



## Magic Items

In the mysterious and treacherous world of New Sanctaria, magic items hold potent yet perilous power. Virtually all enchanted artifacts come with a hidden catch: their side effects as unpredictable as the intentions of their creators. The nature of these side effects is deeply intertwined with the origins of the magical items, shaped by the dark whims of the dark fey, sinister witches and hags, and the ominous dark cults that lurk in the shadows. As adventurers delve deeper into the campaign setting, they must tread carefully when wielding these enchanted items, for their alluring abilities often come at a cost, one that can lead them into unforeseen and perilous paths.

The following tables add distinctiveness to magic items, creating a backstory for it. Roll on as many of these tables as you like. Some of the table entries make more sense for certain items than others.

**Optional: Potions of Healing.** For simplicity's sake, *potions of healing* are never cursed, and always work as intended.

### Who Created It?

First, roll for or choose one of the creators from the Who Created It? table to determine the item's creator. Once you know the creator, find the respective entry for that item's design and quirks.

### Who Created It?

| d20 | Creator                   |
|-----|---------------------------|
| 1   | Bogmen                    |
| 2   | Children of Midnight      |
| 3   | Church of Celestial Grace |
| 4   | Dagrimore's Chosen        |
| 5   | Daisy Maidens             |
| 6   | Fey, Children of the Wyrd |
| 7   | Fey, Høstglør             |
| 8   | Fey, Sommersol            |
| 9   | Fey, Vårblomar            |
| 10  | Fey, Vinterlys            |
| 11  | Ghouls                    |
| 12  | Grandma Death             |
| 13  | Gugs                      |
| 14  | Hags or Witches           |
| 15  | Harmonic Assembly         |
| 16  | Order of the Ebon Star    |
| 17  | Sanctum Ecclesia          |
| 18  | Serpentmen                |
| 19  | Thessarian Flamekeepers   |
| 20  | Twilight Troupe           |

## Bogmen Magic Item Design Details

### d6 Design Detail

- 1 **Flesh and Bone.** The design incorporates elements of putrefying flesh and skeletal remains, symbolizing the decay and death that the bogmen embraces in Tröskuldur's name.
- 2 **Fog and Mist.** The magic item has swirling patterns resembling mist and fog, representing the eerie and mysterious nature of the bogmen's magic.
- 3 **Rot and Decay.** The magic item displays imagery of decaying flora and fauna, depicting the cycle of death and rebirth that the bogmen reveres under Tröskuldur's influence.
- 4 **Slime and Muck.** The magic item includes patches of slick slime and muck, showcasing the bogman's mastery over Tröskuldur's slimy essence.
- 5 **Vines and Roots.** The magic item is intricately adorned with tangled vines and roots, reflecting the bogmen's close connection to the marshlands and Tröskuldur's realm of filth.
- 6 **Water and Stagnation.** The design features ripples akin to filthy water, reminding the bearer of their deep bond with the stagnant waters of the marshlands and the god of filth.

## Bogmen Magic Item Quirks

### d8 Minor Quirks

- 1 **Cursed.** A creature that uses the item or becomes attuned to it becomes cursed. Until the curse is removed, the creature has disadvantage on Charisma ability checks and saving throws.  
**Grimy.** When a creature touches the item, it must succeed on a DC 11 Constitution saving throw or become infected with sewer plague. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.  
At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.  
A creature that succeeds on its initial saving throw is immune to this property for 24 hours. Bogmen and creatures attuned to the magic item are immune to this effect, as well.
- 3 **Haunted.** The item is haunted by grim spirits. Once every day when the sun sets, a creature holding or carrying the item must make a DC 12 Charisma saving throw. On a failed saving throw, a will-o'-wisp appears in an unoccupied space within 30 feet of the creature. The will-o'-wisp attacks the user until it is destroyed. Bogmen and creatures attuned to the item automatically pass the saving throw.
- 4 **Noxious.** The item oozes poison. The first time a creature touches the item or if it starts its turn touching the item, it must succeed on a DC 12 Constitution saving throw or take 1d6 poison damage from the item. A creature that succeeds on its saving throw against the poison is immune to the poison caused by the item for 24 hours. Bogmen and any creature attuned to the magic item are immune to this poison.
- 5 **Ooze.** A creature holding or carrying the item has advantage on Wisdom (Survival) checks made to track oozes as well as Charisma ability checks made to interact with them.
- 6 **Pungent.** The item stinks. When a creature starts its turn within 5 feet of the magic item, it must succeed on a DC 12 Constitution saving throw or become poisoned until the start of its next turn. A creature that succeeds on its saving throw against the stench is immune to the stench for 24 hours. Bogmen and any creature attuned to the magic item are immune to the stench.
- 7 **Slippery.** The item is difficult to hold. The first time a creature holds the item or any time they use its active properties, they must succeed on a DC 12 Dexterity (Sleight of Hand) check or drop the item. Bogmen and any creature attuned to the magic item automatically pass checks made to hold it.
- 8 **Swampbound.** Difficult terrain found in swamps and marshlands doesn't slow a creature holding or carrying the item.