures of the bonemonger's choice that are in his lair become encased in articulating bone armour, gaining temporary hit points equal to half the **Vdam** (minimum of **2**). These temporary hit points are lost after **1 hour**.

Probing Question. The bonemonger asks one creature in his lair that can hear him an insightful and thought-provoking question. If the creature doesn't answer the question truthfully and out loud within 6 seconds (the end of its next turn, if in combat), the creature is flung up to **Vdist** in a direction of the bonemonger's choice. Examples of possible questions:

- ◊ What is your greatest fear?
- ◊ Who do you admire most and why?
- ◊ Do you have any biases for or against certain people?
- ◊ What is the biggest mistake you have ever made?
- ◊ What item in your possession do you care most about and why?
- ◊ How do you feel about keeping secrets from the rest of the party?

Tanglebones. Bones of all descriptions—spines, claws, and jaws—emerge from the floor, walls, and ceiling of the bonemonger's lair. Until initiative count 20 on the following round, all surfaces in the lair become difficult terrain for creatures of the bonemonger's choice. In addition, each creature of the bonemonger's choice that is within **5 feet** of a surface a surface when this lair action occurs must make a **Strength saving throw** or become **grappled** by the bones (**escape DC** equals **VDC**), which have a reach of **5 feet**.



Brain Devourer

Brain devourers are among the most gruesome denizens of The Low—wrinkled, grey brains supported by legs formed from twisted nerves. Seeing one instantly strikes fear into seasoned veterans, a delicious sentiment which is promptly drained by the hungry abomination. A single brain devourer can syphon the emotions of an entire city until its inhabitants are mindless husks.

Astral Transcendance. Brain devourers were once humanoids on a quest for cognitive transcendance. Gradual biomantic alterations ultimately caused them to shed all semblance of physical form, leaving only what they consider an intermediate step in humanoid evolution. Brain devourers believe the final step requires the consumption of a massive amount of brains, after which they will finally leave their bodies behind and ascend to the Astral Sea.

Ravenous Hordes. When a city's guards prove too tough to crack, brain devourers are driven to form ferocious swarms by their voracious hunger. In a group, they trade subtlety for sheer numbers, and the resulting condensation of psychic energy manifests as a massive brain storm. To avoid this, mind flayers carefully manage brain devourer populations by feeding them periodically.

Brain Devourer

Small aberration, chaotic evil

Armour Class 12
Hit Points 54 (12d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	14 (+2)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands Deep Speech but can't speak, telepathy 60 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Emotional Wall. The brain devourer has **advantage** on saving throws it makes to avoid or end the charmed and frightened conditions.

Actions

Neuropathic Touch. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature that has a brain. *Hit:* 9 (**2d6 + 2**) psychic damage.

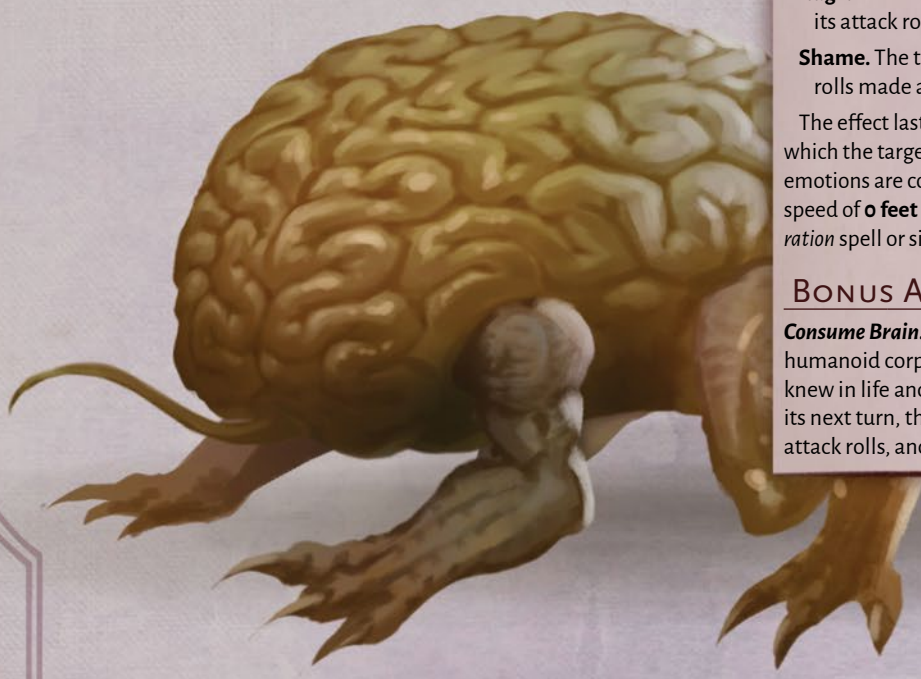
Devour Emotion. The brain devourer feasts on the emotions of one creature it can see within **30 feet** of it. The target must make a **DC 12 Intelligence saving throw**. On a failed save, the target takes 7 (**2d6**) psychic damage and the brain devourer consumes one of its emotions. The brain devourer chooses an emotion from the following list and the target suffers the associated effect. The brain devourer can't choose an emotion that a target has already lost through this action.

- **Compassion.** The target can't take the Help action or actions that would grant another creature hit points or temporary hit points.
- **Fear.** The target is **immune** to the frightened condition and can't willingly move to a space beyond **30 feet** of the brain devourer.
- **Rage.** The target can't take reactions and has **disadvantage** on its attack rolls.
- **Shame.** The target can't take the Disengage action and attack rolls made against it have **advantage**.

The effect lasts for **1 minute** or until the brain devourer dies, after which the target regains its lost emotion. If all four of a target's emotions are consumed this way, it is **incapacitated** and has a speed of **0 feet** until it regains at least one emotion. A *greater restoration* spell or similar effect restores an affected target's emotions.

Bonus Actions

Consume Brain. The brain devourer consumes the brain of one humanoid corpse in its space. It learns everything the humanoid knew in life and gains **10** temporary hit points. Until the start of its next turn, the brain devourer has **advantage** on ability checks, attack rolls, and saving throws.



RASTISLAV LE

Storm of Brain Devourers

Huge swarm of Small aberrations, chaotic evil

Armour Class 14
Hit Points 85 (10d12 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	13 (+1)	6 (-2)

Skills Perception +4
Damage Resistances bludgeoning, piercing, psychic, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands Deep Speech but can't speak, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Swarm. The storm can occupy another creature's space and vice versa, and the storm can move through any opening large enough for a Small brain devourer. The storm can't regain hit points or gain temporary hit points except through its Consume Brain bonus action.

Actions

Dazing Touches. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature. *Hit:* 21 (**6d6**) psychic damage, or 10 (**3d6**) psychic damage if the storm has half of its hit points or fewer.

Mind Storm (Recharge 5-6). The storm unleashes a wave of psychic energy. Each creature within **15 feet** of the storm must make a **DC 13 Intelligence saving throw**, taking 27 (**6d8**) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also **incapacitated** until the end of the storm's next turn.

Bonus Actions

Consume Brain. The storm consumes the brain of one humanoid corpse in its space. It learns everything the humanoid knew in life and gains **20** temporary hit points. Until the start of its next turn, the storm has **advantage** on ability checks, attack rolls, and saving throws.



RASTISLAV LE

Brambleweed

Brambleweeds were once exclusive to their native desert in the Wild Sands, where the scarcity of water kept the population in check. Traders passing through the area were instructed to check their caravans for errant brambleweeds carried by the wind, which would attach themselves to the bonnets of the wagons with their thorns. A few careless merchants were all it took to turn this dangerous plant into a widely spread invasive species. Now present in warm biomes across the world, brambleweeds can be recognized by their bulbous leaves and woody vines, covered in barb-like, raking thorns. Much like quicksand, the trick to surviving a fall into a patch of brambleweeds is remaining calm—the more one moves, the deeper the thorns dig into one's flesh.

Swarm of Brambleweeds

Medium swarm of Tiny plants, unaligned

Armour Class 13 (natural armour)
Hit Points 37 (5d8 + 15)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, fire, piercing, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Nature)** check to discern that the swarm isn't an ordinary patch of thorny plants.

Thorny. At the start of the swarm's turn, it deals 2 (**1d4**) piercing damage to each creature in its space. Additionally, when a creature moves into or within the swarm's space, it takes 2 (**1d4**) piercing damage for every **5 feet** it moves.

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 brambleweed. The swarm can't regain hit points or gain temporary hit points.

Actions

Thorn Lashes. *Melee Weapon Attack:* **+3** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (**2d6**) bludgeoning damage, or 3 (**1d6**) bludgeoning damage if the swarm has half of its hit points or fewer, plus 2 (**1d4**) piercing damage.

Overgrown Thickets. The introduction of brambleweed into regions where water is more abundant has allowed them to thrive unchecked. A gallon of water can turn brambleweeds into a mobile thicket overnight, and a river can transform them into a village-wide threat. Culling brambleweeds is a dangerous but necessary task, one often assigned as punishment to disobedient druids and rangers.

Thicket of Brambleweeds

Huge swarm of Tiny plants, unaligned

Armour Class 13 (natural armour)
Hit Points 73 (7d12 + 28)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, fire, piercing, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

False Appearance. If the thicket is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Nature)** check to discern that the thicket isn't an ordinary patch of thorny plants.

Thorny Overgrowth. At the start of the thicket's turn, it deals 7 (**3d4**) piercing damage to each creature in its space. Additionally, when a creature moves into or within the thicket's space, it takes 7 (**3d4**) piercing damage for every **5 feet** it moves.

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

Actions

Thorn Lashes. *Melee Weapon Attack:* **+6** to hit, reach 0 ft., one target in the thicket's space. *Hit:* 21 (**6d6**) bludgeoning damage, or 10 (**3d6**) bludgeoning damage if the thicket has half of its hit points or fewer, plus 7 (**3d4**) piercing damage.

