

POKÉMON INSPIRED WEAPONS & ITEMS



GENERATION III



BY CHRISTOPHER J FOSTER
FEATURING ART BY REBUSAPLA

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 3rd Generation of games, for a total of 137 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, [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#).

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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
WDM	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.

252 - TREECKAND

Wand () – Uncommon (155 gp, requires attunement)

This leafy green wand has a head that resembles a lizard, a red diamond where it meets the shafts, with a leafy vine wrapped around it just below that.

While attuned to this wand, spells that utilize plants (such as *Thorn Whip* or *Entangle*) do +1 damage, or +1 to save DCs if they don't do damage. If you are below half your hitpoints, that modifier becomes +2.



253 - GROVYNA

Weapon (Longsword) – Rare (5230 gp, requires attunement)

This +1 katana longsword has a green handle, leafy guard, and red leather wrapped around the handle. It comes with a matching green sheath with red trim and a bit of leafy flair.

While attuned to this sword: you have advantage on Athletic rolls while climbing; and if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed and gain 10 feet of climbing speed.

Attacks with this sword gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.



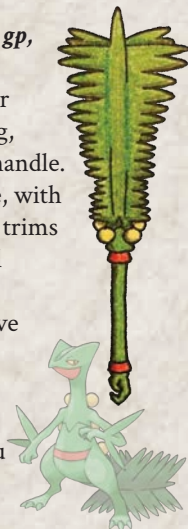
254 - SCEPTUITL

Weapon (Macuahuitl) – Very Rare (17,400 gp, requires attunement)

This +2 macuahuitl has rows of stiff, razor sharp leaves held together between two long, green pieces of wood, which also form the handle. A guard separates the blade from the handle, with six yellow balls around its edge. Red leather trims the two ends of the handle, and the pommel resembles a closed reptilian fist.

While attuned to this macuahuitl: you have advantage on Athletic rolls while climbing; advantage on Survival and Nature checks involving Jungles and Forests; and if you aren't wearing Medium or Heavy armor you gain 20 feet of movement speed and gain 20 feet of climbing speed.

Attacks with this macuahuitl gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.



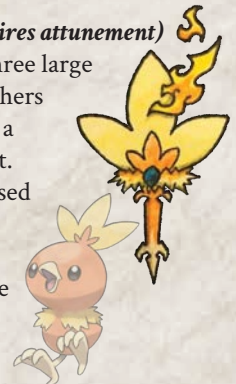
255 - TORCHIWA

Wondrous (Fan) – Uncommon (175 gp, requires attunement)

This orange uchiwa hand fan is made of three large rounded feathers, with a bunch of down feathers around where it attaches to the handle, with a charcoal colored gem in the middle of all that.

The fan is warm to the touch, and when used as a fan blows warm air, even in freezing weather.

While attuned to this fan, spells that utilize fire (such as *Create Bonfire* or *Flaming Sphere*) do +1 damage, or +1 to save DCs if they don't do damage. If you are below half your hitpoints, that modifier becomes +2.



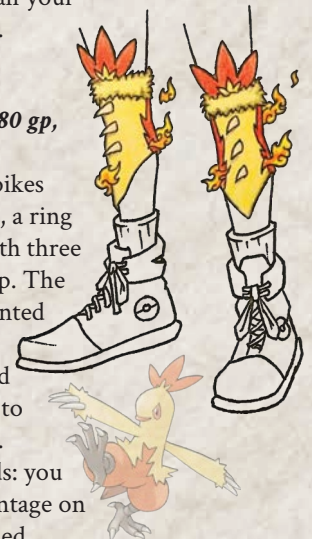
256 - COMBLOCKEN

Wondrous (Shinguards) – Rare (1580 gp, requires attunement)

These yellow guards have three spikes running down the front of the shins, a ring of down feathers around the top, with three larger red feathers decorating the top. The sides and backs of the guards are painted red in fiery patterns.

These shin guards give +1 AC, and do an addition 1d4 piercing damage to unarmed strike hits done with kicks.

While attuned to these shin guards: you gain 10 feet of speed; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you do not feel the effects of cold weather; and if you fall below half of your hitpoints, these shin guards do an additional 1d4 fire damage.



257 - BLAZIKLAW

Wondrous (Gloves) – Very Rare (15,900 gp, requires attunement)

These red gloves have a yellow diamond pattern on the back and yellow down feather trim around the wrist with two strips of yellow ribbon. Three metal blades come out the back of each glove.

The gloves give +2 to unarmed strike attack and damage rolls, and do an addition 1d6 slashing damage and 1d6 fire damage to unarmed strike hits.

These gloves do not do damage to you if the *Heat Metal* spell is cast on them, instead adding the effect to the gloves' damage.

While attuned to these gloves: you gain 20 feet of movement; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you do not feel the effects of cold weather; your unarmed strikes gain an improved critical hit of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20; and if you fall below half of your hitpoints, these gloves do an additional 1d6 fire damage.



258 - MUDKHOPZ

Weapon (Handaxe) – Uncommon (528 gp, requires attunement)

This handaxe has a light blue handle, a metal axe head with orange flare on the back of the head and the pommel.

While attuned to this axe: you can breath underwater through your skin; and if you are below half your hitpoints, this axe does an additional +1 slashing damage.

Attacks with this axe do not suffer any of the disadvantages of being used underwater.

Evolving: If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion for a year, it will become a **259 - Marshchop**.



259 - MARSHCHOP

Weapon (Battleaxe) – Rare (2950 gp, requires attunement)

This light blue +1 battleaxe has a metal axe head that resembles a fin, a thin pole extending off the back, which has an orange cap, along with the top and bottom of the shaft, which also have points.

While attuned to this axe: you can breath underwater through your skin; have advantage on Perception checks when underwater; are immune to muddy difficult terrain; and if you are below half your hitpoints, this axe does an additional 1d4 slashing damage.

Attacks with this axe do not suffer any of the disadvantages of being used underwater, and enemies hit with this axe have disadvantage on their next attack.

Evolving: If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion for a decade, it will become a **260 - Swamphurt**.



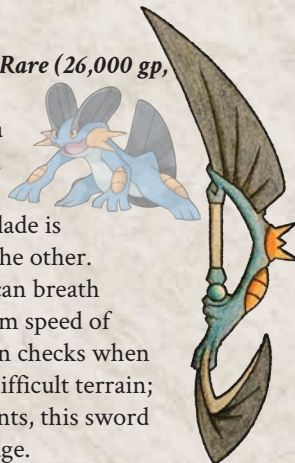
260 - SWAMPHURT

Weapon (Dual-blade sword) – Very Rare (26,000 gp, requires attunement)

This light blue +2 Dual-blade has a white-wrapped handle with a curved handguard that has orange markings along the outer edge. A long broad blade is at one end, and a hooked blade is at the other.

While attuned to this sword: you can breath underwater through your skin; a swim speed of 40 feet; have advantage on Perception checks when underwater; are immune to muddy difficult terrain; and if you are below half your hitpoints, this sword does an additional 1d6 slashing damage.

Attacks with this sword do not suffer any of the disadvantages of being used underwater, and enemies hit with this sword have disadvantage on their next attack.



261 - PUNYENA

Weapon (Dagger) – Common (55 gp, requires attunement)

This charcoal black dagger has a handguard parallel to the handle and a curved tooth-like blade with a white edge. Gray tufts of fur decorate the ends of the handle.

While attuned to this dagger: you have +1 on Dexterity rolls to avoid being grappled, restrained, or take damage; and advantage on Perception checks that use smell.

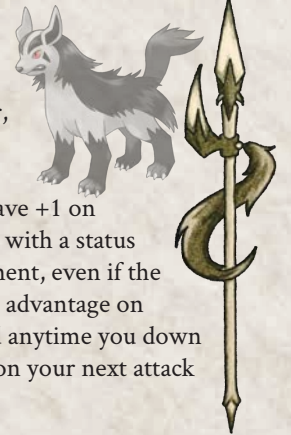


262 - SPAERNA

Weapon (Spear) – Uncommon (155 gp, requires attunement)

This gray spear has a black blade with white edges and a decoration of charcoal black fur just below that. One side of the fur has a tail-like flair, while the other has an ear-like flair designed to mimic the blade.

While attuned to this spear: you have +1 on Intimidation rolls; if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement; advantage on Perception checks that use smell; and anytime you down a target with the spear, you have +1 on your next attack roll to hit.



263 - ZIGZAGZUCHI

Weapon (Light hammer) – Common (65 gp, requires attunement)

This beige and brown hammer has a fur covered top tied back in a tail.

While attuned to this hammer: you have +1 on Investigation rolls to find objects; and if you are afflicted with a status condition, you gain 5 feet of movement, even if the condition would prevent movement.

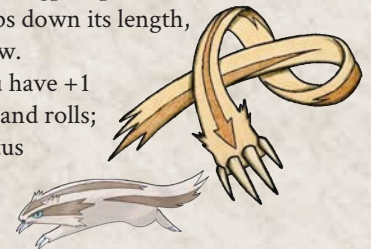


264 - LINOوبي

Wondrous (Sash) – Uncommon (165 gp, requires attunement)

This beige sash has brown strips down its length, ending in a four clawed broad paw.

While attuned to this sash: you have +1 on Investigation and Sleight of Hand rolls; and if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement.

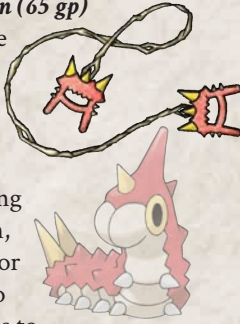


265 - WHUMPLE

Wondrous (Brass Knuckles) – Common (65 gp)

These pink brass knuckles have three yellow spikes on top of each, as well as some smaller white spikes on the side. A 10-foot rope of woven silk attaches to the two.

These brass Knuckles add 1d4 piercing damage to unarmed strikes when worn, and give advantage on rolls to grapple or restrain a target when wielded, but also give advantage to hostile creatures' rolls to grapple or restrain you.

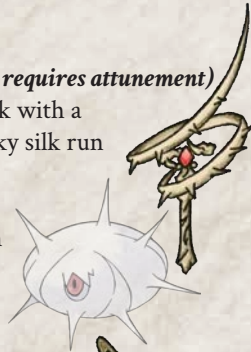


266 - WHILCOON

Weapon (Whip) – Uncommon (266 gp, requires attunement)

This white whip is made of woven silk with a red gem in the guard. Soft spikes of sticky silk run along the whip's length.

While attuned to this whip: you have advantage on rolls to grapple or restrain a target; and on rolls to avoid being inflicted with status conditions.

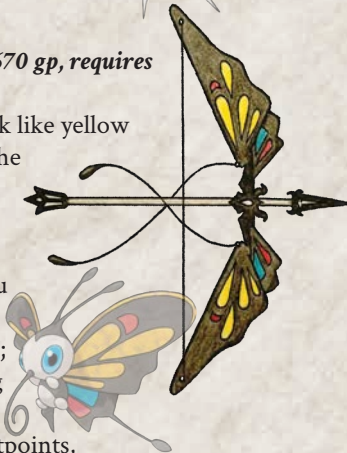


267 - BEAUTIFLYUMI

Weapon (Longbow) – Rare (12,670 gp, requires attunement)

This +1 bow has arms that look like yellow and black butterfly wings, with the occasional spots of red and blue. Two long tassels resembling antennae hang from the handle.

While attuned to this bow: you have advantage on Investigation and Survival rolls to find flowers; advantage on rolls to avoid being inflicted with status condition; and if you fall below half your hitpoints, attacks with this bow do an additional 1d6 piercing damage.

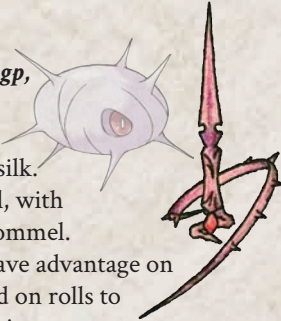


268 - DAGCOON

Weapon (Dagger) – Uncommon (268 gp, requires attunement)

This lavender dagger is shaped like a spike, is made of woven and harden silk. A red gem is embedded in the pommel, with a small length of silk coming off the pommel.

While attuned to this dagger, you have advantage on rolls to grapple or restrain a target, and on rolls to avoid being inflicted with status conditions.



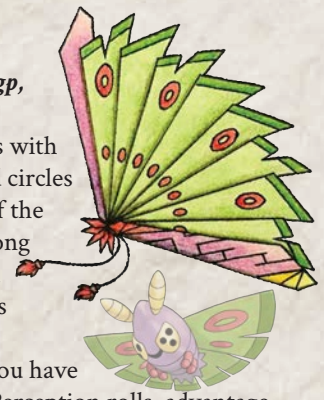
269 - DUSTOXSEN

Weapon (Tessen) – Rare (6290 gp, requires attunement)

This green +1 tessen has leaves with dark green pointed edges and red circles on alternating leaves at the top of the leaves, and a series of red dots along the bottom of the leaves. The fan has purple guards and two strings with fuzzy tassels on the ends.

While attuned to this tessen, you have advantage on Investigation and Perception rolls, advantage on rolls to avoid being inflicted with status condition, and attacks with this tessen have advantage.

This Tessen looks like a regular folding fan, and can be identified as a tessen and not a folding fan with a DC 18 Perception check or by physically examining it.



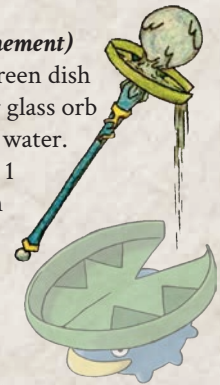
270 - ROTAD

Rod () – Common (72 gp, requires attunement)

This blue rod has yellow trim and a green dish shaped like a lily pad on top with a clear glass orb that has an ever-present thin coating of water.

While attuned to this rod, you regain 1 hitpoint for every minute you are out in rain, either not wearing rain gear or holding this rod up in the rain. This effect only applies if the rain is clean water.

Evolving: If this rod remains on the Swamp of Oblivion for a month, it will become a 271 - Glombre.



271 - GLOMBRE

Wondrous (Glove) – Uncommon (280 gp, requires attunement)

This green fingerless glove has red spikes over the knuckles, and a green dish shaped like a lily pad with a clear glass orb that has an ever-present thin coating of water attached over the wrist.

While attuned to this glove: you gain the ability to breathe underwater through your skin; and when out in rain you gain 10 feet of speed and you regain 1 hitpoint for every minute out in the rain so long as the dish isn't covered. This effect only applies if the rain is clean water.

Evolving: If this glove remains on the Swamp of Oblivion for a year, it will become a 272 - Ludichokutō.

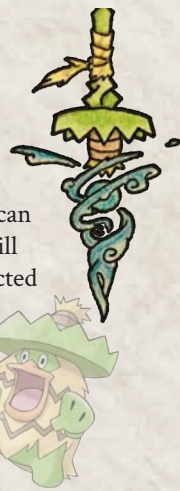


272 - LUDICHOKUTŌ

Weapon (Shortsword) – Rare (2720 gp, requires attunement)

This +1 shortsword is a wooden handle with yellow leather wrapped around it and a lily pad shaped guard. Once attuned to the sword, you can speak a command word and a blade of water will come out of the handle. The blade can be retracted by repeating the command word or losing the attunement.

While attuned to this sword: you have advantage on Performance rolls to dance; you gain the ability to breath underwater through your skin; a swim speed equal to your walking speed; and when out in rain you gain 15 feet of speed and swim speed, as well as regain 1 hitpoint for every minute out in the rain so long as the guard isn't covered. This effect only applies if the rain is clean water.



273 - PAINIPIOT

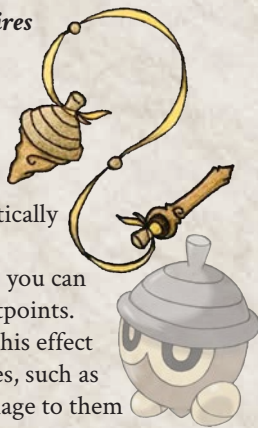
Weapon (Flail) – Common (75 gp, requires attunement)

This flail is made of a wooden handle and a hard acorn joined together by several long strips of bark tied together.

While attuned to this flail, if you have been magically put to sleep, you automatically wake up at the end of your next turn.

Once between long rests, as an action, you can touch a tree and heal yourself for 1d4 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.

Evolving: If this flail remains on the Swamp of Oblivion for a month, it will become a 274 - Konohachiwara.



274 - KONOHACHIWARA

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

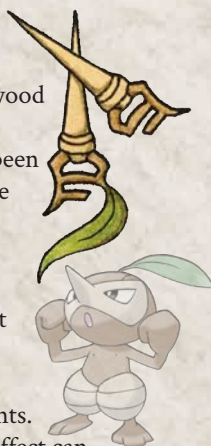
This katar dagger is made of carved hard wood and has a leaf growing off the handle.

While attuned to this dagger: if you have been magically put to sleep you automatically wake up at the end of your next turn; your speed increases by 10 feet in sunlight; and you gain +1 on Sleight of Hand rolls to pickpocket.

On a critical hit with this dagger, the target is stunned until the end of their next turn.

Once between long rests, as an action, you can touch a tree and heal yourself 1d6 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.

Evolving: If this dagger remains on the Swamp of Oblivion for a year, it will become a 275 - Staftry.



275 - STAFTRY

Weapon (Quarterstaff) – Rare (2750 gp, requires attunement)

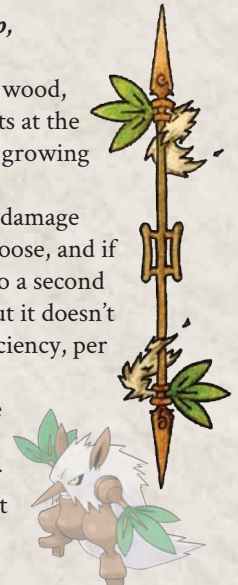
This +1 quarterstaff is made of carved wood, with a hand guard over the middle, points at the ends, with leaves and a white plant fiber growing where the shaft becomes points.

Attacks with this staff can do piercing damage instead of bludgeoning damage if you choose, and if you are holding it two handed you can do a second attack with the staff as a bonus action, but it doesn't use your ability modifier, just your proficiency, per Two-Weapon Fighting on PHB 195.

While attuned to this staff: if you have been magically put to sleep you automatically wake up at the end of your next turn; your speed increases by 20 feet in sunlight; and you gain advantage on Sleight of Hand rolls to pickpocket.

