

POKÉMON INSPIRED WEAPONS & ITEMS



GENERATION VII



BY CHRISTOPHER J FOSTER

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 an eventual total of 117 magic items!

There's also an accompanying book that goes into further details about the mechanics of item evolution, stat blocks for the new weapon types used by some of these items, and has a full index of all the items from all of the books, so check out the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#).

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Writing and Item Art by Christopher J Foster

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

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BOOK SHORTHAND REFERENCES

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

EVOLVING ITEMS

Several items in this collection can evolve into stronger items through unique means, which is a permanent change. The options presented here are not meant to be the only way for that item to evolve, and are merely meant to provide an example of a suitable situation that would cause evolution.

Most items are listed as evolving by spending time on or being exposed to the energies of other planes, but there are numerous ways that DMs can make items evolve, as detailed in the Pokémon Inspired Weapons & Items - Evolution Guide and Index book, such as using major events or exposure to certain items, like the Elemental Stones detailed in the Guide. See the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#) for more information.

722 - BRINDIBOW

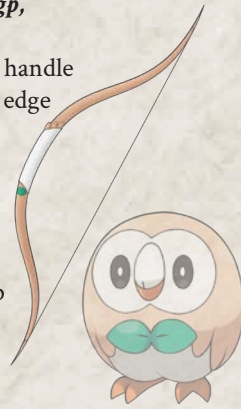
Weapon (Shortbow) – Uncommon (1740 gp, requires attunement)

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**.



724 - SILVARBOW

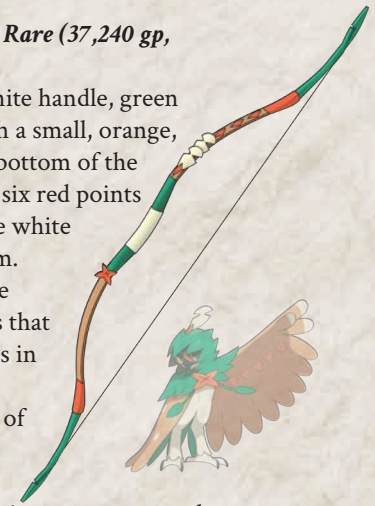
Weapon (Longbow) – Very Rare (37,240 gp, requires attunement)

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 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.



723 - FUKUTHBOW

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

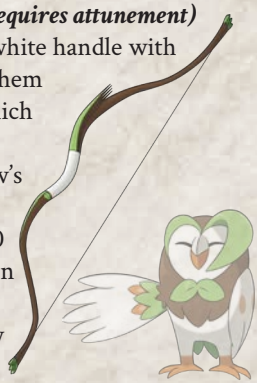
This dark brown +1 shortbow has a white handle with long green triangles running out from them along the bow's arms, the top one of which comes off the arm and has a few long feathers growing out behind it. The bow's tips resembles a few green leaves.

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 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**.



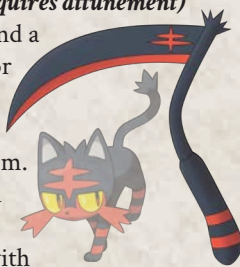
725 - FLAMICKLE

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

This black sickle has a red blade's 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 strips 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)

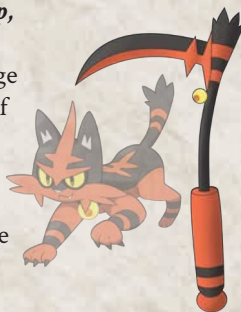
This black +1 sickle has a red blade edge with a set of points at the end. The top of the neck flairs out into a tuft of spiky fur with two red strips around it, and a small yellow orb attached at the base of where the blade attaches to the neck. The red handle has two black stripes around the base above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

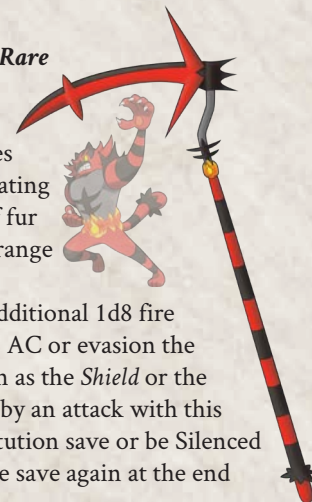
Weapon (Scythe, Cursed) – Very Rare (27,700 gp, requires attunement)

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**.

