

POKÉMON INSPIRED WEAPONS & ITEMS

GENERATION VIII



BY CHRISTOPHER J FOSTER

INTRODUCTION



LOOKING FOR MAGIC ITEMS BASED UPON Pokémon? Items that are more animalistic and natural in origins? Or maybe you'd like some items that can evolve into new and more powerful items? Then you're in the right place! This book contains magic items based on Pokémon from the 8th Generation of games, for an eventual total of 150 magic items!

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

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Writing and Item Art by Christopher J Foster

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

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BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	Attack of the Giant Gingerbreads!
BoB	Bake-off Battle
CoS	Curse of Strahd
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
DMG	Dungeon Master's Guide
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
FTD	Fizban's Treasury of Dragons
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Iceland 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
SCC	Strixhaven: A Curriculum of Chaos
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
UA	Unearthed Arcana
VGR	Van Richten's Guide to Ravenloft
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WBW	The Wild Beyond the Witchlight

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.

810 - NUNCHIKPEP

Weapon (Nunchaku) – Uncommon (180 gp, requires attunement)

This wood nunchaku has orange rivets on the ends attaching the two pieces with a green vine cord. A green oval bobble with yellow and orange markings resembling a face hangs from the center of the cord.

While attuned to this nunchaku: you gain +1 to Performance rolls; and if you drop below half of your maximum hitpoints, attacks with this nunchaku do +1 bludgeoning damage.

Evolving: If this nunchaku remains in an area full of lush plants (like a jungle or the Swamp of Oblivion) for a year, it will become an **811 - Nunchikstix**.

811 - NUNCHIKSTIX

Weapon (Nunchaku, Cursed) – Rare (1810 gp, requires attunement)

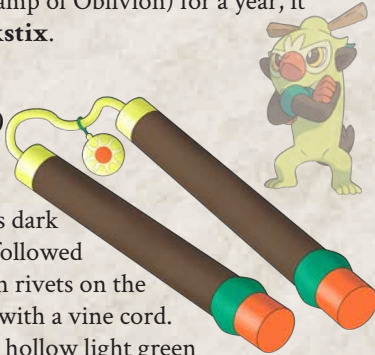
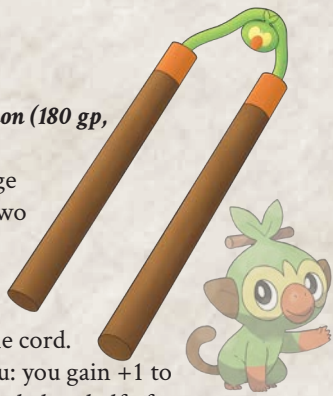
This wood +1 nunchaku has dark green bands around the ends followed by orange caps, and light green rivets on the ends attaching the two pieces with a vine cord. A dark green string vine ties a hollow light green coconut-like sphere to the cord.

While attuned to this nunchaku: you gain +2 to Performance rolls; if you drop below half of your maximum hitpoints, attacks with this nunchaku do an additional 1d4 bludgeoning damage; and once between long rests, at the start of combat you can choose to summon a grassy terrain around yourself. This does not require any action on your part, but does not start until your first turn not surprised. The terrain in a 50-foot radius circle around you becomes lush with vegetation as plants seem to become healthier and heartier, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the field that aren't airborne regain 1 hitpoint at the start of their turn, or 1d4 if they are prone.
- Any attacks or spells that use plants (such as *Thorn Whip* or *Entangle*) done by any creatures in the field do an additional die of damage (ie 2d6 becomes 3d6). This nunchaku gains an extra 1d4 bludgeoning from this effect.
- Any attacks or spells that use earth (such as *Earth Tremor* or *Erupting Earth*) done by any creatures in the field do a die less of damage (ie 2d6 becomes 1d6) to a minimum of 1.

Cursed. This nunchaku is cursed. While cursed, you feel compelled to create rhythmic beats, believing it will earn you respect from people. You will often start unconsciously drumming beats on objects at hand with this nunchaku, like on a door in front of you. Anytime you spend a turn next to a drumable surface, you must make a DC 10 Wisdom save or start drumming on that surface loud enough for others to hear you, with the DC increasing by 1 for every hour since you were last able to drum for at least a minute.