On a critical hit with this staff, the target is stunned until the end of their next turn.

Once between long rests, as an action, you can touch a tree and heal yourself 1d8 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.



276 - SUBAMERANG

Weapon (Boomerang) – Uncommon (690 gp, requires attunement)

This white boomerang is made of a bird's wing, and has navy blue trim, navy blue feathers attached to the handle, and a beak and crest attached to its center.

While attuned to this boomerang, if you are suffering from a status condition this boomerang does an additional 1d4 bludgeoning damage.

Attacks with this boomerang on undead creatures bypass any damage resistances or immunities the creature might have to damage from this boomerang.

Evolving: If this boomerang remains on the Elemental Plane of Air for a month, it will become a 277 - Swellbow.



277 - SWELLBOW

Weapon (Longbow) – Rare (12,770 gp, requires attunement)

This navy blue +1 bow is made of a bird's wing and red willow. Long navy-blue feathers with red tips hang from the bow's handle.

While attuned to this bow: you have advantage on rolls to prevent being frightened; and if you are suffering from a status condition this bow does an additional 1d8 piercing damage.

Attacks with this bow on undead creatures bypass any damage resistances or immunities the creature might have to damage from this bow, including damage using magical arrows.



278 - CAMOMERANG

Weapon (Boomerang) – Uncommon (782 gp, requires attunement)

This white boomerang resembles an elongated wing, with two points on one end and one point on the other. Blue strips wrap around the boomerang at both ends, with a bit of ribbon coming off the one-point end's strip. A hard beak-like piece covers the bend point.

While attuned to this boomerang: you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action); and when in rain any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your next turn.



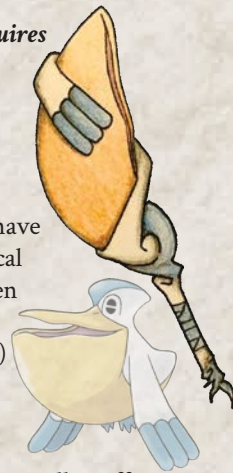
279 - PELIPPURABU

Weapon (Greatclub) – Rare (1800 gp, requires attunement)

This white +1 greatclub has a head that resembles a pelican's beak wrapped in a white wing with blue tips. Blue cloth is wrapped around the grip.

While attuned to this club: you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action); and when in rain any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your next turn.

The weather around this club is always being pushed towards a warm, calm, light rain, as if it has a constant *Control Weather* spell in effect. If the club is kept in one place, like a city or dungeon, the rain will last for 1d4+4 days before dissipating. If the club is moved more than 5 miles from where it was at dawn or someone casts *Control Weather* within 1 mile of the club, then the effect reactivates.



280 - TARALTS

Wand () – Uncommon (280 gp, requires attunement)

This white wand has a green mushroom-shaped top with two red horns and a red orb floating between them. A white ribbon hangs from just below the head.

While attuned to this wand: you gain telepathy (MM 009) with a range of 60ft.; the *Mage Hand* cantrip; can cast *Detect Thoughts* at will; and are resistant to psychic damage.

Evolving: If this wand remains on The Astral Plane for a decade, it will become a **282 - Gardarvölr**.



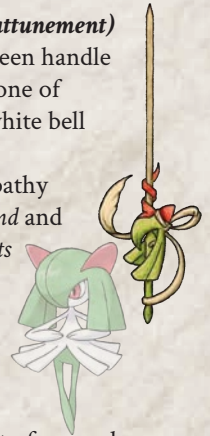
281 - KIRLICHEMARDE

Weapon (Rapier) – Rare (8210 gp, requires attunement)

This white +1 colichegarde rapier has a green handle and a green cross guard with two red horns, one of which spirals a bit up the blade, as well as a white bell guard that looks like ribbons.

While attuned to this rapier: you gain telepathy (MM 009) with a range of 60ft.; the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



282 - GARDARVÖLR

Staff () – Very Rare (18,300 gp, requires attunement to a spellcaster)

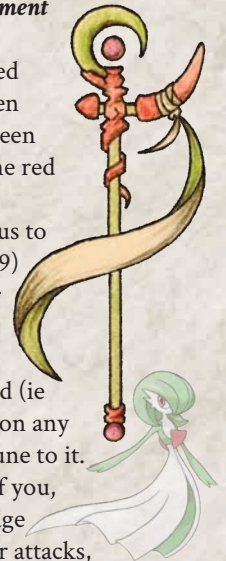
This white staff has a red twisted top with a red horn coming off one side, one end of a long green and white ribbon tied around the horn, and a green crescent with a red orb floating in it on top of the red mass.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; telepathy (MM 009) with a range of 120ft.; the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

This staff has 9 charges that refresh at dawn, and you can expend a charges to do the following:

- cast *Shield* (1 charge)
- cast *Shield of Faith* (1 charge)
- cast *Scrying* (5 charges)
- as an action you can expend a charge to target a creature you can see up to 60 feet away, and for 1 hour you gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.



283 - AMETAFF

Staff () – Uncommon (275 gp, requires attunement)

This light blue staff has a large bulb with a gold cap on top, held aloft with four spindly arched legs, an orb of water floating within the pseudo-cage the legs form.

While attuned to this staff, you can walk on any liquid water substance as if it were harmless solid ground.



284 - AMEMORBS

Wondrous (Orbs) – Rare (1800 gp, requires attunement)

These apple-sized light blue orbs have red eye markings on their center. Each orb has a single wing off of one side, two small white diamond shaped wings at the bottom, and a large half-circle wing with red markings that make it resemble an angry eye.

While attuned to these orbs: you have advantage to prevent being intimidated or frightened; and you can, as an action, toss these orbs into the air, where they will begin float over your shoulders about a foot back, allowing them to confer their benefits. You can use an action to seize the orbs, ending their effects, or another creature can use an action to try and grab or net the orbs, with a successful AC 22 attack roll or DC 22 Acrobatics check.

An orb has AC 22, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it floating above your shoulders.

If an orb drops to 0 hitpoints, it stops functioning but will remain floating. Orbs will regain their hitpoints after you take a long rest.

While both orbs are functional, you have advantage on Intimidation rolls, and while at least one orb is functional you can use an action to frighten any creatures that can see you. Make an Intimidation roll and any creatures that can see you must make an opposing Wisdom save. On a failure, they are frightened of you for 1 minute, and can attempt the save again at the end of their turn.



285 - SHROOBASH

Weapon (Club) – Uncommon (285 gp, requires attunement)

This club has green plant handle, and a beige frilled mushroom head with green spots. The top of the mushroom has a bunch of frills that emit spores.

While attuned to this club: you are immune to the poison condition; and whenever you land a physical attack (including each attack in a multiattack) with this club on a creature that breathes, roll an additional d20.

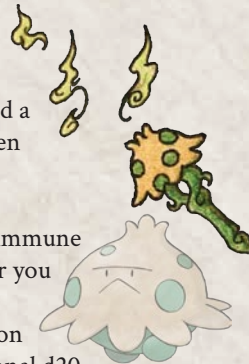
On a 20, the target must make a DC 13 Constitution save, taking 1d6 poison and be poisoned until the end of their next turn on a fail, or half as much damage on a pass.

On a 19-18, the target must make a DC 13 Constitution save or be paralysed until the end of their next turn.

On a 17-15, the target must make a DC 13 Constitution save or be stunned until the end of their next turn.

On a 14-1, nothing else happens.

Evolving: If this club remains on the Swamp of Oblivion for a year, it will become a **286 - Chapigtonfa**.



286 - CHAPIGTONFA

Weapon (Tonfa) – Rare (1960 gp, requires attunement)

This green +1 tonfa has red cone ends and large green cap mushroom head attached to the other side of the handle. Two red and black growths are on either side the cap that look like a red olive with a hole in it, and will occasionally emit spores.

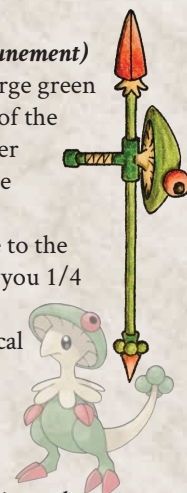
While attuned to this tonfa: you are immune to the poison condition; poison damage instead heals you 1/4 of the damage it would do, rounded down to a minimum of 1; and whenever you land a physical attack (including each attack in a multiattack) with this tonfa on a creature that breathes, roll an additional d20.

On a 20, the target must make a DC 15 Constitution save, taking 1d6 poison and be poisoned until the end of their next turn on a fail, or half as much damage on a pass.

On a 19-18, the target must make a DC 15 Constitution save or be paralysed until the end of their next turn.

On a 17-15, the target must make a DC 15 Constitution save or be stunned until the end of their next turn.

On a 14-1, nothing else happens.



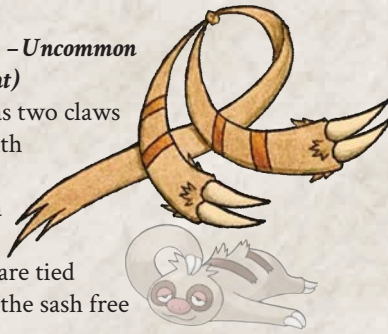
287 - SLAKLOTH

Wondrous (Sash, Cursed) – Uncommon (287 gp, requires attunement)

This light brown sash has two claws on each end of the sash, with vertical brown strips just behind the claws. There's a knot in the middle of the sash where the two pieces are tied together, with a section of the sash free flowing from the knot.

While attuned to this sash: you have advantage on rolls to inflict sleep; and as an action you can use 1 of your hit dice to heal yourself as if you were having a short rest.

Cursed. This sash is cursed. While attuned to it, you feel slow and lethargic. During combat, at the start of your turn you must make a DC 13 Wisdom save, and on a fail you spend your turn doing nothing. Any ongoing effects you might be subjected to still work as normal, and you do not lose concentration on any spells or effects you have going from this.



288 - VIGOROUGH

Wondrous (Gloves, Cursed) – Rare (1890 gp, requires attunement)

These light brown gloves have two brown claws coming off the knuckles, brown stripes along the side of the hands. A red tuft of fur sits above the wrist, and the whole glove is fur trimmed.

The gloves give +1 to unarmed strike attack and damage rolls, and do an additional 1d6 slashing damage to unarmed strike hits.

While attuned to these gloves you can't be magically put to sleep and have advantage on Dexterity saving throws.

Cursed. These gloves are cursed. While cursed, you can not sit still and will constantly fidget. During combat, whenever you move or at the end of your turn if you did not move, you must succeed a DC 15 Wisdom save, and on a failure, you run your full movement in a straight line in a random direction. If you would run into an occupied space or obvious hazard, you change direction at random when you come up to the object or hazard without hitting it.



289 - SLUGKING

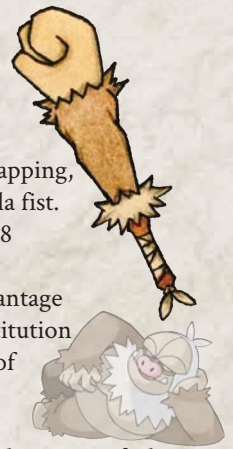
Weapon (Greatclub, Cursed) – Very Rare (19,900 gp, requires attunement)

This brown +3 greatclub is fur covered except for the handle, which has a cloth wrapping, and a top that looks like a huge closed gorilla fist.

Attacks with this club to an additional 1d8 bludgeoning damage.

While attuned to this club: you have advantage on rolls to inflict sleep; advantage on Constitution saves; and as an action you can use up to 3 of your hit dice to heal yourself as if you were having a short rest.

Cursed. This club is cursed. While attuned to it, you feel slow and lethargic. During combat, at the start of your turn you must make a DC 17 Wisdom save, and on a fail, you spend your turn doing nothing. Any ongoing effects you might be subjected to still work as normal, and you do not lose concentration on any spells or effects you have going from this.



290 - NINCADART

Weapon (Dart) – Uncommon (290 gp)

These pale brown shuriken darts are made of insect claws held together in a clay casing.

Attacks with these darts have advantage to hit.



291 - NINJACHI

Weapon (Shortsword) – Rare (2910 gp, requires attunement)

This +1 shortsword has a gold and black bell guard, with white and red insect wings on its sides. The lower part of the blade has thin gold wrappings and a red gem embedded just above the guard.

While attuned to this sword: you have advantage on Stealth rolls; you gain 10 feet of speed; and you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage.

Attacks with this sword bypass any magical buffs to AC (such as from *Mage Armor* or *Shield*) the target has, instead using the target's normal AC.



292 - SCYDINJA

Weapon (Scythe) – *Very Rare (29,200 gp, requires attunement)*

This copper +2 scythe has what looks like an insect carapace with a hole in the side on top of the handle and a small crescent halo floating above it. You can speak a command word to cause a ghostly purple blade to extend or recall from the hole, making it look like a copper staff when the blade is recalled.

While attuned to this scythe: you can only take damage from damage types that you are vulnerable to; and you become vulnerable to Fire, Necrotic, and Bludgeoning (both magical and non-magical) damage.



293 - WHISPURONE

Wand () – *Uncommon (239 gp)*

This pink wand has a gold hoop on top, a flattened pink orb with a purple cross on it fit snugly within. Pink ribbons with gold tips are tied just below the hoop. A gold button is located on the bottom of the handle.

When someone is holding the wand, they can press the button as an action to have the wand amplify whatever is said or played into the flattened orb, so that anyone within 120 feet of the holder can hear what is being said or played, provided there isn't anything in the way like a wall. Pressing the button again turns off this effect.



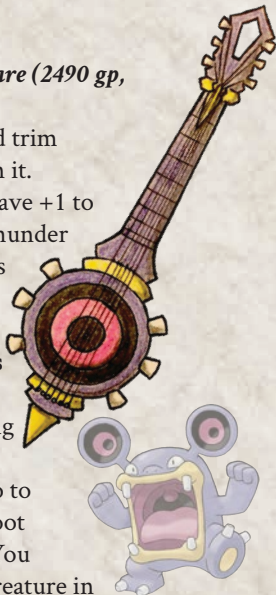
294 - BAMBOUMJO

Wondrous (Instrument, Banjo) – *Rare (2490 gp, requires attunement)*

This purple 6-string banjo has gold trim and a black head with a pink hoop on it.

While attuned to this banjo: you have +1 to Performance rolls; are resistant to Thunder damage; and have advantage on saves against sound-based attacks and effects (such as those that **039 - Jigglyshush** and **200 - Mosoreavus** can perform). You do however have disadvantage on rolls to prevent being deafened.

As an action, you can use the banjo to produce a loud shockwave in a 10-foot radius sphere centered around you. You make a Performance roll, and each creature in the shockwave's sphere must make an opposing Constitution saving throw, taking 1d8 thunder damage on a fail and half the damage on a success.



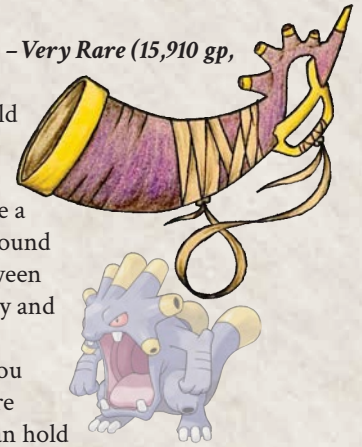
295 - BROUHORM

Wondrous (Instrument, Horn) – *Very Rare (15,910 gp, requires attunement)*

This large purple horn has gold trim and a gold handle under a bend in the horn with 4 finger holes. The horn and handle have a long strip of leather wrapped around them with a shoulder strap between the two to make it easier to carry and hold this 10-pound horn.

While attuned to this horn: you have +2 to Performance rolls; are resistant to Thunder damage; can hold your breath for twice as long as you could before (PHB 183); have advantage on saves against sound based attacks and effects (such as those that **039 - Jigglyshush** and **200 - Mosoreavus** can perform); and your attacks on undead creatures bypass any damage resistances or immunities the creature might have. You do however have disadvantage on rolls to prevent being deafened.

As an action, you can use the horn to blow a loud shockwave in a direction of your choice. You make a Performance roll, and each creature in the shockwave's 30-foot-long and 5-foot-wide line must make an opposing Constitution saving throw, taking 2d8 thunder damage on a fail and half the damage on a success.



296 - MAKUHITEM

Wondrous (Gloves) – *Uncommon (295 gp, requires attunement)*

These yellow fingerless gloves have brown trim and a pink band around the wrist. A knot is tied into the back of the glove.

These gloves add an additional 1d4 bludgeoning damage to unarmed strike hits.

While attuned to these gloves, you have advantage on attacks if you're suffering from a status condition. If the condition would give you disadvantage, they cancel each other out.

While wearing these gloves, as an action you can clap your hands together, causing the gloves to send out a sharp ammonia smell. Any other creatures within 10 feet of you must make a DC 13 Constitution saving throw, and have disadvantage on the roll if they are paralyzed, stunned or sleeping. They take 1d6 poison damage on a fail and half as much damage on a success, and the damage is doubled if they are paralyzed, stunned or sleeping, but they are now cured of being paralyzed, stunned and sleeping.

Evolving: If these gloves remain on the Outer Plane of Ysgard for a year, they will become a pair of **297 - Handiyama**.



297 - HANDIYAMA

Wondrous (Gloves) – Rare (1980 gp, requires attunement)

These orange fingerless gloves extend half-way up the fore arm before ending in a yellow band. Black bandages are wrapped around the hand and wrist.

These gloves give +1 to unarmed strike attacks and damage rolls, and do an additional 1d6 bludgeoning damage to unarmed strike hits.

While attuned to these gloves: you are resistant to fire and cold damage; and you have advantage on attacks if you're suffering from a status condition, even if the status condition would give you disadvantage.

While wearing these gloves, as an action, you can clap your hands together, causing the gloves to send out a sharp ammonia smell. Any other creatures within 15 feet of you must make a DC 16 Constitution saving throw, and have disadvantage on the roll if they are paralyzed, stunned or sleeping. They take 2d6 poison damage on a fail and half as much damage on a success, and this damage is doubled if they are paralyzed, stunned or sleeping, but they are now cured of being paralyzed, stunned and sleeping.



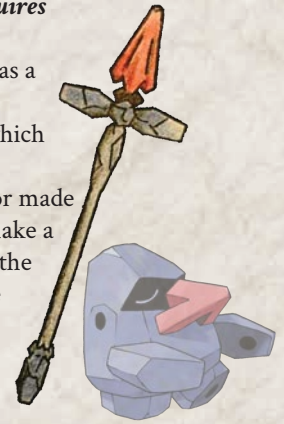
299 - NOSEPIKE

Weapon (Pike) – Uncommon (929 gp, requires attunement)

This pike is made of metallic rock and has a red blade also made of metallic rock.

