

POKÉMON INSPIRED WEAPONS & ITEMS



GENERATION IV



BY CHRISTOPHER J FOSTER
FEATURING ART BY REBUSAPLA

INTRODUCTION



LOOKING FOR MAGIC ITEMS BASED UPON Pokémon? Items that are more animalistic and natural in origin? Or maybe you'd like some items that can evolve into new and more powerful items? Then you're in the right place! This book contains magic items

based on Pokémon from the 4th Generation of games, for a total of 117 magic items!

There's also an accompanying book that goes into further details about the mechanics of item evolution, stat blocks for the new weapon types used by some of these items, and has a full index of all the items from all of the books, so check out the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#).

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This document was created using [Nathanaël Roux's InDesign Templates and Beginner's Guide](#).

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THANK YOU PATRONS

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BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	Attack of the Giant Gingerbreads!
BoB	Bake-off Battle
CoS	Curse of Strahd
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
DMG	Dungeon Master's Guide
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
FTD	Fizban's Treasury of Dragons
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnicia
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Icwind Dale: Rime of the Frostmaiden
IMR	Infernal Machine Rebuild
ITT	The Investigation of Toecap's Tragedy
LMP	Lost Mines of Phandelver
MM	Monster Manual
MFF-1	Mordenkainen's Fiendish Folio Vol 1
MOT	Mythic Odysseys of Theros
MToF	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI-EGI	Pokémon Inspired Weapons & Items - Evolution Guide and Index
PIWI-I	Pokémon Inspired Weapons & Items - Generation I
PIWI-II	Pokémon Inspired Weapons & Items - Generation II
PIWI-III	Pokémon Inspired Weapons & Items - Generation III
PIWI-IV	Pokémon Inspired Weapons & Items - Generation IV
PIWI-V	Pokémon Inspired Weapons & Items - Generation V
PIWI-VI	Pokémon Inspired Weapons & Items - Generation VI
PIWI-VII	Pokémon Inspired Weapons & Items - Generation VII
PIWI-VIII	Pokémon Inspired Weapons & Items - Generation VIII
PIWI-F	Pokémon Inspired Weapons & Items - Fusions
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	Runway Bloody Runway
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	Return to the Puzzle House
RtG	Return to the Glory
SCC	Strixhaven: A Curriculum of Chaos
SKT	Storm King's Thunder
TCC	The Cursed Courtesan
TCE	Tasha's Cauldron of Everything
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
UA	Unearthed Arcana
VGR	Van Richten's Guide to Ravenloft
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WBW	The Wild Beyond the Witchlight
WGE	Wayfinder's Guide to Eberron

WtP

[Welcome to Plifortakune](#)

XGE

Xanathar's Guide to Everything

Yawn

Tales from the Yawning Portal

EVOLVING ITEMS

Several items in this collection can evolve into stronger items through unique means, which is a permanent change. The options presented here are not meant to be the only way for that item to evolve, and are merely meant to provide an example of a suitable situation that would cause evolution.

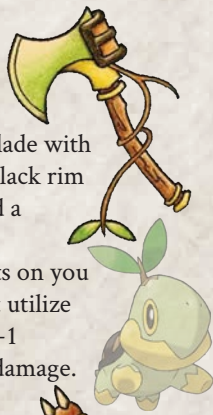
Most items are listed as evolving by spending time on or being exposed to the energies of other planes, but there are numerous ways that DMs can make items evolve, as detailed in the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#) book, such as using major events or exposure to certain items, like the Elemental Stones detailed in the Guide. See the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#) for more information.

387 - NAXETLE

Weapon (Handaxe) – Uncommon (387 gp, requires attunement)

This wood hatchet handaxe has a green blade with yellow undercoating, a brown shell with a black rim and black strip across it on the backside, and a woody sprout coming from beneath it.

While attuned to this handaxe: critical hits on you become normal hits; and spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1 damage, or +1 to save DCs if they don't do damage.



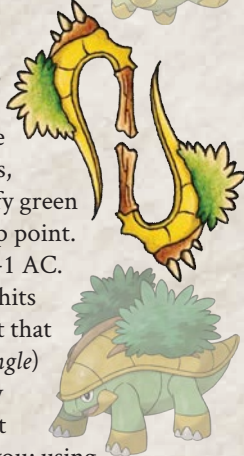
388 - GROTTETTO

Weapon (Dual Daggers) – Rare (3880 gp, require attunement)

These yellow wood +1 daggers resemble flat pinched crescents, with brown handles, brown shells with spikes on top, and a leafy green bush on the front before coming to a sharp point.

While wielding both daggers you gain +1 AC.

While attuned to these daggers: critical hits on you become normal hits; spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1d4 damage, or +1 to save DCs if they don't do damage; you can sense the nearest source of fresh water within 1000 feet of you; using the daggers you can cast *Goodberry* once a day, refreshing at noon: and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

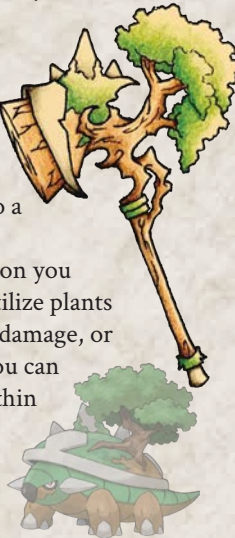


389 - TORTERRAUL

Weapon (Maul) – Very Rare (18,390 gp, requires attunement)

This wood +2 maul has a head that resembles a stump with a moss-covered rock casing, while the back has grown into a bonsai tree.

While attuned to this maul: critical hits on you become normal hits; spells you cast that utilize plants (such as *Thorn Whip* or *Entangle*) do +1d8 damage, or +1 to save DCs if they don't do damage; you can sense the nearest source of fresh water within 1 mile of you; using the maul you can cast *Goodberry* twice a day, refreshing at noon: and you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176).



390 - CHIMCHAJRA

Weapon (Dual Clubs) – Uncommon (390 gp, require attunement)

These pale gold vajra stick clubs have rounded ends shaped to resemble flames.

Attacks with these clubs do +1 fire damage.

While attuned to these clubs, your unarmed strikes do an additional +1 fire damage, you can speak a command word to have the ends of the clubs light up to emit normal light for 10 feet and dim light for 10 feet, and you have advantage to Athletic rolls when climbing.

Evolving: If these clubs stay on the grounds of a monk temple/cloister and/or in the possession of a Monk, and are used for training over a decade, they will merge together and become a 392 - *Jinferuyi*.



391 - MONFACÓN

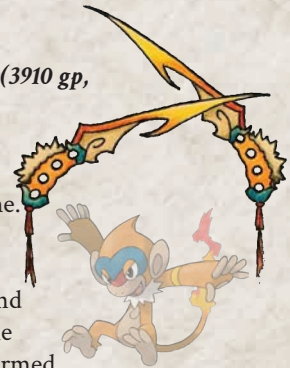
Weapon (Dual Daggers) – Rare (3910 gp, require attunement)

These orange +1 daggers have red and gold blades with curves and hooks resembling a long flame.

The orange handles have four holes and are shaped so that they can be worn over the knuckles, and the fur over the edge of the handle doesn't negate the benefits to unarmed strikes they have. The end of the handles are blue, and red tassels hang from the ends.

Attacks with these daggers do an additional 1d4 fire damage.

While attuned to these daggers: your unarmed strikes do an additional 1d4 fire damage; you can speak a command word to have the blades light up to emit normal light for 15 feet and dim light for 15 feet; you have advantage to Athletic rolls; and you gain 10 feet of climbing speed.



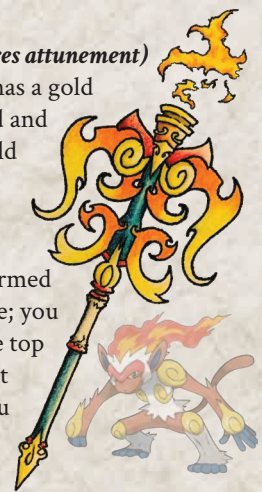
392 - JINFERUYI

Staff () – Very Rare (19,320 gp, requires attunement)

This blue and white +2 quarterstaff has a gold cone on top, with several flame colored and shaped ribbons draped about it, and gold trim along the length of the staff.

Attacks with this staff does an additional 1d8 fire damage.

While attuned to this staff: your unarmed strikes do an additional 1d8 fire damage; you can speak a command word to have the top of the staff light up to emit normal light for 30 feet and dim light for 30 feet; you have advantage to Dexterity rolls and Initiative rolls; and you gain 20 feet of climbing speed.



393 - PIPYALUP

Weapon (Dagger) – Uncommon (195 gp, requires attunement)

This white-blue dagger has a yellow tip and a navy-blue marking on the bottom of the blade resembling a wave, as two ribbons hang from the top of the handle.

Attacks with this dagger do +1 slashing damage.

While attuned to this dagger, you can hold your breath for 10 minutes, you gain 10 feet of swim speed, and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.



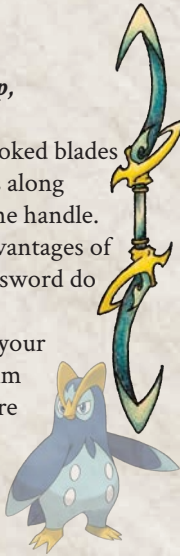
394 - PRINUTIPLUP

Weapon (Dual-Blade Sword) – Rare (7900 gp, requires attunement)

This navy blue +1 dual-blade sword has hooked blades with light blue markings that resemble waves along them. Gold hoop guards sit at either side of the handle.

The sword does not suffer any of the disadvantages of being used underwater, and attacks with this sword do an additional 1d4 slashing damage.

While attuned to this sword: you can hold your breath for 10 minutes; you gain 15 feet of swim speed; resistance to cold damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.



395 - TRIDEMPOLEON

Weapon (Trident) – Very Rare (19,250 gp, requires attunement)

This navy blue +2 trident has a gold blade on top, with a split section beneath that crosses over itself in a large X shape. Each branch of the X has a navy-blue ribbon tied around it, the top branches having small bows, while the bottom branches have dangling ribbons. The pommel is a gold fleur de lis.

Attacks with this trident do an additional 1d8 slashing damage.

While attuned to this trident: you can hold your breath for 10 minutes; you gain 30 feet of swim speed; gain resistance to cold damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.

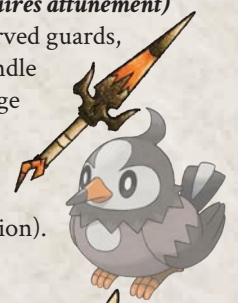


396 - STARLETTO

Weapon (Dagger) – Common (99 gp, requires attunement)

This dark brown dagger has upward curved guards, an orange bar around the blade, a gray handle with a white stripe around it, and an orange bird claw for a pommel.

While attuned to this dagger, you can't have disadvantage on attack rolls from non-magical means (such as the dodge action).



397 - STURABUVIA

Weapon (Greatclub) – Uncommon (379 gp, requires attunement)

This dark gray-brown greatclub is made of a bird wing, and can also be used as a fan. The gray handle has a white stripe around it and an orange spike pommel.

While attuned to this club: you have advantage on Intimidation rolls; you can choose to take advantage on one attack, but all attacks on you have advantage until the end of your next turn.



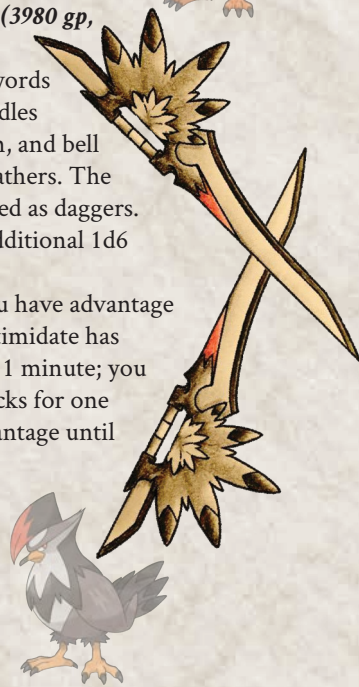
398 - STARAPTACHI

Weapon (Dual Short Swords) – Rare (3980 gp, require attunement)

These gray-brown +1 dual short swords have dark brown edges, the gray handles each have a white stripe around them, and bell guards over the handle covered in feathers. The pommels are small blades that can be used as daggers.

Attacks with these swords do an additional 1d6 slashing damage.

While attuned to these swords: you have advantage on Intimidation rolls; anyone you intimidate has disadvantage on their attack rolls for 1 minute; you can choose to take advantage on attacks for one turn, but all attacks on you have advantage until the end of your next turn.



399 - BIBOFF

Wondrous (Brass Knuckle, Cursed) – Common (39 gp, requires attunement)

This brown dagger has a set of rodent teeth on top, and has fur covering.

These brass knuckles add 1d4 piercing damage to unarmed strikes when worn, and while attuned to these knuckles, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Cursed. These brass knuckles are cursed. After you hit a creature with them, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1. Strength 3. Constitution 5. Wisdom 7. Attacks on you
2. Dexterity 4. Intelligence 6. Charisma 8. Your Attacks



400 - BEADARUDGE

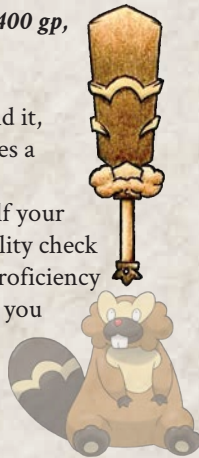
Weapon (Greatclub, Cursed) – Uncommon (400 gp, requires attunement)

This brown greatclub has a rough leather covering, light brown round markings around it, and fur covered guard. The pommel resembles a dark brown crown.

While attuned to this club: you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus; your attacks and attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage; and you gain proficiency with Carpentry tools.

Cursed. This club is cursed. After you hit a creature with it, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1. Strength 3. Constitution 5. Wisdom 7. Attacks on you
2. Dexterity 4. Intelligence 6. Charisma 8. Your Attacks



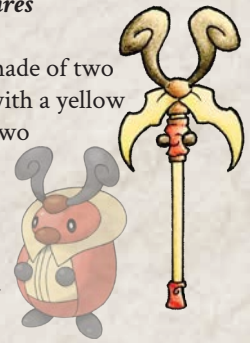
401 - KOROBASHI

Weapon (Club) – Common (41 gp, requires attunement)

This red and yellow club has a head made of two thick curled black antennae-like ends, with a yellow frill below that, and a red section with two black orbs on it at the top of the handle.

The antennae can be struck as a percussive instrument.

While attuned to this club, you have +1 on rolls to prevent being grapples or restrained.



402 - KUSARICKETUNE

Weapon (Kusarigama) – Uncommon (420 gp, requires attunement)

This red kusarigama has some thin red insect antennae on the back of the sickle head above a large black spot on a pale-yellow handle. The red cylindrical weight has a pattern of yellow rectangles along its bottom half, with a black mustache ridge along its top half.

While attuned to this kusarigama: if you fall below 50% of your health, your attack and damage rolls with this weapon have +1; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.



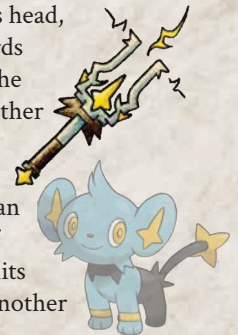
403 - SHEIWAX

Weapon (Club) – Uncommon (430 gp, requires attunement)

This light blue club has two prongs to its head, with a four-point gold star pointing upwards between them, with a spiky black guard. The bottom half of the handle is black with another smaller gold star as the pommel.

While attuned to this club, you have advantage on Intimidation rolls, and you can speak a command word to create a node of electricity between the two prongs that emits normal light for 10 feet and dim light for another 10 feet.

When the club hits a target, it does an additional 1d6 lightning damage, and they must make a DC 13 Constitution save or be paralyzed until the end of their next turn.



404 - KATUXIO

Weapon (Dagger) – Rare (1440 gp, requires attunement)

This light blue +1 katar dagger has three blades, the middle one being shorter and the outer two being black tipped blades. A four-point gold star sits in the middle of its guard with spiky black guards and gold handles.

While attuned to this dagger: you have advantage on Intimidation rolls; if you are afflicted by a status condition, attacks with this dagger do an additional 1d4 lightning damage; and you can speak a command word to create a node of electricity between the two outer blades that emits normal light for 15 feet and dim light for another 15 feet.

When the dagger hits a target, it does an additional 1d6 lightning damage, and they must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



405 - VOULUXRAY

Weapon (Glaiive) – Very Rare (19,000 gp, requires attunement)

This light blue +2 voulge glaiive has a black edged blade with a mane-like flair of black fur attached where the blade meets the shaft, just above a four-point gold star. A matching smaller blade acts as the pommel.

The pommel blade can be used as if you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, doing 1d6 slashing damage.

While attuned to this glaiive: you have advantage on Intimidation rolls; anyone you intimidate have disadvantage on attacks for 1 minute; if you are afflicted by a status condition, attacks with this glaiive do an additional 1d6 lightning damage; you gain blindsight with a range of 30 feet thanks to the ability to sense electricity; and you can speak a command word to create a node of electricity at the tip of the blade that emits normal light for 20 feet and dim light for another 20 feet.

When the glaiive hits a target, it does an additional 1d8 lightning damage, and they must make a DC 19 Constitution save or be paralyzed until the end of their next turn.

