

The
**GRIFFON'S
SADDLEBAG**

Book Two Item Preview



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ARCANIST'S MAGNIFICENT
MAGNIFIER



ARCANIST'S
SCRIBING WAND



ARCHIVIST'S
KEY



ARCANIST
GAUNTLETS



ARROW OF
ANCHORING

ARCANIST GAUNTLETS

Wondrous item, rare (requires attunement by a spellcaster)

This pair of rich silk gloves are guarded by an enchanted mithral shell that sporadically releases arcane power. You can use the gauntlets as a spellcasting focus while wearing them, and when you cast a spell using a spell slot of 5th level or lower, you can choose to roll a d6. If you roll a number on the d6 equal to or greater than the spell's slot level, the spell draws on the magic within the gauntlets, instead of your own, and is cast without expending a spell slot. The slot must be of a level you can normally cast. The gauntlets can provide up to 5 levels worth of spell slots in this way each day, and no two slots can be the same level.

If the number rolled on the d6 is less than the spell slot's level, you cast the spell as normal and expend the spell slot. If you don't have the spell slot to cast the spell, the spell fails and the slot is counted toward the gauntlets' daily provided spell slots.

For example, a 9th-level wizard can use the gauntlets to provide either one 5th-level spell slot or a 4th- and 1st-level spell slot over the course of a day, but not two 2nd- or 3rd-level spell slots.

ARCANIST'S MAGNIFICENT MAGNIFIER

Wondrous item, uncommon

This magical magnifying glass helps deduce the arcane nature of items. While looking through the glass at an object within 1 foot of you, your proficiency bonus is doubled for any Intelligence (Arcana) or Intelligence (Investigation) check you make regarding that object's magical properties. In addition, you can speak the glass's command word as an action to cast the *identify* spell from it, targeting an object with the spell that you can see through the glass within 1 foot of you. Each time you do, there is a cumulative 5 percent chance that the glass shatters and is destroyed after casting the spell.

ARCANIST'S SCRIBING WAND

Wand, rare (requires attunement by a wizard)

This wand's handle has a fountain pen nib at its end that releases its own magical ink. When you use this pen to copy a spell into your spellbook, the gold it takes to do so is halved. Swinging the wand causes tiny droplets of illusory ink to trail behind it.

The wand has 7 charges for the following properties:

Spells. While holding the wand, you can use an action to expend 1 of its charges to cast one of the following spells from it: *comprehend languages* (written language only) or *illusory script*.

Cloudscript. While holding the wand, you can use an action to expend 2 of its charges to cause up to 10 words to appear in the sky. The words are formed from wisps of clouds or smoke (your choice) and remain in place as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand dissolves into a puddle of mundane ink and is destroyed.

ARCHIVIST'S KEY

Wondrous item, very rare

This magical key is one of several made by a secret order of historians and archivists. While holding the key, you can use an action to twist the key, as if you were unlocking a door. When you do, a magical, spectral door slowly appears in front of you over the course of 1 minute, duplicating the effect of the *magnificent mansion* spell with the following change. The dwelling always includes a large library that magically includes copies of books, scrolls, maps, and more. The library does not count toward the total amount of space created by the spell. Its contents are strangely organized and seemingly change each time the key is used. A creature can visit the library and attempt to uncover a piece of knowledge, such as ancient poetry, the history of a forgotten kingdom, or the family lineage of a tyrannical king. The GM determines the checks and DCs needed to locate a given piece of information. For example, a book of foreign nursery rhymes may be easy to find, but a copy of necromantic research documents would be extremely difficult, if not impossible.

When the spell ends, the key can't be used this way again for 24 hours.

ARMOR OF ICARUS

Armor (breastplate), rare (requires attunement)

This sculpted breastplate has a pair of small mechanical wings attached to its back. You gain a +1 bonus to AC while wearing this armor. The armor has 6 charges and regains 1d4 + 2 expended charges daily at dawn. While wearing the armor, you can use an action to expend 1 of its charges to magically unfurl the mechanical wings and fly up to 60 feet in a straight line toward a point of bright light that you can see (such as a torch, *light* spell, or the sun) without provoking opportunity attacks. The wings remain unfurled until you touch the ground, during which time you fall at a rate of 30 feet per round and gain a flying speed of 30 feet, which you can use to glide horizontally as you descend. While gliding in this way, you cannot fly upwards unless you use the armor to fly toward a point of bright light again. When you land on the ground while falling in this way, the mechanical wings refold themselves to your back, and you take no damage from falling.

ARROW OF ANCHORING

Weapon (arrow or bolt), uncommon

This magic piece of ammunition weighs 1 pound but otherwise flies exactly like a normal arrow or bolt. When you hit a creature with a ranged attack using this ammunition, that creature must make a DC 13 Strength saving throw. On a failed save, the creature is grappled by the arrow for 1 minute as the chain magically extends and wraps around the target. On a success, the creature's speed is halved until the start of your next turn instead. A creature grappled by the arrow in this way can use an action to repeat the saving throw, ending the effect and freeing itself on a success.

After this effect ends, the ammunition clatters to the ground and becomes a 2-foot length of nonmagical chain.

ASTRAL CALTROPS

Wondrous item, rare

As an action, you can spread these magic caltrops over a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. When this happens, the caltrops explode in a burst of extraplanar energy, destroying the caltrops and dealing 6d6 force damage to the creature and causing it to rise vertically up to 20 feet, as if by the *levitate* spell. The creature remains suspended in this way for 1d4 rounds, during which time its speed becomes 0. The effect ends early if the creature takes any damage.

When the caltrops are spread on the ground, they become nearly invisible and float up to 1 inch off the ground. A creature notices the caltrops with a successful DC 20 Wisdom (Perception) check. You can reclaim the invisible caltrops for later use with 1 minute of careful searching and collecting. The caltrops stop floating and become visible once they're reclaimed in this way.



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CANDLEFLAME BOW

Weapon (any bow or crossbow), uncommon (requires attunement)

Wrought from metal in the likeness of a brazier, this ranged weapon's grip has been covered in wax and has a simple candle positioned in front of where the arrow or bolt is fired from. The candle is magic and never runs out of wax, nor can it be removed from the weapon. You can use a bonus action to speak the weapon's command word to cause the candle to light itself, shedding light like a normal candle while ablaze. While the candle is lit, this magic weapon deals an extra 2 fire damage to any target it hits with a ranged attack. The candle's flame lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon.