While attuned to this pike, you know which direction magnetic north is.

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



MAGLOCK TABLE

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

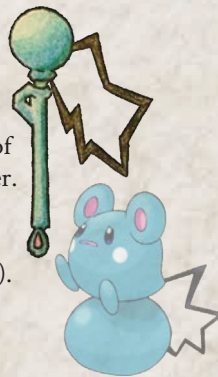
298 - AZURAILL

Weapon (Flail) – Common (30 gp)

This light blue flail has a solid sphere head attached by an odd black chain with several long pieces.

Attacks with this flail do not suffer any of the disadvantages of being used underwater.

Evolving: If this flail remains on the Elemental Plane of Water for a month, it will become a **183 - Marail** (PIWI-II 09).

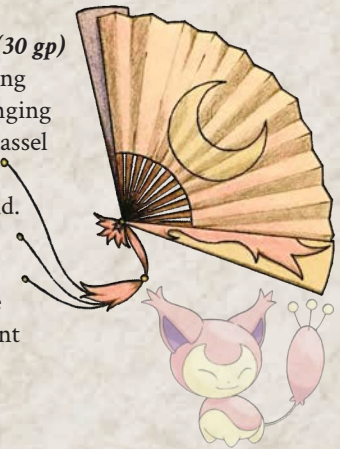


300 - FANECO

Wondrous (Fan) – Common (30 gp)

This pink fan has an up-facing crescent moon on its face. Hanging from the joint is a pink fuzzy tassel that has three long strings, each with a tiny bead on its end.

While holding this fan, you have advantage on rolls to charm creatures, but also have disadvantage on rolls to prevent yourself from being charmed.



301 - DELSTAFFY

Staff () – Uncommon (310 gp, requires attunement to a spellcaster)

This cream-colored staff has a purple top with long fuzzy ear-like wings, and a rounded broken hoop beneath that with large beads attached to it by short lengths of string, as well as a set of very long tassels.

While attuned to this staff: you have +1 on rolls to charm creatures; and +1 on rolls to prevent status conditions.

This staff has 3 charges that refresh at noon. You can expend all 3 charges to cast *Catnap*, or you can expend a charge as an action to randomly duplicate an ability of one of your allies.

This does not use any of your allies' resources. First roll to determine which of your allies that are within 60 feet of you (such as a 1d10 if you have 5 allies) that you are duplicating. Then consult the table below for what is duplicated based on their class. If someone is multiclassing, roll to pick a class at random. If an ability would need a magic focus or holy symbol and you do not have one, you use the staff. You can only have one of these effects active at a time.



Class	Ability
Artificer	You gain the Magical Tinkering ability (RLW 055), which lasts for one hour or until you use it on an object. The object remains magical indefinitely or until you use this ability gained from the staff again.
Barbarian	You enter a Rage (PHB 048)
Bard	You give someone (yourself included) 1d6 Bardic Inspiration (PHB 053)
Cleric	For the next minute, you can Channel Divinity to Turn Undead (PHB 059) once
Druid	You Wildshape into a CR 1/4 creature (PHB 066). Roll a d20 and see the Wildshape table below
Fighter	You heal yourself 1d10+2 using Second Wind (PHB 072)
Monk	For the next minute, you can take the Dodge, Disengage, or Dash actions as a bonus action one time, or double your jumping distance once
Paladin	For the next minute you can use Lay on Hands (PHB 084) with a pool of 10 hitpoints
Ranger	You gain the Natural Explorer ability (PHB 091), lasting for one minute with the chosen terrain being the one you're currently on
Rogue	For the next minute, you can add 1d6 Sneak Attack damage (PHB 096) if applicable
Sorcerer	For a minute you gain a temporary 1st level spell slot and know the <i>Chaos Bolt</i> spell
Warlock	For a minute, you know two of the Warlock's cantrips picked at random
Wizard	You regain a 1st level spell slot on your next short rest, per Arcane Recovery (PHB 115), which can be used to cast <i>Find Familiar</i> once

WILDSHAPE TABLE

Roll	Animal	Page
1-4	Axe Beak	MM 317
5-8	Elk	MM 322
9-12	Giant Frog	MM 325
13-16	Giant Badger	MM 323
17-20	Wolf	MM 341

302 - SABLELET

Wondrous (Bracelet) – Very Rare (12,300 gp, requires attunement)

This dark purple crescent bracelet has a diamond embedded in its center and flanked by a ruby on each side of the diamond. There is an ear-like flair on either side of the bracelet.

As an action, you can speak a command word, causing wispy shadows to form around your hands, which can be turned off by repeating the command word. While your hands are covered, you have a burrow speed of 10 feet, you gain +2 to unarmed strikes attack and damage rolls, and unarmed strikes do an additional 1d6 necrotic damage.

While attuned to this bracelet: you always go very last in initiative; you cannot have disadvantage on attack rolls via non-magical means (such as the *dodge* action); gain 60 feet of darkvision; while in dim light or darkness you can Hide as a bonus action; have advantage to frighten creatures; are immune to psychic damage; and you can sustain yourself by consuming gems and minerals, but this will slowly cause parts of you to begin to look like gemstones, starting with your teeth, followed by your nails or claws, then growths on your skin, and ending with your eyes. The more gems and minerals you eat, the more you change. Each level of change can be undone with a *Greater Restoration* spell, requiring 4 castings to undo a complete transformation.



303 - MAWITAR

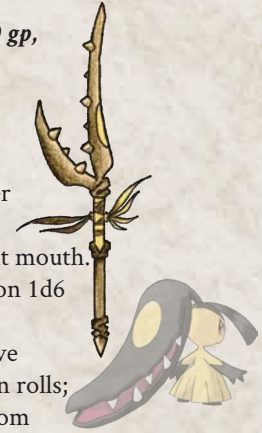
Weapon (Scimitar) – Very Rare (30,300 gp, requires attunement)

This black +2 scimitar has yellow decorations, a longer than usual handle and a second blade coming off the back of the main blade. There are several silver teeth-like spikes on the inside edges of the two blades, making it look like a giant mouth.

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

While attuned to this scimitar: you have advantage on Intimidation and Deception rolls; can't have disadvantage on attack rolls from effects imposed on you (such as *Frightened*); gain 60 feet of darkvision; are immune to the poison condition and immune to poison damage; and have advantage on rolls to grapple or restrain a target.

You can also make a Maw attack with the scimitar in place of a normal attack once a round. The maw attack does 1d8 piercing damage, and the target is grappled between the two blades if they are small or larger. The maw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 17 Strength check.



304 - ARONMAH

Weapon (Single Head Meteor Hammer) – Uncommon (1340 gp, requires attunement)

This metal meteor hammer has a rock plated in metal and spikes attached to a chain with a counter weight on the other end.

While attuned to this meteor hammer: you can't be knocked prone; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

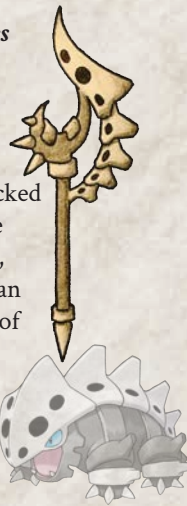


305 - LAXERON

Weapon (Battleaxe) – Rare (3500 gp, requires attunement)

This +1 axe has a stone handle and a blade made of several toothed sections, with a row of holes along the blade's inside edge.

While attuned to this axe: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.

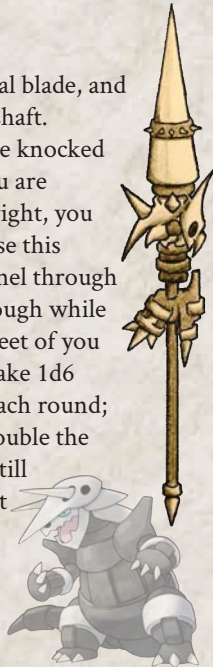


306 - STOHLANCE

Weapon (Lance) – Very Rare (16,300 gp, requires attunement)

This +2 lance has a stone handle, a metal blade, and several protective metal plates along the shaft.

While attuned to this lance: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; you can use this lance to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.



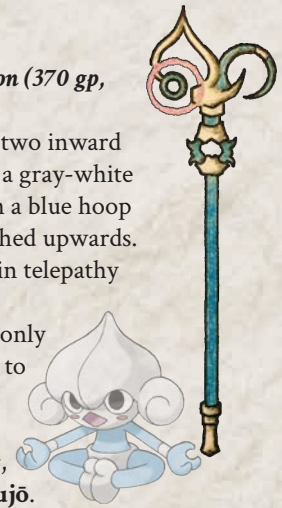
307 - MEDITITAFF

Weapon (Quarterstaff) – Uncommon (370 gp, requires attunement)

This light blue +1 quarterstaff has two inward bent crescents on top, one blue with a gray-white stripe, and the other gray-white with a blue hoop on the end and a part on the top pitched upwards.

While attuned to this staff: you gain telepathy (MM 009) with a range of 30ft; have advantage on Athletic rolls; and you only need one berry's worth of food a day to sustain yourself.

Evolving: If this staff remains on the Outer Plane of Bytopia for a year, they will become a 308 - Medichakujō.



308 - MEDICHAKUJŌ

Weapon (Quarterstaff) – Rare (1830 gp, requires attunement)

This gray +2 shakujō quarterstaff has a pink hoop on top with a crescent on top, three gold rings in a triangle where the hoop meets the staff, and six gold rings hanging on the hoop. A long pink sash is tied to the top of the staff just below the hoop.

Attacks with this quarterstaff do an additional 1d6 bludgeoning damage.

While attuned to this staff: you gain telepathy (MM 009) with a range of 60ft.; have advantage on Athletic and Dexterity rolls; you only need one meal a month to sustain yourself; and you can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.



309 - RAKURB

Wondrous (Orb) – Uncommon (120 gp)

This green orb has gold pieces added to it, as well as three gold spikes floating from it.

You can throw this orb or use it in a sling as ammunition, where it will do an additional 1d4 lightning damage to the normal damage. After it hits, it will emit a static charge in a 5-foot radius, and all creatures within that area must make a DC 13 Constitution save or be Paralyzed for 1 minute or until they take damage. Affected creatures can try the save again at the end of their turn.

The orb can then be collected and thrown again, doing +1 lightning damage until the next dawn, when it regains its spark.



310 - MAMELUKTRIC

Weapon (Dual-Blade sword) – Rare (7700 gp, requires attunement)

This blue +1 dual-blade has a navy-blue blade at one end that looks like a stylized storm cloud, and a gold blade at the other that looks like a lightning bolt. A spiked golden handguard arcs over the handle.

Creatures hit by an attack from this sword take an additional 1d6 lightning damage and must make a DC 15 Constitution save or be Paralyzed for 1 minute or until they take damage. Affected creatures can try the save again at the end of their turn.

While attuned to this sword: you gain 10 feet of movement; you are immune to lightning damage; if you are hit by lightning damage you gain advantage on your next attack; and if you are in range of any spells or effects that do lightning damage you automatically replace one of the targets of the spell if you were not already a target.



311 - PLUSLAO

Weapon (Shortsword) – Uncommon (632 gp)

This gold shortsword has a small red rectangular cross guard with two more red bars above it and a flared red tip. The handle is wrapped in blue cloth, and a red cross charm is tied on a long wire to the pommel.

Attacks with this sword do an additional 1d4 lightning damage, and another additional 1d4 lightning damage if you are holding a 312 - Minuntot in your other hand.

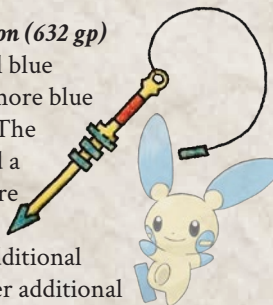


312 - MINUNTOT

Weapon (Shortsword) – Uncommon (632 gp)

This gold shortsword has a small blue rectangular cross guard with two more blue bars above it and a flared blue tip. The handle is wrapped in red cloth, and a blue bar charm is tied on a long wire to the pommel.

Attacks with this sword do an additional 1d4 lightning damage, and another additional 1d4 lightning damage if you are holding a 311 - Pluslao in your other hand.



Fusing 311 - Pluslao and 312 - Minuntot

311 - Pluslao and 312 - Minuntot can be fused together into an **F04 - Current Trident** by taking a metal shaft plated with at least 1 lb of gold (50 gp), tying the two swords to one end of the shaft, and then directly striking them with immense lightning damage, such as a level 6 or higher spell or a natural lightning bolt. The rod and swords will magically fuse and turn into an **F04 - Current Trident**.

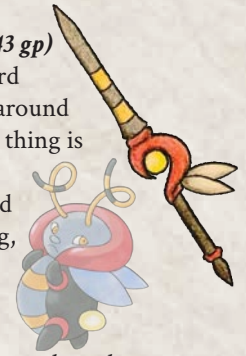
313 - VOLBELE

Weapon (Shortsword) – Uncommon (643 gp)

This shortsword has a curved red guard holding a yellow orb, two yellow strips around the blade and a black handle. The whole thing is made of insect parts.

As an action you can speak a command word that causes the orb to start glowing, emitting normal light at 15 feet and dim light another 15 feet. Repeating the command word turns the glow off.

You can also speak another command word as a bonus action to have the orb emit a flash of light. Any creatures within 5 feet of you that can see clearly, including yourself, must make a DC 13 Constitution save or be Blinded until the end of their next turn. You do have advantage on the saving throw.



314 - ILLUMACE

Weapon (Mace) – Uncommon (440 gp)

This mace has a gray-blue center with purple trim, a gold point on top and a black handle. The whole thing is made of insect parts and emits a sweet scent.

Attacks with this mace bypass the target's resistance to bludgeoning damage, if they have one, and any creature that can smell that is hit by an attack with this mace must make a DC 13 Constitution save, otherwise they become a bit distracted by the mace's sweet scent, and the next attack on the target before their turn has advantage to hit.



315 - BOZÉLIA

Weapon (Shortbow) – Uncommon (1530 gp, requires attunement)

This green shortbow has a rose above and below the handle, one red and the other blue, as well as some large thorns at both ends of the handle.

While attuned to this bow, when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

Attacks with this bow do an additional 1d4 poison damage, and the target must make a DC 13 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

As part of an attack, you can take a long blade of tall grass (if one is available naturally or you had previously prepared) and place it in the bow as if it were an arrow, where it will immediately straighten and stiffen so it can be fired as an arrow, where it will make a whistling sound as it travels. Any creatures within 5 feet of the arrow's line of travel that can hear, including the target, must make a DC 13 Wisdom save or fall asleep for 1 minute.



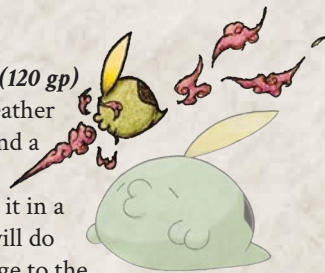
316 - GLORBTI

Wondrous (Orb) – Uncommon (120 gp)

This green orb has a yellow feather on top, two little bulbous lips, and a black spot on the back.

You can throw this orb or use it in a sling as ammunition, where it will do and additional 1d4 poison damage to the normal damage. After it hits, it will emit a poisonous cloud in a 5-foot radius, and all creatures within that area must make a DC 13 Constitution save or be Poisoned for 1 minute. Affected creatures can try the save again at the end of their turn. The cloud doesn't last past the attack.

The orb can then be collected and be throw again, doing +1 poison damage until the next dawn, when it regains its cloud.



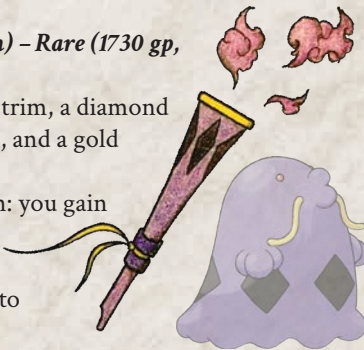
317 - MARUHORN

Weapon (Instrument, Horn) – Rare (1730 gp, requires attunement)

This purple horn has gold trim, a diamond pattern around the horn end, and a gold ribbon around the handle.

While attuned to this horn: you gain +1 to Performance rolls; are resistant to Poison damage; and if any creatures attempt to drain your hitpoints to heal themselves, they instead take what they would have healed as poison damage.

As an action, you can use the horn to blow a cloud of poisonous gas in a direction of your choice. You make a Performance roll, and each creature in the cloud's 30-foot-long and 5-foot-wide line must make an opposing Constitution saving throw, taking 1d6 poison damage and be poisoned until the end of their next turn on a fail, and half the damage on a success.



318 - CARVANHACHIWARA

Weapon (Dual-Blade Sword) – Uncommon (1830 gp, requires attunement)

This navy-blue dual-blade sword has a navy-blue hooked blade at one end and a red and yellow blade that looks like a fish fin at the other. A red curved handguard with outward facing red and white spikes sits over the handle.

Attacks with this sword do not suffer any of the disadvantages of being used underwater.

While attuned to this sword: anytime another creature touches you, they take 1 slashing damage; you can breath underwater; you gain 15 feet of swim speed; and you gain advantage on attack rolls when an ally is within 5 feet of your target, but disadvantage if none of your allies are within 5 feet of you.



319 - SHARPEDAO

Weapon (Shortsword, Dagger, Battleaxe) – Rare (3910 gp, requires attunement)

This matching set of navy-blue shortsword and dagger have white trim and holed blades. The tips of both are gold, and the dagger has a gold star on its hilt. A 3-foot chain attaches the two by their pommels, and they can be slotted into one another as an action to turn them into a battle axe, or the battle axe taken apart as an action to form the dagger and shortsword.

All configurations of this weapon have +1 to attack and damage rolls, do not suffer any of the disadvantages of being used underwater, and the dagger and shortsword can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to this weapon: if you have or do loose any teeth they will grow back at a rate of 1 per day; anytime another creature touches you, they take 1d4 slashing damage; you can breath underwater; you gain 30 feet of swim speed; and you gain advantage on attack rolls when an ally is within 5 feet of your target.