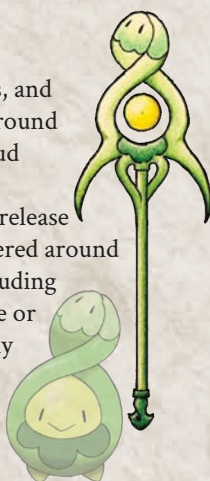


406 - KNOSPAFF

Staff () – Common (64 gp)

This green staff is made of twisted vines, and has a large leafy top that wraps upwards around a sunny yellow orb with a closed flower bud above it.

As an action, you can shake this staff to release a cloud of pollen in a 15-foot sphere, centered around yourself. Everyone within the sphere, including you, must make a DC 10 Constitution save or be forced to spend their next action harshly sneezing.



407 - ROZURESTOC

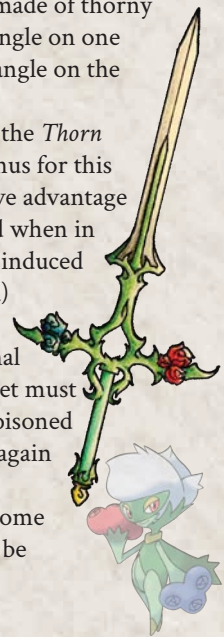
Weapon (Longsword) – Rare (4700 gp, requires attunement)

This green +1 longsword has a guard made of thorny vines, with three small red roses in a triangle on one guard, and three small blue roses in a triangle on the other side. The roses smell quite sweet.

While attuned to this sword: you gain the *Thorn Whip* cantrip, which uses your attack bonus for this sword as the spell's attack bonus; you have advantage to Performance and Persuasion rolls; and when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

Attacks with this sword do an additional 1d8 poison damage, and on a hit the target must make a DC 16 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

You can also tap the roses to sprinkle some sweet nectar onto something, which can be used to attract prey.



408 - KOKNODONK

Weapon (Flail, Cursed) – Rare (1840 gp)

This dark gray +1 flail has a rocky bell guard with three spikes on top and a blue bottom half. The head of the flail is a hard blue flattened sphere with gray rocky spikes around the bottom half.

While attuned to this flail, attacks with this flail ignore any benefits spells and magic items give the target (such as *Shield* or the +1 of a +1 armor), and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

Charge. If you move at least 15 feet straight toward a target and then hit it with an attack from this flail on the same turn, the target takes an extra 2d6 bludgeoning damage.

Cursed. This flail is cursed. You have disadvantage to all Intelligence rolls while attuned to it.



409 - RAMPANCE

Weapon (Lance, Cursed) – Very Rare (14,900 gp, requires attunement)

This dark gray +2 lance has a large blue cone head with rocky gray spikes around its base. A blue bell guard comes down over the shaft before the end wraps around the shaft. The pommel is a dark gray spike with smaller spikes around its base.

While attuned to this lance, attacks with this lance ignore any benefits spells and magic items give the target (such as *Shield* or the +1 of +1 armor), and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.

Attacks from this lance deal double damage to objects and structures.

If a target is hit by an attack from this lance, they must make a Strength saving throw against your attack roll or be knocked prone.

Charge. If you move at least 15 feet straight toward a target and then hit it with an attack from this lance on the same turn, the target takes an extra 2d8 piercing damage.

Cursed. This lance is cursed. You have disadvantage and -1 to all Intelligence rolls while attuned to it.



410 - MACECLIER

Weapon (Mace) – Rare (1400 gp)

This yellow +1 mace has a broad black head with several horizontal silver bars it.

While wielding this mace you have +1 AC.

While attuned to this mace: you are resistant to thunder damage; have advantage on rolls against sound-based spells and effects (such as singing); and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



411 - BLASTIODON

Weapon (Handcannon) – Very Rare (41,100 gp, requires attunement)

This dark gray +2 handcannon has a thick plating on the front, yellow flares along the handle, and a large silver spike on front and another on top over the handle.

The spikes on the front and top of this handcannon can be used to make dagger attacks without proficiency.

While wielding this handcannon, you have +1 AC.

While attuned to this handcannon: you are immune to thunder damage; have advantage on rolls against sound-based spells and effects (such as singing); and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



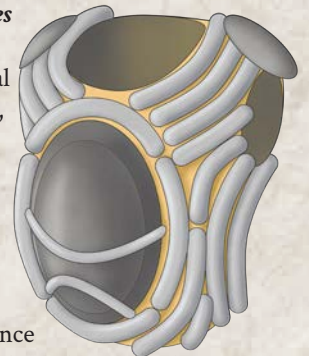
410B - SPLINTERUS

Armor (Splint) – Rare (8400 gp, requires attunement)

This yellow +1 splint armor has several round steel bands attached to the leather, along with a large brown disk over the chest and two smaller disks over the shoulders.

While attuned to this armor: you are resistant to thunder damage; have advantage on rolls against sound-based spells and effects (such as singing); and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Evolving: If this armor spends a decade on the Elemental plane of Earth, it will become a 411B - Platiodon.

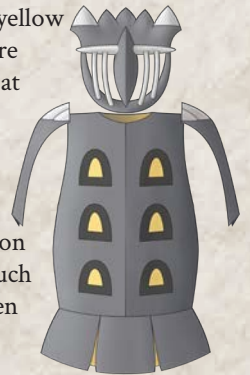


411B - PLATIODON

Armor (Plate) – Very Rare (41,100 gp, requires attunement)

This charcoal black +2 plate armor has six yellow half ovals down the chest with a skirt of square plates. The shoulder pads have steel points that resemble claws. The armor has a matching mask with several vertical bars over the face and a crown of short horns along the top.

While attuned to this armor: you are immune to thunder damage; have advantage on rolls against sound-based spells and effects (such as singing); and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



412 - BURMINO

Weapon (Shortsword, Handaxe, Mace) – Uncommon (610 gp, requires attunement)

This weapon can change form, depending on the location where you take a long rest once attuned to it. If you become unattuned, it will remain in that form.

In sandy or rocky terrain, like caves or deserts, it becomes a gray shortsword, with a light brown blade made of sand and rocks that wraps around a hoop in the guard, with a rock as the pommel.

In urban terrain, like an inn or a dungeon, it becomes a gray handaxe with a pink metal blade that wraps around a hoop in the guard, with a fluff of metal as the pommel.

In natural terrain, like a forest, field, or at sea, it becomes a gray mace has a hoop head covered in sprouts and leaves, including a leafy collar, with a small sprout as the pommel.

While attuned to this weapon, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

Evolving: If a Burmino remains in one location for a year, it will become a **414 - Gamino** if that location was up in the sky, otherwise it will become a **413 - Wormino**, with the variant depending on the Burmino's form: the Shortsword into the Greatsword; the Handaxe into the Glaive; and the Mace into the Staff.

413 - WORMINO

Weapon (Glaive, Greatsword, Staff) – Rare (5300 gp, 13,400 gp, or 4400 gp, requires attunement)

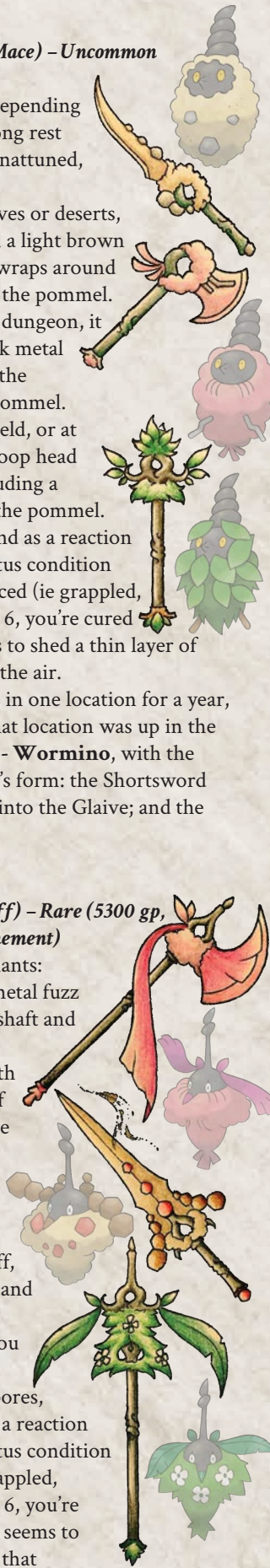
This weapon comes in three variants:

A hot pink +1 glaive with pink metal fuzz around where the blade meets the shaft and a long pink cloth hanging off it.

A light brown +1 greatsword with a guard made of rocks, and a line of orange rocks along the center of the blade.

A staff with a cloak of grass, flowers and leaves around its top, with two long leaves hanging off each side. While attuned to the staff, you gain a +1 bonus to spell attack and damage rolls.

While attuned to this weapon: you are immune to damage and effects caused by weather, powders and spores, whether natural or magical; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

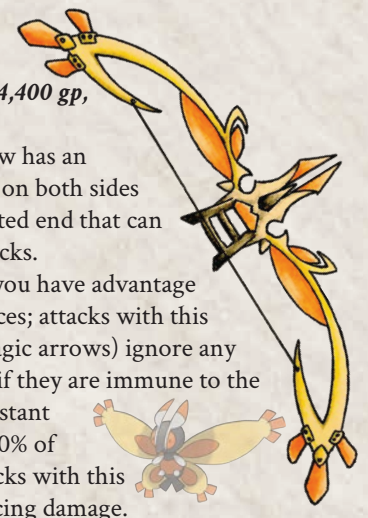


414 - GAMINO

Weapon (Longbow) – Rare (14,400 gp, requires attunement)

This light orange +1 longbow has an orange oval flair at its tips and on both sides of its handle, which has a pointed end that can be used to perform dagger attacks.

While attuned to this bow: you have advantage on rolls to find objects and places; attacks with this bow (including those using magic arrows) ignore any resistances the target has, and if they are immune to the damage they are treated as resistant instead; and if you fall below 50% of your maximum hitpoints, attacks with this bow do an additional 1d6 piercing damage.



415 - COMBANG

Weapon (Pistol, Cursed) – Uncommon (1540 gp, requires attunement)

This yellow pistol has a hexagonal body with a black handle, yellow trigger and yellow grip. A red rhombus sits above the trigger where the back of the gun becomes a yellow and black striped cone. A semi-translucent blade with insect wing patterns is mounted below the gun's body, which can be used to make dagger attacks with disadvantage.

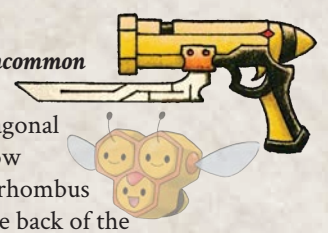
See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using standard gunpowder and bullet ammunition, weighting 3 lbs when empty. It is shot similarly to a handcrossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The pistol holds 1 shot at a time before needing to be reloaded. Reloading takes an action, provided you have ammo easily available. The shot can be used to make an attack against a target at a range of 30/90. On a successful hit, the target take 1d10 piercing damage.

While attuned to this pistol: you have advantage on Perception and Survival rolls to find flowers, honey, berries, and other sweet things; and if you do not already have disadvantage, you can choose to take disadvantage on an attack roll for an additional 1d10 piercing damage to your shot.

Cursed. This pistol is cursed. While cursed, you are very suggestible to the words of nobles and royals, and will never defy an order given by someone you perceive to be a Queen, even at the risk of your life. You will also give your life to protect anyone you perceive to be a Queen. You have disadvantage on all rolls to prevent being Deceived, Persuaded or Charmed by a noble or royal, and automatically fail when you believe them to be a Queen.

Evolving: If this pistol remains in the possession of a Queen or Princess for a year, it becomes an **416 - Apireifle**.



416 - APIREIFLE

Weapon (Automatic Rifle) – Very Rare (74,000 gp, requires attunement)

This yellow +1 automatic rifle has a honeycomb of black stripped barrels nested around two long thin blades held together with a red and orange hexagonal crest. The back of the rifle has a long black stock, with a pommel resembling a beehive. Translucent light cloth floats like insect wings from a handle on top. Soft buzzing can be heard from inside the rifle.

While attuned to this rifle: people automatically assume you are royalty, requiring a DC 25 Insight roll to determine the truth, and treat you accordingly; you have advantage on Charisma rolls with anyone who isn't a noble or royal; 3 times a day, refreshing at dawn, you can summon a swarm of bees from the rifle as a bonus action, that will fly closely around you protectively for 1 minute, until dismissed or you take fire damage, making all attacks on you have disadvantage and anyone that enters your space, is restrained or is grappled with you (regardless of who is holding who) take 1d6 piercing damage each round from the bees. You are also healed 1d4 hitpoints per round the bees are active thanks to them applying healing wax to you, which flakes off after it has healed you.

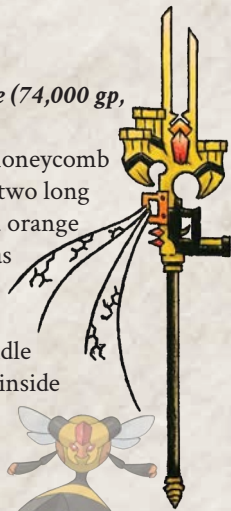
Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the two-handed, burst fire and loading properties, holding 30 bullets, weighting 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The rifle holds 30 bullets at a time before needing to be reloaded. Reloading takes an action, provided you have ammunition on hand. One shot can be used to make an attack against a target at a range of 80/240, or you can do a burst fire. On a successful hit, they take 2d8 piercing damage.

Attacks with this rifle gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20. The blades can be used to perform a spear attack with disadvantage.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses 10 pieces of ammunition.



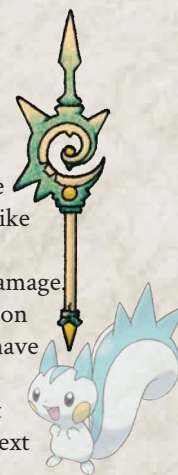
417 - PACHIRISTAR

Weapon (Morningstar) – Uncommon (750 gp, requires attunement)

This electric blue morningstar has a spiral head with blue spikes on the outside edge, a white inside edge, and a small yellow orb in the center. A tall spike sits on top of the head.

Attacks with this morningstar do +1 lightning damage.

While attuned to this morningstar: you have +1 on rolls to prevent being grappled or restrained; you have +1 on Investigation and Sleight of Hand rolls; you are immune to lightning damage; and if you are hit by lightning damage you gain advantage on your next attack.



418 - BAMELINUN

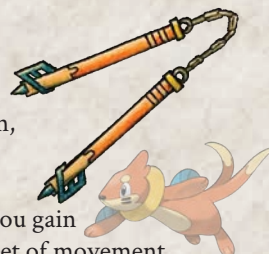
Weapon (Nunchaku) – Uncommon (184 gp, requires attunement)

This orange nunchaku has yellow rings just below the chain connection, and cream-colored ends with blue fin-like flair at the tips.

While attuned to this nunchaku: you gain 10 feet of swim speed; you gain 10 feet of movement in rain; and you are resistant to fire damage.

This nunchaku does not suffer any of the disadvantages of being used underwater.

While in water, you can speak a command word to cause the nunchaku to inflate with air, allowing you to comfortably float at the surface if you are underwater, floating to the surface at a rate of 45 feet per round. Repeating the command word will cause them to deflate.



419 - BOJEPICK

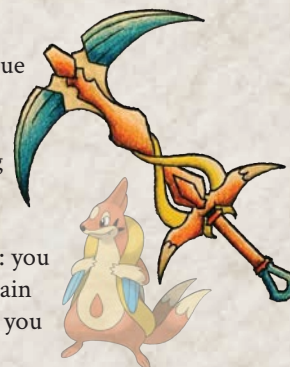
Weapon (War Pick) – Rare (1940 gp, requires attunement)

This orange +1 war pick has blue double-sided picks, a yellow rubbery tube twisted around the bottom half of the shaft attaching to the cross guard, and a blue fin-like pommel.

While attuned to this war pick: you gain 15 feet of swim speed; you gain 15 feet of movement in rain; and you are resistant to fire damage.

This war pike does not suffer any of the disadvantages of being used underwater.

While in water, you can speak a command word to cause the rubbery tube to inflate with air, allowing you and another creature of equal or smaller size to comfortably float at the surface if you are underwater, floating to the surface at a rate of 60 feet per round. Repeating the command word will cause them to deflate.

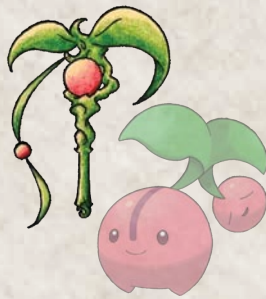


420 - CHERIBERRI

Wand () – Uncommon (240 gp, requires attunement)

This green wand of woven plants has a large pink berry at its center, and a smaller pink berry sprouting off a side shoot. Two large leaves fan out on top.

While attuned to this wand: you gain 10 feet of movement in sunshine; and you can cast the *Goodberry* spell two times a day, refreshing at dawn.



421 - CHERIFAN

Wondrous (Fan) – Rare (1420 gp, requires attunement)

This fan comes in 2 forms.

The first form is a dark purple hauchiwa fan with leaf-like leaves, a pink rhombus holding them together with green trim, and a pink teardrop shaped tassel on the end of the handle.

When in sunshine, the fan turns into its second form, a yellow folding fan with pink cherry blossom petals decorating it, and pink guards shaped to resemble the petals.

While attuned to this fan, when in sunlight, you and all of your allies within 30 feet of you have advantage on attack rolls.



422 - SHELLONO

Weapon (Handaxe) – Uncommon (440 gp, requires attunement)

This handaxe comes in two varieties. One is white with a pink blade, while the other is green with a blue blade. Both have yellow edges and trim, as well as a thin yellow wrap around the handle. The top of the blades have spikes, three on the pink axe and two with white tips on the blue.