Evolving: If this nunchaku remains in an area full of lush plants (like a jungle or the Swamp of Oblivion) for a decade, it will become an **812 - Gorythmiku**.



812 - GORYTHMIKU

Weapon (Nunchaku) – Very Rare (12,800 gp, requires attunement)

This wood +2 nunchaku has dark green leafy green bands around the ends with gray-brown caps and rivets. The rivets attach the two pieces with a chain of dark green pieces shaped like leaves. Hanging from the middle of the chain by a string vine is a hollow round piece of wood with cut stumps and green thorns coming off it, and can be used as a drum.

While attuned to this nunchaku: you gain +3 to Performance rolls; if you drop below half of your maximum hitpoints, attacks with this nunchaku do an additional 2d4 bludgeoning damage; and twice between long rests, at the start of combat you can choose to summon a grassy terrain around yourself. This does not require any action on your part, but does not start until your first turn not surprised. The terrain in a 50-foot radius circle around you becomes lush with vegetation as plants seem to become healthier and heartier, lasts for 1 minute, until you dismiss it or until you are rendered unconscious, and causes the following effects:

- Creatures in the field that aren't airborne regain 1 hitpoint at the start of their turn, or 1d4 if they are prone.
- Any attacks or spells that use plants (such as *Thorn Whip* or *Entangle*) done by any creatures in the field do an additional die of damage (ie 2d6 becomes 3d6). This nunchaku gains an extra 1d4 bludgeoning from this effect, and the spells this nunchaku can cast benefit from this effect.
- Any attacks or spells that use earth (such as *Earth Tremor* or *Erupting Earth*) done by any creatures in the field do a die less of damage (ie 2d6 becomes 1d6) to a minimum of 1.

This nunchaku has 3 charges, which refresh after a long rest, and can be used to cast the following spells:

- *Thundering Drumbeat* (1 or more charges)
- *Spike Growth* (2 charges)
- *Plant Growth* (3 charges)

THUNDERING DRUMBEAT

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

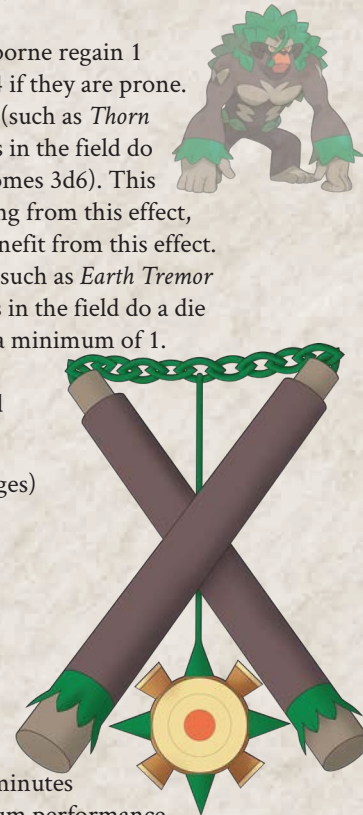
Components: S, M (A drum)

Duration: Concentration, Up to 10 minutes

You pour magic into a thundering drum performance, making the air 15 feet around you heavy with sound, halving the speed of other creatures while they are in the affected area, unless they are resistant or immune to thunder damage.

At the start of each of your turns that this spell is active, you must make a Performance roll, and you can use your action for that turn to give yourself advantage on the roll. When a creature enters the spell area for the first time on a turn or starts their turn there, they must make a Wisdom saving throw against your Performance roll. On a fail the creature takes 1d8 thunder damage, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the thunder damage increases by 1d8 for each slot level above 1st.



813 - SHIBANNY

Wondrous (Shoes) – Uncommon (220 gp, requires attunement)

These white shoes have a yellow sole with red toecap, heel, and heel tab. The velcro fasteners have yellow in the center.

While attuned to and wearing these shoes: you are protected from the negative effects of cold weather; you gain +1 to Athletics rolls; and if you drop below half of your maximum hitpoints, your unarmed strikes do +1 fire damage.

