

INTRODUCTION



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 you're in the right place! This book contains magic items

based on Pokémon from the 6th Generation of games, for a total of 138 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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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
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Icewind 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
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
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDM	Waterdeep - Dungeon of the Mad Mage
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.

650 - DAGGAMARO

Weapon (Dagger) – Uncommon (560 gp, requires attunement)

This wood katar dagger has a blade with a white tip, and leaves above the handle, including a large leaf off the side with four thin offshoots. The handle is wrapped with red cloth.

While attuned to this dagger: you have resistance to damage from non-magical projectile attacks, such as from bows, rifles and cannons; and if you drop below half your maximum hitpoints, this dagger does an additional 1d4 piercing damage.

Evolving: If this dagger stays attuned to someone who regularly wears heavy armor for a year, it will become a **651 - Qualladin**.



651 - QUALLADIN

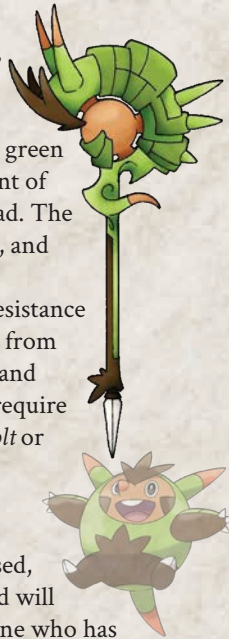
Weapon (Maul, Cursed) – Rare (1650 gp, requires attunement)

This green +1 maul has a light brown sphere of wood on top covered with leafy green armor, a dark brown wood face at the front of the head and spikes off the back of the head. The wood handle has greenery down the back, and pommel is a white wood spike.

While attuned to this maul: you have resistance to damage from projectile attacks, such as from bows, rifles and cannons, magical or not, and from projectile magic attacks (those that require a ranged spell attack roll) such as *Chaos Bolt* or *Ice Knife*; and if you drop below half your maximum hitpoints, this maul does an additional 1d6 bludgeoning damage.

Cursed. This maul is cursed. While cursed, you lose any aggressiveness you have and will never start fights. You cannot attack anyone who has not attacked you first, and if you have the ability to rage you cannot do so during combat until you take damage.

Evolving: If this maul stays attuned to someone who regularly wears heavy armor for a decade, it will become a **652 - Shigarron**.



652 - SHIGARRON

Weapon (Longsword, Shield, Greataxe) – Very Rare (35,500 gp, requires attunement)

These green longsword and shield are a set, with the sheath for the sword being along the back of the shield. The +2 longsword has a cream-colored edge to the green wood blade, with a red line down the center. Fuzzy white trim sits atop the guard, which curves over the wood handle with green spikes off the back. The shield has a green orb in center with a dark brown star cross on a cream-colored circle with red trim in the center, and spikes coming out the top and bottom. On each side of the orb is a large cream plate with red and green trim that resembles a large leaf. Alternating cream and green spikes come out of the plate's sides. The bottom of the sheath comes out the bottom of the shield, with large green spikes coming out the end. When the sword is in the sheath, you can speak a command word as an action, causing the shield to split open, move to the end of the sheath and rotate around, turning the sword and shield into a +2 greataxe that does piercing damage instead of slashing. This can be reversed as an action by repeating the command word.

While attuned to this weapon: you are immune to damage from projectile attacks, such as from bows, rifles and cannons, magical or not, and from projectile magic attacks (those that require a ranged spell attack roll or projectiles that always hit) such as *Chaos Bolt*, *Ice Knife*, or *Magic Missile*; you have advantage on Strength saves; and if you drop below half your maximum hitpoints, the longsword does an additional 1d4 slashing damage and the greataxe does an additional 1d6 piercing damage.

You can also use your action to summon the protective energy of the weapon, surrounding yourself with green spiky energy. While this energy surrounds you, you are immune to all damage from attacks (not including damage from ongoing effects like harsh weather) but your movement drops to 0, and if anyone comes into contact with you, they take 1d6 piercing damage. This effect lasts until the start of your next turn, unless you use your action to keep the effect up for another round.



653 - WANNEKIN

Wand () – Uncommon (365 gp, requires attunement)

This golden wand has an ear like end with a large fluffy orange brush-like tip coming from within it. The handle has several tufts of fur coming from it, and the pommel is a scarlet rhombus.

While attuned to this wand: you can puff hot air from your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; whenever you hit a target with a melee attack, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d4 fire damage.

Evolving: If this wand stays attuned to a spellcaster for a year, it will become a **654 - Bromixen**.

654 - BROMIXEN

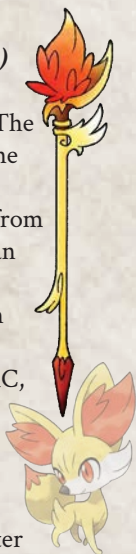
Wondrous (Broom) – Rare (1465 gp, requires attunement)

This large broom has a set of golden handles on top, each with a long orange fluffy ribbon hanging from it, and a large ball of white fluffy between them. A binding of gold and orange leather hold together the brush end, made of yellow bristles with an orange tip, making the broom resemble a paintbrush.

While attuned to this broom: you can puff hot air from your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; you can use it as a spellcasting focus; whenever you hit a target with an attack, melee or ranged, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d6 fire damage.

When you stand astride the broom and speak its command word, it will hover beneath you and can be ridden in the air with a flying speed of 30 feet. It can carry up to 300 pounds, but its flying speed becomes 20 feet while carrying over 150 pounds, and decreases another 5 feet for every additional 50 pounds up to the 300-pound limit. The broom stops hovering when you land.

Evolving: If this broom stays attuned to a spellcaster a decade, it will become a **655 - Maphowsi**.



655 - MABOWSI

Weapon (Heavy Crossbow, Broom) – Very Rare (35,350 gp, requires attunement)

This golden +2 crossbow has a set of gold arms with a bowstring of fire between them and large fluffs of orange fur underneath them. An orange blade on the front can be used to perform dagger attacks. The back part of the crossbow is a dark red, with orange flame-like markings and white cloth wrapped around the handles. A golden tail of fur hangs from the back of the crossbow's stock.

The arms of the crossbow can be folded back and the stock extended as an action, turning the crossbow into a broom, and reversed as another action. When you stand astride it and speak its command word, it will hover beneath you and can be ridden in the air with a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds, and decreases another 5 feet for every additional 50 pounds up to the 400-pound limit. The broom stops hovering when you land.

Attacks with this crossbow do an additional 1d6 fire damage, and on a hit the target has disadvantage on their next spell attack.

While attuned to this crossbow: you can puff hot air from your ears giving you +1 to Intimidation rolls; you can eat wood for sustenance; you can use it as a spellcasting focus; you can cast the *Divination* spell as a ritual provided you have a lit flame you can focus on, which takes the place of the normal material components needed and responds accordingly to the possible results; whenever you hit a target with an attack or spell, melee or ranged, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making the item appear in your hand, provided you have one free; and if you drop below half your maximum hitpoints, any spells you cast that do fire damage do an additional 1d8 fire damage.



656 - FROAKISARI

Weapon (Kusarigama) – Uncommon (656 gp, requires attunement)

This blue kyoketsu-shoge kusarigama has navy-blue blade edges and a white guard that resembles some foamy bubbles. The handle is wrapped with white cloth, and a 10-foot navy rope ties the end of the handle to a large metal light blue ring, with an inner piece of metal that makes part of the empty space resemble a frog's foot.

While attuned to this kusarigama: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) increases by 50% rounded down; once between long rests you can use your reaction to pull a cloak of bubbles from the guard that will surround you, reducing the amount of damage you take from a single attack by half before popping; and if you drop below half your maximum hitpoints, this kusarigama does an additional 1d2 slashing or bludgeoning damage, depending on the which part of the weapon is used.

Evolving: If this kusarigama stays attuned to someone who has proficiency in Stealth for a year, it will become a **657A - Gekugamashira**.



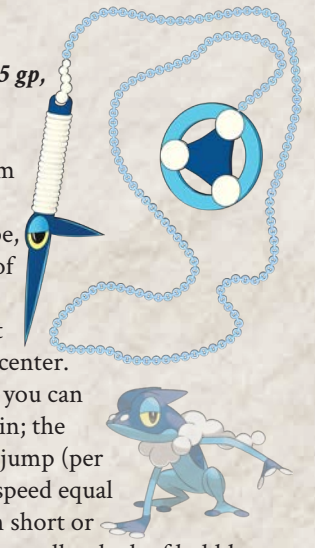
657A - GEKUGAMASHIRA

Weapon (Kusarigama) – Rare (3375 gp, requires attunement)

This navy +1 kyoketsu-shoge kusarigama has a yellow and blue gem embedded between the blades. The handle is wrapped in thick white rope, with balls of cloth covering the end of the chain attached to the hilt, with a circular weight on the other end that has a stylized frog foot design in the center.

While attuned to this kusarigama: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; you gain a climb speed equal to your walking speed; once between short or long rests you can use your reaction to pull a cloak of bubbles from the chain that will surround you, reducing the amount of damage you take from a single attack by half before popping; whenever you perform an attack, you become resistant to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this kusarigama does an additional 1d4 slashing or bludgeoning damage, depending on the which part of the weapon is used.

Evolving: If this kusarigama stays attuned to someone who has expertise in Stealth for a year, it will become a **658A - Gekkougurigama**.



657 - FROGADAXE

Weapon (Battleaxe) – Rare (3735 gp, requires attunement)

This navy +1 battleaxe has a light blue blade edge on the tall narrow blade. Below the blade is trim made of white foam, with a long blue ribbon hanging from it.

While attuned to this axe: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; once between short or long rests you can use your reaction to pull a cloak of bubbles from the foam trim that will surround you, reducing the amount of damage you take from a single attack by half before popping; whenever you perform an attack, you become resistant to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this axe does an additional 1d4 slashing damage.

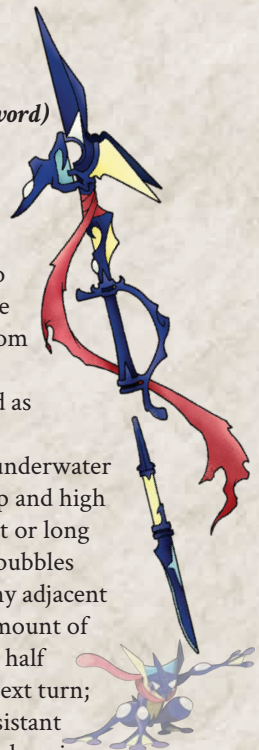


658 - GRENNIMCHA

Weapon (Dual-Blade Sword, Longsword, Shortsword) – Very Rare (28,650 gp, requires attunement)

This navy +2 dual-blade sword has two cream-colored fins along the back of the larger blade and a spike off the front of the blade, both towards the bottom. A ragged pink scarf is tied to the sword below that, and a guard curves over the handle. The smaller blade can be disconnected from the sword as an action, turning them into a +2 longsword and a +2 shortsword, and reconnected as another action.

While attuned to this sword: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; twice between short or long rests you can use your reaction to pull a cloak of bubbles from the pink scarf that will surround you and any adjacent allies (those within 5 feet of you), reducing the amount of damage you and they take from a single attack by half before popping, or lasting until the end of your next turn; whenever you perform an attack, you become resistant to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this sword does an additional 1d4 slashing damage.

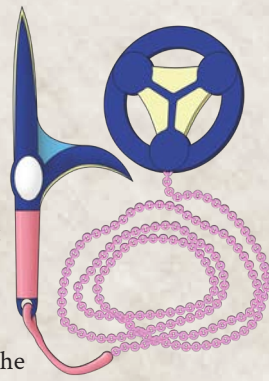


658A - GEKKOUGARIGAMA

Weapon (Kusarigama) – Very Rare (15,680 gp, requires attunement)

This navy +2 kyoketsu-shoge kusarigama has a silvery gem embedded between the two blades, and some light blue webbing strung between them. The blades have pale yellow edges. The handle is wrapped in pink leather, with more pink leather covering the end of the chain attached to the hilt. The other end of the chain has a circular weight with a stylized frog foot design in the center.

While attuned to this kusarigama: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; you gain a climb speed equal to your walking speed; twice between short or long rests you can use your reaction to pull a cloak of bubbles from the chain that will surround you and any adjacent allies (those within 5 feet of you), reducing the amount of damage you and they take from a single attack by half before popping, or lasting until the end of your next turn; whenever you perform an attack, you become resistant to the type of damage the attack does, randomly choosing one if the attack does more than one type of damage, lasting until the start of your next turn; and if you drop below half your maximum hitpoints, this kusarigama does an additional 1d4 slashing or bludgeoning damage.

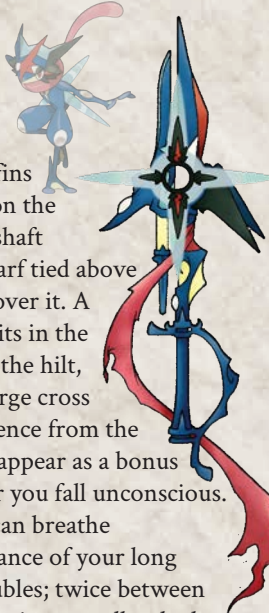


658B - GREINICKASH

Weapon (War Pick) – Very Rare (28,650 gp, requires attunement)

This navy +2 warpick has two black fins along one side of the shaft and a spike on the other side. A red stripe runs down the shaft between the two fins to a ragged red scarf tied above the handle, which has a guard curving over it. A black cross with a hoop for the center sits in the middle of the shaft, and while grasping the hilt, you can use a bonus action to make a large cross blade of pure water to spring into existence from the black cross. You can make the blade disappear as a bonus action, and it will last until dismissed or you fall unconscious.

While attuned to this war pick: you can breathe underwater through your skin; the distance of your long jump and high jump (per PHB 182) doubles; twice between short or long rests you can use your reaction to pull a cloak of bubbles from the red scarf that will surround you and any adjacent allies (those within 5 feet of you), reducing the amount of damage you and they take from a single attack by half before popping, or lasting until the end of your next turn; and if you drop below half your maximum hitpoints, this war pick does an additional 1d4 piercing damage. When the blade it out, you can use your action to make a ranged attack by swinging the war pick and releasing the water blade, turning it into a large water shuriken. The attack and damage rolls are the same as a normal attack with the war pick, with a range of 30/60. On impact the shuriken dissipates into a mist, and the war pick's water blade must be reformed as a bonus action, but if you can multi-attack you can do so and then throw another shuriken.

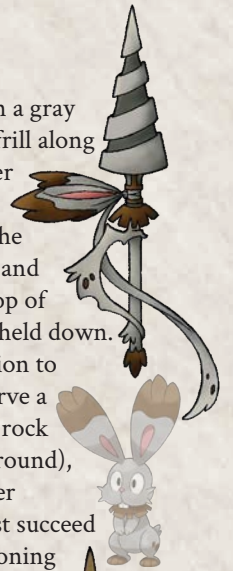


659 - TUNNELBY

Wondrous (Drill) – Uncommon (155 gp)

This gray drill has a spiral drill head with a gray ribbon bow behind the head, with brown frill along the outer edge and pink frill along the inner edge, and one end of the ribbon hanging freely. There is a brown frill at the top of the handle, with a gray guard coming out of it and curving over the handle. A trigger at the top of the handle activates the drill on when it is held down.

When on, you can use the drill as an action to burrow 10 ft per round through soil, or carve a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per minute (1.2 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 1d4 bludgeoning damage from flying debris each round.

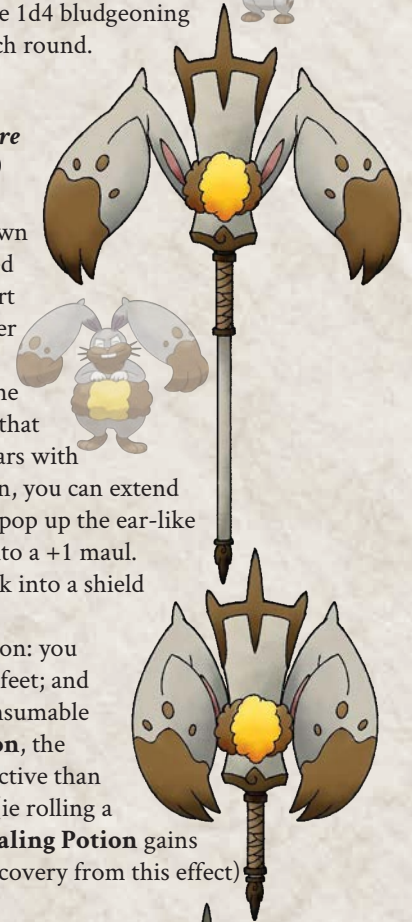


660 - DIGGERSHIELD

Weapon (Shield, Maul) – Rare (3630 gp, requires attunement)

This gray +1 shield has a rectangular center with a brown crown on top, a cream-colored fluff belt around the lower part with brown sides, and a leather wrapped handle coming off the bottom. On each side of the rectangle are large gray ovals that resemble folded over rabbit ears with brown ends. As a bonus action, you can extend the handle at the bottom and pop up the ear-like segments to turn the shield into a +1 maul. You can convert the maul back into a shield as a bonus action.

While attuned to this weapon: you gain a burrowing speed of 10 feet; and whenever you heal with a consumable item, such as a **Healing Potion**, the healing item is 33% more effective than the rolled total, rounding up (ie rolling a total of 8 hitpoints from a **Healing Potion** gains an extra 3 hitpoints for the recovery from this effect)



661 - DARTIRI

Weapon (Rope Dart) – Uncommon (616 gp, requires attunement)

This rope dart has a red blade with a black tip and a gray wing-like guard. A black rope is tied to the bottom of the dart, with a weight on the other end that resembles a black bird's tail with a white V on it. The blade is warm to the touch.

Attacks with this rope dart do an additional 1d4 fire damage.

While attuned to this rope dart: you gain +1 on Initiative rolls; and are immune to the effects of cold weather.



662 - FLETSINDER

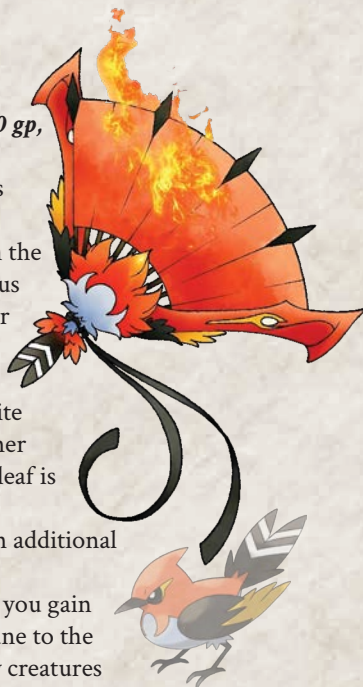
Weapon (Tessen) – Rare (6260 gp, requires attunement)

This red +1 tessen has guards that resemble long bird's heads with gold trimmed eye-holes in the middle. There are black rhombus blades at the ends of every other rib. A plume of red and gray feathers covers the rivet, with two black tail feathers with white strips off the end, all tied together with a black ribbon. The broadleaf is warm to the touch.

Attacks with this tessen do an additional 1d4 fire damage.

While attuned to this tessen: you gain +3 on Initiative rolls; are immune to the effects of cold weather; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

You can also touch the tessen to a flammable substance, such as oil or tinder, and speak a command word as a bonus action to set it on fire.



664 - LÉPIDONHIELD

Armor (Shield) – Common (70 gp, requires attunement)

This black shield is made of insect carapaces radiating out from an orb at the center, with a collar of white hair around its base and small beige spikes along the shield's seams. The shield is covered in a fine powder.

While attune to this shield: if you are hit by a damaging attack or spell that would also cause a status condition, you are not afflicted with the status condition. This does not protect from spells and actions that solely inflict status conditions, such as the *Sleep* spell.



665 - SPESHPA

Weapon (Dagger) – Uncommon (165 gp, requires attunement)

This black dagger has a short blade on top and an oval guard below, which has a gold rhombus hanging from one side and a red rhombus from the other. A collar of fluffy white hair sits below that, with two long threads hanging from it with a beige bead and black rhombus charms at the end.

While attuned to this dagger: 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.



663 - TALONRIFLAME

Weapon (Hunting Rifle) – Very Rare (69,000 gp, requires attunement)

This black +2 rifle has red flames etched along it, as well as red trim and gray cloth around the butt. A folded black wing with red and gray shoulder is mounted on top of the rifle, and a set of white-striped black tail feathers are tied to the bottom by a long black ribbon that hangs freely. The gun is warm to the touch

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding 5 shots, weighing 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 +2. On a successful hit, they take 2d10 piercing damage and 2d8 fire damage.

While attuned to this rifle: you gain advantage on Initiative rolls; resistance to fire damage; are immune to the effects of cold weather; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.



665B - PEWPONCHO

Wondrous (Cloak) – Uncommon (165 gp, requires attunement)

This white poncho cloak is made of a fine and fluffy silk, with furry trim around the bottom and a thick turtleneck collar. Black, red, and yellow squares made of insect carapaces are scattered over the cloak.

While attuned to this cloak: as a reaction, you can either:

- Attempt to remove any status condition you have not being physically induced (such as 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.
- Reduce the damage an ally within 5 feet of you takes by 25%, with the 25% rounded down to a minimum of 1. (For example, if the damage is between 1 to 7, it is reduced by 1.) This can be done after a hit has been determined but before or after the damage has been revealed.



666 - VIVIBBON

Wondrous (Ribbon Bow) – Rare (1666 gp, requires attunement)

Vivibbons are ribbon bows that resemble butterflies, complete with gold and black antennae coming off the top of the black and gray clip at the center of the bow. They come in a multitude of colors and designs, but always have black trim along the folded edge and pixelated markings, as well as a partially trimmed sections on top with square cut ends.

While attuned to one of these ribbons: once between long rests, you can use your reaction to help magically guard an adjacent ally, reducing the damage they take from one attack by 25%, rounded up; and if you are hit by a damaging attack or spell that would also cause a status condition, you are not afflicted with the status condition. This does not protect from spells and actions that solely inflict status conditions, such as the *Sleep* spell.

You can also make a ranged attack while wearing this ribbon to cover a target with flammable powder, magically pulling the powder from the ribbon as part of the attack. You have proficiency with the attack, can use either your Strength or Dexterity modifier, and it has a range of 15/30. On a hit, the target is covered in a fine powder, and if the target performs an attack or spell that does fire damage, the powder ignites, causing the attack or spell to fail as they are interrupted, and the target takes force damage equal to 1/4 of the fire damage that they would have been done, rounded up. This does not prevent fire damage from other sources from hitting the target. The powder otherwise lasts until the end of the target's next turn, or it is washed off through contact with water or rain.

The pattern for each ribbon depends on the location where it was made, and because of this, when attuned to the ribbon you can sense the direction and distance to the nearest location of or standing portal to a similar location.

Archipelago Pattern

This brown and red ribbon has gray and green trim. While attuned to ribbon, you can sense the direction and distance to the nearest archipelago.

City Pattern

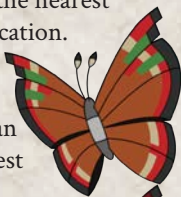
This red, black and white ribbon has a circular pattern radiating out from its center. While attuned to this ribbon, you can sense the direction and distance to the nearest city or settlement.

Desert Pattern

This beige ribbon has brown spots and trim. While attuned to this ribbon, you can sense the direction and distance to the nearest sandy desert.

Forest Pattern

This yellow ribbon has brown trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest forest.



Garden Pattern

This green ribbon has a few red spots that are reminiscent of berries. While attuned to this ribbon, you can sense the direction and distance to the nearest garden, orchard, farm, or other cultivated area designed to produce food.

Grassland Pattern

This pink ribbon has light pink stripes and blue spots. While attuned to this ribbon, you can sense the direction and distance to the nearest grasslands or meadow.

Hills Pattern

This purple ribbon has pink trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest hilly area.

Jungle Pattern

This dark green ribbon has light green spots and brown trim on the lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest jungle.

Marine Pattern

This ocean blue ribbon has two white strips and dark blue trim along its edges. While attuned to this ribbon, you can sense the direction and distance to the nearest sea coast.

Mountain Pattern

This red ribbon has blue trim along its sides. While attuned to this ribbon, you can sense the direction and distance to the nearest mountain.

Ocean Pattern

This blue, red and yellow ribbon has sea like bottom half and a red sun in the center of a yellow sky. While attuned to this ribbon, you can sense the direction and distance to the nearest center of an ocean.

Plains Pattern

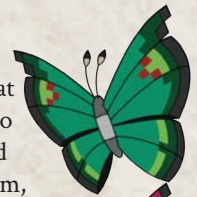
This orange ribbon has red and brown spots on the top part, and brown, yellow and green trim on the lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest plains.

Polar Pattern

This dark blue ribbon has white spots and white sections on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest magnetic pole.

Rain Pattern

This gray and white ribbon has black and blue stripes that resembles rain. While attuned to this ribbon, you can sense the direction and distance to the nearest rainy area, with priority given to stronger rains, regardless if mundane or magical in origin.



River Pattern

This brown ribbon has muddy spots and blue sections on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest river.



Savanna Pattern

This blue ribbon has yellow lines radiating out from its center. While attuned to this ribbon, you can sense the direction and distance to the nearest savanna.



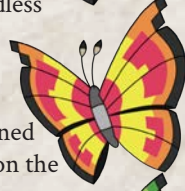
Snow Pattern

This white ribbon has gray spots and markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest snowy area, with priority given to freshly fallen snow, regardless if mundane or magical in origin.



Sun Pattern

This yellow ribbon has a red center and sides, resembling a radiant sun. While attuned to this ribbon, you can sense which direction the sun is, even at night or underground.