This axe does not suffer any of the disadvantages of being used underwater.

While attuned to this axe: you can breath underwater; Sleight of Hand rolls on you have disadvantage; this axe does an additional 1d4 slashing damage when in a sandstorm; and resistance to damage caused by water like crashing waves, either natural or magical.



423 - GASTRODACHI

Weapon (Longsword) – Rare (3240 gp, requires attunement)

This +1 longsword comes in two varieties. One is pink with a brown back to the blade, while the other is blue with a green back to the blade. Both blades have a yellow edge, guard and pommel, a hole in the top back of the blade with spikes behind it.

This sword does not suffer any of the disadvantages of being used underwater.

While attuned to this sword: you can breath underwater; Sleight of Hand rolls on you have disadvantage; resistance to the effects of sandstorms; this sword does an additional 1d6 slashing damage when in a sandstorm; immunity to damage caused by water like crashing waves, either natural or magical; and if you are in the range of an attack that uses water to target a single creature, you automatically become the target.



424 - AMSAIPOM

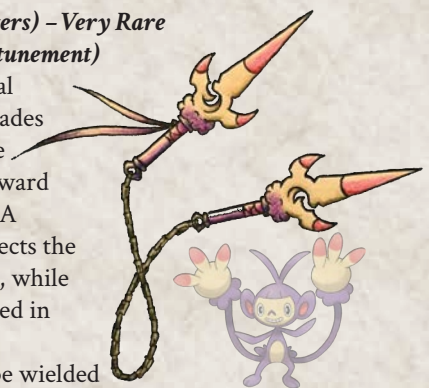
Weapon (Dual Daggers) – Very Rare (24,200 gp, requires attunement)

These purple +2 dual daggers have cream blades with pink tips, and the guards being small upward curved blades as well. A three-foot chain connects the two by their pommels, while the handles are wrapped in purple cloth.

These daggers can be wielded individually without issue, or together like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but without the required disadvantage on the second attack.

Attacks with these daggers do an addition 1d4 piercing damage.

While attuned to these daggers: you gain a climbing speed of 40 feet; and have advantage on Sleight of Hand rolls.



425 - DRIFLUTE

Wondrous (Instrument, Flute) – Rare (2450 gp, requires attunement)

This purple flute has a bulb two-thirds of the way down it, with a blocky yellow X on it and two tassels with a small, yellow, upside down heart on the end of each. The flute occasionally emits wisps of cloudy smoke when played.

While attuned to this flute: you have advantage on Persuasion and Charm rolls with children and people with childish personalities; you can cast *Speak with Dead* at will if the subject is a child; if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint maximum in Necrotic damage; if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed; and if you take fire damage, you have advantage on your next attack.

This flute has 6 charges that refresh at midnight, and you can expend charges to cast the following spells:

- *Feather Fall* (1 charge)
- *Tenser's Floating Disk* (1 charge)
- *Levitate* (2 charges)
- *Misty Step* (2 charges)
- *Speak with Dead* (3 charges)



426 - DRIFBUNOICH

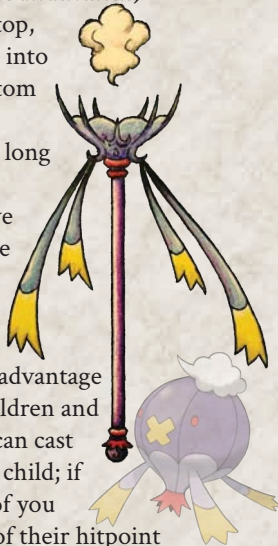
Staff () – Very Rare (14,260 gp, requires attunement)

This purple staff has a large bowl on top, with eight spines on its edge coming up into points past the bowl's lip, while the bottom parts come to the shaft before curling inwards, with four of the curls having a long purple ribbon with jagged yellow ends hanging from them. A cloud floats above the bowl, as if held in an invisible sphere that's part of the bowl.

While attuned to this staff: you gain a +2 bonus to spell attacks and damage rolls and +2 to your save DC; you have advantage on Persuasion and Charm rolls with children and people with childish personalities; you can cast *Speak with Dead* at will if the subject is a child; if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint maximum in Necrotic damage; if you aren't wearing Medium or Heavy armor you gain 15 feet of movement speed; and if you take fire damage, you have advantage on your next attack.

This staff has 6 charges that refresh at midnight, and you can expend charges to cast the following spells:

- *Feather Fall* (1 charge)
- *Tenser's Floating Disk* (1 charge)
- *Levitate* (2 charges)
- *Misty Step* (2 charges)
- *Speak with Dead* (3 charges)



427 - LAVOREILLE

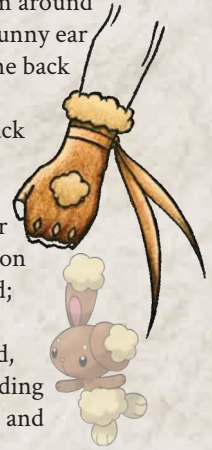
Wondrous (Gloves, Cursed) – Rare (2470 gp, requires attunement)

This brown fingerless glove has fluffy trim around the wrist below a brown ribbon with two bunny ear like ends hanging off, and a fluff of fur on the back of the palm.

The gloves give +1 to unarmed strike attack and damage rolls.

While attuned to this glove: you can add 10 feet to your long jumps and 5 feet to your high jumps (PHB 182); you have advantage on rolls to prevent being grappled or restrained; and are immune to Paralysis.

Cursed. This glove is cursed. While cursed, you are a bit of a klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.



428 - SHMILOP

Wondrous (Shinguards, Cursed) – Very Rare (12,480 gp, requires attunement)

These brown shinguards have fluffy trim around the top, dark brown covers over the ankles with wing like flares on each side and small spikes up the middle.

These shinguards give +1 AC, and do an additional 1d6 piercing damage to unarmed strike hits done with kicks.

While attuned to these shinguards: you have +1 to unarmed strike attack and damage rolls; you can add 15 feet to your long jumps and 10 feet to your high jumps (PHB 182); you have advantage on rolls to prevent being grapples or restrained; and are immune to Paralysis. Creatures hit by an attack with these shinguards must succeed a DC 14 Wisdom save or be Charmed by you for 1 minute, with the creature able to attempt the save again at the end of their turn.

Cursed. These shinguards are cursed. While cursed, you are a bit of a klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.



429 - MISMAGICKLE

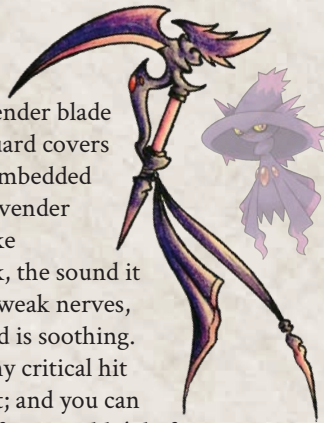
Weapon (Sickle) – Very Rare (12,940 gp, requires attunement)

This purple +3 sickle has a lavender blade edge and handle. A purple bell guard covers the handle with three red gems embedded in it. Two purple ribbons with lavender tips hang from the top of the spike pommel. When the blade is stuck, the sound it emits is unsettling to those with weak nerves, although some have said they find it soothing.

While attuned to this sickle: any critical hit against you becomes a normal hit; and you can cast the *Vicious Mockery* cantrip if you couldn't before, using your Charisma for the spell DC save.

The sickle has 6 charges, which refresh at midnight. You can expend charges to cast the following spells. You may also cast the ritual spells as ritual spells using the Mismagickle as the spell focus without expending charges.

- *Alarm* (1 charge, Ritual)
- *Sleep* (1 or more charges)
- *Gentle Repose* (2 charges, Ritual)
- *Magic Mouth* (2 charges, Ritual)
- *Silence* (2 charges, Ritual)
- *Contact Other Plane* (5 charges, Ritual)



430 - HONCHKATANA

Weapon (Longsword) – Very Rare (17,000 gp, requires attunement)

This +2 black katana longsword has a feather covered cross guard with gold trim and a gold pommel, while the handle is wrapped in white cloth. The sword has a matching sheath, with a red ribbon tied in a loop to the top of it, its two ends hanging loose, one black and one white.

Attacks with this longsword have an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this longsword: you are always under the effect of the *Speak with Animals* spell, but only with birds and other avian creatures; you cannot be magically put to sleep; and whenever you drop an enemy to 0 hitpoints, you have advantage on your next attack.

Once per day, refreshing at midnight, you can use this sword to cast the *Conjure Animals* spell to summon 8 Ravens (MM 335).

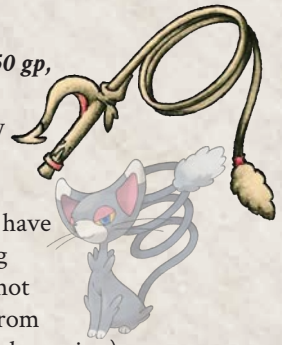


431 - GLAMEOWHIP

Weapon (Whip) – Uncommon (350 gp, requires attunement)

This gray whip has a white fluffy tip and a curved guard with pink inside edge and white tip.

While attuned to this whip: you have advantage on rolls to prevent being paralyzed or stunned; and you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action).

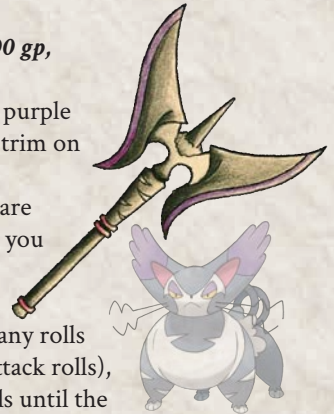


432 - CHAFFRAXE

Weapon (Greataxe) – Rare (7200 gp, requires attunement)

This dark gray +1 greataxe has purple blade edges, a spike top and pink trim on the handle.

While attuned to this axe: you are resistant to cold and fire damage; you have advantage on Intimidation rolls; you cannot be stunned; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.



433 - LISYAND

Wand () – Rare (3340 gp, requires attunement to a spellcaster)

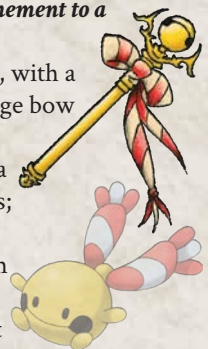
This gold wand has a small bell on top, with a red and white striped ribbon tied in a large bow below that.

While attuned to this wand: you gain a +1 bonus to spell attack and damage rolls; are not affected by difficult terrain; and have disadvantage on stealth checks from the sounds of the bell.

The wand has 4 charges that refresh at midnight, which can be used to cast the following spells:

- *Sanctuary* (1 charge)
- *Thunderwave* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Warding Wind* (2 charges)
- *Deafness* (2 or more charges)

Evolving: If this wand remains on the Astral Plane for a decade, it will become a 358 - **Chiméoko** (PIWI-III 25).



434 - STUNKLUB

Weapon (Club) – Uncommon (425 gp, requires attunement)

This purple club has a fur lined edge to its flat head, a white handle, and white cloth wrapped haphazardly around the bottom half of the club.

The club smells quite putrid and foul. Any creatures with a sense of smell that starts their turn within 10 feet of the club must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the club's stench for 24 hours.

While attuned to this club: you gain the *Poison Spray* cantrip (DC 11); you have advantage to prevent the poisoned condition; and you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action).

Evolving: If this club remains on the Outer Plane of Gehenna for a year, it will become a **435 - Sklubtank**.



435 - SKLUBTANK

Weapon (Greatclub) – Rare (1435 gp, requires attunement)

This white +1 club has a head made of a stuffed skunk's tail and purple cloth wrapped around its knotted and twisted wooden handle.

The club smells quite putrid and foul. Any creatures with a sense of smell that starts their turn within 10 feet of the club must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the club's stench for 24 hours.

While attuned to this club: you gain the *Poison Spray* cantrip (DC 14); you are immune to the poisoned condition; you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action); and if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint maximum in Poison damage.



436 - BRONZORROR

Weapon (Quarterstaff) – Uncommon (445 gp, requires attunement)

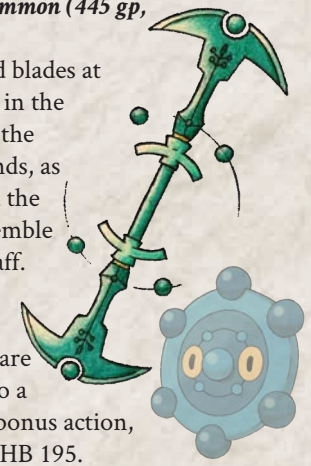
This cyan metal staff has broad blades at the ends with orbs floating right in the middle of the edges. A handle in the center has crossguards at both ends, as well as four orbs floating around the handle. Simple patterns that resemble herbs go up the centers of the staff.

Attacks with this staff do slashing damage instead of bludgeoning damage, and if you are holding it two handed you can do a second attack with the staff as a bonus action, per Two-Weapon Fighting on PHB 195.

While attuned to this staff: you are immune to difficult terrain; are resistant to fire damage; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

If the spell *Heat Metal* is cast on this staff, the damage done is reduced by half.

Evolving: If this staff remains on the Astral Plane for a year, it will become a **437 - Bronzongong**.



437 - BRONZONGONG

Weapon (Handcannon) – Rare (7700 gp, requires attunement)

This cyan +1 metal handcannon has a large barrel like a bell, with two thick belts of metal wrapped around it and a red gem embedded on either side. The cannon is covered in odd rounded rectangular patterns, some of which are of a darker color.

While attuned to this cannon: you are immune to difficult terrain; are resistant to fire damage; if the spell *Heat Metal* is cast on any of your equipment, including this cannon, the damage done is reduced by half; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

This handcannon does not use gunpowder, instead firing the cannonball with magical psychic energy.



438 - MACZAI

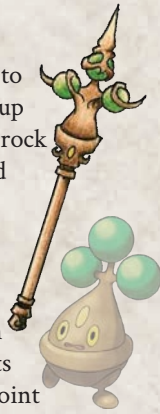
Weapon (Mace, Cursed) – Rare (1780 gp, requires attunement)

This brown +1 mace is made of rock carved to resemble wood. Three green stone orbs make up the mace head, wrapped with spiraling brown rock ending in small points. The bottom of the head resembles a flowerpot.

Attacks with this mace do an additional 1d6 bludgeoning damage.

While attuned to this mace: you have advantage to hide in foliage; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Cursed. This mace is cursed. While cursed, if you are out in rain or submerged in water, you must roll a DC 14 Wisdom save or become frightened of rain and water you can be submerged in for 1 hour, and will do whatever you can to get out of it and as far away as possible. If you pass the save, you are immune to the effect for an hour.



439 - JR. MAROTTE

Weapon (Shortbow, Cursed) – Uncommon (1349 gp, requires attunement)

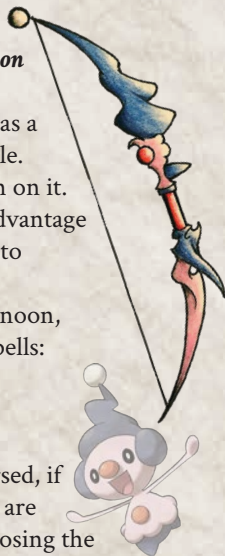
This bow of swirling black and pink has a red handle and a red orb above the handle. The top of the bow has a white pompom on it.

While attuned to the bow: you gain advantage on all sound-based saves; and resistance to thunder damage.

The bow has 3 charges that refresh at noon, which can be used to cast the following spells:

- *Silent Image* (1 charge, DC 16)
- *Silence* (2 charges)

Cursed. This bow is cursed. While cursed, if you expend all of the bow's charges, you are rendered magically Mute indefinitely, losing the ability to make any sound through vocalization. The muteness can be removed with a *Remove Curse*, *Greater Restoration* or similar spell/effect, but if you expend all the charges again, you will become Mute again.



440 - HAPPINSTAFF

Staff () – Uncommon (440 gp, requires attunement)

This pink staff has an oval stone on top with a pink swirl curling above it and a long fluffy pink ribbon hanging from it.

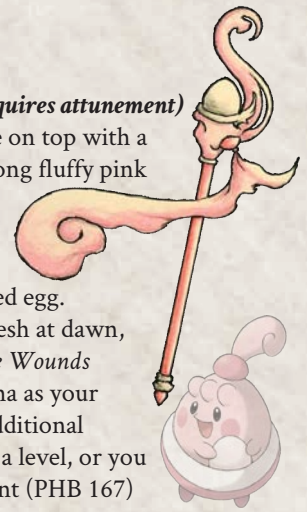
If the oval stone is touched to an uncooked egg, that egg will become a freshly cooked soft-boiled egg.

The staff has 3 charges that refresh at dawn, which you can expend to cast *Cure Wounds* (1 or more charges) using Charisma as your spellcasting modifier, with each additional charge used upcasting the spell by a level, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. You can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.

Evolving: If this staff remains on the Outer Plane of Mount Celestia for a year, or if you use its *Cure Wounds* to heal a total of 1000 hitpoints while attuned to it, it will become a **113 - Chanstaff** (PIWI-I 26).

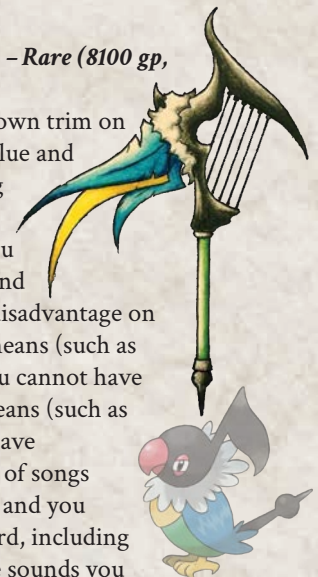


441 - CHARTOP

Wondrous (Instrument, Harp) – Rare (8100 gp, requires attunement)

This black harp has a white down trim on one side with a plume of large blue and yellow feathers. A green bracing handle comes off the bottom.

