

## PRINT-AND-PLAY



### DICE OF BLESS AND DISTRESS

Wondrous Item, uncommon (requires attunement)

These black dices have three skulls and three crosses engraved in pure silver where the numbers should be. No one knows where they came from or how they're made, but some say they are pieces of a corrupted crystal ball that once was used to foresee the future and now became able to bend it. Others say they're a gift from the Trickster god himself to encourage its followers to live by the chaos of their choices.

The most famous charlatans around the plane are known to carry one of these at all times. Once a day, as a bonus action, you can make a dice roll. Roll 1d6, the dice's effect changes if the roll's result is an odd or even number.

**Odd (Skull).** For 1 hour, whenever you make an attack roll, ability check, or saving throw, you can roll a d4 and add the number rolled to the test result.

**Even (Cross).** For 1 hour, whenever you make an attack roll, ability check, or saving throw, you must roll a d4 and subtract the number rolled from the test result.