Wall Form (1/Day). The thicket arranges itself into an opaque wall of thorns that originates from one 5-foot space it currently occupies and extends out in a **5-foot-wide line** that is up to **15 feet tall** and up to **45 feet long**. While in this form, a creature that attempts to move into or through the thicket's space for the first time on a turn must succeed on a **DC 15 Strength** check to do so; if the creature fails the check, its movement ends in the thicket's space and it becomes **grappled** by the thicket (**escape DC 15**).

The thicket reverts to its original form after **10 minutes**, if it uses an action to do so, or if it dies. When the thicket reverts, it reforms in the space in the middle of the wall and ceases grappling creatures.

Broodling

Subservient to their aboleth broodmothers, these ray-like amphibians scour the swamps they call home in search of creatures with high biomass or interesting features. Once a broodling has found an adequate target, it releases a pheromone, gathering its brethren and enhancing their hive-mind intellect. With their stings, the broodlings inject a toxin that makes their victim more suggestible, allowing them to use their augmented intelligence to submit the creature to their will. Once entranced, the creature follows the broodlings to the broodmother's lair, where the matriarch decides how best to extract its assets.

Broodling

Tiny aberration, lawful evil

Armour Class 12
Hit Points 13 (3d4 + 6)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Condition Immunities charmed
Senses blindsight 30 ft., passive Perception 10
Languages telepathy 120 ft., understands Deep Speech but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The broodling can breathe air and water.

Hive Mind. Broodlings' minds connect to other broodlings within **5 feet** of them, forming a chain of thought. The broodling gains a **+3 bonus** to Intelligence checks and saving throws, and to its Entrance save DC for each other broodling in such a chain.

Actions

Multiattack. The broodling makes two attacks: one with its Bite and one with its Sting.

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

Sting. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage and the creature must succeed on a **DC 12 Constitution saving throw** or have **disadvantage** on Wisdom saving throws until the end of the broodling's next turn.

Entrance (1/Day). The broodling targets one creature it can see within **10 feet** of it. The target must succeed on a **DC 6 Wisdom saving throw** or be magically **charmed** by the broodling until the broodling dies or until it is on a different plane of existence from the target. The charmed target is under the broodling's control and can't take reactions.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every **24 hours**, the target can also repeat the saving throw when it is **30** or more feet from the broodling.

Swarm of Broodlings

Large swarm of Tiny aberrations, lawful evil

Armour Class 13
Hit Points 67 (9d10 + 18)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	20 (+5)	13 (+1)	5 (-3)

Saving Throws Int +7
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 11
Languages telepathy 120 ft., understands Deep Speech but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The swarm can breathe air and water.

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 broodling. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites and Stings. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (**6d6**) piercing damage, or 10 (**3d6**) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a **DC 12 Constitution saving throw** or have **disadvantage** on Wisdom saving throws until the end of the swarm's next turn.

Mass Entrance (1/Day). The swarm targets any number of creatures it is aware of within **10 feet** of it. Each target must succeed on a **DC 15 Wisdom saving throw** or be magically **charmed** by the swarm. A charmed target falls under the swarm's control and can't take reactions.

A charmed target can repeat the saving throw whenever it takes damage or whenever the swarm takes **15** or more damage in a single instance. On a success, the effect ends on it. No more than once every **24 hours**, the target can also repeat the saving throw when it is **30** or more feet away from the swarm. The charm ends if the swarm dies or is on a different plane of existence from a charmed target.



Jesse Jackdaw Burns

Cherub

When gods receive prayers for protection but lack personnel, the miniscule cherubim bravely answer the call. Standing at only six inches tall, these four-winged celestials weave their radiant magic to fulfil their god-given tasks, which range from protecting the devout to delivering divine blessings. Unfortunately, their eagerness to prove their worth often gets them killed.

Cherubim Swarms. Even the holiest of celestials are capable of making mistakes. In rare instances, when a solar doesn't notice that the same repeated prayers belong to a single individual or when the death of a planetar breaks the chain of command, multiple cherubim are assigned to the same mortal. United by their common cause, the cherubim form a swarm, which is capable of channelling divine energy to distract foes with blinding light.

Cherub

Tiny celestial, neutral good

Armour Class 12
Hit Points 10 (4d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances radiant
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Common
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Flyby. The cherub doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Shining Bolt. *Melee or Ranged Spell Attack:* **+3** to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 3 (**1d4 + 1**) radiant damage.

Celestial Blessing (1/Day). The cherub casts the *bless* spell without requiring material components and using Charisma as its spellcasting ability, targeting only one creature it touches. The spell ends early if the cherub is no longer touching the target.

Swarm of Cherubim

Medium swarm of Tiny celestials, neutral good

Armour Class 12
Hit Points 36 (8d8)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, radiant, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The swarm doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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 cherub. The swarm can't regain hit points or gain temporary hit points.

Actions

Shining Bolts. *Melee or Ranged Spell Attack:* **+4** to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 14 (**4d6**) radiant damage, or 7 (**2d6**) radiant damage if the swarm has half of its hit points or fewer.

Celestial Protection (1/Day). The swarm casts the *protection from evil and good* spell without requiring material components and using Charisma as its spellcasting ability, targeting one creature in its space. The spell ends early if the target leaves the swarm's space.

Actions

Radiant Ward (Recharge 5-6). When an ally within **5 feet** of the swarm is targeted by an attack and the swarm can see the attacker, the swarm imposes **disadvantage** on the attack roll. This reaction has no effect if the attacker can't be blinded.

Darkmantle

Any seasoned adventurer who's visited The Low swears by three tenets: "bring more water than you need", "keep a clean change of clothes", and "always look up". Nicknamed the "black death from above", a darkmantle's favourite hunting strategy involves masquerading as a stalactite and dropping on its prey's head. If its natural camouflage proves insufficient, it conjures a cloud of magical darkness to conceal itself. Just one darkmantle can incapacitate the ill-prepared, quietly suffocating an entire party of adventurers one by one.

They're All Darkmantles! Travellers fear the danger that a single darkmantle represents. Imagine, then, the terror caused by an entire eclipse of these creatures rapidly descending from a cavern ceiling, where an inconspicuous cluster of stalactites previously seemed to be. Luckily, eclipses of darkmantles are rarely found in the wild, but creatures of great power have been known to control these dreaded predators, teaching them to work in large groups to be used in the defence of their underground lairs.

Eclipse of Darkmantles

Large swarm of Small monstrosities, unaligned

Armour Class 11
Hit Points 75 (10d10 + 20)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	13 (+1)	6 (-2)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Echolocation. The eclipse can't use its blindsight while deafened.

False Appearance. If the eclipse is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the eclipse move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the eclipse isn't an ordinary rock formation such as a cluster of stalactites or stalagmites.

Swarm. The eclipse can occupy another creature's space and vice versa, and the eclipse can move through any opening large enough for a Small darkmantle. The eclipse can't regain hit points or gain temporary hit points.

Actions

Multiattack. The eclipse makes two Crush attacks. If both attacks hit the same target and that target is no more than one size larger than the eclipse, the target is **grappled** (**escape DC 14**) and the eclipse's speed is reduced to **0 feet**. While grappled this way, a target's head is engulfed, it is **blinded**, and it is unable to breathe.

Crush. *Melee Weapon Attack:* **+6** to hit, reach 0 ft., one target in the eclipse's space. *Hit:* 21 (**6d6**) bludgeoning damage, or 10 (**3d6**) bludgeoning damage if the eclipse has half of its hit points or fewer.

Bonus Actions

Darkness Aura (Recharge 6). A **10-foot radius** of magical darkness extends from the eclipse, moves with it, and spreads around corners. Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.



Rastislav Le

Death Shroud

A death shroud can be created by combining cloth imbued with necromantic energy with flesh free of a soul. One blast of biomantic energy later and you have an animate, cloth-wrapped limb. A death shroud actively recruits fresh corpses into its own form, temporarily increasing its size and strength. Over time, some of these additions stick, and the death shroud can grow to a mass of writhing limbs, heads, and torsos.

Fluttering Swarm. From a distance, the unliving limbs and rotten cloth that makes up a death shroud swarm can appear like a single, enormous specimen. However, unlike their solitary cousins, which incorporate recently-unliving matter into their own form, a swarm of death shrouds manifests when individual shrouds pick upon a single, enormous corpse. The concentration of necromantic energy can cause small parts of the corpse to wrench themselves free from the unanimated tissue and join the clambering, tumbling mass that is driven by a singular curiosity for unliving flesh.

Death Shroud

Tiny undead, lawful neutral

Armour Class 12 (natural armour)
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)	8 (-1)

Skills Medicine +4, Thieves' tools +3
Damage Immunities poison
Condition Immunities blinded, charmed, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Common but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Morbid Curiosity. The death shroud is easily distracted by fresh corpses. Whenever it first detects a corpse that has been dead for less than **1 hour** (and that it didn't witness die), it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and inspect, the corpse for a cause of death. A distracted death shroud in a corpse's space uses its action to make **Intelligence (Medicine)** checks (DC decided by the GM). On a success, it stops being distracted and becomes **immune** to the allure of that corpse forever.

Turn Immunity. The death shroud is **immune** to effects that turn undead.

Actions

Slap. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) bludgeoning damage.

Lich Slap. *Ranged Spell Attack:* **+4** to hit, range 30 ft., one creature. *Hit:* 3 (**1d6**) necrotic damage and the target can't regain hit points until the start of the death shroud's next turn.



Jesse Jackdaw Burns

Swarm of Death Shrouds

Large swarm of Tiny undead, lawful neutral

Armour Class 12
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	15 (+2)	13 (+1)	6 (-2)

Skills Medicine +5
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Common but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Morbid Curiosity. The swarm is easily distracted by fresh corpses. Whenever it detects a corpse that has been dead for less than **1 hour** (and that it didn't witness die), it must succeed on a **DC 11 Wisdom saving throw** or become distracted. While distracted, it spends its movement trying to get close to the corpse and use its Inspect Corpse action.