Swamp Pattern

This pink ribbon has green along its sides, with flower pattern in the upper corners. While attuned to this ribbon, you can sense the direction and distance to the nearest swamp or wetlands.



Tundra Pattern

This light blue ribbon has white spots and white trim on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest tundra.



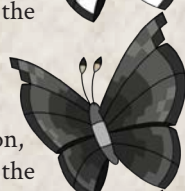
Beach Pattern

This ribbon has a sky blue upper half, an ocean blue line across the middle, and a sandy lower half. While attuned to this ribbon, you can sense the direction and distance to the nearest sandy beach.



Cave Pattern

This black ribbon gets darker and darker into the center. While attuned to this ribbon, you can sense the direction and distance to the nearest cave entrance when not in a cave or underground.



Coral Reef Pattern

This ocean blue ribbon has pink trim and pink coral-like markings. While attuned to this ribbon, you can sense the direction and distance to the nearest coral reef.



Hot Springs Pattern

This blue ribbon has white markings that resemble steam on the top part, and light blue markings on the bottom that resemble bubbles. While attuned to this ribbon, you can sense the direction and distance to the nearest hot springs, geyser, or other hydrothermal feature.



Island Pattern

This blue ribbon has a green center with beige trim. While attuned to this ribbon, you can sense the direction and distance to the nearest island.



Kelp Forest Pattern

This blue ribbon has green lines running down it, and light blue bubble-like spots. While attuned to this ribbon, you can sense the direction and distance to the nearest kelp forest or other area of thick underwater vegetation.



Lake Pattern

This blue ribbon has green spots and trim. While attuned to this ribbon, you can sense the direction and distance to the nearest sizable body of fresh water.



Mangrove Pattern

This dark brown ribbon has green trim along the top, and blue lines running down it. While attuned to this ribbon, you can sense the direction and distance to the nearest mangrove.



Sky Pattern

This light blue ribbon has fluffy white markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest solid land floating in the sky, or if you are underground, the nearest exit that will take you above ground.



Volcano Pattern

This charcoal black ribbon has a fiery orange X across it. While attuned to this ribbon, you can sense the direction and distance to the nearest volcano.



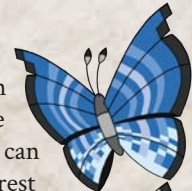
Wasteland Pattern

This purple ribbon has dusty beige trim and spots upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest wasteland or other areas ravaged by both mundane and magical means, such as battlefields or blighted lands.



Waterfall Pattern

This blue ribbon has lines running down it and light blue foam-like markings on the bottom. While attuned to this ribbon, you can sense the direction and distance to the nearest waterfall.



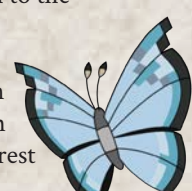
Astral Plane Pattern

This gray ribbon has silver and pink lines on it, as well as some pink spots. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Astral Plane.



Ethereal Plane Pattern

This misty blue ribbon has a silver sheen to it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Ethereal Plane.



Feywild Pattern

This green ribbon has spots of light and dark patterns that mirror each other. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Feywild.



Shadowfell Pattern

This black ribbon has dark lines that seem to pull the light into it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Shadowfell.



Elemental Plane of Air Pattern

This sky blue ribbon has white swirls and trim that resemble fluffy clouds. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Air.



Elemental Plane of Earth Pattern

This earthy brown ribbon has sandy and rocky looking spots on it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Earth.



Elemental Plane of Fire Pattern

This orange ribbon has red and brown trim, as if it was burning. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Fire.



Elemental Plane of Water Pattern

This blue ribbon has waves of blue upon it, as if currents were flowing through it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Plane of Water.



Frostfell Pattern

This ice blue ribbon has white spots on it, resembling a heavy snow fall. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Frostfell.



Swamp of Oblivion Pattern

This green ribbon has brown and red trim like a dangerous swamp flower. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Swamp of Oblivion.



Great Conflagration Pattern

This light gray ribbon has spots of darker gray, like ash fluttering in the air. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Great Conflagration.



Fountains of Creation Pattern

This orange ribbon has lines radiating outward, like a fountain of magma. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Fountains of Creation.



Material Plane Pattern

This silver ribbon has blue stripes radiating outward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Material Plane.



River Styx Pattern

This gray ribbon has red and black stripes on the lower halves of its wings. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the River Styx.



Infinite Staircase Pattern

This gray ribbon has diagonal lines along its wings that almost resemble staircases. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Infinite Staircase.



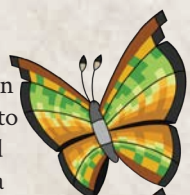
Mount Celestia Pattern

This light blue ribbon has a golden center, and silver bottom parts. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Mount Celestia plane.



Bytopia Pattern

This amber ribbon has a lush green design in the middle of each wing. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Bytopia plane.



Elysium Pattern

This orange ribbon has brown trim with light orange highlights. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elysium plane.



The Beastlands Pattern

This lush green ribbon has light green spots and highlights. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Beastlands plane.



Arborea Pattern

This blue ribbon has a sapphire center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Arborea plane.



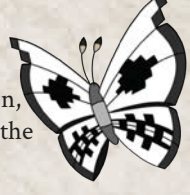
Ysgard Pattern

This purple ribbon has sky blue at the top and what looks like snow-covered peaks. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Ysgard plane.



Limbo Pattern

This white ribbon has strange black markings on it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Limbo plane.



Pandemonium Pattern

This purple ribbon has light purple lines blowing inward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Pandemonium plane.

The Abyss Pattern

This purple ribbon fades from the lightest lilac to the deepest aubergine. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Abyss plane.

Carceri Pattern

This black ribbon has olive bars fading outward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Carceri plane.

Hades Pattern

This gray ribbon has rusty red trim. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Hades plane.

Gehenna Pattern

This black ribbon has red corners and a gold center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Gehenna plane.

The Nine Hells Pattern

This ruby ribbon has a black lower part. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Nine Hells plane.

Acheron Pattern

This red ribbon has many black squares upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Acheron plane.

Mechanus Pattern

This blue ribbon has a bronze gear-like pattern in the center. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Mechanus plane.

Arcadia Pattern

This green ribbon has orderly rows of flowers between rivers upon it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Arcadia plane.

Sigil Pattern

This gray ribbon has rectangles that seem to resemble many doors. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Sigil plane.



Outlands Pattern

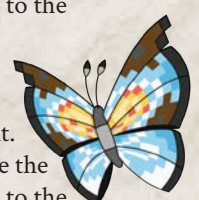
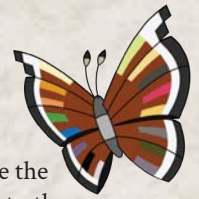
This brown ribbon has silvery trim and many multi-colored lines coming inward. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Outlands plane.

Elemental Chaos Pattern

This blue ribbon has brown and orange spots on it, with white lines swirling over it. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Elemental Chaos plane.

Demiplane of Dread Pattern

This purple ribbon has white triangles piercing from above, and red stains on the bottom part. While attuned to this ribbon, you can sense the direction and distance to the nearest portal to the Demiplane of Dread.



667 - PALITLÉO

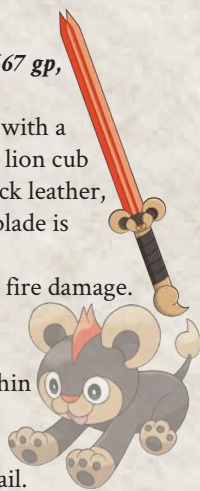
Weapon (Shortsword, Cursed) – Uncommon (667 gp, requires attunement)

This brown shortsword has a fiery red blade with a two-point tip, and a guard that resembles a red lion cub with a ruby nose. The handle is wrapped in black leather, and a brown fur puff acts as the pommel. The blade is warm to the touch.

Attacks with this sword do an additional 1d4 fire damage.

While attuned to this sword: you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 15 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.

Cursed. This sword is cursed. While cursed, you are hot-headed and quick to start fights with others.



668A - KAENJISHIELD

Armor (Shield, Cursed) – Rare (2855 gp, requires attunement)

This red +1 shield has gold lines in a 大 pattern on it, and a triangular brown center with a blue orb in the middle.

While attuned to this shield: you are resistant to fire damage; and you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 60 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.

The shield has 4 charges that refresh at dawn, and you can expend 2 or more charges to cast *Aganazzar's Scorcher* (DC 15), with each additional charge upcasting the spell by a level.

Cursed. This shield is cursed. While cursed, you are generally lazy when not in combat. You have disadvantage on Strength and Dexterity rolls when not in combat.



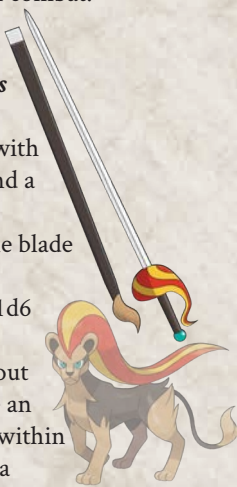
668B - PYRAPIER

Weapon (Rapier) – Rare (6680 gp, requires attunement)

This black +1 rapier has a red cup guard with gold streaks radiating out from the blade, and a blue orb as the pommel. The rapier has a matching sheath with a brown furry tip. The blade is warm to the touch.

Attacks with this rapier do an additional 1d6 fire damage.

While attuned to this sword: you can let out an intimidating roar as an action. You make an Intimidation roll, and any hostile creatures within 30 feet of you that can hear you must make a Wisdom save against your Intimidation roll, having disadvantage on their next attack on a fail.



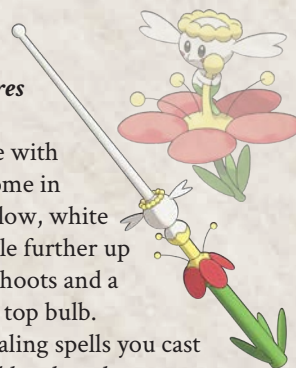
669 - FLABÉBAGU

Wand () – Uncommon (165 gp, requires attunement to a Druid)

This white wand has a green handle with petals around a bulb guard that can come in several colors, including red, blue, yellow, white and orange. Two more bulbs are a little further up the wand, with two heart shaped off shoots and a halo of small yellow beads around the top bulb.

While attuned to this wand: any healing spells you cast heal an additional 1 hitpoints per spell level; and you can tap this wand to any unpollinated flower to pollinate it.

Evolving: If this wand stays in a flower filled area for a year, it will become a 670 - Floelle.



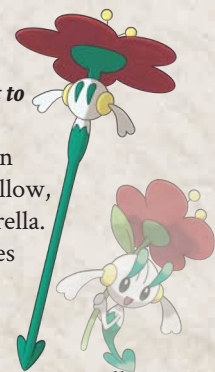
670 - FLOELLE

Staff () – Rare (1670 gp, requires attunement to a Druid)

This green staff has large flower top that can come in several colors, including red, blue, yellow, white and orange, and can be used as an umbrella. A white bulb below the flower has yellow sides with white heart-shaped off shoots hanging from it. The bottom has a heart-shaped leaf-like end.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; any healing spells you cast heal an additional 1 hitpoints per spell level; you can tap this staff to any unpollinated flower to pollinate it; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant-like creatures allied with you within 30 feet of this staff (including you if applicable) cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies, nor removes any disadvantages imposed before moving into range.

Evolving: If this staff stays in a flower filled area for a decade, it will become a 671 - Floargek.



671 - FLOARGEK

Wondrous (Cloak) – Very Rare (17,600 gp, requires attunement to a Druid)

This green cloak has large dark green leaf-like patterns around the bottom, two black rhombuses on the front that latch together, and a flowery bonnet that can come in several colors, including red, blue, yellow, white and orange.

While attuned to this cloak: you can use this cloak as a spell focus; you gain a +2 bonus to spell attack and damage rolls; you gain the *Druidcraft* cantrip; any healing spells you cast heal an additional 1 hitpoints per spell level; you can tap this cloak to any unpolinated flower to pollinate it; as a reaction, you can magically pass an item on your person to an ally within 30 feet of you; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant-like creatures allied with you within 30 feet of this cloak (including you if applicable) cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies, nor does it remove any disadvantages imposed before moving into range.



670B - WARETTERNA

Weapon (War Pick, Cursed) – Very Rare (17,600 gp, requires attunement)

This white +2 war pick has a round head with blue teardrop like markings around it, a black spike off the top, and red bulbs on the sides. The two black blades on each side have red edges and small spikes towards the blade points. The handle is wrapped in blue cloth.



While attuned to this war pick: you no longer age, from both mundane or magical means; you have advantage on Persuasion rolls with plant and plant-based creatures (such as Dryads and Spore Druids); and any plant and plant-like creatures (including you if applicable) allied with you within 30 feet of this warpick cannot have disadvantage imposed on any of their rolls by outside spells and effects. This does not apply to status conditions inflicted on allies.

Once between long rests, you can channel the magical energy within the war pick to fire a powerful beam of light 60 feet long and 5 feet wide from the tip of the war pick. Each creature in the line must make a DC 17 Dexterity save, taking 10d8 force damage on a fail, and half as much on a success. You then take recoil force damage equal to half of the damage all the targets received, rounding up.

Cursed. This war pick is cursed. While cursed your creature type includes Undead, and items, spells or effects with conditions for undead treat you as undead.

672 - MÄHIMKER

Weapon (Warhammer) – Uncommon (870 gp, requires attunement)

This brown wood warhammer has a black face with white markings behind it, followed by a mane of oval leaves that extends down the top of the hammer. Two black horns come off the back of the hammer. The lower half of the handle is wrapped in white cloth, and the pommel is carved into an orange cloven hoof.



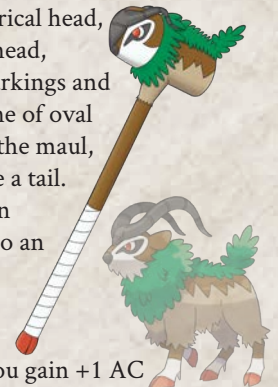
While attuned to this hammer: you can absorb sunlight for sustenance instead of eating food, but you still require water; and you gain +1 AC when in vegetative terrain (ie grassy fields, forests, jungles).

Evolving: If this hammer remains in a vegetative areas populated by humanoids (such as a farm or forest village) for a year, it will become a **673 - Chevraul**.

673 - CHEVRAUL

Weapon (Maul) – Rare (3760 gp, requires attunement)

This brown +1 wood maul has a cylindrical head, with the face carved to resemble a goat's head, complete with black horns, white face markings and orange eyes. Behind the goat face is a mane of oval leaves, which runs back across the top of the maul, with a small bush at the end upturned like a tail. The lower half of the handle is wrapped in white cloth, and the pommel is carved into an orange cloven hoof.



While attuned to this maul: you can absorb sunlight for sustenance instead of eating food, but you still require water; you gain +1 AC when in highly vegetative terrain (ie grassy fields, forests, jungles); you can sense the current feelings of anyone who grips the maul's horns; and if you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

As an action, you can also speak a command word and the maul will turn into a **Giant Goat** (MM 326) with the following differences: the goat is a plant creature instead of a beast; it is vulnerable to fire; has the attunement benefits of the maul; it understands any languages you do; and it will follow any commands you give it. The goat can be reverted to a maul by repeating the command word, but if it drops to 0 hitpoints or your attunement is broken, it will revert to a maul where it was and cannot turn into a goat again for 7 days, when it can come back at full health. If the goat takes damage but is not dropped to 0 hitpoints, it can recover hitpoints normally through short or long rests, including when in maul form when you take a short or long rest.

674 - PUNCHAM

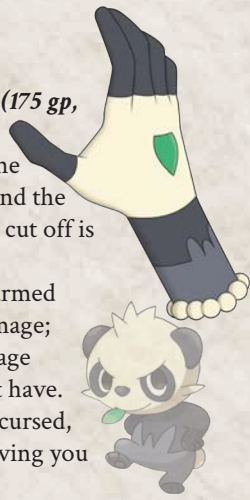
Wondrous (Gloves, Cursed) – Uncommon (175 gp, requires attunement)

These black gloves have white around the palm and a trim of white cotton balls around the end of the glove. A jade oval with one end cut off is embedded in the back of the glove.

While attuned to these gloves: your unarmed strikes do an additional 1 bludgeoning damage; and your unarmed strikes ignore any damage immunities or resistances the target might have.

Cursed. These gloves are cursed. While cursed, you have difficulty intimidating people, giving you disadvantage on all Intimidation rolls.

Evolving: If these gloves remain in Shadowfell for a year, they will become a set of 675 - **Pungoro**.



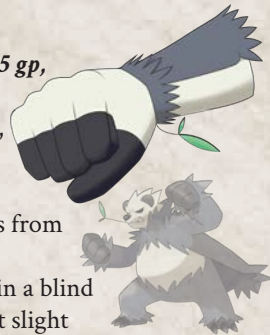
675 - PUNGORO

Wondrous (Gloves, Cursed) – Rare (1675 gp, requires attunement)

These white gloves have black fingers, gray shag around the wrist with a small cape like part along the back of the arm. A charm of two jade pointed ovals hangs from the wrist.

While attuned to these gloves: you gain a blind sense of 15 feet from being able to detect slight movements in the air with the jade charm; you have +1 to your unarmed strike attack rolls; your unarmed strikes do an additional 2 bludgeoning damage; your unarmed strikes ignore any damage immunities or resistances the target might have; and your unarmed strikes can hit creatures that are on the Ethereal Plane when you are on the Material Plane and vice versa.

Cursed. These gloves are cursed. While cursed, you cannot tolerate those who pick on the weak, and must make a DC 17 Wisdom save or immediately attack anyone you perceive to be picking on those weaker than themselves, regardless of any consequences.



675 - TRIMMANTEAU

Wondrous (Coat) – Rare (2475 gp, requires attunement)

This white fur coat has a black belt and blue buttons and comes in a multitude of styles, but it's natural style has a shaggy collar, shaggy tufts at the shoulders and wrists, and a belt buckle that looks like a comma.

While attuned to this coat: you have +1 on Persuasion rolls with upper class people; you are resistant to piercing, slashing and bludgeoning damage, whether magical or not; and after a long rest you can change this coat's style, either to a style listed here, or one that is white, black, and a single other color, which lasts until you change it or become unattuned to the coat, which causes it to revert to its natural style. Other styles include:

Heart Style - The coat's collar and shoulders are now puffy and soft, while the sleeves have been trimmed short revealing the fur's black roots. The bottom of the coat is pink, and the belt buckle is a pink heart.

Diamond Style - The coat's collar and shoulders are now puffy and soft, while the sleeves have been trimmed short revealing the fur's black roots. The shoulders and bottom of the coat are orange, and the belt buckle is an orange diamond.

Star Style - The sleeves and shoulders have been trimmed short revealing the fur's black roots. The fur around the wrists has been arranged into three puffy wraps and dyed turquoise. The bottom of the coat is turquoise, and the belt buckle is a turquoise star.

La Reine Style - The collar has been arranged into a large brim, and lines have been cut into the sleeves, revealing the fur's black roots. The sleeves pinch in a little after the wrists. The bottom of the coat and the forearms are blue, and the belt buckle is a blue oval.

Debutante Style - The collar has been arranged into a large brim, and the shoulders into gold rhombuses. The sleeves bulge out around the ends with jagged gold trim. The belt buckle is a gold sideways bow.

Kabuki Style - The collar has been arranged into a large brim, and lines have been cut into the sleeves and around the bottom of the coat, revealing the fur's black roots. The bottom of the coat, upper arms and chest are red, and the belt buckle is a fan of small red triangles.

Matron Style - The coat's collar is now pink, puffy and soft, and the shoulders have been trimmed into little fairy wings. The sleeves have pink trim around the end followed by a pink heart. The belt buckle is a pink circle.

Pharaoh Style - The collar has been arranged into a large brim with a blue line in the middle. Small ovals have been cut into the sleeves, revealing the fur's black roots. The bottom of the coat and forearms are blue, and the belt buckle is a blue question mark.

Dandy Style - The collar has been arranged into a large brim, and the sleeves curve in before returning to normal after the wrists. The bottom of the coat and the wrists are bright green, and the belt buckle is a squeezed green rectangle.



677 - PSIAND

Wand (Cursed) – Uncommon (195 gp, requires attunement)

This pale gray wand has a pale purple orb on top with a dark purple center. There are tufts of fur below the orb, the top two have white tips, and the end of the wand has a white tip as well.

While attuned to this wand: you cannot have disadvantage on attacks from non-magical means done to or by the target (such as the *dodge* action); and you are immune to the *Confusion* spell.

This wand has 3 charges that refresh at midnight. You can expend 1 or more charges to cast *Dissonant Whispers* (DC 13), with each extra charge upcasting the spell by a level.

Cursed. This wand is cursed. While cursed, your expression is a permanent blank stare, giving you disadvantage on all of your Charisma rolls.

Evolving: If this wand remains on the Astral Plane for a year, it will become a **678 - Meowstick**.



678 - MEOWSTICK

Staff (Cursed) – Rare (1795 gp, requires attunement)

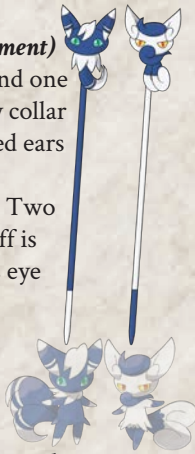
This staff comes in two varieties, one white and one navy. Both staffs have a round head with a furry collar and a fur top of the opposite's colors, and pointed ears on either side that fold over. The navy staff has straight fur, while the white staff has curled fur. Two tails hang from the collar, and the end of the staff is tipped with the other's color. Each staff has cat's eye gems embedded in the head, with the navy staff having green gems and the white staff having yellow-orange gems.

While attuned to this staff: you have +1 to spell attack and damage rolls; you cannot have disadvantage on attacks from magical or non-magical means done to or by the target (such as the *dodge* action or *Blur* spell); you are immune to the *Confusion* spell; and if a spell or effect imposes disadvantage on a roll, you have advantage on your spell attack rolls, unless it would be your spell attacks, in which case it cancels out the disadvantage.

This staff has 6 charges that refresh at midnight. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level.

- *Dissonant Whispers* (1 or more charges, DC 16)
- *Mind Spike* (2 or more charges, DC 16)
- *Telekinesis* (5 charges, DC 16)

Cursed. This staff is cursed. While cursed, you are unfriendly, selfish and aversive when dealing with people, giving you disadvantage on all of your Charisma rolls.



679 - TACHITOTSUKI

Weapon (Shortsword, Cursed) – Uncommon (679 gp, requires attunement)

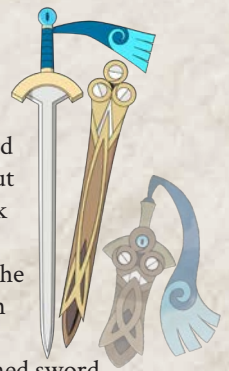
This silver and gold short sword has a guard that curves towards the blade, which flares out into the guard. The handle is wrapped in dark blue cloth, with a sash on the end that swirls into light blue with four tassels on the end. The pommel is an eerie blue orb that resembles an eye with a dark oval in the center.

Tachitotsukis are created when an abandoned sword is possessed by the soul of a sentient creature that it had previously killed. As such, the sword is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has darkvision of 60 feet, provided the sword's orb is not covered, as it sees through the orb. They can also manipulate the sash like a hand, giving it a reach of 1 ft., can't lift more than 5 pounds or activate magic items, but can drag itself along the ground at 1 ft. per round. When in combat, it will wrap the sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten swords in a family's storage becomes a Tachitotsuki.

While attuned to this sword: you can expend 3 hitdice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage.

Cursed. This sword is cursed. While cursed, every attack you do on a target with this sword hits regardless of what you roll, even if it is a critical fail. However, every attack on you also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.

Evolving: If this sword stays in the possession of a leader for a decade, it will become a **681 - Aexisclash**.



680 - DIMOCLEAVE

Weapon (Dual-Blade Sword, Cursed) – Rare (6800 gp, requires attunement)

This silver and gold +1 dual-blade sword has a gold arch guard over the handle, with a purple orb embedded in each end, looking like two eyes. The handle is wrapped in purple cloth which goes out into a sash at each end, with pink swirls at the tip before splitting into four tassels.

Dimocleaves are created when an abandoned sword is possessed by the soul of a sentient creature that it had previously killed. As such, the sword is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has darkvision of 60 feet, provided the swords' orbs are not covered, as it sees through the orbs. They can also manipulate the sashes like hands, giving it a reach of 1 ft., can't lift more than 10 pounds or activate magic items, but can drag itself along the ground at 2 ft. per round. When in combat, it will wrap a sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten swords in a family's storage becomes a Dimocleave.

While attuned to this sword: you can expend 3 hitdice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage; and as an action, you can make the sword emit an unnerving metallic sound. Any creatures within 30 feet of you that can hear, excluding you, must make a DC 15 Constitution save or have disadvantage on their next attack.

Cursed. This sword is cursed. While cursed, every attack you do on a target with this sword hits regardless of what you roll, even if it is a critical fail. However, every attack on you also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.

681 - AEXISCLASH

Weapon (Longsword, Shield) – Very Rare (37,500 gp, requires attunement)

This gold +2 longsword has a gold blade with silver edges and a somewhat serrated tip. A purple orb with a white line in it and surrounded by black is embedded in the blade just above the guard, which has puff-point tips. The pommel is a striated spike, while the handle is wrapped in black cloth that extends into a free sash with a purple swirl near the end before dividing into four tassels. The sword sheaths into a matching gold round shield, which has dull copper plating around the rim and radiating outward from a black flower-like triangle. The triangle contains three copper rings, each holding a purple orb with a white line in them.