Evolving: If you win 10 sports games while attuned to these shoes, they will become a pair of **814 - Lapyrab**.



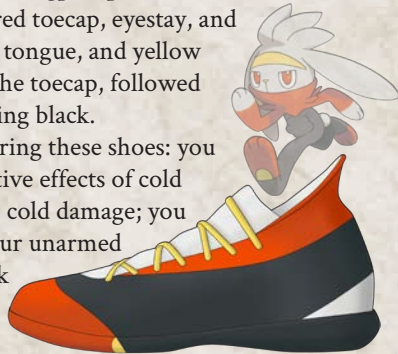
814 - LAPYRAB

Wondrous (Shoes) – Rare (1840 gp, requires attunement)

These black shoes have a red toecap, eyestay, and high collar, a white heel and tongue, and yellow laces. The sole is red under the toecap, followed by a yellow spot before turning black.

While attuned to and wearing these shoes: you are protected from the negative effects of cold weather; you are resistant to cold damage; you gain +2 to Athletics rolls; your unarmed strikes gain +1 to their attack and damage rolls; and if you drop below half of your maximum hitpoints, your unarmed strikes do an additional 1d4 fire damage.

Evolving: If you win 100 sports games while attuned to these shoes, they will become a pair of **815 - Pyrabot**.



815 - PYRABOT

Wondrous (Shoes) – Very Rare (15,800 gp, requires attunement)

These black shoes have a red toecap, tongue and backside, white heel, inner eyestay and high collar, and yellow laces and decals.

While attuned to and wearing these shoes: you are protected from the negative effects of cold weather; you are resistant to cold damage; you are immune to the Frozen condition; you gain +3 to Athletics rolls; your unarmed strikes gain +2 to their attack and damage rolls; and if you drop below half of your maximum hitpoints, your unarmed strikes do an additional 2d4 fire damage.

These shoes have 6 charges, which refresh after a long rest, and can be used to cast the following spells:

- **Pyro Ball** (1 or more charges)
- **Misty Step** (2 charges)
- **Swap Spot** (2 charges, uses an Athletics roll from you for DC)



PYRO BALL

1st-level evocation

Casting Time: 1 action

Range: Self (30 foot line)

Components: S, M (A pebble or similar small round object, which is consumed)

Duration: Concentration, Up to 1 minutes

You pour magical fire into a small pebble, turning it into a burning ball a foot across, which you then kick along the ground in a straight 30 foot line as an Athletics roll, and any creatures in the ball's 5 foot wide path must make a Dexterity save against your Athletics roll. On a fail they take 2d4 fire damage.

After the turn you cast this spell, you can use your bonus action to have the ball move in another 30 foot line from where it was with another Athletics roll, or you could use your action to give yourself advantage on the roll. This does not require you to physically kick the ball.

Any creature other than you that attempts to touch the ball will take 1d4 fire damage as they pass through the ball.

If the ball is more than 120 feet away from you at the end of your turn, the ball dissipates and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 2d4 for each slot level above 1st.

SWAP SPOT

2nd-level conjuration

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: Instantaneous

You can choose a Small or Medium creature within 30 feet of you and attempt to teleport the both of you, swapping places. If that creature is willing, this automatically succeeds. If they are not willing, they must succeed on a Constitution saving throw or be teleported.

816 - MESTOL

Weapon (Pistol, Cursed) – Uncommon (2670 gp, requires attunement)

This blue pistol has a swirl over the handle that ends in a dark blue spot. The light blue trigger guard has a dark blue spot on it behind the dark blue trigger. The front sight is yellow and mitten-shaped with dark blue trim along the front edge.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, 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.

The pistol holds 1 shot at a time before needing to be reloaded, using either normal ammo or a 1/4 pint of water. Reloading takes an action, provided you have ammo or an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a 1/4 pint of water is poured into the front of the pistol. 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. When using water as ammo, this gun's shots are silent.

One shot can be used to make an attack against a target at a range of 30/90 when it fires the normal bullet or compressed bullet of water. On a successful hit, they take 1d10 piercing damage from either ammo.