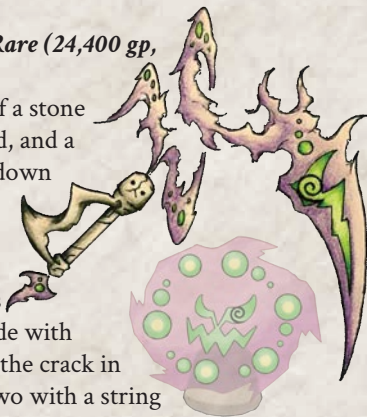
While attuned to the harp: you gain a +1 bonus to spell attack and damage rolls; you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action); attacks on you cannot have advantage from non-magical means (such as being restrained by rope); you have advantage on Performance rolls of songs you have heard others perform; and you can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.



442 - MIKAMARUGE

Weapon (Sickle) – Very Rare (24,400 gp, requires attunement)

This +2 sickle consists of a stone handle with a curved guard, and a stone on top with a crack down its center and two dots on either side, resembling a face. When you speak a command word as a bonus action, a ghostly green blade with purple edges springs from the crack in the rock, connecting the two with a string of green orbs in ghostly purple smoke.



Attacks with this sickle bypass any magical buffs to AC (such as from *Mage Armor* or *Shield*) the target has, instead using the target's normal AC, and does 1d8 Necrotic damage instead of 1d4 Slashing damage.

While attuned to this sickle: you gain the *Toll the Dead* cantrip (DC 18); and you are resistant to all damage except for damage done by fey and those with fey ancestry.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

443 - GAUBLET

Wondrous (Gauntlets) – Rare (3440 gp, requires attunement)

These dark blue gauntlets have red undersides. One gauntlet has two thin ovals with a blue strip around their middle on either side of the wrist, while the other has a large fin-like cover that goes over the back of the palm.



While wearing these gauntlets, you gain +1 AC.

While attuned to these gauntlets: you gain a burrowing speed of 15 feet; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d4 slashing damage; and you are immune to lightning damage, but vulnerable to cold damage.

444 - KNAXESEL

Weapon (Dual Handaxes) – Very Rare (24,440 gp, requires attunement)

These dark blue +2 handaxes have light blue blade edges and handles. Each has a red frame attaching the blade to the handles, with a long tooth coming down from it acting as a handle guard, and a thin oval with a blue strip around the middle on the back.



While attuned to these handaxes: you gain 10 feet of movement and a burrowing speed of 20 feet; you have advantage on Investigation and Perception rolls to find shiny objects; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage; you are immune to lightning damage, but vulnerable to cold damage; and once per day, refreshing at dawn, you can cast *Lesser Restoration*.

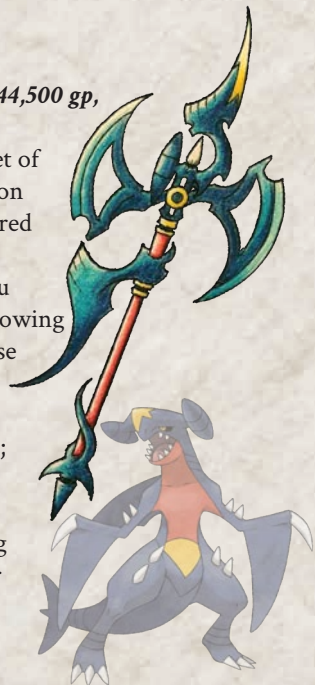
Evolving: If these axes remain on the Elemental Plane of Earth for a century, they will fuse and turn into a 445 - *Caxeacrok*.

445 - CAXEACROK

Weapon (Greataxe) – Legendary (144,500 gp, requires attunement)

This dark blue +3 greataxe has a set of curved blades, a yellow tipped spike on top, a blue ribbon hanging from the red handle and a blue spiked pommel.

While attuned to this greataxe: you gain 15 feet of movement and a burrowing speed of 30 feet; you gain tremorsense at a range of 60 feet; you have advantage on Investigation and Perception rolls to find shiny objects; you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage; and you are immune to lightning damage, but vulnerable to cold damage.



You can speak a command word and the axe blades will spin around, doing an additional 1d12 slashing damage to attacks. However, the spinning is very loud, causing you to automatically fail Stealth rolls.

This axe has 7 charges that refresh at dawn, which you can use to cast the following spells”

- *Earth Tremor* (1 or more charges, DC 19)
- *Lesser Restoration* (2 charges)
- *Greater Restoration* (5 charges)

446 - MACHLAX

Weapon (Mace, Cursed) – Rare (1800 gp, requires attunement)

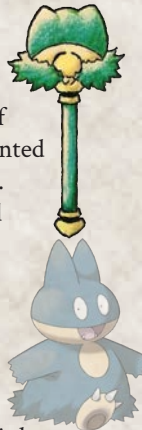
This teal-black +1 mace resembles some sort of bear like creature, with a cream-colored face, pointed ears and black fur around the bottom of the head. The club is heavy, feeling like it is filled with lead pellets.

Attacks with this mace do an extra 1d6 bludgeoning damage.

While attuned to this mace: you are resistant to fire and cold damage; immune to any negative effects of poisoned food or drink you consume; and gain double the benefit of magical food or drink you consume, such as health potions or spells like *Heroes' Feast*.

Cursed. This mace is cursed. While attuned to the mace, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 12 Wisdom save or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.

Evolving: If this mace remains in The Beastlands for a decade, it will evolve into **143 - Snorwack** (PIWI-I 33).



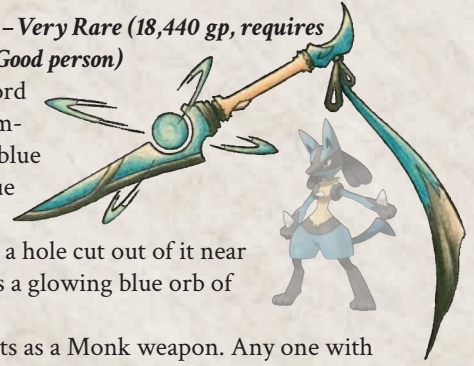
448 - MAMELUKARIO

Weapon (Longsword) – Very Rare (18,440 gp, requires attunement to a Lawful Good person)

This blue +2 longsword has a black edge, a cream-colored handle, a furry blue pommel with a long blue ribbon tied to it with a black tip. The blade has a hole cut out of it near the base, in which floats a glowing blue orb of aura energy.

This longsword counts as a Monk weapon. Any one with monk levels has proficiency with it once attuned to it.

While attuned to this sword: you gain 6 ki points, which you can use to perform a Flurry of Blows, Patient Defense or Step of the Wind (PHB 078) if you do not have any other Ki abilities; you have advantage on Constitution rolls; you are able to sense auras and gain blindsense with a range of 120 feet; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; you are immune to being stunned, and if you would have been stunned you instead gain 10 feet of movement for 1 minute; and if you perform an attack that would cause a status condition, the save to prevent it is increased by 1.



447 - VARJOLU

Weapon (Dual Clubs) – Rare (1735 gp, requires attunement)

These black +1 vajra stick clubs have oval ends with blue jagged bottoms, short blue ribbons tied underneath, and a small black pearl tied to each ribbon.

While attuned to these clubs: you gain 3 ki points, which you can use to perform a Flurry of Blows, Patient Defense or Step of the Wind (PHB 078) if you do not have any other Ki abilities; you have advantage on Constitution rolls; you are able to sense aura and gain blindsense with a range of 30 feet; you are immune to being stunned, and if you would have been stunned you instead gain 10 feet of movement for 1 minute; and if you perform an attack that would cause a status condition, the save to prevent it is increased by one.

Evolving: If these clubs remains on Acheron or attuned to a Monk for a decade, the clubs will fuse together and become a **448 - Mamelukario**.



449 - HORNPOPTAS

Wondrous (Instrument, Horn) – Uncommon (449 gp)

This light brown horn with dark brown trim splits into two bell ends, with patches of brown and dark brown all over the horn. It has a sandy texture.

This horn can be blown for a continuous 10 minutes, casting the *Control Weather* spell to turn the weather hot, calm, and sunny.

If this horn is brought into a desert, an area suffering from severe drought, or an otherwise large sandy area, blowing it will instead cause a sandstorm to arise, lasting 1d4+1 days before dissipating. You have no control over the sandstorm.

Evolving: If this horn remains on the Elemental Plane of Earth for a year, it will become a **450 - Kablamdon**.



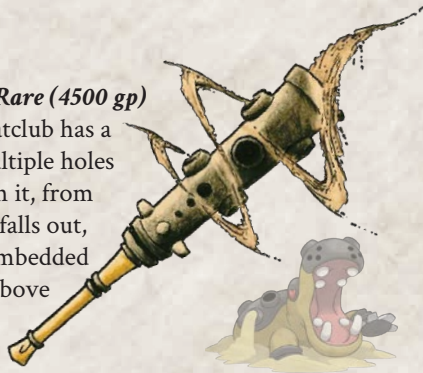
450 - KABLAMDON

Weapon (Greatclub) – Rare (4500 gp)

This dark gray +1 greatclub has a cylindrical head with multiple holes with thick raised edges in it, from which sand occasionally falls out, with four large molars embedded in the base of the head, above a sandy brown handle.

The weather around this club is always being pushed towards hot, calm, and sunny, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles that where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates. If this club is brought into a desert, an area suffering from severe drought, or an otherwise sandy area, the club's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the club is used in combat, regardless of if a sandstorm is active or not.

This club does an additional 1d8 bludgeoning damage when in a sandstorm.



451 - SKILORUPI

Weapon (Dagger) – Uncommon (235 gp)

This purple dagger is made from an insect's stinger, with a curved guard over the handle, and a thread of carapace pieces that goes from the top to the bottom of the handle. The pommel has a pair of pincers on it.

Attacks with this dagger do an additional 1d4 poison damage, and the target must make a DC 11 Constitution save or be poisoned until the end of their next turn. If you have a critical hit with this dagger, it instead does an additional 3d4 poison damage and the target must make a DC 14 Constitution save or be poisoned for one minute.



452 - DRAXEPION

Weapon (Greataxe) – Rare (7400 gp, requires attunement)

This purple +1 greataxe has a head made of insect carapaces, each side splitting into two sections with a white pincer coming off each, sharpened into an axe blade. The pommel has a pair of pincers on it.

While attuned to this axe: you gain a burrowing speed of 10 feet; critical hits on you become normal hits; and you cannot have disadvantage on attack rolls from non-magical means (such as the *dodge* action).

Attacks with this axe do an additional 1d6 poison damage, and the target must make a DC 14 Constitution save or be poisoned until the end of their next turn. If you have a critical hit with this axe, it instead does an additional 3d6 poison damage and the target must make a DC 17 Constitution save or be poisoned for one minute.

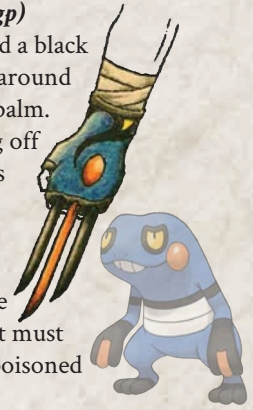


453 - CLAGUNK

Wondrous (Gloves) – Uncommon (345 gp)

These blue gloves have black trim, and a black swirl that comes up from the wrist and around a red gem embedded in the back of the palm. The wrists have white bandages coming off them, and the knuckles have three claws extending from them, with the side two being black, and the center one red.

The gloves do an additional 1d4 piercing damage and 1d4 poison damage to unarmed strike attacks, and the target must make a DC 13 Constitution save or be poisoned until the end of their next turn.



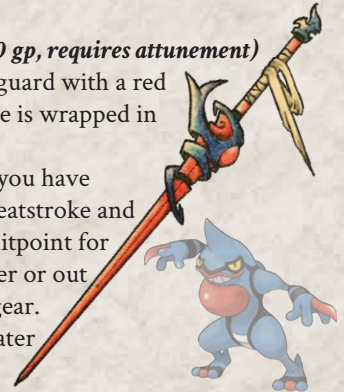
454 - TOXIPHOAK

Weapon (Rapier) – Rare (5800 gp, requires attunement)

This red +1 rapier has a blue guard with a red gem embedded in it. The handle is wrapped in white bandages.

While attuned to this rapier: you have disadvantage on saves against heatstroke and dehydration; and you regain 1 hitpoint for every minute you are underwater or out in rain when not wearing rain gear. This effect only applies if the water is clean.

Attacks with this rapier do an additional 1d4 piercing damage and 1d6 poison damage, and the target must make a DC 17 Constitution save or be poisoned until the end of their next turn.



455 - VENUSPATHA

Weapon (Longsword) – Uncommon (950 gp, requires attunement)

This green longsword has patches of dark green on the blade, a long leaf hanging from the yellow cross guard, with a curved guard over the handle. The blade can open up into a maw with small teeth.

While attuned to this sword you are unaffected by non-magical difficult terrain.

You can make a Maw attack with the sword in place of a normal attack once a round. The maw attack does 1d8 piercing damage, and the target is grappled between the two blades if they are small or larger. The maw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 11 Strength check.



456 - FINNAGEON

Weapon (Rope Dart) – Uncommon (645 gp, requires attunement)

This light blue rope dart has a navy-blue center with pink teardrops, and an oval end with a pink center.

While attuned to this dart: you can breathe underwater; gain 10 feet of swim speed; and you are resistant to damage caused by water, like crashing waves, either natural or magical.

This rope dart does not suffer any of the disadvantages of being used underwater.



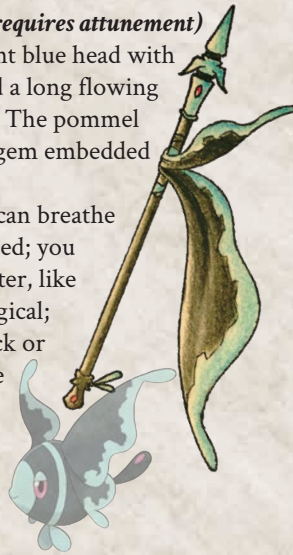
457 - JAVÉOLANT

Weapon (Javelin) – Rare (1475 gp, requires attunement)

This dark navy +1 javelin has a light blue head with a small pink gem embedded in it, and a long flowing cloth with a light blue edge tied to it. The pommel has two light blue tassels and a pink gem embedded in it.

While attuned to this javelin: you can breathe underwater; gain 15 feet of swim speed; you are immune to damage caused by water, like crashing waves, either natural or magical; and if you are in the range of an attack or spell that uses water to target a single creature, you automatically become the target.

This javelin does not suffer any of the disadvantages of being used underwater.



458 - MERANGTYKE

Weapon (Boomerang) – Rare (1845 gp, requires attunement)

This light blue boomerang has two holes in its center, a blue edge on one side, and blue cloth tied around the other edge.

While attuned to this boomerang: you can breath underwater; you have a swim speed equal to your walking speed; advantage on Athletic rolls while swimming; are resistant to fire damage; and you are immune to damage caused by water like crashing waves, either natural or magical.

This boomerang does not suffer any of the disadvantages of being used underwater.



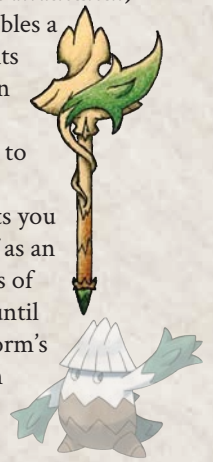
459 - BLIZZACE

Weapon (Mace) – Uncommon (495 gp, requires attunement)

This white mace has a broad head that resembles a set of mountains, with a green leaf coming off its bottom. The bottom half of the handle is brown with a small green spike pommel.

While attuned to this mace: you are immune to thunder damage; you can cast *Goodberry* once between long rests; and once between long rests you can summon a small hailstorm around yourself as an action. The storm circles around you at a radius of 15 feet for 10 minutes, until you dismiss it, or until you are rendered unconscious. While in the storm's area, other creatures' speed is halved, and when a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Constitution saving throw. On a failed save, the creature takes 3d8 cold damage, and on a successful save, the creature takes half as much damage.

Evolving: If this mace remains on Frostfell for a year, it will become a 460 - Blizzammer.



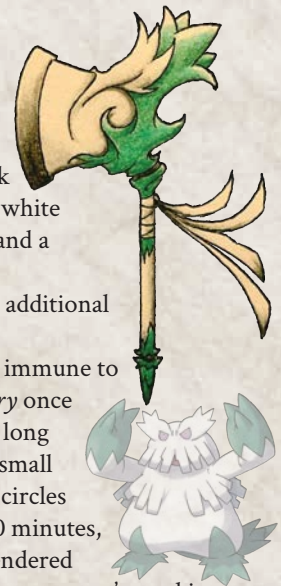
460 - BLIZZAMMER

Weapon (Warhammer) – Rare (4600 gp, requires attunement)

This white +1 warhammer has a wreath of green leaves around the back of the head. The handle is wrapped in white cloth with multiple ends hanging off, and a small green spike pommel.

Attacks with this warhammer do an additional 1d6 cold damage.

