



## 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 7th Generation of games, for a total of 114 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](#).

## LEGAL DISCLAIMER

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

Pokémon and its art is copyright of Nintendo.

All other original material in this work is copyright 2021 by Forester Designs and Christopher J Foster, and published under the Community Content Agreement for Dungeon Masters Guild.

## ACCREDITATION

Writing and Item Art by Christopher J Foster

Find my other works on [Dungeon Master's Guild](#), or [my Patreon](#) and help me to keep creating work like this.

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

**Document Version:** 1.0.1

## THANK YOU PATRONS

Special thanks to my Patron Community, [which you can join today and get previews and updates of future content, and exclusives like the Creation Tables Spreadsheet to see and sort all the content I've created and exclusive PDFs!](#)

- **Guards of Plifortakune:** Joe, Carl Cederholm, Gaming Otaku, Rehairgongr, Jakob Strigoi, Ryan, Mack Mattack, Joseph Morise, ValorNetwork, Mason Callison, Kody Heiser, Nicholas Wilson, Gaibaa, William Petterson, Gavin J Warner, Noah Stern, Benjamin VanOrden, Kris McLane, Jacob T Rapp, Mini Dash, Fastest Turtle, Brandon Persons, Gabriel S., William Troy Green, Ryan Anderson, Dannyebob, Eric Drotzer, Smeiksmeik350, Nick, Caleb Morris, MV, Maddee Armfield, Jennifer Brewer, Rynok, Isaac Wurmbbrand, Sam and Rachael, Jake, Levi Tanton, Sebastian Cantu, Moose Williams, amyanon, Grenade Sniper, Andrew Arias, Brennen Reedy, Luke Wilhelm, Zhyon Colbert, Adrian Sanchez, Blake Wagstaff, Daniel Bowman, Terrence Lash, Sabrina Howard, Jaden Earl, Joshua Lykan, Jennifer Weaver, Quinn in a Bin, Drakonis The Latin Wolf, EAB, & Raymond Zulch
- **Scribes of Plifortakune:** Damien Harris, Jayden Parkes, Jenox, & James McDevitt
- **Commoners of Plifortakune:** Brandon Toppass, Charles, Matt McComb, Nikku Dahl, Tipó DaOne, & Terrence Lash

## BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	<a href="#">Attack of the Giant Gingerbreads!</a>
BoB	<a href="#">Bake-off Battle</a>
CoS	Curse of Strahd
CvC	<a href="#">Cupid vs Cubus</a>
DIA	Baldur's Gate: Descent Into Avernus
EE	<a href="#">Elemental Evil</a>
EGW	Explorer's Guide to Wildemount
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnic
GGV	<a href="#">The Guardian of Goldhammer's Vault</a>
HDQ	Hoard of the Dragon Queen
IDRF	Icewind Dale: Rime of the Frostmaiden
IMR	<a href="#">Infernal Machine Rebuild</a>
ITT	<a href="#">The Investigation of Toecap's Tragedy</a>
LMP	Lost Mines of Phandelver
MM	Monster Manual
MFF-1	<a href="#">Mordenkainen's Fiendish Folio Vol 1</a>
MOT	Mythic Odysseys of Theros
MToF	Mordenkainen's Tome of Foes
OGA	<a href="#">One Grung Above</a>
OotA	Out of the Abyss
PIWI-EGI	<a href="#">Pokémon Inspired Weapons &amp; Items - Evolution Guide and Index</a>
PIWI-I	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation I</a>
PIWI-II	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation II</a>
PIWI-III	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation III</a>
PIWI-IV	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation IV</a>
PIWI-V	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation V</a>
PIWI-VI	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation VI</a>
PIWI-VII	<a href="#">Pokémon Inspired Weapons &amp; Items - Generation VII</a>
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	<a href="#">Runway Bloody Runway</a>
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	<a href="#">Return to the Puzzle House</a>
RtG	<a href="#">Return to the Glory</a>
SKT	Storm King's Thunder
TCC	<a href="#">The Cursed Courtesan</a>
TCE	Tasha's Cauldron of Everything
SCAG	Sword Coast Adventure Guide
Turtle	<a href="#">The Turtle Package</a>
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	<a href="#">Walk the Blink Dog</a>
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	<a href="#">Wayfinder's Guide to Eberron</a>
WtP	<a href="#">Welcome to Plifortakune</a>
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.

### 722 - BRINDIBOW

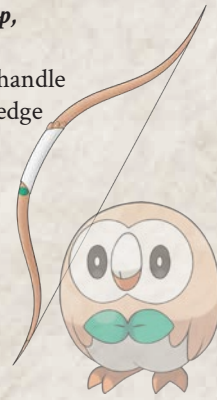
**Weapon (Shortbow) – Uncommon (1740 gp, requires attunement)**

This light brown shortbow has a white handle with small round feathers around the top edge of the handle, and a set of green leaves carved into the wood below it.

This shortbow has a range of 160/320 instead of 80/320.

While attuned to this shortbow: you gain 30 feet of darkvision; and if you drop below half of your maximum hitpoints, attacks with this bow do +1 piercing damage.

**Evolving:** If this bow remains in Shadowfell for a year, it will become a 723- **Fukuthbow**.



### 723 - FUKUTHBOW

**Weapon (Shortbow) – Rare (7320 gp, requires attunement)**

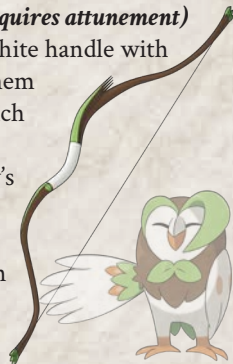
This dark brown +1 shortbow has a white handle with long green triangles running out from them along the bow's arms, the top one of which comes off the arm and has a few long feathers growing out behind it. The bow's tips resembles a few green leaves.

This shortbow has a range of 160/320 instead of 80/320. The 4 long feathers on this bow can be plucked to use as an arrow, and regrow at a rate of 1d4 every night. Plucking and loading a feather is the same as loading an arrow from a quiver, but if it is not fired within a minute of being plucked, it becomes a normal feather.

While attuned to this shortbow: you gain 60 feet of darkvision; other creatures don't gain advantage on attack rolls against you as a result of being unseen by you; you can have the bow's feather arrows change direction once after being fired, allowing you to ignore an enemy's cover; and if you drop below half of your maximum hitpoints, attacks with this bow do an addition 1d4 piercing damage.

**Cursed.** This bow is cursed. While cursed, you are exceptionally narcissistic, and will spend a significant amount of time focusing on and maintaining your appearance. Anytime you take damage, or are otherwise dirtied or disheveled, you must make a DC 13 Wisdom save or start trying to clean yourself up, even in the middle of battle. These efforts occupy your actions, making you do things like move to a source of water to wash off dirt, even if that water contains a dangerous creature. You can make the save again at the end of your turn, and this effect lasts until you either make the save or have cleaned yourself up.

**Evolving:** If this bow remains in Shadowfell for a decade, it will become a 724 - **Silvarbow**.



### 724 - SILVARBOW

**Weapon (Longbow) – Very Rare (37,240 gp, requires attunement)**

This +2 longbow has a white handle, green wrapping on either side with a small, orange, four-pointed flower on the bottom of the lower one. The top arm has six red points along it, some of which have white feathers growing out of them. Orange wrappings attach the arms to green ends with tips that resemble leaves with notches in their sides.

This longbow has a range of 300/600 instead of 150/600.

The 6 white feathers on this bow can be plucked, turning into an arrow, and regrow at a rate of 1d4 every night. Plucking and loading a feather arrow is the same as loading an arrow from a quiver, but if it is not fired within a minute of being plucked, it becomes a normal feather.

While attuned to this longbow: you gain 120 feet of darkvision; other creatures don't gain advantage on attack rolls against you as a result of being unseen by you; you gain +2 on Stealth rolls to hide; you can have the bow's feather arrows change direction once after being fired, allowing you to ignore an enemy's cover; targets hit by a feather arrow are grappled as the target's shadow is pinned to the ground, lasting for 1 minute or if a creature performs a DC 17 Strength check (DC 22 if the target is made of shadows) as an action to unpin the shadow; and if you drop below half of your maximum hitpoints, attacks with this bow do an addition 2d4 piercing damage.



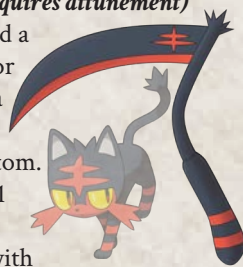
### 725 - FLAMICKLE

**Weapon (Sickle) – Uncommon (725 gp, requires attunement)**

This black sickle has a red blade edge and a symbol similar to the alchemical symbol for sulfur at its base. The top of the neck has a tuft of spiky fur coming off it, while the handle has two red stripes around the bottom.

While attuned to this sickle: you gain +1 to Intimidation rolls; if you drop below half of your maximum hitpoints, attacks with this sickle do +1 fire damage; and once between long rests, you can spit a fire ball as an attack. It has a range of 20/60, you have proficiency with it, it uses your Strength modifier, and it deals 1d4 fire damage on a hit.

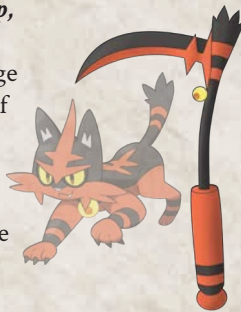
**Evolving:** If this sickle remains in the Elemental Plane of Fire for a year, it will become a **726 - Torrackle**.



### 726 - TORRACKLE

**Weapon (Sickle, Cursed) – Rare (1735 gp, requires attunement)**

This black +1 sickle has a red blade edge with a set of points at the end. The top of the neck flairs out into a tuft of spiky fur with two red stripes around it, and a small yellow orb attached at the base of where the blade attaches to the neck. The red handle has two black stripes around the base above a round pommel.



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

While attuned to this sickle: you gain +2 to Intimidation rolls; anyone you intimidate has disadvantage on their next attack; as an action you can speak a command word and the yellow orb will light up, emitting 5 feet of normal light and another 5 feet of dim light, and repeating the command word will turn it off; if you drop below half of your maximum hitpoints, attacks with this sickle do an additional 1d4 fire damage; and twice between long rests, you can spit a fire ball as an attack. It has a range of 20/60, you have proficiency with it, it uses your Strength modifier, and it deals 2d4 fire damage on a hit.

**Cursed.** This sickle is cursed. While cursed, you have fierce battle spirit and love to fight. You will be quick to start fights, and should you try to resist, you must make a DC 15 Wisdom save to keep yourself from starting a fight.

**Evolving:** If this sickle remains in the Elemental Plane of Fire for a decade, it will become a **727 - Scyneroar**.

### 727 - SCYNEROAR

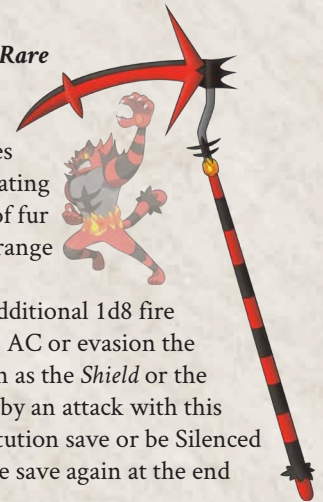
**Weapon (Scythe, Cursed) – Very Rare (27,700 gp, requires attunement)**

This black +2 scythe has a red blade edge with a set of large spikes coming off it. The shaft has alternating red and black stripes, with a ring of fur around the bottom and a belt of orange that looks like fire around the top.

Attacks with this scythe do an additional 1d8 fire damage, and ignores any boosts to AC or evasion the target might have from spells, such as the *Shield* or the *Blur* spells. Additionally, those hit by an attack with this scythe must make a DC 18 Constitution save or be Silenced for 1 minute. They can attempt the save again at the end of their turn.

While attuned to this scythe: you gain +3 to Intimidation rolls; anyone you intimidate has disadvantage on their attacks for 1 minute and can attempt the save again at the end of their turns; as an action you can speak a command word and the fire belt will light up, emitting 15 feet of normal light and another 15 feet of dim light, and repeating the command word will turn it off; if you drop below half of your maximum hitpoints, attacks with this scythe do an additional 1d8 fire damage; and three times between long or short rests, you can spit a fire ball as an attack. It has a range of 20/60, you have proficiency with it, it uses your Strength modifier, and it deals 3d4 fire damage on a hit.

**Cursed.** This scythe is cursed. While cursed, you have fierce battle spirit and love to fight worthy opponents. You will be quick to start fights with those you think worthy, and should you try to resist, you must make a DC 18 Wisdom save to keep yourself from starting a fight. However, you will refuse to fight those you perceive as weak, the seriously injured, or children. This may cause you to stop attacking an opponent while fighting them.



### 728 - OTAQUIDO

**Wondrous (Dress) – Uncommon (395 gp, requires attunement)**

This sleek blue dress has a sea-foam blue collar with a pink pearl in the center, and two white markings up the outside of the sleeves.

While attuned to this dress: you gain +1 to Performance rolls; you gain a swim speed of 20 feet; you can hold your breath for 1 additional minute; and once between long rests, you can blow a water bubble into an unoccupied space as an action.

This dress has 1 charge, refreshing after a long rest, and can be used to cast the following spell, which use your Performance modifier (including this dress' bonus) as the spellcasting modifier, as the verbal components must be done with song:

- *Healing Word* (1 charge)

**Evolving:** If this dress remains in the Elemental Plane of Water for a year, it will become a **729 - Kiyogown**.



### 730 - ORATORICA

**Wondrous (Dress) – Very Rare (13,700 gp, requires attunement)**

This blue dress has a white top with wavy sea foam blue trim around the neck, waist and skirt bottom. The collar has three white pearls with a pink starfish on each side. The skirt has five small pink fins around the sides and back of the thighs.

While attuned to this dress: you gain +3 to Performance rolls; you gain a swim speed of 40 feet; you can hold your breath for 3 additional minutes; and 5 times between long rests, you can blow a water bubble into an unoccupied space as an action. As an bonus action, you can sing to make a water bubble within 60 feet of you shoot up to 30 feet towards a target you can see to hit it as an attack. Make an attack roll using your Performance modifier (including this dress' bonus), and on a hit the target takes 1d10 magical bludgeoning damage. Regardless if the bubble hits or misses, it pops when it enters the target's space.

This dress has 6 charges, refreshing after a long rest, and can be used to cast the following spells, which use your Performance modifier (including this dress' bonus) as the spellcasting modifier, and a DC of 8 + your Performance modifier, as the verbal and somatic components must be done with song and dance:

- *Healing Word* (1 or more charges)
- *Prayer of Healing* (2 or more charges)
- *Hypnotic Pattern* (3 charges)
- *Mass Healing Word* (3 or more charges)
- *Motivational Speech* (3 or more charges)
- *Otto's Irresistible Dance* (6 charges)



### 729 - KIYOGOWN

**Wondrous (Dress) – Rare (1395 gp, requires attunement)**

This light blue dress has a pink pearl at the neck surrounded by white lace, with a set of white, sea foam green and blue pearls hanging from its edge. The wrists and waist have white edging around them, followed by two layers of ruffled skirts over the dress, first green and then white.

While attuned to this dress: you gain +2 to Performance rolls; you gain a swim speed of 30 feet; you can hold your breath for 2 additional minutes; and 3 times between long rests, you can blow a water bubble into an unoccupied space as an action. As an action, you can slap a water bubble and have it shoot up to 30 feet towards a target you can see to hit it as an attack. Make an attack roll using your Performance modifier (including this dress' bonus), and on a hit the target takes 1d10 magical bludgeoning damage. Regardless if the bubble hits or misses, it pops when it enters the target's space.

This dress has 3 charges, refreshing after a long rest, and can be used to cast the following spells, which use your Performance modifier (including this dress' bonus) as the spellcasting modifier, and a DC of 8 + your Performance modifier, as the verbal and somatic components must be done with song and dance:

- *Healing Word* (1 or more charges)
- *Prayer of Healing* (2 or more charges)
- *Hypnotic Pattern* (3 charges)

**Cursed.** This dress is cursed. While cursed, you will always act cheerful and happy when around people you don't trust, regardless of how you actually feel. This may unnerve some people if you're in a situation where you shouldn't be happy, causing issues with any of your Charisma based rolls at the time, at your DM's discretion.

**Evolving:** If this dress remains in the Elemental Plane of Water for a decade, it will become a **730 - Oratorica**.



### WATER BUBBLES

These 2.5 ft diameter bubbles are full of water and quite elastic, giving them solid form that someone can jump on and spring off of as an action, doubling their jump distance and giving advantage on Acrobatic rolls for stunts performed as part of the jump. The bubbles will remain where blown unless there are notable winds or currents, and can provide partial cover from attacks. Bubbles are immune to bludgeoning and psychic damage, but if they take any other kind of damage, they will pop, and otherwise last for 1 minute before popping. The bubble contains 60 gallons of clean water (provided it hasn't come in contact with something like poison or acid), which can be collected with the proper equipment, but when the bubble is popped the water will thoroughly splash creatures within 5 feet of it, giving them resistance to fire damage but vulnerability to lighting and cold damage, lasting until they are either hit by one of those damage types, they dry off, or for 1 minute.

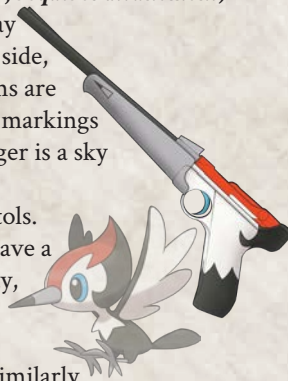
### 731 - PISTOLPEK

**Weapon (Pistol) – Uncommon (3710 gp, requires attunement)**

This pistol has a black barrel on a gray frame with a beak-like marking on the side, while the loading and firing mechanisms are bright red. The white handle has black markings on the back and bottom, while the trigger is a sky blue.

See DMG 267 for specifics about pistols. Pistols are Martial Ranged Weapons, have a range of 30/90 and the loading property, holding 1 shot using standard gunpowder and bullet ammunition, weighing 3 lbs when empty. It is shot similarly to a hand crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier. On a successful hit, they take 1d10 piercing damage.

While attuned to this pistol: you cannot have disadvantage on Attack rolls using this pistol from effects that are being inflicted on you, such as the Poisoned condition or *Otto's Irresistible Dance* spell; and once between long rests, you can choose to ignore the pistol's loading property and it will automatically create its own magic ammunition of compressed air when you make a ranged attack with it, doing thunder damage instead of piercing damage.



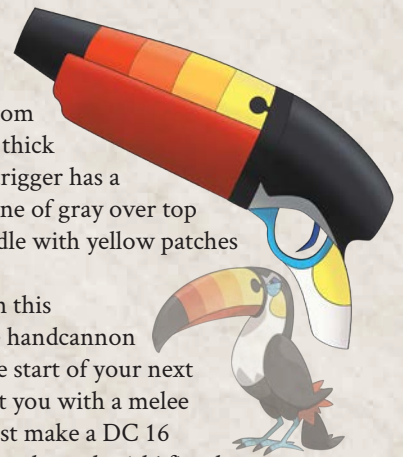
### 733 - BAZOUCANNON

**Weapon (Handcannon) – Very Rare (33,700 gp, requires attunement)**

This black +2 handcannon has four sections around the middle of the barrel that go from dark orange to yellow, with a thick red forestock. The dark blue trigger has a sky blue trigger guard and a line of gray over top of it, followed by a white handle with yellow patches on the side.

After making an attack with this handcannon, the barrel of the handcannon becomes burning hot until the start of your next turn. If anyone attempts to hit you with a melee attack while it is hot, they must make a DC 16 Dexterity save to avoid the barrel or take 1d6 fire damage from contact with the barrel. If anyone attempts to grapple you, they automatically fail the save and take the damage.

While attuned to this handcannon: you cannot have disadvantage on Attack rolls using this handcannon from effects that are being inflicted on you, such as the Poisoned condition or *Otto's Irresistible Dance* spell; and 3 times between long rests, you can choose to ignore the handcannon's loading property and it will automatically create its own magic ammunition of compressed air when you make a ranged attack with it, doing thunder damage instead of bludgeoning damage.



### 732 - TRIFLEBEAK

**Weapon (Hunting Rifle) – Rare (23,700 gp, requires attunement)**

This black +1 rifle has an orange forestock and chamber, with a ruffle of small black feathers around the safety mechanism. The trigger is sky blue, while the trigger guard and bottom of the grip is white and gray. Thick jagged lines of red, white and gray wrap around where the grip and stock meet.

See DMG 267 for specifics about rifles. Rifles are 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 +1. On a successful hit, they take 2d10 piercing damage.

While attuned to this rifle: you cannot have disadvantage on Attack rolls using this rifle from effects that are being inflicted on you, such as the Poisoned condition or *Otto's Irresistible Dance* spell; and twice between long rests, you can choose to ignore the rifle's loading property and it will automatically create its own magic ammunition of compressed air when you make a ranged attack with it, doing thunder damage instead of piercing damage.



### 734 - YUNCHARPE

**Wondrous (Scarf, Cursed) - Common**  
(14 gp, requires attunement)

This yellow scarf has flared ends with two sets of three points each, with a brown underside and trim along the middle.

While attuned to this scarf, you gain +1 to Investigation and Perception rolls.