While attuned to this pistol: you gain +1 to Stealth rolls when in water; and if you drop below half of your maximum hitpoints, this pistol does +1 piercing damage.

Cursed. This pistol is cursed. While cursed, whenever you are intimidated or attacked, you must make a DC 15 Wisdom save or start crying uncontrollably, rendering you Blinded, and if you fail by more than 5, you are also Stunned. You can repeat this save at the end of your turn.

Any creatures that start their turn within 5 feet of you while you are crying must also make a DC 15 Wisdom save or start crying uncontrollably, rendering them Blinded, and if they fail by more than 5, are also Stunned. They can repeat this save at the end of their turn, and on a success are immune to this effect for 1 hour.

Evolving: If this pistol remains attuned to someone who is proficient in Stealth for a month, it will become an

817 - Arrozhot.

817 - ARROZHOT

Weapon (Pistol, Cursed) – Rare (7810 gp, requires attunement)

This blue +1 pistol has a swirl over the back end with a dark blue spot in the middle. The front of the barrel is dark blue, with a purple muzzle sticking out. The green trigger has a green semi-circle over top of it, a dark blue spot behind it with a dark blue line going back across the handle, and white below that.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, 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 +1.

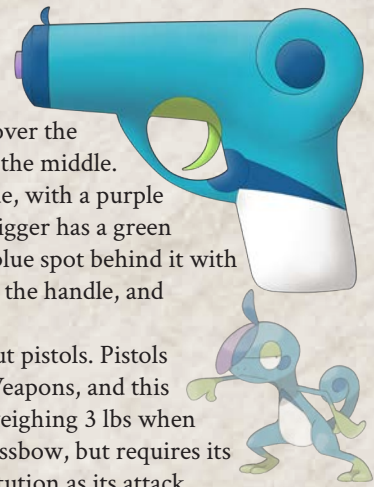
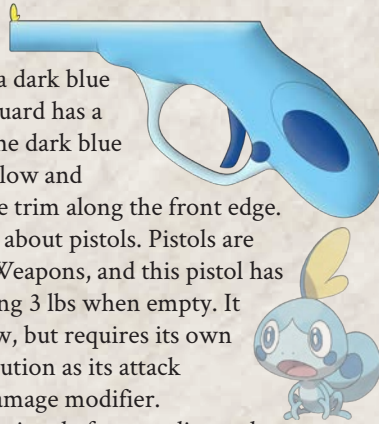
The pistol holds 1 shot at a time before needing to be reloaded, using either normal ammo or a 1/4 pint of water. Reloading takes an action, provided you have ammo or an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a 1/4 pint of water is poured into the front of the pistol. 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. When using water as ammo, this gun's shots are silent.

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

While attuned to this pistol: you gain +2 to Stealth rolls; if you drop below half of your maximum hitpoints, this pistol does an additional 1d4 piercing damage; and when you land a critical hit with this pistol, it does d12 piercing damage instead of d10.

Cursed. This pistol is cursed. While cursed, you feel exceptionally lazy and would prefer not to do anything unless you have to. Out of combat, you will not do anything but laze about unless someone else succeeds on a DC 17 Persuasion, Deception, or Intimidation check to convince you to do what they asked.

Evolving: If this pistol remains attuned to someone who is proficient in Stealth for a year, it will become an **818 - Pistoléon.**



818 - PISTOLÉON

Weapon (Automatic Pistol) – Very Rare (28,610 gp, requires attunement)

This blue +2 pistol has a yellow front sight followed by yellow and dark blue stripes down the barrel. The muzzle and front of the barrel are dark blue, as is the area under the barrel and down the back of the pistol and handle. The trigger guard and front of the handle are black, while the grip panel is white. The trigger and a circle above it are yellow.

See DMG 267 for specifics about pistols. Automatic pistols are considered Martial Ranged Weapons, and this pistol has the reload property, 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.