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 pearl hanging from its edge. The wrists and waist have white lining 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 spell, 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 digression.

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



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 spell, 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)

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.



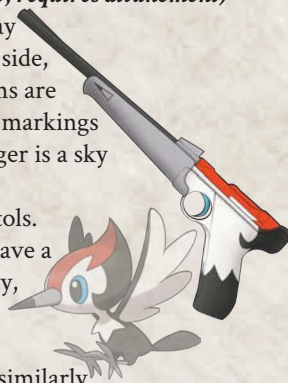
731 - PISTOLPEK

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, weighting 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.



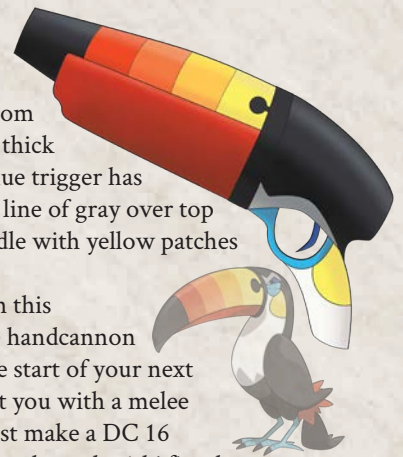
733 - BAZOUCANNON

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 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, weighting 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.

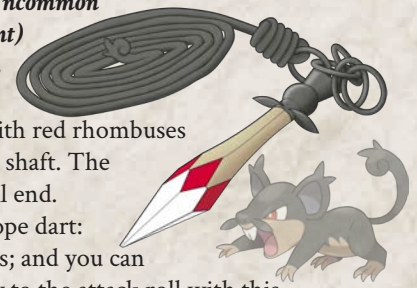


019B - RATTADART

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.



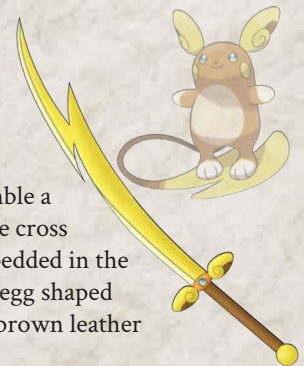
026B - SCHUMITAR

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

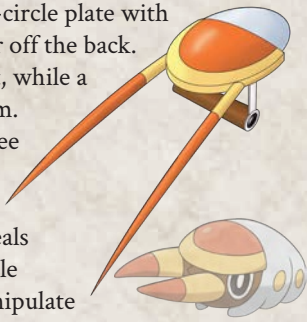
Wondrous (Claws) – Common (79 gp, requires attunement)

These orange claws have a semi-circle 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 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 +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

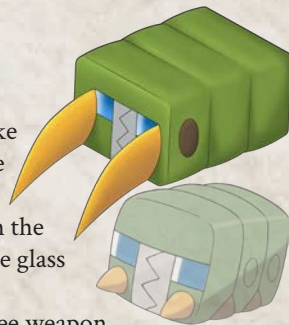
Wondrous (Claws) – Uncommon (1377 gp, requires attunement)

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.



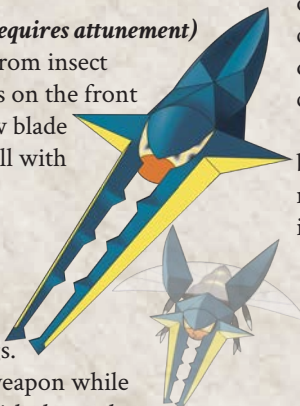
738 - VIKUTVOLT

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)

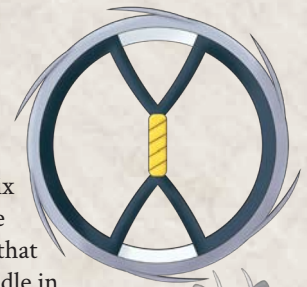
This blue-gray chakram has six razor sharp whiskers around the blade edge, and a black interior that narrows inward to a golden handle in the middle.