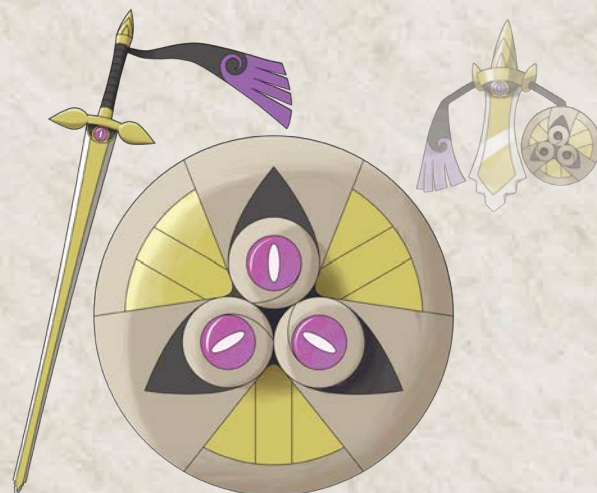
Aexisclash are created when an abandoned sword and shield are possessed by the soul of a sentient creature that it had previously killed. As such, the set is sentient, with the Alignment, Intelligence, Wisdom, Charisma and languages it possessed in life. It can speak and hear normally, and has

darkvision of 120 feet, provided the orbs are not covered, as it sees through them. They can also manipulate the sash like a hand, giving it a reach of 1 ft., can't lift more than 10 pounds or activate magic items, but can drag itself along the ground at 5 ft. per round. When in combat, it will wrap a sash around your forearm. Their personality usually remains intact, but how much the spirit remembers about their life varies. As they are people who were killed with the sword, they often desire vengeance on the one who killed them, even if that person is long dead themselves. This has been known to cause problems when forgotten items in a family's storage becomes an Aexisclash. The sword is the main part of the Aexisclash, and if the two pieces are separated the sword can teleport the shield to it or it to the shield at will regardless of where each is, with the sword ending up back in the shield's sheath. The sword can also see, hear and speak through the shield so long as they are no more than 100 feet apart. Any further and the shield becomes dormant.

While attuned to this weapon: you can expend 3 hitdice to cast *Vampiric Touch* on yourself, and you can use the sword instead of a melee attack to target a creature, adding the necrotic damage to the sword's damage; you can innately sense creature's leadership abilities, allowing you to immediately determine which creature in a group (if any) is the leader, as well as any leadership abilities any of them possess (such as the Hobgoblin Captain's Leadership or the Orc War Chief's Battle Cry actions); you can use the Aexisclash's **King's Shield** ability; and as an action, you can make the sword emit an unnerving metallic sound. Any creatures within 30 feet of you that can hear, excluding you, must make a DC 17 Constitution save or have disadvantage on their next attack.

King's Shield. While you are wielding the shield, you can use your action to take a defensive stance, enveloping you in a magical shield and protecting you from all outside damage until the start of your next turn. You are still susceptible to status conditions and must make saves accordingly.

Consecutive uses of King's Shield may cause it to fail. If you use King's Shield two or more times in a row, roll a d6. If the number rolled is equal to or less than the number of times you have previously used King's Shield in a row, your action is used as King's Shield fails and you take damage normally. For example, if you are attempting to use it for a 3rd time in a row, rolling a 1 or 2 would cause it to fail.



682 - SPRITZEAU

Wondrous (Perfume Bottle) – Uncommon (295 gp)

This perfume bottle is round and covered in a fine pink fur with wing designs on either side. A ring of soft purple petals on the bottom keeps it from rolling around when set down. The nozzle looks like a gray upturned nose, and has a pink puffer off the back made of fine pink fur with a long curl on one side.

This perfume bottle has 3 charges which refresh at dawn and can be expended to perform the following effects/spells:

- As an action, you can spritz someone you can touch with a pleasant perfume, giving them +1 to all Charisma rolls for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a charming perfume, which acts the same as a *Charm Person* spell (DC 14, 1 charge)
- As an action, you can spritz someone you can touch with a healing perfume, which acts the same as a *Lesser Restoration* spell (2 charges)

Evolving: If this perfume bottle remains in the possession of a member of high society for a year, it will become an **683 - Aromateau**.



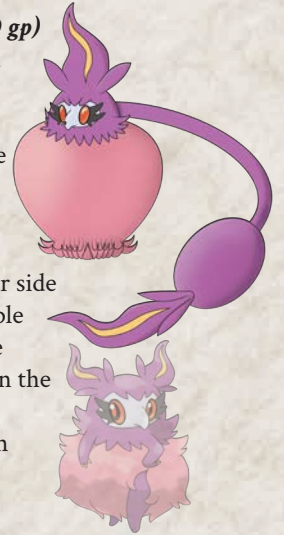
683 - AROMATEAU

Wondrous (Perfume Bottle) – Rare (3950 gp)

This perfume bottle is apple shaped and covered in a fine pink fur, with numerous long strands around the bottom to keep it upright when set down. The top is a dome covered in fluffy purple fur, and a long wave of hair with a yellow streak in it off the top. The nozzle looks like a gray beak with two orange gems embedded on either side with black wings coming off them. A purple hose off the back of the top attaches to the puffer, which has a matching long wave on the end of as the top.

This perfume bottle has 6 charges which refresh at dawn and can be expended to perform the following effects/spells:

- As an action, you can spritz someone or some thing you can touch with a mundane scent of your choice, which lasts for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a pleasant perfume, giving them +1 to all Charisma rolls for 1 hour (1 charge)
- As an action, you can spritz someone you can touch with a protective perfume, enveloping them in an aromatic mist for 1 hour. This causes any creature who can smell to have disadvantage on magic attack rolls against them. If they take damage, the property ceases to function until the start of their next turn. (1 charge)
- As an action, you can emit a large spritz that covers a 20-foot sphere around you, protecting all creatures within from losing any action, bonus action or reaction options not being physically induced (such as some of the effects of the Paralyzed condition) for 1 hour. (1 charge)
- As an action, you can spritz someone you can touch with a charming perfume, which acts the same as a *Charm Person* spell (DC 18, 1 charge)
- As an action, you can spritz someone you can touch with a overpowering perfume, causing the target to lose their sense of smell. This can be undone with a *Lesser Restoration* or similar spell. (1 charge)
- As an action, you can spritz someone you can touch with a healing perfume, which acts the same as a *Lesser Restoration* spell (2 charges)
- As an action, you can send a spritz up to 90 feet away, which acts the same as a *Stinking Cloud* spell (DC 17, 3 charges)
- As an action, you can spritz a monster you can touch with a charming perfume, which acts the same as a *Charm Monster* spell. (DC 18, 4 charges)



684 - SWEILIX

Armor (Shield, Cursed) – Uncommon (684 gp, requires attunement)

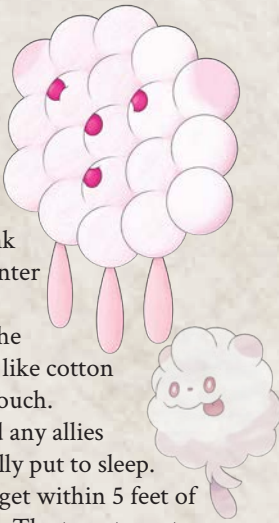
This light-pink shield is made up of several fluffy balls that resemble balled up cotton candy packed together. The left and right upper balls have large pink spots on their tips, while four of the center balls each have a cherry-red spot in the middle. Three pink tassels hang from the bottom of the shield. The shield smells like cotton candy, and the outside is sticky to the touch.

While attuned to this shield: you and any allies within 30 feet of you cannot be magically put to sleep.

As an action, you can also spray a target within 5 feet of you with sticky threads from the shield. The target must make a DC 15 Dexterity save or be covered in sticky sweet threads that tangle around them, decreasing their movement by 10 feet. This effect can be stacked, and if their movement is brought down to 0 this way, they become restrained. A layer of these threads can be removed as an action by anyone who can touch the target. If the affected target takes any fire damage, all of the threads are burnt away, and if the target is submerged in or hit by substantial water for a turn, the threads dissolve. The threads are edible, having a sweet taste to everyone but you, who can't taste them.

Cursed. This shield is cursed. While cursed, you develop a strong sweet tooth. If you don't have something sweet to eat with meals and at hand to snack upon, you become grumpy and annoyed, which gives disadvantage on all Charisma rolls, until you can eat something sweet again.

Evolving: If this shield remains in a bakery or the possession of a chef for a year, it will become a **685 - Sheilpuff**.



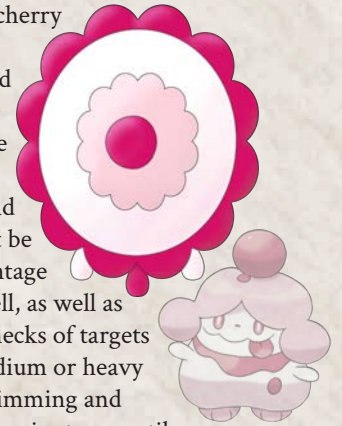
685 - SHEILPUFF

Armor (Shield) – Rare (3835 gp, requires attunement)

This cream colored +1 shield has a cherry red buckle in the center with flowery pink trim, and a cherry red rim around the outer edge. The shield smells like sugar and the outside feels squishy like jelly.

While attuned to this shield: you and any allies within 30 feet of you cannot be magically put to sleep; you have advantage on Perception checks that rely on smell, as well as advantage on Insight and Medicine checks of targets you can smell; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.

As an action, you can also spray a target within 5 feet of you with sticky threads from the shield. The target must make a DC 15 Dexterity save or be covered in sticky sweet threads that tangle around them, decreasing their movement by 10 feet. This effect can be stacked, and if their movement is brought down to 0 this way, they become restrained. A layer of these threads can be removed as an action by anyone who can touch the target. If the affected target takes any fire damage, all of the threads are burnt away, and if the target is submerged in or hit by substantial water for a turn, the threads dissolve. The threads are edible, having a sweet taste to everyone but you, who can't taste them.



686 - INKELM

Wondrous (Helm) – Rare (6950 gp, requires attunement)

This helm has a semi-transparent mantle around the top, which is a pink pointed top with glowing yellow spots around the base. Navy blue plates cover the nose, cheeks and back of the head, with two additional transparent pieces down the sides.

While attuned to this helm: you gain the *Dancing Lights* cantrip; if you would have disadvantage on a saving throw or ability check from non-magical means (such as the poison condition), you instead have advantage, and vice versa; and your attacks and spells will bypass any buffs, resistances and immunities the target has from spells and magic items.

This helm has 3 charges that refreshes at midnight, which can be expended to cast the following effects/spells:

- *Crown of Madness* (DC 17, 2 charges)
- *Hypnotic Pattern* (DC 16, 3 charges)
- *Topsy-Turvy*: As an action, you can target a creature you can see within 30 feet of you, causing the target's positive modifiers to become negative, all advantages on rolls they have from effects on themselves (such as natural abilities, spells and magic items) to become disadvantages, and vice versa for both. You must maintain concentration on this effect, which lasts for 1 minute, until your concentration is lost; or until the reversed effect/spell would otherwise end (i.e. ending concentration on a reversed spell would end the effects of just that spell), and any new spells or effects that would give advantage/disadvantage imposed in this time act normally. (3 charges)

Evolving: If this helm remains in Shadowfell for a decade, it will become an **687 - Caloakanero**.



687 - CALOAKANERO

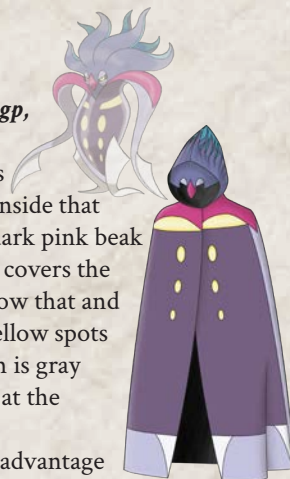
Wondrous (Cloak) – Very Rare (16,850 gp, requires attunement)

This purple cloak has tentacle patterns on the hood, which has a face covering inside that covers the top of the face, along with a dark pink beak to cover the nose and mouth. Dark pink covers the shoulders, with glowing yellow trim below that and gray trim down the sides. Six glowing yellow spots are on the cloaks front, while the bottom is gray with white downward pointed triangles at the front and sides.

While attuned to this cloak: you have advantage to grapple or restrain targets; you gain the *Dancing Lights* cantrip; if you would have disadvantage on a saving throw or ability check from non-magical means (such as the poison condition), you instead have advantage, and vice versa; and your attacks and spells will bypass any buffs, resistances and immunities the target has from spells and magic items.

This cloak has 6 charges that refreshes at midnight, which can be expended to cast the following spells:

- *Charm Person* (DC 18, 1 or more charges)
- *Crown of Madness* (DC 19, 2 charges)
- *Hypnotic Pattern* (DC 18, 3 charges)
- *Topsy-Turvy*: As an action, you can target a creature you can see within 30 feet of you, causing the target's positive modifiers to become negative, all advantages on rolls they have from effects on themselves (such as natural abilities, spells and magic items) to become disadvantages, and vice versa for both. You must maintain concentration on this effect, which lasts for 1 minute, until your concentration is lost; or until the reversed effect/spell would otherwise end (i.e. ending concentration on a reversed spell would end the effects of just that spell), and any new spells or effects that would give advantage/disadvantage imposed in this time act normally. (3 charges)
- *Mass Suggestion* (DC 18, 6 charges)



688 - BINACLAWS

*Wondrous (Claws, Cursed) –
Uncommon (1885 gp, requires attunement)*

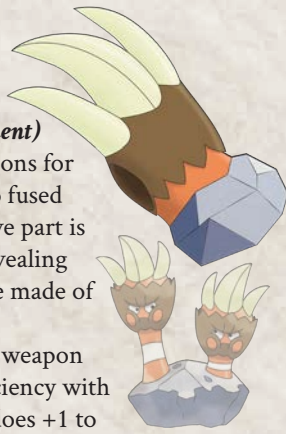
These claws have pale shell-like talons for the four fingers, with the middle two fused together, and a thumb hole. The glove part is brown with a jagged bottom edge revealing an orange wrist, followed by a bangle made of gray-blue rock.

You can use these claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195).

While attuned to these claws: you can breathe in water; and when you land a critical hit with these claws, they do d10 slashing damage instead of d8 slashing damage.

Cursed. These claws are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.

Evolving: If these claws remains on the Elemental Plane of Water for a year, they will become a set of **689 - Barbaraclaws**.



689 - BARBARACLAWS

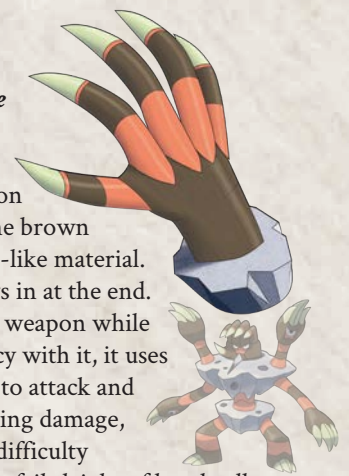
*Wondrous (Claws, Cursed) – Rare
(6890 gp, requires attunement)*

These claws have long, gangly, brown and orange fingers with talon tips made of shell-like material. The brown palm covering is also made of shell-like material. A bangle of blue-gray rock narrows in at the end.

You can use the claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +2 to attack and damage rolls, and it deals 1d8 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195), and you can add your ability modifier to the damage of the bonus attack if you are attuned to the claws.

While attuned to these claws: you can breathe in water; and when you land a critical hit with these claws, they do d10 slashing damage instead of d8 slashing damage.

Cursed. These claws are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.



690 - VENALOAK

Wondrous (Cloak) – Rare (1950 gp, requires attunement)

This dull brown half-body cloak has a hood with a low-cut opening, a round lump on the hood's forehead, and a small round dangle over the opening. A thin drawstring with light blue beads at the ends can help adjust the hood opening's size. The sides and back of the cloak have rounded dangling parts that resemble dead vegetation. The inside is lined with dull purple fabric.

While attuned to this cloak: you can breath in water; have +1 to hide in vegetation when underwater; you gain the *Poison Spray* cantrip (DC 15); you can eat rotten vegetation without any negative effects; are immune to the poisoned condition; and whenever another creature touches you or hits you with a melee attack while within 5 feet of you, they must make a DC 13 Constitution save per attack, taking 1d6 poison damage per fail.

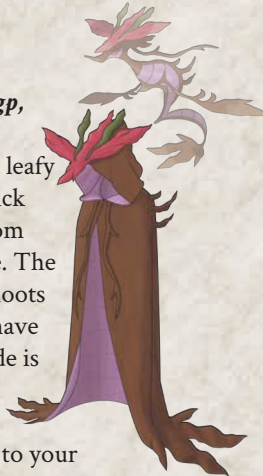
Evolving: If you submerge this cloak in blood from any aquatic, acidic, or poisonous dragon (such as a Dragon Turtle, Black, Bronze or Copper Dragon), for 1 minute, it will become a **691 - Dragaloak**.

691 - DRAGALOAK

Wondrous (Cloak) – Very Rare (16,900 gp, requires attunement)

This dull brown full-length cloak has a leafy red crest with dark green antennae. A thick drawstring with leafy offshoots hangs from the hood to help adjust the opening's size. The shoulders also each have three leafy offshoots pointing backwards, and the cloak ends have long leaf-like edges at the sides. The inside is lined with dull purple fabric.

While attuned to this cloak: you can breath in water; gain a swim speed equal to your walking speed; have advantage to hide in vegetation when underwater; you gain the *Poison Spray* cantrip (DC 18); you can eat rotten vegetation without any negative effects; you are immune to poison damage and the poisoned condition; and whenever another creature touches you or hits you with a melee attack while within 5 feet of you, they must make a DC 16 Constitution save per attack, taking 1d10 poison damage per fail. Any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage. You can also use the poison secreted by the cloak to eat through a 5-foot round, 2-inch-thick area of non-magical metal in 1 round. (i.e. creating a 5-foot round tunnel through 1-foot thick steel would take 6 rounds.) The process would however create a foul, acidic odor that might alert those with a keen sense of smell.



692 - SCAMPISTOL

Weapon (Pistol) – Uncommon (1385 gp)

This blue pistol is made from crustacean shells, with the front end made from a claw, and black strips down the pistol to the black grips. Above the gray trigger is the gold and blue firing mechanism, with the striker looking like a shrimp head.



See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using either standard gunpowder and bullet ammunition or a 1/4 pint of water, weighing 3 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.

The pistol holds 1 shot at a time before needing to be reloaded, using either normal ammo or a 1/4 pint of water. Reloading takes an action, provided you have ammo or an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a 1/4 pint of water is poured into the front of the pistol. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

One shot can be used to make an attack against a target at a range of 30/90 when it fires the normal bullet or compressed bullet of water. On a successful hit, they take 1d10 + 1d4 piercing damage from either ammo. If the target is made of rock and within 15 feet of you, this attack deals double damage. If the target is flying, then on a hit they must make a DC 13 Athletics save or start falling as the powerful hit knocks them off balance.

The pistol does not suffer any of the disadvantages of being used underwater.

Evolving: If this pistol remains on the Elemental Plane of Water for a year, it will become a **693 - Wessemmer**.

693 - WESSEMMER

Weapon (Revolver) – Rare (9360 gp)

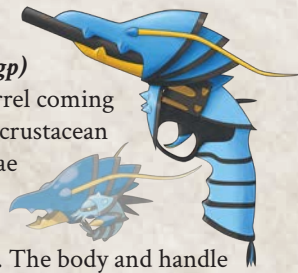
This blue +1 revolver has the barrel coming out of a large dark blue and yellow crustacean claw, with two long yellow antennae coming off the front, and three overlapping segments off the back over the black and yellow chamber. The body and handle are a lighter blue with black strips around it, and a shell plate with three spikes on the front of the trigger guard. Three small fins hang from the end of the handle, two black and one blue.

See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from either standard gunpowder and bullet ammunition or a pint of water, weighting 3 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 revolver holds 6 shots at a time before needing to be reloaded, using either normal ammo or a pint of water. You can have only normal ammo or water loaded at once, not a mix of both. Reloading takes an action, provided you have an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the revolver. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

One shot can be used to make an attack against a target at a range of 40/120 as it fires the normal bullet or compressed bullet of water. On a successful hit, they take $2d8 + 1d6 + 1$ piercing damage. If the target is made of rock and within 20 feet of you, this attack deals double damage. If the target is flying, then on a hit they must make a DC 15 Athletics save or start falling as the powerful hit knocks them off balance.

The revolver does not suffer any of the disadvantages of being used underwater.



694 - HELIOPTESSEN

Weapon (Tessen) – Uncommon (1955 gp, requires attunement)

This black tessen has six leaves that fold out into a semi-circle, each with a yellow triangle coming off the end. The rivet is a black circular disk with a yellow twelve-point star on it.

While attuned to this tessen, for every hour you spend out in sunlight, you can choose to either:

- Regain 1 hit point
- Have the tessen regain 1 charge
- Get enough nourishment to sustain yourself for the day.

When in sunlight, this tessen does an additional 1 lightning damage to attacks.

This tessen has 3 charges that refresh at dawn. As part of an attack, you can expend a charge to add an additional 1d6 lightning damage to that attack. On a hit, you are healed equal to half of the lightning damage done (including any sunlight bonus) rounded up.

Evolving: If the spell *Daylight* is cast on this tessen at least once a day for a month, it will become a **695 - Heliodisk**.

695 - HELIODISK

Weapon (Tessen) – Rare (5690 gp, requires attunement)

This black +1 tessen has twelve leaves that can fold out into a full circle. Each leaf has an orange triangle on the end, and the outer edge of the leaves are orange with triangular markings. The rivet is a black triangle with a yellow circle in the center.

While attuned to this tessen, for every hour you spend out in sunlight, you can choose to either:

- Regain 1d4 hit points
- Have the tessen regain 1d2 charges
- Get enough nourishment to sustain yourself for the day.

When in sunlight, this tessen does an additional 1d4 lightning damage to attacks.

This tessen has 6 charges that refresh at dawn. As part of an attack, you can expend a charge to add an additional 1d8 lightning damage to that attack. On a hit, you are healed equal to half of the lightning damage done (including any sunlight bonus) rounded up.

You can also expend charges to cast the following spells on yourself:

- *Longstrider* (1 charge)
- *Haste* (3 charges)



696 - CHIGORAXE

Weapon (Battleaxe, Cursed) – Rare
(2955 gp, requires attunement)

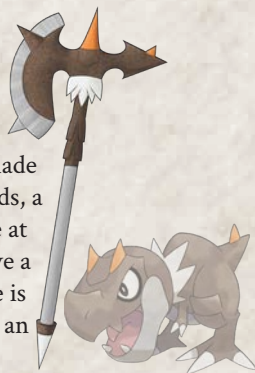
This brown +1 battle axe has a gray blade edge with two spikes coming out the ends, a gray one at the bottom and a brown one at the top. The brown areas on the axe have a tough reptilian hide adhered to it. There is a spike off the back of the axe head with an orange point above the tip, and another orange spike off the top. A ruff of white, primitive features surrounds the bottom of the head, and some rectangular armor plates above the gray handle. The pommel is a white spike.

Attacks with this axe are super effective against metal things, so attacks against creatures made primarily of metal (like some constructs or elementals), as well as objects made of metal, do double damage.

While attuned to this axe: 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 axe is cursed. While cursed, your nature becomes selfish and spoiled. If you encounter something you dislike or don't get your way, you must make a DC 21 Wisdom save or throw a tantrum, which acts the same as the stunned condition (immunity to being stunned does not make you immune to throwing tantrums though). You can attempt the save again at the end of your turn, and if anyone spends an action and succeeds on a DC 15 Persuasion roll to try and calm you down, the DC for that tantrum decreases by 2. If anyone attempts to Intimidate or Frighten you while throwing a tantrum, the DC increases by 3. The decreases and increases stack, and if the DC is brought below 10, the tantrum automatically ends as you recover your composure, but if it's brought above 30, the tantrum ends as you immediately collapse prone with a level of exhaustion, and are unconscious for 1d12-1 minutes.

Evolving: If you submerge this axe in blood from a dragon or a ruling royal (like a king or emperor) for 1 minute, it will become a 697 - **Gachigoraxe**.



697 - GACHIGORAXE

Weapon (Greataxe) – Very Rare
(24,970 gp, requires attunement)

This red-brown +2 has gray blade edges along its double-bladed head, with five spikes coming off the edge of each blade. The red-brown areas have a tough reptilian hide adhered to it, which has some orange hexagon patterns on it. The head has an orange four-spiked crown on top, and a ruff of long, primitive feathers around the bottom. A black claw acts as the pommel.

Attacks with this axe are super effective against metal things, so attacks against creatures made primarily of metal (like some constructs or elementals), as well as objects made of metal, do double damage. Hits against other creatures wearing non-magical metal armor causes the armor to take a permanent and cumulative -1 penalty to its AC. If the penalty drops to -5, the armor is destroyed.

While attuned to this axe: you have advantage on Persuasion and Intimidation rolls to convince people you're a noble; 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.



698 - AMARUSTA

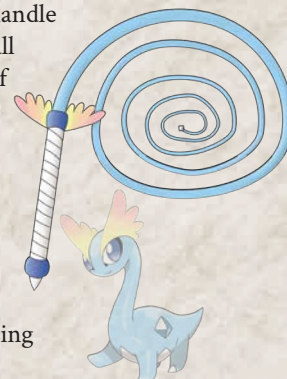
Weapon (Whip) – Rare (1689 gp, requires attunement)

This icy blue +1 whip has a blue handle wrapped with white cloth and a small spike off the bottom. On each side of the transition knot are a set of small iridescent sail-like structures, which are typically shifting colors of pale yellows and pinks. At the tip of the whip is a crystal that is freezing cold to the touch.