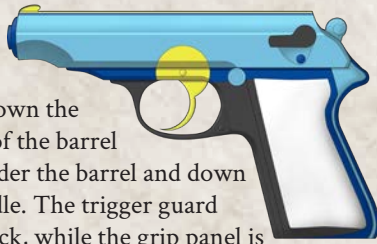
The pistol holds 15 shots at a time before needing to be reloaded, using either normal ammo or a pint of water. Reloading takes an action, provided you have ammo or an easy to use water source at hand like a waterskin or a bucket of water you can submerge the gun in, where a pint of water is poured into the bottom of the pistol. 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. When using water as ammo, this gun's shots are silent.

One shot can be used to make an attack against a target at a range of 50/150 when it fires the normal bullet or compressed bullet of water. On a successful hit, they take 2d6+2 piercing damage from either ammo.

While attuned to this pistol: you gain +3 to Stealth rolls; if you drop below half of your maximum hitpoints, this pistol does an additional 1d6 piercing damage; attacks with this pistol 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; and when you land a critical hit with this pistol, it does d8 piercing damage instead of d6.

This pistol has 4 charges, which refresh after a long rest, and can be used to cast the following spells:

- *Ice Knife* (1 or more charges, DC 19)
- *Invisibility* (2 charges, self only)
- *Greater Invisibility* (4 charges, self only)



819 - SKWOVOAT

Wondrous (Coat, Cursed) – Common (99 gp, requires attunement)

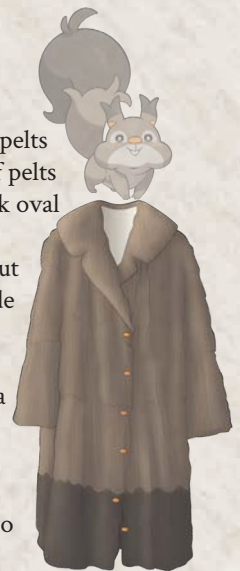
This gray-brown fur coat is made from the pelts of numerous squirrels, with the lowest row of pelts being dark brown, a light gray lining, and pink oval buttons down the front.

The coat has numerous pockets hidden about it, giving you advantage on Stealth rolls to hide small objects in the coat.

While attuned to this coat: whenever you consume a magical consumable item, such as a **Healing Potion**, in addition to the effects of the item, you gain +1 AC for 1 minute, which does not stack.

Cursed. This coat is cursed. While attuned to the coat, you will always feel hungry and are compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 15 Wisdom save or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.

Evolving: If you create 10 hidden food caches while attuned to this coat, it will become an **820 - Schloakaffel**. A cache is created by hiding at least 10 lbs of food where no one notices it for at least 24 hours with a Stealth check. A cache can be found with a Survival or Perception check against the Stealth check.



820 - SCHLOAKAFFEL

Wondrous (Coat, Cursed) – Uncommon (280 gp, requires attunement)

This brown fur coat is made from the pelts of numerous squirrels, with the lowest row of pelts being dark brown, thick dark brown collar with large tufts of fur coming off the back, a light brown lining, and orange buttons down the front that button into the coat rather than through it.

The coat has numerous pockets hidden about it, giving you advantage on Stealth rolls to hide small objects in the coat.

While attuned to this coat: whenever you consume a magical consumable item, such as a **Healing Potion**, in addition to the effects of the item, you are healed 1d4 hitpoints and gain +2 AC for 1 minute, which does not stack.

Cursed. This coat is cursed. While attuned to the coat, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 15 Wisdom save or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.



821 - ROOKIRANG

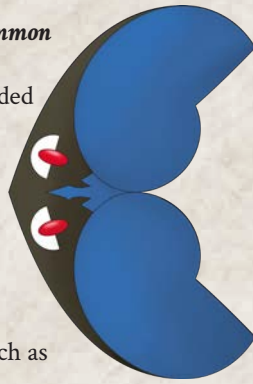
Weapon (Boomerang, Cursed) – Uncommon (740 gp, requires attunement)

This broad blue boomerang has rounded arms and a black front edge with white half-spots beneath ruby red ovals.

While attuned to this boomerang: you can't have disadvantage on attack rolls with this boomerang from non-magical means, such as the dodge action; and attacks on you cannot have advantage from non-magical means (such as being restrained by rope).