If you roll the same number on both d20s when you make a ranged attack roll with advantage or disadvantage using this weapon while its candle is lit, the ammunition becomes wreathed in a conflagration of uncontrollable flames. The arrow or bolt flies toward the target and explodes, destroying the ammunition and dealing 4d6 fire damage to the target (instead of the attack's normal damage), or half as much damage if the total of the attack roll was less than the target's AC. This fire ignites flammable objects within 5 feet of the target that aren't being worn or carried. This property can't be used again until the next dawn.

CANDLEFLAME HELM

Wondrous item, common

While wearing this helm, you can use a bonus action to mentally create a tiny flame just above your head. The flame sheds bright light in a 15-foot radius and dim light for an additional 15 feet. While the flame persists, you can use an action to mentally expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each. The flame remains until you use a bonus action to extinguish it, until you remove the helm, or you're incapacitated.

CANDY XORN

Wondrous item, common

Candy xorn is a round, waxy candy that typically comes in small bags of $2d6 + 3$ pieces. Each piece is traditionally either orange or yellow, but always has a narrow, reptilian pupil drawn at its center. Eating a *candy xorn* causes your eyes to turn orange or yellow (your choice), and your pupils to match the ones found on the piece of candy. After 1 minute, the effect ends and your eyes return to normal.

In addition, each piece of *candy xorn* has a 5 percent chance to not be candy at all, but actually a gemstone covered in the sugared coating. When you find a gemstone in this way, it can be either eye agate (40%, 10 gp), tiger's eye (40%, 10 gp), or amber (20%, 100 gp).

CANISTER OF VREYVAL'S SOOTHING TEA

Wondrous item, uncommon

This small metal canister contains $2d4 + 2$ bags of magical tea when found. You can steep a bag of tea for 1 minute in a cup of boiling water to transform the water into a rich, flavorful tea that calms the nerves and revitalizes the spirit. When you drink a cup of the hot tea, you regain $1d6 + 2$ hit points and gain the same amount as temporary hit points. In addition, any effect causing you to be charmed or frightened is suppressed for 1 hour, after which any suppressed effect resumes, provided that its duration hasn't expired in the meantime.

You can drink the tea using an action, although it's most commonly finished over the course of at least 1 minute. If the tea has been left to cool before you drink it, you regain only half the amount of hit points and temporary hit points, and no other effects are suppressed.



CAPTAIN'S PRIDE

Armor (leather or studded leather), rare (requires attunement)

This well-crafted leather armor comes with a sturdy, enveloping longcoat, bearing on its back the insignia of a well-known pirate captain. When you attune to it, the insignia changes to one that represents you instead. While wearing this armor, climbing and swimming don't cost you extra movement, and you can breathe underwater.

In addition, you can use a bonus action to shift into a watery, elemental form, gaining the following benefits for the duration:

- Your speed increases by 10 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as resistance to acid damage.
- You have advantage on ability checks to avoid or escape being grappled or restrained. If you're already grappled or restrained when shift into this form, you automatically escape.
- While you're underwater, Wisdom (Perception) checks made to see you have disadvantage.

This form lasts as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. Once this property of the armor has been used, it can't be used again until the next dawn.

CARRION SHROUD

Wondrous item, very rare (requires attunement)

This ruffled cloak of dull feathers and down grants you the resilience and cunning of a ravenous vulture. When you move while wearing this cloak, small, tattered feathers drift from the cloak that vanish when they touch the ground. While wearing the cloak, your Constitution score increases by 2, to a maximum of 20, you have advantage on saving throws against disease and poison, and you have resistance to poison damage.

In addition, while wearing the cloak, you can speak its command word as a bonus action to cause it to transform into a pair of sickly vulture wings for 1 minute. While the cloak is transformed, you gain a flying speed of 60 feet, and when you hit a creature that's missing any of its hit points with a melee weapon attack, that creature takes an extra 1d6 necrotic damage. This property of the cloak can't be used again until the next dusk.

Curse. This cloak is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell. As long as you remain cursed, you are unwilling to part with the cloak, keeping it worn at all times. The cloak gives you an insatiable hunger for flesh, and while traditional food can sustain you, you no longer enjoy the smell or taste of it. While cursed, whenever you reduce a creature within 5 feet of you to 0 hit points, you're forced to make a DC 13 Wisdom saving throw. If the creature is a construct, ooze, plant, or undead, you automatically succeed on this saving throw. On a failed save, you are overcome with the urge to tear into the creature's flesh and feast: sacrificing any additional movement, action, or bonus action you had left on your turn. You can repeat this saving throw at the start of each of your following turns, ending your need to feast on a success.

CELESTIAL SUNRISE

Potion, common or uncommon

The typical *celestial sunrise*, a common potion, is a specialty alcoholic beverage that causes light to pour from your mouth for 1 hour after you drink it. The light shines in a cone from your mouth, casting bright light for 20 feet and dim light for an additional 20 feet. The potion glows softly on its own, even if no light is shining through it. The beverage is rejuvenating and powerfully flavored with pineapple, orange, and honey, with just a hint of pomegranate as an aftertaste. Due to its magical nature, the alcohol within this potion affects a creature twice as much as the alcohol within a nonmagical beverage.

The following *celestial sunrise* is an uncommon variant with additional properties. It also tastes better.

When you drink this potion, you can see normally in darkness, both magical and nonmagical, for the next 8 hours. In addition, the light cast from your mouth due to the potion's common effects increases, casting bright light out to 40 feet and dim light for an additional 40 feet instead.

CAPTAIN'S PRIDE



CARRION SHROUD



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DAVY JONE'S
KEY



DARK MANTLE



DEATHLOOP WATCH

DEATH'S SHADOW

DAGGER OF FIRST LIGHT

Weapon (dagger), uncommon

You have advantage on initiative rolls while holding this weapon. If you're first in the initiative order, your speed is increased by 15 feet for the first round of combat.

In addition, you can use a bonus action to speak the weapon's command word to cause its blade to glow. The glowing weapon sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the weapon is glowing, it deals radiant damage instead of piercing. You can use a bonus action to speak the weapon's command word again to cause its light to fade and return to normal.

DARK MANTLE

Wondrous item, uncommon (requires attunement)

This leathery cloak is made from the remains of a darkmantle. While wearing it, climbing doesn't cost you extra movement, and you have advantage on Strength (Athletics) check made to climb.