**Cursed.** This scarf is cursed. While cursed, you always feel hungry and have a voracious appetite. Whenever you come across any food that you think is edible you must make a DC 9 Wisdom or go into an eating frenzy until you can no longer find any food, at which point you pass out for 1d4 hours and gain a level of exhaustion. You can attempt the save again after 1 minute, and a success ends the frenzy without any passing out or exhaustion.

**Evolving:** If this scarf remains attuned to someone with proficiency in Investigation for a month, it will become a 735 - Argousteau.



### 735 - ARGOUSTEAU

**Wondrous (Coat, Cursed) - Uncommon (135 gp, requires attunement)**

This brown trenchcoat has a yellow down the back and the inside. The tail of the coat has five strips hanging from it, and the collar has a triangular notch out of the back of it.

While attuned to this coat: you gain +2 to Investigation and Perception rolls; +2 to your Passive Perception; and you can go without eating (per PHB 185) for an additional number of days equal to your Constitution modifier, at a minimum of 1.

**Cursed.** This coat is cursed. While cursed, if you do not eat anything that day, you immediately fall asleep where you're standing as soon as the sun sets. You can only be woken up by taking damage, and afterward, you must take damage or succeed a DC 13 Constitution save every 10 minutes or fall back asleep. This effect lasts until sunrise, even if you eat, and if you've been able to have a long rest in that time, you wake up normally when the sun rises.



### 019B - RATTADART

**Weapon (Rope Dart) - Uncommon**  
(190 gp, requires attunement)

This black rope dart has a white chisel tip that resembles rodent teeth, with red rhombuses around it and a dark beige shaft. The black rope has a curled ball end.

While attuned to this rope dart: you gain +1 to Stealth rolls; and you can choose to take a -1 penalty to the attack roll with this rope dart. If the attack hits, you add +2 piercing to the attack's damage.



### 020B - RATTANTAC

**Armor (Shield, Cursed) - Rare**  
(2000 gp, requires attunement)

This black +1 shield is made from the head of a large flat faced rodent with thick leather, bulbous cheeks, and dense fur. The eye holes have been filled with crimson red plates.

While attuned to this shield: you gain +1 to Stealth rolls; and you have resistance to Cold and Fire damage.

**Cursed.** This shield is cursed. While cursed, you are incredibly selective about what you eat, wanting only fresh, high-quality food. As such, you find food like common rations completely unpalatable, and must spend a Comfortable or higher lifestyle cost in order to pay for your higher quality food. If you try to eat food you find to be low quality, you must make a DC 13 Constitution save for the meal, or otherwise be unable to bring yourself to eat it.



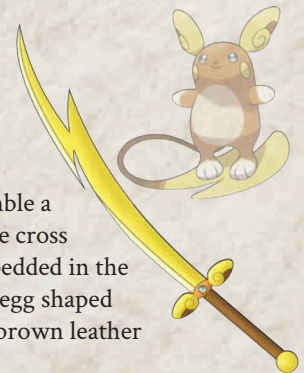
### 026B - SCHUMITAR

**Weapon (Scimitar) - Very Rare**  
(26,000 gp, requires attunement)

This golden +2 scimitar has a notched blade that makes it resemble a stylized lightning bolt. The orange cross guard has a vibrant blue gem embedded in the middle, while its sides are golden egg shaped swirls. The handle is wrapped in brown leather and has a gold sphere pommel.

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

While attuned to this scimitar: you gain a hover speed equal to your walking speed; and if you are in a heavily electrified area or if you are hit by lightning damage, your hover speed is doubled until the end of your next turn.





### 736 - CLAWVIBULE

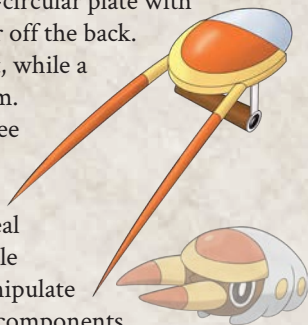
**Wondrous (Claws) – Common (79 gp, requires attunement)**

These orange claws have a semi-circular plate with gold trim in front, and gray leather off the back. Two long claws come off the front, while a simple handle comes off the bottom.

You can use these claws as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and deal 1d8 slashing damage on a hit. While wearing these claws, you can't manipulate objects or cast spells with somatic components.

While attuned to these claws: if you drop below 50% of your maximum hitpoints, these claws will do +1 slashing damage.

**Evolving:** If these claws remain on the Elemental Plane of Air for a month, they will become a set of 737 - Clakkup.



### 737 - CLAKKUP

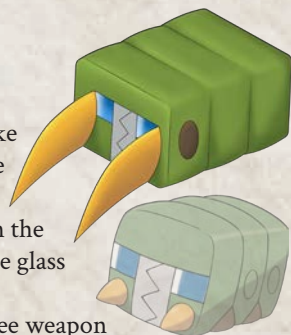
**Wondrous (Claws) – Uncommon (1377 gp, requires attunement)**

These green claws have a box-like cover over the hands with a handle inside, and two thick yellow claws on the front. A gray bar goes down the front of the box, with pieces of blue glass between the bar and the claws.

You can use these claws as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and deals 1d8 slashing damage on a hit. While wearing these claws, you can't manipulate objects or cast spells with somatic components.

While attuned to these claws, if you drop below 50% of your maximum hitpoints, these claws will do an additional 1d4 lightning damage.

**Evolving:** If these claws remain on the Elemental Plane of Air for a year, they will become a set of 738 - Vikutvolt.



### 738 - VIKUTVOLT

**Wondrous (Claws) – Rare (7380 gp, requires attunement)**

These dark blue +1 claws are made from insect carapaces, have long, pincer-like blades on the front and spikes on the side, all with a yellow blade edge. The handles are covered by a shell with orange on the front and lightning bolt patterns down the side. The carapace extends over the forearms, which will open and close when you say a command word as a bonus action, revealing a set of flat, wide insect wings.

You can use these claws as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and deals 1d8+1 slashing damage and 1d4 lightning damage on a hit. While wearing these claws, you can't manipulate objects or cast spells with somatic components.

While attuned to and wearing both claws, you gain a flight speed equal to your walking speeds when the insect wings are out.



### 052B - CHAKNYAM

**Weapon (Chakram, Cursed) – Uncommon (520 gp, requires attunement)**

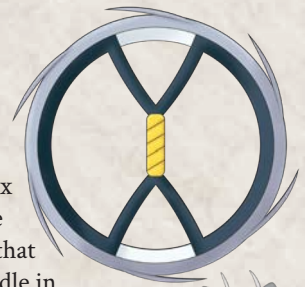
This blue-gray chakram has six razor sharp whiskers around the blade edge, and a black interior that narrows inward to a golden handle in the middle.

Attacks with this chakram do an additional +1 slashing damage.

While attuned to this chakram: when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement for 1 minute, which does stack, such as if you are hit by a multi-attack or multiple creatures, to a maximum of 30 feet.

**Cursed.** This chakram is cursed. While cursed, you become very selfish and prideful. If anything of yours is taken from you or your pride besmirched, you must make a DC 14 Wisdom save or try to attack whomever is stealing from or insulting you.

**Evolving:** If this chakram remains on Shadowfell for a year, it will become a 053B - Chakkat.



### 053B - CHAKKAT

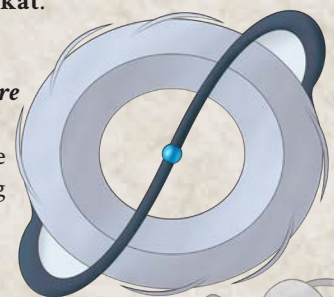
**Weapon (Chakram, Cursed) – Rare (3500 gp, requires attunement)**

This gray +1 chakram has a large black S over it, with the ends going off into round blades and the center acting as the handle, with a crystal blue orb in its center. Six razor sharp whiskers go around the blade's edge.

Attacks with this chakram do an additional 1d4 slashing damage, and while holding this chakram you can use it as a small shield, giving you +1 AC if you are proficient with chakrams or shields.

While attuned to this chakram: when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement for 1 minute, which does stack, such as if you are hit by a multi-attack or multiple creatures, to a maximum of 30 feet.

**Cursed.** This chakram is cursed. While cursed, you become very prideful. If anyone insults your pride, you must make a DC 15 Wisdom save or try to attack whomever is insulting you.



### 088B - GRIMANTLE

*Wondrous (Cloak, Cursed) – Uncommon (178 gp, requires attunement)*

This sludge-green cloak has dark stripes down its oily exterior. A yellow stripe around the bottom of the hood with a yellow loop drawstring coming from it. The interior is a dark blue, with white crystals of poison growing along the hood's inside edge.

While attuned to this cloak: you are immune to poison damage and the poisoned condition; you can eat putrid trash for sustenance without any negative effects; whenever another creature touches you or hits you with a melee attack while within 5 feet of you, they must make a DC 14 Constitution save per attack, taking 1d6 poison damage per fail; and each day 1d2 pieces of crystallized poison, to a maximum of 6, grow large enough that you can easily pull them off the cloak as a bonus action, and can be used as sling ammunition, doing 1d4 poison damage on contact, including handling them, and will shatter on impact. The crystals will slowly eat through ordinary organic material like wood, linens, and leather, and burn a hole in any non-corrosion proof container over 1d4 hours.

**Cursed.** This cloak is cursed. While cursed, you always feel hungry and have a voracious appetite. Whenever you come across any trash, you must make a DC 14 Wisdom save or go into an eating frenzy until you can no longer find anything to eat, at which point you pass out for 1d4 hours and gain a level of exhaustion. You can attempt the save again after 1 minute, and a success ends the frenzy without any passing out or exhaustion.

**Evolving:** If this cloak is submerged in at least a gallon of 10 or more liquid poisons for an hour, it will absorb them and become a **089B - Muktle**.



### 089B - MUKTLE

*Wondrous (Cloak, Cursed) – Rare (1880 gp, requires attunement)*

This sludge cloak has blue horizontal stripes running down its oily exterior, with alternating green, yellow, and pink between them. The interior is a light blue, with white crystals of poison growing along the large hood's inside edge.

While attuned to this cloak: you are immune to poison damage and the poisoned condition; you can eat putrid trash for sustenance without any negative effects; 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 1d8 poison damage per fail and half that on a success; whenever an ally within 60 ft of you drops to 0 hitpoints, you can use your reaction to copy the magical properties of one Very Rare or lower magic item they are attuned to, replacing all of the magical benefits of this cloak (but not its curse or any existing poison crystals) until you dismiss the effect, are rendered unconscious, or 1 minute passes; and each day 1d4 pieces of crystallized poison, to a maximum of 10, grow large enough that you can easily pull them off the cloak as a bonus action, and can be used as sling ammunition, doing 1d4 poison damage on contact, including handling them, and will shatter on impact. The crystals will slowly eat through ordinary organic material like wood, linens, and leather, and burn a hole in any non-corrosion proof container over 1d4 hours.

**Cursed.** This cloak is cursed. While cursed, you always feel hungry and have a voracious appetite. Whenever you come across any trash, you must make a DC 16 Wisdom save or go into an eating frenzy until you can no longer find anything to eat, at which point you pass out for 1d4 hours and gain a level of exhaustion. You can attempt the save again after 1 minute, and a success ends the frenzy without any passing out or exhaustion.



### 739 - CRABRAWLOVE

**Wondrous (Gloves, Cursed) – Uncommon**  
(379 gp, requires attunement)

These icy-blue boxing gloves have purple over the outsides of the wrist and golden yellow on the insides, as well as a yellow triangle section on the outside of the wrists.

Attacks with these gloves do an additional 1d4 bludgeoning damage to your unarmed strikes.

While wearing these gloves, you can't manipulate objects or cast spells with somatic components, and if you don't have someone assisting you, it will take a full minute to don and doff these gloves rather than an action.

While attuned to these gloves: you can't have disadvantage on unarmed strike attacks from non-magical means (such as dodging).

**Cursed.** These gloves are cursed. While cursed, you have a strong desire to get as high up as possible, in both society and physically. Anytime you see something particularly tall, such as the top of a tower or mountain, you must make a DC 14 Wisdom save to resist the urge to climb to the top of it. If you succeed the save, you are immune to this effect for 1 hour.

**Evolving:** If these gloves remain in an ice-cold environment (such as a mountaintop or Snowfell) for a year, they will become a set of 740 - **Krawellove**.

### 740 - KRAWELLOVE

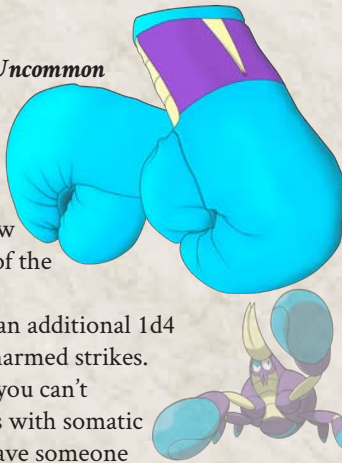
**Wondrous (Gloves) – Rare (1730 gp, requires attunement)**

These white boxing gloves have icy-blue glove tips, with a dark purple spot over each knuckle. The thumb sections are also dark purple, and the bottom edge of the gloves have white, hairy trim.

The gloves give +1 to unarmed strike attack and damage rolls, and attacks with these gloves do an additional 1d4 cold damage on your unarmed strikes. On a hit with these gloves, if the target isn't immune or resistant to cold damage, they must make a DC 14 Constitution save or feel a chill through their body, making them a bit sluggish and giving them disadvantage on Dexterity rolls until the end of their next turn.

While wearing these gloves, you can't manipulate objects or cast spells with somatic components, and if you don't have someone assisting you, it will take a full minute to don and doff these gloves rather than an action.

While attuned to these gloves: you can't have disadvantage on unarmed strike attacks from non-magical means (such as dodging); and if you are hit by a critical hit, you have advantage on all attacks until the end of your next turn.



### 050B - TONFAQUEUR

**Weapon (Tonfa) – Uncommon (500 gp, requires attunement)**

This brown metal tonfa has a handful of golden hairs sprouting from the short end, and a pink nub on the end of the handle. A black band wraps around the middle of the tonfa, separating the brown section from the simple gray section.

While attuned to this tonfa: you gain 15 ft of tremorsense; a burrowing speed of 10 ft; you are immune to effects of sandstorms; and anytime you are hit by a melee attack, the attacker becomes tangled in fine golden hair shed from the tonfa, decreasing their movement by 5 feet, which stacks. If their movement is brought to 0 this way, they become restrained. A layer of tangled hair can be removed as an action, or they can try to break out of all the layers as an action with a Strength check, the DC being 10 + the number of layers, which can also be done once restrained.

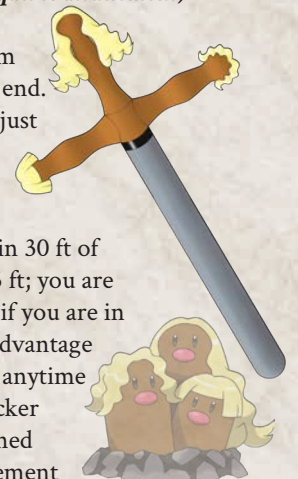
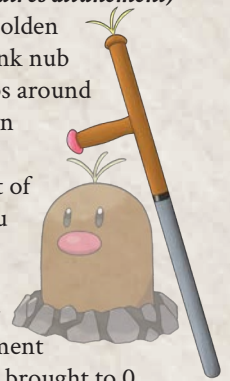
**Evolving:** If this tonfa remains on the Elemental Plane of Earth for a year, it will become a 051B - **Trionfakeur**.

### 051B - TRIONFAKEUR

**Weapon (Tonfa) – Rare (1500 gp, requires attunement)**

This brown +1 metal tonfa has two handles, with golden hair coming from the tips, as well as the tip of the short end. A black band wraps around the tonfa just below the handles, separating the brown section from a simple gray section.

While attuned to this tonfa: you gain 30 ft of tremorsense; a burrowing speed of 15 ft; you are immune to the effects of sandstorms; if you are in a sandstorm, attacks on you have disadvantage and your attacks have advantage; and anytime you are hit by a melee attack, the attacker becomes tangled in fine golden hair shed from the tonfa, decreasing their movement by 5 feet, which stacks. If their movement is brought to 0 this way, they become restrained. A layer of tangled hair can be removed as an action, or they can try to break out of all the layers as an action with a Strength check, the DC being 10 + the number of layers, which can also be done once restrained.



## 741 - ORICORUBATO

### *Wondrous (Dress, Cursed) - Very Rare (14,700 gp, requires attunement)*

This dress comes in four forms, and can be changed between the forms once you become attuned to it.

While attuned to this dress: the form of this dress will change depending on the strongest flavor of what you last ate before or during a long rest, with something spicy resulting in Balle form, sweet resulting in Pom-Pom form, sour resulting in Pa'u form, and bitter resulting in Sensu form, with any other flavors not changing the form; you become immune to a damage type depending on the dress' form; as an action, you can dance in place doing a Performance roll, summoning magical energy around you, and other creatures within 5 feet of you must make a saving throw against your Performance roll, taking 2d6 damage on a fail and half as much on a pass, with the save and damage depending on the dress' form; and whenever you see someone perform any Athletic feat (such as a dance, climb or jump) you can use your reaction to perfectly duplicate that feat from your position. If the feat you are duplicating has any magical effects (such as a ritual dance), you also duplicate the effects.

Regardless of form, the fabric around the hands gives you disadvantage on Sleight of Hand rolls.

**Baile Form** - The dress is a red flamenco style dress with thick black trim. There is a white swirl at the top of each forearm.

When attuned to this form: you are immune to fire damage; and your dance summons magical fire energy, requiring a Dexterity save to prevent 2d6 fire damage.

**Pa'u Form** - The dress is a hot pink top with a light pink pearl necklace and matching shell belt. From the neck and waist hang beige feathers that at a distance resemble dry grass. Three large feathers hang from the wrists.

When attuned to this form: you are immune to psychic damage; and your dance summons magical mental energy, requiring an Intelligence save to prevent 2d6 psychic damage.

**Pom-Pom Form** - The dress is bright yellow with a short pleated skirt, with white pleats between the rounded yellow ends. A broad V sits across the chest, and a set of feathery lapels are attached to the shoulders. Large fuzzy pom-poms spring from the wrists.

When attuned to this form: you are immune to lightning damage; and your dance summons magical lightning energy, requiring a Dexterity save to prevent 2d6 lightning damage.

**Sensu Form** - The dress is a purple kimono with a pink trim. The arms have a stripe of blue and pink along them, with a fan crest at each wrist and on each side of the chest.

When attuned to this form: you are immune to necrotic damage; and your dance summons magical necrotic energy, requiring a Constitution save to prevent 2d6 necrotic damage.

**Cursed.** This dress is cursed. While cursed, your personality is affected by the dress' form.

**Baile Form** - You become very passionate and easily agitated, and will attack anyone who tells you something wrong.

**Pa'u Form** - You become laid-back and easygoing, and whenever you perform a dance, you must succeed a DC 16 Wisdom save or you will continue to dance, using up all of your movement and actions.

**Pom-Pom Form** - You become energetic and cheerful, and whenever you see someone down or glum you immediately stop what you were doing and attempt to cheer them up, starting with an energetic dance.

**Sensu Form** - You become calm and collected, but you attract spirits and other undead to you, and if hostile they will try to attack you first.



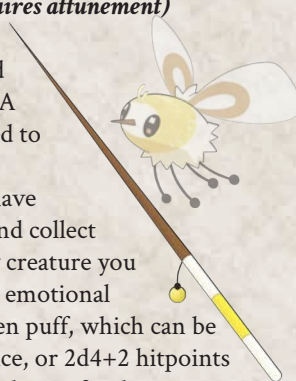
### 742 - WANDEL

#### **Wand ( ) – Uncommon (247 gp, requires attunement)**

This brown wand has a white and yellow handle, with a tiny black bead hanging from the top of the handle. A golden ball of sweet pollen is attached to the bead.

While attuned to this wand: you have advantage on Survival rolls to find and collect honey; you can sense the aura of any creature you can see, letting you know what their emotional state is; and you can pull off the pollen puff, which can be consumed for either a day's sustenance, or 2d4+2 hitpoints of healing. The pollen puff lasts for 1 hour after being removed before turning into a non-magical puff of sweet pollen, and regenerates when you take a long rest in or near an area with flowers.

**Evolving:** If this wand remains in a flower-filled environment for a year, it will become a 743 - **Wandelby**.

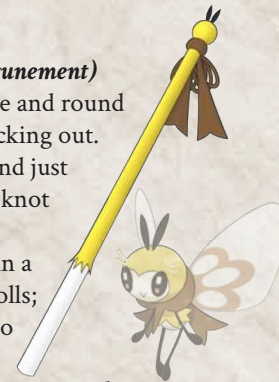


### 743 - WANDELBY

#### **Wand ( ) – Rare (1742 gp, requires attunement)**

This yellow wand has a white handle and round end with two small black antennae sticking out. A brown ribbon is tied around the wand just below the tip, with six loops from the knot that pollen puffs will appear on.