Attacks with this whip do 1d6 + 1 cold damage instead of 1d4 + 1 slashing damage.

While attuned to this whip: the whip's sails will change color in accordance with your mood; you are immune to the Frozen condition; you are immune to cold damage; and you are immune to the effects of or damage caused by cold weather.

Evolving: If a spell that does cold damage of 3rd level or higher is cast on this whip at least once a day for a month, it will become a 699 - **Aurorusta**.



699 - AURORUSTA

Weapon (Whip) - Very Rare (16,990 gp, requires attunement)

This dark blue +2 whip has light blue cloth wrapped around the handle creating hexagonal patterns on it. A white spike comes off the bottom of the handle. The transition knot is white with an icy blue crystal. On each side of the transition knot and going a bit up the thong is a set of large, iridescent, flowing sails, which are typically shifting colors of pale yellows, greens, blues and purples. Icy blue crystals are embedded along the length of the thong, all the way to the tip, and are freezing cold to the touch.

Attacks with this whip do 1d6 + 2 cold damage instead of 1d4 + 2 slashing damage.

While attuned to this whip: you gain the *Dancing Lights* cantrip; the whip's sails will change color in accordance with your mood; you are immune to the Frozen condition; you are immune to cold damage; you treat icy or snowy difficult terrain as normal terrain; and you are immune to the effects of or damage caused by cold weather.

This whip has 6 charges that refresh at midnight. You can expend charges to cast the following spells, using your attack bonus with the whip as the spell attack bonus or a spell save DC of 17:

- *Ice Knife* (1 or more charges)
- *Snilloc's Snowball Swarm* (2 or more charges)
- *Ice Storm* (4 or more charges)
- *Wall of Light* (5 or more charges)
- *Wall of Ice* (6 charges)

700 - SYLVIJAYA

Weapon (Longbow) - Very Rare (34,000 gp, requires attunement to a spellcaster)

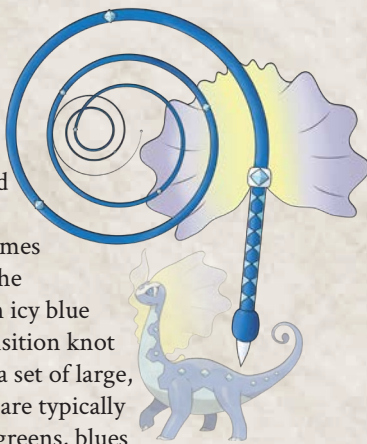
This pink and cream +2 long bow has several fluffy edges, including two ear like structures on either side of the handle, with a cream ribbon bow attached to the lower one, the bow's long ends dangling freely as their sky blue tips flutter about.

While attuned to this longbow: you are immune to non-magical damage from dragons; have advantage on attacks against dragons; and gain the *Word of Radiance* cantrip.

Attacks with this longbow do an additional 2d6 radiant damage, and when a creature is hit they must make a DC 18 Wisdom save or be charmed until the end of their next turn.

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

- *Faerie Fire* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Moonbeam* (2 or more charges)
- *Wall of Light* (5 or more charges).



701 - MANTOLIBRÉ

Wondrous (Mask, Cloak, Cursed) - Rare (1700 gp, requires attunement)

This red cloak has a green masked hood that covers the full head. The top is orange with three rectangular tassels coming off it. Thick orange trim lines the eyeholes, while the nose is covered in red. The mouth hole has thick white trim around it with three triangles coming off the bottom to the chin, making it resemble a beard. Red triangles come up from the neckline around the sides of the head. The interior of the mask is lined with golden yellow fabric, while the interior of the cloak is lined with green fabric. The bottom edge of the cloak is cut to resemble long feathers.

While attuned to this cloak: your jump distance (per PHB 182) is tripled; you can use a bonus action to change directions mid-jump; you have advantage on attacks you make from above; your unarmed strikes ignore any damage immunities or resistances the target might have; you are immune to the Stunned and Paralyzed conditions; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.

Cursed. This cloak is cursed. While cursed, you become vain and have a tendency to show off in the heat of battle. Anytime you attempt an attack, you must make a DC 11 Wisdom save to keep from adding unnecessary flair to your attack, which gives you disadvantage on the attack. During combat, the DC for this save increases by 1 every time you make the save or if anyone insults or complements you, such as through successful *Vicious Mockery* attacks or Persuasion rolls. The DC resets after a failed save or when combat ends, and you can also use an action to strike a showy pose to reset it, but this leaves you open to opportunity attacks.

702 - DE DENNAFF

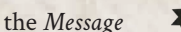
Staff () - Uncommon (270 gp, requires attunement to a spellcaster)

This black staff has an orange orb held in a cream-colored holder on top of the staff. Two branching black antennae come out from the top of the orb. The bottom of the staff has five points radiating out from it.

While attuned to this staff: you gain the *Message* cantrip; you can sense electricity and lightning within 500 feet of you; and if someone else's spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the orange orb absorb some of the lightning and crackles with energy, which lasts for 1 hour.

This staff has 3 charges that refresh at dawn. You can expend charges to cast the following spells:

- *Witch Bolt* (1 or more charges)
- *Lightning Bolt* (3 charges)
- *Sending* (3 charges)



703 - STRASSHIELD

Armor (Shield, Cursed) – Rare
(3700 gp, requires attunement)

This gray +1 shield is made of rough rock, with a large light blue hexagonal crystal in its center. Large stone rhombuses radiate out from the crystal's corners, and smaller square crystals sit between the rhombuses. The edge of the shield has a two-layer collar made from white and fluffy spun rock, which is super effective for polishing things.

While attuned to this shield: you have advantage on rolls against being inflicted with conditions and effects that would impose a disadvantage on you; 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.

This shield also has 1 charge that recharges after a long rest, which you can expend to cast the *Guiding Bolt* spell, shooting out of the center gem. Instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Wisdom modifier plus your Proficiency if you are proficient with shields.

Cursed. The shield is cursed. While cursed, you greatly enjoy being asleep. You have disadvantage on saves against being put to sleep, and whenever anyone attempts to wake you from sleep (whether normal or magical) you must succeed a DC 11 Wisdom save or remain asleep.



704 - VISCORB

Wondrous (Orb, Cursed) – Rare (1740 gp, requires attunement)

This small orb is pink on top and purple on the bottom, with a wavy line separating the two colors and four green ovals around the orb on the line. Four small antennae sprout from the top of the orb. The orb secretes a slippery goo.

While attuned to this orb, you develop a slippery gooeey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breathe through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; you gain a blindsense of 15 feet by being able to feel slight differences to your goo coating; and whenever anyone within 5 feet hits you with a melee attack, including each hit in a multi-strike attack, they are hit by goo splatter.

Goo Splattered. When a creature is hit with goo splatter, it begins to congeal on them, reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now restrained by the goo coating them.

Cursed. The orb is cursed. While cursed, you need to be fully submerged in water for at least a minute or spend a minimum of an hour in a highly humid area (such as rain or fog) every 24 hours to avoid suffocating as the goo dries out.

Evolving: If the *Fog Cloud* spell is cast on this orb everyday for a year, or if it remains in a very humid area (especially with high rain or fog) for a decade, it will become a 705 - **Viscargoop**.



705 - VISCARGOOP

Rod (Cursed) – Very Rare (15,700 gp, requires attunement)

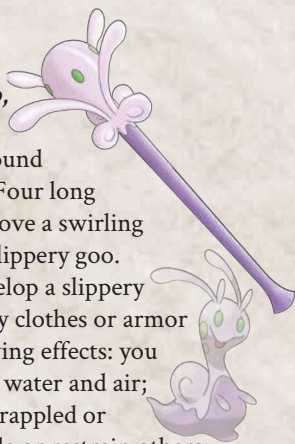
This rod has a purple shaft and a round pink top with green ovals around it. Four long antennae sprout from the top, just above a swirling bump. The top of the rod secretes a slippery goo.

While attuned to this rod, you develop a slippery gooey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breath through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; if you are in rain or fog, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; you gain a blindsense of 30 feet by being able to feel slight differences to your goo coating; as an action you can spray goo from the rod at a target within 10 feet of you, using your Dexterity modifier and proficiency as the attack modifier, on a hit doing 2d6 acid damage and causing the target to become goo splattered; and whenever anyone hits you with a melee attack, including each hit in a multi-strike attack, they are hit by goo splatter.

Goo Splattered. When a creature is hit with goo splatter, it begins to congeal on them, doing 1 acid damage per round and reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now restrained by the goo coating them.

Cursed. The orb is cursed. While cursed, your eyes go cloudy and you lose your vision. You can still "see" with any other sense, such as the blindsense provided by this rod, but are blind beyond that range.

Evolving: If the *Control Weather* spell is cast on this rod everyday for a year, or if it remains in a very humid area (especially with high rain or fog) for a century, it will become a **706 - Viscogschaft**.



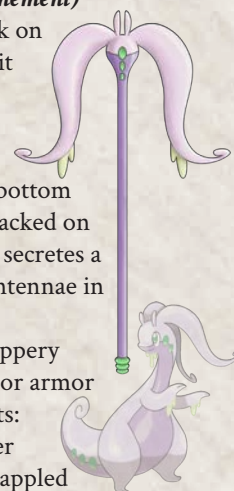
706 - VISCOGSCHAFT

Staff () – Legendary (67,100 gp, requires attunement)

This purple staff has a round head that's pink on top with two long, thick antennae coming off it that curl inwards at the ends, and another two small antennae at the very top. A line of three iridescent green ovals are embedded on either side of the head going down to the shaft. The bottom of the shaft has three flatted iridescent ovals stacked on each other as the pommel. The top of the staff secretes a slippery goo, which can hang from the large antennae in semi-opaque pale green droplets.

While attuned to this staff, you develop a slippery gooey coating over your body and any clothes or armor you're wearing, giving you the following effects: you can breath through your skin in both water and air; you have advantage to escape being grappled or restrained, but disadvantage to grapple or restrain others; when squeezing or crawling your movement speed is not restricted; if you are in rain or fog, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; you gain a blindsense of 60 feet by being able to feel slight differences to your goo coating; you are resistant to non-magical slashing, piercing and bludgeoning damage; as an action you can spray goo from the staff at a target within 10 feet of you, using your Dexterity modifier and proficiency as the attack modifier, on a hit doing 2d6 acid damage and causing the target to become goo splattered; and whenever anyone hits you with a melee attack, including each hit in a multi-strike attack, they are hit by goo splatter.

Goo Splattered. When a creature is hit with goo splatter, it begins to congeal on them, doing 1d4 acid damage per round and reducing their Dexterity by 1 and all of their movement speeds by 5 feet until the goo is washed off with water as an action. This condition stacks, with each instance requiring a separate action to remove. If someone's speed is brought to 0 this way, they are now restrained by the goo coating them.



707 - KLEFKIGAMA

Weapon (Kusarigama) – Rare
(3470 gp, requires attunement)

This silver +1 kusarigama has a rectangular blade with two side blades. The handle has a small circle on the side with four smaller circles inside, with the top one being pink, the rest black, and the bottom one has a small offshoot making it look like a keyhole. The bottom of the handle has a pink teardrop on the side. A ring extends around the bottom of the handle, attaching to the chain. A heavy ring is attached to the other end of the chain. Whenever someone finds a Klefkigama, there are usually 1d4 keys attached to the ring around the handle.

While attuned to this kusarigama: you can attach and detach keys to this kusarigama at will, and no one but you can remove keys from the kusarigama; as an action, you can emit a protective energy shield on creatures of your choice within 30 feet of you, including yourself, that protects them from being inflicted with new status conditions until the end of your next turn (this does not remove any pre-existing status conditions); whenever you hit a target with an attack with this kusarigama, you can attempt to steal an item in the target's possession as part of the attack by performing a Sleight of Hand check vs the target's AC, making an item of the DM's choice in the target's possession (including coin, armor and magic items, although the Klefkigama has a preference for keys) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen.

This kusarigama has 1 charge that refreshes at midnight, which you can expend to cast either the *Knock* spell or the *Hold Person* spell (DC 15).

708 - BROCELÔMET

Wondrous (Helm, Cursed) – Rare
(6180 gp, requires attunement)

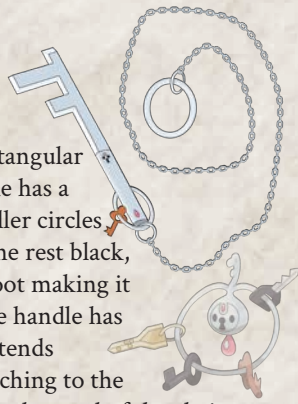
This wooden bucket helm has two twisted horns on either side with leaves growing out of them, a black top with a black plume coming off the top, and black screen over the eye holes with slightly glowing red marks on them.

While attuned to this helm: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s).

This helm has 4 charges that refresh at midnight, and you can expend 1 charge to cast the *Entangle* spell (DC 13), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 13 Constitution save, on a fail Plantifying the creature for 1 hour.

Cursed. This helm is cursed. While cursed, you feel lonely and are constantly looking to make friends, and your voice sounds child-like and eerie, which may off put some people. With those that find this off-putting, you have disadvantage on Persuasion and Performance rolls.

Evolving: If the *Plant Growth* spell is cast on this helm everyday for a month, it will become a **709 - Trelmenant**.



709 - TRELMENANT

Wondrous (Helm, Cursed) – Very Rare
(25,900 gp, requires attunement)

This wooded helm has two large twisted horns on the side and a smaller horn on the forehead. A leafy bush is growing from the top. The mouth has large triangular teeth, while the eyeholes are connected together. The eye and mouth holes are covered with a black screen, and a spot on the eye screen slightly glows red.

While attuned to this helm: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); when you would make a saving throw to remove a condition at the end of your turn, you can instead make the saving throw at the start of your turn; you can cast *Bestow Curse* (DC 16) at will on anyone who has harmed plant life in the last 24 hours (such as by cutting down a tree or attacking a Plant type creature).

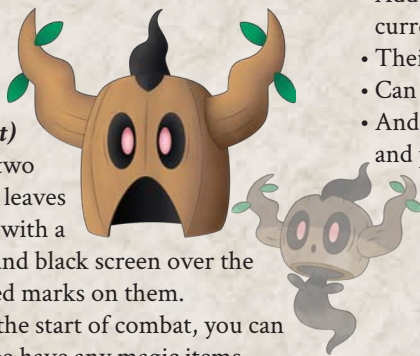
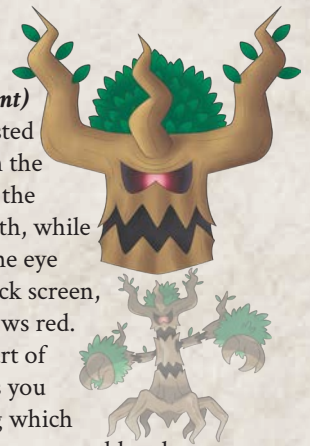
This helm has 7 charges that refresh at midnight, and you can expend 1 charge to cast the *Entangle* spell (DC 16), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 16 Constitution save, on a fail Plantifying the creature for 1 hour.

Cursed. This helm is cursed. While cursed, you are afflicted with the Plantified condition.

Plantified

Plant creatures and creatures with Plant lineage are immune to this condition. If a creature is Plantified, they:

- Add the Plant type to their typing in addition to their current type.
- Their AC can't be less than 16.
- Can sustain themselves with just sunlight and water.
- And they gain Resistances to non-magical bludgeoning and piercing damage, but Vulnerability to fire damage.



710 - PUMPKIRABOO

Armor (Any light or medium armor, Cursed) – Rare (2600 gp, requires attunement)

This brown +1 armor is made from hardened pieces of some kind of large gourd. The top section is covered with fur that has slightly curved tufts at the ends, while the midsection exposes the pink-orange gourd pieces. Four glowing yellow orbs are embedded in the front of the armor, two at the top of the chest and two on either side of the belly. A brown belt wraps around the bottom.

While attuned to this armor: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); as an action you can speak a command word to make the holes shed bright yellow light in a 20 foot radius and dim light for an additional 20 feet, and can be dismissed at any time.

This armor has 4 charges that refresh at midnight, and you can expend 1 or more charges to cast the *Charm Person* spell (DC 13), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 13 Constitution save, on a fail Ghostifying the creature for 1 hour.

Cursed. This armor is cursed. While cursed, you are less active during the day, feeling sluggish and tired if awake. During the day, you have disadvantage on all skill checks and disadvantage on saving throws to prevent being put to sleep.

Evolving: If you help 30 spirits (which includes creatures that are Ghostified) willingly pass on to the afterlife while attuned to this armor, it will become a 711 - **Gourgüstung**.

Ghostified

Undead creatures and creatures with Undead lineage are immune to this condition. If a creature is Ghostified, they:

- Add the Undead type to their typing in addition to their current type.
- They become Immune to poison damage and the poisoned condition.
- Gain darkvision of 30 feet.
- Can become incorporeal allowing them to move through other creatures and objects as if they were difficult terrain, but take 5 (1d10) force damage if they end their turn inside an object; do not need food or drink to survive.
- And become sensitive to sunlight, giving them disadvantage on attack rolls and Perception check that rely on sight when in sunlight.



711 - GOURGÜSTUNG

Armor (Any light or medium armor, Cursed) – Very Rare (17,100 gp, requires attunement)

This brown +2 armor is made from hardened pieces of some kind of large gourd. Long pink hair comes from around the bottom of the collar, which has crescent-shaped tufts on either side of the front. Two glowing yellow ovals with a strap between them sit just below the collar. The top of the armor is covered in a fine brown plant-based leather, while the midriff of the armor exposes the dark brown gourd pieces that swell out. The belly of the armor has a face made of three glowing yellow pieces, two triangle eyes and a long, curved mouth with a nose breaking out of the top. A simple belt wraps around the waist.

While attuned to this armor: at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); as an action you can speak a command word to make the holes shed bright yellow light in a 20 foot radius and dim light for an additional 20 feet, and can be dismissed at any time; you cannot be magically put to sleep; and you can cast *Bestow Curse* (DC 16) at will on anyone you have grappled with your own body.

This armor has 7 charges that refresh at midnight, and you can expend 1 or more charges to cast the *Charm Person* spell (DC 16), or 3 charges to target a creature you can see within 30 feet (including yourself), and have them make a DC 16 Constitution save, on a fail Ghostifying the creature for 1 hour.

Cursed. This armor is cursed. While cursed, you are afflicted with the Ghostified condition.

712 - GRELASCHILD

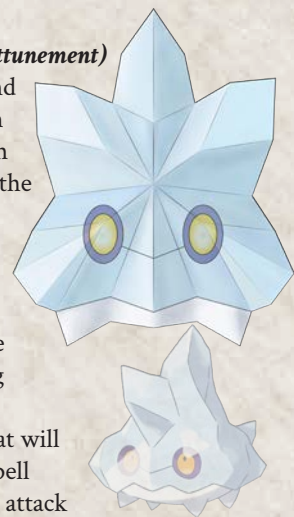
Armor (Shield) – Rare (2710 gp, requires attunement)

This white +1 shield has angular edges and an icy covering over all but the very bottom of the shield. Two glowing yellow orbs with purple rings around them are embedded in the bottom part of the shield beneath the icy covering.

While attuned to this shield: you are immune to the Stunned and Frozen conditions; and you do not take any damage from hail or cold weather, instead regaining hitpoints equal to half the damage.

You can also cast the *Ray of Frost* cantrip at will from the shield, but instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Constitution modifier plus your Proficiency if you are proficient with shields.

Evolving: If the *Investiture of Ice* spell is cast on this shield everyday for a year, it will become a 713 - **Séraschild**.



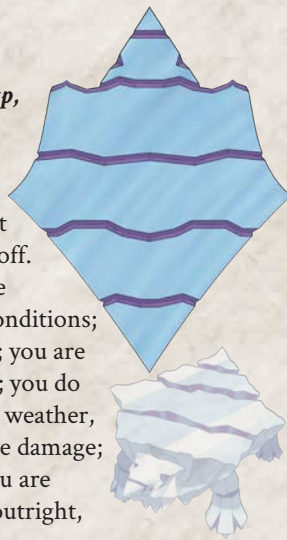
713 - SÉRASCHILD

Armor (Shield) – Very Rare (13,700 gp, requires attunement)

This icy blue +2 shield is made of a large slab of ice with several purple fissures running across it. The top part looks like some sections were broken off.

While attuned to this shield: you are immune to the Stunned and Frozen conditions; you are immune to the *Confusion* spell; you are immune to the effects of cold weather; you do not take any damage from hail or cold weather, instead regaining hitpoints equal to the damage; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hitpoint instead.

You can also cast the *Ray of Frost* cantrip at will from the shield, but instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Constitution modifier plus your Proficiency if you are proficient with shields.



715 - BRUYVERANG

Weapon (Boomerang) – Very Rare (15,700 gp, requires attunement)

This black +2 boomerang has two points coming off the top of the elbow, with purple trim along the top of the wings. Red lines mark the center of the boomerang, with four small black spines off the back. The center of the wings are large ovals with indented green-blue areas that have two ovals of black dots painted within them.

Attacks with this boomerang bypass any buffs, resistances and immunities the target has from spells and magic items. On a hit, this boomerang does an additional 1d6 Thunder damage, and the target must make a DC 16 Constitution save or be Stunned until the end of their next turn.

While attuned to this boomerang: you gain the *Message* cantrip; enhanced hearing, giving you a blindsense of 60 ft and advantage on Perception checks that use hearing; at the start of combat, you can sense if any opponents within your blindsense have any magic items, including which opponent(s) but not what item(s); and you can sense your allies within 60 feet of you by the subtle sounds they make, and know when they are about to attack, giving you advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



714 - SONISTRANG

Weapon (Boomerang) – Rare (3270 gp, requires attunement)

This purple +1 boomerang has two points coming off the top of the elbow, as well as points off the back of the wings. Each wing is painted with a large oval of pink dots near the edge, and four rings of black dots in the center.

Attacks with this boomerang bypass any buffs, resistances and immunities the target has from spells and magic items. On a hit, this boomerang does an additional 1d4 Thunder damage, and the target must make a DC 14 Constitution save or be Stunned until the end of their next turn.

While attuned to this boomerang: you gain the *Message* cantrip; enhanced hearing, giving you a blindsense of 30 ft and advantage on Perception checks that use hearing; and you can sense your allies within 30 feet of you by the subtle sounds they make, and know when they are about to attack, giving you advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Evolving: If the *Destructive Wave* spell is cast on this boomerang everyday for a year, it will become a 715 - Bruyverang.



716 - XERANEGAS

Weapon (Longbow) – Legendary (276,000 gp, requires attunement to a Druid, Ranger, or a spellcaster of Fey Ancestry)

This golden +3 longbow has arms made from a set of golden antlers that have crystals resembling fire opals growing from them that are lighter in color towards the center and darker towards the ends, with long pointed crystals at the ends. The blue handle is wrapped with black cloth and has gold ovals with pointed tops emblazoned on the sides.

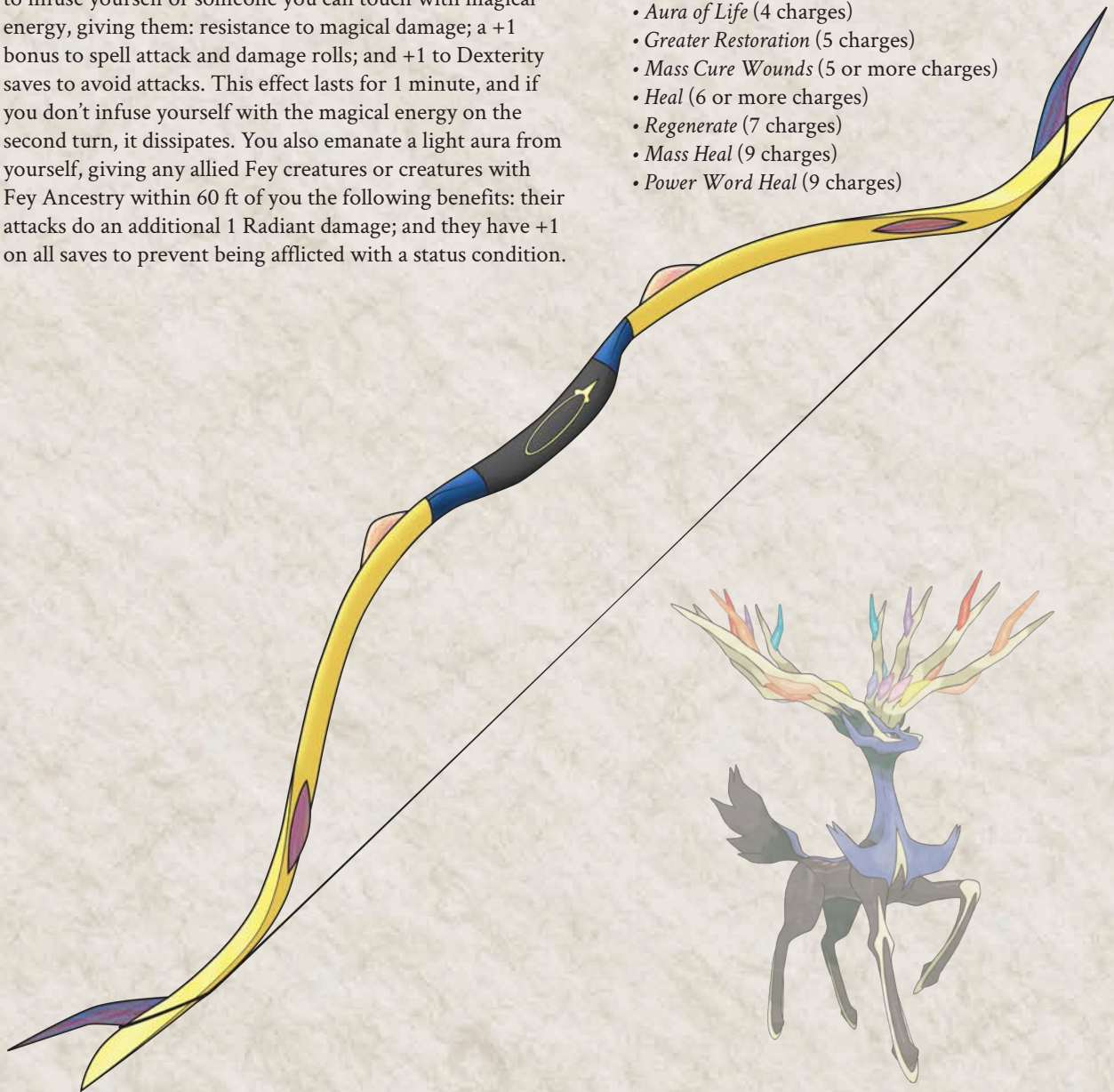
Attacks with this longbow do an additional 1d4 Radiant damage.

