

ROPE OF SICKNESS

Wondrous Item, Uncommon

This 50-foot length of rope is completely black and has a musty smell. The rope has been infused with subtle necromancy magic.

Any creature restrained by this rope is also subjected to the poisoned condition. While poisoned in this way, a creature can't regain hit points.



ROPE OF THE PHOENIX

Wondrous Item, Uncommon

This 50-foot length of rope is slightly warm to the touch and smells of sulfur. The rope has been infused with subtle evocation magic.

Any creature that knows the rope's nature can use a bonus action and command it to burst into flames. The rope instantly catches fire across its length. Any creatures touching the rope take 1d4 fire damage at the start of each of their turns. The rope burns for 1 minute and then crumbles to ash. Unless scattered, this ash reforms into the rope after 24 hours.



ROPE OF THE BASILISK

Wondrous Item, Uncommon

This 50-foot length of rope feels rough to the touch. The rope has been infused with subtle transmutation magic.

Any creature that knows the rope's nature can touch it and use a bonus action to turn it into stone. The rope remains in this petrified state for 24 hours, or until *dispel magic* is cast on it. The petrified rope has AC 20 and 30 hit points. It can be burst with a DC 25 Strength check.



ROPE OF THE SUCCUBUS

Wondrous Item, Uncommon

This 50-foot length of rope smells of roses and is remarkably supple to the touch. The rope has been infused with subtle enchantment magic.

Any creature that attempts to untie, burst, or otherwise tamper with the rope must first succeed on a DC 15 Wisdom saving throw or waste their action enjoying the softness of the rope and its pleasant smell.



ROPE OF THE TITAN

Wondrous Item, Uncommon

This 50-foot length of rope glimmers almost imperceptibly and feels smooth to the touch. The rope has been reinforced with enchanted spellstring and infused with subtle abjuration magic.

The rope has AC 25 and 50 hit points, and resistance to all damage. It can be burst with a DC 30 Strength check.

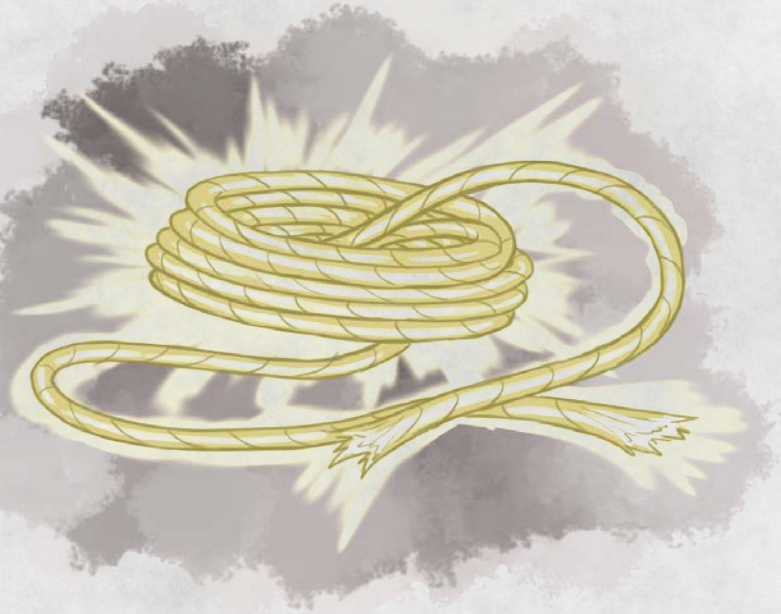


ROPE OF TRUTH

Wondrous Item, Uncommon

This 50-foot length of rope is reinforced with thin strands of gold. The rope has been infused with subtle divination magic.

The rope glows golden yellow whenever a creature that is restrained by it speaks a deliberate lie.

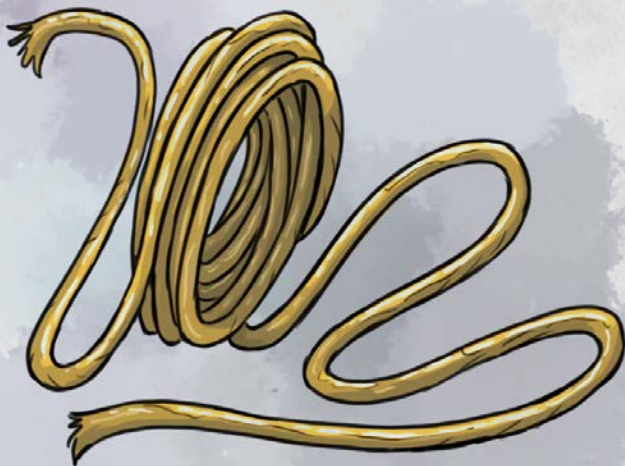


ROPE OF THE TRICKSTER

Wondrous Item, Uncommon

This 50-foot length of rope feels slightly greasy to the touch. The rope has been infused with subtle conjuration magic.

Any creature that knows the rope's nature can touch it and use a bonus action to instantly untie any knot on its length or make any section of it slippery smooth. Creatures have disadvantage on all ability checks and saving throws related to climbing or holding on to the rope while it's slippery.



ROPE OF VANISHING

Wondrous Item, Uncommon

This 50-foot length of rope looks completely mundane and unremarkable. The rope has been infused with subtle illusion magic.

Any creature that knows the rope's nature can touch it and use a bonus action to turn it invisible. The rope remains invisible until it is cut, or until a creature that knows its nature touches it and uses another bonus action to make it visible again.



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