While attuned to this wand: you gain a +1 bonus to spell attack and damage rolls; you have advantage on Survival rolls to find and collect honey; you can sense the aura of any creature you can see, letting you know what their emotional state is; if a creature has an aura effect active (from a spell or otherwise) their attacks on you have disadvantage as you are able to predict their movements; and you can pull off one of the pollen puffs, which can be consumed for either a day's sustenance, or 2d4+2 hitpoints of healing. The pollen puff lasts for 1 hour after being removed before turning into a non-magical puff of sweet pollen, and 1d4 of the puffs regenerate when you take a long rest in or near an area with flowers, to a maximum of 6.



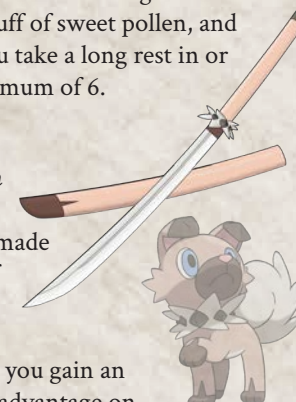
### 744 - IWANKODACHI

#### **Weapon (Shortsword) – Uncommon (744 gp, requires attunement)**

This beige kodachi shortsword is made of stone, with fur like fibers made of spun stone covering the black rock guard.

While attuned to this shortsword: you gain an enhanced sense of smell, giving you advantage on Wisdom (Perception) checks that rely on smell; and you can't have disadvantage on attack rolls from non-magical means, such as the dodge action.

**Evolving:** If this shortsword is exposed to a **Sun Stone** it will become a 745A - **Lugarupier**, to a **Moon Stone** it will become a 745B - **Wolwerick**, and to a **Dusk Stone** it will become a 745C - **Lycanstaroc**. The stones are detailed on PIWI-EGI 09, and whatever stone is used, it is consumed by the evolution.

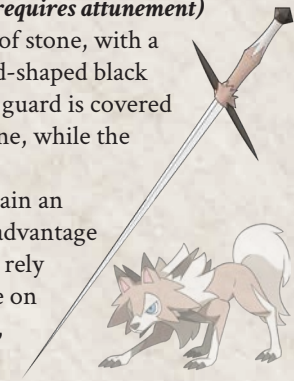


### 745A - LUGARUPIER

#### **Weapon (Rapier) – Rare (5740 gp, requires attunement)**

This beige +1 estoc rapier is made of stone, with a black rock cross guard and a diamond-shaped black rock pommel. The midsection of the guard is covered with fur-like fibers made of spun stone, while the bottom half of the handle is white.

While attuned to this rapier: you gain an enhanced sense of smell, giving you advantage on Wisdom (Perception) checks that rely on smell; you can't have disadvantage on attack rolls from non-magical means, such as the dodge action; you have advantage on Dexterity rolls when in sandy or rocky terrain; and as an action, you can summon stones to fall in a 10-foot radius circle centered on yourself. Creatures other than you in that area must make a DC 14 Dexterity save or take 1d6 bludgeoning damage, and the stones turn any non-magical difficult terrain in that area into normal terrain.



### 745B - WOLWERICK

#### **Weapon (Warpick, Cursed) – Rare (3175 gp, requires attunement)**

This white +1 stone warpick has a black-tipped blade, with a mohawk-like crest of spun stone fur on top. A large red and black rhombus stone with inward cuts making it resemble a blood-red eye takes up most of the head, with dark red spun stone fur off the back. There is a dark red stripe half way down the back of the handle, and the round white pommel has an obsidian point coming off the bottom.

Attacks with this warpick deal double damage to objects and structures made of stone.

While attuned to this warpick: you gain an enhanced sense of smell, giving you advantage on Wisdom (Perception) checks that rely on smell; you can't have disadvantage on attack rolls from non-magical means, such as the dodge action; you can't be magically put to sleep; and as an action, you can summon stones to fall in a 10-foot radius circle centered on yourself. Creatures other than you in that area must make a DC 14 Dexterity save or take 1d6 bludgeoning damage, and the stones turn any non-magical difficult terrain in that area into normal terrain.

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

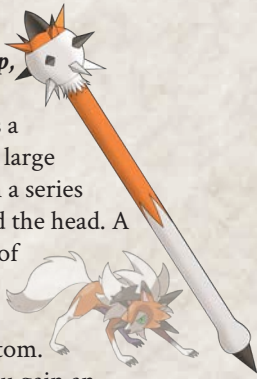


### 745C - LYCANSTAROC

**Weapon (Morning Star) – Rare (4570 gp, requires attunement)**

This orange +2 stone morning star has a white sphere head with an orange cap. A large obsidian spike comes out of the top, with a series of orange, black, and white spikes around the head. A mane of spun stone fur lines the bottom of the head. The bottom half of the handle is white, and the round white pommel has an obsidian point coming off the bottom.

While attuned to this morning star: you gain an enhanced sense of smell, giving you advantage on Wisdom (Perception) checks that rely on smell; you are immune to the *Confusion* spell and similar confusion effects; and as an action, you can summon stones to fall in a 10-foot radius circle centered on yourself. Creatures other than you in that area must make a DC 14 Dexterity save or take 1d6 bludgeoning damage, and the stones turn any non-magical difficult terrain in that area into normal terrain.



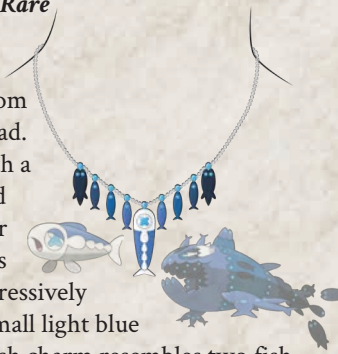
### 746 - FROUSSARTOIR

**Wondrous (Necklace, Cursed) – Rare (6740 gp, requires attunement)**

This silver necklace has a white fish-like charm hanging from the middle of it by a light blue bead. This charm has a white circle with a rounded blue X in the middle and navy blue down the sides. Smaller and simpler dark blue fish charms flank the white fish, getting progressively darker further out, each with a small light blue gem for an eye. The outermost fish charm resembles two fish swimming so closely together they've become one creature.

While attuned to this necklace: you can breathe underwater; you can make the charms' eyes shine blue light in front of you at will as a bonus action, emitting a cone of bright light for 10 feet and dim light for an additional 10 feet; and if you are above 25% of your maximum hitpoints, watery shadow versions of the fish charms will appear and "swim" around you like a school of fish, giving you a swim speed equal to your walking speed, +1 to your attack and damage rolls for both spell and weapon attacks, +1 to all Strength and Constitution saving throws, and +1 to your AC.

**Cursed.** This necklace is cursed. While cursed, if you are at or below 25% of your maximum hitpoints, you feel weak and drained, and suffer a -1 penalty to your attack and damage rolls for both spell and weapon attacks, -1 to all Strength and Constitution saving throws, and -1 to your AC.



### 747 - MAREUNISE

**Armor (Shield) – Uncommon (774 gp, requires attunement)**

This pale blue shield has ten sections radiating out from the center, each with three purple-tipped spines along them, save the top section which is much shorter and with only two spines. The center of the shield is purple with a large yellow spike, surrounded by ten smaller purple spines. The inside of the shield is dark purple.

While wielding this shield, anyone who hits you with a melee attack takes 1 piercing damage from the shield and must make a DC 13 Constitution save or be poisoned until the end of their next turn. Multi-attacks take damage and do a save for each of the attacks.

If someone attempts to grapple, restrain, or otherwise comes in contact with you while you are wielding this shield, they take 1d2 piercing damage from the shield when they make the attempt (whether successful or not) and when they begin their turn in contact with you, as well as make a DC 13 Constitution save or be poisoned until the end of their next turn.

Additionally, if you are wielding this shield, you can use your bonus action to perform a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195, doing 1d2 + your Strength modifier piercing damage, and the target must make a DC 13 Constitution save or be poisoned until the end of their next turn.

While attuned to this shield: when one of your attacks hits a creature with the Poisoned condition, they take the maximum damage the attack would do unless they have magical protection from critical hits, in which case your attack does damage as normal.

**Evolving:** If this shield remains in an environment full of coral for a year, it will become a 748 - **Toxapeurixe**.



### 748 - TOXAPEURIXE

**Armor (Shield) – Rare (4780 gp, requires attunement)**

This pale blue +1 shield is made up of twelve sections radiating out from the center, each with angular orange spines at the tips, and three spines along them, the center-most one of which is orange. The purple center has a large orange spike in the middle, surrounded by six smaller purple spines. The inside of the shield is dark purple.



While wielding this shield, anyone who hits you with a melee attack takes 2 piercing damage from the shield and must make a DC 16 Constitution save or be poisoned until the end of their next turn. Multi-attacks take damage and do a save for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this shield, they take 1d2+1 piercing damage from the shield when they make the attempt (whether successful or not) and when they begin their turn in contact with you, as well as make a DC 16 Constitution save or be poisoned until the end of their next turn.

Additionally, if you are wielding this shield, you can use your bonus action to perform a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195, doing 1d2 + 1 + your Strength modifier piercing damage, and the target must make a DC 16 Constitution save or be poisoned until the end of their next turn.

While attuned to this shield: you are immune to the Paralyzed condition; whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; and when one of your attacks hit a creature with the Poisoned condition, they take the maximum damage the attack would do unless they have magical protection from critical hits, in which case your attack does damage as normal.

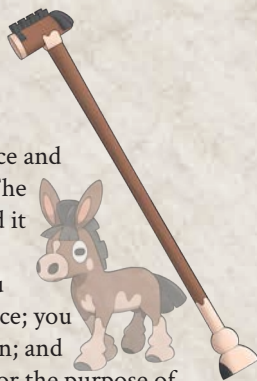
### 749 - MUDBRAWL

**Weapon (Warhammer) – Uncommon (947 gp, requires attunement)**

This brown warhammer has a beige face and a black mane along the top of the head. The end of the handle has beige lumps around it making it look like a mud-covered hoof.

While attuned to this warhammer: you can consume mud and earth for sustenance; you are immune to any muddy difficult terrain; and you are considered to be one size larger for the purpose of determining your carrying capacity (PHB 176).

**Evolving:** If this warhammer remains on the Elemental Plane of Earth for a month, it will become a 750 - **Mudsdaul**.

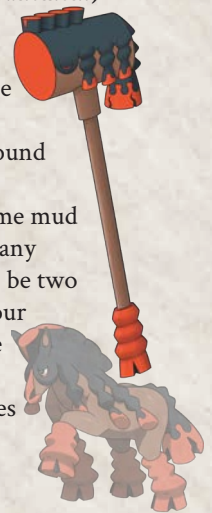


### 750 - MUDSDAUL

**Weapon (Maul) – Rare (3270 gp, requires attunement)**

This brown +1 maul has a red-orange face, a black mane on top of the head, with small earth-caked dreadlocks on the side, and a large one off the back. The end of the handle has a thick layer of red-orange earth compacted around it resembling a large horse hoof.

While attuned to this maul: you can consume mud and earth for sustenance; you are immune to any muddy difficult terrain; you are considered to be two sizes larger for the purpose of determining your carrying capacity (PHB 176); you are immune to the Stunned condition; and any time you take damage from an attack, your AC increases by 1 until the end of your next turn, to a maximum of +3.



### 751 - DEWPEURISE

**Armor (Shield, Cursed) – Uncommon (751 gp, requires attunement)**

This shield is a large water orb caged by six insect legs, and a large black insect head inside with blue eyes and horns.

While attuned to this shield: you can breathe underwater; you are resistant to Fire damage; and when you perform an attack or spell that uses water to do damage, you can reroll any 1s on the damage dice, keeping the new rolls.

**Cursed.** This shield is cursed. While cursed, you cannot breathe air, and can only breathe underwater.

**Evolving:** If this shield remains on the Elemental Plane of Water for a month, it will become a 752 - **Araquaegis**.



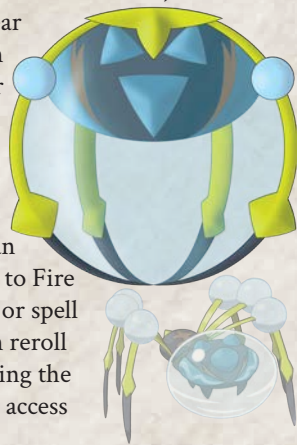
### 752 - ARAQUAEGIS

#### **Armor (Shield) – Rare (2900 gp, requires attunement)**

This +1 shield is made of a large clear water orb with a frame made of green and black insect legs that have smaller opaque water orbs at their top edge. Inside the orb is a large black insect head with large blue eyes and triangular horns.

While attuned to this shield: you can breathe underwater; you are resistant to Fire damage; when you perform an attack or spell that uses water to do damage, you can reroll any 1s or 2s on the damage dice, keeping the new rolls: and you (and only you) can access the shield's interior space.

The shield has an interior space of water slightly larger than its exterior space, in two-thirds of a roughly 2.5 feet diameter and 1-foot deep cylinder, giving it a volume of 12 cubic feet, and can hold up to 100 pounds. If overloaded, objects will fall out of the shield at random until it is no longer overloaded. Objects put in the shield add to its 6 lb weight. Any items in the shield can be clearly seen staying where it was placed, albeit appearing slightly distorted by the water, and placing or retrieving an item from the shield requires an action as you reach into the water. Creatures that can breathe water inside the shield can survive up to a number of minutes equal to 4 divided by the number of creatures (to a minimum of 30 seconds) after which time they begin to suffocate. This shield can be placed in an extradimensional space without issue. If you lose your attunement to this shield, the items within will remain within the shield.



### 754 - FLORASCYTIS

#### **Weapon (Scythe, Cursed) – Rare (4570 gp, requires attunement)**

This pink +1 scythe has a large serrated blade with a white edge and green tip. There are green and pink short antennae off the back of the blade, and the top of the shaft is green with a pink skirt-like wrap around it. The rest of the shaft has light and dark pink vertical stripes down it.

While attuned to this scythe: if you spend an hour in sunlight, you will gain sustenance for the day, but still need water; while in sunlight, you have advantage on saving throws to prevent status conditions; and 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; you give off a sweet, flowery scent, giving you advantage to hide in terrain with significant vegetation; you gain +1 to your Charisma modifier; and three times between long rests, you can spend an action to charge up the scythe with energy, allowing you to perform a Solar Blade attack on your next turn, unless you are out in sunlight, in which case you can perform the Solar Blade attack without the need to charge it. The Solar Blade attack is a ranged attack of 20/60, uses your attack bonus for this scythe, and does 2d10+1 radiant damage.

**Cursed.** This scythe is cursed. While cursed, your hair, skin, scales, feathers, fins, and other features become various shades of brilliant pink with occasional green highlights, and you become very concerned about grooming and maintaining your appearance. Anytime you take damage, or are otherwise dirtied or disheveled, you must make a DC 13 Wisdom save or start trying to clean yourself up, even in the middle of battle. These efforts occupy your actions, making you do things like move to a source of water to wash off dirt, even if that water contains a dangerous creature. You can make the save again at the end of your turn, and this effect lasts until you either make the save or have cleaned yourself up.



### 753 - KARICKLERI

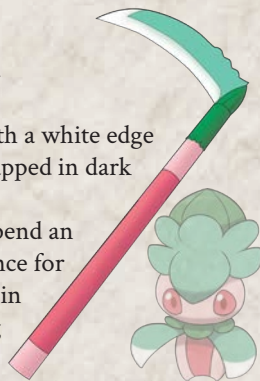
#### **Weapon (Sickle, Cursed) – Uncommon (150 gp, requires attunement)**

This pink sickle has a green blade with a white edge coming out of a bud. The handle is wrapped in dark pink leather.

While attuned to this sickle: if you spend an hour in sunlight, you will gain sustenance for the day, but still need water; and while in sunlight, you have advantage on saving throws to prevent status conditions.

**Cursed.** This sickle is cursed. While cursed, you will give off a sweet and refreshing flowery scent that attracts insects, and you feel sleepy when not in sunlight, giving you disadvantage on saves to prevent sleep when not in sunlight, and your hitpoints are halved for the purpose of determining the effect of the *Sleep* spell and similar effects when not in sunlight.

**Evolving:** If this sickle has the *Daylight* spell cast on it every day for a month, it will become a 754 - Florascytis.

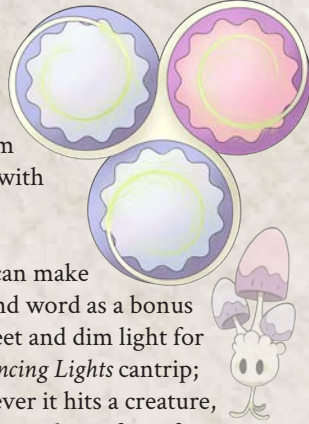




## 755 - MORELUSE

**Armor (Shield) – Uncommon (755 gp, requires attunement)**

This triskelion-shaped shield is made of three mushroom heads, one purple-pink and the other two blue-gray, as three branches of cream-colored mycelium extend from the center and wrap around the top with their light green thread-like hyphae spreading out around the top.



While attuned to this shield: you can make this shield illuminate with a command word as a bonus action, emitting normal light for 5 feet and dim light for an additional 5 feet; you gain the *Dancing Lights* cantrip; and while holding this shield, whenever it hits a creature, or a melee attack on you by a creature within 5 feet of you hits you, a cloud of spores erupts from the shield in the creature's space. If the creature needs to breathe, they must make a DC 13 Constitution save, with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.

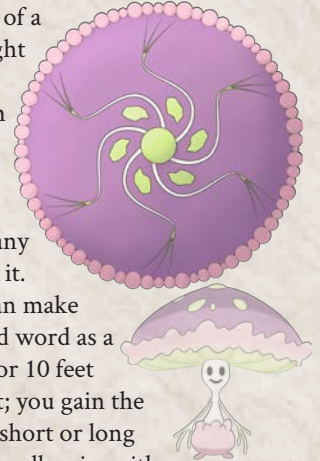
Save Result	Effects
13 or more	Passed the save, no effect
12-9	The target is Stunned until the end of their next turn
8-5	The target is Paralyzed until the end of their next turn
4-2	The target takes 1d6 poison damage and is Poisoned until the end of their next turn
1 or less	The target takes 1d6 poison damage and falls asleep for 1 minute

**Evolving:** If this shield remains in a damp and dark environment for a year, it will become a **756 - Mushield**.

## 756 - MUSHIELD

**Armor (Shield) – Rare (3050 gp, requires attunement)**

This purple-pink +1 shield is made of a large mushroom head, which has a light green button in the middle, with six arms of mycelium extending out from it ending in light green thread-like hyphae fingers at the edge. Large angular light green spots sit between the arms, and the shield's edge has many small pink mushrooms budding from it.



While attuned to this shield: you can make this shield illuminate with a command word as a bonus action, emitting normal light for 10 feet and dim light for an additional 10 feet; you gain the *Dancing Lights* cantrip; once between short or long rests you can cast the *Vampiric Touch* spell, using either your proficiency with a shield + your Strength modifier +1 or your unarmed strike attack modifier as the spell's attack modifier; and while holding this shield, whenever it hits a creature, or a melee attack on you by a creature within 5 feet of you hits you, a cloud of spores erupts from the shield in the creature's space. If the creature needs to breathe, they must make a DC 13 Constitution save, with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.

Save Result	Effects
13 or more	Passed the save, no effect
12-9	The target is Stunned until the end of their next turn
8-5	The target is Paralyzed until the end of their next turn
4-2	The target takes 1d6 poison damage and is Poisoned until the end of their next turn
1 or less	The target takes 1d6 poison damage and falls asleep for 1 minute

### 757 - STILANDITOX

**Weapon (Dagger, Cursed) – Uncommon (275 gp, requires attunement)**

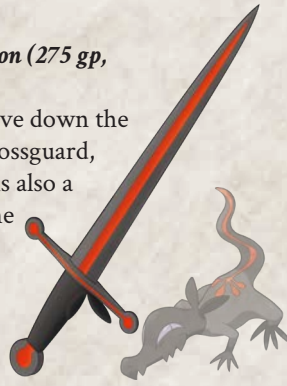
This gray dagger has a fiery red groove down the blade, as well as a red line across the crossguard, ending in flat circle tips. The pommel is also a flat circle with a red spot on it and a line leading up to the blade groove. The handle is wrapped in black cloth.

The blade secretes a poisonous gas with a sweet sulfur scent. The gas dissipates rapidly, requiring the blade to be very close to the mouth for a creature to inhale a significant amount of gas, but anyone who does closely inhale the gas for a minute becomes dizzy and disoriented. This gives them the Poisoned condition for as long as they continue to inhale the gas, and for a minute after they stop inhaling the gas. The gas does not last long after being secreted, and any attempts to collect it will be unsuccessful, with only a faint sweet sulfur scent left behind.

Attacks with this dagger do an additional 1d4 poison damage from the gas it secretes, which ignores any resistance to poison damage the target has (but not immunity). The gas is flammable and easily lit by flame, which changes the poison damage to fire damage and emits normal light for 5 feet and dim light for an additional 5 feet. Extinguishing the fire requires an action.

While attuned to this dagger: you are immune to the Poisoned condition.

**Cursed.** This dagger is cursed. While cursed, you have disadvantage on rolls to prevent being Charmed, and if you are immune to being Charmed, you are no longer immune.