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 death shroud. The swarm can't regain hit points or gain temporary hit points.

Turn Immunity. The swarm is **immune** to effects that turn undead.

Actions

Multiattack. The swarm makes two Slaps attacks.

Slaps. *Melee Weapon Attack:* **+5** to hit, reach 0 ft, one target in the swarm's space. *Hit:* 14 (**4d6**) bludgeoning damage or 7 (**2d6**) bludgeoning damage if the swarm has half of its hit points or fewer.

Lich Slap (Recharge 5-6). Each creature within **5 feet** of the swarm must make a **DC 13 Constitution saving throw**. On a failed save, a creature takes 21 (**6d6**) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the target finishes a long rest.

Bonus Actions

Inspect Corpse. The swarm makes an **Intelligence (Medicine)** check (DC determined by the GM) to inspect a corpse within **5 feet** of it for a cause of death. On a success, the swarm is no longer distracted and becomes **immune** to its morbid curiosity regarding that corpse forever.



Jesse Jackdaw Burns & Richard Nguyen

Dropling

Within the field of oozology, it's a generally accepted fact that oozes require a critical mass to retain functionality. That's why the discovery of droplings—tiny blobs each about the size of a fist, spawned from larger oozes—made massive ripples in the Slime Times newspaper. No one is quite sure of the circumstances or reasons that lead to their creation; experiments on a large variety of oozes have reproduced dropling spawning with only a twenty-three percent success rate.

Pseudogelphobic Swarm. Perhaps the most peculiar trait of droplings is their tendency to form swarms instead of combining to form their progenitor oozes. Respected oozologists hypothesise droplings that retain their size for an extended period of time undergo changes to their surface membrane compositions that inhibit their ability to merge with other droplings, all while maintaining the pseudo-hivemind need for consolidation. Amateur oozologists, in much fewer words, like to think they're becoming individuals.

Black Dropling

Tiny ooze, unaligned

Armour Class 9
Hit Points 28 (8d4 + 8)
Speed 15 ft., climb 15 ft.

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

Damage Immunities acid, cold, lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Acidic Form. At the start of each of its turns, the dropling deals 3 (**1d6**) acid damage to any creature or nonmagical object it is attached to.

Amorphous. The dropling can move through a space as narrow as 1 inch wide without squeezing.

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

Unusual Nature. The dropling doesn't require sleep.

Actions

Pseudopod. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage plus 3 (**1d6**) acid damage, and the dropling attaches to the target. While the dropling is attached, it has half cover, it moves with the target, and it can't attack another target. A creature within **5 feet** of an attached dropling can use an action to remove it by making a successful **DC 12 Strength** check. The dropling can also use **5 feet** of movement to detach itself from a target.

Swarm of Black Droplings

Medium swarm of Tiny oozes, unaligned

Armour Class 9
Hit Points 75 (10d8 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, cold, lightning
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Acidic Form. At the start of each of its turns, the swarm deals 9 (**2d8**) acid damage to each creature and nonmagical object in its space.

Amorphous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

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

Unusual Nature. The swarm doesn't require sleep.

Actions

Pseudopods. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (**2d8**) bludgeoning damage, or 4 (**1d8**) bludgeoning damage if the swarm has half of its hit points or fewer, plus 9 (**2d8**) acid damage. The target is also **grappled** (**escape DC 13**), and it is **restrained** until this grapple ends.

Bonus Actions

Divide (Medium Swarm Only). If the swarm has **10** or more hit points, it splits into two Small swarms. Each new swarm retains the statistics of the original swarm, except it has hit points equal to half the original swarm's, rounded down. The new swarms can't occupy each other's space.

Recombine (Small Swarm Only). The swarm spends **5 feet** of movement and moves into the space of another Small swarm of black droplings created by the Divide bonus action. Both swarms combine into one Medium swarm. The new swarm retains the statistics of both swarms, except it has the combined hit points of both swarms. If the original swarms were under any effects, such as those of a spell or an ability score reduction, those effects are transferred to the new swarm.

Black Droplings

This variety of droplings are descended from black puddings. They retain their acidic composition, though it is much less potent. The larger collective surface area of the swarm allows it to latch onto targets more effectively, immobilising them.

Ochre Droplings

This strain of droplings originates from ochre jellies. Ochre droplings are similar to their black dropling cousins in many ways, but lack their highly acidic composition, a trait that makes them desirable jar pets.

Ochre Dropling

Tiny ooze, unaligned

Armour Class 9
Hit Points 28 (8d4 + 8)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	13 (+1)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities acid, cold, lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amorphous. The dropling can move through a space as narrow as 1 inch wide without squeezing.

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

Unusual Nature. The dropling doesn't require sleep.

Actions

Pseudopod. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) bludgeoning damage plus 3 (**1d6**) acid damage.

Swarm of Ochre Droplings

Medium swarm of Tiny oozes, unaligned

Armour Class 9
Hit Points 52 (7d8 + 21)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, cold, lightning
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

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

Unusual Nature. The swarm doesn't require sleep.

Actions

Pseudopods. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (**2d8**) bludgeoning damage, or 4 (**1d8**) bludgeoning damage if the swarm has half of its hit points or fewer, plus 4 (**1d8**) acid damage. The target is also **grappled** (**escape DC 12**), and it is **restrained** until this grapple ends.

Bonus Actions

Divide (Medium Swarm Only). If the swarm has **10** or more hit points, it splits into two Small swarms. Each new swarm retains the statistics of the original swarm, except it has hit points equal to half the original swarm's, rounded down. The new swarms can't occupy each other's space.

Recombine (Small Swarm Only). The swarm spends **5 feet** of movement and moves into the space of another Small swarm of ochre droplings created by the Divide bonus action. Both swarms combine into one Medium swarm. The new swarm retains the statistics of both swarms, except it has the combined hit points of both swarms. If the original swarms were under any effects, such as those of a spell or an ability score reduction, those effects are transferred to the new swarm.

Elemental Motes

Masterful users of the Weave can use their magic to rip apart the barriers between worlds, summoning primordial avatars of air, earth, fire, and water from the chaotic depths of the Elemental Planes. When this fails miserably, the magic can produce an elemental mote instead, a tiny proto-elemental nearly indistinguishable from an inanimate manifestation of its element. Like their more powerful brethren, elemental motes have little desire but to return to their native plane and reunite with its natural energy.

A Swarm Reshaped. As a swarm, elemental motes combine their individual specks of consciousness into a raging, primaeval mind. What they lack in physical ability, they make up for in combined desperation to abandon the Material Plane. Using their numbers to their advantage, they envelop any who dare stand in their way in a miniature elemental storm.

Swarm of Droplets

Medium swarm of Tiny elementals, neutral

Armour Class 13
Hit Points 36 (8d8)
Speed 20 ft., swim 30 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	3 (-4)	13 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages understands Aquan but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

Freeze. If the swarm takes cold damage, it partially freezes. Until the end of its next turn, its speed is halved and its Misty Form trait doesn't function.

Misty Form. The swarm's body distorts vision. Even when the swarm is in plain sight, it takes a successful **DC 15 Wisdom (Perception)** check to spot the swarm if it has neither moved nor attacked. Additionally, a creature in the swarm's space has **disadvantage** on attack rolls.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Pelt. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (**4d4**) bludgeoning damage or 5 (**2d4**) bludgeoning damage if the swarm has half of its hit points or fewer.

Droplets

With an appearance of condensed vapour suspended in mist, a swarm of droplets is usually mistaken for a natural fog. Too dispersed to drown creatures as a water elemental would, the droplets instead use their natural refraction to disrupt the sight of those they envelop, obscuring their surroundings like an unfocused lens.

Embers

A swarm of embers is the flecks of light dancing around an invisible fire. Embers lack the searing heat of fire elementals, but are nevertheless equally capricious, blinding creatures with well-placed bursts of tiny cinders. They are the only elemental motes that regularly choose to follow mortals, particularly those with strong connections to fire.

Embers are also sworn enemies of droplets and sparks, as both those elements can briefly extinguish their flames.

Swarm of Embers

Medium swarm of Tiny elementals, neutral

Armour Class 13
Hit Points 58 (9d10 + 9)
Speed 25 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	3 (-4)	11 (+0)	8 (-1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities fire, poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amorphous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

Illumination. The swarm sheds dim light in a **5-foot radius**.

Kindling Form. A creature that starts its turn in the swarm's space must succeed on a **DC 11 Constitution saving throw** or be **blinded** until the end of its turn. A creature immune to fire damage automatically succeeds on this saving throw.

Lightweight. The swarm automatically fails any saving throws it makes to resist being pushed by wind. Its Kindling Form trait doesn't function while the swarm is in an area of moderate or stronger wind (15 miles per hour or more).

Water Susceptibility. For every **5 feet** the swarm moves in water, or for every gallon of water splashed on it, it takes **1** cold damage.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Singe. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (**6d6**) fire damage, or 10 (**3d6**) fire damage if the swarm has half of its hit points or fewer.

Pebbles

A pebble is weak on its own, but mighty in a swarm. A swarm of pebbles clatters as it tumbles and rolls like a miniature landslide, sweeping creatures off their feet and burying them in stone. They can't glide through earth as easily as an earth elemental, but are equally effective ambushers because, well, they're rocks.

Swarm of Pebbles

Medium swarm of Tiny elementals, unaligned

Armour Class 15 (natural armour)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages understands Terran but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. If the swarm is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a **DC 18 Intelligence (Investigation)** check to discern that the swarm isn't a pile of rocks.

Rubble Form. If a creature starts its turn in the swarm's space, it must succeed on a **DC 12 Strength saving throw** or be knocked **prone**.