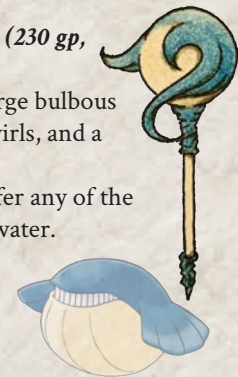
320 - HOERUKLUB

Weapon (Greatclub) – Uncommon (230 gp, requires attunement)

This navy blue greatclub has a large bulbous end with a white patch and blue swirls, and a white handle.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

While attuned to this club, you have resistance to fire damage and are immune to being charmed.



321 - TAIHÖRD

Weapon (Handcannon) – Rare (8880 gp, requires attunement)

This light gray +1 handcannon has a navy-blue top ending in a large dorsal fin, as well as navy blue ribbons on the bottom that look like whale fins. There is a small hatch at the front of the dorsal fin that can be opened up to reveal a water reservoir.



Attacks with this cannon do not suffer any of the disadvantages of being used underwater.

This handcannon uses water for ammunition, holding 1 shot as a pint of water in its reservoir. This is consumed when the cannon is shot, which does the same damage as a normal handcannon ball but made of water, requiring the reservoir be reloaded. Reloading takes a full action, even if done underwater as the reservoir needs time to refill. The cannon will not fire if it does not have a full pint in the reservoir, and the water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

While attuned to this cannon, you have resistance to fire damage and are immune to being charmed.

322 - CAWASUB

Staff () – Uncommon (340 gp, requires attunement to spellcaster)

This beige staff has a large bulbous hump with large green patch on top with some green flakes below that. There's an odd swoop and ring between the hump and shaft.

While attuned to this staff: you gain the *Fire Bolt* cantrip; you have advantage on rolls to prevent being charmed or stunned; and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

Evolving: If this staff is submerged in lava for 24 hours, it will become a **323 - Caméruption**.

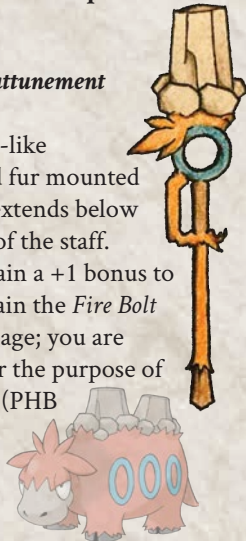


323 - CAMÉRUPTION

Staff () – Rare (2330 gp, requires attunement to spellcaster)

This red staff has a rocky volcano-like structure on top of some shaggy red fur mounted on a large blue ring. A hand guard extends below the ring to protect the first section of the staff.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; you gain the *Fire Bolt* cantrip; have resistance to cold damage; you are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176); and if you are hit by a critical attack, you have advantage on all attacks for 5 rounds.



324 - TORCHKOAL

Wondrous (Flamethrower) – Rare (9000 gp, requires attunement)

This orange flamethrower is made with carved gray rock and red hexagons on its side. Dirty smoke hisses out from cracks in the rock, while the whole thing feels hot to the touch.



The flamethrower has 1 charge. If the charge has been expended, roll a d6 at the start of your turn, and on a 6 the charge refreshes. The charge can also be refreshed by pouring a pound of coal into the muzzle as an action, which is consumed. 5 pounds of coal can be purchased for 2 cp in select locations.

As an action, you can pull the flamethrower's trigger to expend the charge and project a 10-foot cone of fire. Any creatures in that area must make a DC 15 Dexterity save, taking 4d6+1 fire damage on a fail and half as much on a success.

You can also pull a knob on the flamethrower as an action, expending the charge and releasing a 20-foot-radius sphere of white smoke. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn.

325 - SPOIWK

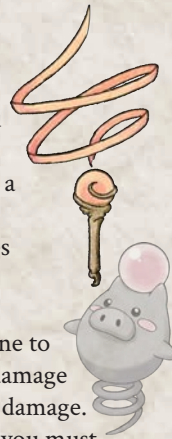
Weapon (Whip, Cursed) – Uncommon (235 gp, requires attunement)

This whip has a gray handle that wraps around a pink pearl. If you speak a command word as an action, a length of psychic energy extends from the orb, which can be used like a whip. The psychic energy can be recalled by repeating the command word. The whip does 1d4 psychic damage instead of 1d4 slashing damage.

While attuned to this whip, you are immune to being stunned and you can add 2d4 psychic damage to any attacks you do that already do psychic damage.

Cursed. This whip is cursed. While cursed you must keep moving, or you will lose 1 hitpoint per round you do not move at least 5 feet, jump up and down as a bonus action or otherwise do something physically active that keeps your heart rate up. This includes when you are sleeping.

This curse can be neutralized, but not removed, by the *Gentle Repose* spell for its 10-day duration. If a *Feign Death* spell is cast upon you, the curse will be removed, in addition to the usual means to remove it.

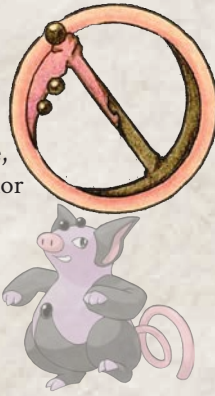


326 - CHAGRAMPIG

Weapon (Chakram) – Rare (2900 gp, requires attunement)

This pink +1 chakram has three black pearls embedded into one end of its handle, with the other end of the handle and interior of the chakram being black.

While attuned to this chakram, you are resistant to fire and cold damage and immune to being stunned. Attacks with this chakram do an additional 1d4 psychic damage.



327 - PANDRILL

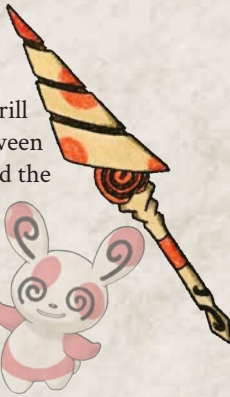
Wondrous (Drill, Cursed) – Uncommon (570 gp, requires attunement)

This beige drill has red spots along the drill end, a red orb with a black spiral on it between the drill and handle, and a red stripe around the handle.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per minute (3 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 2d4 bludgeoning damage from flying debris each round.

While attuned to this drill, you have advantage to prevent being stunned, and all attacks against you have disadvantage as if you were taking the dodge action.

Cursed. This drill is cursed. While cursed, you have no sense of balance or sense of direction. You cannot move in a straight line more than 10 feet or else you will fall prone, and have disadvantage on all Dexterity rolls and Navigation related rolls.



328 - KRAKNACK

Weapon (Mace) – Uncommon (328 gp, requires attunement)

This orange mace looks like a toothy maw, and has a black bead as the pommel. It feels like its coated in sand.

While attuned to this mace, you can't have disadvantage on attack rolls from effects imposed on you (such as frightened), have advantage to hide in sandy terrain, advantage on Athletic rolls to digging, and can go a week without water before suffering from dehydration.

All attempts to teleport from a space within 30 feet of this mace automatically fail.



329 - VIBOWAVE

Weapon (Longbow) – Rare (13,290 gp, requires attunement)

This golden +1 longbow has green rhombus-shaped pieces of glass around the handle, and two golden blades pointing out from the handle. A nearly invisible string of sand runs between the bow's two points, working as the bowstring, and any time it is struck the whole bow will sing with vibrations.

Arrows fired with this bow do an additional 1d8 thunder damage.

The blades on the handle can be used to perform normal dagger attacks with an additional 1d4 acid damage.

While attuned to this bow, you are immune to difficult terrain, have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*), have advantage to hide in sandy terrain, and can go a week without water before suffering from dehydration.



330 - LIBERDRA

Weapon (Halberd) – Very Rare (24,000 gp, requires attunement)

This green +2 halberd has green and red blades, all of them cut through, singing slightly when the halberd is swung and resonating when it hits something. Two red orbs are embedded on either side just below the blades, a hand guard at the top of the shaft with three green rhombuses with red trim made of glass attached to it, as well as two long green ribbons tie to the end, each with a red trimmed green rhombus-shaped of glass at the end.

Attacks with this halberd do an additional 1d10 thunder damage.

While attuned to this halberd, you are immune to difficult terrain, have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*), have advantage to hide in sandy terrain, are immune to the effects of sandstorms, and you can go a week without water before suffering from dehydration.



331 - CACNEAXE

Weapon (Battleaxe) – Uncommon (700 gp, requires attunement)

This green battle axe is made of cactus, with the dark green thorns cultivated into a spiked blade and a yellow flower on top.

This battle axe does 1d8 piercing damage instead of 1d8 slashing damage.

While attuned to this axe, you are resistant to the effects of sandstorms, enemies always have disadvantage on attack rolls targeting you when you're in a sandstorm, and you can go a month without water before suffering from dehydration.

You can also speak a command word as an action while swinging the axe around you, causing its needles to shoot out. Any creatures within 10 feet of you must make a DC 13 Dexterity save or take 1d6 piercing damage.

Evolving: If this axe is planted in a desert under a full moon and not disturbed by things like animals wishing to eat it until midnight of the next full moon (30 days under Earth style lunar orbits), it will become a **332 - Cacthe**.



332 - CACTHE

Weapon (Scythe) – Rare (5300 gp, requires attunement)

This green +1 scythe is made of cactus, with the blade made of thorns magically shaped into that of a scythe, with a black round seedpod in the scythe's bend.

While attuned to this scythe: you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take, rounding down; and you can go a month without water before suffering from dehydration.

You can also speak a command word as an action while swinging the scythe around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.



333 - SWARBLU

Weapon (Arrow) – Uncommon (360 gp)

This sky blue +1 arrow has cloud-like fluff behind the arrowhead, along with two slim ribbons, and cloud-like fletching.

Attacks with this arrow have advantage on the attack roll if at least one of your allies is within 5 feet of the target and the ally isn't incapacitated.

Evolving: If this arrow remains on the Elemental Plane of Air for a decade, it will become a **334 - Tyltalance**.



334 - TYLTALANCE

Weapon (Lance) – Very Rare (17,300 gp, requires attunement)

This sky blue +2 lance has a two-piece guard and cloud-like fluff covering one side, with five ribbons are tied to the handle inside the guard.

While attuned to this lance: you have advantage on Charisma rolls; you gain a flying speed of 30 feet; advantage on Performance rolls to sing; and if you are afflicted by a status condition you can remove it with a saving throw, you can attempt the saving throw to remove it at the start of your turn instead of the end of it.

The weather around this lance is always being pushed towards warm, calm, and with light clouds, as if it has a constant *Control Weather* spell in effect. If the lance is kept in one place, like a city or dungeon, the weather will last for 1d4+4 days before the effect dissipates. If the lance is moved more than 5 miles from where it was at dawn or someone casts *Control Weather* within 1 mile of the lance, then the effect reactivates.



335 - ZANGOOSICA

Weapon (Dual Daggers) – Very Rare (33,500 gp, requires attunement)

These pink +1 daggers have matching designs, but one is a push dagger with two long points, while the other is a standard dagger design with a jagged white bolt across the blade and a white handle with a pink cloth wrapped around the handle. The daggers can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to these daggers, which counts as one attunement, you have resistance to poison damage, advantage on Constitution saves against poison damage, are immune to the poison condition, and whenever you are hit by an attack that would attempt to inflict poison damage or the poison condition on you, regardless of the damage taken (if any), you have advantage on your next attack.

Attacks with these daggers do an additional 1d4 piercing damage, and whenever a target is hit by a critical hit from one of these daggers, the next attack on that target has advantage.



336 - HABUVU

Weapon (Dual Daggers) – Very Rare (33,600 gp, requires attunement)

These black +1 daggers have matching designs and are connected by a three-foot-long black chain, with every fourth link being gold. One dagger has a red edge and a purple cloth wrapped around the handle, while the other dagger has two red fang-like point and hexagonal gold medallions on its guard. The daggers can be wielded together, per Two-Weapon Fighting on PHB 195.

While attuned to these daggers, which counts as one attunement, as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

Attacks with this sword bypass any magical buffs to AC (such as from *Mage Armor* or *Shield*) the target has, instead using the target's normal AC, do an additional 1d4 poison damage, and attacks with these daggers gain an improved critical hit of 1, where your range on critical hits increases by 1, IE from critical hits on 20 to critical hits on 19 to 20.

These daggers have disadvantage to be thrown and must be thrown together, but if a critical hit is rolled when thrown, the target is restrained until an action is taken to free them.

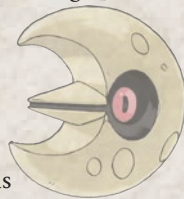
337 - LUNATAFF

Staff () – Rare (3370 gp, requires attunement)

This pale-yellow staff is made of rock, and has a matching crescent floating above it, with a hole in its center and a rhombus protruding from the crescent below that. Two smaller crescents float around the rhombus like rings, while the end of the staff has red orb embedded in it.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls and another additional +1 when in moonlight; you always know where the moon is in the sky, what phase it is in, and how long until the next full moon; are unaffected by difficult terrain; and gain a hover speed of 10 feet.

You can also speak a command word and the top of the staff will emit moonlight for 15 feet and dim light for another 15 feet. This moonlight does not count towards the +1 bonus. This can be turned off by repeating the command word.



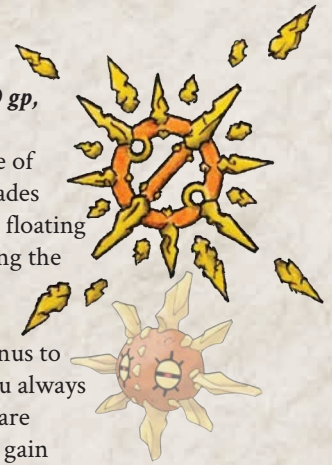
338 - SOLKRAM

Weapon (Chakram) – Rare (3380 gp, requires attunement)

This orange +1 chakram is made of rock with yellow chipped stone blades around the edge, including several floating just beyond the circle's edge, making the weapon resemble a radiant sun.

While attuned to this chakram: you gain another additional +1 bonus to this chakram when in sunlight; you always know where the sun is in the sky; are unaffected by difficult terrain; and gain a hover speed of 10 feet.

You can also speak a command word and the top of the staff will emit sunlight for 15 feet and dim light for another 15 feet. This sunlight does not count towards the +1 bonus. This can be turned off by repeating the command word.



Fusing 337 - Lunataff and 338 - Solkram

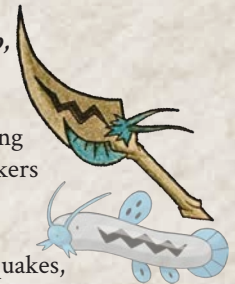
337 - **Lunastaff** and 338 - **Solkram** can be fused together into an **F05 - Staff of the Sun and Moon** by holding the Solkram to the top of the Lunastaff during and in full view of a total solar eclipse. The two weapons do not need to be held together by hand, and can be tied together for the fusion.

339 - BARBOACHIWARA

Weapon (Dagger) – Uncommon (390 gp, requires attunement)

This gray curved dagger has a jagged black stripe down the side, a blue fin along one side of the guard and two blue whiskers on the other side.

While attuned to this dagger: you can breath underwater; can sense any earthquakes, aftershocks or similar effects, magical or not, that occur within 25 miles of you and natural effects that will occur within 1 hour; and at the start of combat you can sense if any of the hostile creatures you can see can do damage that you are vulnerable to, but not which creatures can do this damage.



340 - WAHAIKASH

Weapon (Greatclub) – Rare (1430 gp, requires attunement)

This navy blue +1 club has a twisted head, with one section colored beige. The guard has a gold crown embedded in it and two long golden whiskers, while the pommel resembles a light blue tail fin.

Attacks with this club do not suffer any of the disadvantages of being used underwater.

While attuned to this club: you can breathe underwater; can sense any earthquakes, aftershocks or similar effects, magical or not, that occur within 50 miles of you and natural effects that will occur within 24 hours; at the start of combat you can sense if any of the hostile creatures you can see can do damage that you are vulnerable to, but not which creatures can do this damage; and if you are out in the rain, any status conditions that aren't being physically induced (such as being knocked prone and not grappled or restrained by vines) are automatically healed at the end of your next turn.



341 - KATARPHISH

Weapon (Dagger) – Uncommon (340 gp, requires attunement)

This red dagger has three points for a blade, as well as a long dagger-like blades for a guard. The handle and inside of the guards of this dagger are beige.

While attuned to this dagger, critical hits to you become normal hits.



342 - CRONDAUNT

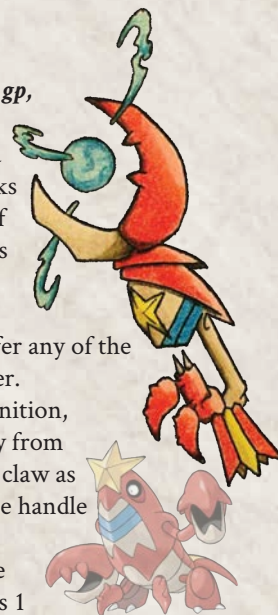
Weapon (Handcannon) – Rare (9000 gp, requires attunement)

This red +1 handcannon looks like a giant crustacean claw. A gold star marks the cannon's bottom flanked by a set of blue double stripes, and the tail end has red and gold flair. A small button is located on the top handle.

Attacks with this cannon do not suffer any of the disadvantages of being used underwater.

The cannon does not use any ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the claw as an orb of water while the button on the handle is held down. The amount of time this takes varies however depending on the humidity of the area you are in. It takes 1 round in underwater/humid conditions, 2 rounds in normal conditions, and 3 rounds in arid conditions. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will cause the water orb to dissipate. Once the orb is ready however, taking your finger off the button launches the orb as if it were a normal handcannon ball. A readied orb can stay this way for as long as you hold the button down. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail.

While attuned to this cannon: you can't have disadvantage on attacks from non-magical means (such as the dodge action); and gain resistance to poison damage.



343 - BALILAO

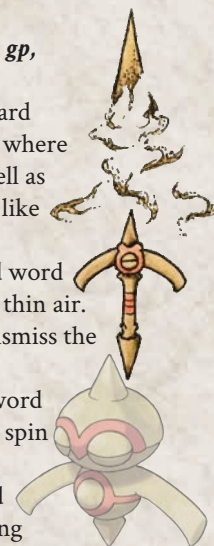
Weapon (Shortsword) – Uncommon (640 gp, requires attunement)

This light brown clay hilt has a downward curved cross guard, red wrapping around where the guard and handle are connected, as well as around the handle. The whole thing feels like it is made of sand.

As an action, you can speak a command word and a blade made of sand will form out of thin air. The command word can be repeated to dismiss the blade.