While attuned to this mace: you are immune to thunder damage; you can cast *Goodberry* once between long rests; and once between long rests you can, as an action, summon a small hailstorm around yourself. The storm circles around you at a radius of 15 feet for 10 minutes, until you dismiss it, or until you are rendered unconscious. While in the storm, other creatures' speed is halved in the area, and when a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 17 Constitution saving throw. On a failed save, the creature takes 3d8 cold damage, and on a successful save, the creature takes half as much damage.



461 - WEAGILE

Weapon (Glaive) – Very Rare (20,000 gp, requires attunement)

This charcoal black +2 naginata glaive has a two-prong blade with white blade edges, red feather-like ribbons where the blade is attached to the shaft, and a gold orb embedded in the shaft just below that. The end of the shaft is white with a white spike pommel.

Attacks with this glaive deal an additional 1d6 cold damage, with an additional +1 cold damage for each conscious ally within 30 feet of you.

While attuned to this glaive: you can't have disadvantage from non-magical means (such as dodge); have advantage on Stealth and Sleight of Hand rolls; gain 15 feet of climbing speed; and have advantage on attacks against targets when a conscious ally is within 5 feet of them.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.



462 - MAGANNOZE

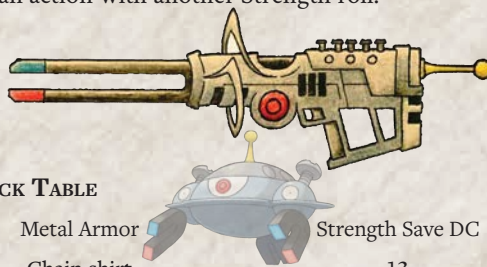
Weapon (Handcannon) – Very Rare (46,200 gp, requires attunement)

This metallic +2 handcannon has various plates bolted to it, a line of screws sticking out the top, and a split straight down both sides of the barrel. The ends of the barrel are painted, the top blue and the bottom red, with a large red orb in front of the trigger and a yellow antenna off the back.

While attuned to this handcannon, you are immune to lightning damage.

This handcannon does not require gunpowder, instead charging and firing the ammo through magnetism as part of the loading action. This does require the ammo to be a magnetic substance, like iron or steel. Attempts to fire anything that isn't magnetic, such as copper, silver, lead or gold, will fail, wasting the charge.

The cannon has 8 charges that refresh at dawn, and it also regains 1 charge each time you are hit with lightning damage. 1 charge can be expended to make a handcannon attack, provided the cannon is loaded with suitable ammunition. On a successful hit, the target takes an additional 1d8 lightning damage, and if they are wearing metal armor or made of metal, they must make a Strength save, with the DC depending on their armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



MAGLOCK TABLE

Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring Mail	14
Chain Mail	16
Splint	17
Plate	18
Made of Metal	20
Metal Shield	+2

463 - LICKIWHICKY

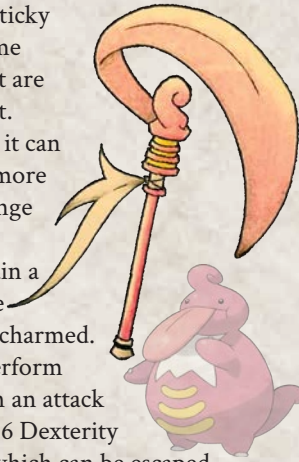
Staff () – Very Rare (16,430 gp, requires attunement)

This pink staff has a thick, long, sticky tongue-like ribbon on top, with some yellow strips on the shaft below that are followed by a bib-like cloth tied to it.

Due to the ribbon's sticky nature, it can be used to grab items weighing no more than 10 pounds that are within a range of 10 feet.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; and you are immune to being charmed.

You can use the long ribbon to perform attacks as if it was a whip, and when an attack hits a creature, it must make a DC 16 Dexterity save or be grappled by the ribbon, which can be escaped with a DC 14 Strength check on their turn. If a creature is grappled by the ribbon and you are within 5 feet of them, you can use a bonus action to attempt to restrain them with the whip using an opposing Dexterity roll. If they become restrained, they can attempt to break free with a DC 18 Strength check on their turn. The ribbon cannot be used as a whip when it is grappling or restraining a creature.



464 - RHYCANIOR

Weapon (Handcannon) – Very Rare (46,400 gp, requires attunement)

This dark gray +1 handcannon is made of rock, with orange hexagon stone plate all over it. The butt of the gun has a round boulder on the end, and a set of spikes under the barrel, the forward most one can be used as a drill.

While holding this cannon, you have +1 AC, and you can carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 17 Dexterity save or take 1d6 bludgeoning damage from flying debris each round. The spikes on the front of this cannon can be used to make a shortsword attack with disadvantage.

Any creature hit by an attack from this cannon, either a cannon ball or the spikes, must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A prone creature whose space you've entered for the first time on a turn must make a DC 14 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

While attuned to this cannon: any bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3; and you are resistant to lightning damage.



465 - TANGLADIUS

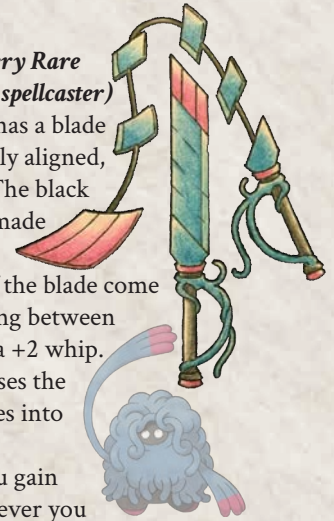
Weapon (Shortsword, Whip) – Very Rare (15,640 gp, requires attunement to a spellcaster)

This blue-green +2 shortsword has a blade made of several rhombuses perfectly aligned, with the one at the tip being red. The black handle has a guard curved over it made of woven vines. By speaking a command word, the rhombuses of the blade come loose, revealing a black vine running between them, and turning the sword into a +2 whip. Repeating the command word causes the vine to retract, realigning the blades into a shortsword.

While attuned to this sword, you gain the *Thorn Whip* cantrip, and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

The sword has 8 charges that refresh at dawn, which you can use to cast the following spells, with each additional charge upcasting the spell by a level:

- *Ensnaring Strike* (1 or more charges)
- *Entangle* (1 charge)
- *Spike Growth* (2 charges)
- *Grasping Vine* (4 charges)
- *Wall of Thorns* (6 or more charges)
- *Regenerate* (7 charges)



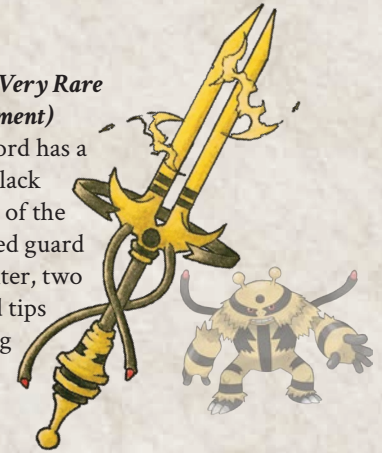
466 - ELECTIVAAL

Weapon (Greatsword) – Very Rare (16,460 gp, requires attunement)

This yellow +2 greatsword has a two-pronged blade with black stripes around the bottom of the blades. The upward pointed guard has a black circle in its center, two thick black cables with red tips hanging from it, and a long piece of black ribbon floating around the guard, slowly rotating. The black handle has a large, bulbous yellow pommel with black stripes that ends in a slightly smaller orb.

Attacks with this sword do an additional 2d6 lightning damage, and when a creature is hit, they must make a DC 17 Constitution save or be paralyzed until the end of their next turn.

While attuned to the sword: you are immune to being magically put to sleep; have resistance to lightning damage; and any time you take lightning damage, you gain 10 feet of movement and have advantage on Dexterity rolls for 1 minute.



467 - MAGMORANT

Wondrous (Mortar) – Very Rare (17,640 gp, requires attunement)

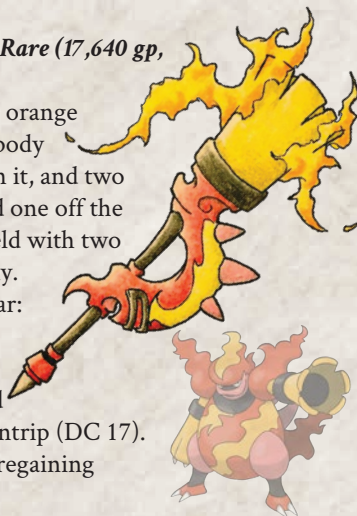
This red mortar has a large orange barrel with black trim, a red body with yellow flame patterns on it, and two black handles, one on top and one off the back. This mortar must be held with two hands in order to fire properly.

While attuned to the mortar: you are immune to being magically put to sleep; have resistance to fire damage; and you gain the *Create Bonfire* cantrip (DC 17).

The mortar has 6 charges, regaining 1d4+2 charges at dawn.

You can expend a charge as an action to release a 30-foot cone spray of molten magma. Each creature in the area must make a DC 17 Dexterity save, taking 5d6 fire damage of a fail, or half as much on a success.

You can expend 3 charges as an action to launch a molten magma into the air, falling in a bombardment of magma in a 20-foot radius, 40-foot high cylinder centered on a point you can see within 60 feet of you. Each creature in the area must make a DC 17 Dexterity save, taking 5d10 fire damage on a fail, and half as much damage on a success.



468 - TOGEBLISS

Weapon (Longbow) – Very Rare (40,680 gp, requires attunement)

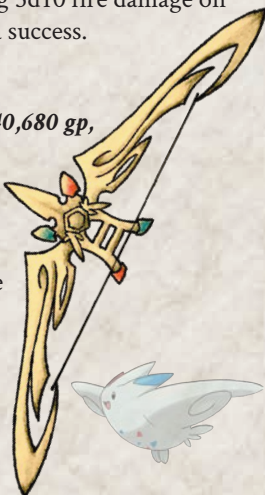
This white +2 longbow has long, elegant curved arms that swoop inwards. The long handle has a forward blade with two smaller side points, one red and one blue, and a red tip and a blue tip on the ends of the handle.

This longbow does an additional 1d8 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d8 Radiant damage. When attacking with this bow, you gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this bow: you have advantage on Persuasion rolls; and if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

This bow has 6 charges that refresh at noon, and you can expend charges to cast the following spells:

- *Sense Emotion* (1 charge)
- *Bless* (1 or more charges)
- *Animal Friendship* (1 or more charges)



469 - YANMEGITAR

Weapon (Scimitar) – Very Rare (22,690 gp, requires attunement)

This dark green +2 falchion scimitar has a red blade edge, three black bars wrapped around the base of the blade with three spikes off the back, a white ribbon with red tips tied below that, and a curve guard with red gems embedded in it over the black handle, with a spike for a pommel.

While attuned to this scimitar; you gain 20 feet of movement; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and have advantage on attacks made with this scimitar as long as you can see the target.

Attacks with this scimitar do an additional 1d6 thunder damage, and ignore any resistances the target has to the damage it does. If they are immune to the damage they are treated as resistant instead.



470 - LEAFCEA

Weapon (Spear) – Very Rare (15,350 gp, requires attunement to a spellcaster)

This +2 spear has a wooden shaft and a green blade made of some kind of wood, while two leaves hang off just below the blade head.

While attuned to this spear: you are resistant to lightning and thunder damage; you gain the *Druidcraft* cantrip; and while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained).

The spear has 6 charges that refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Spike Growth* (2 charges)
- *Speak with Plants* (3 charges)
- *Guardian of Nature* (4 charges)



471 - GLANÇEON

Weapon (Pike) – Very Rare (15,350 gp, requires attunement to a spellcaster)

This light blue +2 pike has an ice crystal blade atop a long shaft of ice, while two ribbons of ice hang from just below the blade head.

While attuned to this pike: you are resistant to cold damage; snowy or icy terrain is not difficult terrain; have advantage on Dexterity related rolls in snowy or icy environments; and you gain the *Ray of Frost* cantrip.

Attacks with this pike do an additional 1d6 cold damage, and when a creature is hit, they must make a DC 18 Constitution save or be stunned from shock until the end of their next turn.

The pike has 6 charges that refresh at sunset, and can be used to cast the following spells:

- *Ice Knife* (1 or more charges)
- *Snilloc's Snowball Swarm* (2 or more charges)
- *Ice Storm* (4 or more charges)
- *Cone of Cold* (5 or more charges)



472 - GLISCYTHE

Weapon (Scythe) – Very Rare (24,700 gp, requires attunement)

This purple +2 scythe has a black blade, a claw like top with a long, thin black ribbon hanging off it, a red shaft, and a purple pincerommel.

While attuned to this scythe: you can't have disadvantage on attacks from non-magical means (such as dodge); you gain 20 feet of burrowing speed; gain 10 feet of climbing speed; gain 60 feet of blindsense from echolocation (which can't be used when deafened or silenced); are immune to poison damage and the poison conditioned; if you would take poison damage you are instead healed 10% of the poison damage rounding down; you have advantage on Dexterity rolls in sandy terrain; and you are immune to the effects of sandstorms.



473 - MAMOSHAMSHIR

Weapon (Dual Short Swords) – Very Rare (34,700 gp, requires attunement)

These brown +2 short swords are made of mammoth tusks, and attached to one another at the guard by a thin, icy 3-foot chain.

These swords do an additional 2d6 cold damage, and can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but without the normal disadvantage on the second attack.

While attuned to these swords: you are immune to being charmed; resistant to fire damage; immune to cold damage; are unaffected by icy and/or snowy difficult terrain; and can go a week without food without suffering any issues.



474 - PORYZORD

Weapon (Longsword) – Very Rare (17,440 gp, requires attunement)

This blue +2 longsword is a hilt with a pink orb floating above it with a blue stick through it floating upright. You can speak a command word and a blade of radiant energy will sprout above the orb, including a ring around the guard. The blade can be recalled by repeating the command word.

This sword does 3d8 radiant damage instead of 1d8 slashing damage.

While attuned to the sword: you don't require air, food, drink, or sleep to survive, but rests are still required for recovery; you have advantage on rolls to prevent being magically charmed, frightened, paralyzed, petrified, or poisoned; and you become resistant to the last kind of damage you took.

The sword has 8 charges that refresh at dawn. You can, as an action, use 1 charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. This can only be done to a creature once every 24 hours.

You can also expend 1 charge as a reaction to either become immune to the last type of damage you took for 1 minute, or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.

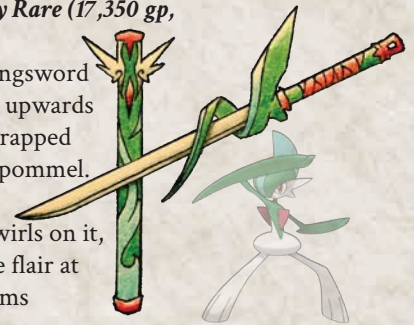


475 - GALLADIUS

Weapon (Longsword) – Very Rare (17,350 gp, requires attunement)

This green +2 wakizashi longsword has a broad guard that curves upwards around the blade, red cloth wrapped around the handle, and a red pommel. The sword has a matching sheath with green and blue swirls on it, red trim, two white wing-like flair at the top, with red rhombus gems between the wings.

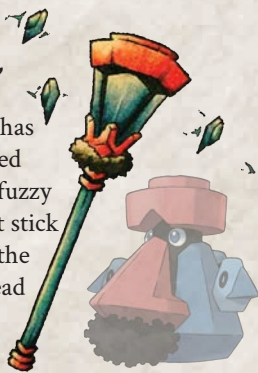
While attuned to this sword; you gain telepathy (MM 009) with a range of 90 ft.; the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; if you are stunned you gain 10 feet of movement for 1 minute; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



476 - PROBOBASH

Weapon (Maul) – Very Rare (14,670 gp, requires attunement)

This dark blue +2 metallic stone maul has a conical top with a thick red top and a red crown around the bottom, with a thick, fuzzy trim below that made of iron fillings that stick to the maul. Three small rocks, made of the same dark blue rock, orbit around the head smoothly.



Attacks with this maul do an addition 2d6 bludgeoning damage when in a sandstorm.

While attuned to this maul: you know which direction magnetic north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also speak a command word as an action, and the stones will fly out and spin around you before return to their orbit. Anyone within 5 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage. Anyone restraining or grappling with you has disadvantage on the save, and the attack targets any material binding you like rope.

When an enemy wearing metal armor or made of metal is struck by the maul, they must make a Strength save, with the DC depending on their armor (see the Maglock table) or be restrained as the metal pieces stiffen and stick together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

MAGLOCK TABLE

Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring Mail	14
Chain Mail	16
Splint	17
Plate	18
Made of Metal	20
Metal Shield	+2

Frozen Status

A frozen creature is transformed, along with any nonmagical objects it is wearing or carrying, into solid ice. Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated, can't move or speak, and is unaware of its surroundings. They fail Strength and Dexterity Saving Throws, and are immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

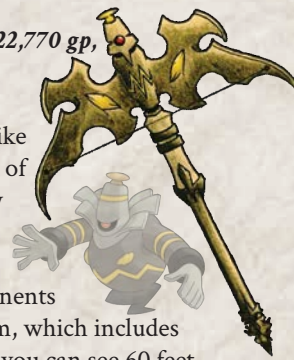
Attack rolls against them have advantage, are vulnerable to Fire and Bludgeoning damage, and have Resistance to all other damage.

Being frozen lasts until the creature is freed by a *Greater Restoration* spell, similar magic, or others spend 24 hours carefully thawing the creature. The last method leaves the creature with 4 levels of Exhaustion.

477 - ZWIRRFURST

Weapon (Light Crossbow) – Very Rare (22,770 gp, requires attunement)

This dark gray +2 heavy crossbow has wispy edges to its arms with yellow eye-like markings, and a blood red gem in the top of the arrow rest. The front of the crossbow has a gold nub handle.