In addition, while wearing this cloak, you can use an action to speak its command word to emit an aura of magical darkness. This aura extends from you in a 15-foot radius, moves with you, and spreads around corners. The darkness lasts as long as you maintain concentration (as if concentrating on a spell), up to 1 minute. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Once this property of the cloak has been used, it can't be used again until the next dawn.

DAVY JONES'S KEY

Weapon (trident), legendary (requires attunement)

This powerful trident is made of verdigris-covered bronze. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 while you are underwater.

When you roll a 20 on an attack roll made with this weapon against a creature, that creature must succeed on a DC 15 Constitution saving throw or begin to suffocate. At the end of each of its turns, a creature suffocating in this way can repeat the saving throw. On a successful save or when it drops to 0 hit points, the creature can breathe again. A suffocating creature can't speak. A creature is immune to this effect if it doesn't need to breathe or has legendary actions.

Release the Kraken. You can use an action to speak the trident's command word to open a 15-foot-radius eldritch gate centered on a point you can see on the ground within 60 feet of you, turning the ground in the area into difficult terrain. If you are underwater, the point doesn't need to be on the ground. The gate is one-way. When the gate opens, up to 3 massive kraken tentacles appear through the gate, forcing any Large or smaller creature in the tentacle's space into the nearest unoccupied space. Each tentacle is treated as a Large monstrosity with 60 hit points, AC 18, a reach of 30 feet, immunity to all conditions, and a +7 bonus to all ability checks and saving throws. A tentacle can move anywhere within the gate's area on your turn (no action required) without provoking opportunity attacks. You can use your reaction to make an opportunity attack with the tentacle. A tentacle remains until it falls to 0 hit points or the gate closes.



DAGGER OF
FIRST LIGHT

DAWN AND DUSK

When the tentacles appear, they immediately make up to 3 melee attacks, one with each tentacle, against targets you can see within the tentacles' reach with an attack bonus of +10. On a hit, a target takes 3d6 bludgeoning damage, and if the target is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained. Each tentacle can grapple one target. A creature that ends its turn and is restrained by a tentacle takes 1d6 bludgeoning damage.

While at least one tentacle remains, you can use an action to repeat these attacks, making one with each tentacle. If an object is held or a creature is grappled by a tentacle, you can throw it up to 60 feet away in a random direction, knocking it prone, instead of attacking with the tentacle. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

The gate stays open for 1 minute. It closes early if you dismiss it using a bonus action or if you are incapacitated or die. Once this property of the trident has been used, it can't be used again until the next dawn.

DAWN AND DUSK

Weapon (mace or sickle), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, which also has the light property. The weapon transforms at different times of the day. At dawn, the weapon's form becomes a mace, whose head is ringed with a line of radiating spikes.

At dusk, it becomes a sickle with star designs along its crescent edge. A target hit with the mace takes an extra 1d4 radiant damage. A target hit with the sickle takes an extra 1d6 necrotic damage.

DEATH'S SHADOW

Wondrous item, legendary (requires attunement)

This black garnet amulet is carved into the shape of a bird's skull and is adorned with several dark feathers. At its center is a single phoenix feather that serves as a catalyst for this strange talisman's necromantic magic. While wearing this amulet, you are immune to necrotic damage.

Shadow Form. When you are reduced to 0 hit points while wearing this amulet, a shadowy version of yourself rises from your unconscious body. You control this form, which has your equipment and statistics. It has 100 temporary hit points and resistance to all damage that isn't force, psychic, or radiant. The shadow form can't move more than 60 feet from your body. The shadow vanishes after 1 minute or when it loses all its temporary hit points. If the shadow survives for the duration, it returns to your body and causes you to regain a number of hit points equal to the shadow's remaining number of temporary hit points. If the shadow is defeated, the amulet is destroyed and you immediately fail 2 death saving throws.

While your shadow form is defending you, your unconscious body is covered by an impenetrable veil of shadow. While covered in this way, you can't be interacted with: you are immune to all damage, don't make death saving throws, can't regain hit points, and can't be affected by spells or magical effects. A creature can use an action to make a DC 30 Strength check, moving the covered body up to 10 feet on a success.

Once this property has been used, it can't be used again until 7 days have passed.

DEATHLOOP WATCH

Wondrous item, rare (requires attunement)

This golden pocket watch has a skull-shaped lid with three panes of blue glass that cover its two eyes and nose. At the center of the watch is a secondary dial with a small, skeletal hand that indicates the amount of hit points you have remaining. If you die while the watch is on your person, the watch reverses your personal time stream just long enough to keep you alive, returning you to life with 1 hit point and allowing you to immediately stand up. When the watch reverses time in this way, one of the watch's three glass panes cracks and can't be repaired by mundane or magical means. For each pane of cracked glass, there is a cumulative 25 percent chance that the watch fails to reverse time when you die. When all three panes of glass are cracked, the watch becomes nonmagical, although it can still be used to tell the time.

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GREAT OWL'S
SHROUD

GREEN KNIGHT'S
VOW

GREAT OWL'S SHROUD

Wondrous item, uncommon (requires attunement)

This draping shoulder cloak flutters softly while worn, even if there isn't a breeze. The cloak has 10 charges and regains all expended charges daily at dawn. When you take the Attack action while wearing this garment, you can replace one or more of your attacks with a special ranged spell attack using the cloak, expending 1 of its charges for each attack you replace. When you do, you flourish the cloak and release a barrage of magical feathers that fly toward the target. You have a +5 bonus to attack rolls made with the cloak, which have a normal range of 30 feet and a long range of 120 feet. On a hit, the target takes 2d4 + 3 force damage. After the attack, the feathers vanish.

In addition, you can use a reaction when you fall to cast the *feather fall* spell from the cloak, targeting only yourself. Once this property of the cloak has been used, it can't be used again until the next dawn.

GREEN KNIGHT'S VOW

Wondrous item, very rare (requires attunement)

These dark green adamantite and copper bracers are granted to devout warriors of the Infernal Court and are designed to match their army's signature tower shields. While wearing the bracers, you grow a sweeping pair of horns from your forehead if you are not a tiefling. If your attunement to the bracers ends, the horns crack and fall away after 24 hours.