### 758 - SABRAZZLE

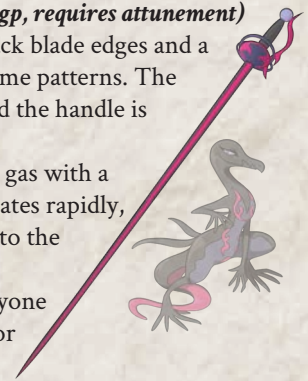
**Weapon (Rapier) – Rare (7580 gp, requires attunement)**

This hot pink +1 rapier has black blade edges and a gray cage guard with hot pink flame patterns. The pommel is a round lilac jewel, and the handle is wrapped with black cloth.

The blade secretes a poisonous gas with a sweet sulfur scent. The gas dissipates rapidly, requiring the blade be very close to the mouth for a creature to inhale a significant amount of gas, but anyone who does closely inhale the gas for a minute becomes dizzy and disoriented. This gives them the Poisoned condition for as long as they continue to inhale the gas, and for a minute after they stop inhaling the gas. The gas does not last long after being secreted, and any attempts to collect it will be unsuccessful, with only a faint sweet sulfur scent left behind.

Attacks with this rapier do an additional 1d4 poison damage from the gas it secretes, which ignores any resistance to poison damage the target has (but not immunity), and if the target isn't immune to the Poisoned condition, they must make a DC 13 Constitution save or be Charmed by you until the end of their next turn or they take damage. The gas is flammable and easily lit by flame, which changes the poison damage to fire damage, nullifies the Charm effect, and emits normal light for 10 feet and dim light for an additional 10 feet. Extinguishing the fire requires an action.

While attuned to this rapier: you are immune to the Poisoned and Charmed conditions; and you have advantage on rolls to prevent being intimidated.

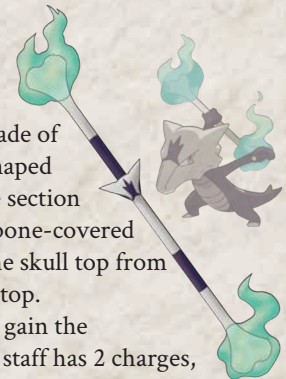


### 105B - OSSTAFFUEUR

**Weapon (Quarterstaff) – Rare (5100 gp, requires attunement)**

This white +1 quarterstaff is made of bone, with a large square heart-shaped epiphysis at each end. The middle section is wrapped in burnt cloth with a bone-covered handle in the center, which has the skull top from a horned creature attached to the top.

While attuned to this staff: you gain the *Toll the Dead* cantrip (DC 16); the staff has 2 charges, refreshing at midnight, and you can expend 1 charge to cast *Spirit Guardians* (DC 16); and you can also speak a command word as an action, and the ends of the staff will alight with ghostly green flames, emitting light for 10 feet and dim light for an additional 10 feet. Repeating the command word as an action extinguishes the flames. While the staff is aflame, attacks with this staff do an additional 1d6 fire or necrotic damage (your choice), and when hit the target must make a DC 16 Constitution save, with a fail resulting in the next attack on them having advantage.



### 759 - KEULURSI

**Weapon (Club, Cursed) – Uncommon**  
(95 gp, requires attunement)

This pink cylindrical club has a white top and white band around the club near the top with two white-tipped nubs on either side just below the band. The brown handle has a pink sphere pommel with a red band around it. The whole club is covered with soft and fluffy fur.

While attuned to this club: you have resistance to non-magical slashing, piercing, and bludgeoning damage, but are also vulnerable to fire damage.

**Cursed.** This club is cursed. While cursed, you are a bit of a klutz and people who aren't immune to being magically Charmed consider you incredibly cute, giving you advantage on rolls to Charm or Persuade them.

Being a klutz makes it difficult for you to hold on to and use handheld tools and objects, and you automatically fail Sleight of Hand rolls.

People who consider you cute will have a hard time trying to not pet and hold you, and when they see you must succeed a DC 14 Wisdom or immediately rush over to pet and hold you, which puts you in a Grapple. On a critical fail they also become Charmed by you for 1 minute. They are then immune to this effect for 24 hours, unless you attempt to Charm or Persuade them, which causes them to make this save again after your attempt, regardless of your success.

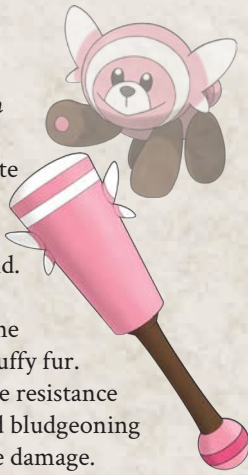
**Evolving:** If this club remains attuned to someone with a Strength of 19 or higher for a month, it will become a 760 - Keulurso.

### 760 - KEULURSO

**Weapon (Greatclub) – Rare**  
(2650 gp, requires attunement)

This black cylindrical +1 greatclub has pink on the top half of the head with a thick white band near the top, with two large nubs on either side in line with the band. The long black handle has a pink oval sphere pommel with a red band around it. The whole club is covered with soft and fluffy fur.

While attuned to this greatclub: you have resistance to slashing, piercing and bludgeoning damage, but are also vulnerable to fire damage; you have advantage on rolls to Grapple and Restrain targets; and you have advantage on Intimidation rolls and Strength saving rolls.



### 761 - CLOQUINE

**Wondrous (Cloak, Cursed) – Uncommon**  
(176 gp, requires attunement)

This maroon poncho cloak has frilly white trim along its bottom at the front and back, and a green hood with shoulder pads, as well as a green leaf-like pad on the front above two gold buttons. The inside is lined with white fabric.

While attuned to this cloak: you cannot be magically put to sleep; and if you are in sunlight, you have advantage on saves to prevent any status conditions caused by enemy attacks.

**Cursed.** This cloak is cursed. While cursed, you will give off a sweet and delicious fruity scent that attracts hungry creatures, and creatures with a keen sense of smell can easily track and find you regardless of any attempts to hide yourself.

**Evolving:** If this cloak remains attuned to someone with a Charisma of 15 or higher for a month, it will become a 762 - Steentle.

### 762 - STEENTLE

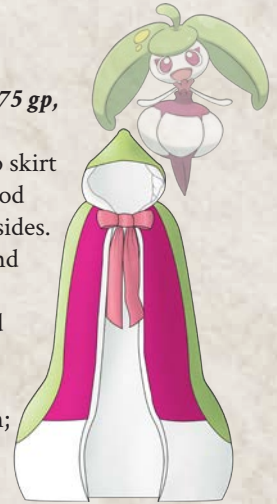
**Wondrous (Cloak, Cursed) – Rare (1275 gp, requires attunement)**

This maroon cloak has a white hoop skirt section at the bottom, with a green hood and green leaf-like sections down the sides. A large pink bow is tied at the neck, and the inside is lined with white fabric.

While attuned to this cloak: you and any of your allies within 5 feet of you cannot be magically put to sleep; you are immune to the Charmed condition; and if you are in sunlight, you have advantage on saves to prevent any status conditions caused by enemy attacks.

**Cursed.** This cloak is cursed. While cursed, your personality becomes callous and uncaring, and you no longer care if others get hurt or objects get damaged because of your actions. If you are a Good aligned character, you become Neutral aligned while cursed.

**Evolving:** If this cloak remains attuned to someone with proficiency in Intimidation for a year, it will become a 763 - Tsarobena.



### 763 - TSAROBENA

**Wondrous (Cloak, Cursed) – Very Rare**  
(13,750 gp, requires attunement)

This long cloak has two pink frilly collars around the front that resemble large flowers, as well as a stiff upright pink ruff collar on top. The green hood has a maroon orb on top with four thin gold stripes around it that extend down from the top so that it resembles a crown, with long green tails down the back that have yellow spots along the top and bottom. The front of the cloak is the white on top half and maroon on the bottom half, with maroon drawstrings hanging under the hood and collars.

While attuned to this cloak: you and any of your allies within 10 feet of you cannot be magically put to sleep; you are immune to the Charmed condition; if you are in sunlight, you have advantage on saves to prevent any status conditions caused by enemy attacks; if you do not have any other magic items that enhance your unarmed strikes, you gain +1 to your unarmed strike attack and damage rolls; and once per turn, if an enemy attempts to attack you with a single target attack (regardless if melee or ranged, magical or mundane) they must succeed an Intelligence check against your Passive Intimidation (10 + your Intimidation), a fail resulting in them becoming incapacitated until the end of their turn as they freeze up at your regal majesty.

**Cursed.** This cloak is cursed. While cursed, you believe you are of royal heritage, regardless of the truth and any contradictory evidence presented to you. You will act however you think a strong and protective royal should act, and you will try to find your kingdom and become a recognized member of it.



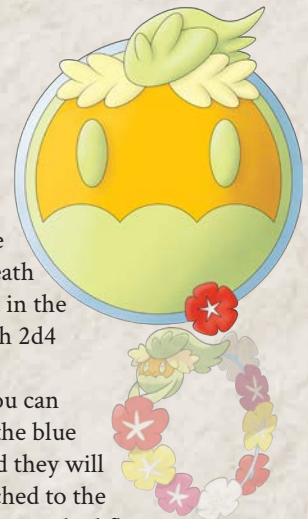
### 764 - CURELEIELD

**Armor (Shield, Cursed) – Rare**  
(3770 gp, requires attunement)

This green +1 shield has a blue rim and an orange upper half with two large green domes in the middle, looking like eyes. The top of the shield has a golden wreath across it with a green curled crest in the middle. They are often found with 2d4 flowers attached to the blue rim.

While attuned to this shield: you can attach and remove flowers from the blue rim of this shield as an action, and they will stay fresh as long as they are attached to the shield; you can also remove all the attached flowers at once as an action with a command word, which will turn them into a blue string flower lei necklace that will stay fresh for 4d2 days; you have proficiency in the Medicine skill, or expertise if you are already proficient; status conditions you have end or can be ended with a save at the start of your turn instead of the end of your turn; if you are in plant filled terrain (such as a grassy field or forest) when you preform an action or bonus action that regains hitpoints, you can add your Medicine skill to the hitpoints recovered; and while in combat, if you are going to perform an action or bonus action that would heal someone (such as by regaining hitpoints or removing a status condition), you can add your Initiative bonus to your Initiative for that round, adjusting the turn order accordingly.

**Cursed.** This shield is cursed. While cursed, you feel uneasy when not near flowers. If you take a long rest when not in or near an area with flowers, you must make a DC 13 Constitution save or suffer a level of exhaustion. Levels of exhaustion suffered this way do not disappear unless you take a long rest in or near an area with flowers. You can decrease the DC by 1 for each different living flower type you add to the shield between long rests (for example, two red roses would only count as one flower, but a red and a blue rose would count as two flowers), to a maximum of 10, and a flower type can't be used this way again for one year. However, the DC increases by 1 for every long rest not in or near an area with flowers. If the DC 13 or higher, it will reset to 13 after a long rest in or near an area with flowers. Removing flowers from the shield, either individually or as a lei necklace, does not cause the DC to increase or reset.



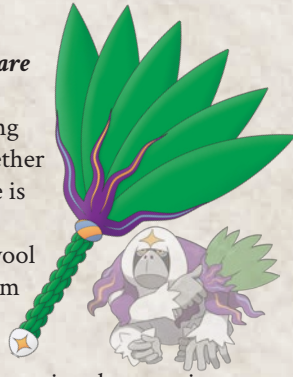
### 765 - KOMMANDUCHIWA

*Wondrous (Fan, Cursed) – Very Rare*  
(26,550 gp, requires attunement)

This uchiwa fan is made of six long leaves, with their stems woven together into a handle. The top of the handle is bound by a knot of blue and orange wool, with long strands of purple wool going up the leaves and holding them together. The bottom of the handle is held together by a white pommel of hardened clay with an orange four-pointed star on it.

While attuned to this fan: you are immune to the Stunned condition; as a reaction, you can magically pass an item on your person to an ally within 30 feet of you; you can sense your conscious allies within 60 feet of you 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; and once between long rests, as an action you can wave this fan and instruct a creature you can see within 60 feet of you to immediately repeat their last action, provided they have the resources to perform it (ie spell slots, arrows, etc), otherwise you will waste your action. This does not consume the creature's action, and they will aim at the same target/location as before if it is still within range, otherwise they can change the target as they see fit. If the action requires any sort of roll (such as an attack roll), they make a new roll.

**Cursed.** This fan is cursed. While cursed, you have a lofty attitude and will frequently give others orders. If someone doesn't follow one of your orders, you must succeed a DC 15 Wisdom save or try to run as far away from all other creatures as possible in an attempt to seek solitude. You can attempt the save again at the end of your turn, and will continue to run away until you make the save.



### 766 - PASSIMIARMOR

*Armor (Breastplate, Helm, Cursed) – Very Rare*  
(26,650 gp, requires attunement)

This black +2 breastplate has a white furry lining and trim, except for the shoulder pads, which have green trim below a leaf-like marking, with two more leaf markings on a plate on the front of the breastplate. The breastplate has a matching helmet with a light green top that has a small orange blaze on the front, and the bottom is white except for the black muzzle and visor. The back has two leaves sticking up from it.

While attuned to this armor: you have proficiency with all weapons that have the Thrown property; the normal range of Thrown weapons increases by 10 feet for you (so 20/60 becomes 30/60); you have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and isn't incapacitated; if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this breastplate for the duration of the disadvantage, and if the disadvantage is on attack rolls, then this cancels out the disadvantage; and whenever an ally within 60 ft of you drops to 0 hitpoints, you can use your reaction to copy the magical properties of one Very Rare or lower magic item they are attuned to, replacing all of the magical benefits of this breastplate (but not its curse) until you dismiss the effect, are rendered unconscious, or 1 minute passes.

**Cursed.** This armor is cursed. While cursed, you seek a strong leader to follow, which you determine by who can throw things the farthest. You will ask potential candidates (which can include yourself) to throw the same agreed-upon objects (like darts, javelins, axes, etc) on a range for 3 Strength attack rolls to determine their distance. The highest roll is the farthest and winner, and the 2nd highest roll acts as the tie-breaker if necessary. You now recognize the winner as your leader, and will follow their orders without question. However, if your leader (including you) fails 3 ranged attacks on the same day, you will no longer recognize them as your leader and will seek a new one. You will also encourage your leader to accept any challenges they receive, and will recognize their outcomes.



### 767 - WIMPODOU

**Armor (Scale Mail, Cursed) – Rare (2675 gp, requires attunement)**

This silver +1 scale mail is made up of triangular pieces of insect carapace, with three of the pieces down the front being a dark gray. The top and bottom of the front have purple trim, while the back is a dark gray, and has purple shoulder straps attached to the inside.

While attuned to this scale mail: you can breathe in water; and you can eat things like putrid trash, poisoned items, and rotten food for sustenance without any negative effects.

**Cursed.** This scale mail is cursed. While cursed, you become cowardly by nature and wary of sudden noises and movement. Anytime something suddenly appears in front of you, dashes towards you, or makes a loud sound that you can hear, you must make a DC 16 Wisdom save or become Frightened of that thing for 1 minute.

Additionally, if you are below half of your maximum hitpoints, whenever a creature you can see targets you with an attack, you will automatically use your reaction to magically swap your place with a random ally within 15 feet of you, and your ally becomes the target instead. If you cannot move, such as with the Grappled, Restrained or Paralyzed conditions, you still switch places, and your ally may now be the one affected with that status condition, depending on the situation (such as a snake's constriction).

**Evolving:** If this scale mail remains attuned to someone with proficiency in Wisdom for a year, it will become a 768 - **Golisopodou**.

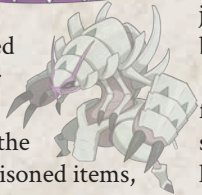
### 768 - GOLISOPODOU

**Armor (Scale Mail, Cursed) – Very Rare (12,675 gp, requires attunement)**

This silver +2 scale mail is made up of triangular pieces of insect carapace, with three of the pieces down the front being a dark sea green. The top and bottom of the front have purple trim, while the back is a dull pink, and has purple shoulder straps attached to the inside with matching silver scale shoulder guards attached to the top of the straps.

While attuned to this scale mail: you can breathe in water; you can eat things like putrid trash, poisoned items, and rotten food for sustenance without any negative effects; and whenever combat begins, for the first round you can choose to go first before all other creatures, regardless of your initiative.

**Cursed.** This scale mail is cursed. While cursed, if you are below half of your maximum hitpoints, whenever a creature you can see targets you with an attack, you will automatically use your reaction to magically swap your place with a random ally within 15 feet of you, and your ally becomes the target instead. If you cannot move, such as with the Grappled, Restrained or Paralyzed conditions, you still switch places, and your ally may now be the one affected with that status condition, depending on the situation (such as a snake's constriction).



### 769 - SUNABARMOR

**Armor (Leather, Cursed) – Rare (2695 gp, requires attunement)**

This armor is made of a thin sheet of dull beige sand held together by spiritual forces, acting as +1 leather armor. A red and white trowel-shaped emblem sits over the heart, and a rounded black triangle and arc of black sand over the stomach, with two gray stones in the arc making them look like a face.

While attuned to this armor: you do not take any damage from sandstorms; once per day, if you are in a sandstorm or sandy terrain you can heal yourself for 1d8+1 hitpoints as an action; and if you are submerged in water or take damage caused by water, like crashing waves, either natural or magical in origins, your AC increases by 1 for 1 minute. This effect does not stack.

**Cursed.** This armor is cursed. While cursed, you are unwilling to part with the armor, keeping it within reach at all times. If you are not wearing the armor, attacks on you have advantage.

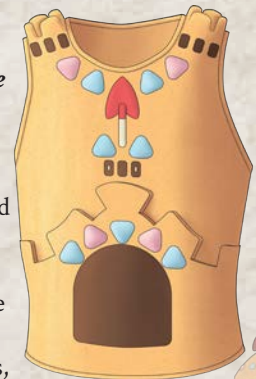
**Evolving:** If this armor remains in or near sandy terrain for a year (such as by a beach), it will become a 770 - **Palossarmor**.

### 770 - PALOSSARMOR

**Armor (Studded Leather) – Very Rare (12,650 gp, requires attunement)**

This armor is made of a thin sheet of orange-brown sand held together by spiritual forces, acting as +2 studded leather armor. Each shoulder has a ring of crenellations on top, and faux crenellations around the bottom of the ribcage. Rectangles of black sand next to the crenellations resemble windows, along with a large castle-gate-looking area over the stomach. A red and gray trowel-shaped stone sits just below the center of the neckline, surrounded by pastel blue and pink triangular stones.

While attuned to this armor: you do not take any damage from sandstorms; three times per day, if you are in a sandstorm or sandy terrain you can heal yourself for 1d8+2 hitpoints as an action; and if you are submerged in water or take damage caused by water, like crashing waves, either natural or magical in origins, your AC increases by 1 for 1 minute. This effect does not stack.



### 771 - PYUKURABIT

**Armor (Shield, Cursed) – Rare**  
(2715 gp, requires attunement)

This black +1 shield has a white five-point asterisk in the center, with a pink dot at the end of each arm. Six pink nubs protrude around the shield, with the two in the middle being longer than the others. The inside of the shield is lined with a fluffy white material.

While attuned to this shield: you can breathe in water; you only require half the amount of water each day than you normally would (per PHB 185); have advantage on rolls to prevent effects that would dehydrate you; if you are afflicted with the Blind, Deafened, Paralyzed, Petrified, Poisoned or Magically Asleep condition, you can use your action (even if you couldn't otherwise use your action) to cure one condition and heal yourself for 1d8+1 hitpoints; and if an enemy attack drops you to 0 hitpoints, you do Force damage to the attacker equal to the number of hitpoints you had before dropping to 0.

**Cursed.** This shield is cursed. While cursed, you will develop a favorite spot that you want to spend all your time in (if you do not already have one). This spot should be one where you feel safe and comfortable, with plenty of good food available, and can be one that travels, such as a room on a ship. Every time you take a long rest away from this spot, you must roll a DC 3 Constitution save, suffering a level of exhaustion on a fail, and increasing the DC by 1 on a pass. Levels of exhaustion suffered this way do not disappear unless you take a long rest in or near your favorite spot, and the DC will reset to 3 as well when you take a long rest there.



### 772 - BAZICÓDICERO

**Wondrous (Helm, Cursed) – Legendary**  
(requires attunement)

This bronze helmet has a square plate around the mouth with a large hinge on each side with a green X on them. Black mesh covers the large eye holes, and small pyramids on top resemble animal ears. A gray mohawk resembling a wing with a bronze pillar band around it runs over the top of the helmet. The helmet has a thick round collar with four vanes protruding in an X pattern, each ending in three spikes around a green hexagon. A mane of long gray fur hangs from the bottom of the collar.

While attuned to this helmet: critical hits on you don't do any damage to you or have any other effect on you.

**Cursed.** This helmet is cursed. While cursed, your power has been limited, giving you a -1 penalty to your AC and Saving Throws. Additionally, whenever a Hostile creature damages you while the helmet is in your possession, you must succeed on a DC 25 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to Attack the next nearest creature after you fell your current target. If you have multiple possible Targets, you Attack one at random. You are berserk until you start Your Turn with no creatures within 60 feet of you that you can see or hear.

**Evolving:** If you succeed on this helmet's berserk save 10 times in a row, it will become a 773 - **Amigentoak**.

### 773 - AMIGENTOAK

**Wondrous (Cloak) – Artifact (requires attunement)**

This silver cloak has a mane hanging down the hood and around the shoulders. A gray metallic crest sits on top with red marked pyramids on each side and three white feather-like quills off the back. The midsection is black, and the bottom is white.