Cursed. This boomerang is cursed. While cursed, you will never back down or run away from a fight, no matter how outmatched you appear to be.

Evolving: If you personally defeat 10 enemies larger than yourself while attuned to this boomerang, it will become an **822 - Krangoviz**.



822 - KRANGOVIZ

Weapon (Boomerang) – Rare (3000 gp, requires attunement)

This blue +1 boomerang has pointed arms with black points coming out the back of each end splayed out like a bird's wing. The center of the boomerang is black with a gray triangle in front of white half-spots beneath ruby red ovals.

While attuned to this boomerang: you can't have disadvantage on attack rolls with this boomerang from non-magical means, such as the dodge action; attacks on you cannot have advantage from non-magical means (such as being restrained by rope); and once a day, you may cast the *Legend Lore* spell, but it only succeeds if you inquire about a person or creature.



823 - CORVAILLATE

Armor (Plate) – Very Rare (82,300 gp, requires attunement)

This midnight blue +2 plate armor has a black feather collar and red lining. The pauldrons are made up of feather-like parts, while the tasset is made of tail feather-like parts covering the front and back.

While attuned to this armor: you have advantage on Intimidation rolls; you can speak a command word as a bonus action to make large black raven wings sprout from the back of the armor, giving you a fly speed of 30 feet, with repeating the command word retracting them; and if a creature's attack or spell would lower one of your abilities in some way (either permanently or temporarily) or impose disadvantage on one of your rolls, that lowering or disadvantage is instead reflected back on the creature that tried to inflict it upon you. Damage inflicted on you by the attack or spell is not affected, and for multi-target attacks or spells only you reflect back.



824 - LARPADAR

Armor (Padded, Cursed) – Common (32 gp, requires attunement)

This padded armor has a purple collar, yellow top section, orange midsection, and purple lower section. Purple and yellow bow ties go down each side and tie the front and back together, and an orange bow tie ties the collar together.

While attuned to this armor: if you drop below half of your maximum hitpoints, this armor gains +1 AC; and you can sense your conscious allies within 30 feet of you and know when they are about to attack, giving you advantage on Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Cursed. This armor is cursed. While cursed, you feel weak, giving you disadvantage on all Strength rolls, and you will do everything you can to avoid getting into a fight.

Evolving: If this armor remains attuned to someone whose Intelligence is 12 or higher for a month, it will become an **825 - Keradarmor**.



825 - KERADARMOR

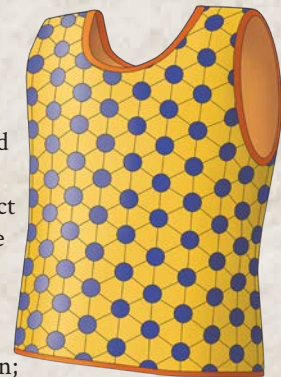
Armor (Studded Leather, Cursed) – Uncommon (825 gp, requires attunement)

This yellow studded leather armor is covered with triangular pieces held in place with blue circle studs, both of which are made from insect carapaces. Thick, dark orange leather trims the armor's holes, and has a light orange lining inside.

While attuned to this armor: you gain a Blindsight of 60 feet from radio-wave detection; if you drop below half of your maximum hitpoints, this armor gains +1 AC; and you can sense your conscious allies within 60 feet of you and know when they are about to attack, giving you advantage on Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

Cursed. This armor is cursed. While cursed, you feel weighed down by the armor. You have disadvantage on Strength rolls, it takes twice as long to don and doff this armor as it would normally take you if you don't have help, and you have difficulty manipulating objects, causing you to automatically fail all sleight of hand checks and requiring assistance to eat and drink while wearing it.

Evolving: If this armor remains attuned to someone whose Intelligence is 14 or higher for a month, it will become an **826 - Armoritellit**.



826 - ARMORITELLIT

Armor (Studded Leather) – Rare (2860 gp, requires attunement)

This black +1 studded leather armor has insect carapaces for chest pieces and pauldrons, which are red with blue spots. Bar pieces run down the belly, held in place with studs made of blue round carapaces, with green ringed eyes, gold eyebrows, and red mouth behind it on the white midriff. Thick black trims runs along the bottom of the armor.