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

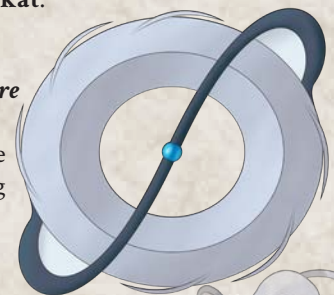
Weapon (Chakram, Cursed) – Rare (3500 gp, requires attunement)

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 circles 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 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 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

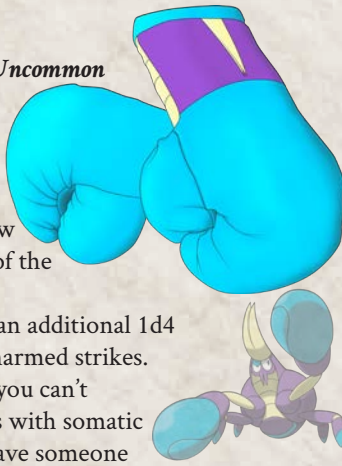
Wondrous (Gloves) – Rare (1730 gp, requires attunement)

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.

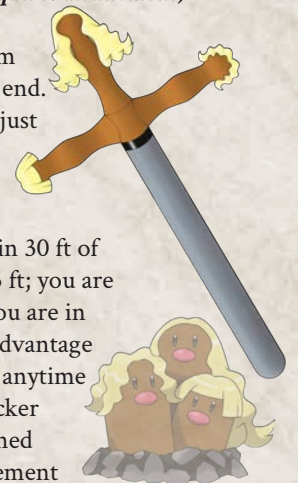
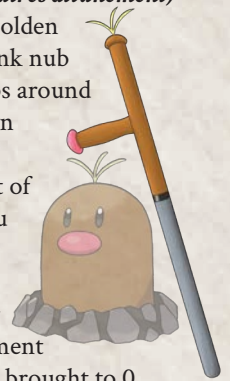
Evolving: If this tonfa remains on the Elemental Plane of Earth for a year, it will become a 051B - **Trionfakeur**.

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 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 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.



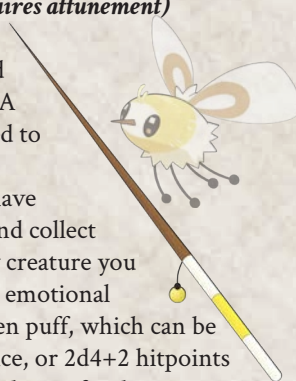
742 - WANDEL

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**.

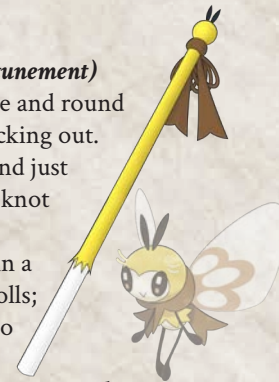


743 - WANDELBY

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.



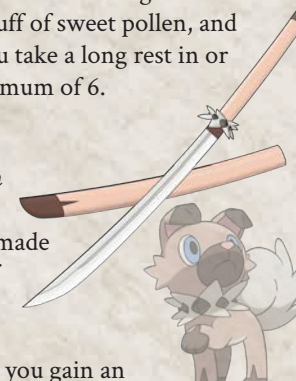
744 - IWANKODACHI

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.

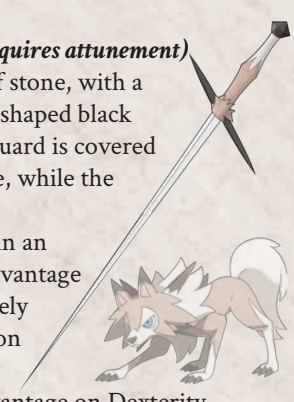


745A - LUGARUPIER

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 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.

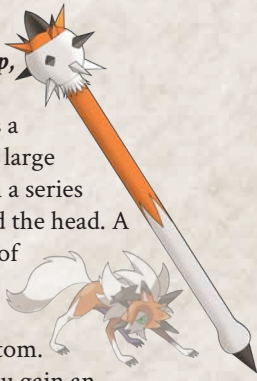


745C - LYCANSTAROC

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.