The bracers have a total of 7 charges and regain all expended charges daily at dawn. While wearing them, you can expend 1 or more of their charges to use the following three properties:

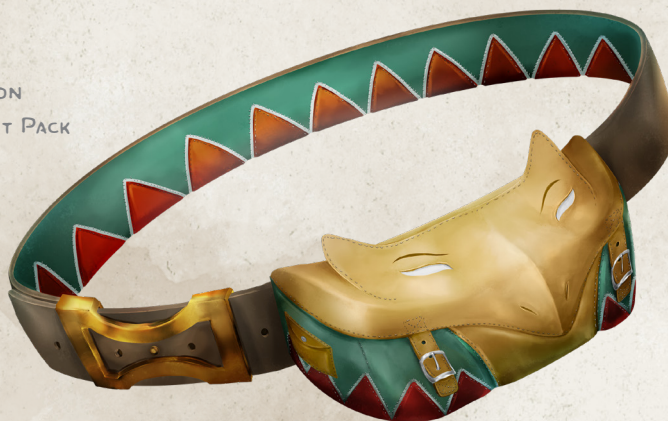
"Brace Yourselves!" As a bonus action, you can expend 2 or more charges from the bracers to provide cover to a creature you can see within 30 feet of you. For 2 charges, you summon a large, spectral shield that follows the creature for the duration, providing it with half cover. You can summon one extra shield for each additional charge you expend, targeting a different creature with each one. The shields fade at the end of your next turn.

"Press the Assault!" When you make an opportunity attack, you can expend 1 or more of the bracers' charges to embolden your nearby allies. For each charge you spend, one creature of your choice within 60 feet of you can use its reaction to make one weapon attack. The chosen creatures must be able to see or hear you.

"You Will Burn!" You can expend 1 or more charges from the bracers to cast the *hellish rebuke* spell (save DC 15) from them. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The fire from this spell is a haunting green.

Flaw. The *Green Knight's vow* makes its wearer tremendously loyal to royalty. While attuned to the bracers, you gain the following flaw: "I will stand by my sovereign leader, no matter what." You or your GM determine who your leader is. In addition, if you are attuned to the bracers for 24 consecutive hours, your commitment to duty drives you to the brink of zealotry. You can't attune to the *Red Queen's burden* or the *Violet King's promise*. If you are already attuned to either of them, your attunement to it immediately ends once this effect is extended to you. The first creature you meet who is attuned to either of these weapons becomes your sovereign leader, regardless of who you previously considered it to be. You become charmed by them and obey their commands to the best of your ability. If you find the *Red Queen's burden* or the *Violet King's promise* without an owner, you are compelled to protect it with your life until a rightful owner is found. These effects can be removed with a *greater restoration* spell, but not while you are attuned to the bracers.

GRIFFON
COMPONENT PACK



GRIFFON KEY LOOP



GRIFFON
COINPOUCH

Stories of the fabled saddlebag brought about the need to have one for themselves, some even taking to clever forgeries. Little did they know that the spark of inspiration would give life to some of the pouches.

GRIFFON COINPOUCH

Wondrous item, common

This stylized purse is sewn and stitched in the style of the *griffon's saddlebag*, a classic treasure and character from children's stories and legends. The purse is 6 inches across and holds up to 1,000 coins. Coins taken from the purse are miraculously clean and shiny, as if freshly minted. The bag always weighs 1 pound, regardless of the number of coins within it.

At the GM's discretion, a small slip of parchment can be found folded among the coins inside. The parchment can have anything on it, although it usually carries enigmatic warnings or peculiar words of guidance. The GM can write their own notes, or you can roll a d8 and consult the table below to determine what the parchment says:

d8 Message

- 1 Falling rocks play to the rhythm of catastrophe.
- 2 Whether or not you succeed, you can certainly try.
- 3 Draughts are meant to be drunk.
- 4 Strength in numbers.
- 5 Acid, fire, and diamonds can solve most problems.
- 6 Not all strangers are trustworthy.
- 7 Asking for directions is not a sign of weakness.
- 8 Keep on adventuring.

GRIFFON COMPONENT PACK

Wondrous item, uncommon

This special component pouch is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. As an action, you can place an amount of coins equal to 5 gp plus the exact worth of a component you need for a spell you know in the bag and speak its command word, followed by the name of the needed component. When you do, the coins disappear from the bag and are replaced by the material component needed for the spell. Once this property of the bag has been used, it can't be used again until the next dawn.

At the GM's discretion, the bag may consume only the additional 5gp and leave a note that describes the nearest person or place that can help you find the named component.

GRIFFON KEY LOOP

Wondrous item, common

This leather key loop is stylized in the fashion of the legendary *griffon's saddlebag*, a classic motif in children's fiction. You can attach a key to the key loop by holding them together for 1 minute. When you do, the key is shunted into an extradimensional space. You can use an action to speak the key loop's command word, causing one or more of the attached keys to reappear on the loop (your choice). Speaking the command word again causes them to disappear once more. You can have up to 10 keys attached to the key loop in this way at a time, and can remove one by gently pulling on it for 1 minute.

While holding the key loop, you can touch it to a lock whose key has been attached to the loop. When you do, the lock becomes unlocked or locked (your choice), as if you had used its key. When you shake the key loop, you can faintly hear the sound of its keys jingling.

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NO-STONES

Wondrous item, uncommon

This engraved geode has been split apart into two equal halves. A labyrinth is carved into the rock's rough exterior and glows with a faint light.

While holding one of the halves, you can use an action to speak the geode's command word, "unturned," and turn it over so the flat, gem-encrusted side is pressed against a solid stone, natural metal (such as iron or silver), or earthen surface such as a floor or wall. When you do, the geode becomes magically fixed in place against the surface and projects a 3-foot-spherical map above it, showing the area within 120 feet of it. The map shows all walls, floors, and other surfaces made of either stone, natural metal, or earth within range as translucent outlines and shapes. The map is entirely monochromatic, but shows the general location of any trap or gemstone within its range with a shapeless, red glow.

The geode remains fixed in place until you speak its command word again using a bonus action, its surface moves, or it's forced to hold more than 100 pounds. A creature can use an action to make a DC 15 Strength check, moving the geode and causing the map to vanish.

Once a half has been used in this way, that half can't be used again until the next dawn.

NOVANITE ARMOR

Armor (medium or heavy, but not hide), very rare (requires attunement)

Novanite is a strong metal smelt from ore mined in the Astral Plane. Armor made from this metal absorbs more light than normal and gives off a strange, otherworldly aura. Glimmering cosmos can be seen in the armor's reflections at night. You have a +1 bonus to AC while wearing this armor.