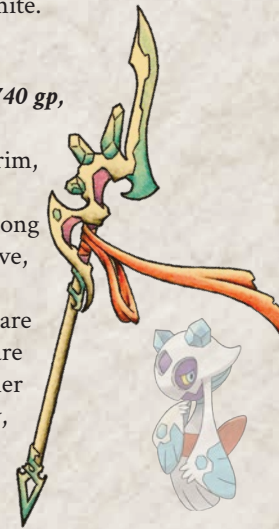
While attuned to this crossbow: at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s); you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

478 - FROSLAIVE

Weapon (Glaive) – Very Rare (18,740 gp, requires attunement)

This white +2 glaive has purple trim, an ice blue edge on the blade with three ice crystals along the back. A long red sash is tied to the top of the glaive, and the pommel is an ice spike.



While attuned to this glaive: you are unaffected by difficult terrain; you are immune to the effects of cold weather and cold damage; if you are in snow, sleet or hail, attacks on you always have disadvantage and you have advantage on all Dexterity rolls; after an enemy hits you with an attack, they must succeed a DC 15 Constitution save or be unable to use that attack again until the end of their next turn.

Attacks with this glaive do an additional 1d8 cold damage, and when hit by this glaive the target must make a DC 13 Constitution save, or their wounds will freeze and cannot be healed until after an hour is spent carefully warming and thawing the wounds. If a creature already suffering this is hit again, they must make another DC 13 Constitution save. If they fail by 5 or more, the creature is instantly frozen, other wise they will begin to freeze and are restrained. They must repeat the saving throw at the end of their next turn, becoming frozen on a failure or ending this effect on a success, but still have the first effect.

Any creature downed by this glaive immediately becomes frozen instead of dying, and you can also touch a willing creature and freeze them as an action.

479 - ROTAKOBA

Weapon (Shortsword) – Very Rare (19,740 gp, requires attunement)

This orange +2 shortsword has light blue edge on the blade with a blue stripe down the center, and a hoop for a guard.

Attacks with this sword do an additional 2d6 lightning damage.

While attuned to this sword: you are unaffected by difficult terrain; you are resistant to lightning damage; you have advantage on Sleight of Hand rolls; and twice between long rests, you can possess an object with an action for an hour.

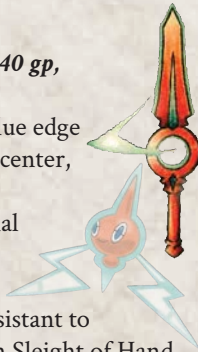
You can possess any non-sentient object, including some magic items (at the DM's discretion), causing your body and gear to enter into the object and disappear, and the object takes on a look that is reminiscent of you. Your Intelligence, Wisdom and Charisma scores remain the same, but you gain new HP, AC, Strength, Dexterity and Constitution scores based on the object you possessed, as decided by the DM. You do not have any hitdice while possessing an object. Using statistics from the *Animate Objects* spell or Construct creatures are both acceptable. If the object is Tiny you gain a flight speed of 30 feet, if Small you gain a hover speed of 30 feet, if Large you gain a hover speed of 15 feet, if Huge you gain a hover speed of 10 feet, and if Gargantuan you gain a hover speed of 5 feet.

You can end the possession at any time, coming out of the object in a free space. If you are brought to 0 hitpoints while possessing an object, the object is destroyed, you reform to normal form in the space, and any excess damage carries over to your normal form. If you go the full hour or enter an anti-magic zone, your possession will be immediately ended and you will be forced into a free space.

While possessing an object, you can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of the object, and possession doesn't break your concentration on a spell you've already cast however, or prevent you from taking actions that are part of a spell that you've already cast.

You can also choose to use both instances of possession to fuse the sword with another non-magical weapon indefinitely, giving that weapon's attacks an additional 3d6 lightning damage, with some weapons gaining special properties. The fusing can be undone at any time, but the possession instances do not recharge until after a long rest.

- Sickle: **479A - Rotomow**
- Longbow or Dagger: **479B - Roheatom**
- Handcannon: **479C - Rotowash**
- Dual-Blade Sword: **479D - Rotan**
- Maul: **479E - Frostom**



479A - ROTOMOW

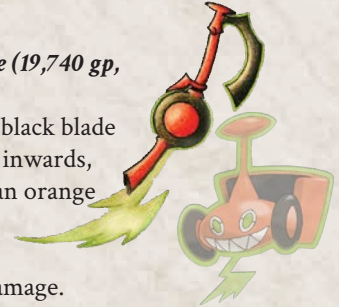
Weapon (Sickle) – Very Rare (19,740 gp, requires attunement)

This orange +2 sickle has a black blade with a green edge that curves inwards, and a black hoop guard with an orange orb in it.

Attacks with this sickle do an additional 2d6 lightning damage.

While attuned to this sickle: you are unaffected by difficult terrain; you are resistant to lightning damage; you have advantage on Sleight of Hand rolls; you are considered a Plant creature; and you have advantage on all attacks against Plant creatures and plant based creatures, such as Dryads.

Once attuned to this sickle, you can defuse it to a normal sickle and a **479 - Rotakoba**.



479B - ROHEATOM

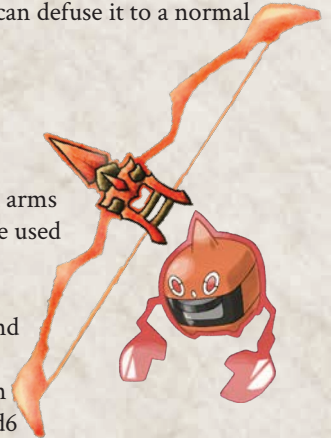
Weapon (Longbow) – Very Rare (19,740 gp, requires attunement)

This orange +2 longbow has red arms and a point on the front that can be used to perform dagger attacks.

Attacks with this bow do an additional 1d6 lightning damage and 1d6 fire damage, and this bow can conjure arrows out of energy when the string is drawn, doing 1d10+1d6 lightning damage and 1d6 fire damage.

While attuned to this sword: you are unaffected by difficult terrain; you are resistant to lightning and fire damage; and you have advantage on Sleight of Hand rolls.

Once attuned to this longbow, you can defuse it to normal longbow and a **479 - Rotakoba**.



479C - ROTOWASH

Weapon (Handcannon) – Very Rare (19,740 gp, requires attunement)

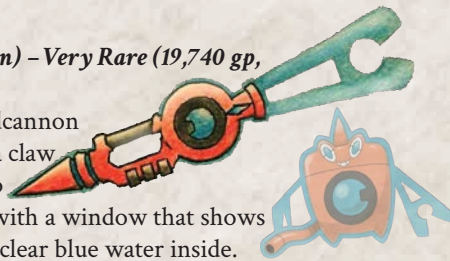
This orange +2 handcannon has a blue barrel with a claw like end, and large bulb in front of the handle with a window that shows a water reservoir with clear blue water inside.

While attuned to this handcannon: you are unaffected by difficult terrain; you are resistant to lightning damage; and you have advantage on Sleight of Hand rolls.

Once attuned to this handcannon, you can defuse it to normal handcannon and a **479 - Rotakoba**.

Attacks with this handcannon do an additional 2d6 lightning damage.

The cannon does not use any gunpowder or ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the water reservoir while the button on the handle is held down, taking 1 round to reload. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will leave the water inside but unable to fire. Once the reservoir is full, it will stay this way for as long as you are attuned to the cannon, otherwise it will dissipate. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail. Once the reservoir is full, it can be fired, shooting out the water and emptying the reservoir, as if it was a normal handcannon ball.



479E - FROSTOM

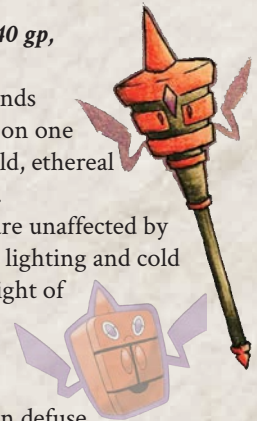
Weapon (Maul) – Very Rare (19,740 gp, requires attunement)

This black +2 maul has orange bands around the head, a purple rhombus on one side, an orange spike on top, and cold, ethereal purple tendrils coming off the head.

While attuned to this maul: you are unaffected by difficult terrain; you are resistant to lightning and cold damage; you have advantage on Sleight of Hand rolls; and once between long rests, you can cast the *Heroes' Feast* spell.

Once attuned to this maul, you can defuse it to normal maul and a **479 - Rotakoba**.

Attacks with this maul does an additional 1d6 lightning damage and 1d6 cold damage.



479D - ROTAN

Weapon (Dual-Blade Sword) – Very Rare (19,740 gp, requires attunement)

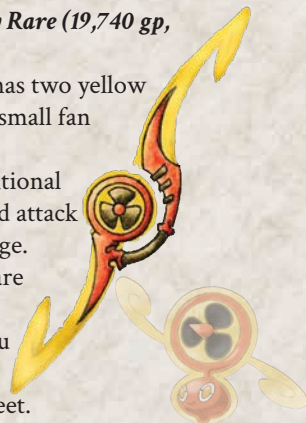
This orange +2 dual-blade sword has two yellow hooked blades, a black handle, and a small fan blade in the center above the handle.

Attacks with this sword do an additional 2d6 lightning damage, and the second attack does not have the normal disadvantage.

While attuned to this sword: you are unaffected by difficult terrain; you are resistant to lightning damage; you have advantage on Sleight of Hand rolls; and you gain a fly speed of 15 feet.

Once attuned to this sword, you can defuse it to normal longbow and a **479 - Rotakoba**.

You can speak a command word to cause the fan blades to start spinning, blowing a steady stream of air, and can be turned off by repeating the command word. If this stream of air is kept on a creature when they would be subject to heatstroke, they have advantage on all related saves. This stream can also be kept on standing flames (and not explosive flames like the *Fireball* spell), increasing its fire damage by 1d6 while doing so.



480 - UXACE

Weapon (Mace) – Legendary (84,333 gp, requires attunement to a spellcaster)

This light blue +3 mace has bands of yellow around its head, coming together to a yellow plate with a red jewel embedded in it. Two long ribbons are tied to the top of the handle, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this mace: you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Intelligence rolls; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, and all creatures within 60 feet of you have disadvantage on all rolls for 10 minutes.

This mace has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Faerie Fire* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Phantasmal Force* (2 charges)
- *Zone of Truth* (2 charges)
- *Invisibility* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Divination* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Modify Memory* (6 or more charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 more charges)
- *Astral Projection* (9 charges)
- *Foresight* (9 charges)



481 - MESPRITAFF

Staff () - Legendary (84,333 gp, requires attunement to a spellcaster)

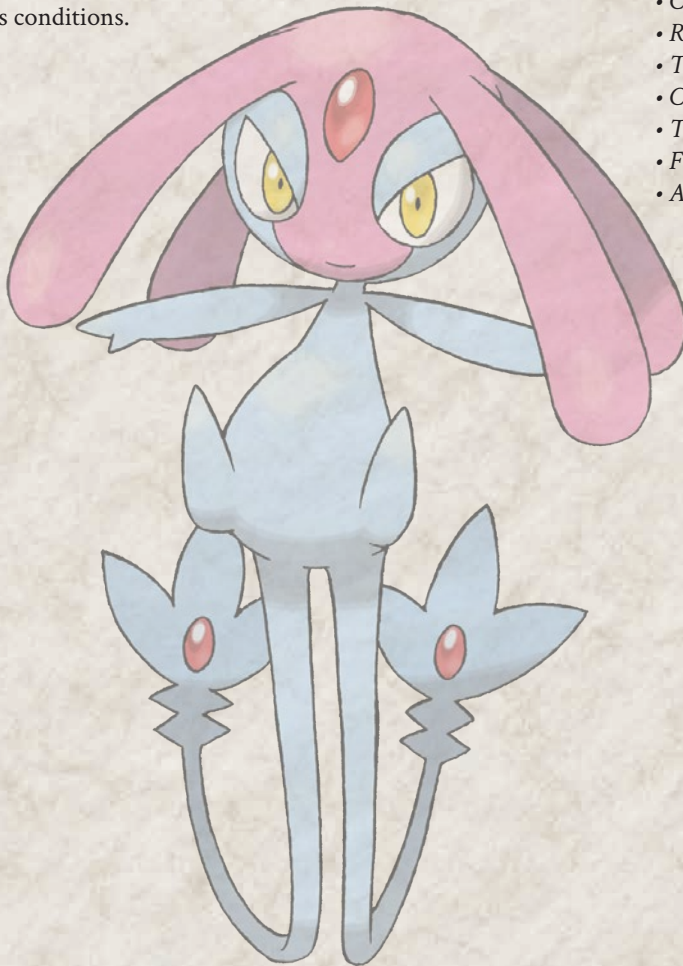
This light blue staff has an orb on top with four pink bars around it connected to a pink plate attached to the orb, with a red gem embedded in it. Two long ribbons are tied to the top of the staff, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Charisma rolls; and you can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, and one creature you can see before dropping regains all their lost hitpoints and are cured of all status conditions.

This staff has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Faerie Fire* (1 charge)
- *Detect Evil And Good* (1 charge)
- *Sense Emotion* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Cause Fear* (1 or more charges)
- *Calm Emotions* (2 charges)
- *Phantasmal Force* (2 charges)
- *Invisibility* (2 or more charges)
- *Fear* (3 charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 more charges)
- *Feeblemind* (8 charges)
- *Astral Projection* (9 charges)



482 - AZELD

Weapon (Shortsword) – Legendary (84,333 gp, requires attunement to a spellcaster)

This light blue +3 shortsword has a long sky-blue blade and a bulbous handle with two blue bars around it, finger guards, and a red gem embedded in the top. Two long ribbons are tied to one of the finger guard holes, flaring out at the ends into hand-like shapes with red dots in the center.

While attuned to this shortsword: you gain 15 feet of hovering speed; you have advantage on saving throws against spells and other magical effects; you have +3 and advantage on all Constitution rolls; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

Once between long rests, you can also choose to drop to 0 hitpoints as an action, releasing an explosion of radiant energy. All creatures within 60 feet of you must make a Dexterity save versus a DC of 8 + your proficiency + your Constitution modifier (including bonuses, such as the +3 from this sword), taking 12d12 radiant damage on a fail, and half as much on a success.

This shortsword has 15 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Faerie Fire* (1 charge)
- *Bless* (1 or more charges)
- *Guiding Bolt* (1 or more charges)
- *Phantasmal Force* (2 charges)
- *Hold Person* (2 or more charges)
- *Invisibility* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Confusion* (4 or more charges)
- *Dominate Beast* (4 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleportation Circle* (5 charges)
- *Dominate Person* (5 or more charges)
- *Hold Monster* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Teleport* (7 or more charges)
- *Dominate Monster* (8 or more charges)
- *Astral Projection* (9 charges)



483 - DIALGALOK

Weapon (Greatsword) – Legendary (384,000 gp, requires attunement to a spellcaster)

This dark blue +3 greatsword has light blue lines that resemble crystal cracks going up the blade, with a large gray hoop guard, with another hoop inside and several elongated hexagons holding the two together and sticking out past the edge, making it resemble a large gear. The gear is broken and a section is missing.

While attuned to this sword: you always know what time it is; you have advantage on History rolls; you gain the *Mending* cantrip; you are immune to changes to the past that would affect you; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

You can also sense all temporal travel arrivals and departures, including which plane of existence they're on, when they came from, as well as any temporal anomalies, their nature and how to resolve them.

This sword has 15 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Expeditious Retreat* (1 charge)
- *Blur* (2 charges)
- *Hold Person* (2 or more charges)
- *Haste* (3 charges)
- *Slow* (3 charges)
- *Hold Monster* (5 or more charges)
- *Time Stop* (9 charges)

You can also use 3 charges to unleash a roar that distorts time as an action. You roar in a 30-foot cone, and all creatures within take 6d6 force damage, and any time spells, such as *Haste*, within the cone are automatically ended. However, you must rest afterwards, becoming incapacitated until the end of your next turn.



484 - PALKAIVE

Weapon (Glaive) – Legendary (484,000 gp, requires attunement to a spellcaster)

This purple +3 glaive has a white blade shaped like a stylized rhomboid wing with purple banding. Below that is a white disk guard with a red gem in the center, and six purple bars spreading out from it.