You can also speak another command word as an action and the sand of the blade will spin around you before returning to its place. Anyone within 5 feet of you must succeed a DC 13 Dexterity save or take 1d6 Slashing damage. Anyone restraining or grappling you has disadvantage on the save, and the attack targets any material binding you like rope.

While attuned to this sword, you are not affected by difficult terrain.



344 - LEPUMENTAFF

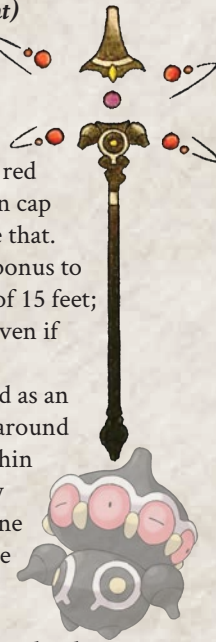
Staff () - Rare (1380 gp, requires attunement)

This dark brown clay staff has two small bulbs on top, along with a white circle marking with a small white line down the bottom and a yellow dot in the center. A purple clay orb hovers above that with eight red clay orbs orbiting around it and a dark brown cap with an upward facing spout hovering above that.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; a hover speed of 15 feet; and you are not affected by difficult terrain even if not hovering.

You can also speak another command word as an action and the red orbs will fly out and spin around you before return to their place. Anyone within 5 feet of you must succeed a DC 16 Dexterity save or take 1d6 Bludgeoning damage. Anyone restraining or grappling you has disadvantage on the save, and the attack targets any material binding you like rope.

The staff also has 3 charges that refresh at midnight. 1 or more charges can be expended to cast a *Guiding Bolt* spell which shoots out of the spout on the top of the staff, with each extra charge upcasting the spell by a level.

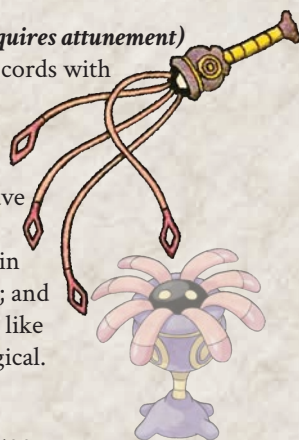


345 - WHILEEP

Weapon (Whip) - Rare (1345 gp, requires attunement)

This purple +1 whip has four pink cords with purple rhombus tips coming out of a black orb in the handle, with pink fabric wrapped around the handle.

While attuned to this whip: you have advantage to prevent being knocked prone; advantage to grapple or restrain targets; advantage to hide in seaweed; and resistance to damage caused by water like crashing waves, either natural or magical.

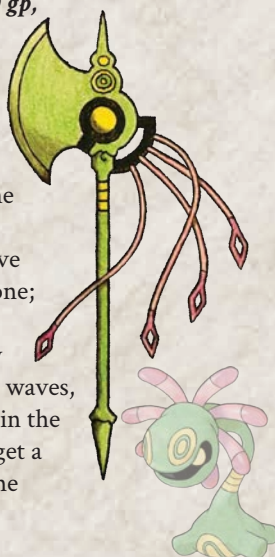


346 - CERDILY

Weapon (Halberd) - Very Rare (17,600 gp, requires attunement)

This light green +2 halberd has a large blade, a yellow orb embedded where the blade is attached to the shaft with a thick black rim around it. Four pink cords with purple rhombuses on the ends hang off the halberd's back.

While attuned to this halberd: you have advantage to prevent being knocked prone; advantage to grapple or restrain targets; advantage to hide in seaweed; immunity to damage caused by water like crashing waves, either natural or magical; and if you are in the range of an attack that uses water to target a single creature, you automatically become the target.



347 - ANORIWA

Wondrous (Fan) - Rare (1347 gp, requires attunement)

This gray hauchiwa fan has a stone handle with a blue orb in the guard, with nine red-tipped white insect plates as the leaves of the fan.

While attuned to this fan: you can breath underwater, gain 10 feet of swim speed, gain 15 feet of movement in rain, and while holding this fan, you have +1 to AC and critical hits on you count as normal hits.



348 - ARMALDYTHE

Weapon (Scythe) - Very Rare (18,430 gp, requires attunement)

This gray-blue +2 scythe has several overlapping plates where the blade meets the shafts, some of which have yellow trim. The shaft has a bent crook just below this, with three red-tipped white ribbons tied to it.

While attuned to this scythe: you can breath underwater; gain 10 feet of swim speed; gain 15 feet of movement in rain; and critical hits on you count as normal hits



349 - FANBAS

Wondrous (Fan, Cursed) - Rare (1331 gp, requires attunement)

This beige folding fan has a ragged edge and brown spots on its leaves. Its guards are navy blue rectangles with a hole in the center. The hinge has a small blue crest on it with a frill that resembles a fish fin and two short blue ribbons.

While attuned to this fan: you can breath underwater; gain 10 feet of swim speed; gain 15 feet of movement in rain; have advantage on saves to prevent being charmed; have advantage on all Constitution rolls; and any spells or effects you perform that do damage with water do 50% more damage.

Cursed. This fan is cursed. While cursed, you are considered shabby, shoddy and old-looking by all who see you, and have disadvantage on all Charisma rolls, which cannot be improved into normal or advantage rolls under any condition.



350 - MILOKROSS

Weapon (Longsword) – Very Rare (15,350 gp, requires attunement)

This beige +2 longsword has a black, blue and pink pattern that resembles stained glass on one side with four blue frills as the guard on one side, and two long pink ribbons tied to the plain guard on the other side. The blade bends up and then straight down towards the handle, making the sword resemble a fishing hook.

While attuned to this sword: you can breath underwater; gain 10 feet of swim speed; if you are inflicted with a status condition, you gain +2 AC until the status condition is removed; if an enemy action gives you disadvantage on any rolls, you gain advantage on your spell attacks while suffering that infliction; you can sense fights happening within 200 feet of you; and people that can see you think you are beautiful and elegant, giving you advantage on all Charisma rolls with them.

Attacks with this sword do not suffer any of the disadvantages of being used underwater.

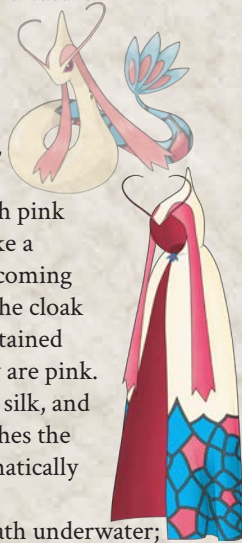
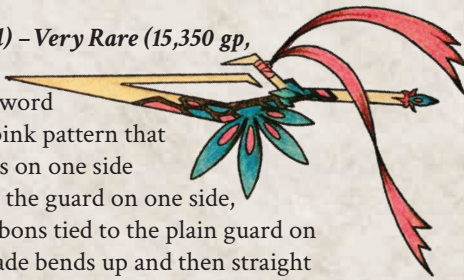
When a creature is hit by an attack with this sword, they must succeed a DC 18 Wisdom save or be charmed by you for 1 minute. The creatures can attempt the save again at the end of their turns. Additionally, if you hit a creature that is raging, they must succeed a DC 18 Wisdom save or have their rage calmed.

350B - MICLOTAK

Wondrous (Cloak) – Very Rare (13,500 gp, requires attunement)

This cream cloak has a pointed hood with pink antennae on the front that curve inward like a heart, and long pink ribbons behind them coming down past the waist. The bottom third of the cloak has thick black lines arranged to look like stained glass waves filled with blue, although a few are pink. The cloak's interior is lined with a lush red silk, and a small brooch of blue and pink scales attaches the collar. The cloak magically shimmers prismaticly in light.

While attuned to this cloak: you can breath underwater; have a swim speed equal to your walking speed; if you are inflicted with a status condition, you gain +2 AC until the status condition is removed; if an enemy action gives you disadvantage on any rolls, you gain advantage on your spell attacks while suffering that infliction; you can sense fights happening within 200 feet of you; and people that can see you think you are beautiful and elegant, giving you advantage on all Charisma rolls with them, and as an action you can attempt to Charm a creature that can see you. They must succeed an opposition Wisdom roll save against your Charisma check or be charmed by you for 1 minute. If you fail to charm them, they will know you attempted to charm them and react accordingly. If you charmed them and the Charm expires, they will still be on friendly terms with you. You can attempt to extend this charming with more opposition rolls while they are charmed. Additionally, if you Charm a creature that is Raging, their rage is calmed.



351 - MÉTÉOWAND

Wand (Dagger, Shortsword) – Very Rare (16,350 gp, requires attunement to a spellcaster)

This wooden wand has a top that resembles a fluffy white cloud with a white crystal shard floating above it and some small cloudy wisps floating around it.

While attuned to this wand, you gain a +2 bonus to spell attacks and damage rolls, you gain the *Gust* cantrip, and you can tell what the weather in your location will be over the next 24 hours, not accounting for any magical interference.

The wand has 9 charges that refresh at noon and can be used to cast the following spells:

- *Tensen's Floating Disk* (1 charge)
- *Chromatic Orb* (1 or more charges)
- *Fog Cloud* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Snilloc's Snowball Swarm* (2 or more charges)
- *Sleet Storm* (3 charges)
- *Storm Sphere* (4 or more charges)
- *Ice Storm* (4 or more charges)
- *Sunbeam* (6 charges)
- *Control Weather* (8 charges)

Changing Form

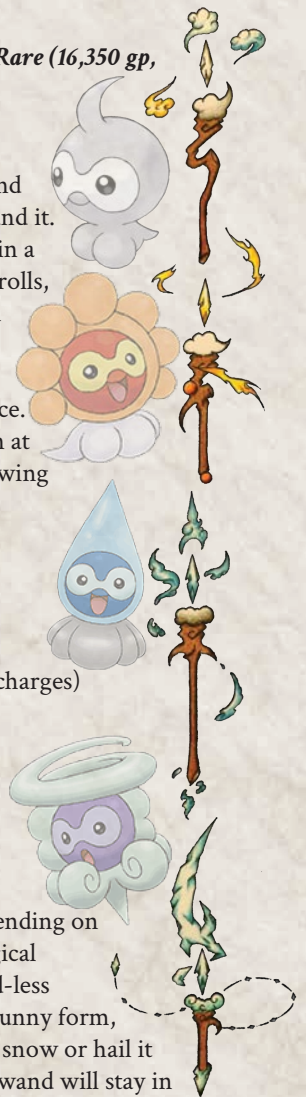
This wand can change its form depending on the weather you are in, including magical weather. If you are out in bright cloud-less sunlight, the wand will change to its sunny form, in rain to its rainy form, and in heavy snow or hail it will change into its snowy form. The wand will stay in this form as long as it is out in that weather.

Once between rests, you can also speak a command word and the wand will change its forms, including its normal form, for one hour or until you dismiss the change.

Sunny Form - The wand gains an orange orb on one side, the crystal turns orange, and the clouds turn thin and orange as they all emit sunlight for 15 feet and dim light for another 15 feet. The *Gust* becomes a *Sacred Flame* cantrip.

Rainy Form - The wand crystal turns dark blue, and the clouds turn dark and stormy. You become slippery with water, and grapple attempts on and by you have disadvantage. The *Gust* becomes a *Shocking Grasp* cantrip.

Snowy Form - The wand crystal turns icy blue, the wand shortens to a handle, and the clouds merge together into a dagger or shortsword blade, your choice, which does an additional 1d6 cold damage. The *Gust* becomes a *Frostbite* cantrip.



352 - KECLOVE

Wondrous (Glove) – Very Rare (23,500 gp, requires attunement)

This green glove has a red gem embedded in it below the pointer and middle finger on the back of the glove, with yellow trim around it and in various irregular tine lines all over the glove. A red zigzag stripe wraps around the wrist. The thumb, index finger and pinkie are fingerless on the glove.

While attuned to this glove, during combat, at the end of an enemy's turn in which you took damage, you gain resistance to the last damage type you were hit by, until you are either hit by a different damage type, which causes the resistance to change, or combat ends, which removes the resistances.

The glove has 6 charges, which refresh at dawn, and can be used to cast *Invisibility* (2 or more charges) and *Greater Invisibility* (4 charges).

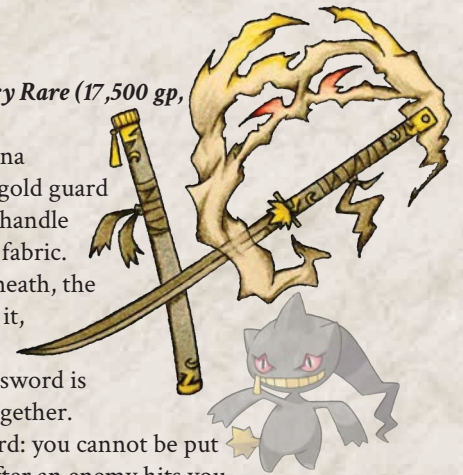


354 - JUPPETANA

Weapon (Longsword) – Very Rare (17,500 gp, requires attunement)

This charcoal gray +2 katana longsword has a small spiky gold guard and gold pommel, while the handle is wrapped in charcoal black fabric. The sword has a matching sheath, the top of which has a zipper on it, which can be used on the guard as an action when the sword is inserted, securing the two together.

While attuned to this sword: you cannot be put to sleep by magical means; after an enemy hits you with an attack, they must succeed a DC 15 Constitution save or be unable to use that attack again until the end of their next turn; and at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s).



353 - STAPPET

Staff () – Rare (2450 gp, requires attunement)

This black staff has a hoop on top that goes three quarters of the way around, with black almost translucent ragged ribbons tied to it. A blue-black orb floats in the middle of the hoop, the golden center of it clearly visible from any angle, making it look like an ever-staring eye.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; have advantage to prevent being put to sleep; after an enemy hits you with an attack, they must succeed a DC 13 Constitution save or be unable to use that attack again until the end of their next turn; and at the start of combat you can sense if any opponents you can see have any magic items on them, but not which opponent(s) or what item(s).

You can also sense creatures that are feeling negative emotions, such as anger, jealousy and envy, within 60 feet of you, and you can touch those creatures and absorb those emotions to restore 1 hitpoint and provide you with enough nourishment to sustain yourself for one day. You cannot absorb your own negative emotions. The touched creature becomes emotionally neutral, and if they were raging, they lose the rage. This does not prevent the negative emotions from returning.



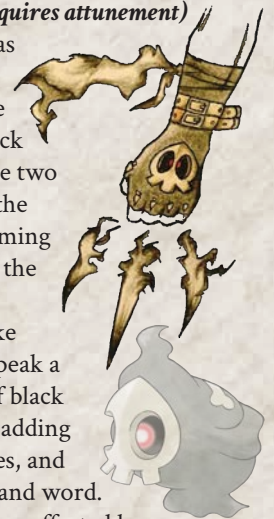
355 - SKELÉKNOX

Wondrous (Glove) – Rare (1355 gp, requires attunement)

This black leather fingerless glove has bone studs over the knuckles and a skull-mask like emblem carved of bone on the back of the palm, with pitch black eye sockets and a red circle between the two resembling an eye. The glove goes up the forearm with a ragged black ribbon coming off it, and has two brown belts around the wrist.

This glove gives +1 to unarmed strike attack and damage rolls, and you can speak a command word to cause three claws of black fabric to appear from the glove's back, adding 1d4 necrotic damage to unarmed strikes, and can be recalled by repeating the command word.

While attuned to this glove, you are unaffected by difficult terrain, have advantage to track a creature at night, and at the start of combat you can sense if any opponents you can see have any magic items on them, but not which opponent(s) or what item(s).



356 - DUSCIMILOPS

Weapon (Scimitar) – Very Rare (35,600 gp, requires attunement)

This gray-brown +2 scimitar has a two-pointed blade, side guards that spiral inward, and a red orb with a black center in the center of the guard that resembles an ever staring eye. The handle and a bit of the blade is wrapped in beige bandages.

While attuned to this sword, at the start of combat you can sense if any opponents you can see have any magic items on them, which includes which opponent(s) but not what item(s).

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.



358 - CHIMÉOKO

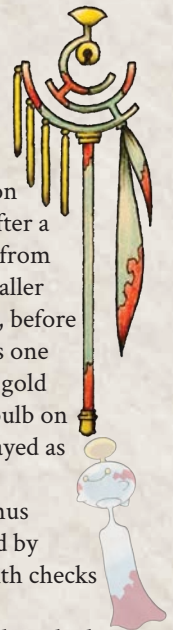
Staff () – Very Rare (13,850 gp, requires attunement to a spellcaster)

This white staff has red blotches on it here and there. The top of the staff has a large half-circle hoop on top with four gold chimes on one side, while the other side is cut short just after a long white ribbon with a red tipped end hangs from it. An inward branch on the hoop leads to a smaller half-hoop, this time cut short on the other side, before branching inwards again to a smaller hoop, this one smaller on the side opposite the branch, with a gold bell hanging at the top of the hoop and a gold bulb on top. The chimes and bell on this staff can be played as an instrument.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; are not affected by difficult terrain; and have disadvantage on stealth checks from the sounds of the bell and chimes.

The staff has 8 charges that refresh at midnight, which can be used to cast the following spells:

- Sanctuary (1 charge)
- Thunderwave (1 or more charges)
- Lesser Restoration (2 charges)
- Warding Wind (2 charges)
- Deafness (2 or more charges)
- Greater Restoration (5 charges)



357 - TROPOWUS

Weapon (Longbow, Cursed) – Rare (13,570 gp, requires attunement)

This wood +1 longbow has green frills made of leaves on either side of the handle, with the top one having four broad leaves coming out of it, while the lower one has three yellow petal-like leaves. The handle also has some protective leave over the handle.

While attuned to this bow, you gain 10 feet of movement in sunlight, attacks with this bow do an additional 1d6 piercing damage when you are in sunlight.

This bow has 6 charges that refresh at noon, which can be used to cast the following spells:

- Goodberry (1 charge)
- Create Food and Water (3 charges)
- Heroes' Feast (6 charges)

Cursed. This bow is cursed. After spending an hour in sunlight, you take 1 force damage for every additional 1 minute you spent out in sunlight. Spending 10 or more minutes in shade or darker areas resets this.



359 - ABSCYTHE

Weapon (Scythe) – Very Rare (19,350 gp, requires attunement)

This white +2 scythe has a black-blue blade, a horn coming off the top of the shaft with a spiked half circle coming off one side. A black gem is embedded in the white of the shaft just before the blade, above a twist in the shaft that reveals the shaft's black core. A white cloth is wrapped around this part and hangs off it. The bottom of the shaft has a wing-like furry white pommel with black tipped ends.