Astral Leap. While wearing this armor, you can speak its command word as an action to choose a space you can see within 30 feet of you. When you do, you vanish into a planar tear and reappear at the chosen spot at the start of your next turn, remaining in the Astral Plane until you do. If you would arrive in a place already occupied by an object or a creature, you take 3d6 force damage and appear in the nearest unoccupied space. This property of the armor can't be used again until 12 hours have passed.

Disappearing and reappearing in this way creates vacuums and waves as space is pushed and pulled around you. Other creatures within 10 feet of you when you vanish or reappear must make a DC 15 Strength saving throw. On a failed save, a creature takes 3d6 force damage and is pulled up to 10 feet toward the space you left from, or pushed 10 feet away from the space you reappear in. On a successful save, a creature takes half as much force damage and is not pulled or pushed.

OATHKEEPER'S
RESOLVE

NOVANITE ARMOR



OAKEN CANDLE

OAKEN CANDLE

Wondrous item, common

This magic, bark-like candle emits a green flame when burned, which sheds bright light in a 5-foot radius and dim light for an additional 5 feet. You can light the candle as an action. After burning for 1d8 + 4 hours, the candle is destroyed and an oak tree no more than 30 feet tall grows in its place over the course of 10 minutes. If there isn't enough room for a tree to grow or the candle isn't placed on solid ground, the candle is destroyed without creating a tree.

OATHKEEPER'S RESOLVE

Armor (shield), very rare (requires attunement by a paladin)

This star-shaped mithral buckler weighs 2 pounds and bolsters your sense of holy purpose. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The center of the shield is ornamented with a durable, glassy lens that can project your holy radiance. You can use a bonus action while holding this shield to cause it to emit bright light from the lens in a 15-foot radius and dim light for an additional 15 feet. The light lasts until you use a bonus action to extinguish it or until you drop to 0 hit points.

Radiant Aura. When you doff this shield or by using an action, you can speak the shield's command word and choose to throw it to a friendly creature (if it has a free hand) or unoccupied space within 30 feet of you that

NO-STONES

THE GRIFFON'S SADDLE



you can see, causing the shield to radiate with your holy resolve and light. The shield's light becomes suffused with divine intention, casting bright light in a 30-foot radius and dim light for an additional 30 feet instead of its normal radius. This holy light lasts for 1 minute, and any friendly creature within the bright light gains the effects of your paladin auras. Completely covering the affected shield with an opaque object blocks the light. Once the holy light fades, this property can't be used again for 8 hours.

OCTAVIUS'S SABER

Weapon (rapier), legendary (requires attunement by a rogue)

The swirling guard of this powerful blade is a mesh of floral and serpentine sculpture. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you deal Sneak Attack damage with an attack using this weapon, you treat any 1 on a Sneak Attack damage die as an 8.

OGRAMAU'S GRAVEYARD

Wondrous item, very rare (requires attunement by a cleric or wizard)

This glass orb has a miniature graveyard inside and has a base made from a hollowed humanoid skull. It's roughly fist-sized and weighs 1 pound. While the orb is on your person, undead creatures have disadvantage on attack rolls against you. If you're holding the orb, you can use an action to speak one of its two command words.

The first command word shunts a Medium or Small humanoid corpse that you can see within 5 feet of you into a special demiplane contained within the orb. A corpse within this demiplane doesn't age, effectively extending the time limit on raising it from the dead. If you shunt a second corpse into the demiplane while another one is there, the first corpse reappears in the space left behind by the new one.

The second command word duplicates the effect of the *animate dead* spell, using a corpse stored within the orb's demiplane as the target of the spell. A skeleton or zombie created in this way appears in an unoccupied space that you can see within 15 feet of you and turns to dust and is destroyed after either 24 hours have passed or it drops to 0 hit points. If you speak this command word again to create a second skeleton or zombie while the first one remains, the first skeleton or zombie turns to dust and is destroyed when the new one appears.

OL' STUMPY

Weapon (maul), uncommon

This lashed-together stump and stick carry an age-old enchantment from an unknown source. Over time, the strength of the magic has faded, but this heirloom of a weapon has remained in caring hands all the while. Creatures hit with this magic weapon take an extra 1d4 poison damage. If the creature is fey, you deal maximum poison damage instead of rolling.

OL' STUMPY

"But it's not fair! The answer means nothing! The riddle can't be solved if—"
The bog fey's tantrum was cut short by a hollow thud. Kneeling by its unconscious form, Angus the Grizzled muttered through his matted beard, "S'not meant to. S'meant t'leave ya stumped."

OCTAVIUS'S SABER



OGRAMAU'S GRAVEYARD



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RING OF CHANGING SHAPES

Ring, rare (requires attunement by a sorcerer)

This magic ring is made of solid mercury that bubbles and flows freely around your finger whenever you cast a spell. While wearing the ring, you gain the following benefits:

Shift Spell. When a spell you are casting fails because of a *counterspell* cast by another creature, you can spend 3 sorcery points as a reaction to immediately cast a different spell of the same level or lower without expending another spell slot. This property can't be used again until the next dawn.

To be eligible, the new spell must have the same casting time as the first one and can't consume any material components.

Spell Surge. As a bonus action, you can spend 5 sorcery points to cast a spell no higher than 5th level that has a casting time of 1 action, even if you've already used your action to cast a spell on this turn. When you do, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. This property can't be used again until the next dawn.

RING OF HEALER'S HEROISM

Ring, uncommon (requires attunement by a spellcaster)

When you use an action to restore hit points to a creature other than yourself while wearing this winged ring, you become infused with heroism. You gain temporary hit points equal to your spellcasting modifier, and until the end of your next turn, you are immune to being frightened.

RING OF LUNAR MIGHT

Ring, very rare (requires attunement)

This intricate ring has various flowing designs that are both entropic and patterned in nature. While wearing the ring, you can use an action to create an area of gravitational force that extends from you in a 20-foot-radius, 40-foot-high cylinder. The area moves with you and remains as long as you concentrate (as if concentrating on a spell), to a maximum of 10 minutes. You have a semblance of control of the gravity within this cylinder. A friendly creature other than you spends 1 foot of movement for every 2 feet it moves within

RING OF HEALER'S HEROISM

RING OF VOLLEYS

RING OF RITUALS

the area, while hostile creatures must spend 2 feet of movement for every 1 foot moved instead.