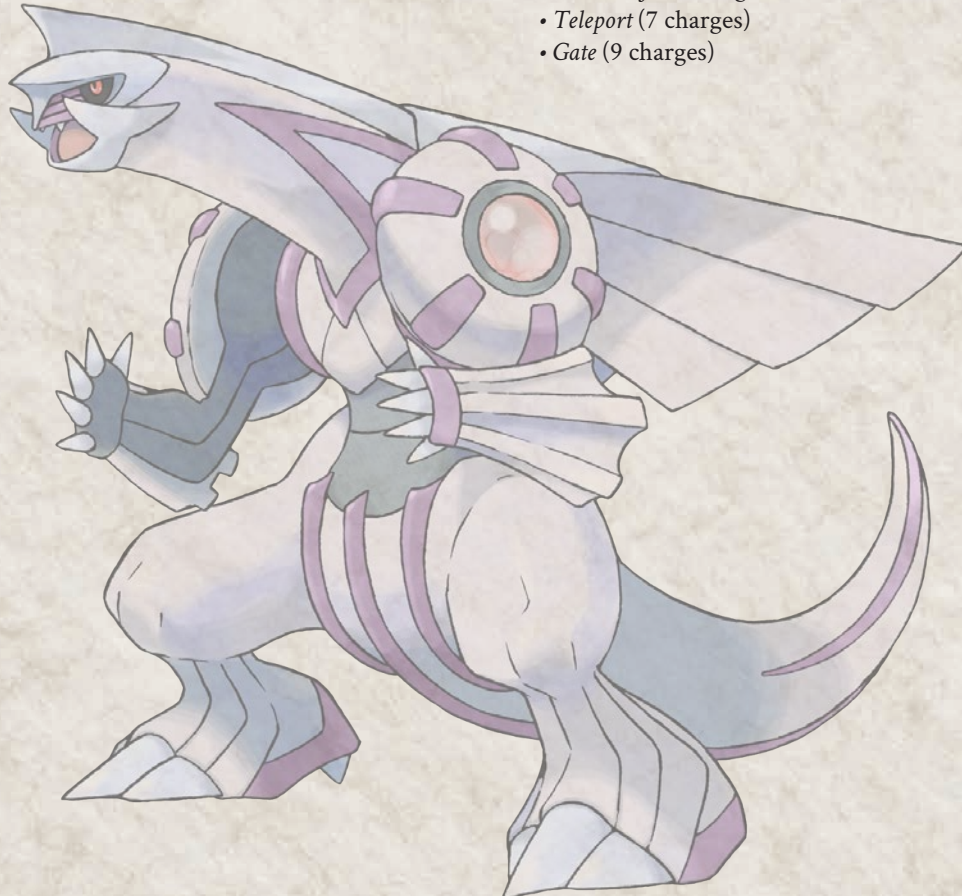
While attuned to this glaive: you always know where you are; you have advantage on Navigation rolls; you gain the *Message* cantrip; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Attacks with this glaive gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

This glaive has 15 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Jump* (1 charge)
- *Longstrider* (1 or more charges)
- *Catapult* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Blur* (2 charges)
- *Enlarge/Reduce* (2 charges)
- *Misty Step* (2 charges)
- *Blink* (2 charges)
- *Thunder Step* (3 or more charges)
- *Dimension Door* (4 charges)
- *Banishment* (4 or more charges)
- *Banishing Smite* (5 charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Gate* (9 charges)



485 - HEATRAUL

Weapon (Maul) – Legendary (85,400 gp, requires attunement)

This dark red +3 maul has a pointed metal head with a set of four horns coming out in a cross orientation. The rest of the head has spots of metal and glowing red rock before becoming a metal handle.

While attuned to this maul: you are continuously under the effect of the *Spider Climb* spell; you are immune to fire damage; if you would have taken fire damage, you instead gain advantage on attack rolls until the end of your next turn; you have advantage on rolls to grapple creatures; and you can grapple a creature as a bonus action.

Attacks with this maul do an additional 2d8 fire damage, and if the spell *Heat Metal* is cast on the weapon, instead of damaging the holder it instead adds to the damage done by the maul.

As an action, you can choose to make your skin like magma. You must maintain concentration on the effect, and it lasts up to a minute, until you lose concentration, or choose at any time to dismiss it. Your gear is unaffected and you do not take any damage from it, but any creatures that come in physical contact with you until the effect ends takes 3d8 fire damage, which you can increase by 1d8 for every hit die you expend to do so when you start the effect, and if they are grappling or restraining you, they must make a DC 17 Constitution save to keep grappling or restraining you at the start of their turn. If it doesn't release you, it has disadvantage on attack rolls and ability checks until the start of its next turn.



486 - REGIGILLAS

Weapon (Greatclub, Cursed) – Legendary (84,600 gp, requires attunement to a spellcaster)

This white +3 greatclub has a gold band around the top and bottom of the club head, with red, blue and silver gems embedded in the bottom band, and three finger-like protrusions on top. The club head has five deep black grooves in it, separating it into four sections, each with black stripes stick out of them, occasionally turning 90 degrees. The handle has moss growing in its edges and nooks, and a gold plate with seven holes in a † shape is attached where the bottom band meets the handle.

While attuned to this club: you have advantage to all Strength rolls; you have proficiency with all tools, as well as advantage and +3 to all rolls using tools; you are immune to fire and cold damage.

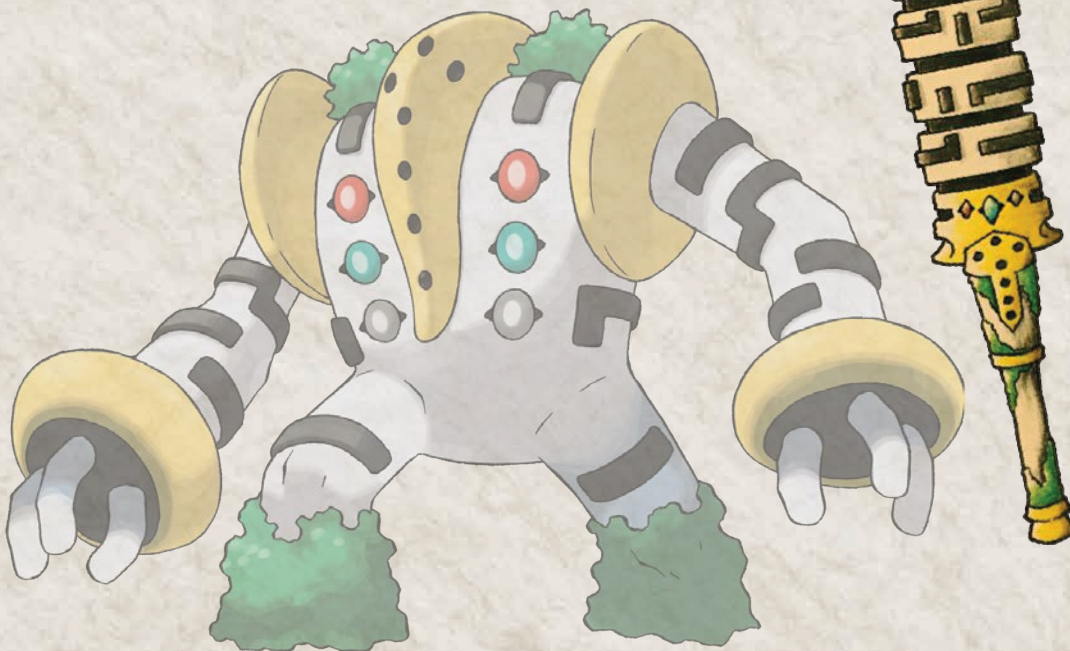
Attacks with this club do an additional 1d4 bludgeoning damage for every 10% of their maximum hitpoints the target has, so a target with 100 out of 100 hitpoints would be 10d4, while 26 out of 100 hitpoints would be 2d4.

This club has 15 charges that refresh at dawn, which you can use to channel a **Manual of Golem** (DMG 180). You can choose what kind of manual you channel and can follow its directions even if you otherwise couldn't, but still have to provide the appropriate material and time to construct it, and all 15 charges are expended everyday you're working on the golem and channeling the manual. The club is not consumed in the construction, instead the majority of the moss on the handle falls off and turns to ash, which is then used to finish the construction. The moss fully regrows after 5d4+1 days, with no magic working to speed up this process. Manuals cannot be channeled until the moss regrows, and attempting to do so will expend all 15 charges without any results.

You can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Find Familiar* (1 charge)
- *Command* (1 or more charges)
- *Find Steed* (2 charges)
- *Conjure Animals* (3 or more charges)
- *Summon Lesser Demon* (3 or more charges)
- *Find Greater Steed* (4 charges)
- *Dominate Beast* (4 or more charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Summon Greater Demon* (4 or more charges)
- *Dominate Person* (5 or more charges)
- *Conjure Elemental* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Conjure Celestial* (7 or more charges)
- *Dominate Monster* (8 or more charges)

Cursed. This club is cursed. While cursed, you have disadvantage to Initiative rolls, Attack rolls, and Dexterity rolls for the first 5 rounds of combat. After the five rounds, the disadvantage from this effect stops.



487 - GILLATINA

Weapon (Scythe) – Legendary (487,000 gp, requires attunement to a spellcaster)

This gray +3 scythe has gold half rings around its upper shaft and a gold spike going backwards on top with a red strip down the back of the shaft to a curved gold guard. The base of the shaft has a thick cylinder on it, with red strips down it and pointed gold flair around the base. The blades of the scythe form when a command word is spoken, causing a pitch black gas with red edges to spread forth, forming a scythe blade on top with three red claws along the edge and a sickle blade at the bottom, which can be used to make a second attack per Two-Weapon Fighting on PHB 195.

Attacks with this scythe do 2d10 necrotic damage instead of 1d10 slashing, and attacks with the sickle blade do 2d4 necrotic damage instead of 1d4 slashing.

While attuned to this scythe: you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This scythe has 15 charges that refresh at dawn, which you can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)



4870 - GIRAPIKNA

Weapon (Pike) - Legendary (487,000 gp, requires attunement to a spellcaster)

This gray +3 pike has a gold blade with black grooves which sits on top of a gold crescent on top of the shaft, with several pitch black shadowy cords with red claws on the end hanging from within the crescent. A handle with a gold top and gold spikes off the bottom curves over the handle before the end wraps around the shaft. The top of the handle and bottom half of the guard is black with red stripes, and the pommel is a gold spike.

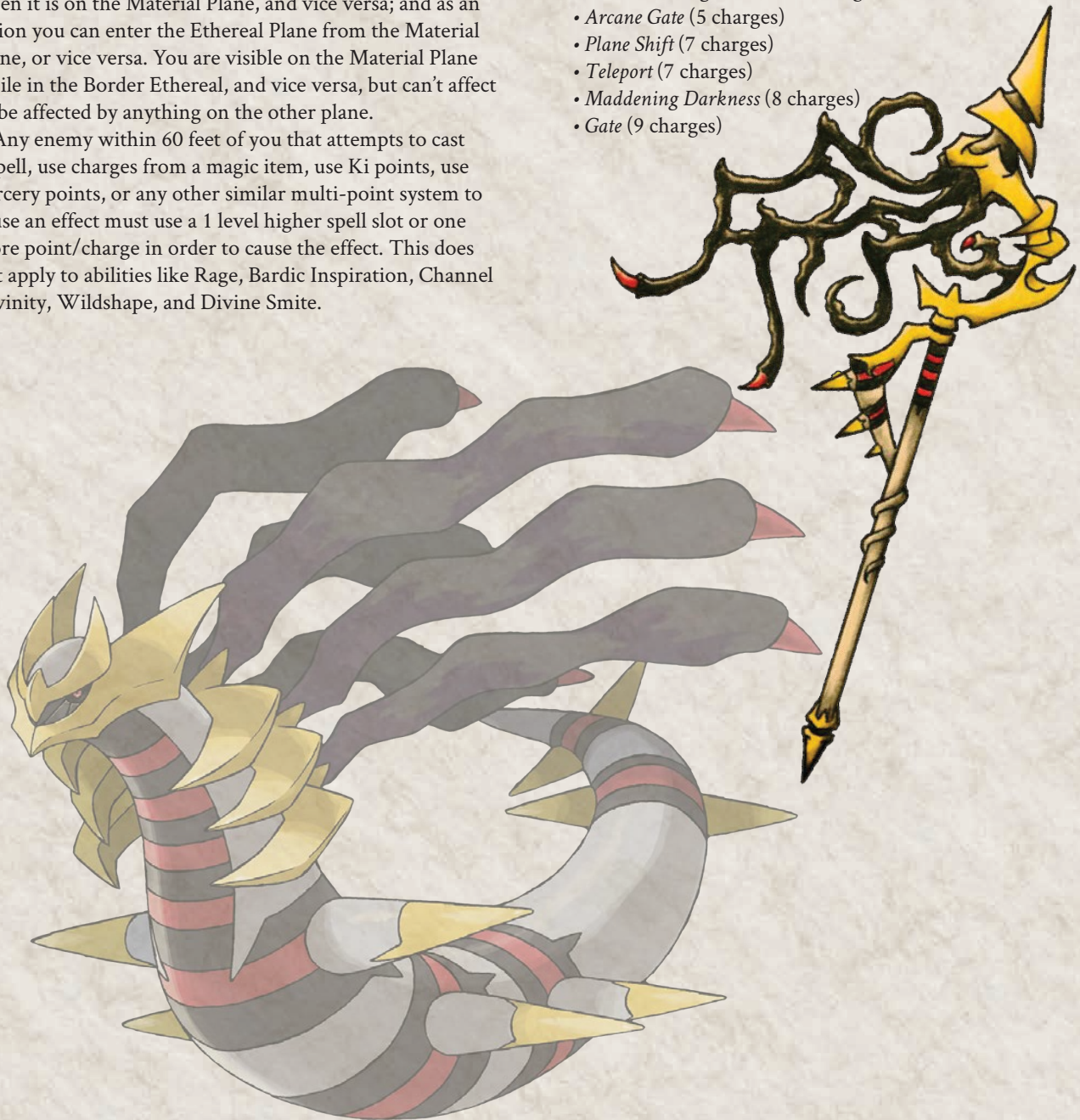
This pike does an additional 2d10 necrotic damage.

While attuned to this pike: you gain a fly speed of 30 feet; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

Any enemy within 60 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This pike has 10 charges that refresh at sunset, which you can also use the charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)



488 - CRESSELIARC

Weapon (Longbow) – Artifact (requires attunement to a spellcaster)

This light blue +4 longbow has a gold front edge and tips, a lavender gem embedded in the handle with a long blade coming off the front of the bow that can be used to perform dagger attacks. A thin, ethereal softly glowing pink crescent floats around the handle.

While attuned to this bow: you gain a fly speed of 30 feet; you are unaffected by difficult terrain; you always have pleasant dreams; regain all of your hitdice from a long rest; you can sense the dreams of anyone asleep within 1000 ft of you; you can dispel a creature's nightmares, natural or magical, as an action when they are within 120 feet of you; and once between long rests, you can choose to drop to 0 hitpoints as an action and choose one conscious creature you can see before you drop, who then regain all of their hitpoints, magic slots, and any other points or abilities they have used, and are cured of all status conditions they have. Any attempts to heal you work, but instead of regaining consciousness you are asleep and cannot be woken for 1 hour.

Attacks with this bow do an additional 2d10 radiant damage.

This bow has 20 charges that refresh at sunset, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Sleep* (1 or more charges)
- *Guiding Bolt* (1 or more charges)
- *Moonbeam* (2 or more charges)
- *Leomund's Tiny Hunt* (3 charges)
- *Catnap* (3 or more charges)
- *Dispel Magic* (3 or more charges)
- *Dream* (5 charges)
- *Mordenkainen's Magnificent Mansion* (7 charges)

You can also expend a charge to create a **Moon Feather**, however the maximum number of charges the bow can have is decreased by 1 for every feather created. Feathers can be reabsorbed into the bow to restore the lost charge by touching the feather to the bow.

MOON FEATHER

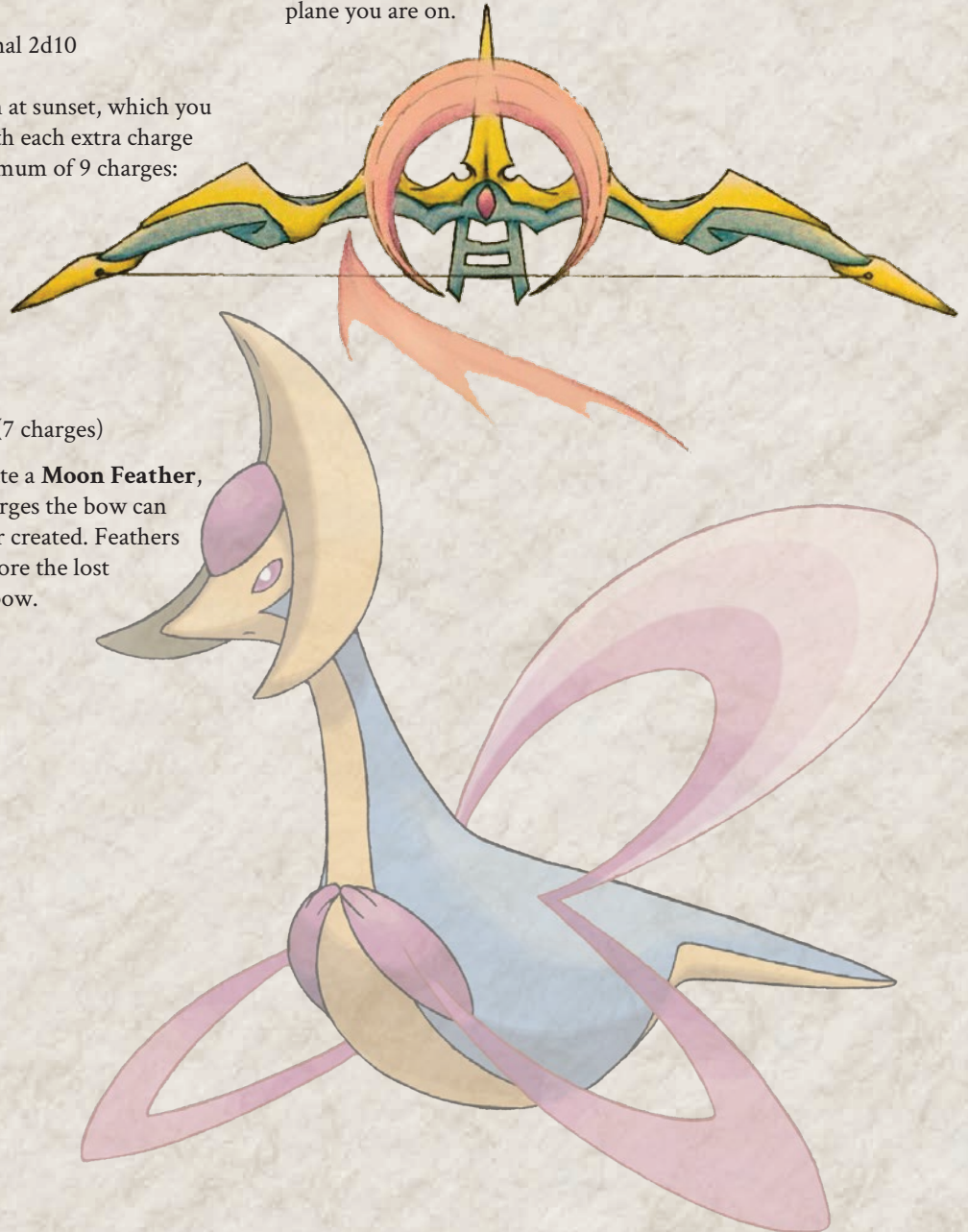
Wondrous (Feather) – Very Rare (18,480 gp, requires attunement)



This pale feather curls in a crescent and shimmers green and blue in the light.