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 pebble. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Slams. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (**4d4**) bludgeoning damage, or 5 (**2d4**) bludgeoning damage if the swarm has half of its hit points or fewer, and the target is **grappled** (**escape DC 12**).

Sparks

Sparks are fickle and carefree, darting through the air with wild, crackling energy. Even a glancing touch of a spark is enough to send creatures into a brief, gripping paralysis. A swarm of sparks is a cluster of luminescent ball lightning, flickering in and out of existence while bolts of electricity flash between them in a hypnotising dance.

Swarm of Sparks

Large swarm of Tiny elementals, unaligned

Armour Class 14
Hit Points 58 (9d10 + 9)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages understands Auran but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening as narrow as 1 inch wide without squeezing. The swarm can't regain hit points or gain temporary hit points.

Arcing Form. A creature that starts its turn in the swarm's space must succeed on a **DC 11 Constitution saving throw** or be **paralysed** until the end of its turn or until it takes any damage. A creature immune to lightning damage automatically succeeds on this saving throw.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Shocks. *Melee Weapon Attack:* **+6** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (**6d6**) lightning damage, or 10 (**3d6**) lightning damage if the swarm has half of its hit points or fewer, and the target can't take reactions until the start of the swarm's next turn.

Fulgurite

When a powerful bolt of lightning strikes an incompletely summoned earth elemental, that energy courses through the rock, breaking it down into sand and flash-smelting it into elemental fulgurite, a translucent, perpetually sparking crystal. Though shattered by the creation process, fulgurites continue to behave as if they were one single entity, forming a swarm of crackling crystals that roll in perfect unison.

Air and Earth. A rumble of fulgurites retains characteristics of the elements from which it was forged. It has the strength and resilience of earth, but the power and alacrity of lightning coursing through air. Energy crackles between each fulgurite crystal, steadily charging them up until they can teleport across the battlefield as a streak of lightning.

Rumble of Fulgurites

Huge swarm of Small elementals, unaligned

Armour Class 17 (natural armour)
Hit Points 59 (7d12 + 14)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities lightning, poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages understands Auran and Terran but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charged Body. A creature that touches the swarm or hits it with a melee attack while within **5 feet** of it takes 11 (**2d10**) lightning damage.

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 fulgurite. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

Actions

Shards. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer, plus 11 (**2d10**) lightning damage.

Bonus Actions

Lightning Streak (Recharge 5-6). The swarm teleports up to **30 feet** to a space of its choice. Each creature within **10 feet** of the space the swarm appears in must make a **DC 13 Dexterity saving throw**. On a failed save, a creature takes 22 (**4d10**) lightning damage, or 11 (**2d10**) lightning damage if the swarm has half of its hit points or fewer. On a successful save, the creature takes half as much damage.

Opposite: Ognjen Sporin

Greyshade Strangler

Any adventurer worth their salt knows the rhyme "Grey and blue? Walk on through. Red and grey? Run away!" These bloodthirsty plants grow in dense patches, their thorny vines wrapped in coils ready to spring towards any creature with a heartbeat. There is never a safe path through a forest containing greyshade stranglers; with their diet of blood, they've no need for roots and can relocate to new pastures whenever creatures learn to avoid their current hunting ground.

Greyshade Strangler

Tiny plant, unaligned

Armour Class 11
Hit Points 10 (3d4 + 3)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +4
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

False Appearance. If the greyshade strangler is motionless at the start of combat, it has **advantage** on its initiative roll. Moreover, if a creature hasn't observed the greyshade strangler move or act, that creature must succeed on a **DC 13 Intelligence (Nature)** check to discern that the greyshade strangler isn't an ordinary patch of plants.

Heartbeat Sense. The greyshade strangler knows the location of any creature with a heartbeat within **30 feet** of itself.

Actions

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft, one target. *Hit:* **1** piercing damage and the greyshade strangler attaches to the target. Until removed, it moves with the target and can't attack another target. A creature within **5 feet** of the greyshade strangler can remove it by making a successful **DC 8 Strength** check. The greyshade strangler can detach itself by spending **5 feet** of its movement.

Swarm of Greyshade Stranglers

Large swarm of Tiny plants, unaligned

Armour Class 13
Hit Points 52 (8d10 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, poison, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal patch of thorny undergrowth. A creature with a **passive Intelligence (Nature)** score of **13** or higher can identify the swarm as a swarm of greyshade stranglers when the creature comes within **60 feet** of the swarm and can see it.

Heartbeat Sense. The swarm knows the location of any creature with a heartbeat within **30 feet** of itself.

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 greyshade strangler. The swarm can't regain hit points or gain temporary hit points.

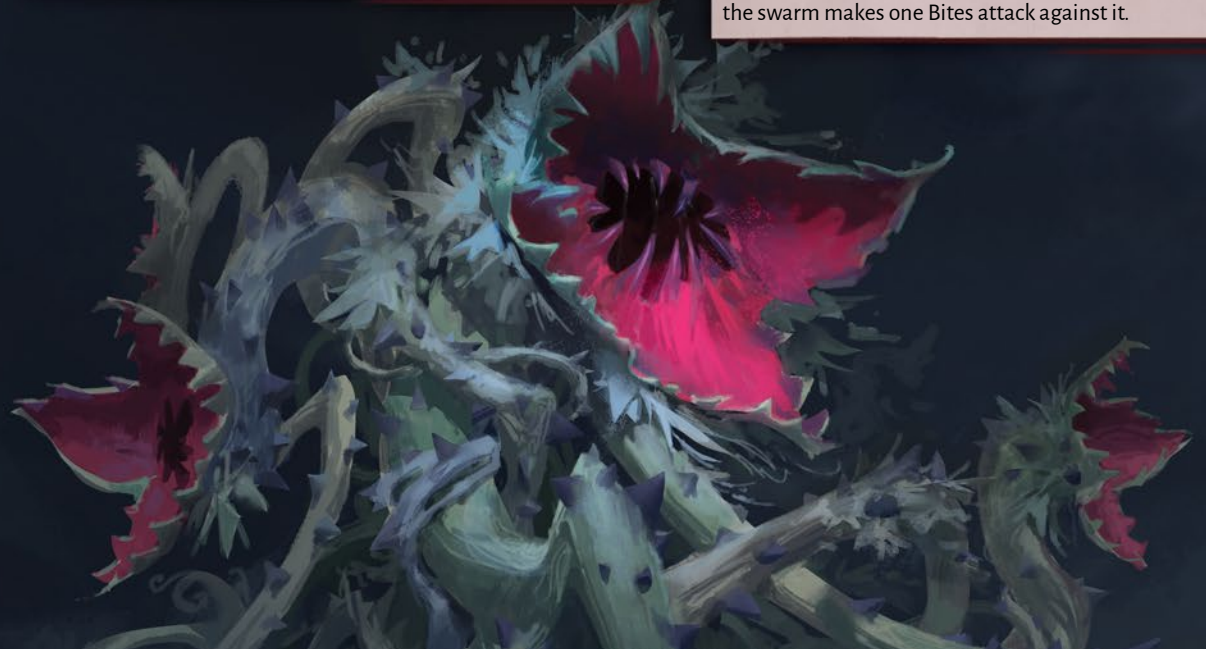
Thorns. A creature that starts its turn in the swarm's space takes 3 (**1d6**) slashing damage.

Actions

Bites. *Melee Weapon Attack:* **+5** to hit, reach 10 ft, one target. *Hit:* 14 (**4d6**) piercing damage or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer. Additionally, the target is **grappled** (**escape DC 9**).

Reactions

Snap. When a creature with a heartbeat enters the swarm's space, the swarm makes one Bites attack against it.



Housedrake



In societies where draconic fauna is common, it isn't unusual for a family to have a pet housedrake in place of a dog or cat. Biomanced to be more docile than their dragon cousins, they are known for their beautiful scale coats, bright eyes, and unquestioning loyalty.

Chromometallic. With colouring and affinity as broad as true dragons, wealthy households often keep whole teams of housedrakes as status symbols, trying to have at least one of each hue. Indeed, it can be useful to have access to all their elemental affinities; a well-trained white housedrake can chill a beverage or provide a cool breeze, while a brass housedrake can boil water or aid with insomnia.

Draconic Packs. Unlike true dragons, which value independence, feral housedrakes roam the wilderness in large packs, drawn together by survival instinct. Unlike wolves, housedrake packs have no leader, acting more like a hivemind swarm. They can be driven by remnant instincts from their draconic ancestry or fall under the subtle sway of a nearby powerful dragon.

Red Housedrake

Small dragon, lawful neutral

Armour Class 13 (natural armour)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The housedrake has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

Reactions

Flametongue (Recharge 6). The housedrake fills its mouth with fire. Until the end of its turn, its Bite attack deals an extra 3 (**1d6**) fire damage on a hit, and the housedrake can use its action to harmlessly heat a nonmagical object it touches.

Pack of Housedrakes

Large swarm of Small dragons, neutral

Armour Class 14 (natural armour)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 4 (1,800 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The swarm has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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 housedrake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* **+5** to hit, reach 5 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, plus 9 (**1d10 + 1d6**) damage. The damage type is determine by the value on the d10: 1-2, poison; 3-4 cold; 5-6, acid; 7-8, lightning; 9-10, fire.

Elemental Wreath (Recharge 5-6). The swarm exhales elemental energy in a swirling maelstrom around itself. Each creature in the swarm's space must make a **DC 12 Constitution saving throw**, taking 26 (**1d10 + 6d6**) damage on a failed save, or half as much damage on a successful one. The damage type is determined by the value on the d10: 1-2, poison; 3-4 cold; 5-6, acid; 7-8, lightning; 9-10, fire.