While attuned to this armor: you gain a Blindsight of 120 feet from radio-wave detection; at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); if you drop below half of your maximum hitpoints, this armor gains +1 AC; and you can sense your conscious allies within 60 feet of you and know when they are about to attack, giving you advantage on Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

This armor has 4 charges, which refresh at midnight, and can be used to cast the following spells:

- *Locate Animals or Plants* (2 charges)
- *Locate Object* (2 charges)
- *Locate Creature* (4 charges)

827 - KLOAKTIFUX

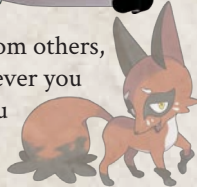
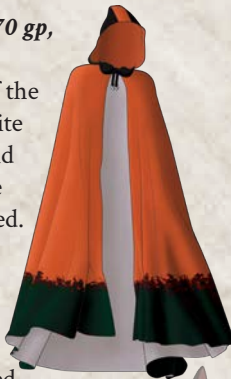
Wondrous (Cloak, Cursed) – Uncommon (170 gp, requires attunement)

This red cloak has black along the sides of the hood and a black bow at the collar, with white teardrop-shaped pearls hanging from the end of the bow's ribbon ends. The bottom of the cloak is black with a smokey edge into the red. The interior lining is light gray.

While attuned to this cloak: you gain +1 to Stealth rolls; and once between long rests you can cast *Pass Without Trace*.

Cursed. This cloak is cursed. While attuned to the cloak, you feel compelled to steal food from others, even when you have your own. As such, whenever you sit down to eat, or have a long or short rest, you will attempt to steal food from those with you instead of eating any food you already have or is given to you.

Evolving: If you successfully steal 30 meals worth of food while attuned to this cloak, it will become an **828 - Thievloak**.



828 - THIEVLOAK

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

This red cloak has black on the sides of the hood and a black double bow at the collar with pearl triangles on it. The back of the cloak is black with pointed ends, and the bottom of the cloak has smokey-edged triangles running around it. The interior lining is light gray.

While attuned to this cloak: you gain +3 to Stealth rolls; once between long rests you can cast *Pass Without Trace*; and whenever you use a consumable magic item, such as a **Healing Potion** or **Spell Scroll**, your speed increases by 15 feet until the end of your turn.

829 - GOSSIARFLEUR

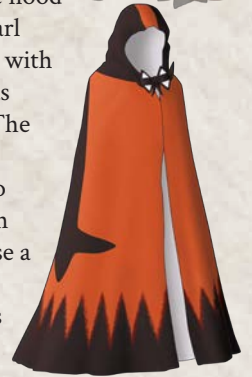
Armor (Studded Leather, Cursed) – Uncommon (1780 gp, requires attunement)

This studded leather armor has yellow spaulders, each made of three pieces of leather, with the top piece a lighter yellow, all attached to a yellow pixane. The chest is a light yellow with a green piece down the center and another green piece below it, and red pieces on the back wrapping around to the front. The armor has a green belt with red wrapping around it and a yellow five-point flower in a red pentagon at the center.

While attuned to this armor: whenever you are hit by a melee attack (including each attack in a multiattack), this armor emits a cloud of tangling cotton puffs. Every creature within 10 ft of you beside yourself must make a DC 13 Dexterity save or have enough of these cotton puffs stick to them to hamper their movement, decreasing their speed by 5 ft and giving them -1 on Dexterity rolls, both of which can stack with multiple layers of cotton puffs. A layer of cotton puffs can be removed as an action by anyone who can touch the target, and all of the cotton puffs will be burned away if the target takes fire damage. Creatures emanating fire (like Fire Elementals) are immune to this effect as the cotton burns off as soon as it touches them.

Cursed. This armor is cursed. While cursed, your body becomes extremely light, making you weigh half your normal weight, giving you advantage on Dexterity saves to dodge attacks but disadvantage on Strength saves, and the armor's cotton makes you vulnerable to fire damage.

Evolving: If this armor remains attuned to someone who spends a month traveling long distances (to a minimum of traveling 500 miles in that month), it will become an **830 - Cottoroi**.



