

The Seraphic Nugget

wondrous item, artifact (requires attunement)

Legend speaks of a remarkable treasure known as the Seraphic Nugget, a radiant relic of celestial origins. As the story goes, this magical golden nugget was forged in the heart of the heavens, infused with the divine energy of angelic beings. It is said to possess an ethereal glow that captures the essence of celestial grace. The Seraphic Nugget holds an extraordinary power that resonates with the forces of light, enabling its possessor to wield an impenetrable defense against the malevolent presence of devils and ghosts of the Evil West.

Magic Stone. The Seraphic Nugget is a wondrous item that functions as a ioun stone of regeneration.

Random Properties. The Seraphic Nugget has the following random properties:

- 1 major beneficial property
- 2 minor beneficial properties
- 1 minor detrimental property

Seraphic Shielding. You are immune to all possession effects, effects that would magically age you and automatically succeed all saving throws against spells and abilities of fiends or undead.

Banish the Wicked. As an action, you can use the nugget to cast *banishment* (6th level). You can only target fiends and undead when casting the spell in this way.

Destroying the Nugget. The nugget can be destroyed by casting it into a doomskar created by a doomscurge.



Prospector's Pick

Weapon (warpick), rare (requires attunement)

The Prospector's Pick is a formidable warpick that bears the marks of both practicality and enchantment. Crafted from sturdy steel, its shaft is wrapped in worn leather, providing a secure and comfortable grip. The pick's head, however, is where its true magic lies. Fashioned from a shimmering, iridescent metal, it resembles a fusion of precious minerals—veins of gold interwoven with glimmering silver and flecks of gemstones embedded within.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Oreseeker's Knowledge. The Prospector's Pick has an innate ability to sense precious minerals and ores. While holding it, you have advantage on Wisdom (Perception) checks to find hidden or valuable minerals, gems, or metals, and on Intelligence (Nature) check to identify them.

Prospector Strike. When you hit a creature with this weapon, you may have it emit a resonating vibration that disrupts the target's defenses as part of the attack. The damage of this attack ignores the target's damage resistances. Additionally, if the target is a construct or elemental, the attack deals an additional 2d10 force damage. Once you've used this feature, you can't do so again until you finish a long rest.