For the duration, you can use a bonus action on each of your turns to try and overwhelm a creature that you can see within the cylinder with a wave of intense gravity. Such a creature must succeed on a DC 16 Strength saving throw or take 2d10 bludgeoning damage and be knocked prone. In addition, you can use a bonus action on your turn to pull or push any water within the area up to 20 feet toward you or away from you, up to the outside of the cylinder. This effect lasts for the duration of the cylinder or until you use a bonus action to change the water's direction or end the effect.

Once the ring has been used to create an area of gravitational force, it can't do so again until the next dusk.

Alternatively, you can use an action to speak the ring's command word to cast the *reverse gravity* spell (spell DC 16) from it. Once the ring has been used in this way, it loses this property.

RING OF MISDIRECTION

Ring, rare

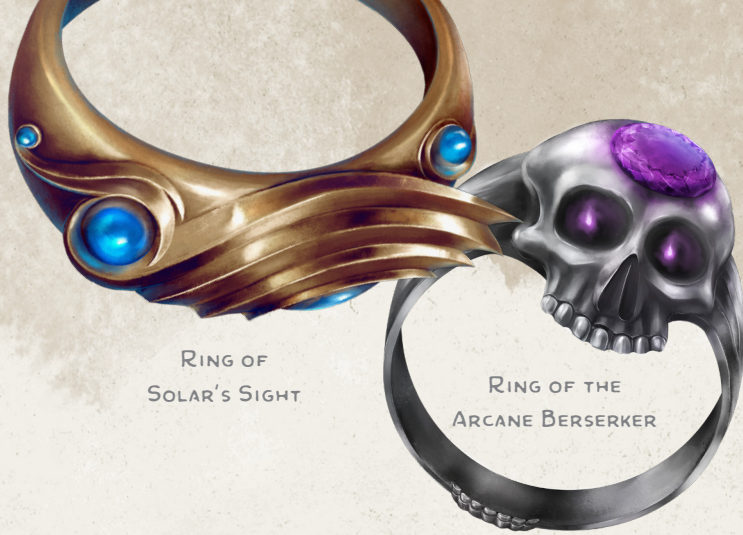
This dark silver ring is covered in chiseled, dune-like swirls that seem to shift and change throughout the day. When found, this ring has 1d3 + 3 charges. While wearing the ring, you can use your reaction whenever you're hit by an opportunity attack to expend 1 of the ring's charges to cast the *mislead* spell. When you do, your illusory double is hit by the attack, instead of you, and you and the double can immediately move up to your remaining speed without provoking opportunity attacks. This version of the spell doesn't require concentration, but lasts until the end of your next turn, instead of 1 hour. The ring becomes nonmagical when you use the last charge.

RING OF RITUALS

Ring, uncommon

While wearing this ring, you can speak its command word to cause a small, illusory flame to appear above it. The flame emits light like a normal candle but doesn't require oxygen or give off heat. Speaking the command word again snuffs out the light.

In addition, when you cast the ritual version of a spell, you can use the ring as a material component of the



RING OF
SOLAR'S SIGHT

RING OF THE
ARCANE BERSERKER



RING OF LUNAR MIGHT

RING OF THE
ASSASSIN LORD

spell in addition to its normal requirements. When you do, the ritual version of the spell's total casting time is reduced by 5 minutes. Once this property of the ring has been used, it can't be used again until the next dawn.

RING OF SOLAR'S SIGHT

Ring, rare (requires attunement)

This gilded ring has 4 charges and regains 1d3 + 1 expended charges daily at dawn. While wearing the ring, you can use a bonus action to expend 1 of its charges to cast the *hunter's mark* spell from it, which lasts for 1 minute. You gain a +2 bonus to weapon attack rolls made against any target you mark with the spell in this way, and on a hit, the attack deals radiant damage instead of the weapon's normal damage type.

RING OF STOLEN ALACRITY

Ring, uncommon

This ring has a loose outer layer that's covered with illustrations of a person caught in various stages of running. If you spin the outer layer, the person appears to animate and run.

If you aren't surprised while wearing this ring, you can use your reaction when you roll for initiative to spin the ring and speak its command word. You use this reaction after you know the initiative order, if the GM shares it with you, but before any creature takes its turn. Choose a creature that you can see within 30 feet of you that also rolled for initiative. That creature must succeed on a DC 13 Charisma saving throw or swap the total of its initiative roll with yours. A willing creature can choose to fail this saving throw. Once this property of the ring has been used, it can't be used again until the next dawn.

If the GM doesn't share the initiative order with you, you can choose up to three creatures that you can see within 30 feet of you as part of this reaction. You immediately learn whether each of those creatures acts before or after you in the initiative order. Afterward, choose one of those creatures to make the saving throw as normal.



RING OF
STOLEN ALACRITY

RING OF VOLLEYS

Ring, uncommon

While wearing this ring, you can choose to summon a nocked arrow or bolt whenever you draw a bow or crossbow. The ammunition is magical. An arrow or bolt vanishes if you don't fire it right away and disappears right after it hits or misses.

RING OF THE ARCANE BERSERKER

Ring, rare (requires attunement by a barbarian)

This dark silver ring is decorated by a metallic skull with an amethyst gemstone embedded in its forehead. While wearing the ring, you can use an action to cast the *chill touch* spell (+5 to hit with ranged spell attack) from it.

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can cast a spell even if you're raging by expending 1 of the ring's charges as part of casting the spell. If you do, your rage does not end at the end of your turn as a result of not attacking a hostile creature. In addition, you can concentrate on spells while raging, but have disadvantage on Constitution saving throws to maintain your concentration on them when you take damage.

RING OF THE ASSASSIN LORD

Ring, legendary (requires attunement by a rogue)

This dagger-shaped ring has been worn by famous assassins throughout history. While wearing this ring, you can deal your extra Sneak Attack damage twice, instead of once, on each of your turns. The two attacks must be made against different targets, and the Sneak Attack damage for the second attack is halved.

The inside of the ring is blank when you first attune to the ring. A small tick mark appears on the band's interior whenever you reduce a creature of challenge rating 1 or higher to 0 hit points with an attack in which you dealt Sneak Attack damage. Once the ring has 50 marks, your Dexterity ability score increases by 2, as does your maximum for that score, and the ring stops adding more marks. If another creature attunes to the ring and gains this bonus, your Dexterity ability score and maximum for that score return to normal.