While attuned to this scythe: if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

Attacks with this scythe have an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.



360 - ISSOMERANG

Weapon (Boomerang) – Uncommon (630 gp, requires attunement)

This light blue boomerang has one end shaped into an easy to grip handle below a black rhombus with a white staring eye in its center.

All efforts to teleport or move to another plane of existence within 60 feet of this boomerang automatically fail, including your own or those of your allies. Any spell slots or magic charges used to try are still consumed. This does not prevent creatures from being summoned into the space however, or if a creature would return to their plane of existence upon being brought to 0 hitpoints from returning.

While attuned to the boomerang: you can sense where your allies are within 60 feet of you; and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save.



361 - SPEARUNT

Weapon (Spear) – Rare (3610 gp, requires attunement)

This charcoal black +1 spear has a blade and pommel made of icicles, and an orange cloth with three rhombuses on it tied to the shaft just below the blade.

While attuned to this spear: you have advantage on rolls to prevent being stunned; and you are immune to the effects of cold weather and cold damage.

Attacks with this spear do an additional 1d4 cold damage.

Evolving: If this spear remains on Frostfell for a decade, it will become a **362 - Firnonstar**. If this spear remains on the Ethereal Plane for a decade, it will become a **478 - Frosllaive**.



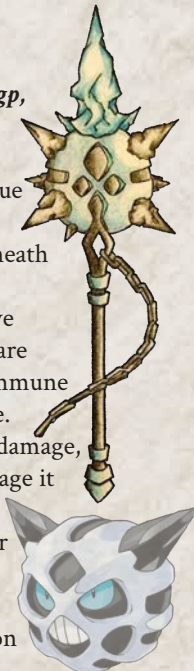
362 - FIRNONSTAR

Weapon (Morningstar) – Very Rare (16,320 gp, requires attunement)

This black +2 morningstar has a large icicle on top, and the body of the head has an icy-blue covering with multiple holes in it. A small chain hangs from a hole in the handle just beneath the head.

While attuned to this morningstar: you have advantage on rolls to prevent being stunned; are unaffected by difficulty terrain; and you are immune to the effects of cold weather and cold damage. If you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down. If you aren't wearing armor, you are covered in a thin layer of ice resembling the ice on the head, which gives you +1 AC.

Attacks with this morningstar do an addition 1d6 cold damage.



363 - SPHEAXE

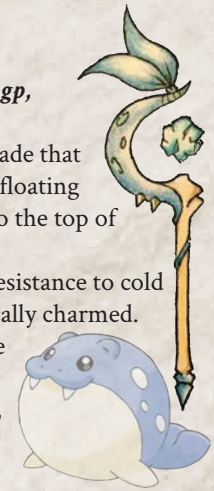
Weapon (Battleaxe) – Uncommon (633 gp, requires attunement)

This beige battleaxe has an icy blue blade that curves up and over the handle, where a floating sphere of ice sits. A blue ribbon is tied to the top of the curve.

While attuned to this axe, you have resistance to cold damage and are immune to being magically charmed.

If you use this axe to damage the same target as you did on your last turn, the attack does an additional 1 cold damage, with another additional 1 cold damage for every turn after this, to a maximum of 5 cold damage. This effect resets to 0 if you fail to hit the target or switch targets.

Evolving: If this battleaxe remains on Frostfell for a decade, it will become a **365 - Walraisaxe**.



364 - TOBOWGLER

Weapon (Shortbow) – Rare (6430 gp, requires attunement)

This ice-blue +1 shortbow has a beige hand guard below the arrow rest, and a set of white ribbons tied above the rest that resemble an upside down mustache.

While attuned to this bow, you have resistance to cold and fire damage and are immune to being magically charmed.

Attacks with this bow do an additional 1d4 cold damage, and if you use this bow to damage the same target as you did on your last turn, the attack does an additional 1d4 cold damage, with another additional 1d4 cold damage for every turn after this, to a maximum of 5d4 cold damage. This effect resets to 1d4 cold damage if you fail to hit the target or switch targets.



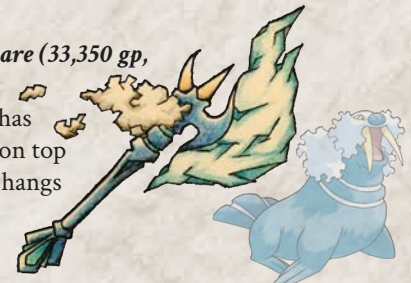
365 - WALRAISAXE

Weapon (Greataxe) – Very Rare (33,350 gp, requires attunement)

This navy-blue +2 greataxe has a blade made of ice, two tusks on top of the shaft, and banner of fur hangs from its backside.

While attuned to this greataxe: you are immune to being magically charmed; have resistance to fire damage; and you are immune to the effects of cold weather and cold damage. If you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down.

Attacks with this axe do an additional 1d6 cold damage, and if you use this axe to damage the same target as you did on your last turn, the attack does an additional 1d6 cold damage, with another additional 1d6 cold damage for every turn after this, to a maximum of 5d6 cold damage. This effect resets to 1d6 cold damage if you fail to hit the target or switch targets.



366 - CLAMPEURISE

Armor (Shield) – Rare (3660 gp, requires attunement)

This sea-blue +1 shield is made of a large seashell, and has a large pink pearl embedded in its center.

While attuned to this shield: you can breath underwater; critical hits on you become normal hits; and when 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.

Any attacks, spells or other effects that you do that do psychic damage, do additional psychic damage and increase their range in feet equal to your level.



367 - HUNTAIVE

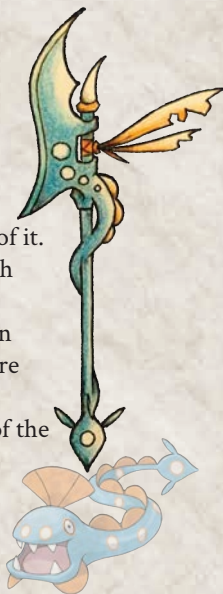
Weapon (Glaive) – Very Rare (19,700 gp, requires attunement)

This sea-blue +2 voulge glaive has a large blade with an S-curve at the edge, with some orange trim, spots, flair, and ribbons around the top. The pommel of the glaive resembles a fish with a light orange spot on either side of it.

While attuned to this glaive: you can breath underwater; gain 15 feet of swim speed; gain 10 feet of movement when in rain; darkvision with a range of 60 feet; and are resistant to fire damage.

Attacks with this glaive do not suffer any of the disadvantages of being used underwater.

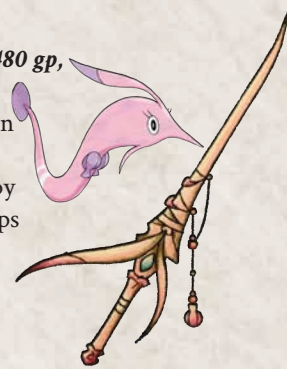
You can speak a command word to cause the spots on the pommel to glow, emitting light to 10 feet and dim light an additional 10 feet. This distance is doubled in water, and the light will naturally attract any fish that see it. Repeating the command word turns off the lights.



368 - GORAFLYSS

Weapon (Rapier) – Very Rare (23,480 gp, requires attunement)

This pink +2 flyssa rapier has a thin blade has a string of small seashells wrapped around the base, followed by two long thin ribbons with purple tips just below that. A sea-blue gem is embedded in the top of the handle, and the purple pommel resembles an eel's head.



While attuned to this rapier: you can breath underwater; gain 15 feet of swim speed; gain 10 feet of movement when in rain; darkvision with a range of 60 feet; and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

Attacks with this rapier do not suffer any of the disadvantages of being used underwater.

If you do damage with this rapier to a creature with bodily fluids (including creatures made of fluid like water elementals, but not those devoid of fluid like air and earth elementals), you can use the rapier to drain their body fluids to heal yourself for half of the damage done rounding down, unless the creature has hazardous, caustic or poisonous bodily fluids (like oozes), in which case you would be doing damage to yourself of an appropriate type, ie acid or poison.

369 - RELIGUNTH

Weapon (Pistol) – Very Rare (36,900 gp, requires attunement)

This +2 pistol appears to be made of rock, having a rocky pattern of light and dark browns on it and a fitting around the nozzle's end with a fin-shaped front sight. A red hexagon of carved rock is embedded in the pistol's side, with red veins of rock spreading from it. Brown cloth is wrapped around the handle.



See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 1 shot using standard gunpowder and bullet ammunition, weighing 3 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 +2.

The pistol holds 1 shot at a time, needing to be reloaded after being fired. Reloading takes an action, provided you have ammo easily available.

One shot can be used to make an attack against a target at a range of 30/90 when it fires a normal bullet. On a successful hit, they take 1d10+2 piercing damage.

The pistol does not suffer any of the disadvantages of being used underwater.

While attuned to this pistol: you can breath underwater; gain 15 feet of swim speed; gain 10 feet of movement when in rain; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

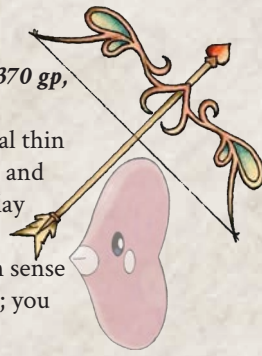
370 - LUVDIVA

Weapon (Shortbow) – Uncommon (1370 gp, requires attunement)

This light pink shortbow has several thin curved branches that resemble hearts and half-hearts, with a few having teal inlay making them look like tear drops.

While attuned to this bow: you can sense loving couples within 100 feet of you; you can breath underwater; gain 5 feet of movement when in rain; and if in rain or water any status conditions you have not being physically induced (ie being grappled or restrained by rope or vines) are healed at the start of your turn.

The shortbow does not suffer any of the disadvantages of being used underwater.



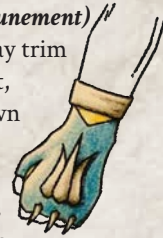
371 - BANGON

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

These teal-blue fingerless gloves have thick gray trim around the wrist, a flat yellow triangle above that, three elongated gray teardrops shaped like a crown on the back of the palm, and three small spikes over the knuckles.

These gloves give +1 to unarmed strike attacks and damage rolls, and do an addition 1d4 piercing damage to unarmed strike hits. Your unarmed strikes also deal double damage to objects, structures and creatures made of rock and stone.

While attuned to these gloves: if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell.



372 - DRAXEHAUS

Weapon (Greataxe) – Very Rare (23,700 gp, requires attunement)

This gray +2 greataxe has defensive ridges on its blades, and a hexagon hole between the blades and shaft. A red needle-like rhombus sits embedded above the hole, while a similar but smaller rhombus sits in the pommel.

While attuned to this axe: you only need to eat every other day for sustenance; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

While wielding this axe, you have +1 AC, and your attacks deal double damage to objects, structures and creatures made of rock and stone.

Evolving: If this axe remains on the Elemental Plane of Air for a century, it will become a 373 - **Salexance**.



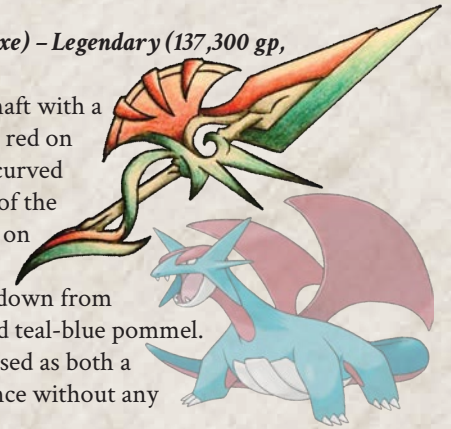
373 - SALEXANCE

Weapon (Lance, Greataxe) – Legendary (137,300 gp, requires attunement)

This lance has a gray shaft with a large teal-blue blade with red on one side. Below that is a curved red axe head on one side of the shaft and teal-blue spikes on the other side. A curved teal-blue bell guard goes down from the axe head to the curved teal-blue pommel.

The Salexance can be used as both a +3 Greataxe and a +3 Lance without any impediments.

While attuned to the Salexance: you gain a fly speed of 60 feet; you have advantage on Intimidation rolls; if you intimidate someone they have disadvantage on their ability and attack rolls for 1 minute; anytime you down a target, you have advantage on your attacks until the end of your next turn; and you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increase by 3.



374 - BELMACE

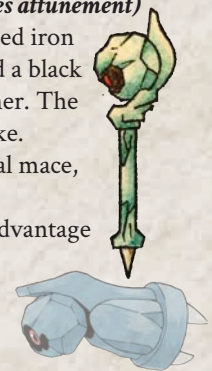
Weapon (Mace) – Rare (3740 gp, requires attunement)

This iron +1 mace has a roughly pounded iron ball on top with a iron fin on one side and a black rock with a red spot embedded on the other. The pommel of the mace is a simple metal spike.

This mace is much lighter than a normal mace, weighting only 2 lbs.

While attuned to this mace: you have advantage on Athletics rolls while climbing; gain a hover speed of 15 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; and if you are wearing metal armor, the weight of that armor is reduced by 50%.

Evolving: If this mace remains on the Astral Plane for a decade, it will become a 375 - **Metwange**.



375 - METWANGE

Weapon (Warhammer, Flail) – Very Rare (17,350 gp, requires attunement)

This iron +2 warhammer has a spiked head, a few arms and spikes along its top and back. A chain off the back of the hammer connects to a duplicate of the hammerhead.

The warhammer does piercing damage instead of bludgeoning damage, and the chained hammer head can be used as a +2 flail. When performing an attack with the warhammer, you can perform an attack with the flail as a bonus action at disadvantage.

This warhammer is much lighter than a normal warhammer, weighing only 1 lbs.

While attuned to this warhammer: you have advantage on Athletics rolls while climbing; gain a hover speed of 30 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; and if you are wearing metal armor, the weight of that armor is reduced by 50%.

Evolving: If this mace remains on the Astral Plane for a century, it will become a **376B - Maultagross**.

376B - MAULTAGROSS

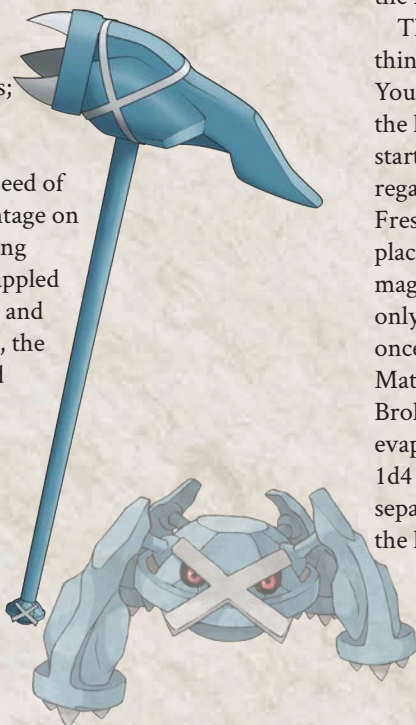
Weapon (Maul) – Legendary (76,300 gp, requires attunement)

This blue iron +3 maul has a head that resembles the clawed hand of some metal beast, with three silver triangular claws coming out of the face. Two silver rings wrap around the head in a cross pattern. The plain handle has an iron ingot in the shape of a flattened sphere for a pommel, with a silver X on one side.

This maul is much lighter than a normal maul, weighing only 5 lbs.

Attacks with this maul do an additional 2d4 piercing damage.

While attuned to this maul: you gain +1 to Intelligence rolls; you have advantage on Athletics rolls while climbing; gain a hover speed of 45 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines); and if you are wearing metal armor, the weight of that armor is reduced by 50%.



376 - MATEUGROSS

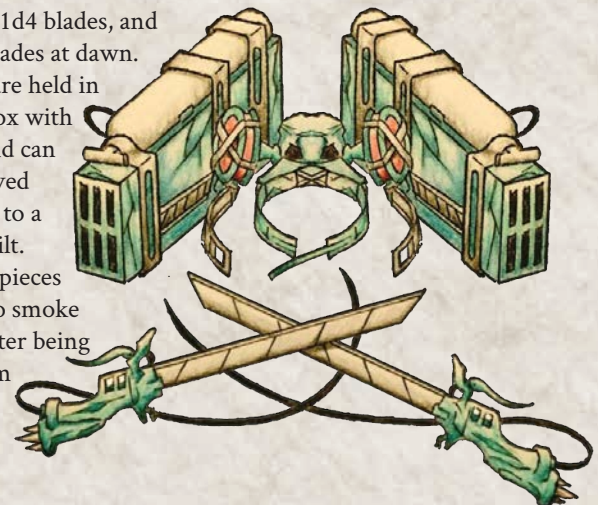
Weapon (Dual Longswords, Body Harness) – Legendary (376,000 gp, requires attunement)

This metal body harness has two large rectangular boxes on either side that strap to the thighs, each with six slots, and a metal tank attached to the top. 5-foot-long metal cables on the boxes attach to the sword hilts. These sword hilts can attach to and detach from the blades in the boxes, creating dual +3 longswords. The back of the harness also has an odd magically magnetic gyrosopic cable shooter with a grapple hook on either side attached to it sitting just over the waist. The whole device weighs 25 lbs thanks to the light metal used in its construction, but it cannot be worn with medium or heavy armor.

While attuned to the Mateugross: you have proficiency with it, including using the complex gyrosopics to maneuver around and launch yourself into the air; you have advantage on Athletics rolls while climbing; gain a hover speed of 45 feet; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

The Mateugross has 9 charges that refresh at dawn. As a bonus action, you can expend a charge to use the cable shooter to grapple a grappling hook on to a wall, tree, or any other sturdy terrain, object or creature within 150 feet of you. You can then use your movement to be pulled to the grappled point up to 150 feet in one turn. You can dismiss the hook's grappling at anytime, preserving momentum and allowing you to be launched into the air. The hook's grapple will always succeed so long as the target is sturdy, and you can be grappled to two things at the same time with these hooks. Hitting a creature with the hooks does 1 piercing damage, and the hook can be pulled out with a DC 15 Strength roll. Depending on the place you would land from your movement and the speed you are traveling, you may have to make an Acrobatics save to ensure a safe landing, at the DM's discretion.