While attuned to this cloak: critical hits on you have no effect on you and do no damage; and when you take a long rest, you can choose a damage type to be resistant to, as well as whenever you do an attack you can change its damage type to be this damage type. The white quills and cloak bottom will change color to reflect the chosen damage type. The colors are:

- Acid - Bright Green
- Bludgeoning - Rocky Brown
- Cold - Icy Blue
- Fire - Bright Orange
- Force - Shining Silver
- Lightning - Electric Yellow
- Necrotic - Pitch Black
- Piercing - Forest Green
- Poison - Dark Purple
- Psychic - Vibrant Pink
- Radiant - Pale Gold
- Slashing - Bright Copper
- Thunder - Dark Gray



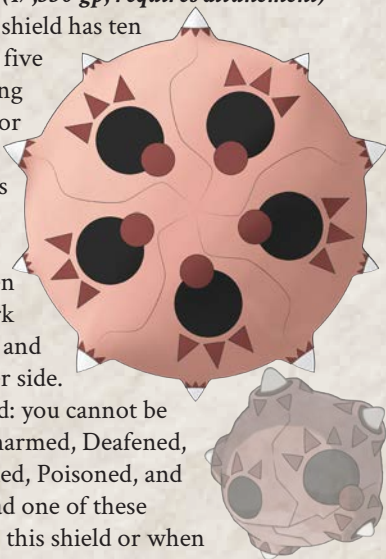
### 774A - MINIORSTOP

**Armor (Shield) – Very Rare (17,550 gp, requires attunement)**

This light-brown stone +2 shield has ten white points around its edge, five large and five small, protruding from the shield's rocky exterior with dark brown triangles around them. Five thin cracks spiral inwards from the edge to the center of the shield, with large black spots between them, each with a smaller dark brown spot on the inner side and three triangles along the outer side.

While attuned to this shield: you cannot be inflicted with the Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, and Stunned conditions. If you had one of these conditions before attuning to this shield or when the shield changes form, you are still afflicted with that status condition.

**Form Change:** At the start of your turn, if you are at or below half of your maximum hitpoints, this shield will magically change into a 774B - **Miniorstar** as the rocky coating breaks apart into dust, which you are attuned to, and holding properly if you were holding the shield properly.



### 774B - MINIORSTAR

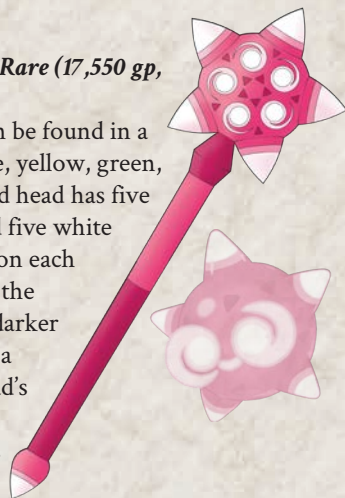
**Weapon (Morningstar) – Very Rare (17,550 gp, requires attunement)**

This stone +2 morningstar can be found in a variety of colors, like red, orange, yellow, green, blue, indigo, or violet. The round head has five large white points around it, and five white circles with swirls around them on each side. Darker triangles sit around the swirls. The simple handle has a darker area for grip, and the pommel is a smaller version of one of the head's points.

This morningstar weighs 2 lbs and has the Light property.

While attuned to this morningstar: you gain +3 on your initiative, which is applied immediately if the weapon changes form in combat; you gain a +1 bonus to your AC while you are wielding this morningstar and another melee weapon in each hand; and when you engage in two-weapon fighting with this morningstar, you can add your ability modifier to the damage of this morningstar even if it's the bonus action attack.

**Form Change:** At the start of your turn, if you are above half of your maximum hitpoints, this morningstar will change into a 774A - **Miniorstop** as the shield's rocky coating magically appears around it, which you are attuned to, and holding properly if you were holding the morningstar properly. It will also revert to its shield form if it becomes unattuned.



### 775 - NEKKOMAHAMMER

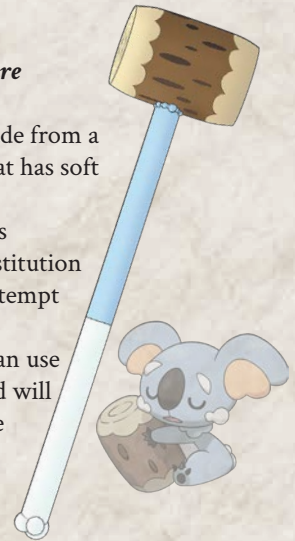
**Weapon (Warhammer, Cursed) – Very Rare (16,750 gp, requires attunement)**

This wood +2 warhammer has a head made from a carved log, with a blue and white handle that has soft fluffy balls at each end.

When a target is hit by an attack with this warhammer, they must make a DC 15 Constitution save or fall asleep for 1 minute. They can attempt the save again at the end of their turn.

While attuned to this warhammer: you can use the head of this warhammer as a pillow, and will be very comfortable; you are immune to the Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned and Stunned conditions; and once per long rest, you can cast the *Sleep* spell at 4th level from this warhammer.

**Cursed.** This warhammer is cursed. While cursed, you are perpetually asleep, even if you could not be magically put to sleep, but you are immune to any other effects that would put you to sleep. You can still act as if you are sleep walking and talking, but due to your drowsy nature, you have disadvantage on all Intelligence, Wisdom, and Charisma checks. During long rests, you enter a deep sleep, becoming completely unresponsive and cannot be stirred by anything short of taking damage.



### 776 - TORTURABAKU

**Armor (Shield, Cursed) – Very Rare (13,575 gp, requires attunement)**

This yellow +2 shield is a flat eight-point star with red trim and eight dark brown spikes on its face, four large and four small. Three red tassels with pointed sides hang from the bottom of the shield.

While attuned to this shield: you can eat volcanic materials for sustenance; you are immune to fire damage; critical hits on you are treated as normal hits; and twice between long rests, as a bonus action you can prime the shield to set a trap. If you are hit by a melee attack before the start of your next turn, the trap is sprung and the attacker takes 6d6 fire damage as the exterior of the shield violently explodes. Priming the shield can be done stealthily with a Sleight of Hand check against enemies' Perception checks, with advantage on their Perception check if they are within 5 ft of you.

**Cursed.** This shield is cursed. While cursed, you feel weakened by water and rain. You cannot swim, reducing your swim speed to 0 regardless of your abilities, spells cast on you, or the effects of any other magic items. When you are in rain, submerged in water, or for your turn after being hit by a significant amount of water, you have disadvantage on your attack rolls, and the shield's trap ability does no damage, instead fizzling out from the water.





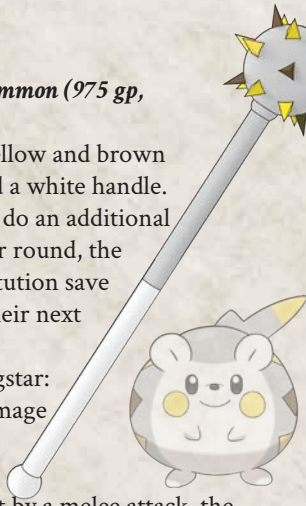
### 777 - TOGEDEMPALE

**Weapon (Morningstar) - Uncommon (975 gp, requires attunement)**

This metal morningstar has yellow and brown triangular spikes on its head, and a white handle.

Attacks with this morningstar do an additional 1 lightning damage, and once per round, the target must make a DC 7 Constitution save or be Stunned until the end of their next turn.

While attuned to this morningstar: you are resistant to lightning damage while holding this morningstar; and while wielding this morningstar, anytime you are hit by a melee attack, the attacker takes 1 lightning damage as the morningstar shocks them back.



### 075B - GEOROK HAMMER

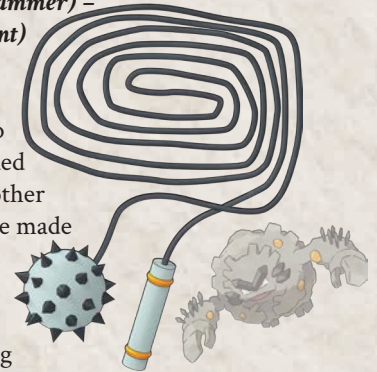
**Weapon (Single Head Meteor Hammer) - Rare (5,700 gp, requires attunement)**

This +1 gray stone meteor hammer has a round head with black spikes around it, attached to a black cord with an orange-banded stone rod counterweight on the other end. The black spikes and cord are made of black sand held together by magical electromagnetic powers.

Attacks with this meteor hammer do 1d10+1d4+1 lightning damage instead of 1d10+1 bludgeoning damage.

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

While attuned to this meteor hammer: once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



### 074B - KOMADOL HAMMER

**Weapon (Single Head Meteor Hammer) - Uncommon (1,640 gp)**

This gray stone meteor hammer has a round head with black bars around it, attached to a black cord with a stone rod counterweight on the other end. The black bars and cord are made of black sand held together by magical electromagnetic powers.

Attacks with this meteor hammer do 1d10+1 lightning damage instead of 1d10 bludgeoning damage.

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

**Evolving:** If this meteor hammer is placed in a location with high magnetic energies, such as a magnetic pole or electromagnet, for a week, it will become a **075B - Georok Hammer**.

#### MAGLOCK TABLE

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



### 076B - GEOWATTZ CANNON

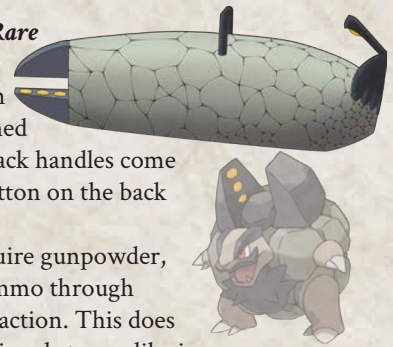
**Weapon (Handcannon) - Very Rare (37,300 gp, requires attunement)**

This +2 gray stone handcannon has a black, two-prong muzzle lined with orange octagons. A set of black handles come out of the top, with an orange button on the back handle.

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

The cannon has 8 charges that refresh at dawn. 1 charge can be expended to make a handcannon attack, provided the cannon is loaded with suitable ammunition. On a successful hit, the target takes 2d10 bludgeoning and 3d10+2 lightning damage (as opposed to a normal handcannon ball's 4d10 bludgeoning damage), and if they are wearing metal armor or made of metal, they must make a Strength save, with the DC depending on the armor (see the Maglock table) or be restrained as the metal pieces stiffen and stick together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

While attuned to this handcannon: once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



### 778 - MIMIKYUTE

**Wondrous (Cloak, Cursed) - Very Rare (11,875 gp, requires attunement)**

This pale yellow short cloak has pointed edges along the bottom, black buttons up the middle and a hood with horns like a jester hat off the back that have had their tips dipped in black greasepaint. A black greasepaint smiley face and red greasepaint checks are painted on the front of the hood, clearly visible when the cloak's hood is pulled tight.

While attuned to this cloak: when the cloak's hood is pulled tight over your face, you can see out the painted face's eyes as if they were your own; the first attack in combat that targets only you to hit has no effect on you as the cloak absorbs the attack. It does not absorb hits from things like traps or area attacks. This effect can be refreshed if you take 10 minutes to sit and focus on the cloak, which can be done as part of a short or long rest.

**Cursed.** This cloak is cursed. While cursed, you become lonely, but also sensitive about people seeing your true self. You will pretend to be someone else (whoever you perceive to be extremely popular, either an individual or a group of people) and attempt to disguise yourself like them as much as possible, such as with magic or masks, but if nothing else is available, you will pull the cloak's hood as tight around your face as possible and act as if its face is your true face. You will also attempt to make friends with people, but due to your nervousness about your true self being discovered, you have disadvantage on all Deception and Persuasion rolls.

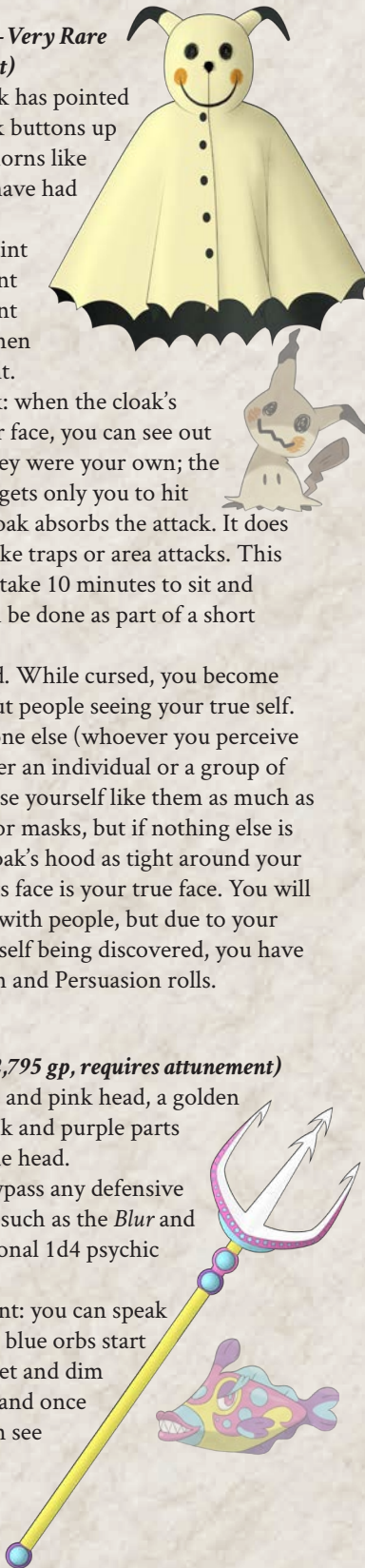
### 779 - BRUXIDENT

**Weapon (Trident) - Rare (2,795 gp, requires attunement)**

This +1 trident has a white and pink head, a golden shaft, and blue orbs set in pink and purple parts along the shaft and back of the head.

Attacks with this trident bypass any defensive spells the target has in effect, such as the *Blur* and *Shield* spells, and do an additional 1d4 psychic damage.

While attuned to this trident: you can speak a command word to have the blue orbs start or stop emitting light for 5 feet and dim light for an additional 5 feet; and once per turn, if a creature that can see you targets you with a melee attack, they must succeed a DC 13 Wisdom save or be dazzled by the trident, causing that attack to miss.



### 780 - DRAMPAMA

**Staff (Cursed) - Rare (1,185 gp, requires attunement)**

This green staff has orbs on its ends with matted white hair coming off them. The top orb has a smaller pink orb embedded in one side with a yellow semi-circle over the top of it.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; if your hitpoints fall below half of your maximum hit points, the +1 bonus to spells becomes +2; and you are immune to damage and negative effects caused by weather and weather-like effect.

**Cursed.** This staff is cursed. While cursed, your appearance changes to that of an elderly you with long white hair (although your actual age does not change), you have a strong desire to help and protect children, and if you see someone threaten or hurt a child, you must succeed a DC 17 Wisdom save or immediately attack them.

### 027B - SNOWSCALE

**Armor (Scale Mail) - Uncommon (2,700 gp, requires attunement)**

This icy white scale mail armor is made of numerous rectangular metal scales with a light yellow lining, and has shoulder pads that resemble igloos.

While attuned to this armor: you are immune to damage and negative effects caused by cold weather; you can burrow through snow at a speed of 5 ft; and you are immune to icy difficult terrain.

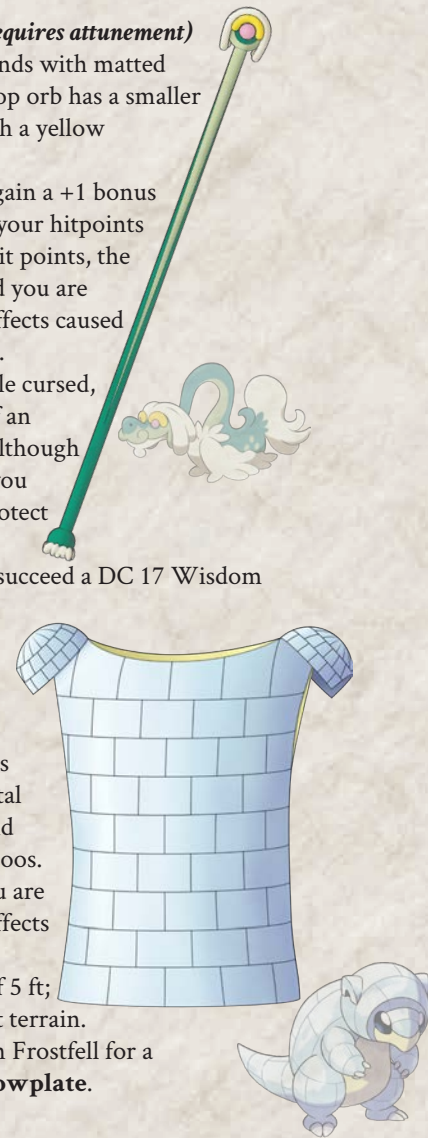
**Evolving:** If this armor is left on Frostfell for a month, it will become a 028B - Snowplate.

### 028B - SNOWPLATE

**Armor (Half Plate) - Rare (9,100 gp, requires attunement)**

This icy blue +1 half plate armor has white down the front, and pointed shoulder pads that appear to be made of ice.

While attuned to this armor: you are resistant to cold damage; you are immune to damage and negative effects caused by cold weather; when in cold weather you gain +1 AC and +1 Initiative; you can burrow through snow at a speed of 15 ft; you can climb icy surfaces with an additional climbing speed of 10 ft; and you are immune to icy difficult terrain.



### 037C - ROKEOKEO

**Armor (Leather) – Uncommon (730 gp, requires attunement)**

This white leather armor is pastel green around the bottom, and has curly pastel blue fur along the shoulders. The inside shimmers iridescently like an aurora with purples, greens, and blues.

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

**Evolving:** If this armor is left on Frostfell for a month, it will become a **038B - Kyukeo**.

### 038B - KYUKEO

**Armor (Studded Leather) – Rare (3,800 gp, requires attunement)**

This pale blue +1 studded leather armor is covered in thick, luxurious fur. The shoulders have icy blue cords that hang off the back as they become thin, wispy, white ends.

While attuned to this armor: you are resistant to cold damage; you are immune to damage and negative effects caused by cold weather; when in cold weather you gain +1 AC; and once a day between long rests, as an action you can summon a small hailstorm around yourself. The storm circles around you at a radius of 15 feet for 10 minutes, until you dismiss it, or until you are rendered unconscious. While in the storm, other creatures' speed is halved in the area, and when a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 18 Constitution saving throw. On a failed save, the creature takes 3d8 cold damage, and on a successful save, the creature takes half as much damage.



### 781 - TATARPICK

**Weapon (War pick) – Very Rare (12,850 gp, requires attunement)**

This +2 warpick is made from a rusty anchor and a broken purple and gold ship wheel tied together with seaweed. A broken compass sits where the anchor and wheel meet, its unmoving needle staring eerily.

Attacks with this warpick do an additional 1d4 piercing damage, and do double damage to objects and structures.

While attuned to this warpick: you can breathe in water; and twice between long rests, when you hit a creature with an attack from this warpick, you can have the warpick envelope the creature in seaweed from it. This restrains and grapples the creature with you, and causes any attempts by them to teleport to fail until they are freed. Creatures can spend an action to try and break free of the seaweed with a DC 17 Strength save, which another creature can also do. You can dismiss the seaweed at any time, and if either you or the creature are rendered unconscious, the seaweed will be dismissed.



### 103B - KOKOOR HAMMER

**Weapon (Double Head Meteor Hammer) – Rare (4,900 gp, requires attunement)**

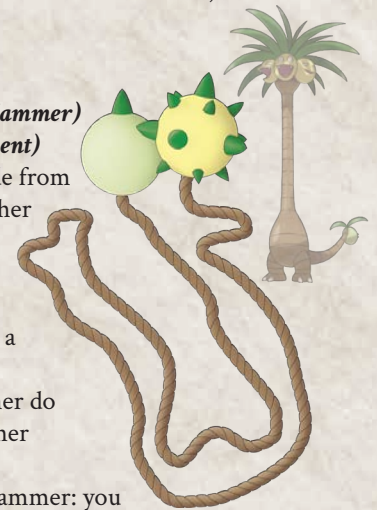
This +1 meteor hammer is made from two coconut heads attached together by a thick rope of coconut fibers. One head is beige and has several green spikes sprouting out of it, while the other is pale green with a single sprout on top.

Attacks with this meteor hammer do double damage to dragons and other draconic creatures.

While attuned to this meteor hammer: you know Draconic; you can't be surprised while conscious; and 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 meteor hammer has 3 charges that refresh at noon, which you can expend to cast the following spells:

- *Good Berry* (1 charge)
- *Mirror Image* (2 charges)



### 782 - JANGMAIL-O

**Armor (Scale Mail, Cursed) – Rare (4,850 gp, requires attunement to a valiant warrior)**

This light gray +1 scale mail armor has gold trim along the lower edge of the bottom scales, and a golden heart in the center of the chest.

While attuned to this armor: you have +1 to Intimidation rolls; you are resistant to thunder damage; and you are resistant to damage caused by weather and weather-like effects.