While attuned to this longbow: you have advantage on all saves to prevent being afflicted with a status condition; and you can spend an action to charge up some power for your turn, allowing you to spend the action on your next turn to infuse yourself or someone you can touch with magical energy, giving them: resistance to magical damage; a +1 bonus to spell attack and damage rolls; and +1 to Dexterity saves to avoid attacks. This effect lasts for 1 minute, and if you don't infuse yourself with the magical energy on the second turn, it dissipates. You also emanate a light aura from yourself, giving any allied Fey creatures or creatures with Fey Ancestry within 60 ft of you the following benefits: their attacks do an additional 1 Radiant damage; and they have +1 on all saves to prevent being afflicted with a status condition.

If you are outright killed, instead of passing on, you can choose to envelope yourself in magical energy, encasing yourself and all your equipment in a tree. You enter a healing slumber before resurrecting in 1000 years. You continue to emanate the light aura, which still gives its benefits. The tree is impervious to damage.

This longbow has 9 charges that refresh at noon, which you can expend to cast the following spells:

- *Cure Wounds* (1 or more charges)
- *Healing Spirit* (2 or more charges)
- *Lesser Restoration* (2 charges)
- *Aura of Vitality* (3 charges)
- *Life Transference* (3 or more charges)
- *Aura of Life* (4 charges)
- *Greater Restoration* (5 charges)
- *Mass Cure Wounds* (5 or more charges)
- *Heal* (6 or more charges)
- *Regenerate* (7 charges)
- *Mass Heal* (9 charges)
- *Power Word Heal* (9 charges)



717 - YVELTUITL

Weapon (Macuahuitl) – Legendary (277,000 gp, requires attunement to someone of an Evil alignment)

This red +3 macuahuitl has black trim along the edges with black obsidian blades. Five obsidian claws extending from the top of the macuahuitl, with a jagged black vein running up the center, while the guard has a gray hair mane around it. The handle is wrapped with black cloth, while the pommel has a pointed end, black trim on the sides and black downward curved horns off the sides.

Attacks with this macuahuitl do an additional 1d6 Necrotic damage.

This macuahuitl has 9 charges that refresh at midnight, which you can expend to cast the following spells:

- *False Life* (1 or more charges)
- *Vampiric Touch* (3 or more charges, can be added to the macuahuitl's attack)
- *Enervation* (DC 20, 5 or more charges)
- *Flesh to Stone* (DC 20, 6 charges)

While attuned to this macuahuitl: you have a dark aura emanating from you for 60 ft, which causes all non-necromancy healing spells cast by or targeting someone within the aura to fail, and anyone hostile to you that ends their turn within the aura must make a DC 20 Wisdom save or take 1d4 Necrotic damage; whenever you do Necrotic damage with either the aura or the macuahuitl, you regain hitpoints equal to half of the Necrotic damage done rounded up; and anytime you do 20 or more Necrotic damage to a creature in a single attack from the macuahuitl or a spell, the creature must make a DC 20 Constitution saving throw. If they fail by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *Greater Restoration* spell or similar magic.

If you are outright killed, instead of passing on, you can choose to envelope yourself in magical energy, encasing yourself and all your equipment in a black cocoon. You enter a slumber and slowly start absorbing any life force around you, before resurrecting in 1000 years. Your dark aura recedes into the cocoon, and grows by 1 foot for every year you slumber until you awaken, when it resets. It also has the added effect of causing all plant life within the aura to wither and die, and no new plant life being able to grow. The cocoon is impervious to damage.



718A - ZYGARDELL

Wondrous (Medallion) – Uncommon (187 gp, requires attunement)

This small green glass medallion resembles two circles pressed together, with points at each end. The upper part has a rounded dark green hexagon on it, while the lower part has a white oval to one side, and a large white oval to the other with a green spot in it.

This medallion has 2 charges, which refresh after a long rest. While attuned to the medallion, you can expend charges to cast the following spells:

- *Earth Tremor* (DC 12, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 12, 2 charges)

Evolving: When 10 Zygardell are brought together, they will merge together to become a **718B - Zygorbe**.

718B - ZYGORBE

Wondrous (Orb) – Rare (1870 gp, requires attunement)

This green glass orb is pinched in the middle with a stem on top, making it resemble a gourd. The bottom part has some white oval markings around it repeating pattern between large and small sizes, with the larger ovals have black spots in their centers. The top part of the orb has a red icosahedron suspended within.

This orb has 4 charges, which refresh after a long rest. While attuned to the orb, you can expend charges to cast the following spells:

- *Earth Tremor* (DC 15, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 15, 2 charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

While attuned to the orb, you can have the orb separate itself into 10 **718A - Zygardells** as an action, which will be unable to merge back together for one minute. You will remain attuned to as many Zygardells as you have available attunement slots.

Evolving: When 10 Zygorbe are brought together, they will merge together to become a **718C - Zygondria**.



718C - ZYGONDRIA

Wondrous (Scarf) – Very Rare (18,700 gp, requires attunement)

This black skinny scarf is made of woven glass and obsidian fibers. One side of the scarf has a repeating pattern of long green hexagons. The middle of the scarf has a large red gem cut like half of a icosahedron coming off one side.

The scarf emits a magical aura that breaks other magical auras, such as those from *Aura of spells* or the **716 - Xeranegas** and **717 - Yveltuitl** magic items. The effects of this aura emanate for 30 feet from you, and if the source of the aura is within that 30 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so if they would normally increase damage done, they instead reduce the damage, if they would heal instead they hurt, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

This scarf has 6 charges, which refresh after a long rest. While attuned to the scarf, you can expend charges to cast the following spells:

- *Earth Tremor* (DC 18, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 18, 2 charges)
- *Erupting Earth* (DC 18, 3 or more charges)

Additionally, any creatures that fails their saves on the spells cast by this scarf will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

While attuned to the scarf, you can have the scarf separate itself into 10 **718B - Zygorbes** as an action, which will be unable to merge back together for one minute. You will remain attuned to as many Zygorbes as you have available attunement slots.

Evolving: When 5 Zygondria are brought together, they will merge together to become a **718D - Zygellum**.



718D - ZYGELLUM

Weapon (Whip) – Legendary (287,000 gp, requires attunement)

This +3 black flagellum whip is made from thin glass and obsidian fibers woven together. The handle has a hexagonal pattern of black and green spots, with some green spots glowing softly. The five thongs each have three glass icosahedrons on their ends, alternating green, black and then green.

The whip emits a magical aura that breaks other magical auras, such as those from *Aura of* spells or the 716 - **Xeranegas** and 717 - **Yveltuitl** magic items. The effects of this aura emanate for 60 feet from you, and if the source of the aura is within that 60 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so if they would normally increase damage done, they instead reduce the damage, if they would heal, they instead hurt, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

This whip has 8 charges that refresh after a long rest. While attuned to the whip, you can expend charges to cast the following spells:

- *Earth Tremor* (DC 20, 1 or more charges)
- *Maximilian's Earthen Grasp* (DC 20, 2 charges)
- *Erupting Earth* (DC 20, 3 or more charges)
- *Bones of the Earth* (DC 20, 6 or more charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

While attuned to the whip, you can have the whip separate itself into 5 718C - **Zygondria** as an action, which will be unable to merge back together for one minute. You will remain attuned to as many Zygondria as you have available attunement slots.

Evolving: When 2 Zygellum are brought together, they will merge together to become a 718E - **Zygandeva**.



718E - ZYGANDEVA

Weapon (Longbow) – Artifact (requires attunement)

This black +4 longbow is made from one long piece of obsidian. The handle has a white lightning bolt like etching down the handle that transitions from blue to white to red. Both sides of the handle has four green hexagons on them, one of which glows softly. Each end of the longbow's arms has a hexagonal pattern on them, blue at one end and red on the other, and the tips end in three hexagonal points, with the green bowstring secured around the middle point.

The longbow emits a magical aura that breaks other magical auras, such as those from *Aura of spells* or the **716 - Xeranegas** and **717 - Yveltuitl** magic items. The effects of this aura emanates for 120 feet from you, and if the source of the aura is within that 120 feet, then their whole aura is affected, otherwise just the overlapping area is affected. Affected auras have their effects reversed, so that if they would normally increase damage done, they instead reduce the damage, if they would heal, they hurt instead, and if they would suck lifeforce from creatures for the source, they instead suck lifeforce from the source for other creatures.

This longbow has 12 charges that refresh after a long rest. While attuned to the bow, you can expend charges (to a maximum of 9) to cast the following spells:

- *Earth Tremor* (DC 22, 1 or more charges)
- *Earthbind* (DC 22, 2 charges)
- *Maximilian's Earthen Grasp* (DC 22, 2 charges)
- *Erupting Earth* (DC 22, 3 or more charges)
- *Bones of the Earth* (DC 22, 6 or more charges)
- *Earthquake* (DC 22, 8 charges)

Additionally, any creatures that fails their saves on the spells cast by this orb will have any magical effects from spells or magic items on them suppressed until the end of their next turn. This does not prevent spells from being cast or new effects being added.

While attuned to the bow, you can have the longbow separate itself into 2 **718D - Zygellum** as an action, which will be unable to merge back together for one minute. You will remain attuned to as many Zygellum as you have available attunement slots.



719 - DIANCLE

Armor (Half Plate) – Artifact (requires attunement)

This gleaming white +4 half plate armor has a gold collar that comes down to the center of the chest, holding the edges of a large round pink diamond, with has a small gold triangle holding the bottom point. There are four large rhombus shaped pink diamonds along the back of the armor sticking up past the collar. The shoulder guards are a gray-pink with long rhombus pink diamonds embedded in them. A simple rhombus pink diamond is embedded in the navel of the armor, and the bottom edge has a wavy trim.

While attuned to this armor: people that see you naturally assume you are a royal of some sort, even if they know otherwise; you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; 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.

This armor also has 12 charges that recharge after a long rest, which you can expend to do the following:

- You can expend 1 charge as an action to compress carbon in the air into a diamond worth 50 gp in your hands. You can also continue to expend an additional charge as an action to increase the diamond's worth by 50 gp, to a maximum of 600 gp by expending all 12 charges over 12 actions.
- You can expend 1 or more charges (to a maximum of 9) to cast the *Guiding Bolt* spell (each additional charge upcasting the spell by a level), shooting out of the center gem. Instead of using your spell attack modifier (if you have one), the spell's attack roll modifier uses your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.
- You can expend 4 or more charges (to a maximum of 9) to cast the *Diamond Storm* spell (each additional charge upcasting the spell by a level), the spell's DC equal to 8 + your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.

DIAMOND STORM

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (diamond dust worth 50 gp, which is consumed)

Duration: Instantaneous

A hail of imperfect magic diamonds pound to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The diamonds shatter into radiant energy on impact. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.



720A - HOOPARIGAMA

Weapon (Kusarigama) – Legendary (270,000 gp, requires attunement)

This +3 purple-gray kusarigama has a large black blade with a gold ring around the base. The rounded head has dark pink trim on the front, back, top and bottom, with three gold rings on either side. The round topper has a bit of hair trailing off the back. The handle is wrapped in dark pink cloth held with a triangular gold pin at the top and bottom. The weight on the other end of the chain is a gold hoop.

While attuned to this kusarigama: whenever you hit a target with an attack with this kusarigama, you can choose to steal an item in the target's possession, making an item of the DM's choice in the target's possession (including coin, armor, weapons and magic items) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen depending on what it is.

Attacks with this kusarigama can ignore any boosts to AC the target might have from cover and shields.

You can take things in or out of the kusarigama's hoop anytime you wish, as if it were the opening to a bag. Items can pass in through either side of the 1-foot diameter opening in the kusarigama's hoop and into your choice of one of ten 5-foot-deep extra-dimensional cylinders. Each cylinder can hold up to 150 pounds, not exceeding a volume of 16 cubic feet. The kusarigama weighs its normal 4 pounds regardless of contents. Retrieving an item from the kusarigama's hoop takes an action, and you can also hold it horizontally and have the contents of a cylinder spill forth as an action. The cylinders cannot be pierced or torn from the inside, but in the event that something does pierce one or the whole kusarigama is destroyed, affected contents are scattered across all planes of existence, and the cylinder requires 2d4 days to repair itself. If multiple cylinders are torn, the kusarigama will only repair one at a time. You can also choose to scatter the contents of a cylinder across all planes of existence as an action, which does not harm the cylinder, but you will not know where the contents have gone.

Placing the kusarigama inside an extra-dimensional space (like those in a **Bag of Holding** or **Portable Hole**) instantly destroys that item, tears all of the kusarigama's cylinders, sends the kusarigama to a random location across the planes of existence, and opens a gate to a random plane. The gate originates where the one item was placed inside the other, and any creatures within 10 feet of the gate are sucked through it to a random location on the destination plane. The gate lasts for 1 minute before collapsing, during which time any other creatures that get within 10 feet of it are also sucked in. The gate is one-way only and can't be reopened.

Creatures that need to breathe put inside a cylinder can survive for a number of minutes equal to 3 divided by the number of creatures, after which time they will begin to suffocate.

This kusarigama has 9 charges that recharge after a long rest, which you can expend to cast the following spells:

- *Catapult* (1 or more charges, DC 18, can only be used on objects stored in the kusarigama, shooting them out of the storage opening)
- *Misty Step* (2 charges)
- *Dimension Door* (4 charges)
- *Teleportation Circle* (5 charges)
- *Arcane Gate* (6 charges)
- *Drawmij's Instant Summon* (6 charges)
- *Scatter* (6 charges, DC 18)
- *Plane Shift* (7 charges, DC 18)
- *Teleport* (7 charges)
- *Gate* (9 charges)



720B - HOOPAKRAM

Weapon (Dual Chakrams) – Artifact (requires attunement)

These +4 gold chakrams each have six black spikes around the outer edge of the chakrams with a gold ring around the base. Dark pink cloth is wrapped around the chakrams between each spike, with gold trim on the ends.

While attuned to these chakrams: you can have a chakram teleport back to you at will no matter where it is, even on another plane, or after you throw it, even if it's part of an attack; and whenever you hit a target with an attack with these chakrams, you can choose to steal an item in the target's possession, making an item of the DM's choice in the target's possession (including coin, armor, weapons and magic items) appear in your possession, such as in your hand, pockets or bag, your choice. The target may or may not notice that something has been stolen depending on what it is.

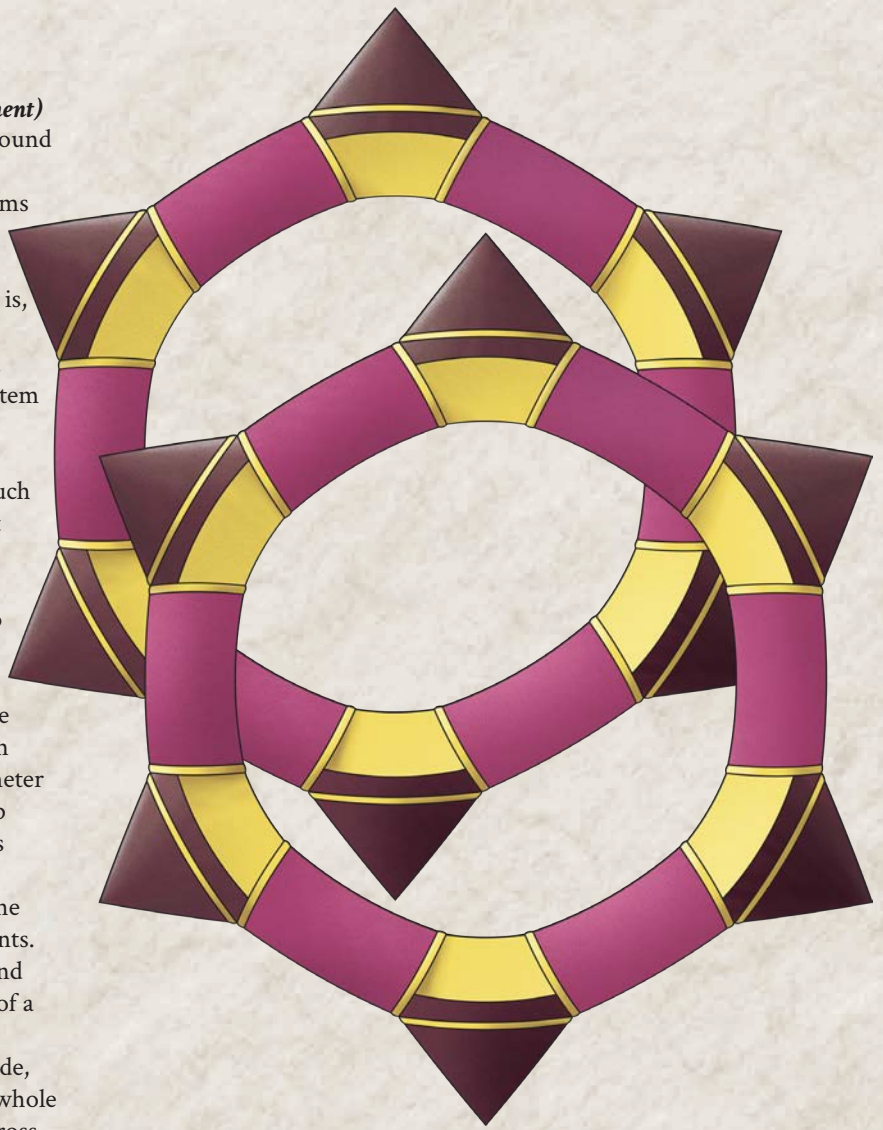
Attacks with these chakrams can ignore any boosts to AC the target might have from cover and shields, and on a hit the next attack on the target has advantage.

You can take things in or out of the chakrams anytime you wish, as if they were the opening to a bag. Items can pass in through either side of the chakrams' 1-foot diameter openings and into your choice of one of ten 5-foot-deep extra-dimensional cylinders. Both chakrams have access to the same ten cylinders. Each cylinder can hold up to 150 pounds, not exceeding a volume of 16 cubic feet. The chakram weighs its normal 1 pound regardless of contents. Retrieving an item from the chakram takes an action, and you can also hold it horizontally and have the contents of a cylinder spill forth as an action.

The cylinders cannot be pierced or torn from the inside, but in the event that something does pierce one or the whole chakram is destroyed, affected contents are scattered across all planes of existence, and the cylinder requires 2d4 days to repair itself. If multiple cylinders are torn, the chakrams will only repair one at a time. You can also choose to scatter the contents of a cylinder across all planes of existence as an action, which does not harm the cylinder, but you will not know where they have gone.

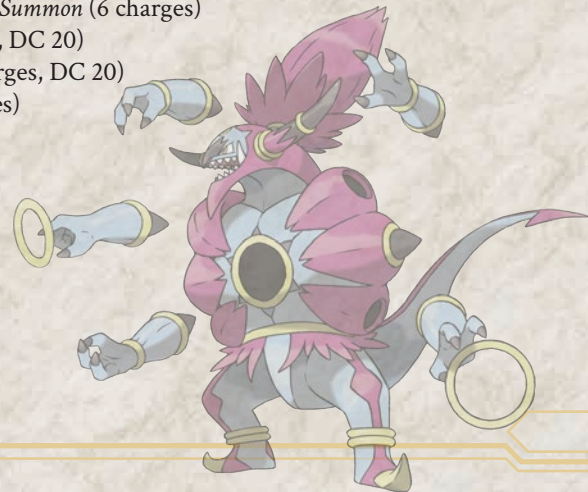
Creatures that need to breath put inside a cylinder can survive for a number of minutes equal to 3 divided by the number of creatures, after which time they will begin to suffocate.

Placing the chakrams inside an extra-dimensional space (like those in a **Bag of Holding** or **Portable Hole**) instantly destroys that item, tears all of the chakrams' cylinders, sends the chakrams to a random location across the planes of existence, and opens a gate to a random plane. The gate originates where the one item was placed inside the other, and any creatures within 10 feet of the gate are sucked through it to a random location on the destination plane. The gate lasts for 1 minute before collapsing, during which any other creatures that get within 10 feet of it are also sucked in. The gate is one-way only and can't be reopened.



This chakrams has 15 charges that recharge after a long rest, which you can expend to a maximum of 9 to cast the following spells:

- *Catapult* (1 or more charges, DC 20, can only be used on objects stored in the chakrams, shooting them out of the storage opening)
- *Misty Step* (2 charges)
- *Conjure Animals* (3 or more charges)
- *Dimension Door* (4 charges)
- *Conjure Minor Elementals* (4 or more charges)
- *Conjure Volley* (5 charges, DC 20)
- *Teleportation Circle* (5 charges)
- *Arcane Gate* (6 charges)
- *Drawmij's Instant Summon* (6 charges)
- *Scatter* (6 charges, DC 20)
- *Plane Shift* (7 charges, DC 20)
- *Teleport* (7 charges)
- *Gate* (9 charges)



721 - VOLCANIDENT

Weapon (Trident) – Artifact (requires attunement)

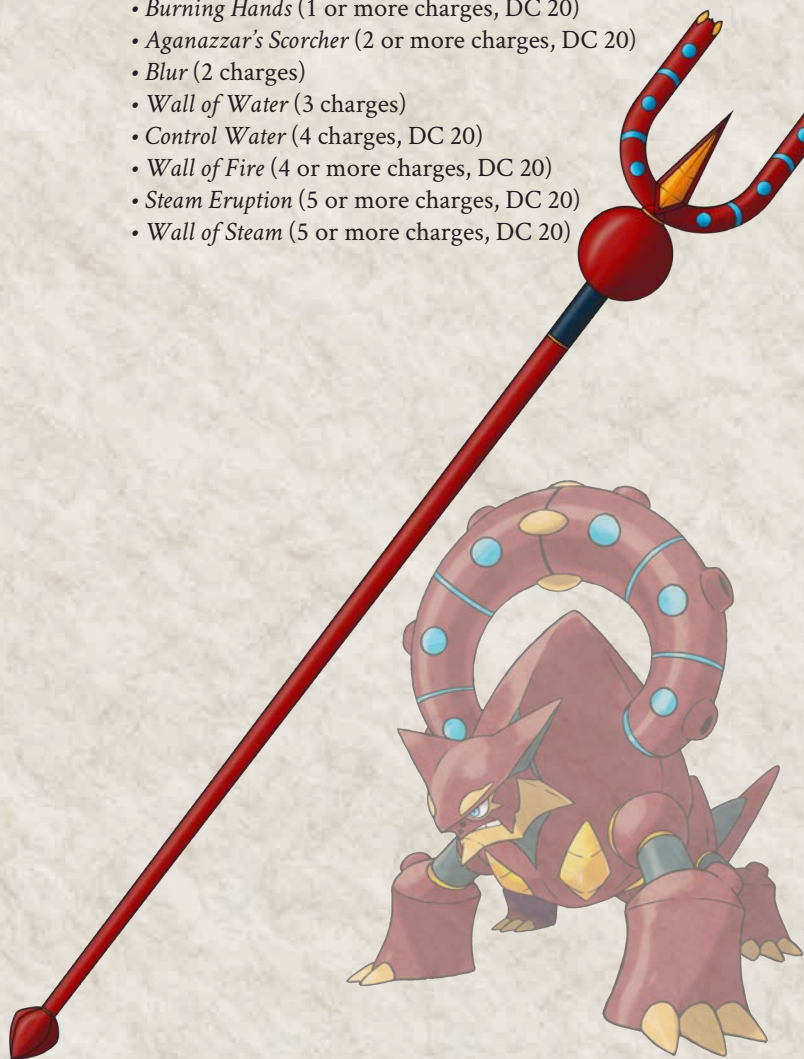
This red +4 trident has U-shaped outer prongs, each divided into three segments by blue lines, with a blue dot in its middle, through which water can be seen flowing. These prongs each end in a circle with three gold points around it. The center prong is a large red rhombus with orange plating. Below the head is a red orb that sounds and feels like it is full of water. The trident's pommel is shaped like a pointed ovoid.

Attacks with this trident do an additional 1d6 fire damage.

While attuned to this trident: you can breath in water; you gain a swim speed equal to your walking speed; you are immune to fire damage; you can walk on lava and magma as if it were normal, solid terrain; you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed equal to the damage it would do; and you know *Aquan* and *Ignan*. You can also speak a command word as a bonus action to make the two outer prongs fold inward into a hoop over the center point, making the trident look like a staff. Repeating the command word will make the hoop fold back into the prongs position.