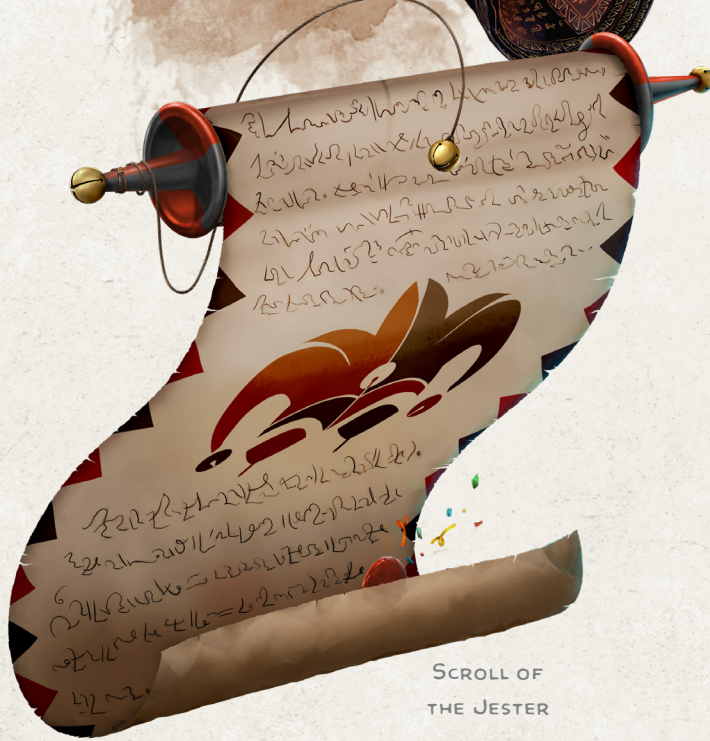
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SCROLL OF MAPPING



SCROLL OF NIGHTMARES



SCROLL OF THE JESTER

THE GRIFFON'S SADDLEBAG

SCROLL OF MAPPING

Scroll, uncommon or very rare

By using an action to read the scroll, you cause the arcane script on the page to vanish and become an inked map of the surrounding area. The map shows the area in a 1-mile radius centered on the point where you read the scroll and indicates both structures and topography. By touching the map, a small light appears at your location to indicate where you are. Using a series of natural gestures when touching the page, you can cause the map to change its scale or displayed portion of the area. The scroll isn't destroyed when you read it, but can't be used again to create a different map.

The following *scroll of mapping* is a very rare variant with additional properties.

This map is in color and displays the names of large and small locations, depending on the map's scale, such as the name of the region, street, or nearby shop. In addition, you can use an action to touch the map and ask it where a familiar person or place is that you can name or clearly describe. If the person or place is somewhere that can be shown on the map, an X appears on it at the target's location. If there are multiple targets with the same name or description within the area, multiple marks appear. If the target is a creature that's in a different form, such as being under the effects of a *polymorph* spell, or can't be detected by divination magic or scrying sensors, the map doesn't display its location. If the target is moving, the X follows its movements for the map for 10 minutes, after which time the X vanishes. Once this property of the map has been used, it can't be used again until 12 hours have passed.

SCROLL OF NIGHTMARES

Scroll, rare

Using an action to read this dark scroll causes horrifying memories, fears, and regrets to violently invade the minds of up to 10 creatures of your choice that you can see within 60 feet of you. Each creature must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 5d10 psychic damage and becomes frightened of you for 1 minute or until it takes damage. On a successful save, a creature takes half as much psychic damage and isn't frightened. At the GM's discretion, non-sentient creatures, such as some constructs, oozes, plants, and undead, are immune to this effect.

Reading the scroll causes its script to flash and burn away as each word is spoken. Once the scroll has been used, it turns to ash and is destroyed, releasing a final wail as its magic is consumed.

SCROLL OF THE JESTER

Scroll, rare

Using an action to read this scroll, your appearance magically changes to become a jester. At the same time, 8 perfect illusions of jesters that are identical to you appear in random unoccupied spaces within 30 feet of you. When the jesters appear, each creature of your choice within 60 feet of you must succeed on a DC 15 Wisdom saving throw or be charmed by you as if you had cast the *enthrall* spell (no concentration required).

Each jester is indistinguishable from you and shares your AC, initiative, speed, and bonuses to saving throws. On your turn, you can mentally command each jester where to move (no action required). You can choose to see through a jester's eyes, hear what it hears, or speak through it in your own voice. A creature with truesight can determine which jester is you.

The jesters remain as long as you concentrate (as if concentrating on a spell), to a maximum of 1 minute. A jester disappears early in a plume of confetti if it takes any damage, if it's more than 120 feet away from you, or if you choose to expend it in order to create one of the following effects:

- As an action, you can expend 1 or more jesters to cast one of the following spells (save DC 15, no concentration required): *charm person* (1 jester), *color spray* (1 jester), *confusion* (4 jesters), *greater invisibility* (4 jesters), *hideous laughter* (1 jester), *hypnotic pattern* (3 jesters), *levitate* (2 jesters), or *major image* (3 jesters). When you cast a spell in this way, you can cause the spell to originate from you or from a jester that you can see.
- As a bonus action or as a reaction when you take damage, you can expend 1 jester to immediately and imperceptibly teleport, swapping places with it. The jester disappears after it arrives in your original space.

When the last jester disappears, any effects or spells created by the scroll or its jesters end.

SECOND FIDDLE

Wondrous item, uncommon

A hand-me-down fiddle that's been enchanted over time by the sheer number of bards to have played it. You have a +3 bonus to Charisma (Performance) checks made with this fiddle. In addition, if you're a bard and are holding the fiddle when a creature other than you who can see and hear you rolls a Bardic Inspiration die, you can use your reaction to play a magical note on the fiddle. When you do, the creature can roll the Bardic Inspiration die again and choose either result. You can use this reaction before or after the creature rolls the Bardic Inspiration die, but before the GM says whether the roll succeeds or fails. Once this property has been used, it can't be used again until the next dawn.

SEEKER'S COMPASS

Wondrous item, uncommon

This brass compass has two needles: one large, and one small. The large needle always indicates magnetic north and is unaffected by magical effects that would otherwise mislead it. The small needle remains motionless until activated.

While holding this compass, you can speak its command word as an action to cast the *locate object* spell from it and activate the smaller needle. This version of the spell has a duration of 1 hour, doesn't require concentration, and causes the smaller needle to indicate the direction of the object located by the spell. If the small needle can't detect the object specified by the spell, it spins wildly for a moment and then becomes



SECOND FIDDLE

SEER'S STARLIGHT CLOAK

motionless again. Once used, this property of the compass can't be used again until the next dawn.