While attuned to this feather, you will always have joyous dreams, never suffering any bad dreams or nightmares, and are immune to any magic effects that would try to inflict bad dreams or nightmares upon you. If a person is already suffering from such an effect, it is dispelled once attuned to the feather.

The holder of the bow the feather came from can cast the *Dream* spell on you through the feather without expending any of the bow's charges, and you can also use the feather to call for help from the bow holder when in trouble, letting them know who sent the call, where they are at the time, and the general nature of the emergency. These effects can be done regardless of where either of you are or even which plane you are on.



489 - PHIRODE

Rod (Cursed) – Legendary (88,400 gp, requires attunement to a spellcaster)

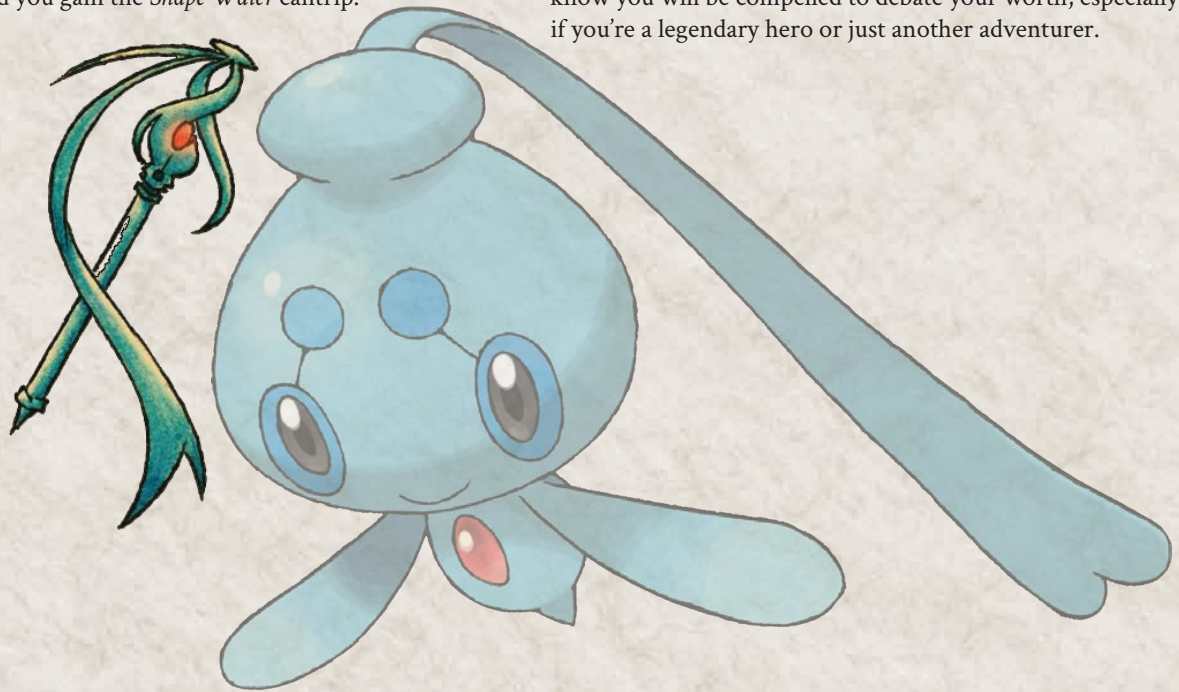
This light blue rod has a top with two pieces that twist and bend like waves as they wrap around each other, before meeting in a bun. A red gem is held in the bottom section of the pieces, and a long ribbon with a split end is attached to the bun.

While attuned to this rod: you gain a +4 bonus to spell attack and damage rolls; if in rain or underwater, you are cured of any status conditions you have at the end of your turn; you always know how far away and in which direction your birthplace is; you can breathe underwater; gain a swim speed of 30 feet; you can float endlessly in water at any depth you desire; and you gain the *Shape Water* cantrip.

This rod has 20 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)

Cursed. This rod is cursed. While cursed, people who know you will be compelled to debate your worth, especially if you're a legendary hero or just another adventurer.



490 - MANAPESHY

Weapon (Dagger) – Artifact (requires attunement to a spellcaster)

This light blue dagger has a softly glowing golden line down the center of the blade, which splits off into two dots above the guard. The guard has a red gem embedded in it, and curves over one side of the handle. Two long, thin ribbons are tied to the top of the handle with beads on the end. The pommel is a small spike with its own golden line down it.

While attuned to this dagger: you gain a +4 bonus to spell attack and damage rolls; have resistance to cold damage; if in rain or underwater, you are cured of any status conditions you have at the end of your turn; you always know how far away and in which direction your birthplace is; you can breath underwater; gain a swim speed of 60 feet; you can float endlessly in water at any depth you desire; and you gain the *Dancing Lights* and *Shape Water* cantrip.

This dagger has 25 charges that refresh at dawn, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Create or Destroy Water* (1 or more charges)
- *Animal Friendship* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Water Walk* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)

You can also: expend 4 charges to swap all advantages and disadvantages to rolls you have with those of another creature you can see for 1 minute; or expend 8 charges to swap bodies with another creature you can see for 1 minute or until you dismiss it. Both of your hitpoints and hitpoint maximums swap as well during the minute, and if either of you drop to 0 hitpoints, you swap back immediately. When you swap back, all damage taken goes with you, but any expended spells, points, or other abilities do not.



491 - DARKRITHE

Weapon (Scythe) – Artifact (requires attunement to a spellcaster)

This black +4 scythe has a white plume on top, a red swirling spike attaching the blade to the shaft with a blue gem embedded in it, a curved black guard over a white handle, and a red spike pommel. Black wisps of shadow curl off the weapon like fog.

Attacks with this scythe do an additional 2d10 psychic damage.

While attuned to this scythe: you gain a fly speed of 30 feet; you gain darkvision at a range of 120 feet and can see in magical darkness as if it was normal darkness; you can sense the dreams of anyone asleep within 1000 ft of you; any creatures sleeping within 30 feet of you start experiencing horrifying nightmares on the end of your turn, taking 1d4 psychic damage per round but not waking from the damage; and as an action you can touch a creature that is dreaming and consume their dream, doing 3d6 psychic damage to them and healing you for half the damage done to a minimum of 1 hitpoint. This damage will not wake them up.

This scythe has 20 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Sleep* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Darkness* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Leomund's Tiny Hunt* (3 charges)
- *Catnap* (3 or more charges)
- *Dispel Magic* (3 or more charges)
- *Shadow of Moil* (4 charges)
- *Dream* (5 charges)
- *Mordenkainen's Magnificent Mansion* (7 charges)
- *Maddening Darkness* (8 charges)

You can also expend 4 charges to create magical darkness per the *Darkness* spell, but any creatures that enters or start their turn within the darkness must make a DC 17 Wisdom save or immediately fall asleep.



492 - SHAYMIAO

Weapon (Dual Shortswords, Shield) – Artifact (requires attunement to a spellcaster)

These white +4 shortswords have large holes in their blades and small bushes around the center of the guard. One sword has a thin 3-foot chain attached to the guard, which also has a hole in it, while the other sword has a guard that curves over the handle and attaches to the pommel with wing-like flair on the outer edge, as well as red cloth wrapped around the handle. You can bring the two swords together and speak a command word, which will cause the bushes to grow together over one another and across the swords as a Gracidea flower blooms in its center, turning them into a +4 shield.

While attuned to this weapon: you gain the *Druidcraft* and *Gust* cantrips; you are immune to the poison condition and poison damage, but are vulnerable to cold damage; have advantage to hide in foliage; when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn; status conditions you have end or can be ended with a save at the start of your turn instead of the end of you turn; when you cast a spell or use an ability that would inflict a status condition or disadvantage on a roll, the save DC is increased by 1; and can sense any diseased, polluted or poisoned lands or air within 50 miles of you as well as the type and cause of the problem.

Attacks with these swords do an additional 2d8 thunder damage, and creatures hit must make a DC 14 Constitution save or attacks on them have advantage until the end of their next turn.

This weapon has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Entangle* (1 charge)
- *Hail of Thorns* (1 charge)
- *Purify Food and Drink* (1 charge)
- *Barkskin* (2 charges)
- *Spike Growth* (2 charges)
- *Locate Animals or Plants* (2 charges)
- *Fly* (3 or more charges)
- *Plant Growth* (3 charges)
- *Speak with Plants* (3 charges)
- *Aura of Purity* (4 charges)
- *Grasping Vine* (4 charges)
- *Awaken* (5 charges)
- *Wrath of Nature* (5 charges)
- *Transport via Plants* (6 charges)
- *Druid Grove* (6 charges)
- *Wall of Thorns* (6 charges)



493 - ARCEDIUS

Weapon (Greatsword) – Artifact (requires attunement to a spellcaster)

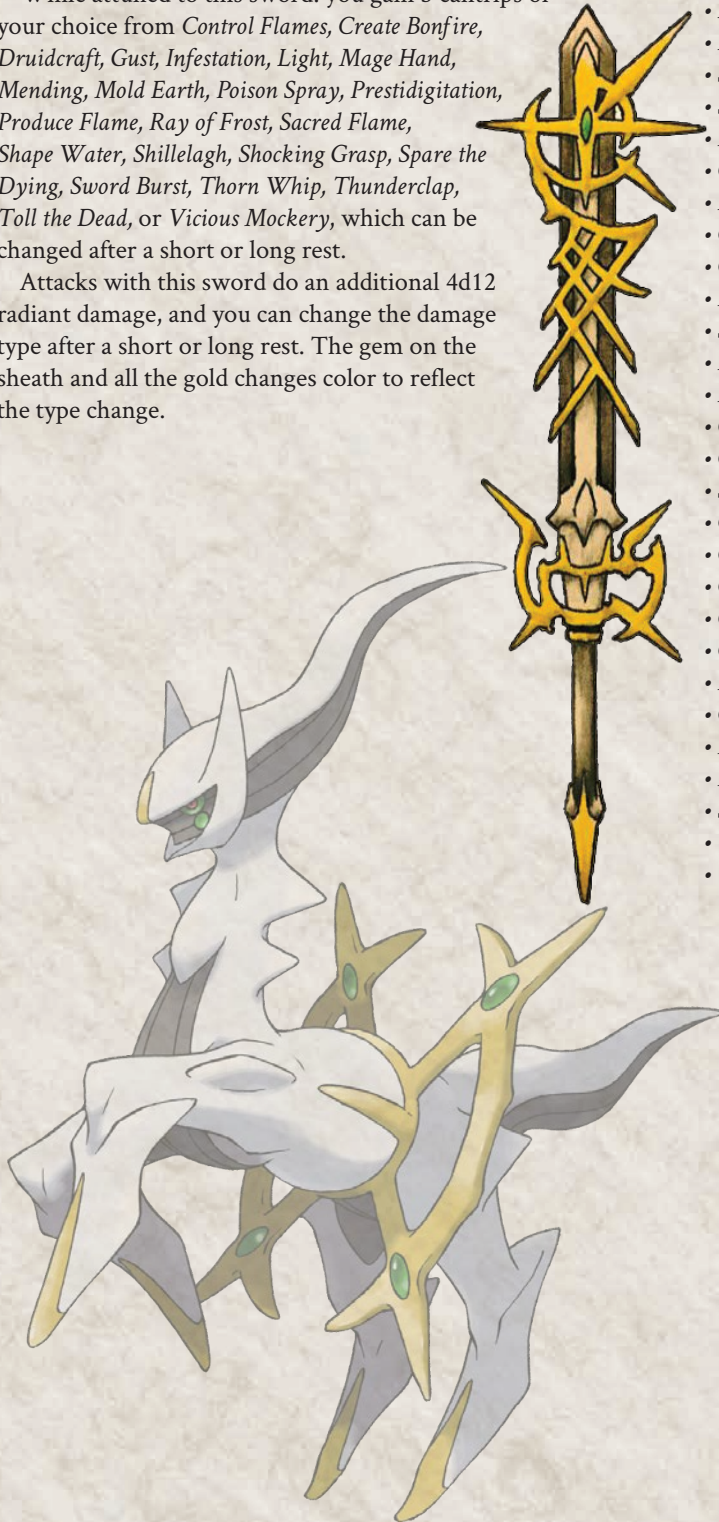
This white +4 greatsword has a gold weave basket sheath with a hoop over the end and a green gem in its center. The sword's guard is a gold hoop with four spikes radiating outward, with a dark gray handle and gold spike pommel.

While attuned to this sword: you gain 5 cantrips of your choice from *Control Flames*, *Create Bonfire*, *Druidcraft*, *Gust*, *Infestation*, *Light*, *Mage Hand*, *Mending*, *Mold Earth*, *Poison Spray*, *Prestidigitation*, *Produce Flame*, *Ray of Frost*, *Sacred Flame*, *Shape Water*, *Shillelagh*, *Shocking Grasp*, *Spare the Dying*, *Sword Burst*, *Thorn Whip*, *Thunderclap*, *Toll the Dead*, or *Vicious Mockery*, which can be changed after a short or long rest.

Attacks with this sword do an additional 4d12 radiant damage, and you can change the damage type after a short or long rest. The gem on the sheath and all the gold changes color to reflect the type change.

This sword has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Bless* (1 or more charges)
- *Find Familiar* (1 charge)
- *Shield* (1 charge)
- *Shield of Faith* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Create or Destroy Water* (1 or more charges)
- *Find Steed* (2 charges)
- *Create Food and Water* (3 charges)
- *Conjure Animals* (3 or more charges)
- *Protection from Energy* (3 charges)
- *Summon Lesser Demon* (3 or more charges)
- *Find Greater Steed* (4 charges)
- *Fire Shield* (4 charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Summon Greater Demon* (4 or more charges)
- *Creation* (5 or more charges)
- *Conjure Elemental* (5 or more charges)
- *Conjure Fey* (6 or more charges)
- *Create Homunculus* (6 charges)
- *Create Undead* (6 or more charges)
- *Disintegrate* (6 or more charges)
- *Conjure Celestial* (7 or more charges)
- *Reverse Gravity* (7 charges)
- *Holy Aura* (8 charges)
- *Sunburst* (8 charges)
- *Time Stop* (9 charges)
- *Wish* (9 charges)



THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - GENERATION IV

I hoped you've enjoyed it! Consider checking out some of my [other D&D content on Dungeon Masters Guild](#), or [supporting my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

THE TOECAP TRILOGY

A three part Tier 1 campaign that should take 9-10 sessions to play.

TOECAP'S PUZZLE HOUSE

A dying woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

[Get it on Dungeon Masters Guild now!](#)



THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, spoiler alert, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

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RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

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QUESTS FROM THE JOB BOARD

One-shot adventures for everyday use

RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventurers to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

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THE CURSED COURTESAN

Warning: This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)



BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

[Get it on Dungeon Masters Guild now!](#)

ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.

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WELCOME TO PLIFORTAKUNE

Looking for an interesting new setting full of magic, money, and adventure? Maybe a city full of all kinds of people living in (relative) harmony, including the monstrous races? One that already has some puzzling and comedic adventures written and ready to use? Then this is the adventure for you! Introduce your party to the City of Plifortakune (Ply-for-ta-ku-nay), a bustling coastal city made up of several distinct districts. But before the players can explore the city, they have to get the guards to let them in...

This adventure is designed for 4 characters of 1st level, with various options for scaling difficulties, and should take around 2-3 hours to play.

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THE GUARDIAN OF GOLDHAMMER'S VAULT

The elderly wizard Gilda Goldhammer has passed away, and among her possessions is a page titled "The Vault" with a set of Teleportation Circle sigils and the note "Mind the Guardian". The circle leads to a deadly dungeon full of traps and puzzles, will the party be able to survive it?

This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 5-8 hours to play, depending on how quickly people figure out the puzzles.

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CUPID VS CUBUS

An Incubus and a Cupid fight over a man's soul, and try to get their Tiefling and Aasimar descendants to join them in the fight. Can the party convince the Tiefling and Aasimar to join their side before the Incubus discovers them?

This adventure includes a new celestial stat block for Cupids and a new Aasimar Subrace for those that want to be descendants of cupids! It is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

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Looking for magic items based upon Pokémon? Items that are more animalistic and natural in origins? Or maybe you'd like some items that can evolve into new and more powerful items? Then these books are for you!

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All of the PDFs are available on my [Patreon](#), or you can get [the Evolution Guide, Index & Gen I-IV bundle](#) on [DMsGuild](#).