This trident has 15 charges that recharge after a long rest, which you can expend to a maximum of 9 to cast the following spells:

- *Burning Hands* (1 or more charges, DC 20)
- *Aganazzar's Scorcher* (2 or more charges, DC 20)
- *Blur* (2 charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges, DC 20)
- *Wall of Fire* (4 or more charges, DC 20)
- *Steam Eruption* (5 or more charges, DC 20)
- *Wall of Steam* (5 or more charges, DC 20)



STEAM ERUPTION

5th-level evocation

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a drop of water and a source of heat)

Duration: Instantaneous

A vertical column of burning steam erupts from a point of ground that you specify within range. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 piercing damage on a failed save, or half as much damage on a successful one. Creatures with Water Susceptibility (such as Fire Elementals) take cold damage instead of fire damage.

The 10-foot-radius of ground the steam erupted from is now difficult terrain from being upturned.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the piercing damage (your choice) increases by 1d6 for each slot level above 5th.

WALL OF STEAM

5th-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a drop of water and a source of heat)

Duration: Concentration, up to 1 Minute

You create a wall of incredibly hot steam at a point you can see within range, including in the air. You can make the wall: up to 60 feet long, 20 feet high, and 1 foot thick; a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick; or a sphere 20 feet in diameter and 1 foot thick. The wall is semi-opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 fire damage, or half as much damage on a successful save. Creatures with Water Susceptibility (such as Fire Elementals) take cold damage instead of fire damage.

The wall's space is difficult terrain, and each creature that ends its turn within 5 feet of the wall or inside the wall takes 6d8 fire damage. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

Creatures on the other side of the wall are difficult to see, similar to the *Blur* spell, so attacks on them have disadvantage. Any fire damage that would pass through the wall is absorbed by it. Cold damage is halved if a cold effect passes through the wall.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

003M - BISTAFLOR

Staff () – Legendary (330,000 gp, requires attunement to a spellcaster)

This blue-green staff has a large pink, white-spotted flower growing from a wooden stem on top of the staff. Several palm-like leaves hang beneath the flower, vines hanging between them. Two smaller pink flowers grow from the bottom of the stem. The flowers on the staff release a pleasant aroma. Vines wrap around the length of the staff, down to a white spike acting as the pommel.

While attuned to this staff: you can sustain yourself with just sunlight and water; you gain a +3 bonus to spell attack and damage rolls; you are always under the effect of the *Speak with Plants* spell; you gain resistance to cold, fire, and non-magical bludgeoning and piercing damage; you gain the *Thorn Whip* cantrip; and if you drop to below half of your maximum hitpoints, any spells you cast that use plants to inflict damage (such as *Thorn Whip* or *Wall of Thorns*) do their maximum damage.

While attuned to this staff, for every hour you spend out in sunlight, you can choose to either:

- * Regain 2d4 hit points
- * Have the staff regain 1d4 charges

This staff has 15 charges which recharge at dawn, that you can expend (to a maximum of 9) to cast the following spells:

- * *Entangle* (1 charge)
- * *Spike Growth* (2 charges)
- * *Plant Growth* (3 charges)
- * *Grasping Vine* (4 charges)
- * *Sunbeam* (6 charges)
- * *Wall of Thorns* (6 or more charges)



006MY - CLURAK

Wondrous (Cloak) – Legendary (360,000 gp, requires attunement to a spellcaster)

This orange cloak has three pointed horns on top of the hood, with the middle horn being quite long. The interior of the hood is lined with a cream-colored cloth, while the rest of the cloak is lined with a dark turquoise cloth. The bottom edge of the cloak is a bit ragged looking with several hanging bits. The clasp is a six-pointed star, with the top point being longer than the others, and the bottom three points looking like white dragon's claws.

The cloak can form a magical flame at the tip of the hood's middle horn with a command word, emitting normal light in a 30-foot radius and dim light for an additional 30 feet. The flame can be dismissed by repeating the command word or by lowering the hood.

While attuned to this cloak: this cloak can act as a pair of wings, giving you a fly speed of 60 feet; you know *Ignan*; you gain the *Fire Bolt* cantrip; if you drop below half of your maximum hitpoints, any effects or spells you cast that do fire damage will do the maximum fire damage; and three times a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from your mouth. Each creature in that line must make a DC 19 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

You can also cast the *Daylight* spell on the cloak three times a day, recharging at dawn, which gives these additional effects:

- You can reroll any 1s or 2s on fire damage done in the affected area, but you must keep the reroll
- Any fog in the affected area, magical or not, is dispelled
- Any cold damage done in the area is reduced by half
- So long as you aren't submerged in water, any damage done by water like crashing waves, either natural or magical in origins, is reduced by half



006MX - DRACAUFENA

Weapon (Greatsword) – Legendary (360,000 gp, requires attunement)

This black +3 greatsword has a light blue blade and a guard that resembles a dragon head with wings and claws gripping the blade. An eerie blue flame burns out of the dragon's mouth. A set of dragon claws act as the pommel.

Attacks with this sword do an additional 2d8 fire damage.

The guard's flame can emit magical light with a command word, normal light in a 30-foot radius and dim light for an additional 30 feet.

While attuned to this sword: you know Draconic; if you drop below half of your maximum hitpoints, the fire damage done by this sword does its maximum damage; and three times a day, recharging at dusk, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 19 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.



009M - TURTONNON

Weapon (Handcannon) – Legendary (390,000 gp, requires attunement)

This blue handcannon has a large white barrel on the front coming out of a brown shell with white trim body. A glowing blue nodule in the top of it connects the cannon to the Elemental Plane of Water. There are two handles on the bottom, with a trigger on the back handle.

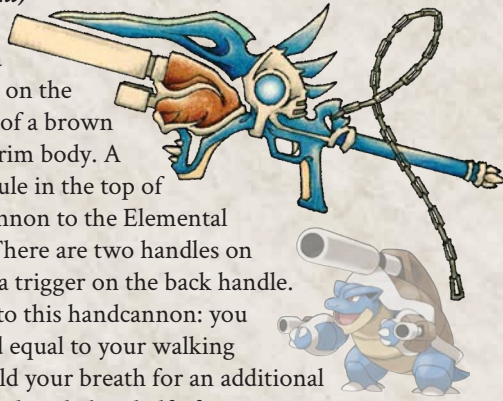
While attuned to this handcannon: you gain a swim speed equal to your walking speed; you can hold your breath for an additional 10 minutes; if you drop below half of your maximum hitpoints, the damage done by this cannon does its maximum damage; and any area of effect spells, auras, attacks or abilities that center on yourself (such as *Thunderclap*, *Earth Tremor* or *Destructive Wave*) do an extra 50% of the rolled damage rounded down.

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

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 trigger is held down, taking 1 round to reload. The trigger can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail. Both hands must be holding the cannon and the trigger held down for the water to be drawn. You can take your finger off the trigger 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. Once the reservoir is full, it can be used in one of four ways as an action, emptying the reservoir:

- “Water Gun” produces 1 gallon of water
- “Hydro Pump” produces 5 gallons of water
- “Hydro Cannon” produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide until the start of your next turn. As a bonus action you can aim the geyser at a creature you can see within 30 feet of you. Any creatures hit by the geyser, either in the initial shot or the bonus action movement, must succeed on a DC 19 Strength saving throw or take 2d4 bludgeoning damage and fall prone, or half as much damage on a save. Instead of a creature, you can target an object that isn’t being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you
- “Hydro Blast” shoots out the water as if it was a normal handcannon ball



015M - Crossbiber

Weapon (Heavy Crossbow, Spear) – Legendary (251,000 gp, requires attunement)

This yellow +3 heavy crossbow has purple insect leg-like parts around the center of the frame, holding the large stinger-like arms of the crossbow. A collection of wispy, see-through ribbons that resemble insect wings hangs from the body of the crossbow. A large point on the front of the crossbow allows for it to be used as a spear, which does the additional poison damage, but must be held two-handed and cannot be thrown.

While attuned to this crossbow: if you drop below half of your maximum hitpoints, the poison damage done by this crossbow does its maximum damage; and when you land a critical hit, it does an extra 50% of the rolled damage rounded down.

Attacks with this crossbow do an additional 3d8 poison damage, and you can expend charges to add an effect to that poison. The crossbow has 12 charges that refresh at dawn, which can be expended as part of an attack with this weapon to add one of the following effects:

- On a hit, the target must make a DC 19 Constitution save or be poisoned for 1 minute. (1 charge)
- On a hit, the target must make a DC 19 Constitution save or be stunned for 1 minute. (2 charges)
- On a hit, the target must make a DC 19 Constitution save or be paralyzed for 1 minute. (3 charges)
- On a hit, the target is inflicted with a slow-acting poison for 1 minute. They must make a DC 15 Constitution save or be paralyzed for the remainder of the infliction. On a pass, the DC for this save increases by 1, and the inflicted must make the save again at the start of their next turn, which repeats for the remainder of the infliction. (ie if they pass the save over 5 rounds, the DC will reach 20, and if they fail at that point, then they’re paralyzed for 5 rounds.) (4 charges)



018M - PIKEGEOT

Weapon (Pike) – Legendary (218,000 gp, requires attunement)

This light brown +3 pike has a curved guard below the blade with a crest of yellow and red feathers hanging from it, followed by a white bird wing with blue tips. A red ribbon is wrapped around the lower part of the shaft with a long-ragged end hanging from it.

The pike is very light, weighing only 4 lbs, and thus lacking the Heavy property of normal pikes.

While attuned to this pike: you have a fly speed of 90 feet; you have advantage on attack with this pike to hit flying targets; you cannot have disadvantage on attacks from magical or non-magical means done to or by the target (such as the Dodge action or *Blur* spell); if you become stunned or confused, attacks on you have disadvantage as you move unpredictably; and at the start of your turn you can decide that every attack you do on a target with this pike hits regardless of what you roll, even if it is a critical fail. However, every attack on you until the start of your next turn also hits regardless of the roll, even if it is a critical fail. All critical hits still count as critical hits.



065M - BIMBAFF

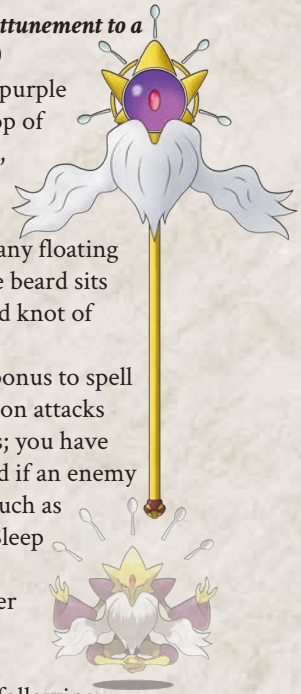
Staff () – Legendary (265,000 gp, requires attunement to a spellcaster with an Intelligence of 20 or higher)

This gold shakujō staff has a large floating purple orb with a red oval gem in its center at the top of the staff. Six gold points float around the orb, with pieces of a gold hoop floating between them. Five floating silver spoons point outward from the orb. Attempts to separate any floating pieces from the staff always fail. A large white beard sits below the orb. The staff's pommel is a twisted knot of brown and gold.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; you have advantage on attacks against mechanical and clockwork constructs; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

The staff has 15 charges that refresh at midnight. You can expend charges to do the following:

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligence save (DC = 8 + your Intelligence modifier + your proficiency), on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- As an action, you can target one creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one. (1 charge)
- Cast *Misty Step* (2 charges)
- Cast *Dimension Door* (4 charges)
- Cast *Synaptic Static* (5 charges)
- Cast *Far Step* (5 charges)
- Cast *Mental Prison* (6 charges)
- Cast *Psychic Scream* (9 charges)



080M - PLAHMUS

Armor (Half Plate) – Legendary (235,000 gp, requires attunement)

This gray-blue +3 half plate armor is made from a single large shell that has three round sections with holes cut in it so it can be worn as armor. The neck hole has a collar of white teeth like pieces, and the bottom part has four spikes around it. Several triangular pink leather pieces with cream tips hang around the waist of the armor as a protective skirt.

While wearing this armor, if you are grappled with or by a creature, they take 1d4 piercing damage from the armor's spikes.

While attuned to this armor: you can breathe in water; you gain a swim speed equal to your walking speed; you are resistant to acid and poison damage; you have advantage on Constitution saves; critical hits on you are just normal hits; you are immune to being confused, charmed or frightened; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.



094M - SCYTHENGAR

Weapon (Scythe) – Legendary (349,000 gp, requires attunement)

This dark purple +3 scythe looks like it's made of eerie twisted flames with blood red highlights. A second smaller blade sits below the first, with an eerie grin carved between them. A golden orb with a black center is embedded just above the main blade. A black spike acts as the pommel.

While attuned to this scythe: you gain truesight of 120 feet; you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

All efforts to teleport or move to another plane of existence within 120 feet of this scythe automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

Any creature that starts its turn within 60 feet of you and can see the scythe, even if ghostly, must make a DC 19 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the scythe. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours. If the target isn't surprised by the scythe's appearance, they can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

Ghostly form

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



115M - KANGASKHATANA

Weapon (Longsword, Shortsword) – Legendary (315,000 gp, requires attunement)

This light brown +3 longsword and light purple +3 shortsword are connected by a three-foot chain from the longsword's guard to the shortsword's pommel. The longsword has a cream-colored edge and a brown leather hide attached to the rest of the blade. The hide has thick growths along it, and a pouch-like sheath for the shortsword on its backside. A thick, triangular plate acts as the sword's guard. The shortsword has a yellow hide over the blade with purple hexagon plates along it.

While attuned to these swords: twice per turn, when you take the Attack action with the longsword, you can add an extra attack with the shortsword as part of the attack; you have advantage on attack rolls against undead with these swords; if magically put to sleep, you will automatically wake up at the end of your next turn; and when a creature you can see attacks a target other than you within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you're wielding these swords.



127M - PIKAILIOS

Weapon (Pike) – Legendary (217,000 gp, requires attunement)

This brown +3 pike has two blades made from large spiked pincers attached by orange rods to a brown shaft. A guard covers the top section of the shaft that resembles a green insect wing with orange venation. A set of spikes act as the pommel.

Attacks with this pike do an additional 1d6 piercing damage.

While attuned to this pike: you gain a fly speed of 30 feet; you can't have disadvantage on attack rolls; and anytime you down a target, you have advantage on your next attack.

You can use this pike to grapple a Small or bigger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the pike you can't use it to make normal pike attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 2d6 piercing damage. Those grappled in this way can escape the pincers with a DC 19 Strength check.



130M - GYARAHUITL

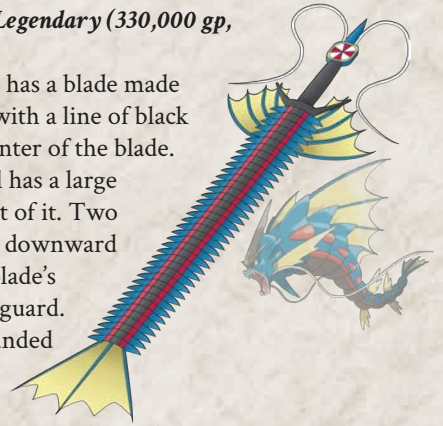
Weapon (Macuahuitl) – Legendary (330,000 gp, requires attunement)

This blue +3 macuahuitl has a blade made of large, sharp fish scales, with a line of black and red scales down the center of the blade. The tip of the machuahuitl has a large pointed fish fin coming out of it. Two smaller fish fins that curve downward come out the sides of the blade's base above the black cross guard. The black handle has a rounded square pommel with a red and white pattern on it that resembles a mount with large fangs, followed by a blue spike and two long white whiskers.

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

Attacks with this macuahuitl ignore any damage immunities or resistances the target might have, and on a hit the target has disadvantage on their next attack.

While attuned to the macuahuitl: you have advantage on intimidation rolls; if you intimidate someone, they have disadvantage on their ability and attack roll for the next minute; anytime you down a target, you have advantage on your next attack; you gain the ability to rage (PHB 48) 3 times between long rests. If you already have the ability to rage, your number of rages increase by 3.



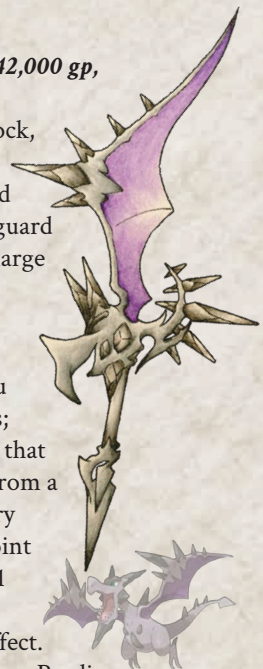
142M - SCIMPTERA

Weapon (Scimitar) – Legendary (242,000 gp, requires attunement)

This gray +3 scimitar is made of rock, with a blade carved to resemble a dragon wing with purple interior and obsidian spikes along the back. The guard is made up of obsidian spikes, and a large spike acts as the pommel.

Attacks with this scimitar do an additional 1d6 slashing damage.

While attuned to this scimitar: you have advantage on Intimidation rolls; and 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 effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.



150MX - XUATWOSTAFF

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

This white +4 quarterstaff has large twisted, bulky ends with a set of raised ridges on one side and two purple turbs around the other side. One end has a long purple cord with a curled tip hanging from it.

Attacks with this quarterstaff do not use the target's Armor Class to determine hits but rather the target's Intelligence score, and do an additional 2d6 psychic damage.

While attuned to this quarterstaff: you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips; your limbs become limber and elastic, making your reach for melee attacks 5 feet greater than normal; you are immune to the Stunned condition and have advantage on Dexterity saves for 1 minute if you would be Stunned; you are resistant to psychic damage; and 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 quarterstaff has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



150MY - PYKEWTU

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

This purple +4 pike has a large white blade with a hoop bottom that has a white sphere floating in its center. Below that three bulbous bags hang from the shaft just before it transitions from white to purple. The end of the shaft has a curled tip.

Attacks with this pike do not use the target's Armor Class to determine hits but rather the target's Intelligence score, and do an additional 2d6 psychic damage.

While attuned to this pike: you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips; attacks with this weapon and your spells deal double damage to objects and structures; if a construct, object or structure would be immune to psychic damage, your psychic damage is instead treated as force damage; gain a hover speed of 60 feet; you can't be magically put to sleep; you are resistance to psychic damage; and 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.

The pike has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
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- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
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- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



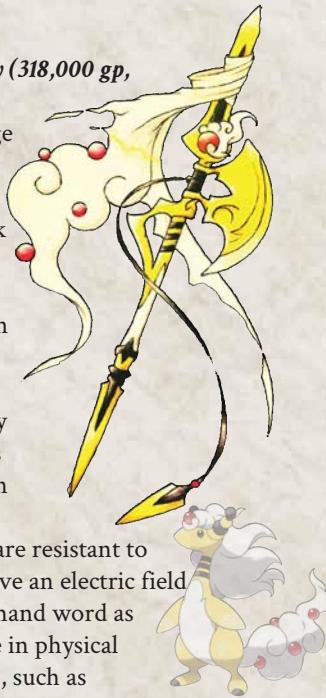
181M - AMPHAXOS

Weapon (Greataxe) – Legendary (318,000 gp, requires attunement)

This gold +3 greataxe has a large spike on top with a red orb in its base and a black stripe up its center. The handle has three black rings around it and a curve guard over it. A gold spike acts as the pommel. A large fluffy white cloth with small red orbs in it is tied to the back of the axe head.

Attacks with this axe ignore any damage immunities or resistances the target might have, and does an additional 2d8 lightning damage.

While attuned to this axe: you are resistant to lightning damage; and you can have an electric field surround you by speaking a command word as a bonus action. Anyone you come in physical contact with while this field is on, such as through hits with this axe, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be Paralyzed until the end of their next turn. This effect can only be attempted on each creature once per round. The field can be turned off by repeating the command word.



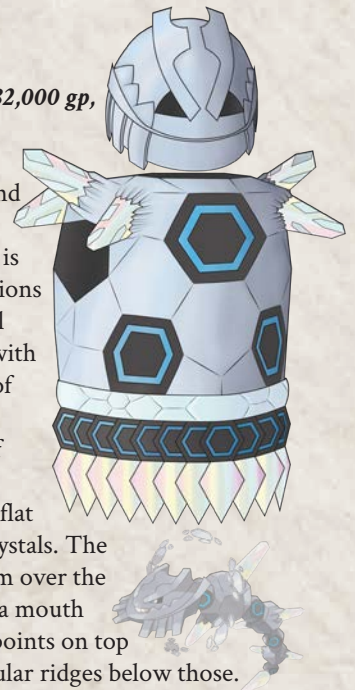
208M - MEGATEILIX

Armor (Plate) – Legendary (282,000 gp, requires attunement)

This steel +3 plate armor has crystal spikes bursting out around the top of the shoulders that shine like rainbows. The armor is quite blocky, with large flat sections on the outside. Three hexagonal sections on the front are black with blue hexagons on them. A belt of compressed crystal slivers sits around the waist, with a skirt of black hexagon pieces with blue hexagons on them, followed by flat rhombus cuts of the rainbow crystals. The helm has two ridges that go from over the eyes to the top of the head, and a mouth shield that has three teeth-like points on top of each side, and three rectangular ridges below those.

While attuned to this armor: you have immunity to non-magical slashing, piercing or bludgeoning damage; are immune to any negative effects and damage caused by sandstorms; you gain a burrowing speed of 45 feet; gain darkvision and tremorsense of 45 feet; you can consume stone and rock for sustenance; you can always sense which direction 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 tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 20 ft per minute (2 feet per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 19 Dexterity save each round or take 2d4 bludgeoning damage from flying debris.



212M - LANCIZOR

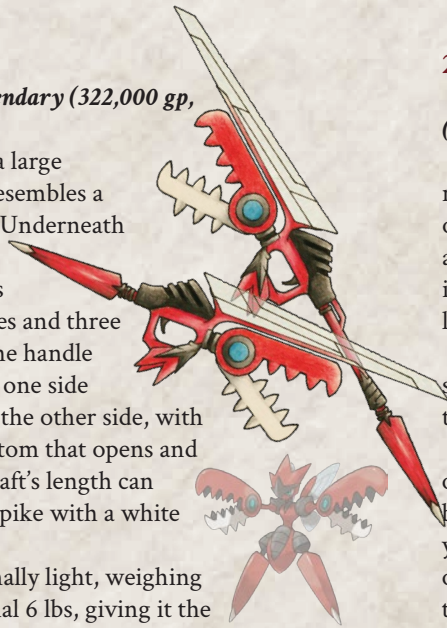
Weapon (Lance) – Legendary (322,000 gp, requires attunement)

This red +3 lance has a large blade on the front that resembles a rectangular insect wing. Underneath is a large pincer, the lower section of which is white, with serrated edges and three spikes on the bottom. The handle has a hard, black grip on one side and a curved guard over the other side, with a black trigger at the bottom that opens and closes the pincer. The shaft's length can be adjusted, and a large spike with a white tip acts as the pommel.

This lance is exceptionally light, weighing 2 lbs instead of the normal 6 lbs, giving it the light and finesse properties. However, this leaves the lance vulnerable to fire damage, and if the spell *Heat Metal* is cast on the lance or it is submerged in lava or an equally powerful heat for a full minute, it is destroyed as it melts apart into pieces of scrap metal.

You can use the pincer to grapple a Small or larger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the lance you can't use it to make normal lance attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 2d6 piercing damage. Those grappled in this way can escape the pincers with a DC 19 Strength check.

While attuned to this lance: you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition, but are now vulnerable to fire damage; attacks with this lance deal double damage to objects and structures; if you have disadvantage on an attack roll, any damage dice that you roll 3 or less on are counted as having rolled a 3; and if you fall below half of your max hitpoints, attacks with this lance do an additional 2d6 piercing damage.



214M - HALBECROSS

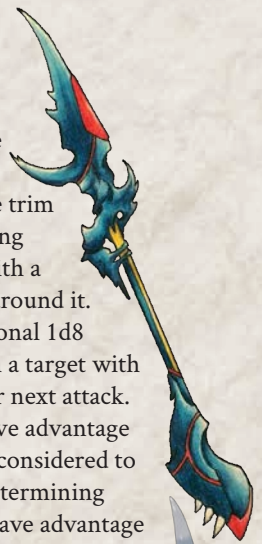
Weapon (Halberd) – Legendary (241,000 gp, requires attunement)

This navy +3 halberd has a large blade made from a large insect horn with an orange rhombus on the back and orange trim around the blade's base. The shaft is a long insect leg with yellow along the back, with a large bulbous end that has orange trim around it.

Attacks with this halberd do an additional 1d8 slashing damage, and anytime you down a target with the halberd, you have advantage on your next attack.

While attuned to this halberd: you have advantage on Strength and Athletics rolls; you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176); you have advantage on your attack rolls if you attack multiple times in the same turn; and if you fall below half of your max hitpoints, attacks with this halberd do an additional 2d6 slashing damage.

You can also use this halberd as a crowbar or a portable ram, giving a +4 bonus on Strength checks to break down doors, in addition to the advantage on the Strength roll that being attuned to the halberd gives.



229M - SCYTHELLGAR

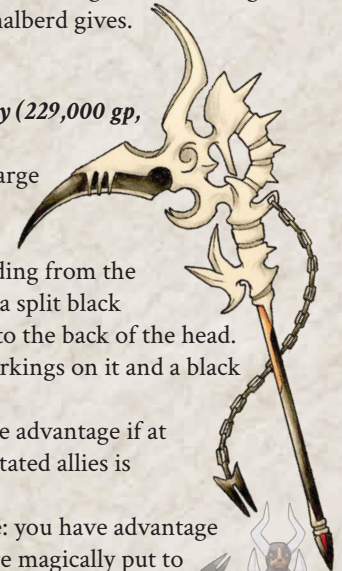
Weapon (Scythe) – Legendary (229,000 gp, requires attunement)

This white +3 scythe has a large head made from the skull of a horned fiend, that has a black blade with a white edge extending from the front of it. A short chain with a split black triangle at the end is attached to the back of the head. The black shaft has orange markings on it and a black spike pommel.