SEER'S STARLIGHT CLOAK

Wondrous item, uncommon (requires attunement by a cleric, druid, or wizard)

This deep purple cloak is hemmed with a silver lining that radiates into starburst patterns around the head and arms. When in darkness, tiny stars can be seen from within the cloak's fabric. A constellation of stars in the shape of an eye can always be seen on the front of the cloak's dramatic hood. While wearing the cloak, you can use an action to cast the *guidance* spell.

While you can see the night sky and are wearing the cloak, you can use an action to cast the *augury* spell. When you do, the omens are represented by the number of shooting stars that appear in the sky:

- **Three or more shooting stars**, for good results
- **One shooting star**, for bad results
- **Two shooting stars**, for both good and bad results
- **Nothing**, for results that aren't especially good or bad

Once this property of the cloak has been used, it can't be used again until the next dusk.

SEEKER'S COMPASS



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WILLIWIG'S TIME
STOPPER



WIND-UP
MERCHANT



WIND RIDERS

WILDSKIN ARMOR

Armor (hide), uncommon (requires attunement by a druid)

This enchanted hide armor magically conforms to your body and moves naturally with your movements.

While wearing this armor, you can choose to have it reinforce your new form when you use your Wild Shape. When you do, your AC while you are transformed is equal to 14 + your Dexterity modifier (maximum 2), unless it's already higher. You gain this benefit even if the armor merges into your new form. Once this property has been used, it can't be used again until the next dawn.

WILLIWIG'S TIME STOPPER

Wondrous item, common

This magic bottle stopper's base is made of a mixture of cork and metal, but a stony, gargoyle figurine with a bored expression rests atop it. You can seal or unseal a bottle, flask, jar, waterskin, or similar container with the stopper as an action. When you do, the stopper magically resizes to fit the container's opening (up to 6 inches in diameter). While a container is stoppered in this way, any nonliving liquid inside it doesn't age, decay, rot, or spoil. If the container has a tap or similar means of dispensing the liquid without unstoppering it (such as a keg), the effect on the liquid ends once it leaves the vessel.

WIND RIDERS

Wondrous item, rare

These boots look and feel like pale, dried leaves but are remarkably soft and quiet to walk in. While wearing these boots, you can move normally in difficult terrain caused by strong winds.

While wearing these boots, you can use an action to speak their command word to cast the *gaseous form* spell, transforming yourself into a swirling cloud of vapor and leaves. This version of the spell lasts for up to 1 minute, but only allows you to float vertically using your movement speed. Your horizontal movement speed while in this form is decided by the direction and speed

of the wind. A wind of light speed (between 5 and 10 miles per hour) propels you 10 feet per round, whereas a wind of moderate or greater speed (at least 10 miles per hour) pushes you 20 feet instead.

Traveling somewhere while in this form where the swirling leaves are unable to follow you ends the effect early. Once the boots have been used to cast this spell, they can't do so again until the next dawn.

WIND AND WHIRL

Weapon (scimitar), very rare (requires attunement)

This pair of scimitars was forged in the Elemental Plane of Air and cut effortlessly through the air in tandem. Attuning to one of the scimitars automatically attunes you to both of them, which count as one attuned item.

You gain a +1 bonus to attack and damage rolls made with these magic weapons, which have the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after you make a ranged attack with one of the scimitars, it flies back to your hand. In addition, when you engage in two-weapon fighting using both scimitars, you can add your ability modifier to the damage of the second attack.

As an action, you can speak the scimitars' command words and throw the two swords at a point you can see within 60 feet of you. The two weapons spin wildly and create a sudden whirlwind in a 15-foot-radius, 30-foot-high cylinder centered on the point. A target caught in the whirlwind's area must make a DC 15 Strength saving throw. On a failed save, a target takes 6d6 bludgeoning damage and is flung up 20 feet away from the point in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. On a successful save, a target takes half as much bludgeoning damage and isn't flung away or knocked prone. The scimitars fly back to your hands immediately after the effect. Once this property of the scimitars has been used, it can't be used again until the next dawn.

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WIND-UP MERCHANT

Wondrous item, rare

This soft toy figurine is 5 inches tall and weighs 1 pound. You can use an action to wind up the toy using a crank in the back, causing it to release a thin strip of parchment listing 3 magic items and their costs from the list below. The toy then whirs and animates slowly, walking and bowing slightly, and can't be wound up again until 24 hours have passed.

Roll 3d12, recording each number rolled, to determine which of the following magic items are listed on the parchment. At the GM's discretion, reroll duplicate results.

d12	Item Name	Cost
1	<i>potion of climbing</i>	25gp
2	<i>potion of healing, common</i>	25gp
3	<i>spell scroll, 1st level: comprehend languages (25%), detect magic (25%), feather fall (25%), or identify (25%)</i>	25gp
4	<i>broom of flying</i>	50gp
5	<i>dust of disappearance</i>	50gp
6	<i>eversmoking bottle</i>	50gp
7	<i>goggles of night</i>	50gp
8	<i>immovable rod</i>	50gp
9	<i>potion of growth</i>	50gp
10	<i>potion of resistance</i>	50gp
11	<i>restorative ointment, 2 uses</i>	50gp
12	<i>ring of water walking</i>	50gp

While the toy is animated, you can use an action to deposit any number of coins into the slot on the toy's belly and speak the name of an item listed on the parchment. If the value of the coins deposited in the toy is equal to or greater than the cost of the named item, the item magically appears in your hand or at your feet (your choice) and is removed from the parchment. The spent coins are then lost.

The toy remains animated for 5 minutes or until each item has been purchased from the list. When the toy stops animating, any deposited coins that weren't spent on the listed items clatter to the ground below it, converting them into smaller denominations as needed, and the parchment turns to dust and is destroyed.

An item purchased from the *wind-up merchant* disappears after 24 hours, or early if you attempt to sell or trade it to another creature.

WISP CLOAK

Wondrous item, uncommon (requires attunement)

This near-weightless cloak billows softly even without wind. While wearing this cloak, you have advantage on death saving throws and can move normally through the space of any Medium or smaller creature once on each of your turns, but can't stop there.

Curse. This cloak is cursed by the spirit of a person who was betrayed by a close friend. Once you wear this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing the cloak, whenever you move or end your turn within 10 feet of a friendly creature with 0 hit points for the first time on each of your turns, that creature must succeed on a DC 13 Constitution saving throw or suffer a failed death saving throw.