**Cursed.** This armor is cursed. While cursed, its scales loudly clang together, causing you to automatically fail all stealth rolls.

**Evolving:** If this armor is attuned to someone for a month before or after they have reached at least level 10, it will become a **783 - Hakamail-o**.



### 783 - HAKAMAIL-O

**Armor (Scale Mail, Cursed) – Very Rare (15,850 gp, requires attunement to a valiant warrior)**

This gray +2 scale mail armor has gold trim along the lower edge of the bottom scales, and golden scales along the neck edge. The red shoulder pads have gold trim along the sides and bottom edge. A large golden scale with a heart pattern sits in the center of the chest.

While attuned to this armor: you have +2 to Intimidation rolls; you are resistant to thunder damage; you are resistant 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*; and you are immune to damage caused by weather and weather-like effects.

**Cursed.** This armor is cursed. While cursed, its scales loudly clang together, causing you to automatically fail all stealth rolls. You will also refuse to attack creatures you perceive as being weak, deeming them not worth your time.

**Evolving:** If this armor is attuned to someone for a year before or after they have reached at least level 16, it will become a **784 - Kommail-o**.

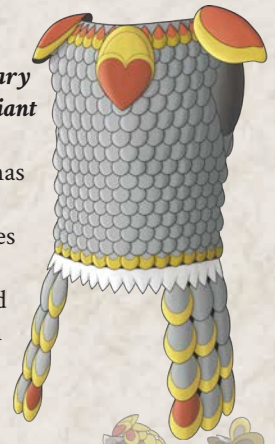
### 784 - KOMMAIL-O

**Armor (Scale Mail, Cursed) – Legendary (87,400 gp, requires attunement to a valiant warrior)**

This dark gray +2 scale mail armor has gold trim along the lower edge of the bottom scales, and golden and red scales along the neck edge. The red shoulder pads have gold trim along the sides and bottom edge. A large golden scale with a red heart pattern sits in the center of the chest. White fur trim runs along the bottom, as matching scale tassels hang from the bottom of the armor.

While attuned to this armor: you have +3 to Intimidation rolls; you are immune to thunder damage; 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 are immune to damage caused by weather and weather-like effects; and as an action, you can dance in place doing an Athletics roll, striking the armor's scales against one another in a soul-piercing ruckus, and other creatures within 5 feet of you must make a Constitution saving throw against your Athletics roll, taking 2d6 thunder damage from the ruckus on a fail and half as much on a pass.

**Cursed.** This armor is cursed. While cursed, its scales loudly clang together, causing you to automatically fail all stealth rolls. You will also refuse to attack creatures you perceive as being weak, deeming them not worth your time.



## 785 - TOKOKOAHUITL

**Weapon (Macuahuitl, Cursed) – Legendary (88,750 gp, requires attunement)**

This black +3 macuahuitl has a yellow top with square black line markings on it. The orange blades glint with electric yellow light, especially the three long blades coming from the top. The orange discus-shaped pommel has four short spines coming down from it.

Attacks with this macuahuitl do an extra 2d6 lightning damage.

While attuned to this macuahuitl: you gain +1 to Initiative rolls; you can sense your conscious allies within 60 feet of you 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; three times between long rests, when you land an attack with this macuahuitl, you can heal yourself for half of the lightning damage it does, rounded up; and at the start of combat, you can choose to summon an electrical terrain around yourself. This does not require any action on your part, but does not start until your first turn not surprised. 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 macuahuitl is cursed. While cursed, you develop an explosive temper. If you encounter anything that might upset you, you must succeed a DC 20 Wisdom save or you will attack what is upsetting you. When combat has been resolved, you will immediately return to a peaceful disposition, and will have completely forgotten the entire incident.



## 786 - METETEFU HAMMER

**Weapon (Single Head Meteor Hammer, Cursed) – Legendary (116,870 gp, requires attunement)**

This +3 pink single head meteor hammer has a 3/4 sphere head with triangular black line markings on it, and a black bar along the bottom. The black rope has a red double spring wrapped around it ending in a red hoop around the rope. The other end of the rope is attached to a pink cone weight with triangular black line markings.

Attacks with this meteor hammer do an extra 2d6 psychic damage.

While attuned to this meteor hammer: as a bonus action, you can have the hammer's rope retract into the head and the weight close over the top, or extend the rope if it is already retracted, with the spring allowing for a quick combat-ready release; you can sense your conscious allies within 60 feet of you 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; three times between long rests, when you land an attack with this meteor hammer, you can heal yourself or someone within 5 feet of you for half of the psychic damage it does, rounded up; and at the start of combat, you can choose to summon a psychic field around yourself. This does not require any action on your part, but does not start until your first turn not surprised. The field in a 50-foot radius circle around you becomes psychically charged, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the field cannot be surprised, and unseen attackers in the field do not gain advantage on their attack.
- Any ranged attacks or spells that do psychic damage done by any creatures in the field can target any other creature in the field, even if they would normally be out of range or out of sight of the attacker.
- Any attacks or spells that do psychic damage done by any creatures in the field do an additional die of psychic damage (ie 2d6 becomes 3d6).

**Cursed.** This meteor hammer is cursed. While cursed, you develop a sadistic side. If you encounter people fighting, you will actively encourage them to fight, even providing healing and rest to them so they can suffer more later, and will encourage them to fight to their death.



## 787 - TOROBULU

### **Weapon (Warpick, Cursed) – Legendary (87,700 gp, requires attunement)**

This red +3 warpick has a head that resembles a horned humanoid head with black line markings resembling a face and gold-banded black horns coming out the side. The long black handle has a large gold bell as its pommel.

Attacks with this warpick do an extra 2d6 piercing damage.

While attuned to this warpick: you can sense your conscious allies within 60 feet of you 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; three times between long rests, when you land an attack with this warpick, you can heal yourself for half of the piercing damage it does, rounded up; and at the start of combat, you can choose to summon a grassy terrain around yourself. This does not require any action on your part, but does not start until your first turn not surprised. The terrain in a 50-foot radius circle around you becomes lush with vegetation as plants seem to become healthier and heartier, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the field that aren't airborne regain 1 hitpoint at the start of their turn, or 1d4 if they are prone.
- Any attacks or spells that use plants (such as *Thorn Whip* or *Entangle*) done by any creatures in the field do an additional die of damage (ie 2d6 becomes 3d6). This warpick gains an extra 1d6 piercing from this effect.
- Any attacks or spells that use earth (such as *Earth Tremor* or *Erupting Earth*) done by any creatures in the field do a die less of damage (ie 2d6 becomes 1d6) to a minimum of 1.

**Cursed.** This warpick is cursed. While cursed, you develop a pacifist side. You will do your best to avoid conflict, doing things like ringing the bell on the warpick to alert people to your presence, causing you to automatically fail all stealth rolls. However, if a creature attacks or offends you, you will mercilessly attack them and not stop until your wrath is satisfied.



## 788 - PISCOKIME ARMOR

**Armor (Breastplate, Cursed) – Legendary (358,250 gp, requires attunement)**

This purple +3 breastplate armor has black and white on the chest and plush purple trim around the armholes. The armor has a set of pauldrons with black line markings on top, and teal fin-like parts on the bottom, along with matching fin-like tassets.

While attuned to this armor: you can breathe in water; you gain a swim speed equal to your walking speed; you gain the *Shape Water* cantrip; you can sense your conscious allies within 60 feet of you 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; and at the start of combat, you can choose to you can summon a misty terrain around yourself. This does not require any action on your part, but does not start until your first turn not surprised. The terrain in a 50-foot radius circle around you has a silvery mist blanket the ground, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the field that aren't airborne cannot be magically blinded, charmed, deafened, frightened, petrified, poisoned or stunned. The field does not cure any preexisting conditions.

- Any spells cast by any fey or fey lineage creatures in the field do an additional die of damage (ie 2d6 becomes 3d6). This includes spells cast from this armor if you do not qualify.

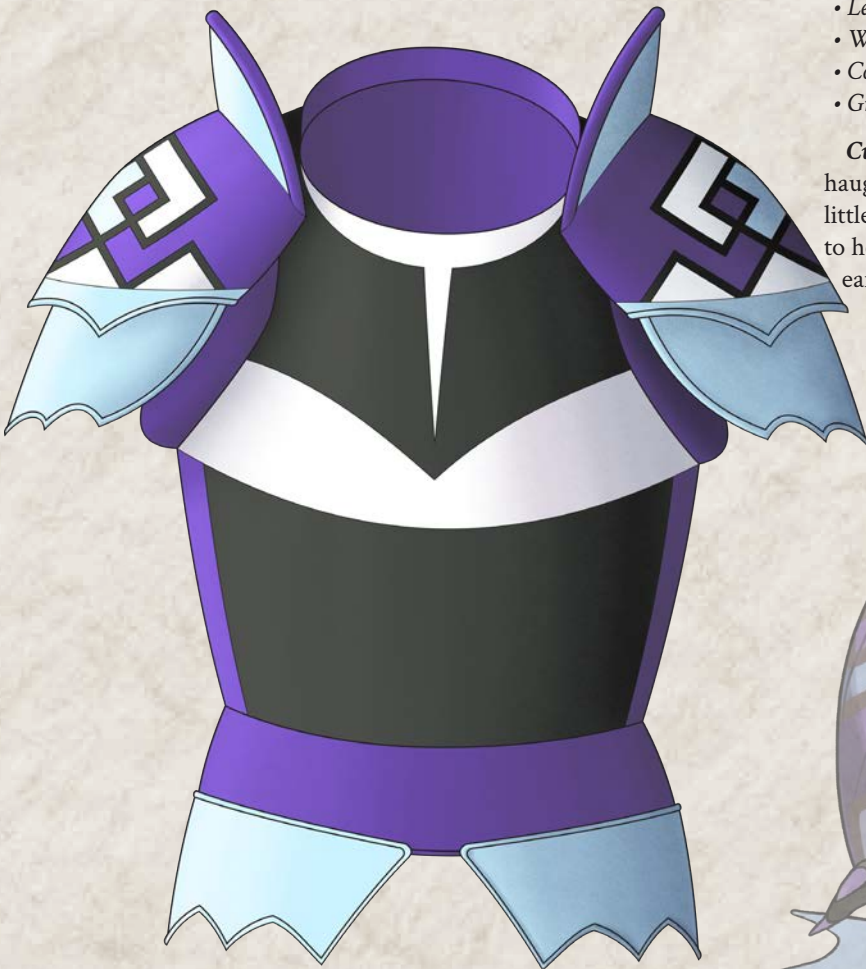
- Any attacks or spells done by any dragons and draconic creatures in the field do a die less of damage (ie 2d6 becomes 1d6) to a minimum of 1 die.

- Any attempts to teleport into or out of the field have a 1% chance of having the teleporter end up in the Feywild. All attempts to traverse dimensions from within this field (with the exception of things like the *Banishment* spell and summoned creatures returning from where they came) connect to the Feywild instead of their intended target.

This armor also has 8 charges, which refresh after a long rest, and can be used to cast the following spells:

- *Create or Destroy Water* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges, DC 20)
- *Greater Restoration* (5 charges)

**Cursed.** This armor is cursed. While cursed, you develop a haughty side. You believe yourself to be above others, caring little for them and their troubles. You are, however, willing to help those able to prove themselves worthy by being earnest and devoid of ill intent.





### 789 - COSMOGEOR HAMMER

**Weapon (Single Head Meteor Hammer, Cursed) – Rare (7,890 gp, requires attunement)**

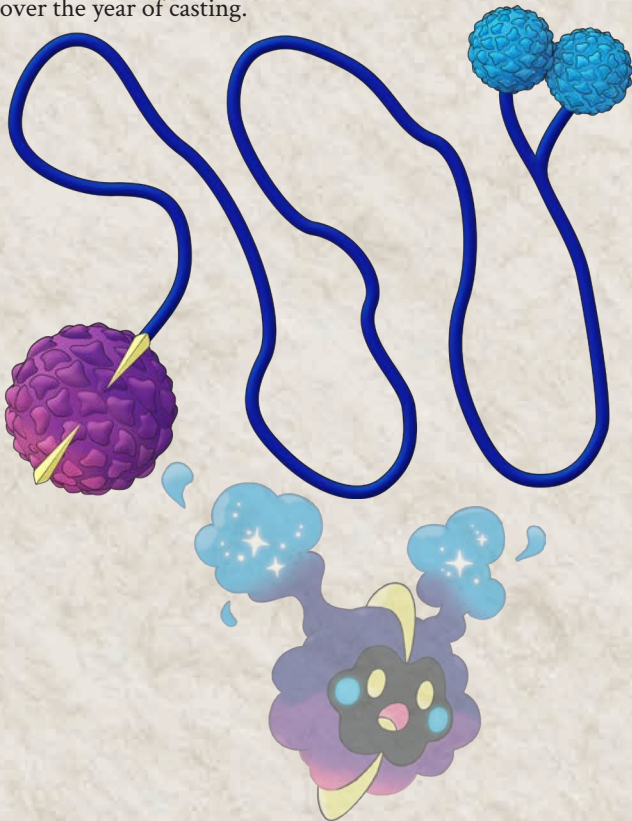
This meteor hammer has a lumpy purple-pink sphere head that seems to shift in color and shape, as if it is made of a gaseous substance, but is firm to the touch, and has two golden arcs that wrap around it, one over the top, and the other under the bottom. The dark blue cord it is attached to splits in two at the other end, leading to two smaller light blue lumpy sphere weights that shift like the head.

While attuned to this meteor hammer: your attacks with this meteor hammer and any melee attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage modifiers, advantage or disadvantage; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with your hitdice, but you must also roll another d20, and if this roll is less than the damage you took, you are now Stunned until the end of your next turn.

**Cursed.** This meteor hammer is cursed. While cursed, you become frail and light. You weigh half of what you normally do, have a -2 penalty to your Strength score, and disadvantage to all Strength rolls.

You also become very curious and trusting, but not very cautious, giving you disadvantage on Stealth and Insight rolls.

**Evolving:** If this meteor hammer has the *Daylight* spell and/or *Moonbeam* spell upcasted to 3rd level cast on it twice a day for a year, or is exposed to a total of 10 **Moon Stones** and/or **Sun Stones**, it will become a **790 - Cosmoescutcheon**. The spells can be used interchangeably over the year of casting.



### 790 - COSMOESCUTCHEON

**Armor (Shield, Cursed) – Very Rare (19,150 gp, requires attunement)**

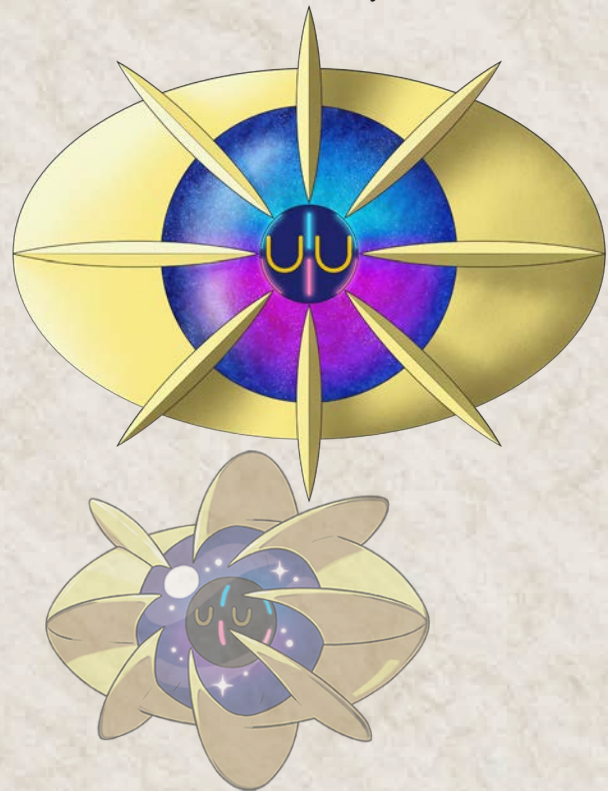
This oval gold +2 shield has a large dark blue semi-sphere in the center, held in place by 8 golden arches around it. The semi-sphere looks like a full sphere when looked into, with a nebulous starry sky within, and a black orb floating in the center with glowing blue and pink lines down it, with large gold upsidedown arches between them.

While attuned to this shield: you can spend an hour out in starlight and absorb it as sustenance; 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 expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with your hitdice, but you must also roll another d20, and if this roll is less than the damage you took, you are now Stunned until the end of your next turn.

**Cursed.** This shield is cursed. While cursed, you become dense and slow. You weigh twice what you normally do, have a -2 penalty to your Dexterity score, and disadvantage to all Dexterity rolls.

**Evolving:** If this shield has the *Sunburst* spell cast on it every day for a decade, or is exposed to 100 **Sun Stones**, it will become a **791 - Solaxleo**.

If this shield has the *Moonbeam* spell upcasted to 8th level cast on it every day for a decade, or is exposed to 100 **Moon Stones**, it will become a **792 - Lunalythe**.



## 791 - SOLAXLEO

### Weapon (Chain Axe) – Legendary (197,500 gp, requires attunement)

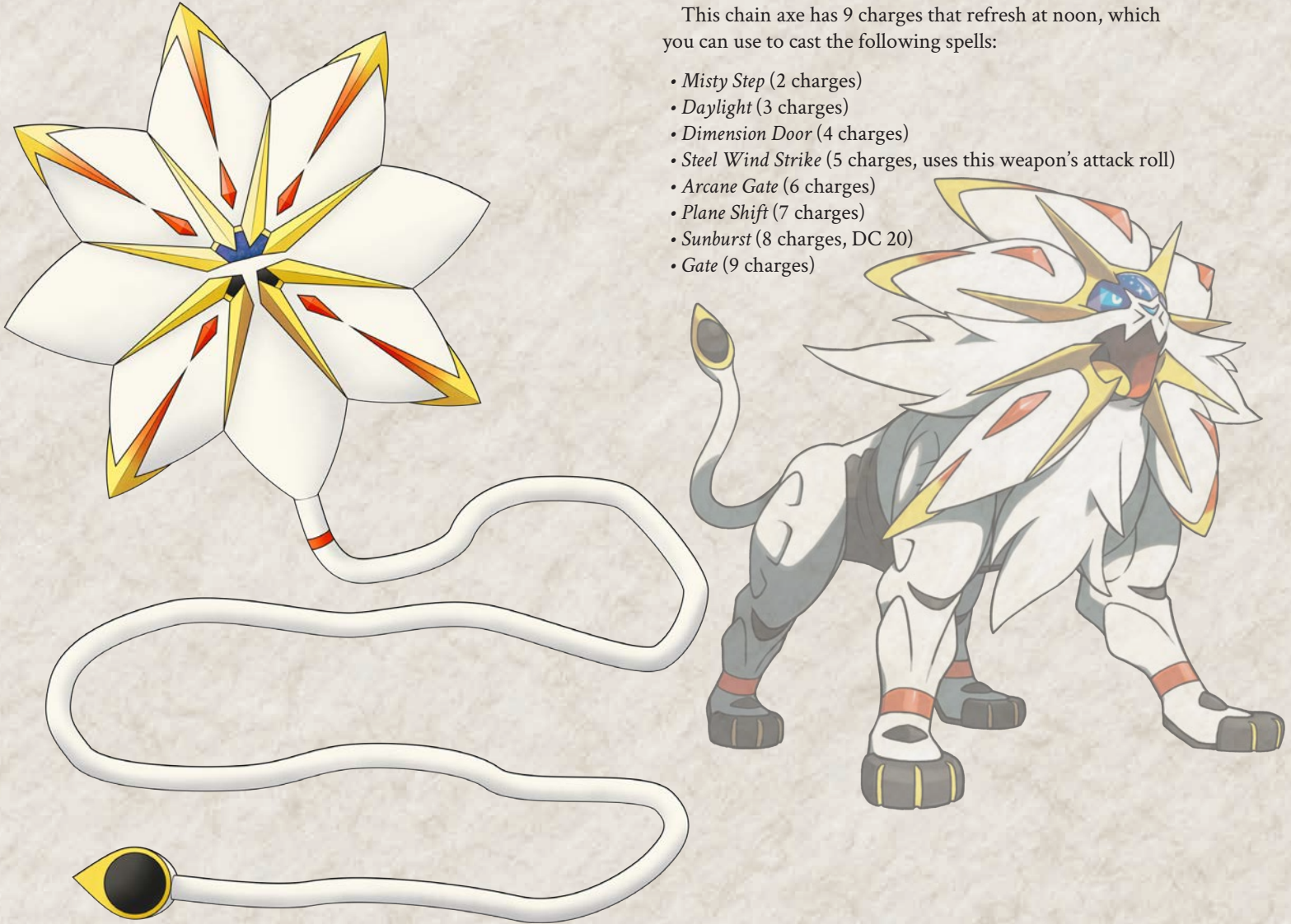
This white +3 chain axe has a large blade made of an eight-point star, with gold radiating outward between each segment. The bottom point has a white cord coming out of it, with a black sphere weight at the other end half wrapped in a gold and white teardrop-shaped casing. The top three points and bottom two points adjacent to the cord point each have a gold tip over it, with a line running from it inward to the center turning red, followed by a red rhombus. The center of the blade is a dark blue starry sphere half covered by the gold and white sections.