Attacks with this scythe have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

While attuned to this scythe: you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; you are immune to fire damage; if you would take fire damage you have advantage on your next attack; and as part of an attack, you can choose to expend up to 3 of your hit dice and add those dice to your attack as your choice of fire or necrotic damage. This can be done in addition to expending charges on the same attack.

The scythe has 9 charges that refresh at midnight. When you hit a target with an attack from the scythe, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack, with a DC 19 save, and each additional charge upcasting the spell by a level.



248M - Tylancitar

Weapon (Lance) – Artifact (requires attunement)

This green +4 lance has black indents along it, with a red rhombus shaped indent above the red handle. A guard curves over the handle with large spikes coming off it.

Attacks with this lance do an additional 2d8 piercing damage.

The weather around this lance is always being pushed towards hot, calm, and sunny, as if it has a constant *Control Weather* spell in effect. If the lance is kept in one place, like a city or dungeon, this weather will last for 1d4+4 days before dissipating. If the lance is moved more than 5 miles than where it was at dawn, or someone casts *Control Weather* within 1 mile of the lance, then the effect reactivates.

If this lance is brought into a desert, an area suffering from severe drought, or an otherwise sandy area, the lance's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the lance is used in combat, regardless if a sandstorm is active or not.

While attuned to this lance: if you are affected by a status condition, you have advantage on attack rolls; you have advantage on Intimidation; you gain 30 feet of burrowing speed; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; 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.

You can also sense any sandstorms within 100 miles of you, including those that will naturally form within the next hour, how intense they are, how long they will last, and where they will go over the next week or until it dissipates.

Once between long rests, you can use this lance to strike the ground to cast the *Earthquake* spell as an action, with a DC 18 Concentration save and DC 20 Dexterity save for the spell.

While in a sandstorm, you can speak a command word as an action, causing a 30-foot radius sphere around you to become normal weather, with the sandstorm continuing beyond that. This effect can be turned off by repeating the command word and ends if you are knocked unconscious.



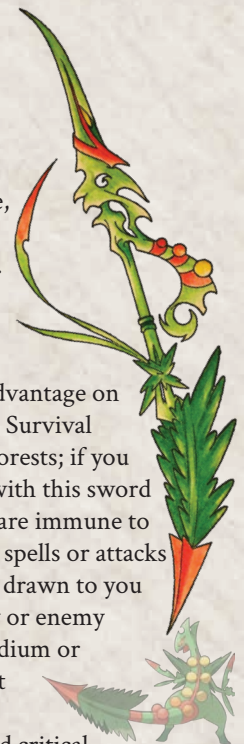
254M - JUKARAMBIT

Weapon (Dual-blade Sword) – Legendary (245,000 gp, requires attunement)

This green +3 dual-blade sword has one blade with red trim along its spine and base, while the other blade is made of several thin, sharp leaves with a red tip on the end. A guard curves over the handle with red stripes around it, each with a ball on the back going red, orange and then yellow.

While attuned to this sword: you have advantage on Athletic rolls while climbing; advantage on Survival and Nature checks involving Jungles and Forests; if you drop below half of your hitpoints, attacks with this sword do an additional 2d6 slashing damage; you are immune to lightning damage; any single-target ranged spells or attacks that do lightning damage are automatically drawn to you if you are within range, regardless if an ally or enemy performed it; and if you aren't wearing Medium or Heavy armor you gain 30 feet of movement speed and gain 30 feet of climbing speed.

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



257M - BLAZIKUTŌ

Weapon (Greatsword) – Legendary (257,000 gp, requires attunement)

This red +3 greatsword has a black, three-pronged blade with a red spine leading to a guard covered in long red, white and black feathers. The bottom of the blade has long ribbons made of fire bolted to each side of it.

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

This sword does not do damage to you if the *Heat Metal* spell is cast on it, instead adding the effect to the sword's damage.

While attuned to this sword: if you have any levels in monk, you are proficient with this weapon and it counts as a monk weapon; you gain 30 feet of movement; your jump distance doubles; you have advantage on all Dexterity rolls; you do not feel the effects of cold weather; if you fall below half of your hitpoints, this sword does another additional 2d6 fire damage; and attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.



260M - SWAMPAUL

Weapon (Maul) – Legendary (242,000 gp, requires attunement)

This blue +3 maul has a large round head with three black fins coming off the top, three orange conical protrusions off the back, and small orange pads all over it. A black guard over the handle has a black strap attaching it to a thin membrane fan that resembles a rudder that can slot into the top back of the maul.

While attuned to this maul: you can breathe underwater through your skin; you can hold your breath for double the amount of time; gain a swim speed of 60 feet; have +2 to Strength checks and saves; have advantage on Perception checks when underwater; are immune to muddy difficult terrain; and if you are below half your hitpoints, this maul does an additional 2d6 bludgeoning damage.

Attacks with this maul do not suffer any of the disadvantages of being used underwater, and enemies hit with this maul have disadvantage on their next attack.



282M - STARNIGHT

Staff () – Legendary (282,000 gp, requires attunement)

This white staff has a curved white head with a wing-like structure on the back and green ribbon curls on top, which has a small red orb floating in the center. Below that is a flat red horn that splits open into two pieces. Hanging below that are several long, thin pieces of cloth with feathered ends that resemble bridal veils.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; telepathy (MM 009) with a range of 120ft.; the *Mage Hand* and *Minor Illusion* cantrips; you can cast *Detect Thoughts* at will; are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you, provided they are not immune to it.

You can also sense your allies within 120 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.

Whenever you would do psychic damage, regardless if by ability, effect or spell, you can have that psychic damage instead be radiant damage.

This staff has 15 charges that refresh at dawn, and you can expend charges to do the following:

- Cast *Shield* (1 charge)
- Cast *Shield of Faith* (1 charge)
- Cast *Otiluke's Resilient Sphere* (4 charges, DC 20)
- Cast *Scrying* (5 charges)
- Cast *Maddening Darkness* (8 charges, DC 20)
- Target a creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one. (1 charge)



302M - YAMIRAUGI

Weapon (Shortsword, Shield) – Legendary
(320,000 gp, requires attunement)

This +2 shield is made of a large, hard crimson gem with spiky purple trim around it. It has a matching +2 shortsword that is made of the same spiky purple stuff as the shield's trim, with a small crimson gem in the guard and some gold inset down the middle of the sword's blade that resembles a ghastly golden grin.

Attacks with the shortsword do an additional 1d6 necrotic damage.

While attuned to this sword and shield: you always go last in initiative; you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action); gain 60 feet of darkvision; while in dim light or darkness you can *Hide* as a bonus action; have advantage to frighten creatures; are immune to psychic damage; you can sustain yourself by consuming gems and minerals, but this will slowly cause parts of you to begin to look like gemstones, starting with your teeth, followed by your nails or claws, then growths on your skin, and ending with your eyes. The more gems and minerals you eat, the more you change. Each level of change can be undone with a *Greater Restoration* spell, requiring 4 castings to undo a complete transformation; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone being grappled/restrained), the status condition is magically bounced back at the enemy, who now has to perform whatever save (if any) was required or be afflicted by the status condition, while you do not. This does not bounce back any damage, which you still take.



303M - METEDIBULE

Weapon (Double Head Meteor Hammer) – Legendary
(330,000 gp, requires attunement)

This black +4 double head meteor hammer has heads that resemble large toothy maws, each with a yellow spot on top. One head has a yellow handle that has a curved black guard over it with magenta trim and two long ribbons hanging from it.

Attacks with this meteor hammer do an additional 1d8 piercing damage.

While attuned to this meteor hammer: you have advantage on Intimidation and Deception rolls; can't have disadvantage on attack rolls from effects imposed on you (such as *frightened*); gain 60 feet of darkvision; are immune to the poison condition and immune to poison damage; and have advantage on rolls to grapple or restrain a target, including *Maw* attacks.

You can also make a *Maw* attack with the meteor hammer in place of a normal attack. On a hit, the *maw* attack does 3d8 piercing damage, and the target is now grappled by a *maw* 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 20 Strength check. If you have a creature grappled this way, you cannot use this meteor hammer to perform normal attacks.



306M - GALANCING

Weapon (Lance) – Legendary (236,000 gp, requires attunement)

This gray metal +3 lance has two white tips with a holey white guard behind it. A guard made of metal bones and claws curves over the top of the shaft.

While attuned to this lance: if you are vulnerable to any damage types, instead treat them as normal damage; you can't be knocked prone; 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 use this lance to carve a circular 5 ft diameter tunnel through solid rock at a rate of 5 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 18 Dexterity save or take 2d6 bludgeoning damage from flying debris each round; 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.



310M - VOLTENBERD

Weapon (Halberd) – Legendary (310,000 gp, requires attunement)

This blue +3 halberd has a set of gold spikes along the bottom back of the blade that resembles a large stylized lightning bolt. A guard at the top of the shaft arches out and is covered with gold trim and blue hair standing on end from the halberd's electricity. A blue spike with gold trim acts as the pommel.

Attacks with this halberd do an additional 2d6 lightning damage, and the target must make a DC 19 Constitution save or be Paralyzed for 1 minute. Affected creatures can try the save again at the end of their turn.

While attuned to this halberd: you gain 15 feet of movement; you have advantage on Intimidation rolls; you are immune to lightning damage; if you are hit by lightning damage, you gain advantage on your next attack; and if you are in range of any spells or effects that do lightning damage, you automatically replace one of the targets of the spell if you were not already a target.



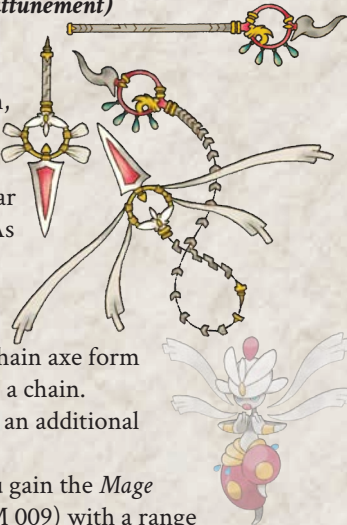
308M - CHAININA

Weapon (Pike, Quarterstaff, Shortsword, Chain Axe) – Legendary (308,000 gp, requires attunement)

This gray +3 pike has hoops at either end, one gold and one red, each with bows tied around them, white around the gold hoop and blue-gray around the red hoop. The gold hoop has a red triangular blade on top with a white edge. As an action, you can change the Chainina between its pike form, a shortsword and staff form by separating the pike in two, or a chain axe form by making the shaft separate into a chain.

Attacks with this weapon have an additional 2 damage dice for each form.

While attuned to this staff: you gain the *Mage Hand* cantrip; gain telepathy (MM 009) with a range of 120ft.; have advantage on Athletic and Dexterity rolls; you only need one meal a month to sustain yourself; and you can also sense your allies within 60 feet of you and when they are about to attack, giving you advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



319M - SHARPAXEDO

Weapon (Greataxe) – Legendary (319,000 gp, requires attunement)

This dark blue +3 greataxe has a large triangular head with golden points and a golden X just below the top point. Part of the blade curves down as a guard over the handle before wrapping around the handle and coming together with the large pointed pommel. The axe is covered with a rough sharkskin.

Attacks with this greataxe do not suffer any of the disadvantages of being used underwater, and you can perform a Charge attack with this axe while swimming.

While attuned to this axe: you can breath underwater; you gain 60 feet of swim speed; if you have lost or do loose any teeth, they will grow back at a rate of 1d4 per day; you gain advantage on attack rolls when an ally that isn't incapacitated is within 5 feet of your target; anytime another creature touches you, they take 2d4 slashing damage; your teeth become sharp shark teeth and your jaw strengthens, allowing you to perform a Bite attack as an action. If you already have a bite attack, the damage die of the attack becomes one size larger (ie d6s become d8s)

Charge. If you swim at least 15 feet straight toward a target and then hit it with an axe attack on the same turn, the target takes an extra 2d6 slashing damage.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.



323M - BAKUUDAXE

Weapon (Greataxe) – Legendary (323,000 gp, requires attunement)

This orange +3 greataxe has a large blade with glowing channels of lava flowing down it from a volcano on top of the axe surrounded by rocky outcrops.

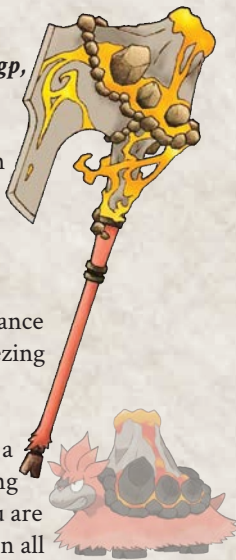
Attacks with this axe do an additional 2d6 fire damage.

While attuned to this axe: you have resistance to cold damage; you are immune to the Freezing condition; if you become vulnerable to any damage types, you can instead treat that damage as normal; you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176); and if you are hit by a critical attack, you have advantage on all attacks for 5 rounds.

The axe has 6 charges, which it regains at dawn.

You can expend a charge as an action to release a 30-foot cone spray of molten magma from the volcano. Each creature in the area must make a DC 19 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 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 19 Dexterity save, taking 5d10 fire damage on a fail, and half as much damage on a success.



334M - ALTALIANCE

Weapon (Lance) – Legendary (334,000 gp, requires attunement)

This sky blue +3 lance has a fluffy cloud guard around the handle with a few long ribbons with frayed ends hanging from the guard.

Attacks with this lance do an additional 2d6 radiant damage, and whenever you would do damage with this lance, you can have the standard piercing damage be radiant damage instead.

While attuned to this lance: you have advantage on Charisma rolls; you gain a flying speed of 30 feet; have advantage on Performance rolls to sing; and if you are afflicted by a status condition you can remove with a saving throw, you can attempt the saving throw to remove it at the start of your turn instead of the end of it.

The weather around this lance is always being pushed towards warm, calm, and with light clouds, as if it has a constant *Control Weather* spell in effect. If the lance is kept in one place, like a city or dungeon, the weather will last for 1d4+4 days before the effect dissipates. If the lance is moved more than 5 miles from where it was at dawn or someone casts *Control Weather* within 1 mile of the lance, then the effect reactivates.



354M - BIRANETTE

Weapon (Longsword) – Legendary (354,000 gp, requires attunement to someone of chaotic alignment)

This bright pink +3 katana longsword has a twisted guard and white cloth wrapped chaotically around the handle. The sword comes with a black sheath with gold trim resembling zipper teeth, and a small bag hanging from it with a gold zipper wrapped around the bag.

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

While attuned to this sword: you have advantage on Sleight of Hand rolls to steal and play pranks; you cannot be put to sleep by magical means; after an enemy hits you with an attack, they must succeed a DC 18 Constitution save or be unable to use that attack again until the end of their next turn; and 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).



359M - ABSCYTHOL

Weapon (Scythe) – Legendary (359,000 gp, requires attunement)

This +3 scythe has a large black blade with a spiked arch off the back above a set of wing-like appendages. The upper part of the shaft is black, with white cloth wrapped around it and a curved black guard over this part, while the bottom half of the shaft is white with a clawed foot as a pommel.

While attuned to this scythe: if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone, grappled, or restrained), the status condition is magically bounced back at the enemy, who now has to perform whatever save (if any) was required or be afflicted by the status condition, while you do not. This does not bounce back any damage, which you still take.

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.

Attacks with this scythe have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, and on a hit the target must make a DC 19 Wisdom save or become frightened of you for 1 minute.



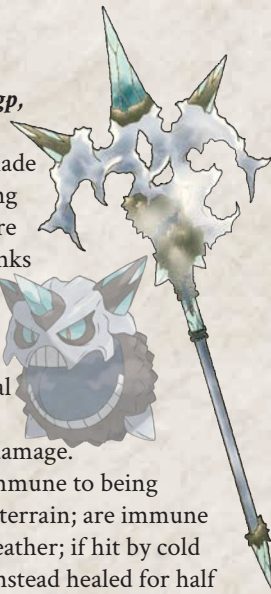
362M - ONIGOPIKE

Weapon (Pike) – Legendary (326,000 gp, requires attunement)

This black +3 pike has a large icicle blade with two smaller black ice points sticking out to the side below, all from a structure that resembles a ball of several snow banks whirled together that is bone white on top and pitch black on the bottom. A small icicle acts as the pommel.

Attacks with this pike do an additional 2d6 cold damage, and you can have this pike's piercing damage instead be cold damage.

While attuned to this pike: you are immune to being stunned; you are unaffected by difficult terrain; are immune to cold damage and effects from cold weather; if hit by cold damage from a hostile source, you are instead healed for half of the damage you would have taken, rounding up; and you are covered in thin layer of black ice that gives you +1 AC.



376M - MÉTAULOSSE

Weapon (Maul) – Artifact (requires attunement)

This steel blue +4 maul has a round head with a gold X across it and a gray spike on top. Four arching and knotted pillars with clawed ends float around the head. The pommel resembles the clawed ends of the pillars.

This maul is much lighter than a normal maul, weighing only 5 lbs.

Attacks with this maul do an additional 2d6 psychic damage.

While attuned to this maul: you gain +2 to Intelligence rolls; you have advantage on Athletics rolls while climbing; gain a hover speed of 60 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; if you are wearing metal armor, the weight of that armor is reduced by 50%; and once between long rests, if you are dropped to 0 hitpoints, you can choose to emit a psychic explosion as you drop at a cost of adding one failure to your death saves. All creatures within 120 feet of you must make a DC 19 Constitution save, taking 8d8 psychic damage on a fail and half as much on a pass.



373M - DRATTAXE

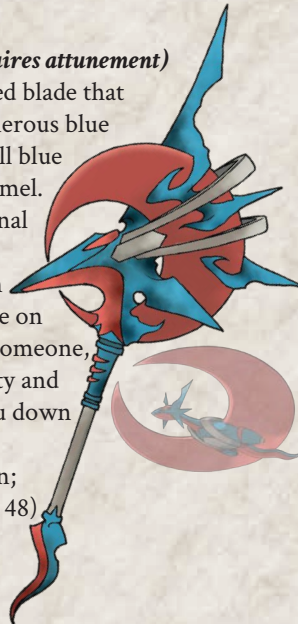
Weapon (Greataxe) – Artifact (requires attunement)

This blue +4 greataxe has a large red blade that resembles a crescent moon with numerous blue spikes coming from its center. A small blue blade with a red edge acts as the pommel.

Attacks with this axe do an additional 2d6 slashing damage.

While attuned to this axe: you gain a fly speed of 120 feet; have advantage on Intimidation rolls; if you intimidate someone, they have disadvantage on their ability and attack rolls for 1 minute; anytime you down a target, you have advantage on your attacks until the end of your next turn; and you gain the ability to rage (PHB 48) 4 times between long rests. If you already have the ability to rage, your number of rages increase by 4.

Charge. If you fly at least 15 feet straight toward a target and then hit it with an axe attack on the same turn, the target takes an extra 2d6 slashing damage.



380M - CLOKIAS

Wondrous (Cloak) – Artifact (requires attunement to a spellcaster)

This white cloak has ear-like fins on top of the hood, and a purple strip between them with a white triangle above the forehead. Two triangles come in over the opening of the hood and a triangular fastener at the neck. The shoulders have large, purple, rounded rhombus shoulder pads, with triangle shapes at the top and rigid wing-like structures sweeping back. The front and back of the cloak have large purple triangles coming up from the bottom. By the cloak's ankles are pads like the shoulder pads, but with thinner wings.

While attuned to this cloak: you gain a +4 bonus to spell attack and damage rolls; you can cast *Disguise Self* at will; you gain a fly speed of 120 feet; are immune to difficult terrain; you are resistant to fire, lightning and psychic damage; and you can touch a creature and as an action show them something you have witnessed.

This cloak has 18 charges that refresh at sunrise. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- As an action, you can touch a creature other than yourself and refill one of their expended spell slots, at a cost of 1 charge per spell level (1 or more charges)
- *Healing Word* (1 or more charges)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)



381M - LAPIKOS

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

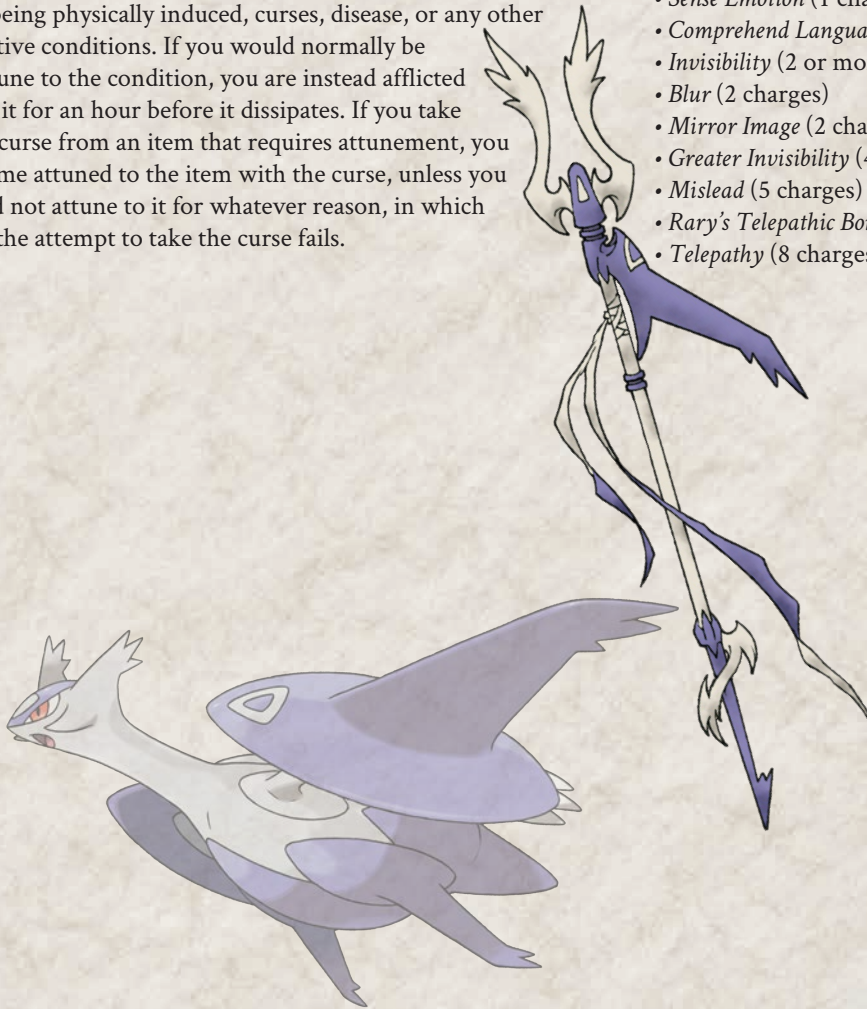
This white +4 pike has a two-pronged head, a large purple wing-like guard over a forward handle with a white line triangle where it meets the blades, and two long ribbons that are purple on one side and white on the other are tied around a point just below the guard.

While attuned to this pike: you gain the *Minor Illusion* cantrip; you gain a fly speed of 120 feet; are immune to difficult terrain; you are resistant to fire, lightning and psychic damage; and you can touch a wounded creature and as an action sacrifice your own hitpoints to heal them an equal number of hitpoints, or take on any status conditions not being physically induced, curses, disease, or any other negative conditions. If you would normally be immune to the condition, you are instead afflicted with it for an hour before it dissipates. If you take on a curse from an item that requires attunement, you become attuned to the item with the curse, unless you could not attune to it for whatever reason, in which case the attempt to take the curse fails.

Attacks with this pike do an additional 2d6 Psychic damage, and when a creature takes damage from this pike, attacks on them have advantage until the end of their next turn.

This pike has 15 charges that refresh at sunset. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Disguise Self* (1 charge)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)



382P - KYONGRŌ

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

This blue +4 trident has a broad flat head with hooked tines with light blue and yellow lines radiating out from a slightly glowing yellow circle. The guard arches outward into two more prongs, and thick ribbons with yellow-white center lines hang from the bottom of these prongs. The trident seems to channel the full power of the Elemental Plane of Water.

While attuned to this trident: you gain the *Shape Water* cantrip; you can breathe underwater; you gain a swim speed of 120 feet; have advantage on Athletic rolls while swimming; immunity to cold damage and damage caused by water; and immunity to the effects of rain and stormy weather.

Attacks with this trident do an additional 2d6 piercing damage.