The blades of the longswords, while very sharp, are quite thin, and on an attack roll of 4 or less, the blade will break. You can use a bonus action to detach the broken blade from the hilt and attach a fresh blade from the boxes. Each box starts with 6+1d4 blades, and regains 1d4 blades at dawn. Fresh blades are held in place in the box with magnetism and can only be removed once attached to a Mateugross hilt. Broken blade pieces evaporate into smoke 1d4 rounds after being separated from the hilt.



377 - WRECKIROCK

Weapon (Greatclub) – Legendary (77,300 gp, requires attunement)

This +3 greatclub is made of beige and orange-brown rock, and the head of the club is shaped like a crescent around another rock, with nodules along the outside edge of the crescent. Seven small yellow orbs arranged in a capital H pattern are embedded where the head meets the handle.

Attacks with this club do an additional 2d8 bludgeoning damage.

While attuned to this club: you gain a burrowing speed of 30; during short rests, you can apply up to 5 solid rocks, each weighing at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the rock and leave a patch of skin that resembles the rock used over the wound; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

This club can be used to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per round as an action, although while tunneling any other creatures within 15 feet of you must succeed a DC 16 Dexterity save or take 2d6 bludgeoning damage from flying debris each round.

Once between long or short rests, when an attack with this club hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.



378 - REGALICE

Weapon (Morningstar) – Legendary (87,300 gp, requires attunement)

This +3 morningstar is made of light blue ice shaped like cut gems. The head is a large ice crystal with several smaller crystals protruding from it. Seven small yellow orbs arranged in a long + pattern are embedded where the head meets the handle. A spiked two-piece guard covers the handle.

While attuned to this morningstar: during short rests, you can apply up to 5 pieces of ice, each weighing at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the rock and leave a patch of skin that resembles ice over the wound; you are immune to the frozen condition, cold damage, the effects of cold weather and any additional damage either of those might do (such as bludgeoning damage from hail); and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

Attacks with this morningstar do an additional 2d8 cold damage. Any creature hit by this morningstar must make a DC 16 Constitution save or their wounds will freeze and cannot be healed until after an hour is spent carefully warming and thawing the wounds. If a creature already suffering this is hit again, they must make another DC 16 Constitution save. If they fail by 5 or more, the creature is instantly frozen, otherwise they will begin to freeze and are restrained. They must repeat the saving throw at the end of their next turn, becoming frozen on a failure or ending the effect on a success.

Any creature downed by this morningstar immediately become frozen instead of dying, and you can also touch a willing creature and freeze them as an action.

Once between rests, when an attack with this morningstar hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.

Frozen Status Condition

A frozen creature is transformed, along with any nonmagical objects it is wearing or carrying, into solid ice. Its weight increases by a factor of ten, and it ceases aging.

The creature is incapacitated, can't move or speak, and is unaware of its surroundings.

Attack rolls against the creature have advantage.

The creature automatically fails Strength and Dexterity Saving Throws.

The creature is Vulnerable to Fire and Bludgeoning damage, and has Resistance to all other damage.

The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Being frozen lasts until the creature is freed by a Greater Restoration spell, similar magic, or others spend 24 hours carefully thawing the creature. The last method leaves the creature with 4 levels of Exhaustion.



379 - EDGYSTEEL

Weapon (Greatsword) – Legendary (179,300 gp, requires attunement)

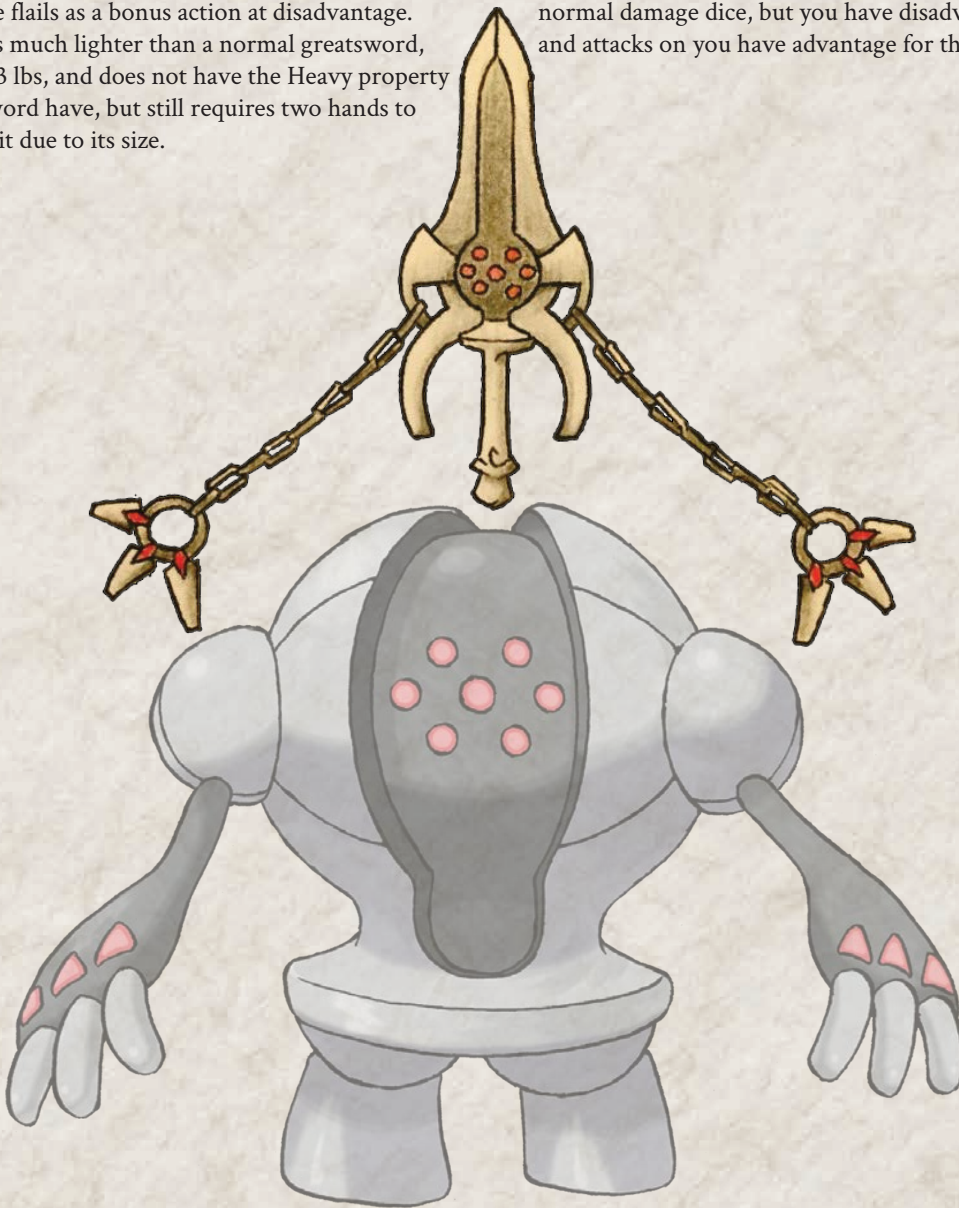
This steel +3 greatsword has a broad blade with a black section down the middle leading to a black circle in the center of the hilt, which has seven small red orbs arranged in a hexagonal pattern on it. The sword's guards curve backwards to protect the handle, and just above them a short chain on either side is attached, with a hoop on each of the other ends that has three metal weights welded to it so that it resembles an open hand.

Attacks with this sword do an additional 2d8 slashing damage, the chained hoops can be used as +1 flails. When performing an attack with the sword, you can perform two attacks with the flails as a bonus action at disadvantage.

This sword is much lighter than a normal greatsword, weighing only 3 lbs, and does not have the Heavy property normal greatswords have, but still requires two hands to properly wield it due to its size.

While attuned to this sword: during short rests, you can apply up to 5 pieces of steel, each weighing at least 1 pound, to a wound to heal 1d6 each as if they were hit dice, which will consume the steel and leave a patch of skin that resembles steel over the wound; if you are wearing metal armor, the weight of that armor is reduced by 50%; and you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you.

Once between rests, when an attack with this sword (but not the flails) hits, you can choose to roll three times the normal damage dice, but you have disadvantage on attacks and attacks on you have advantage for the next minute.



380 - FLEURATIAS

Weapon (Rapier) – Legendary (138,000 gp, requires attunement)

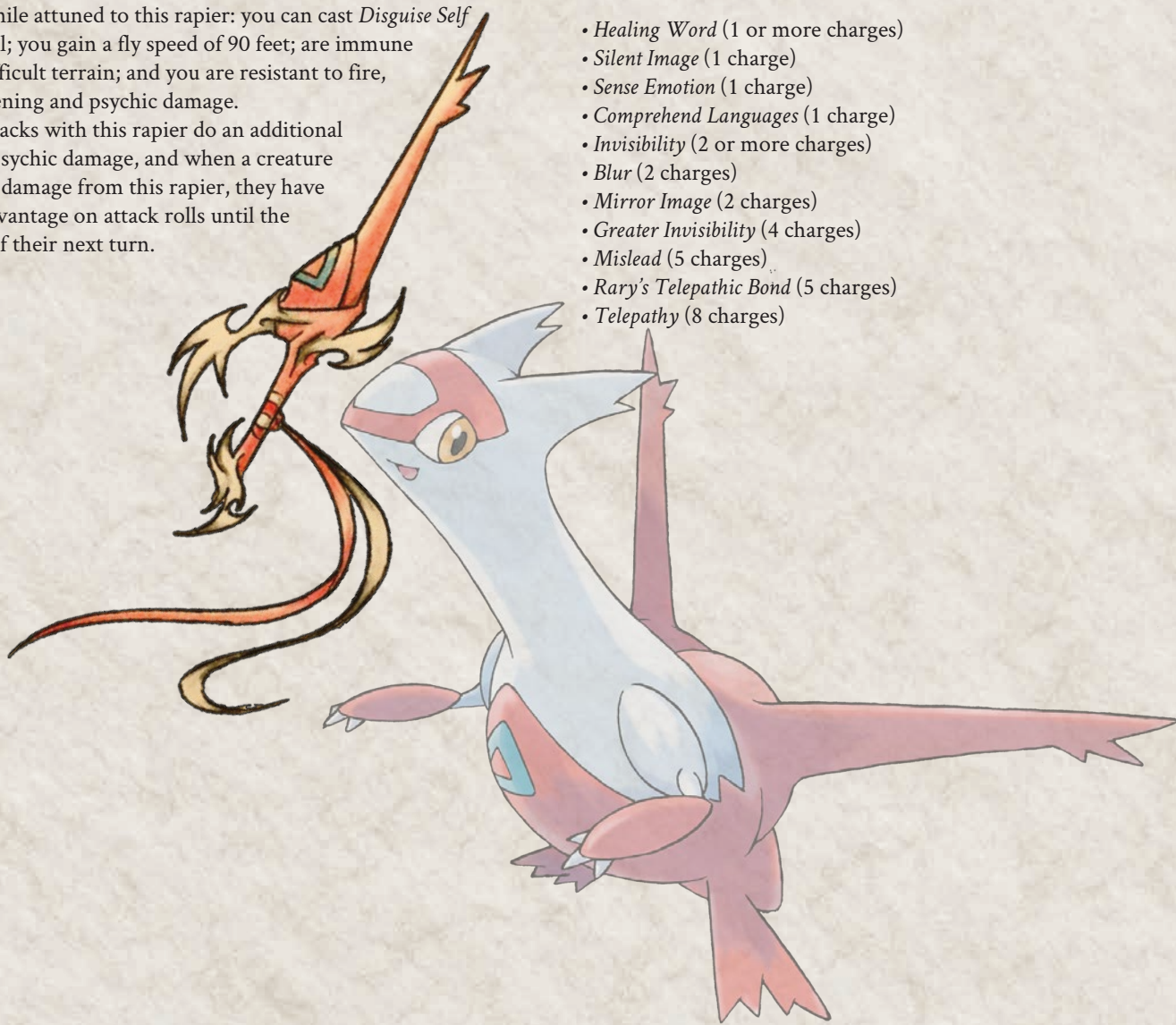
This pink +3 rapier has a multi-pointed tip, a bell guard with a blue line triangle and long fluffy white trim, and alternating pink and white clothes wrapped around the handle with long tails.

While attuned to this rapier: you can cast *Disguise Self* at will; you gain a fly speed of 90 feet; are immune to difficult terrain; and you are resistant to fire, lightning and psychic damage.

Attacks with this rapier do an additional 2d6 Psychic damage, and when a creature takes damage from this rapier, they have disadvantage on attack rolls until the end of their next turn.

This rapier has 15 charges that refresh at sunrise. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Healing Word* (1 or more charges)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)



381 - LATGEIOS

Weapon (Pike) – Legendary (83,500 gp, requires attunement)

This blue +3 pike has a two-pronged head, a large blue wing-like guard over a forward handle with a red line triangle where it meets the blades, and two long blue ribbons of cloth tied around a point just below the upper handle.

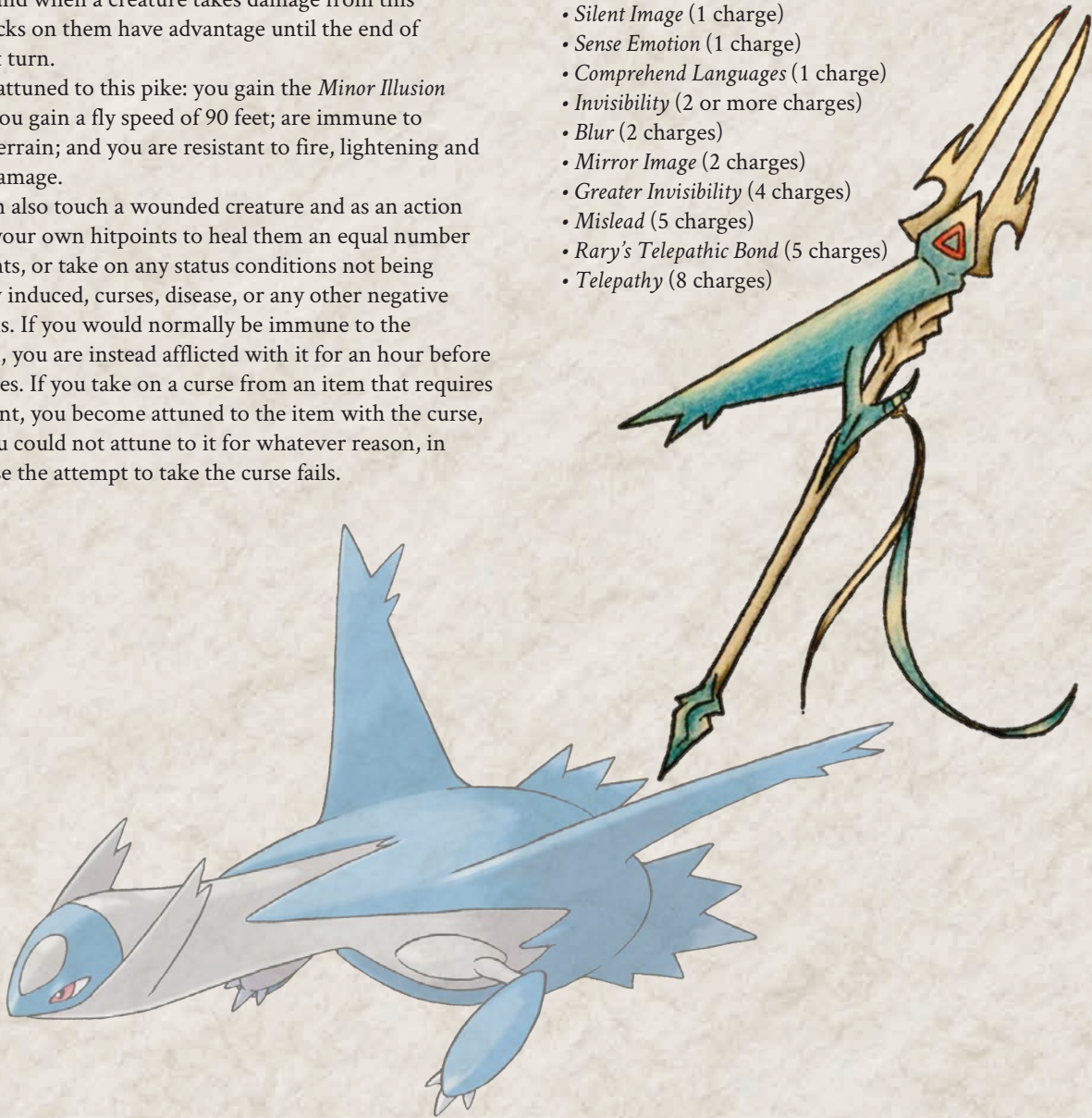
Attacks with this pike do an additional 2d6 Psychic damage, and when a creature takes damage from this pike, attacks on them have advantage until the end of their next turn.

While attuned to this pike: you gain the *Minor Illusion* cantrip; you gain a fly speed of 90 feet; are immune to difficult terrain; and you are resistant to fire, lightning and psychic damage.

You can also touch a wounded creature and as an action sacrifice your own hitpoints to heal them an equal number of hitpoints, or take on any status conditions not being physically induced, curses, disease, or any other negative conditions. If you would normally be immune to the condition, you are instead afflicted with it for an hour before it dissipates. If you take on a curse from an item that requires attunement, you become attuned to the item with the curse, unless you could not attune to it for whatever reason, in which case the attempt to take the curse fails.

This pike has 15 charges that refresh at sunset. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Disguise Self* (1 charge)
- *Silent Image* (1 charge)
- *Sense Emotion* (1 charge)
- *Comprehend Languages* (1 charge)
- *Invisibility* (2 or more charges)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Greater Invisibility* (4 charges)
- *Mislead* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Telepathy* (8 charges)



382 - KYOGRENT

Weapon (Trident) – Legendary (185,500 gp, requires attunement)

This sea blue +3 trident has broad and hooked tines, as well as some side flair that resembles fins. Thin lines of red inlay are patterned on the trident's head.

Attacks with this trident do an additional 2d6 Piercing damage.

While attuned to this trident: you gain the *Shape Water* cantrip; you can breath underwater; you gain a swim speed of 120 feet; have advantage on Athletic rolls while swimming; resistance to cold damage; and immunity to the effects of rain and stormy weather.