Attacks with this chain axe do an additional 2d6 radiant damage.

While attuned to this chain axe: your attacks with this chain axe ignore any kind of boosts from spells that your target has, such as increases in AC, damage resistances, or disadvantage to attack rolls; you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; you can spend an hour out in sunlight and absorb it as sustenance for the day; you can cast the *Light* cantrip on this chain axe at will; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with either hitdice or charges.

This chain axe has 9 charges that refresh at noon, which you can use to cast the following spells:

- *Misty Step* (2 charges)
- *Daylight* (3 charges)
- *Dimension Door* (4 charges)
- *Steel Wind Strike* (5 charges, uses this weapon's attack roll)
- *Arcane Gate* (6 charges)
- *Plane Shift* (7 charges)
- *Sunburst* (8 charges, DC 20)
- *Gate* (9 charges)



## 792 - LUNALYTHE

### **Weapon (Scythe) – Legendary (197,500 gp, requires attunement)**

This dark purple +3 scythe has its blade stretched like fabric across a golden arch connected to large 4 point stars, with a smaller version on the other side of the shaft acting as a counterweight. Around the top of the shaft is a silver cage that resembles a stylized ribcage, with a soft silver glow coming from within that can be turned on and off with a command word. On top of the ribcage is a large gold and silver crescent with a half-covered dark purple sphere embedded in it that resembles a starry night. The gold pommel resembles a pendulum blade.

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

While attuned to this scythe: your attacks with this scythe ignore any kind of boosts from spells that your target has, such as increases in AC, damage resistances, or disadvantage to attack rolls; you have resistance to magical damage; you can spend an hour out in moonlight and absorb it as sustenance; you can cast the *Light* cantrip on this scythe at will; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with either hitdice or charges.

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

- *Darkness* (2 charges)
- *Misty Step* (2 charges)
- *Moonbeam* (2 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Steel Wind Strike* (5 charges, uses this weapon's attack roll)
- *Arcane Gate* (6 charges)
- *Plane Shift* (7 charges)
- *Crown of Stars* (7 or more charges, using your Wisdom)
- *Gate* (9 charges)



### 793 - NIHILOAK

**Wondrous (Cloak, Cursed) – Legendary (73,900 gp, requires attunement)**

This white cloak is made of thin glass, and has a transparent hood with three six-pointed stars on it. Its long collar has thin blue trim around it, with thick white cord drawstrings hanging beneath it, and the interior is a dull purple.

While attuned to this cloak: you are resistant to magical damage; immune to poison damage and the poisoned condition; and anytime you down a creature, you gain a +1 to your AC, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This cloak is cursed. While cursed, this cloak adheres to you and cannot be removed. The cloak then injects a neurotoxin into you, stimulating intense feelings of excitement while causing a loss of inhibitions and wearing away your mind. Your alignment shifts to Chaotic, and you have disadvantage on all Intelligence rolls.



### 794 - MASSPIKITO

**Weapon (Pike, Cursed) – Legendary (97,400 gp, requires attunement)**

This dark red +2 pike has a long, triangular blade protruding from a blood-red disc in a black collar, with horns off the back and antennae spheres on the front. The top of the shaft has a similar blood-red bulge in it, and the shaft ends in another large blood-red disc in a smaller black collar with a metal band over it.

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

While attuned to this pike: anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This pike is cursed. While cursed, you become mute and cannot speak, and will attempt to communicate using pantomime and bodybuilding poses, making understanding you difficult.

Whenever you attempt a Deception or Persuasion roll, use your Strength modifier instead of your Charisma modifier and roll at disadvantage.

When attempting to communicate, you must make a Deception or Persuasion roll, and anyone trying to understand you must make an Insight roll against a DC of 30 minus your roll.



### 795 - PHEROMITAR

**Weapon (Scimitar, Cursed) – Legendary (168,500 gp, requires attunement)**

This white +2 scimitar has a translucent blade made from an insect carapace, with a gold guard and gold balls around the flared-out pommel.

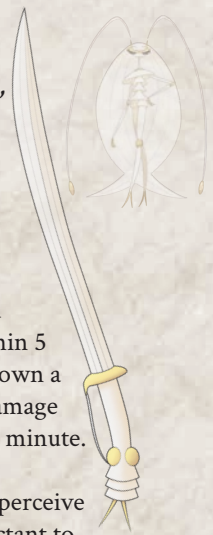
Attacks with this scimitar do an additional 1d6 slashing damage.

While attuned to this scimitar: your walking speed doubles; you have advantage to Charm creatures within 5 feet of the scimitar that can smell; and anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This scimitar is cursed. While cursed, you perceive things as being unclean and will be considerably reluctant to touch things you have not cleaned yourself.

Anytime you try to touch something you think is unclean, you must succeed a DC 20 Wisdom save or be physically unable to bring yourself to touch it.

Additionally, anytime you take damage, or are otherwise dirtied or disheveled, you must make a DC 20 Wisdom save or start trying to clean yourself up, even in the middle of battle. These efforts occupy your actions, making you do things like move to a source of water to wash off dirt, even if that water contains a dangerous creature. You can make the save again at the end of your turn, and this effect lasts until you either make the save or have cleaned yourself up.



### 796 - VOLTARIOR

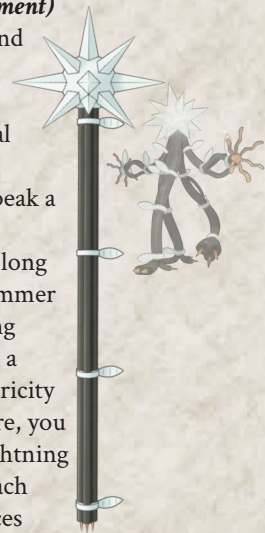
**Weapon (Morningstar, Single Head Meteor Hammer, Cursed) – Legendary (179,500 gp, requires attunement)**

This black +2 morningstar has a white head and a handle made of four rubber covered copper rods that have exposed points at the end.

Attacks with this morningstar do an additional 1d6 lightning damage.

While attuned to this morningstar: you can speak a command word as a bonus action to have the morningstar's handle extend and soften into a long cord, turning it into a +2 single head meteor hammer that does piercing damage instead of bludgeoning damage, and repeating this will turn it back into a morningstar; you can sustain yourself with electricity instead of food; and anytime you down a creature, you gain a +1 to this weapon's attack rolls and +1 lightning damage to damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This morningstar is cursed. While cursed, when hurt, you become sluggish. When you are not at your maximum hitpoints you gain a -1 penalty to all Dexterity rolls, with an additional -1 for every 20% of your maximum hitpoints missing. When you are in the last 20% of your hitpoints, at the start of your turn you must make a DC 20 Constitution save or be too spent to move or perform any actions, spending your turn resting.



### 797 - TEKKANNUYA

**Weapon (Handcannon, Cursed) – Legendary (279,500 gp, requires attunement)**

This green +2 handcannon has a barrel that resembles a piece of bamboo with silver bandings and a bar handle coming off the mid-section. The back half of the cannon is wrapped with multiple layers of cloth with eight dark green bamboo-like shoots extending from it, and bright blue fins between them that glow eerily. Another handle comes up off the back with an eerily glowing bright blue button that activates the cannon.

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

While attuned to this handcannon: anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance; and you can stand astride the handcannon and speak a command word causing it to 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 stops hovering when you land. It cannot be used as a handcannon while flying.

**Cursed.** This handcannon is cursed. While cursed, you feel the need to root yourself to one spot, literally. Whenever you take a long or short rest, you must spend the majority of it on natural ground, and not in things like buildings or ships, otherwise roll a d4, and on a 1 or 2, the rest is ineffective. Additionally, when taking a rest on dirt or soil, roll a d20, and on a 20, you will grow metallic roots that dig deep into the soil. Your speed is reduced to 0, you stop aging, and you regain 1 hitpoint per minute, but you have no desire to move from that spot. Someone else must pull you free with a DC 15 Strength check, or the roots cut with fire damage. Whether or not you fight this depends on how hostile you are with the creatures doing this.

### 798 - KUTIGAMI

**Weapon (Longsword, Cursed) – Legendary (127,950 gp, requires attunement)**

This white +2 katana longsword has a straight, paper-thin blade with a square orange guard, a gold handle with white squares down it, and an orange pommel with gold tassels coming off it. It has a matching white sheath with a gold X at the top between two orange rings, and inside is lined with sturdy orange paper.

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

While attuned to this longsword: anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This longsword is cursed. While cursed, your body becomes light and dry, making you weigh half your normal weight, giving you advantage on Dexterity saves to dodge attacks but disadvantage on Strength saves, and you are now vulnerable to fire damage, regardless of any other resistance or immunity.



### 799 - MASKUZZIKING

**Wondrous (Mask, Cursed) – Legendary (99,700 gp, requires attunement)**

This black mask has a golden toothy maw with black teeth, tusks, and pincers coming out of it. The nose is a gold rhombus, and the eyes have thick dragon-wing-like eyebrows. Gold-tipped horns come out of the top of the mask.

While attuned to this mask: you can use this mask to perform a Bite attack, as detailed below, which replaces any Bite attack you already have and can only be performed once per turn; you can control the mask's pincers like they are a part of you; you can eat any material for sustenance; and anytime you down a creature, you gain a +1 to this mask's Bite attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

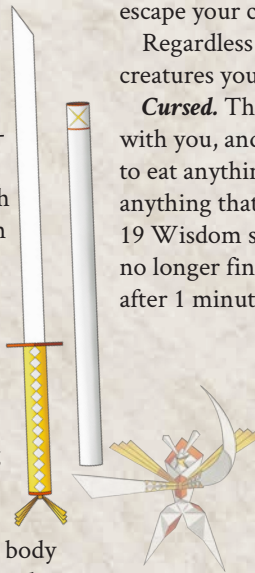
**Bite.** You have proficiency in this melee attack, it uses your Strength modifier, and has +2 to the attack roll.

On a hit, the target takes 2d6+2 magical piercing damage. If they are two sizes or more smaller than you (so Small and down if you are Large), that creature is now grappled with you as the mask's pincers grab them. If they are already grappled from a previous bite attack, they are instead swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside you, and they take 2d6 necrotic damage at the start of each of your turns.

If you take damage equal to or more than 10% of your maximum hitpoints on a single turn from a creature you've swallowed, you must make a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone within 5 feet of you. If you die, swallowed creatures are no longer restrained by you and can escape your corpse using 10 feet of movement, exiting prone.

Regardless of your size, there is no limit to the number of creatures you can swallow.

**Cursed.** This mask is cursed. While cursed, the mask fuses with you, and you will always feel hungry and be compelled to eat anything you come across. Whenever you come across anything that you think you can eat, you must make a DC 19 Wisdom save or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.



## 800A - NECROZTAR

### *Weapon (Morningstar, Cursed) – Artifact (requires attunement)*

This black+3 morningstar is made of obsidian that almost seems to absorb the light. The square head has rows of points down it, but from the top it looks like glass that you can peer into, with a soft glow coming from within. The pommel is a hexagonal crystal.

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

While attuned to this morningstar: you can absorb light for sustenance, with an hour's sunlight being sufficient for a day's sustenance, and you can touch a light source to fully absorb it and snuffs that light out; radiant damage heals you instead of damaging you; when hit by damage you are vulnerable to, instead of taking 2 times the damage, you take 1.5 times the damage, rounded up; you gain the *Sapping Sting* cantrip (DC 20); anytime you do necrotic damage, if the target is a celestial or possessing similar divine energies (like Aasimar or Clerics) you are healed an amount equal to the necrotic damage you did; and anytime you are healed with the radiant or necrotic damage effects of this weapon, you can choose to have 10 potential hitpoints converted into 1 charge for this weapon.

This morning star has 9 charges, which can be used to cast the following spells:

- *Arms of Hadar* (1 or more charges, DC 20)
- *Darkness* (2 charges)
- *Vampiric Touch* (3 or more charges, uses this weapon's attack roll)
- *Shadow of Moil* (4 charges)
- *Destructive Wave* (5 charges, DC 20, necrotic damage only)
- *Enervation* (5 or more charges, DC 20)

**Cursed.** This morningstar is cursed. While cursed, you suffer from a constant maddening pain from a lack of light that makes you extremely violent. Your body turns pitch black, giving you advantage on stealth rolls in dark areas, but disadvantage in bright areas.

The pain drives you to search for light you can absorb to dull it, but regular light is not sufficient, and only the divine light of celestials or those possessing similar divine energies (like Aasimar or Clerics) will be effective. As such, you will seek out these individuals and attempt to drain them with your necrotic attacks.

**Form Change:** Once this morningstar has been used to absorb 200 hitpoints from radiant damage and/or divine energies, as an action you can have it change into an **800D - Necrozdao** with a full set of charges. The morningstar can only hold 1 transformation at a time.

If you have a **791 - Solaxleo**, as an action you can merge it and this weapon into an **800B - Necrozmaxleo**, with a number of charges equal to the sum of both item's charges, to a maximum of 15.

If you have a **792 - Lunalythe**, as an action you can merge it and this weapon into an **800C - Necrozalythe**, with a number of charges equal to the sum of both item's charges, to a maximum of 15.



## 800B - NECROZMAXLEO

### Weapon (Chain Axe, Cursed) – Artifact (requires attunement)

This white +4 chain axe seems to almost glow from its large eight-point star blade, with gold radiating outward between the segments and on its points. The bottom, sides and center of the blade are encased in sharp obsidian that is so black it seems to absorb light. A triangle full of several colorful gems sits in the center of the obsidian. The bottom of the blade has a white cord extending from it, ending in an obsidian bar with three points attached to it.

Attacks with this chain axe do an additional 2d6 necrotic damage.

While attuned to this chain axe: your attacks with this chain axe ignore any kind of boosts from spells that your target has, such as increases in AC, damage resistances, or disadvantage to attack rolls; you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; you can spend an hour out in sunlight and absorb it as sustenance for the day; you can cast the *Light* cantrip on this chain axe at will; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with either hitdice or charges.

This chain axe has 15 charges that refresh at noon, which you can use to cast the following spells to a maximum of 9 charges:

- *Arms of Hadar* (1 or more charges, DC 22)
- *Darkness* (2 charges)
- *Misty Step* (2 charges)
- *Daylight* (3 charges)
- *Vampiric Touch* (3 or more charges, uses this weapon's attack roll)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Destructive Wave* (5 charges, DC 22)
- *Enervation* (5 or more charges, DC 22)
- *Steel Wind Strike* (5 charges, uses this weapon's attack roll)
- *Arcane Gate* (6 charges)
- *Plane Shift* (7 charges)
- *Sunburst* (8 charges, DC 22)
- *Gate* (9 charges)

**Cursed.** This chain axe is cursed. While cursed, you suffer from a constant maddening pain from a lack of light that makes you extremely violent. Your body turns pitch black, giving you advantage on stealth rolls in dark areas, but disadvantage in bright areas.

The pain drives you to search for light to absorb to dull it, but regular light is not sufficient, and only the light of celestials or those possessing similar divine energies (like Aasimar or Clerics) will be effective.

**Form Change:** Once this chain axe has been used to absorb 100 hitpoints from radiant damage and/or divine energies, as an action you can have it change into an **800D - Necrozdao** with a full set of charges. The chain axe can only hold 1 transformation at a time.

As an action, you can separate this weapon into a **791 - Solaxleo** and an **800A - Necroztar**, each with half of this axe's remaining charges.



## 800C - NECROZNALYTHE

### *Weapon (Scythe, Cursed) – Artifact (requires attunement)*

This blue +4 scythe seems to almost glow from its blade that is stretched like fabric across an arch connected to a large four-point star and obsidian rhombuses, with a smaller version on the other side of the shaft acting as a counterweight. A large in-cut obsidian triangle envelopes the top of the shaft, with four glowing red spots inside. On top of that is a large crescent covered with a large obsidian pyramid that has a triangle full of several colorful gems sitting in the center of the obsidian. The blue pommel resembles a pendulum blade and has three obsidian rhombuses on it.

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

While attuned to this scythe: your attacks with this scythe ignore any kind of boosts from spells that your target has, such as increases in AC, damage resistances, or disadvantage to attack rolls; you have resistance to magical damage; you can spend an hour out in moonlight and absorb it as sustenance; you can cast the *Light* cantrip on this scythe at will; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with either hitdice or charges.

This scythe has 15 charges that refresh at midnight, which you can use to cast the following spells to a maximum of 9 charges:

- *Arms of Hadar* (1 or more charges, DC 22)
- *Darkness* (2 charges)
- *Misty Step* (2 charges)
- *Moonbeam* (2 or more charges)
- *Vampiric Touch* (3 or more charges, uses this weapon's attack roll)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Destructive Wave* (5 charges, DC 22)
- *Enervation* (5 or more charges, DC 22)
- *Steel Wind Strike* (5 charges, uses this weapon's attack roll)
- *Arcane Gate* (6 charges)
- *Plane Shift* (7 charges)
- *Crown of Stars* (7 or more charges, using your Wisdom)
- *Gate* (9 charges)

**Cursed.** This scythe is cursed. While cursed, you suffer from a constant maddening pain from a lack of light that makes you extremely violent. Your body turns pitch black, giving you advantage on stealth rolls in dark areas, but disadvantage in bright areas.

The pain drives you to search for light to absorb to dull it, but regular light is not sufficient, and only the light of celestials or those possessing similar divine energies (like Aasimar or Clerics) will be effective.

**Form Change:** Once this scythe has been used to absorb 100 hitpoints from radiant damage and/or divine energies, as an action you can have it change into an **800D - Necrozdao** with a full set of charges. The scythe can only hold 1 transformation at a time.

As an action, you can separate this weapon into a **792 - Lunalythe** and an **800A - Necroztar**, each with half of this axe's remaining charges.





## 800D - NECROZDAO

### **Weapon (Greatsword) – Artifact (requires attunement)**

This white +5 greatsword has points at the tip making it look like a four-point star, and a similar star above the ricasso acting as a set of parry hooks, with a gold spiked crest over the ricasso. The guard resembles a set of dragon wings with angular gold along the top, and an angular pommel made of gold with a triangular crystal coming off each side.

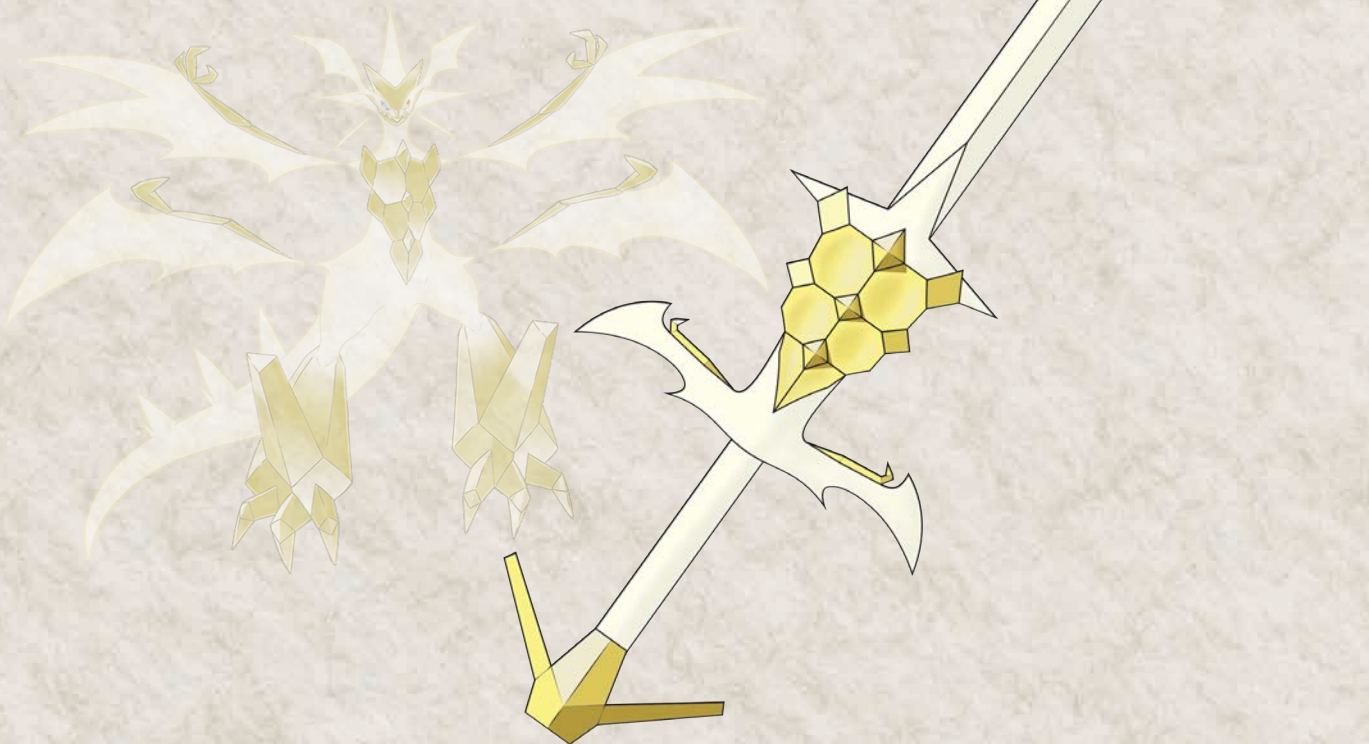
Attacks with this greatsword do an additional 2d6 radiant damage and ignore any kind of boosts from spells and magic items that the target has, such as increases in AC, damage resistances, or disadvantage to attack rolls.

