



### THE SOUND BARRIER

Armor (Shield) Rare

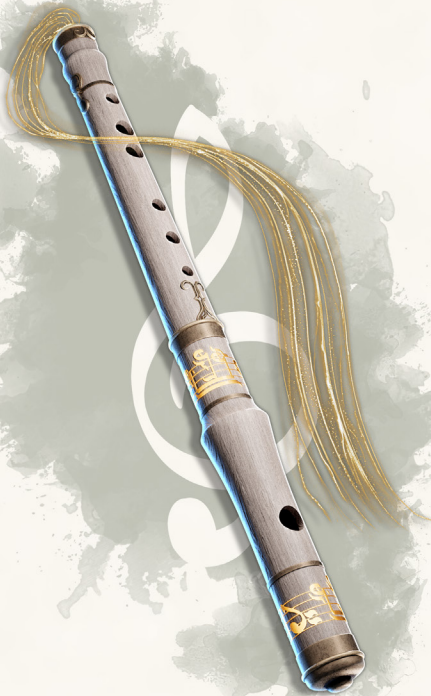
### THE SOUND BARRIER

Armor (shield), rare

A brass gong fitted to be worn as a shield ringed with musical runes. While holding this shield you and creatures within 5 feet of you have resistance to thunder damage.

**Resonance.** This shield can hold up to 5 points of vibration. If you have proficiency with drums, it can hold up to 6 instead. When you take 10 or more bludgeoning or thunder damage from a single source (before applying the resistance), this shield gains a point of vibration for every 10 points of damage dealt. If this shield does not gain any more points of vibration for 1 hour, it loses all points of vibration.

As an action you can spend any number of points of vibration and slam the back of this shield to unleash a cone of tremendous noise. The size of the cone is increased by 15 feet for each point spent. Each creature in the area must make a Constitution saving throw where the DC is equal to 13 + the number of points spent. On a failed save the creature takes 2d8 thunder damage per point spent, or half as much on a successful save. A creature that fails its save and takes 20 or more thunder damage is also stunned and deafened until the end of your next turn.



### WHITE NOISE

Wondrous Item (Flute) Rare (Requires Attunement)

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Wondrous item (flute), rare (requires attunement)

A flute of white wood with golden accents and gleaming musical runes.

**Lull.** While holding this instrument you can cast one of the following spells (spell save DC 13): Silvery Barbs, Calm Emotions, Catnap. Once you use this weapon to cast a spell, you can't cast that spell again from it until the next dawn.

**Static.** As an action you can begin playing an unsettlingly quiet tune from this instrument. Each creature within 30 feet of you that can hear you and is concentrating and creatures concentrating on a spell affecting a target within 30 feet of you must make a concentration saving throw where the DC is equal to 8 + your Charisma modifier. If you are proficient with flutes, pan flutes, or shawms you can add your proficiency bonus to the DC. Once you use this property you can't use it again until you finish a long rest, unless you spend a spell slot of 2nd level or higher to use it again.



### SECOND STRING

Wondrous Item (Viol) Uncommon (Requires Attunement)

### SECOND STRING

Wondrous item (viol), uncommon (requires attunement)

A beautiful violin with runes and strings that gleam with supportive magicks. When a creature you can see within 40 feet of you makes a performance check, you can use your reaction to play this instrument, adding your performance modifier to the roll by accompanying theirs with music.

**Backing.** While holding this instrument, if a spell attack roll by another creature that can hear you misses against a target within 40 feet of you, you can use your reaction to manipulate the spell and have the attacking creature repeat the roll against the same target. You can use this property a number of times equal to your proficiency bonus before finishing a long rest. If you have proficiency with viols, you can use this feature one additional time before finishing a long rest.



### THE BLUNT INSTRUMENT

Weapon (Greatclub or Maul) Rare (Requires Attunement)

### WHITE NOISE

Weapon (greatclub or maul), rare (requires attunement)

A large musical instrument reinforced and fitted to generate wondrous sound as well as bludgeon enemies. Versatile in the form it can take, one can be crafted as a number of different large instruments (dulcimer, bagpipes, drum, or horn). This weapon deals an additional 1d8 thunder damage on a hit. While attuned to this weapon you are considered proficient with the type of weapon it is.