This trident has 15 charges that refresh at midnight. You can expend 2 charges as an action to produce a geyser in a 30-foot-long and 1-foot wide line from the tip of the trident, and aim the geyser at any creatures you can see within 30 feet of you. The target(s) must succeed on a DC 19 Strength saving throw or take 3d6 bludgeoning damage and fall prone, and half as much damage on a save. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 300 pounds. The object is either knocked over or pushed up to 30 feet away from you.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Create or Destroy Water* (1 or more charges)
- *Fog Cloud* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Tidal Wave* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)

The weather around this trident is always being pushed towards a warm, stormy, torrential rain, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while at sea or on the coast, with the exception of the effects from

384 - Rayquazance,
383P - Gulādaō and
384M - Piekuaza.



383 - GROUSWORDON

Weapon (Greastsword) – Legendary (186,000 gp, requires attunement)

This red +3 greastsword has broad blade and an odd clawed tip, while the large bell guard has several spikes on it. The bottom part of the guard and the handle are a dark gray, with an odd claw decoration for the pommel. Thick lines of black inlay are patterned all along the sword's blade and red sections of the guard.

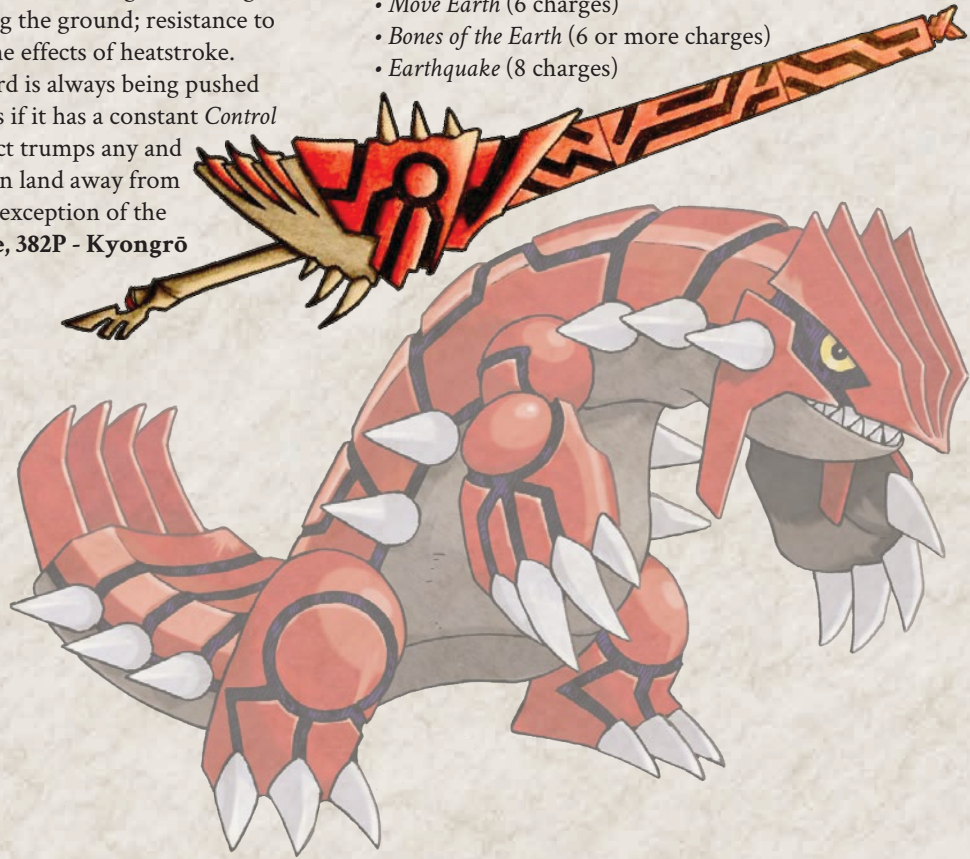
Attacks with this sword do an additional 2d6 Slashing damage.

While attuned to this sword: you gain the *Mold Earth* cantrip; you can breath even when trapped in earth; you gain a burrowing speed of 120 feet; have advantage on Strength rolls while your feet are touching the ground; resistance to fire damage; and immunity to the effects of heatstroke.

The weather around this sword is always being pushed towards a hot, calm, clear sky, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects while on land away from major bodies of water, with the exception of the effects from **384 - Rayquazance**, **382P - Kyongrō** and **384M - Piekuaza**.

This sword has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Earth Tremor* (1 or more charges)
- *Earthbind* (2 charges)
- *Maximilian's Earthen Grasp* (2 charges)
- *Wall of Sand* (3 charges)
- *Erupting Earth* (3 or more charges)
- *Transmute Rock* (5 charges)
- *Move Earth* (6 charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)



384 - RAYQUAZANCE

Weapon (Lance) - Legendary (187,000 gp, requires attunement)

This green +3 lance has a large broad blade with a pair of wings at the end around a circle with a yellow circle inlay on it that has a yellow line going up to a black hexagon, splitting the yellow before they divert on the sides. The bottom of the lance has a counter weight on it, with a thick cylinder and red-trimmed half-hexagons coming off it's sides, a set of small dragon-like wings below that with a yellow line with two circles that resemble a pair of glasses down their center, with a spike for a pommel.

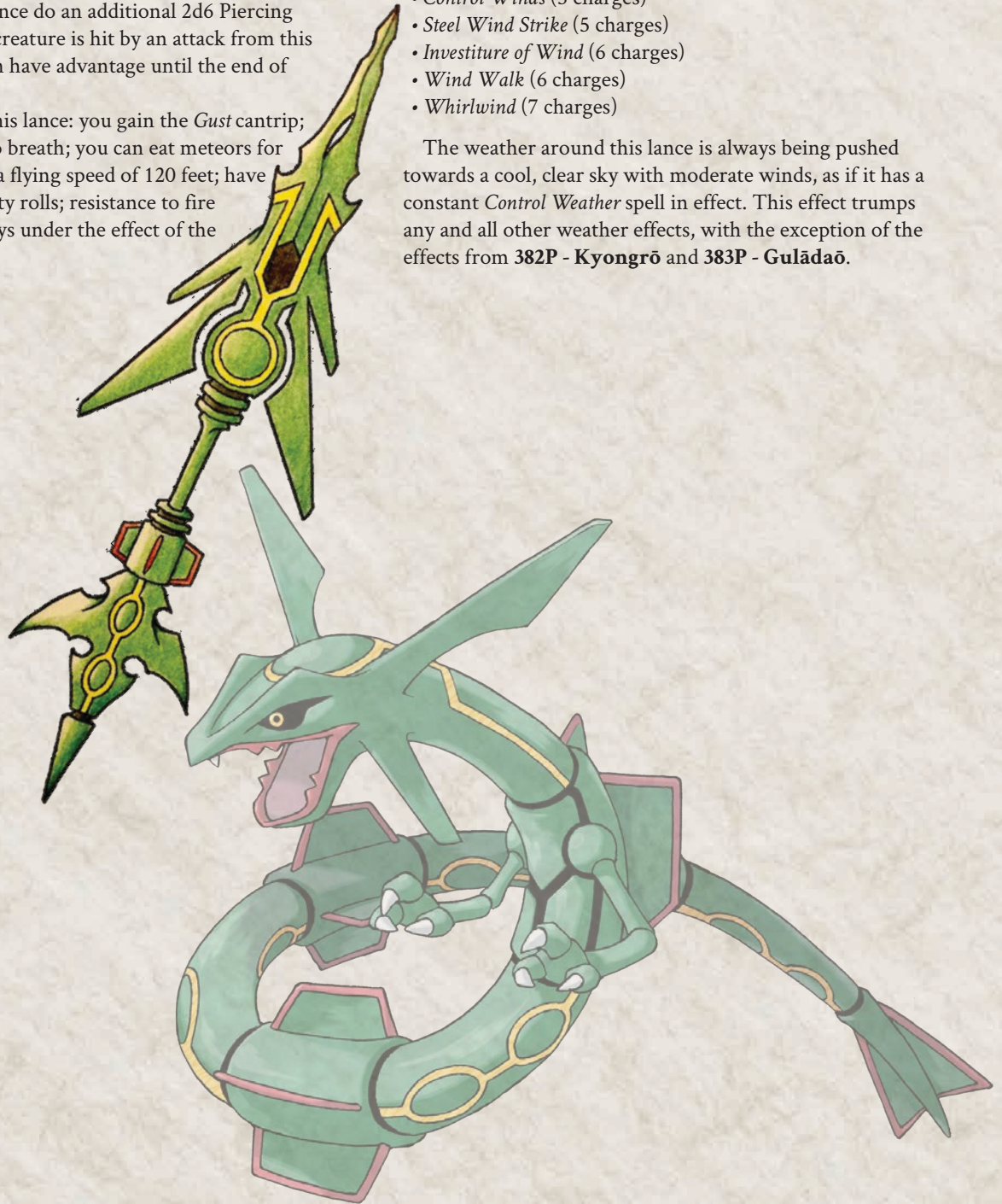
Attacks with this lance do an additional 2d6 Piercing damage, and when a creature is hit by an attack from this lance, attacks on them have advantage until the end of their next turn.

While attuned to this lance: you gain the *Gust* cantrip; you no longer need to breath; you can eat meteors for sustenance; you gain a flying speed of 120 feet; have advantage on Dexterity rolls; resistance to fire damage; and are always under the effect of the *Feather Fall* spell.

This lance has 15 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Feather Fall* (1 charge)
- *Gust of Wind* (2 charges)
- *Warding Wind* (2 charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)

The weather around this lance is always being pushed towards a cool, clear sky with moderate winds, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects, with the exception of the effects from **382P - Kyongrō** and **383P - Gulādaō**.

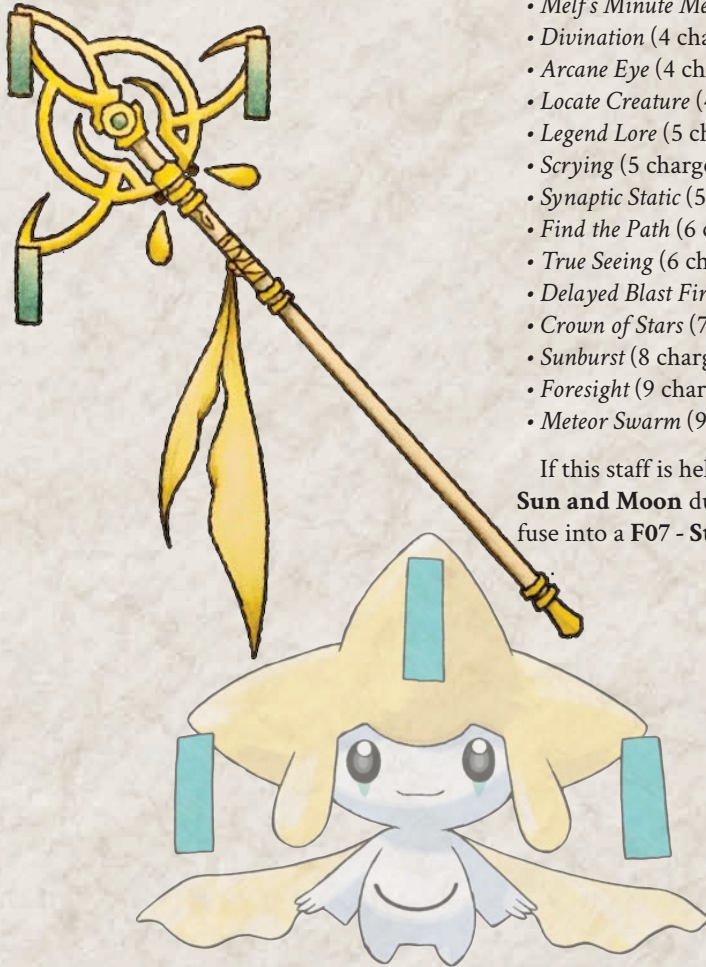


385 - JIRASHIKUJŌ

Staff () - Artifact (requires attunement)

This white staff has a gold hoop on top with three pointed loops off of it, each with a thin blue metal tag hanging from the tip. In the center of the hoop, where the shaft and the top loop meet, there is a blue orb made of the same metal as the tag. Two gold teardrops hang from the hoop on fine gold chains. A gold cloth is wrapped around the top of the staff with the two long ends streaming behind like comet tails when swung.

While attuned to the staff: you gain a +4 bonus to spell attack and damage rolls; +2 to your spell save DC; gain the *Word of Radiance* cantrip; gain a hover speed of 40 feet; when asleep you can still fight like normal but are blind and mute until someone else wakes you up; you can long rest more than once in a day; and you are immune to poison damage and the poison condition.



This staff has 25 charges that refresh at midnight. You can use 9 charges to cast the *Wish* spell, and each time the wish will be written onto one of the tags in Celestial. Once all three tags are written on, the staff can no longer be used to cast *Wish*.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Identify* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Augury* (2 charges)
- *Locate Animals or Plants* (2 charges)
- *Locate Object* (2 charges)
- *Clairvoyance* (3 charges)
- *Melf's Minute Meteors* (3 or more charges)
- *Divination* (4 charges)
- *Arcane Eye* (4 charges)
- *Locate Creature* (4 charges)
- *Legend Lore* (5 charges)
- *Scrying* (5 charges)
- *Synaptic Static* (5 charges)
- *Find the Path* (6 charges)
- *True Seeing* (6 charges)
- *Delayed Blast Fireball* (7 or more charges)
- *Crown of Stars* (7 or more charges)
- *Sunburst* (8 charges)
- *Foresight* (9 charges)
- *Meteor Swarm* (9 charges)

If this staff is held together against a **F05 - Staff of the Sun and Moon** during a meteor shower, the two staves will fuse into a **F07 - Staff of the Cosmos**.

386 - DENAXYSHIFT

Weapon (Dual-Blade Sword, Rapier, Shield, Duel Daggers) – Artifact (requires attunement)

This orange and green +4 dual-blade sword is made of a twisted pair of possibly organic tubes, with a green blade on one end and an orange blade of psychic energy on the other.

While attuned to this sword: you can cast the *Alter Self* spell at will; you no longer need to breathe; you can eat meteors for sustenance; you gain a flying speed of 30 feet; resistance to psychic damage; advantage on all Intelligence rolls; and when you end a short rest, you can choose to cast a *Regenerate* spell on yourself.

Attacks with sword do an additional 2d6 Psychic damage, but after you land an attack you have disadvantage on your next attack.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

This sword can change form, its organic tubes shifting shapes, from its Normal form to a Speed form, a Defense form, and an Attack form. You can choose the form it takes at the end of a long rest, and it can't change form until you finish another long rest. Regardless of form, the benefits of this weapon described above remain the same unless otherwise stated.



Speed Form

The tubes shift into two orange +4 daggers with bell guards, a green rhombus in the center of the blade and a long tube hanging off each, one orange and one green.

If the two daggers are separated, they cannot change forms, but the hanging tubes will point in the direction of one another so long as they are both on the same plane of existence.

While in this form, you have advantage on all Dexterity rolls, you gain 30 feet of movement speed, and can dash as a bonus action.

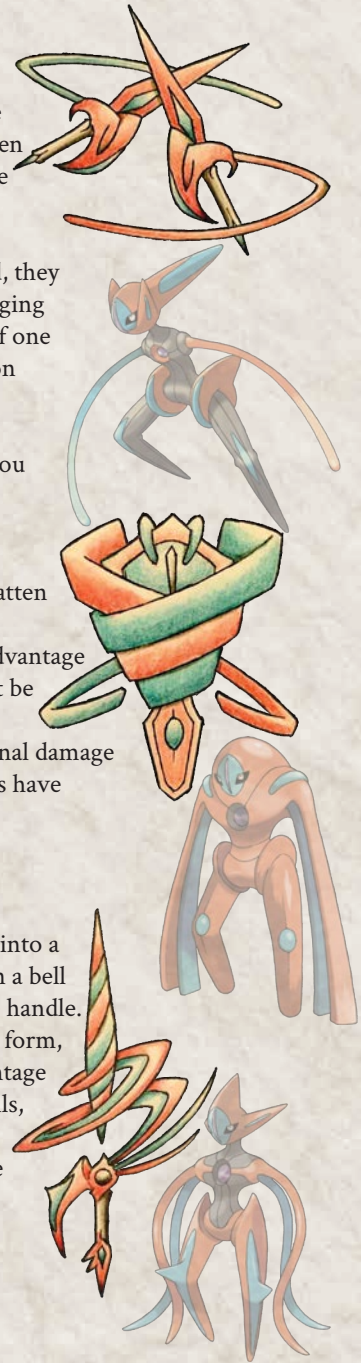
Defense Form

The tubes braid together and flatten out, forming a +4 kite shield.

While in this form, you have advantage on all Constitution rolls, you can't be knocked prone, and if you shield bash a creature it does the additional damage and effects. However, your attacks have disadvantage.

Attack Form

The tubes spin together into a swirling +4 rapier with a bell guard over the handle. While in this form, you have advantage on all Strength rolls, and attacks with this rapier do 4d6 Psychic damage instead of the 2d6 Psychic damage. However, attacks on you have advantage.



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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.

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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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One-shot adventures for everyday use

RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventurers to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE CURSED COURTESAN

Warning: This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

[Get it on Dungeon Masters Guild now!](#)

ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.

[Get it on Dungeon Masters Guild now!](#)

WELCOME TO PLIFORTAKUNE

Looking for an interesting new setting full of magic, money, and adventure? Maybe a city full of all kinds of people living in (relative) harmony, including the monstrous races? One that already has some puzzling and comedic adventures written and ready to use? Then this is the adventure for you! Introduce your party to the City of Plifortakune (Ply-for-ta-ku-nay), a bustling coastal city made up of several distinct districts. But before the players can explore the city, they have to get the guards to let them in...

This adventure is designed for 4 characters of 1st level, with various options for scaling difficulties, and should take around 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE GUARDIAN OF GOLDHAMMER'S VAULT

The elderly wizard Gilda Goldhammer has passed away, and among her possessions is a page titled "The Vault" with a set of Teleportation Circle sigils and the note "Mind the Guardian". The circle leads to a deadly dungeon full of traps and puzzles, will the party be able to survive it?

This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 5-8 hours to play, depending on how quickly people figure out the puzzles.

[Get it on Dungeon Masters Guild now!](#)

CUPID VS CUBUS

An Incubus and a Cupid fight over a man's soul, and try to get their Tiefling and Aasimar descendants to join them in the fight. Can the party convince the Tiefling and Aasimar to join their side before the Incubus discovers them?

This adventure includes a new celestial stat block for Cupids and a new Aasimar Subrace for those that want to be descendants of cupids! It is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