Richard Nguyen

Imp

While imps typically act as messengers and spies for their devilish overlords, a desperate lieutenant might pressgang their imp retinue into a fighting force. When called to arms, this unruly mass of red skin, leathery wings, and barbed tails flutters with inefficient cowardice to the periphery of a battle, engaging in the least lethal confrontation it can find.

Combat Prowess. A swarm of imps is a tactless fighting force and can never agree on the timing of their individual invisibility abilities, always flickering in and out of vision. When truly pressed, imps' innate shapechanging ability allows them to meld into a single large creature.

Swarm of Imps

Large swarm of Tiny fiends (devils), lawful evil

Armour Class 14
Hit Points 45 (6d10 + 12)
Speed 20 ft., fly 40 ft.

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

Skills Deception +5, Insight +3, Stealth +6
Damage Resistances bludgeoning, cold, piercing, slashing
Damage Immunities fire, poison
Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

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

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

Actions

Stings. *Melee Weapon Attack:* **+6** to hit, reach 5 ft, one target in the swarm's space. *Hit:* 10 (**4d4**) piercing damage, or 5 (**2d4**) piercing damage if the swarm has half of its hit points or fewer, plus 10 (**3d6**) poison damage.

Bonus Actions

Mass Shapechange (1/Day). The swarm merges and casts *polymorph* on itself, using Charisma as the spellcasting ability and requiring no material components, transforming into a **giant rat**, **giant raven**, or **giant spider**. It retains its ability to speak.

Swarm of Skeletal Imps

Medium swarm of tiny undead, lawful evil

Armour Class 13
Hit Points 60 (8d8 + 24)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Damage Resistances cold, piercing, slashing
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 11
Languages understands Common and Infernal but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

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

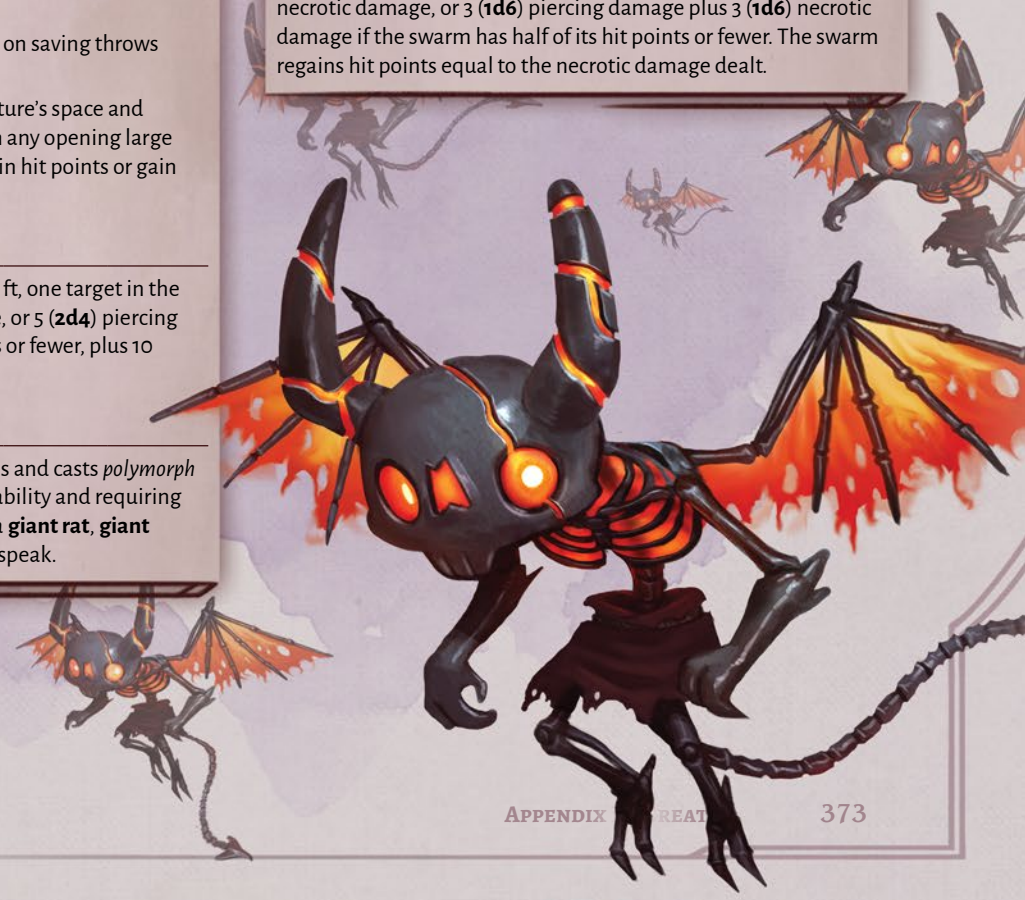
Magic Resistance. The swarm has **advantage** on saving throws against spells and other magical effects.

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

Actions

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

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



Rastislav Le

Miniature Giant Space Hamster

Only a chosen few know of the secrets of hamsters: their concealed intelligence, telepathy, and extraterrestrial origins. More accurately known as space hamsters, their chaotic ancestries vary wildly depending on the source. Space hamsters form swarms as a response to immediate significant threats, telepathically joining their minds to output increased mental computational power. The mixing of psionic abilities grants the swarm limited bursts of telekinesis and allows them to speak as if they were a single unit, droning telepathic words in perfect synchronicity.

Swarm of Space Hamsters

Medium swarm of Tiny monstrosities, any alignment

Armour Class 14
Hit Points 54 (12d8)
Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	6 (-2)

Saving Throws Int +4
Skills Perception +3
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages telepathy 10 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The swarm has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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 space hamster. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* **+6** 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, plus 9 (**2d8**) psychic damage.

Spellcasting (Psionics). As long as it has more than half of its hit points remaining, the swarm casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (**spell save DC 12**):

At will: *message*
1/day each: *blindness/deafness* (blindness only), *command*, *detect thoughts*

Bonus Actions

Telekinetic Scamper (Recharge 5-6). The swarm flies up to **20 feet**.



Rastislav Le



Pitcrow

Denizens of the Hells, pitcrows are capricious and opportunistic scavengers. With feathers of crimson so deep it is often mistaken for black, these large corvids are as likely to help a wandering adventurer as they are to report that adventurer to the local authorities. In fact, most pitcrows will often do both, for double the reward.

Scouts & Cleaners. When a pitcrow can be bribed, coaxed, or coerced into working with others, they often find themselves in scouting roles. Single crows might stake out a building, crossroads, or grave, reporting their observations to a clandestine employer in exchange for choice scraps or jewellery. A demon lord or archdevil might enlist a whole murder to scout battlefields or harry routed enemies. Whatever the case, pitcrows do not seek to put themselves in danger and can always be found plucking at the viscera of corpses after a meeting of devils and demons.

Self-Policing. Despite their selfish tendecies, pitcrow communities can grow surprisingly large and exhibit a kind of mass self-governance. Any individual found exploiting the common good is immediately ostracised and assaulted. Defecate too close to the communal blood pool? Get pecked to death. Exhibit a communicable disease? Get pecked to death. Produce more offspring than you can protect? *They* get pecked to death.

RASTISLAV LE

Pitcrow

Tiny fiend, lawful evil

Armour Class 12 (natural armour)
Hit Points 14 (4d4 + 4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +3, Perception +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks made with nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Infernal
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Flyby. The pitcrow doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The pitcrow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 12 Wisdom (Insight)** check.

Pack Tactics. The pitcrow has **advantage** on an attack roll against a creature if at least one of the pitcrow's allies is within **5 feet** of the creature and the ally isn't incapacitated.

Actions

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

Vicious Mockery. *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the pitcrow. *Failure:* 5 (**2d4**) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Swarm of Pitcrows

Large swarm of Tiny fiends, lawful evil

Armour Class 12
Hit Points 52 (8d10 + 8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +3, Perception +3
Damage Resistances bludgeoning, cold, fire, lightning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages Infernal
Challenge 3 (700 XP) **Proficiency Bonus** +2

Flyby. The swarm doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Multitudinous Mimicry. The swarm can simultaneously mimic one or more simple sounds it has heard, such as a person whispering, a crowd chattering, animals chittering, horses galloping, or an orchestra playing. A creature that hears the sounds can tell they are imitations with a successful **DC 12 Wisdom (Insight)** check.

Pack Tactics. The swarm has **advantage** on attack rolls against another creature if at least one of the swarm's allies is within **5 feet** of the target creature and the ally isn't incapacitated.

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 pitcrow. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two Beaks attacks. Alternatively, it uses Vicious Mockery four times, or two times if the swarm has half its hit points or fewer.

Beaks. *Melee Weapon Attack:* **+4** to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (**4d8**) piercing damage, or 9 (**2d8**) piercing damage if the swarm has half its hit points or fewer.

Vicious Mockery. *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the swarm. *Failure:* 7 (**3d4**) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Murder of Pitcrows

Huge swarm of Tiny fiends, lawful evil

Armour Class 12 (natural armour)
Hit Points 112 (15d12 + 15)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +4, Perception +4
Damage Resistances bludgeoning, cold, fire, lightning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14
Languages Infernal
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Flyby. The murder doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Multitudinous Mimicry. The murder can simultaneously mimic one or more simple sounds it has heard, such as a person whispering, a crowd chattering, animals chittering, horses galloping, or an orchestra playing. A creature that hears the sounds can tell they are imitations with a successful **DC 13 Wisdom (Insight)** check.

Pack Tactics. The murder has **advantage** on an attack roll against a creature if at least one of the murder's allies is within **5 feet** of the creature and the ally isn't incapacitated.

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

Actions

Multiattack. The murder makes two Swarm of Beaks attacks. Alternatively, it uses Vicious Mockery six times, or three times if the swarm has half its hit points or fewer.

Swarm of Beaks. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 27 (**6d8**) piercing damage, or 13 (**3d8**) piercing damage if the murder has half its hit points or fewer.