**Booming Noise.** If you use this instrument as spellcasting focus to cast a spell that deals thunder damage, you can reroll any 1s rolled on the damage die. You must use the new roll. If you are proficient with the form of instrument of this weapon, anytime a spell you cast deals thunder damage to a creature, they must make a Constitution saving throw against your spell save DC. On a failure, they are deafened for 1 minute.



### LOUD MOUTH

Wondrous Item (Horn or Shawm) Very Rare (Requires Attunement)

### LOUD MOUTH

Wondrous item (horn or shawm), very rare (requires attunement)

A brass trumpet lovingly crafted with intricate designs. If you use this instrument as a spellcasting focus to cast a spell that affects a cone, the spell save DC is increased by 2 and the range of the cone is increased by 5 feet. If you are proficient with horns or shawms, the cone's range is increased by an additional 5 feet.

**Tarantara.** As an action you can blow through this instrument to produce a cone of thunderous noise. The size of the cone is equal to 10 times your Constitution modifier, and each creature in the area must make a Constitution saving throw. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save the creature takes 6d10 thunder damage and is deafened until the end of your next turn. If the creature fails its saving throw by 5 or more, it is deafened and stunned until the end of your next turn instead. On a successful save, it takes half as much damage but suffers no additional effect. This sound can be heard up to 1 mile away.

Whenever you use this property again before taking a long rest, you gain one level of exhaustion.



### DEAD SILENCE

Wand Legendary (Requires Attunement by a Bard)

### DEAD SILENCE

Wand, legendary (requires attunement by a bard)

An eerie air surrounds this decorative, bone-white conductor's baton. It feels cold to the touch despite the magical energy radiating from it. While holding this baton you can replace the verbal components of spells you cast with somatic components and you gain a +3 bonus to spell attack rolls.

**Maestro.** While holding this baton, you can spend your spell slots of the appropriate level to cast one of the following spells: Silence, Counterspell, Dominate Person. When you cast one of the listed spells while holding this baton, you can spend a use of your Bardic Inspiration to modify it in one of the following ways:

**Silent as the Grave (Silence):** You can choose to have the spell center on you and follow your movement.

**Not My Tempo (Counterspell):** If you successfully counter a spell, the creature that cast the countered spell takes an amount of psychic damage equal to 1d8 times the countered spell's level.

**Instrument of Death (Dominate Person):** When the charmed target makes an attack it gains a bonus to its attack and damage rolls equal to your Charisma modifier. Additionally the charmed target gains a bonus to performance checks equal to your Charisma modifier.



## PACT KEEPER

Wondrous Item ♦ Legendary

## PACT KEEPER

*Wondrous item, legendary*

An infernal spiked scroll case that seems to contain thousands of pages decorated with scratches and scribbles of innumerable terms and signatures. When you pull at the end of this scroll the specific contract you are looking for appears.

While holding this item you gain the following benefits:

You have advantage on Insight checks to determine if a creature is lying.

You can sense the presence of fiends and Tiedflings within 100 feet of you.

**Terms.** Any number of willing creatures can both apply a drop of blood onto a page of this scroll to create a binding pact. For the next 666 minutes, each of the creatures can understand each other perfectly, even if they all do not speak a common language. For the duration, the creatures that paid their blood enter infernal negotiations, the terms of which can vary depending on each creature's wishes. All creatures must be willing and active participants in the construction of the pact, and any such agreements cannot be made while any such creature is under the influence of any magic that would alter their sense of self or personality (ex. Dominate Person, Friends, etc.). At the end of the duration or if the involved creatures come to agree upon a deal, the blank page instantly fills with the agreed upon terms and conditions and is sealed within the scroll.

**Breach.** If a creature that is bound in a pact made by the Terms property breaks their promise, the creature instantly dies and their soul is funneled into the River Styx, where it's reborn instantly as a lemure devil. If the creature is under the protection of any effects that would prevent them from dying, this property ignores that effect unless it is of a 9th-level or higher spell. The contract page is then destroyed, burning up from within the scroll in a puff of smoke.

**Termination.** A page from the scroll can only be destroyed by the blade of a Solar. Doing so ends the contract, freeing any creatures from its terms.