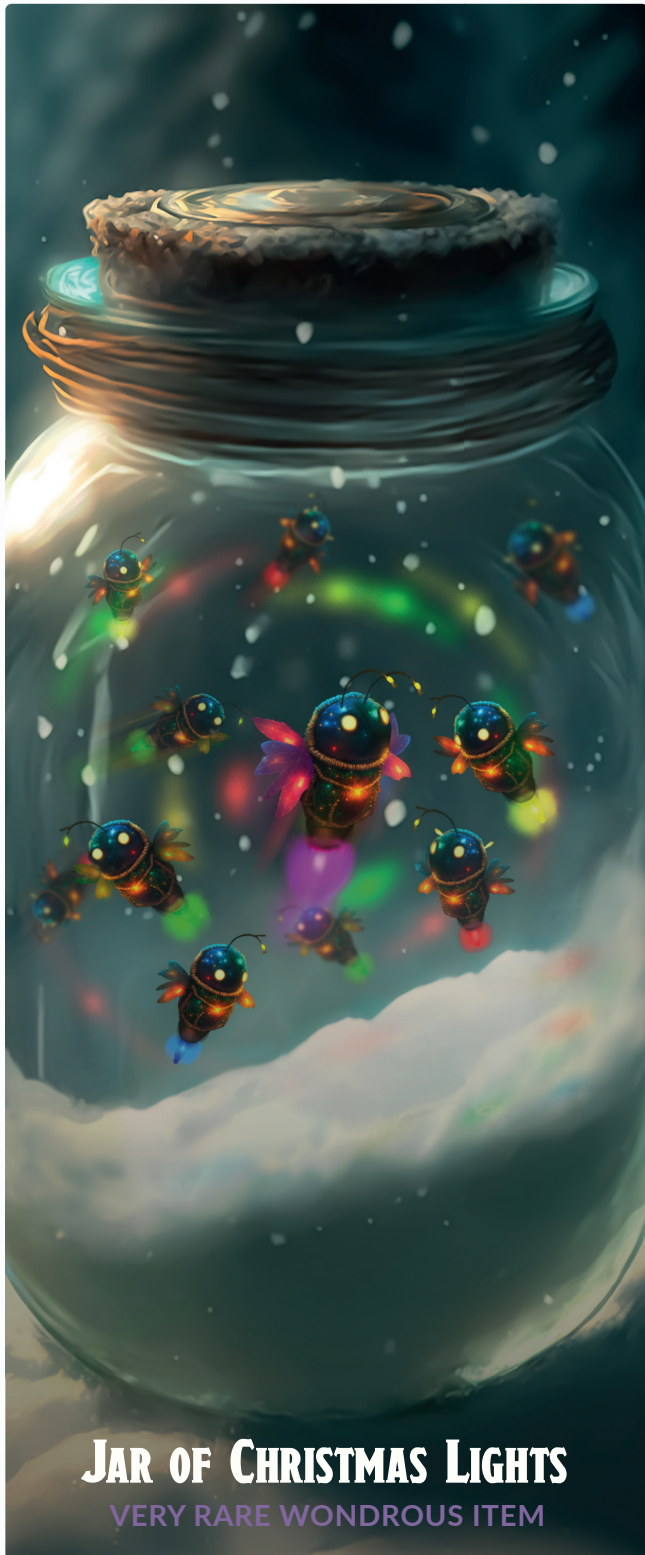


PRINT-AND-PLAY



JAR OF CHRISTMAS LIGHTS

Wondrous Item, very rare (requires attunement)

Inside this magical glass jar there's a small vortex to the fey kingdom of Noord. The vortex is always attracting small colorful fireflies that become charmed by you when they cross between dimensions. The jar shed bright light in a 10-foot radius and dim light for an additional 10 feet.

As a bonus action you can open this glass jar releasing the fireflies inside and activating one of it's abilities. This magic jar has 3 charges and regains all expended uses every day at dawn.

The lights marks the spot. You can expend a charge to activate this ability and immediately choose a creature you can see within 60 feet. The fireflies fly towards that creature and try to attach themselves to it. The target must succeed on a DC16 Dexterity saving throw or begin to glow shedding dim light in a 10ft radius. For as long as the creature is glowing any Attack roll against it has advantage if the attacker can see it, and the affected creature can't benefit from being Invisible.

The creature can use its action to try to remove the fireflies making another DC16 Dexterity Saving Throw. When the fireflies are not attached to an enemy they remain flying 30ft above you. As a bonus action you can change the target of this ability or make the fireflies return to the same target. The fireflies remain flying for 1 minute, after that they return to the jar.

Enchanting Lights. You can expend a charge to activate this ability. The fireflies begin to fly in a dance of beautiful colorful lights. Twisting and turning in the air they create a pattern of mesmerizing lights that affects all creatures who can see it in a 20 foot cube. All creatures within range who can see the fireflies must succeed on a DC16 wisdom saving throw or become charmed. While charmed by the lights, the creature is incapacitated and has a speed of 0 while they look dazzled to the sky.

A creature that passes the saving throw can't be affected by this ability for the next 24 hours. All creatures that enters the area for the first time must make the saving throw. The fireflies remain dancing for 1 minute, after that they return to the jar.