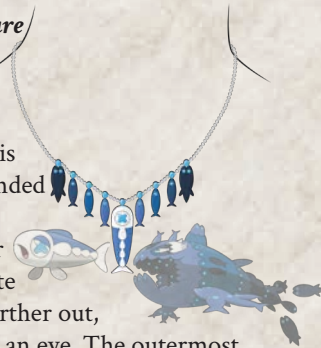
746 - FROUSSARTOIR

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.

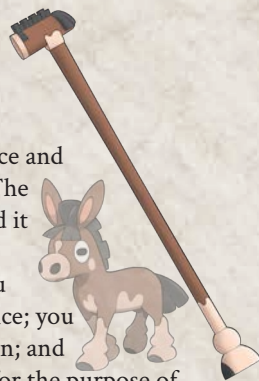
749 - MUDBRAWL

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**.

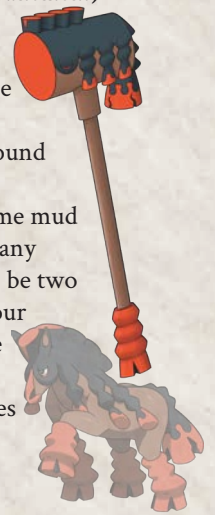


750 - MUDSDAUL

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 - **Araqueegis**.



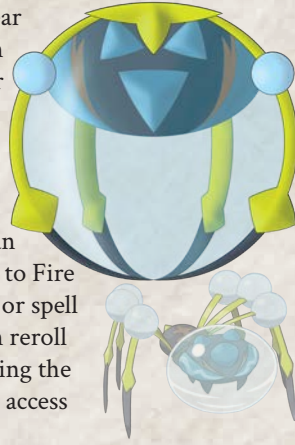
752 - ARAQUAEGIS

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.



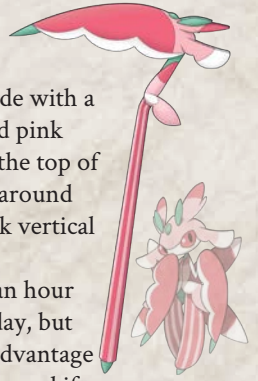
754 - FLORASCYTIS

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

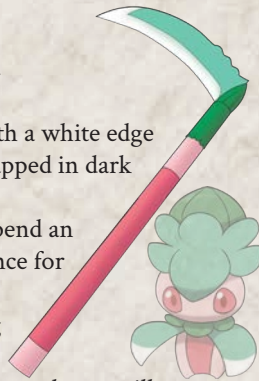
Weapon (Sickle, Cursed) – Uncommon (150 gp, requires attunement)

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; 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.

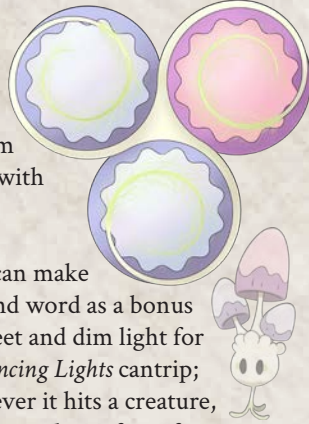
Evolving: If this sickle has the *Daylight* spell cast on it every day for a month, it will become a 754 - Florascytis.



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.

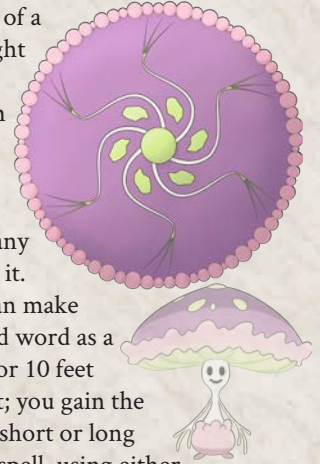
Save Result	Effects
13 or more	Passed the save, no effect
12-9	The target is Stunned until the end of their next turn
8-5	The target is Paralyzed until the end of their next turn
4-2	The target takes 1d6 poison damage and is Poisoned until the end of their next turn
1 or less	The target takes 1d6 poison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

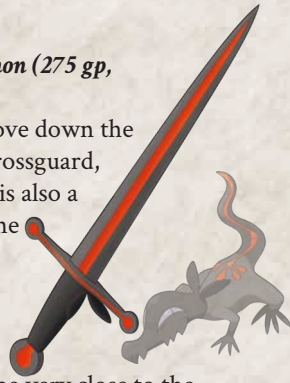
This gray dagger has a fiery red groove down the blade, as well as a red line across the crossguard, ending in flat circle tips. The pommel is also a flat circle with a red spot on it and a line leading up to the blade groove. The handle is wrapped in black cloth.