Vicious Mockery. *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature that can hear the murder. *Failure:* 7 (**3d4**) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Spiketooth

These gentle, leathery creatures possess four stumpy legs, tiny blue eyes, and an oversized dermal horn that juts above a wide, overly-toothed maw. Despite what their shark-like rows of serrated teeth might imply, spiketooths aren't carnivores. Their diet consists almost entirely of lichoozes; jelly-like symbioses between plants and oozes that grow on rock and bark in their native Shai'taryn.

Anthropology. While some families adopt spiketooths as pets, most councils throughout Shai'taryn outlaw the rearing of spiketooth herds, or 'bristles', as they are collectively known. Though spiketooths are not aggressive, fear can propagate amongst a bristle with alarming alacrity, resulting in a devastating stampede. The Shai'tan hold these creatures in high regard and, in academic circles, scholars have long debated the plural of the creature; most prefer the term "spiketooths" for simplicity, but a fierce few cling to "spiketeeth."

Spiketooths

Small beast, unaligned

Armour Class 13 (natural armour)
Hit Points 16 (3d6 + 6)
Speed 40 ft.

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

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Startleable. The spiketooth has **disadvantage** on saving throws made to avoid the frightened condition.

Actions

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 7 (**2d4 + 2**) piercing damage.

Horn. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage. If the spiketooth moved at least **20 feet** straight toward the target immediately before the hit, the target takes an extra 3 (**1d6**) piercing damage. If the target is a Medium or smaller creature, it must then succeed on a **DC 12 Strength saving throw** or be knocked **prone**.

Bristle of Spiketooths

Huge swarm of Small beasts, unaligned

Armour Class 13 (natural armour)
Hit Points 68 (8d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, grappled, paralysed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 4 (200 XP) **Proficiency Bonus** +2

Startleable. The bristle has **disadvantage** on saving throws made to avoid the frightened condition. When frightened, the bristle uses all its movement and its Stampede action to move in a random direction (GM's discretion).

Swarm. The bristle can occupy another creature's space and vice versa, and the bristle can move through any opening large enough for a Small spiketooth. The bristle can't regain hit points or gain temporary hit points.

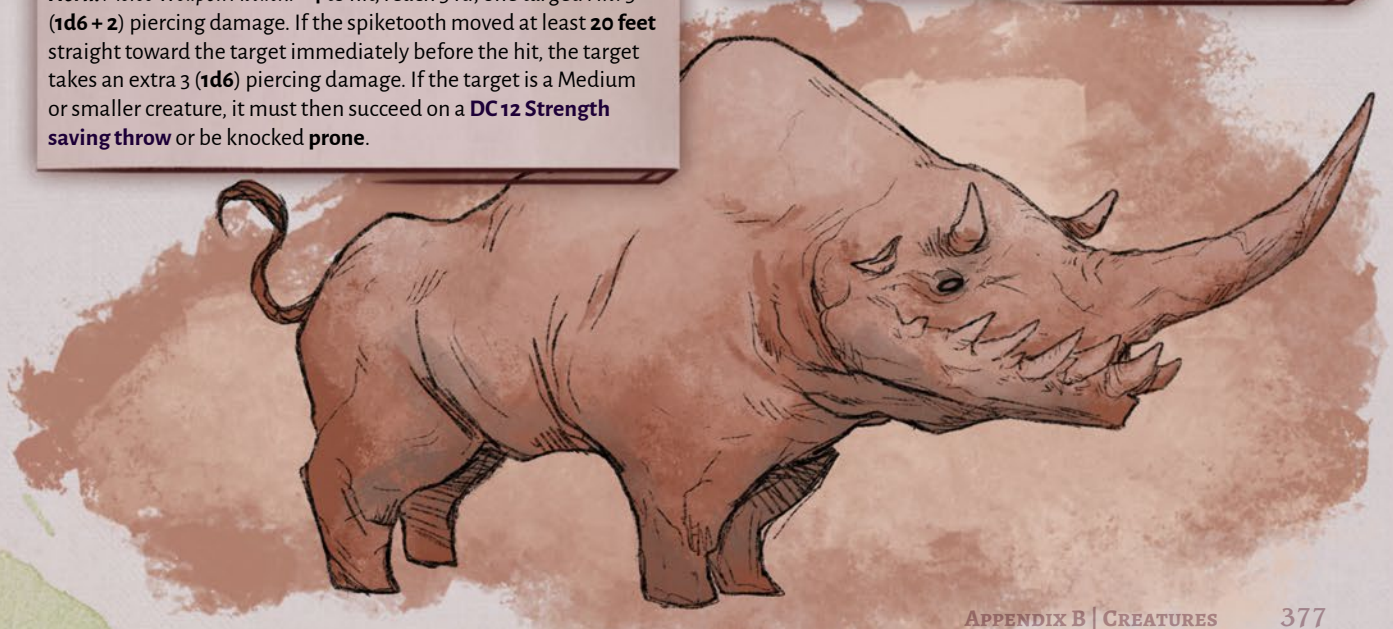
Actions

Multiattack. The bristle makes two Bites attacks.

Bites. *Melee Weapon Attack:* **+6** to hit, reach 5 ft, one target. *Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the bristle has half of its hit points or fewer.

Horn. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 18 (**4d8**) piercing damage or 9 (**2d8**) piercing damage if the swarm has half of its hit points or fewer. If the bristle moved at least **20 feet** straight toward the target immediately before the hit, the target takes an extra 9 (**2d8**) piercing damage.

Stampede (Recharge 4-6). The bristle moves in a straight line up to its speed. Each creature whose space it moves through must make a **DC 14 Dexterity saving throw**. On a failed save, a creature takes 22 (**4d10**) bludgeoning damage and is knocked **prone** if it is Large or smaller. On a successful save, a creature takes only half as much damage and isn't knocked prone. This damage is reduced to 11 (**2d10**) if the swarm has half its hit points or fewer.



©Haouki "Ciao" Ttouhi

Steel Dart

A byproduct of CRE's misguided mechanical meddlings (see *Forge of the Divine Machine* in *Motes of the Divine*), steel darts are clockwork songbirds formed of hinged brass wings and steel that hides minuscule organs: a heart, tongue, stomach, lungs, and twitching vocal cords. A long, tapered beak allows steel darts to sup a meal of nectar and oil, keeping their hearts beating and their gears turning.

Songbirds. The frantic beating of one steel dart's wings produces a steady drone over which it layers complex harmonies. When steel darts form swarms, however, they synchronise that gentle buzz into a single thunderous pitch that harmonically links their clockwork minds. One agitation of a steel dart quickly arouses the rest of the swarm and, with joined voices, the swarm's song becomes a terrifying dirge of doom.

Swarm of Steel Darts

Medium swarm of Tiny constructs, unaligned

Armour Class 13 (natural armour)
Hit Points 38 (7d8 + 7)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, poison, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Force Weakness. When the swarm takes **6** or more force damage in a single instance, it must succeed on a **DC 11 Constitution saving throw**, or it falls **prone** (temporarily overriding its condition immunity) and can take either an action or bonus action on its next turn, not both.

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 steel dart. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* **+4** to hit, reach 0 ft, one target in the swarm's space. *Hit:* 10 (**4d4**) piercing damage, or 5 (**2d4**) piercing damage if the swarm has half of its hit points or fewer, plus 3 (**1d6**) thunder damage.

Reactions

Doom Song. The swarm emits a terrifying song out to **30 feet**. Creatures in the area that hear the song must succeed on a **DC 11 Wisdom saving throw** or become **frightened** of the swarm for **1 minute**. A frightened 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, the creature is **immune** to this swarm's Doom Song for the next **24 hours**.



Chaouki "Ciao" Titouhi & Richard Nguyen

Sun Jelly

Sun jellies resemble their marine cousins in many ways, except they glow and swim through air instead of water. Their long tendrils of light trail lazily across the sky, void of a jellyfish's typical sting. Benign and mindless, sun jellies will not harm other creatures unless truly agitated, and they are drawn to acts of kindness, self-sacrifice, and expressions of genuine vulnerability. A swarm gathered around a creature implies goodness and purity of heart, and the ability to attract such a bloom is a prerequisite for a Shai'tan squire to take their paladin oath.

Sun Jelly

Tiny celestial, unaligned

Armour Class 8
Hit Points 1 (1d4 - 1)
Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	7 (-2)	8 (-1)	1 (-5)	12 (+1)	7 (-2)

Damage Immunities radiant
Condition Immunities paralysed
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Good Sense. The sun jelly knows the location of any good creatures within **30 feet** of it.

Illumination. The sun jelly sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

Actions

Tendril. *Melee Weapon Attack:* **+0** to hit, reach 5 ft, one target. *Hit:* **1** radiant damage.

Swarm of Sun Jellies

Medium swarm of Tiny celestials, unaligned

Armour Class 13 (natural armour)
Hit Points 36 (8d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	1 (-5)	14 (+2)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities radiant
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Good Sense. The swarm knows the location of any good creatures within **30 feet** of it.

Illumination. The swarm sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**.

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 sun jelly. The swarm can't regain hit points or gain temporary hit points.

Actions

Tendrils. *Melee Weapon Attack:* **+3** to hit, reach 0 ft, one target in the swarm's space. *Hit:* 10 (**4d4**) radiant damage, or 5 (**2d4**) radiant damage if the swarm has half of its hit points or fewer.

Celestial Flare (Recharge 5-6). The swarm glows with brilliant light, which has no effect on celestials or good creatures. Each other creature within **5 feet** of the swarm must succeed on a **DC 12 Constitution saving throw** or take 13 (**3d8**) radiant damage. A creature that fails the save by 5 or more is also **blinded** until the end of the swarm's next turn.