While attuned to this greatsword: you cannot have disadvantage or reduction on any rolls caused by other's spells, magic items or other effects; you have resistance to magical damage; you can absorb light for sustenance, with an hour's sunlight being sufficient for a day's sustenance, and you can touch a light source to fully absorb it and snuffs that light out; radiant damage heals you instead of damaging you; when hit by damage you are vulnerable to, instead of taking 2 times the damage, you take 1.5 times the damage, rounded up; you gain the *Sapping Sting* cantrip (DC 25) and can cast the *Light* cantrip on this sword at will; anytime you do necrotic damage, if the target is a celestial or possessing similar divine energies (like Aasimar or Clerics) you are healed an amount equal to the necrotic damage you did; anytime you are healed with the radiant or necrotic damage effects of this weapon, you can choose to have 10 potential hitpoints converted into 1 charge for this weapon; you can expend 2 hitdice to cast the *Misty Step* spell, or 4 hitdice to cast the *Dimension Door* spell; and anytime you take damage, roll a d20. If the roll is less than the damage you took, you can use your reaction to cast the *Misty Step* spell with either hitdice or charges.

This sword has 20 charges, which can be used to cast the following spells to a maximum of 9 charges:

- *Arms of Hadar* (1 or more charges, DC 25)
- *Darkness* (2 charges)
- *Misty Step* (2 charges)
- *Moonbeam* (2 or more charges)
- *Daylight* (3 charges)
- *Vampiric Touch* (3 or more charges, uses this weapon's attack roll)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Destructive Wave* (5 charges, DC 25)
- *Enervation* (5 or more charges, DC 25)
- *Steel Wind Strike* (5 charges, uses this weapon's attack roll)
- *Arcane Gate* (6 charges)
- *Plane Shift* (7 charges)
- *Crown of Stars* (7 or more charges, using your Wisdom)
- *Sunburst* (8 charges, DC 25)
- *Gate* (9 charges)

**Form Change:** Once all of this sword's charges are depleted or 1 hour has passed since it changed forms, it will revert back into an **800A - Necroztaur**, **800B - Necrozmaxleo**, or **800C - Necrozalythe**, depending on its original form, with however many charges remain to a maximum of that item's maximum charges.



## 801 - MAGOWNA

### *Wondrous (Dress, Cursed) – Artifact (requires attunement)*

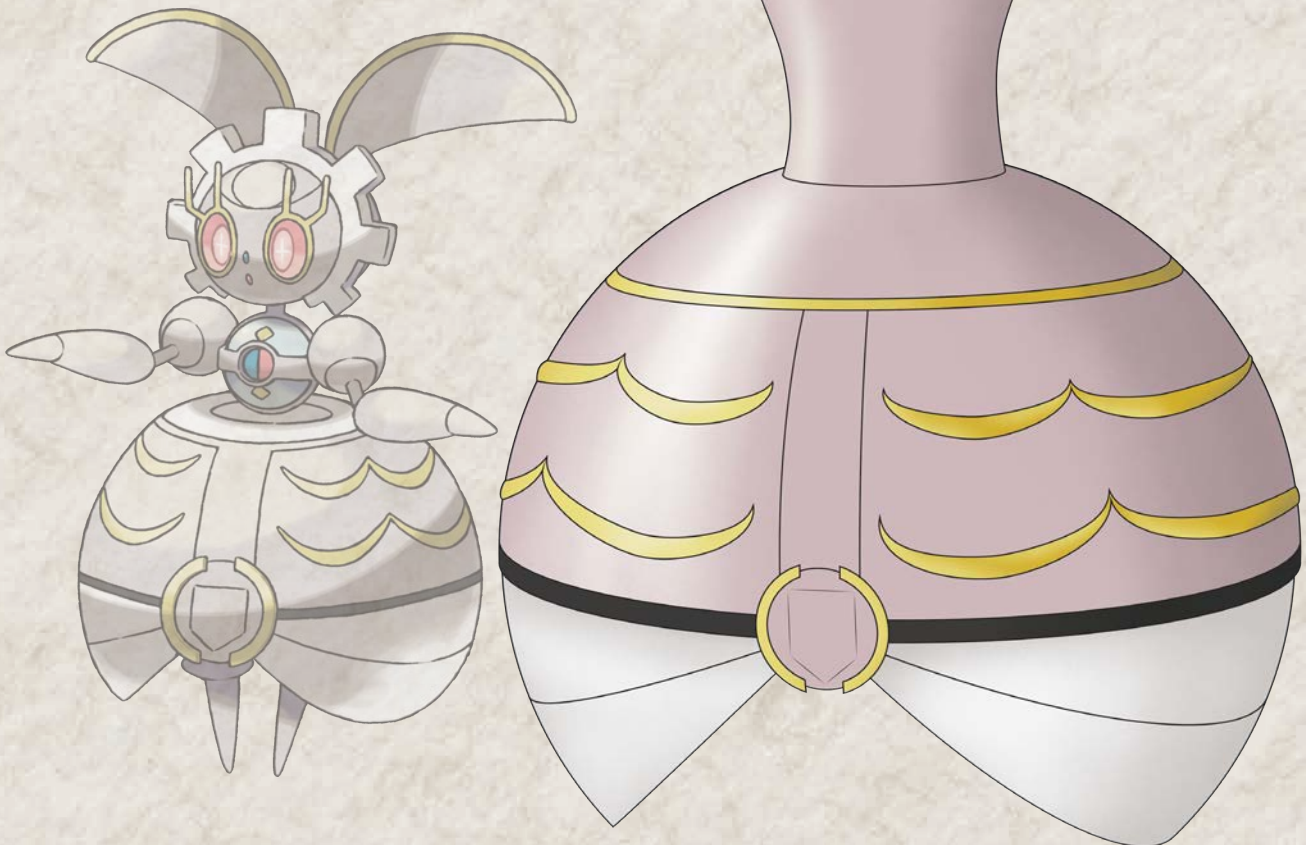
This pink-gray ball gown of woven metal has a spherical skirt with white ruffles off the bottom, and two rows of hanging gold ribbon along the top. A circular crest with gold trim sits on the front of the skirt. The top has spherical shoulder puffs and short sleeves, and another circular crest in the center of the chest that has light blue across the top and bottom with gold squares turned on a point in them, and a circle in the middle split in two, blue on the left and red on the right.

While attuned to this dress: you do not require air, food, drink, or sleep for survival; you are always under the effect of the *Sense Emotion* spell, and it works on all creatures, not just Humanoids; you gain a +3 bonus to spell attack and damage rolls; anytime a creature is reduced to 0 hitpoints within 30 feet of you, you gain an additional +1 to your spell attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute, with additional instances replacing the oldest instance; and you can withdraw into the dress' skirt as an action, which will envelop around you and harden into a steel sphere. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in the sphere, you are prone but attack rolls made against you do not have advantage normally granted by the prone condition, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only actions you can take is a bonus action to emerge from the sphere.

This dress has 20 charges that refresh after a long rest, which can be used to cast the following spells to a maximum of 9 charges:

- *Comprehend Languages* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Heroism* (1 or more charges)
- *Speak with Animals* (1 charge)
- *Calm Emotions* (2 charges, DC 20)
- *Detect Thoughts* (2 charges, DC 20)
- *Motivational Speech* (3 or more charges)
- *Antipathy/Sympathy* (8 charges, DC 20)

**Cursed.** This dress is cursed. While cursed, if you are not actively targeting a creature with your *Sense Emotion* it automatically targets whichever creature within range that is closest to you, and you are extremely empathetic. This gives you advantage on Persuasion rolls, but disadvantage on rolls to prevent being Charmed, and every turn you must make a DC 20 Charisma save or your emotions become the same as the creature your *Sense Emotion* is targeting.



## 802 - SMASHADOW

### *Wondrous (Gloves) – Artifact (requires attunement)*

These black gloves have thick dark green fuzz around the wrist and a dark green tank with fluffy swirls and wisps off the end, and a black oval in the center with a red and yellow eye in it. The pointer and pinkie fingers of the gloves have small green fuzzes over the top of the finger with wisps up the finger. When in combat, the various wisps turn yellow.

Attacks with these gloves do an additional 2d4 necrotic damage to your unarmed strikes, and on a hit, if the target has any sort of positive boost to one of their stats granted by a spell and/or magic item (such as the *Bless* spell or a **Ring of Protection**), you can attempt to steal the effects of one these spells or items for 1 minute or until the spell ends. Roll a d20, with how powerful an effect you can steal depending on the result from the table below. Which effect is stolen from those available is random, although spell effects are always stolen before magic item effects. You can steal multiple effects at a time, and stolen magic item effects do not count towards your attunement count.

d20 Result	Steal-able Effects
20	Artifact Magic Items & below
19	9th level spells & below
18	Legendary Magic Items & below
17	8th level spells & below
15-16	7th level spells & below
14	Very Rare Magic Items & below
13	6th level spells & below
11-12	5th level spells & below
10	Rare Magic Items & below
9	4th level spells & below
7-8	3rd level spells & below
6	Uncommon Magic Items & below
5	2nd level spells & below
3-4	1st level spells & below
2	Cantrips & Common Magic Items
1	None

While attuned to these gloves: you gain +3 to unarmed strike attack and damage rolls; you gain 60 feet of darkvision; you gain the ability to step from one shadow into another, so when you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness, and you then have advantage on the first melee attack you make before the end of the turn; you can become one with the shadows, so when you are in an area of dim light or darkness, you can use your action to become invisible, and you remain invisible until you make an attack, cast a spell, or are in an area of bright light; you can enter the shadows of other creatures, and while in their shadow you can cast *Sense Emotion* and *Detect Thoughts* (DC 20) on them at will, as well as better learn any skills or feats they use while in their shadow, making the time spent in their shadow when they use those abilities count as twice the amount of time received for learning that ability.



### 803 - VENICROSSBOW

**Weapon (Light Crossbow, Cursed) – Very Rare (26,300 gp, requires attunement)**

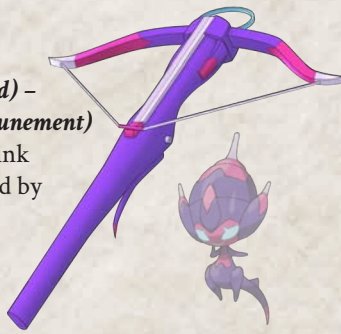
This purple +1 crossbow has pink mid-sections on its limbs followed by steel tips, pink tips on the barrel bracers, and a steel flight groove before a pink latch. The long trigger has a pink tip, and the round stirrup is bright blue. The steel drawstring has a pink serving.

Attacks with this crossbow do an additional 1d6 poison damage.

While attuned to this crossbow: anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This crossbow is cursed. While cursed, your blood glows an eerie purple, making you emit dim light for 5 feet and causing you to automatically fail all Stealth rolls, and whenever you make an attack, you laugh wildly.

**Evolving:** If you submerge this crossbow in blood from a Dragon that does poison damage (like a Green Dragon) for 1 minute, it will turn into an **804 - Agoyonbow**.



### 804 - AGOYONBOW

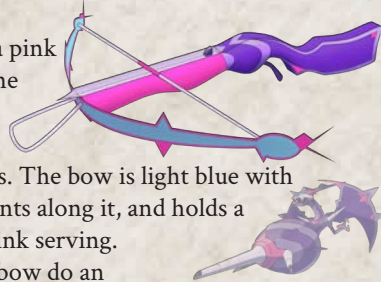
**Weapon (Heavy Crossbow, Cursed) – Legendary (183,000 gp, requires attunement)**

This +2 crossbow has a pink barrel and steel barrel. The bridge, stock, and trigger are purple with light purple and pink markings. The bow is light blue with pink trim and several points along it, and holds a steel drawstring with a pink serving.

Attacks with this crossbow do an additional 1d6 poison damage.

While attuned to this crossbow: anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This crossbow is cursed. While cursed, your blood glows an eerie purple, making you emit dim light for 5 feet and causing you to automatically fail all Stealth rolls, and you hate others touching you or your stuff, so whenever someone else touches you or your items, you must make a DC 20 Wisdom save to keep yourself from reacting violently.



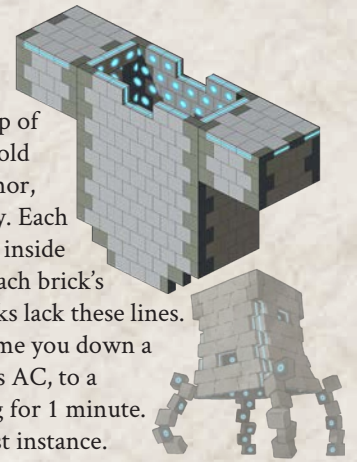
### 805 - AMA-AMA ARMOR

**Armor (Plate, Cursed) – Legendary (580,000 gp, requires attunement)**

This gray +2 plate armor is made up of several square bricks that magically hold themselves in the shape of blocky armor, with the edge pieces being a dark gray. Each brick has a glowing blue circle on the inside and blue lines around the middle of each brick's thin side, although the dark gray bricks lack these lines.

While attuned to this armor: anytime you down a creature, you gain a +1 to this armor's AC, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Cursed.** This armor is cursed. While cursed, you hate others touching you or your stuff, as well as anything covering this armor (like a cloak or mud), so whenever someone else touches you or your items, or this armor is covered, you must make a DC 20 Wisdom save to keep yourself from reacting violently.



### 806 - BLACEPHACE

**Weapon (Mace, Cursed) – Legendary (95,000 gp, requires attunement)**

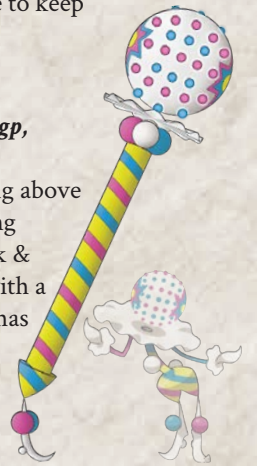
This white +2 mace has a sphere head floating above the handle, with a ruffled collar of fabric floating between them. The head is decorated with pink & blue bumps that glow, and a pink & blue star with a yellow center on each side. The yellow handle has four balls on top, one pink, one blue, and two white, and pink and blue strips down to a cone pommel with white, pink, and blue ball decorations hanging off it.

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

While attuned to this mace: once between long rests, you can perform a **Mind Blown** attack; and anytime you down a creature, you gain a +1 to this weapon's attack and damage rolls, to a maximum of +5, each instance lasting for 1 minute. Additional instances replace the oldest instance.

**Mind Blown.** As an action, you can throw your head up to 60 feet, where it will explode in a 7th level **Fireball** (DC 20). While without a head, you are still alive, but are rendered blind, deaf, and mute by the lack of eyes, ears, and mouth respectively. Your head will magically regrow in an hour, including any head-wear you had, like earrings & hats, but can be restored immediately with either a **Lesser Restoration**, **Greater Restoration**, or **Regenerate** spell.

**Cursed.** This mace is cursed. While cursed, your head becomes detached from your body. It still functions as a normal head, but can be moved independently of your body, such as being thrown or left on furniture. The separation area has skin grown over it. Keeping your head on your shoulders without it being attached to your neck is difficult, so anytime you dash, do a Dexterity save or make an Acrobatics check, you must make a DC 20 Dexterity save or your head will fall off and land 1d4 x 5 ft away in a random direction. If you are knocked prone, your head automatically falls off.



## 807 - ZERAORAKHA

### *Wondrous (Claws) – Artifact (requires attunement)*

These claws have a yellow body with black lightning bolts around a blue hexagon and a jagged yellow ribbon hanging from the back. The black handle has three electric blue blades coming off it with black markings giving it a lightning bolt pattern.

You can use these claws as a melee weapon while wearing them. You have proficiency with them, they use either your Strength or Dexterity modifier, and deals 1d8+3 slashing damage and 2d4 lightning damage on a hit. While wearing these claws, you can't manipulate objects or cast spells with somatic components.

While attuned to and wearing these claws: you are immune to lightning damage, and any lightning damage you would take from others can instead be used to heal you equal to the potential damage, convert 5 damage points into a charge for these claws, or any combination of the two (such as converting 16 lightning damage into 2 charges and 6 healing).

These claws can have up to 20 charges, which can be used to cast the following spells to a maximum of 9 charges:

- *Witch Bolt* (1 or more charges)
- *Elemental Weapon* (3 or more charges, Lightning damage only)
- *Lightning Bolt* (3 or more charges, DC 20)
- *Thunder Step* (3 or more charges, DC 20)
- *Chain Lightning* (6 or more charges, DC 20)



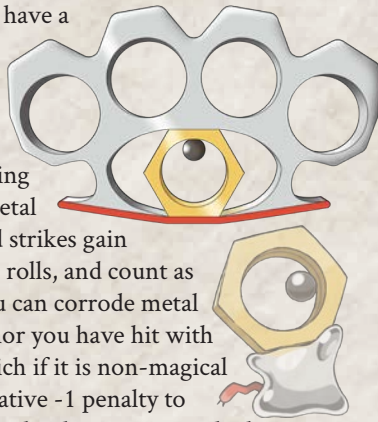
## 808 - MELTANUCKS

### *Wondrous (Brass Knuckles) – Artifact (requires attunement)*

These silver brass knuckles have a red line across the bottom of the palm grip, and a gold hex nut with a small black pearl in it above the grip.

While attuned to and wearing these knuckles: you can eat metal for sustenance; your unarmed strikes gain +2 to your attack and damage rolls, and count as magical; as a bonus action you can corrode metal you are touching, such as armor you have hit with an unarmed strike attack, which if it is non-magical takes a permanent and cumulative -1 penalty to AC, and is destroyed if the penalty drops to -5; and when an enemy wearing metal armor or made of metal is struck by these knuckles, they must make a Strength save, with the DC depending on their armor (see the Maglock table) or be restrained as the metal pieces stiffen and stick together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

**Evolving:** If these knuckles are brought into contact with another set of **808 - Meltanucks**, they will combine and become an **809 - Melmetalet**.



## 809 - MELMETALETS

### *Wondrous (Gauntlets) – Artifact (requires attunement)*

These metal gauntlets have a deep silver color, with angular black bars over the joints of the mitten-like finger section. A gold hex nut is embedded in the back of the hands, with large black hex nuts around the wrists before ending in another large black hex nut around the forearm. The lining is a sturdy yet flexible woven red metal fabric, which is also visible on the palm as it lacks metal coverings.

While wearing these gloves, you have difficulty manipulating objects, causing Sleight of Hand rolls to automatically fail, and you can not perform the semantic requirements for spells.

While attuned to and wearing these gauntlets: you can eat metal for sustenance; your unarmed strikes gain +3 to your attack rolls, do an additional 2d4+3 bludgeoning damage, and count as magical; as a bonus action you can corrode metal you are touching, such as armor you have hit with an unarmed strike attack, which if it is non-magical takes a permanent and cumulative -1 penalty to AC, and is destroyed if the penalty drops to -5; and when an enemy wearing metal armor or made of metal is struck by these gauntlets, they must make a Strength save, with the DC depending on their armor (see the Maglock table) or be restrained as the metal pieces stiffen and stick together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



#### MAGLOCK TABLE

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

#### MAGLOCK TABLE

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

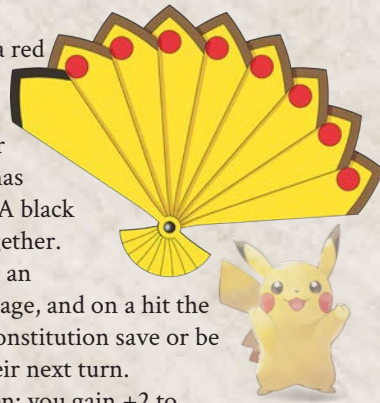
### 025G - PIKASSEN

**Weapon (Tessen) – Very Rare (25,000 gp, requires attunement)**

This yellow +2 tessen has a red circle at the top of each leaf under brown trim along the top edge, except for the outer side of each end leaf, which has black trim and no red circle. A black pearl pin holds the leaves together.

Attacks with this tessen do an additional 1d6 lightning damage, and on a hit the target must make a DC 15 Constitution save or be paralyzed until the end of their next turn.

While attuned to this tessen: you gain +2 to Initiative rolls; 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 are hit by lightning damage, this tessen gains an additional +1 to attack and damage rolls until the end of your next turn.



### 133B - EEVEERSTAFF

**Weapon (Quarterstaff) – Very Rare (13,300 gp, requires attunement)**

This brown +2 staff has bushy ends with beige tips and fluffy collars. The midsection of the staff is wrapped with dark purple cloth for grip.

Attacks with this staff do an additional 2d4 bludgeoning damage.

While attuned to this staff: at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder; and as a bonus action, you can change the bludgeoning damage done by this staff to your choice of cold, fire, lightning, necrotic, psychic, or radiant damage, or back to bludgeoning if it is another type.

This staff has 6 charges which refresh after a long rest, and can be used to cast the following spells:

- *Absorb Elements* (1 or more charges)
- *Cure Wounds* (1 or more charges)
- *Lesser Restoration* (2 charges)



# THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - GENERATION VII

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!](#)