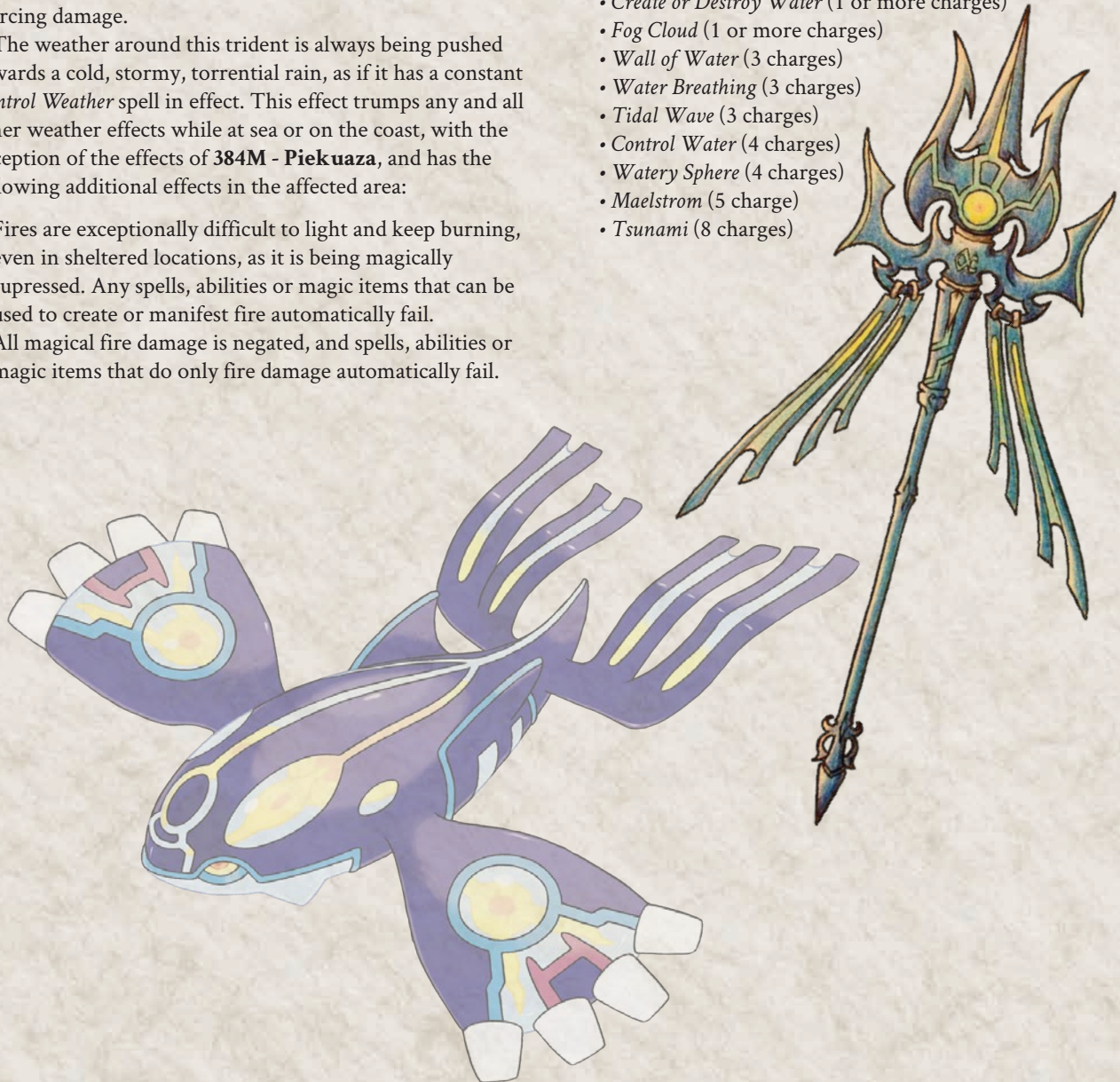
The weather around this trident is always being pushed towards a cold, stormy, torrential rain, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while at sea or on the coast, with the exception of the effects of **384M - Piekuaza**, and has the following additional effects in the affected area:

- Fires are exceptionally difficult to light and keep burning, even in sheltered locations, as it is being magically suppressed. Any spells, abilities or magic items that can be used to create or manifest fire automatically fail.
- All magical fire damage is negated, and spells, abilities or magic items that do only fire damage automatically fail.

This trident has 15 charges that refresh at midnight. You can expend 2 charges as an action to produce a geyser in a 30-foot-long and 1-foot wide line from the tip of the trident, and aim the geyser at any creatures you can see within 30 feet of you. The target(s) must succeed on a DC 19 Strength saving throw or take 3d6 bludgeoning damage and fall prone, and half as much damage on a save. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 300 pounds. The object is either knocked over or pushed up to 30 feet away from you.

You can also expend charges 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)
- *Fog Cloud* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Tidal Wave* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charge)
- *Tsunami* (8 charges)



383P - GULĀDAŌ

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

This red +4 greatsword has broad blade with glowing yellow inlay, while the large curved guard has several gray spikes on it. The sword seems to channel the full power of the Elemental Plane of Earth.

While attuned to this sword: you gain the *Mold Earth* cantrip; you no longer need water to survive; you can breathe even when trapped in earth; you gain a burrowing speed of 120 feet; have advantage on Strength rolls while your feet are touching the ground; immunity to fire damage; and immunity to the effects of heatstroke.

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

The weather around this sword is always being pushed towards a calm, unbearably hot, clear sky, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while on land away from major bodies of water, with the exception of the effects of **384M - Piekuaza**, and has the following additional effects in the affected area:

- Water and ice become scarce as sources dry up, as it is being magically suppressed, creating a severe drought. Any spells, abilities or magic items that can be used to create or manifest water or ice automatically fail. Any pre-existing sealed containers are unaffected.
- All magical damage caused by water or cold damage is negated, and spells, abilities or magic items that do only cold damage or damage caused by water automatically fail.

This sword has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Earth Tremor* (1 or more charges)
- *Earthbind* (2 charges)
- *Maximilian's Earthen Grasp* (2 charges)
- *Wall of Sand* (3 charges)
- *Erupting Earth* (3 or more charges)
- *Transmute Rock* (5 charges)
- *Move Earth* (6 charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)



384M - PIEKUZA

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

This green +4 pike has a large two-pronged triangular blade, with gold inlay on the inside edge and a golden serrated edge on the lower half of the outside edge. Long golden streamers hang from the golden blades with ∞ symbols along them and ends like dragon tail tips. The thick black shaft has two sets of four fins around it, and three sets of four orange orbs embedded down the shaft's side. This pike seems to channel the full power of the Elemental Plane of Air.

While attuned to this pike: you gain the *Gust* cantrip; you no longer need to breathe; you can eat meteors for sustenance; you gain a flying speed of 120 feet; have advantage on Dexterity rolls; have resistance to fire damage; and are always under the effect of the *Feather Fall* spell.

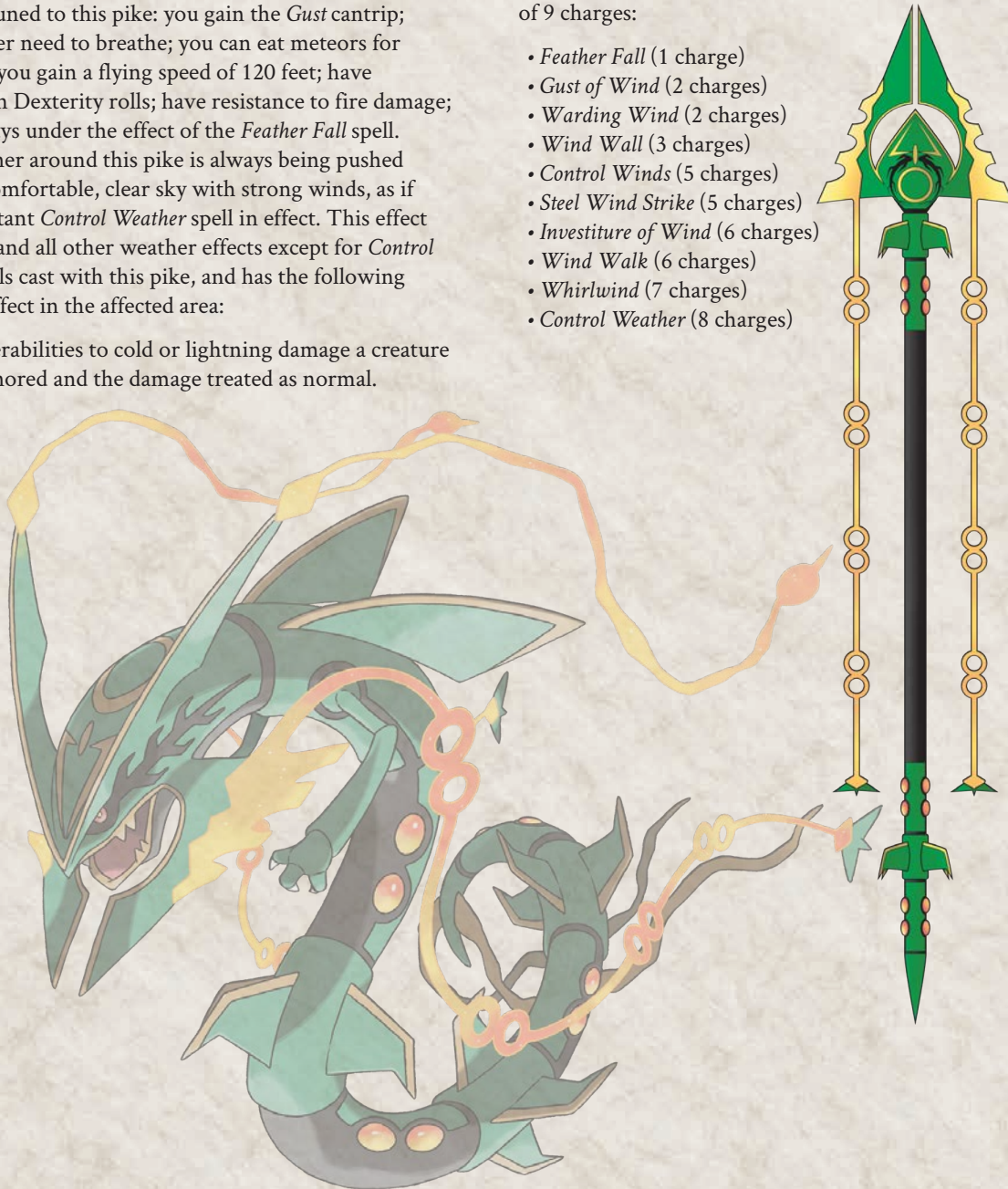
The weather around this pike is always being pushed towards a comfortable, clear sky with strong winds, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects except for *Control Weather* spells cast with this pike, and has the following additional effect in the affected area:

- Any vulnerabilities to cold or lightning damage a creature has are ignored and the damage treated as normal.

Attacks with pike do an additional 2d6 piercing damage, and when a creature is hit by an attack from this lance, attacks on them have advantage and they have -1 AC until the end of their next turn. If struck multiple times, the -1 AC is only applied once.

This pike has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Feather Fall* (1 charge)
- *Gust of Wind* (2 charges)
- *Warding Wind* (2 charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)
- *Control Weather* (8 charges)



428M - LOPINUTI

Weapon (Dual Short Swords, Shinguards) – Legendary (248,000 gp, requires attunement)

These black shinguards have brown trim at the top and cream tips at the bottom, with a set of belts and cloth straps to tie to your shins. Each shinguard holds a +2 short sword, which each have brown blades and cream cloth wrapped around the black handles.

These shinguards give +1 AC when worn, and do an addition 1d6 piercing damage to unarmed strike hits done with kicks. Attacks with the short swords do an additional 1d6 piercing damage.

While attuned to these swords: you can add 20 feet to your long jumps and 15 feet to your high jumps (PHB 182); you have advantage on rolls to prevent being grappled or restrained; and are immune to the Paralysis condition; your attacks with these shinguards or short swords can hit creatures that are on the Ethereal Plane when you are on the Material Plane and vice versa; and creatures hit by an attack with these shinguards or short swords must succeed a DC 17 Wisdom save or be Charmed by you for 1 minute. They can attempt the save again at the end of their turn.



445M - GARBERDIAS

Weapon (Halberd, Saw) – Artifact (requires attunement)

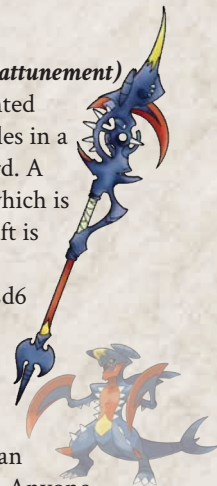
This dark blue +4 halberd has a yellow pointed blade, followed by a blade of two arching sickles in a circle, with small white spikes around its guard. A curved guard goes over the top of the shaft, which is wrapped with white cloth. The rest of the shaft is red, and has a small axe blade as the pommel.

Attacks with this halberd do an additional 2d6 slashing damage. You can speak a command word as a bonus action to have the circular blade inside the casing start spinning noisily, doing an additional 2d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

While attuned to this halberd: 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 immune to the effects of sandstorms; you gain advantage on attacks when in 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.

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 20)
- *Lesser Restoration* (2 charges)
- *Greater Restoration* (5 charges)



448M - LUKARIS

Weapon (Longsword) – Legendary (89,240 gp, requires attunement to a Lawful Good person)

This black +3 longsword has a blade with a woven pattern of holes in it and glowing blue spots. The cross guard is covered with shaggy black and beige fur, with ragged red-tipped black ribbons hanging from it. The pommel is a dark red lump with two steel claws coming out perpendicularly from it.

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

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

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.



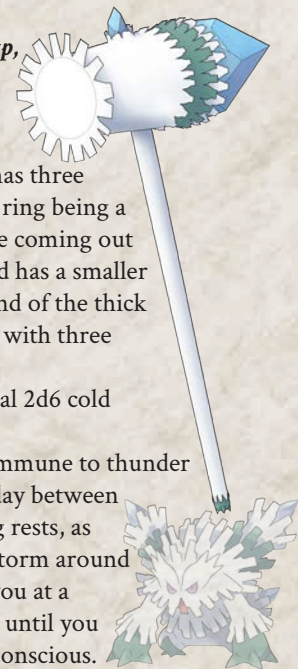
460M - ABOMAULSNOW

Weapon (Maul) – Legendary (82,640 gp, requires attunement)

This white +3 maul has a face with a splitting peeled back ring of thin snow around the edge. The back of the head has three similar rings around it, with the middle ring being a dark, dull green, with a large point of ice coming out from between them. The top of the head has a smaller ice point coming out of it at the other end of the thick shaft, which has a round green pommel with three small claws on it.

Attacks with this maul do an additional 2d6 cold damage.

While attuned to this maul: you are immune to thunder damage; you can cast *Goodberry* once a day between long rests; and twice a day between long rests, as an action you can summon a small hailstorm around yourself. The hailstorm circles around you at a radius of 15 feet, lasting 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 the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 19 Constitution saving throw. On a failed save, they take 3d8 cold damage, and on a successful save, they take half as much damage.

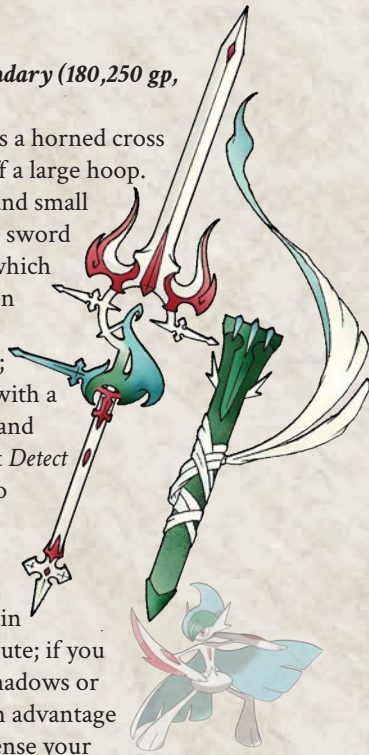


475M - ERUREIDAO

Weapon (Longsword) – Legendary (180,250 gp, requires attunement)

This white +3 longsword has a horned cross guard with red trim coming off a large hoop. The long handle has red trim and small red jewels embedded in it. The sword has a matching green sheath, which has a long white & green ribbon wrapped around it.

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; you have improved focus, giving you advantage on Concentration rolls; 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; 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; and once between long rests, while wielding the sword you can summon a copy of this sword made of psychic energy to your free hand, lasting for 1 minute, until you dismiss it, or until you are rendered unconscious. This sword is also a +3 longsword, does psychic damage instead of slashing damage, and must be dual wielded with it's original, but while dual wielding them you have the Dual Wielder feat (PHB 165).



531M - CAUDICOUS

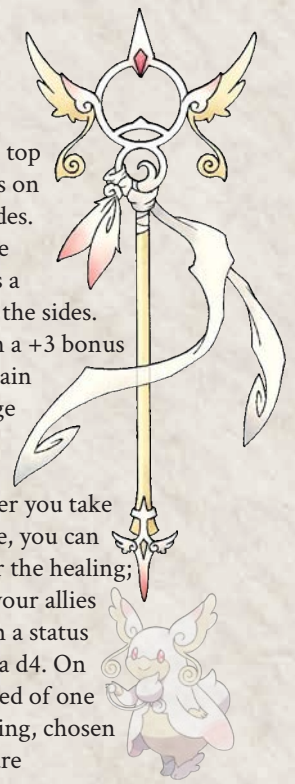
Staff () – Legendary (53,415 gp, requires attunement to a spell caster)

This white staff has a large hoop on top and cream angel wings with long curls on their bottom coming off the hoop's sides. Long white silk ribbons hang from the top of the cream shaft. The pommel is a white point with tiny white wings on the sides.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; you gain the *Friends* cantrip; you have advantage on Investigation and Perception checks that use hearing; advantage on Medicine and Insight checks; whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; and at the end of your turn, if any of your allies within 5 feet of you are suffering from a status condition or making death saves, roll a d4. On a 1-3, one of the affected allies are cured of one of their status conditions or death saving, chosen at random. Allies rolling death saves are stabilized by this effect.

This staff has 9 charges, that refresh at dawn, which you can expend to cast the following spells, with additional expended charges upcasting the spell by a level:

- *Cure Wounds* (1 or more charges)
- *Sleep* (1 or more charges)
- *Calm Emotions* (2 charges)
- *Lesser Restoration* (2 charges)
- *Greater Restoration* (5 charges)



719M - DIANFROCK

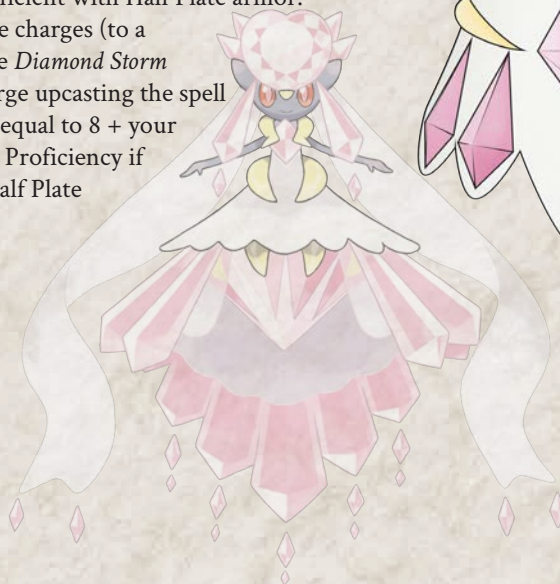
Armor (Half Plate) – Artifact (requires attunement)

This brilliant white +4 half plate armor has a gold collar that comes down to the center of the chest, holding the edges of a large heart-shaped pink diamond, with has a small gold triangle holding the bottom point. There are four large rhombus shaped pink diamonds along the back of the armor sticking up past the collar. The shoulder guards are a gray-pink with long rhombus pink diamonds embedded in them. A brilliant cut pink diamond is embedded in the naval of the armor with a gold trim around the waist. The bottom edge has a wavy trim, with each section having a pink rhombus diamond in it almost touching the waist. A short, light, white silk cape hangs off the back.

While attuned to this armor: people that see you naturally assume you are a royal of some sort, even if they know otherwise; you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone being grappled/restrained), the status condition is magically bounced back at the enemy, who now has to perform whatever save (if any) was required or be afflicted by the status condition, while you do not. This does not bounce back any damage, which you still take.

This armor also has 12 charges that recharge after a long rest, which you can expend to do the following:

- You can expend 1 charge as an action to compress carbon in the air into a diamond worth 100 gp in your hands. You can also continue to expend an additional charge as an action to increase the diamond's value by 100 gp, to a maximum of 1200 gp by expending all 12 charges over 12 actions. You can also do this to pre-existing diamonds to increase their value.
- You can expend 1 or more charges (to a maximum of 9) to cast the *Guiding Bolt* spell (each additional charge upcasting the spell by a level), shooting out of the center gem. Instead of using any spell attack modifier, the spell's attack roll modifier uses your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.
- You can expend 4 or more charges (to a maximum of 9) to cast the *Diamond Storm* spell (each additional charge upcasting the spell by a level), the spell's DC equal to 8 + your Wisdom modifier + your Proficiency if you are proficient with Half Plate armor.



DIAMOND STORM

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (diamond dust worth 50 gp, which is consumed)

Duration: Instantaneous

A hail of imperfect magic diamonds pound to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The diamonds shatter into radiant energy on impact. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.



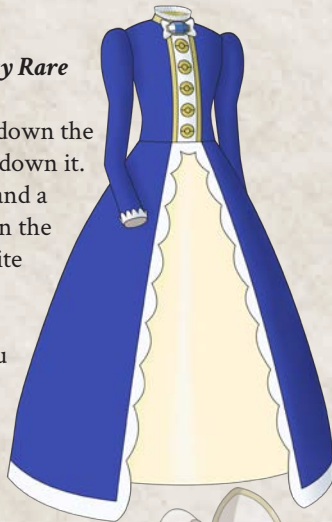
025B - BELLADONNA DRESS

Wondrous (Dress, Cursed) – Very Rare (27,400 gp, requires attunement)

This dark blue dress has white down the torso with gold trim and buttons down it. The gold collar has white ruffles and a white bow with a large sapphire in the center. The dress' bottom has white trim, and splits open in front to a cream under layer.

While attuned to this dress: you are resistant to cold damage; creatures have disadvantage on rolls to prevent being Charmed or Frightened by you; and after hitting an enemy with an attack, roll a d10. On a 9 or 10, the target is stunned until the end of their next turn.

Cursed. This dress is cursed. While cursed, you feel the need to be beautiful and not look tough, giving you disadvantage on all Strength rolls, which you still have even if you'd have an advantage that cancels it out.



025C - COOLTON JACKET

Wondrous (Jacket, Cursed) – Very Rare (27,400 gp, requires attunement)

This red leather jacket has black trim and the outer side of the collar is covered in dark gray fur. Silver studs go around the wrists, and the shoulders have yellow and red spikes coming up from them.

While attuned to this jacket: you are resistant to fire damage; you are immune to being Charmed and Frightened; and after hitting an enemy with a melee attack, roll a d10. On a 9 or 10, your attack rolls increase by 1 for 1 minute. This effect stacks to a maximum of 3, with each increase lasting their own minute. If you already have 3 instances in effect and roll another 9 or 10, the instance with the least remaining duration renews to the full minute.

Cursed. This jacket is cursed. While cursed, your coolness gives you a cool personality that makes it difficult for others to get close to you, giving you disadvantage on all Charisma rolls, which you still have even if you'd have an advantage that cancels it out, and creatures have advantage on rolls to prevent being charmed by you.



025D - COAT OF CLEVERNESS

Wondrous (Coat, Cursed) – Very Rare (27,400 gp, requires attunement)

This long white coat has a green collar, green buttons, and a green circle emblem on the breast pocket.

While attuned to this coat: your Intelligence modifier increases by 1; you are resistant to psychic damage; and as an action, you can summon an electrical terrain around yourself. The terrain in a 50-foot radius circle around you becomes electrically charged, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the terrain cannot be magically put to sleep, and any creatures in it that are already asleep (magically or not) immediately wake up.
- Any attacks or spells that do lightning damage done by any creatures in the terrain do an additional die of lightning damage (ie 2d6 becomes 3d6).

Cursed. This coat is cursed. While cursed, you feel very clever, but get a bit wrapped up in your own thoughts. You have disadvantage on rolls to prevent being Charmed or Frightened, and your Perception modifier goes down by 3.



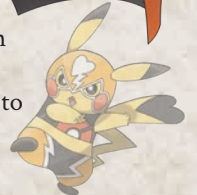
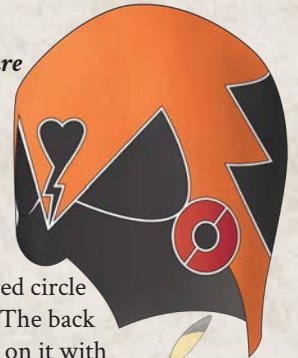
025E - TÉCNICOS MASK

Wondrous (Mask, Cursed) – Very Rare (27,400 gp, requires attunement)

This orange mask covers the head except for the mouth, and has thin white trim around the eye holes, around a black heart that tapers into lightning bolt that goes from the forehead to the nose tip, and around red circle cheeks with black spots in the center. The back of the mask has a black jagged pattern on it with white trim.

While attuned to this mask: you are resistant to acid damage; your Strength modifier increases by 1; your jump distance (per PHB 182) is tripled; and you have advantage on attacks you make from above.

Cursed. This mask is cursed. While cursed, your personality becomes tough and hard, making you stoic and solemn, giving you disadvantage on all Charisma rolls, which you still have even if you'd have an advantage that cancels it out.



025F - SWEETSTAR DRESS

Wondrous (Dress, Cursed) - Very Rare (27,400 gp, requires attunement)

This sparkly pink dress has magenta trim around the collar and along the top of the short sleeves, with white trim below that that leads into a white strip down the chest with two light gold buttons down it to a light gold waistband. Affixed to the collar is a bow with a purple-pink gradient on it, a magenta gem attached to the knot, and long pink, gold and purple striped ends. The outer layer of the bottom section has a purple-pink gradient, with a simple white layer underneath.

While attuned to this dress: you are resistant to necrotic damage; your Charisma modifier increases by 1; creatures have disadvantage on rolls to prevent being Charmed by you; and after hitting an enemy with a single target spell attack, roll a d10. On a 9 or 10, you are healed for 75% of the damage dealt, rounded down.

Cursed. This dress is cursed. While cursed, you feel the need to be cute and not look tough, giving you disadvantage on all Strength rolls, which you still have even if you'd have an advantage that cancels it out. You also have disadvantage on rolls to prevent being Charmed or Frightened.



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

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.

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

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!

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

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.

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

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.

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

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.

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

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.

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

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.

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