Richard Nguyen

Sunsprite

Tumbling and frolicking in one of the innumerable sunbeams of the Plane of Fey's unending sunset, sunsprites are playful, inquisitive, and capricious creatures. Much like giving a cat a belly rub, playing with a sunsprite is fraught with danger. Though the sunsprite (or cat) may appear to be enjoying themselves, their mood can change in an instant, leaving you with naught but a patch of sunburn (or some cat claw scratches).

Swarmy. When the cold, dark unseelie influence encroaches, the impetuous and temperamental sunsprites can band together to form an army—also known as a swarmy. As sparrows might mob a predatory bloodhawk, a squadron of sunsprites fires devastating volleys from its sunbows when threatened by a predator, each toothpick-sized arrow an irradiating irritant in the hunter's flank. As a swarmy, sunsprites lack the coordination to collectively turn invisible, but their speed and size make it almost impossible for an assailant to focus on any one individual. Buoyed by their safety in numbers, a swarm of sunsprites is far more tempestuous than any individual sprite.

Sunsprite

Tiny fey, chaotic neutral

Armour Class 13
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +7, Perception +3
Damage Immunities radiant
Condition Immunities blinded, charmed
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Death Burst. When the sunsprite dies, it explodes in a burst of light. Each creature within **5 feet** of the sunsprite must make a **DC 10 Dexterity saving throw**, taking 7 (**2d6**) radiant damage on a failed save, or half as much damage on a successful one.

Evasion. When the sunsprite 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.

Illumination. When the sunsprite isn't invisible, it sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

Actions

Dagger. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Sunbow. *Ranged Weapon Attack:* **+5** to hit, range 40/160 ft., one target. *Hit:* **1** piercing damage plus 4 (**1d8**) radiant damage.

Invisibility. The sunsprite magically turns **invisible** until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the sunsprite wears or carries is invisible with it.

Swarm of Sunsprites

Medium swarm of Tiny fey, chaotic neutral

Armour Class 14
Hit Points 49 (9d8 + 9)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +3
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities radiant
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Flyby. The swarm doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The swarm sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

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 sunsprite. The swarm can't regain hit points or gain temporary hit points.

Volatile Bursts. Whenever the swarm takes **5** or more damage in a single instance, it releases an explosive burst of light. Each creature within **5 feet** of the swarm must make a **DC 11 Dexterity saving throw**, taking 7 (**2d6**) radiant damage on a failed save, or half as much damage on a successful one.

Actions

Daggers. *Melee Weapon Attack:* **+6** to hit, reach 0 ft, one target in the swarm's space. *Hit:* 10 (**4d4**) piercing damage, or 5 (**2d4**) piercing damage if the swarm has half of its hit points or fewer.

Sunbow Volley. *Ranged Weapon Attack:* **+6** to hit, range 40/160 ft., one target. *Hit:* 7 (**2d6**) piercing damage, or 3 (**1d6**) piercing damage if the swarm has half of its hit points or fewer, plus 9 (**2d8**) radiant damage.

Mohammed 'Aggi' Bellafquih: Opposite: Ognjen Sporin

Twilight Wasp

When the sun is low over the horizon, the crystalline carapaces of these venomous predators transform the sky into a panorama of twinkling lights, a thousand shimmering stars weaving an elaborate and hypnotic dance. This enchanting display lures prey into the open, where the swarm can make short work of its bedazzled quarry. Rangers make a practice of catching twilight wasps with baited glass jars, keeping them as an offensive booby trap or crushing them into healing salves.

Twilight Wasp

Tiny beast, unaligned

Armour Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	8 (-1)	6 (-2)

Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 0 (10 XP) **Proficiency Bonus** +2

Actions

Venomous Sting. *Melee Weapon Attack:* **+3** to hit, reach 5 ft, one target. *Hit:* **1** piercing damage and the target must succeed on a **DC 9 Constitution saving throw** or take 2 (**1d4**) poison damage. A target that fails this save by 5 or more and takes any poison damage from it also feels a fierce itch around the sting for 13 (**3d8**) hours.

Swarm of Twilight Wasps

Medium swarm of Tiny beasts, unaligned

Armour Class 14
Hit Points 31 (7d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

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 twilight wasp. The swarm can't regain hit points or gain temporary hit points.

Actions

Venomous Stings. *Melee Weapon Attack:* **+6** to hit, reach 0 ft, one target in the swarm's space. *Hit:* 7 (**2d6**) piercing damage, or 3 (**1d6**) piercing damage if the swarm has half of its hit points or fewer. The target must make a **DC 10 Constitution saving throw**, taking 10 (**3d6**) poison damage on a failed save, or half as much damage on a successful one. A target that fails this save by 5 or more and takes this poison damage also feels a fierce itch around the sting for 13 (**3d8**) hours. While the itch persists, the target has **disadvantage** on Dexterity (Sleight of Hand or Stealth) checks.

Hypnotic Dance (Recharge 5-6). If the swarm is in dim light, it forms a hypnotic display. Each creature within **10 feet** of the swarm that can see the swarm must succeed on a **DC 10 Wisdom saving throw** or be **charmed** for **1 minute** or until the creature takes damage. While charmed in this way, the creature is **incapacitated** and has a speed of **0 feet**. Once a creature succeeds on this saving throw, it is **immune** to this swarm's Hypnotic Dance for the next **24 hours**.



Wyvnkin

A wyvern's young grows quickly after hatching. By two months of age, a wyvnkin looks much like its parents, bearing similar leathery wings, sharp teeth, razor claws, and a potent poison stinger. A wild wyvnkin ventures out of its nest by six months and is expected to fend for itself. If the hatchling hasn't been tamed by this age, it remains forever feral.

Wyvnkin Flights. Though usually solitary creatures, some wyvnkin gather into collectives known as flights when making their homes in dangerous areas, such as the actively hostile environment of The Low or the territory of a deadlier predator. Unlike their parents, wyvnkin don't shy away from ground battles thanks to their overwhelming numerical advantage. A multitude of tiny, looming shadows is often a sign of impending death by a swarm of dive-bombing draconic critters.

Wyvnkin

Small dragon, unaligned

Armour Class 13 (natural armour)
Hit Points 22 (4d6 + 8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	13 (+1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Stinger. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one creature. *Hit:* 3 (**1d4 + 1**) piercing damage. The target must make a **DC 12 Constitution saving throw**, taking 7 (**2d6**) poison damage on a failed save, or half as much damage on a successful one.

Flight of Wyvnkin

Huge swarm of Small dragons, unaligned

Armour Class 14
Hit Points 76 (8d12 + 24)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	3 (-4)	14 (+2)	13 (+1)

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Swarm. The flight can occupy another creature's space and vice versa, and the flight can move through any opening large enough for a Small wyvnkin. The flight can't regain hit points or gain temporary hit points.

Actions

Multiattack. The flight makes one Bites and Claws attack, and one Stingers attack.

Bites and Claws. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 21 (**6d6**) slashing damage, or 10 (**3d6**) slashing damage if the flight has half of its hit points or fewer.

Stingers. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature. *Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer. The target must make a **DC 14 Constitution saving throw**, taking 14 (**4d6**) poison damage on a failed save, or half as much damage on a successful one. On a failed save, a target is also **poisoned** for **1 minute**, and it is **blinded** while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Non-Player Characters

Apostle of Blossoms

Medium humanoid (any race), any alignment

Armour Class 17 (breastplate, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	19 (+4)	10 (+0)

Skills Insight +7, Perception +7, Persuasion +7 (see Life of the Party), Religion +3
Saving Throws Wis +7, Cha +7 (see Life of the Party)
Senses passive Perception 17
Languages Common and any one other
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Life of the Party. The apostle uses its Wisdom modifier instead of Charisma when making Charisma checks and saving throws (**+4** to checks, **+7** to saving throws, included in the stat block).

Spells

The apostle is an 11th-level spellcaster. It uses Wisdom as its spellcasting ability (**spell save DC 15**, **+7** to hit with spell attacks). The apostle has the following spells prepared:

At will: *flare**, *guidance* [c], *mending*, *sacred flame*, *spare the dying*
3/day each: *cure wounds*, *heroism* [c], *hypnotic pattern* [c], *spiritual weapon*
1/day each: *endure**, *freedom of movement*, *Humperdink's irresistible revelry** [c], *purple rain** [c]
*See Appendix A; c = concentration

Actions

Flail. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 6 (**1d8 + 2**) bludgeoning damage.

Flare. *Ranged Spell Attack:* **+7** to hit, range 60 ft., one target. *Hit:* 13 (**3d8**) radiant damage. On a critical hit, the target is covered in glittering mystical light, granting **advantage** on attack rolls against the target until the end of the apostle's next turn.

Sacred Flame. *Saving Throw:* **DC 17 Dexterity**, range 60 ft., one creature the apostle can see. *Failure:* 13 (**3d8**) radiant damage. Targets gain no benefit from cover for this saving throw.

Festival of Blossoms (2/Day). The apostle chooses up to three creatures it can see within **30 feet** of it. Until the end of the apostle's next turn, each creature deals 4 (**1d8**) radiant damage the first time it hits with an attack on its turn. In addition, at the start of each creature's next turn, it regains 4 (**1d8**) hit points.

Reactions

Reveler's Resilience (4/Day). *Trigger:* The apostle fails a saving throw made to maintain its concentration. *Response:* The apostle rerolls the saving throw, using the new result.

Journeyman Carpenter

Medium humanoid (any race), any alignment

Armour Class 17 (Unarmored Defence)
Hit Points 65 (10d8 + 20)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	18 (+4)	9 (-1)

Skills Acrobatics +5, carpenter's tools +5, Perception +6
Senses passive Perception 16
Languages Common and any one other
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ki (6/Short or Long Rest). The journeyman can use its Ki to power its Flurry of Blows, Patient Defense, and Step of the Wind bonus actions, as well as its Deflect Missiles reaction.

Unarmored Defense. While it isn't wearing armour or wielding a shield, the journeyman's AC includes its Wisdom modifier.