The blade secretes a poisonous gas with a sweet sulfur scent. The gas dissipates rapidly, requiring the blade be very close to the mouth for a creature to inhale a significant amount of 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

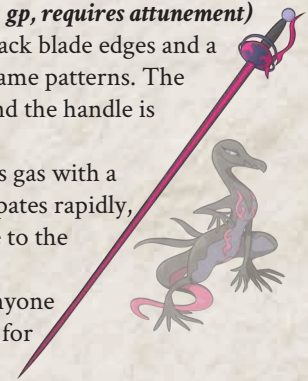
Weapon (Rapier) – Rare (7580 gp, requires attunement)

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 inhales 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.

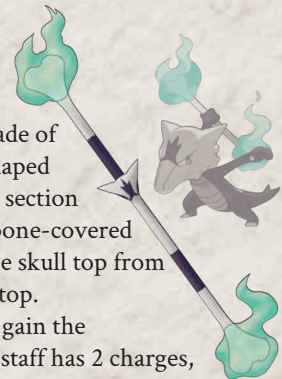


105B - OSSTAFFUEUR

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 near the top with two white-tipped nubs on either side. 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. 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 of the front and back, and a green hood with shoulder pads, as well a pad on the front over 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

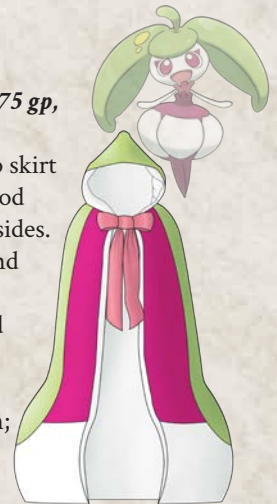
Wondrous (Cloak, Cursed) – Rare (1275 gp, requires attunement)

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 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 attempt 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.



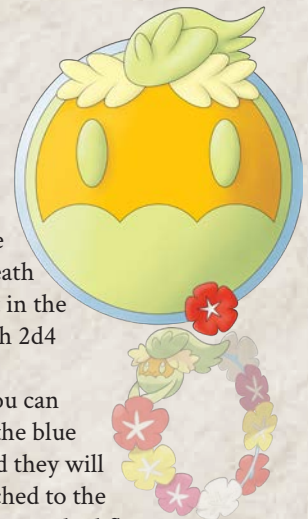
764 - CURELEIELD

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.



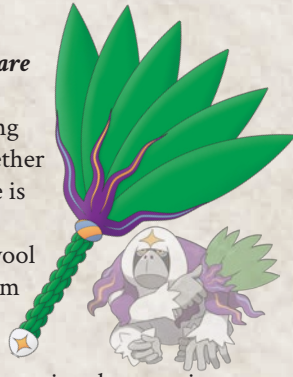
765 - KOMMANDUCHIWA

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 breath 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 breath 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

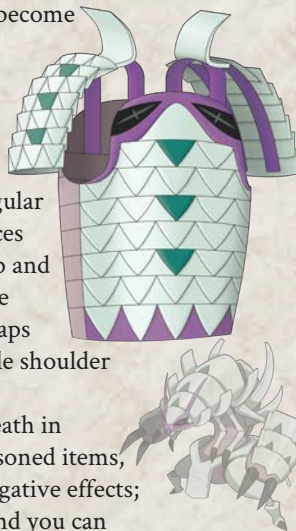
Armor (Leather, Cursed) – Rare
(2695 gp, requires attunement)

This armor is made of a thin sheet of sand held together by spiritual forces, acting as +1 leather armor. It has a red and white trowel-shaped emblem sits over the heart, and a rounded black triangle and arc 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 increase 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**.



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

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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.

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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.

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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!

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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...

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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!](#)