Actions

Multiattack. The journeyman makes two Carpenter's Tools attacks. It can replace one attack with Flurry.

Carpenter's Tools. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) bludgeoning or piercing damage (journeyman's choice when it makes the attack).

Flurry (2/Day). The journeyman makes one Carpenter's Tools attack against up to three different creatures within its reach. It gains a **+2 bonus** to AC until the start of its next turn.

Bonus Actions

Flurry of Blows. After taking the Multiattack action, the journeyman uses Ki to make two Carpenter's Tools attacks.

Patient Defense. The journeyman uses Ki to take the Dodge action. If a creature misses the Journeyman with an attack roll before the start of its next turn, the journeyman can make one Carpenter's Tools attack against it as a reaction.

Step of the Wind. The journeyman uses Ki to take the Dash and Disengage actions.

Reactions

Deflect Missiles. *Trigger:* The journeyman is hit by a ranged weapon attack. *Response:* It reduces the attack's damage by 14 (**1d10 + 9**). If the damage is reduced to 0, the journeyman catches the missile if it is small enough for it to hold in one hand and it has at least one hand free. If caught in this way, the journeyman can use Ki to make a ranged attack (**+5** to hit, range 20/60 ft.) with the weapon or piece of ammunition, as part of the same reaction, dealing 10 (**2d6 + 3**) damage of the weapon or ammunition's type on a hit.

Mead Brewmaster

Medium humanoid (any race), any alignment

Armour Class 14 (Unarmored Defence)
Hit Points 45 (7d8 + 14)
Speed 40 ft. (50 ft. while raging)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	8 (-1)	13 (+1)	4 (-3)

Skills Athletics +5
Damage Resistances poison
Senses passive Perception 11
Languages Common and any one other
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brewer. The brewmaster's Improvised Weapon attacks have a **+1 bonus** to attack and damage rolls (included in the attacks), and count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Unarmored Defense. While it isn't wearing armour, the brewmaster's AC includes its Constitution modifier.

Actions

Multiattack. The brewmaster makes two Maul attacks and one Improvised Weapon attack. It can replace one Maul attack with Shockwave.

Maul. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 9 (**1d12 + 3**) bludgeoning damage plus an extra **2** bludgeoning damage if the brewmaster is raging.

Improvised Weapon. *Melee or Ranged Weapon Attack:* **+6** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (**1d6 + 4**) damage (bludgeoning, piercing, or slashing depending on the weapon; GM's discretion) plus an extra **2** damage if the brewmaster is raging.

Shockwave (2/Day). The brewmaster slams its maul into a surface. Each creature within **10 feet** of the brewmaster must succeed on a **DC 13 Strength saving throw** or take 7 (**2d6**) bludgeoning damage and be pushed **10 feet** directly away from the brewmaster.

Bonus Actions

Brewmaster's Mead Rage (4/Day). The brewmaster enters a rage. For **1 minute**, the brewmaster has **resistance** to bludgeoning, piercing, and slashing damage; gains **1d4** temporary hit points at the start of each of its turns; increases its walking speed by **10 feet**; and deals an extra **2** damage with its Strength-based weapon attacks (included in the attacks). These effects end early if the brewmaster is knocked unconscious, or if it ends its turn without having attacked a hostile creature or taken damage since the end of its last turn.

Tavern Brawler

Medium humanoid (any race), any alignment

Armour Class 14 (hide)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+1)	12 (+1)

Skills Athletics +4, Insight +3, Intimidation +3, Persuasion +3
Senses passive Perception 11
Languages Common and any one other
Challenge 1 (200 XP) **Proficiency Bonus** +2

Brawler Techniques (4/Day). The brawler has two special techniques that it can perform:

Smash. When the brawler hits a creature with its Improvised Weapon, it smashes the object used for the attack, dealing 2 (**1d4**) damage of the attack's type to the target and the object, potentially destroying the object.

Takedown. When the brawler makes a Knuckle Duster attack against a creature it is grappling, it can force the target to make a **DC 12 Strength saving throw**. On a failure, the target takes 2 (**1d4**) bludgeoning damage and is knocked **prone**.

Actions

Multiattack. The brawler makes two attacks with any combination of Knuckle Duster, Improvised Weapon, or Grapple. It can attempt to escape a grapple in place of any of these attacks.

Knuckle Duster. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 6 (**1d8 + 2**) bludgeoning damage.

Improvised Weapon. *Melee or Ranged Weapon Attack:* **+4** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (**1d6 + 2**) damage (bludgeoning, piercing, or slashing depending on the weapon; GM's discretion). This attack scores a critical hit on a roll of 19 or 20 on the d20.

Grapple. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature. *Hit:* The target is **grappled** (**escape DC 12**). If the brawler is grappling two creatures, it can't make Knuckle Duster or Improvised Weapon attacks against other creatures.

Component Index

This index lists all item components available in this book, as well as all magic items that can be crafted using each component. This information is organized alphabetically by creature type, and then by alphabetically by component type.

If a component has a superscript "B" ([B]), that indicates it is unique to a boss monster and is not found in the normal harvest tables. If an item is **bolded**, that means the item is crafted from a boss monster of a hunt. In these cases, a GM may want to restrict the crafting of that item to components from that boss monster for narrative purposes.

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**Item requires two components: celestial heart and fiend heart

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* Item requires two components: elemental core of fire and elemental core of water
** Rare variant of item requires multiple components: celestial, fey, fiend, and undead fat
[B] Component is available only when harvested from a custom Loot Tavern boss monster

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*Rare variant of item requires multiple components: celestial, fey, fiend, and undead fat
**Item requires two components: celestial heart and fiend heart
[B] Component is available only when harvested from a custom Loot Tavern boss monster
[M] Component is available only when harvested from a custom Loot Tavern monster

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*Rare variant of item requires multiple components: celestial, fey, fiend, and undead fat
[B] Component is available only when harvested from a custom Loot Tavern boss monster

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Errata

After putting together hundreds of thousands of words, we have inevitably made some mistakes. If we need to provide any errata in the future, you'll be able to find that document at the following URL, or by scanning the QR code below.

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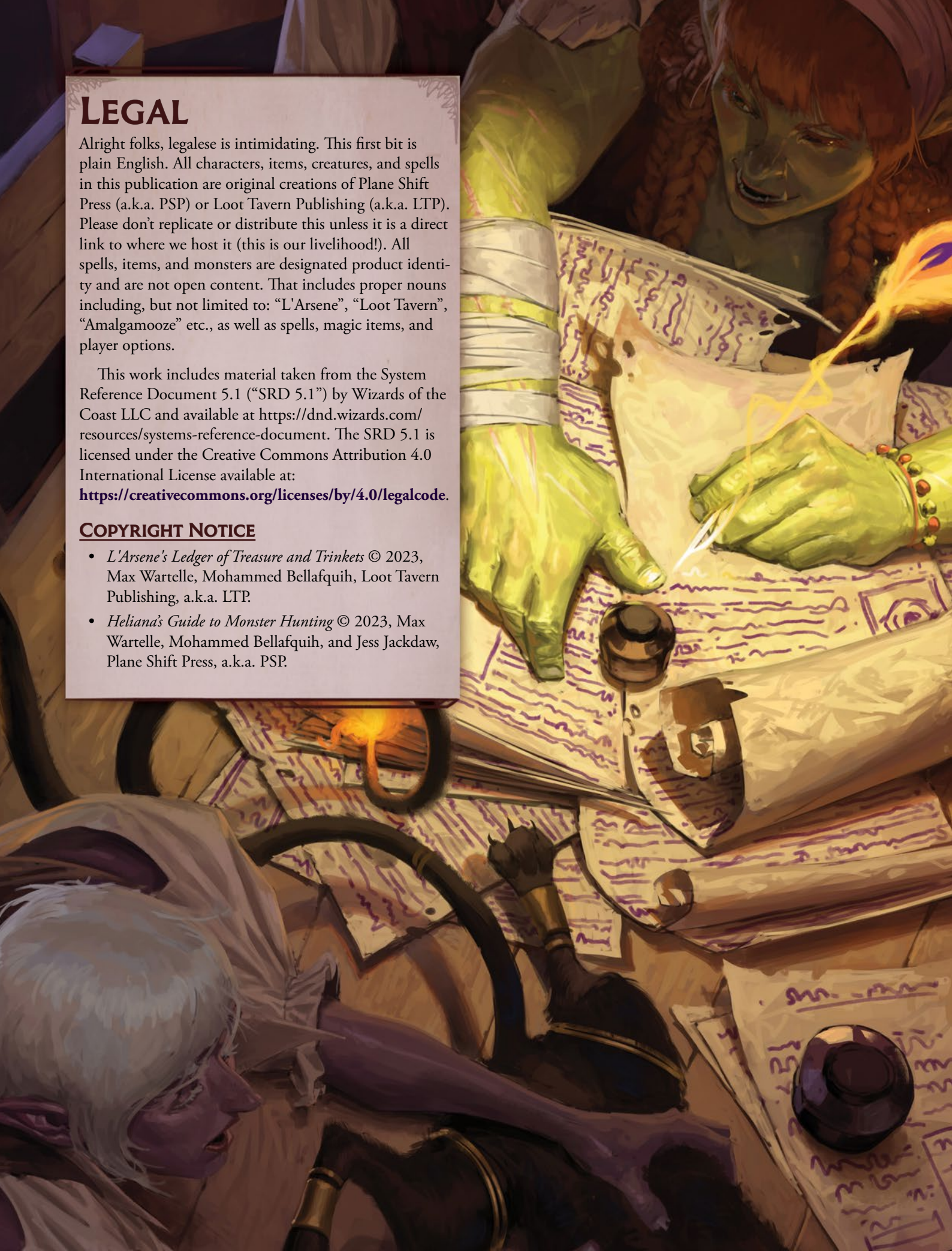
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