830 - COTTOROI

Armor (Studded Leather, Cursed) – Rare (2900 gp, requires attunement)

This +1 studded leather armor has a yellow collar and spaulders, with a green chest piece and belt covering a cotton white body with light brown seed-like studs. The belt has an octagonal buckle with a light green X in it with dark green triangles and seeds in it.

While attuned to this armor: whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; and whenever you are hit by a melee attack (including each attack in a multiattack), this armor emits a cloud of tangling cotton puffs. Every creature within 10 ft of you beside yourself must make a DC 16 Dexterity save or have enough of these cotton puffs stick to them to hamper their movement, decreasing their speed by 5 ft and giving them -1 on Dexterity rolls, both of which can stack with multiple layers of cotton puffs. A layer of cotton puffs can be removed as an action by anyone who can touch the target, and all of the cotton puffs will be burned away if the target takes fire damage. Creatures emanating fire (like Fire Elementals) are immune to this effect as the cotton burns off as soon as it touches them.

Cursed. This armor is cursed. While cursed, your body becomes extremely light, making you weigh half your normal weight, giving you advantage on Dexterity saves to dodge attacks but disadvantage on Strength saves, and the armor's cotton makes you vulnerable to fire damage.

831 - WOOLATE

Armor (Breastplate, Cursed) – Uncommon (1830 gp, requires attunement)

This black breastplate armor has a thick layer of fluffy white wool over it, and the wool around the collar is gray.

While attuned to this armor: you have resistance to non-magical slashing, piercing, and bludgeoning damage, but are also vulnerable to fire damage.

Cursed. This armor is cursed. While cursed, you dislike conflict, and will try to avoid it as much as possible. Additionally, whenever you enter combat, you must make a DC 14 Wisdom save or become Frightened of all hostile creatures you can see and you must take the Dash action to move away from them by the safest available route on each of your turns, unless there is nowhere to move. If you end your turn in a location where you don't have line of sight of any creatures you are frightened of, you can make the Wisdom saving throw again to end the effect.

Evolving: If you successfully make the Wisdom save on this item's curse at the start of combat a total of 30 times, it will become an **832 - Dubwoolate**.



832 - DUBWOOLATE

Armor (Breastplate) – Rare (5800 gp, requires attunement)

This black +1 breastplate armor has a thick layer of fluffy white wool with large black spots over it and a collar of gray wool. Brown spaulders resembling horns coming off of the armor's shoulders.

While attuned to this armor: you have resistance to slashing, piercing, and bludgeoning damage, but are also vulnerable to fire damage.



833 - KAMACEHAPS

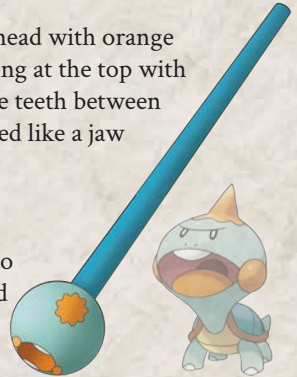
Weapon (Mace) – Uncommon (383 gp)

This blue mace has a round, light blue head with orange spots on the sides and a mouth-like opening at the top with orange cheek spots on each side and white teeth between them. The mouth can be opened and closed like a jaw with a trigger on the handle.

This mace does not suffer any of the disadvantages of being used underwater, gives the wielder advantage on attempts to grapple a single Small or larger target, and you can make a Jaw attack with the mace in place of a normal attack once a round.

On a hit, the jaw attack does 1d6 piercing damage, and the target is grappled by the mace if they are Small or larger. The jaw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 15 Strength check.

Evolving: If this mace successfully grapples 30 hostile creatures with its Jaw attack within the span of a month, it will become an **834 - Kamacelm**.



835 - VOLDIDAS

Wondrous (Shoes, Cursed) – Uncommon
(160 gp, requires attunement)

These tan slip-on shoes have a white tongue that goes under a puffy yellow collar. The outsole is white with a yellow midsole, the front of which is shaped like a lightning bolt, and has light green trim in the middle. The light green toecap has white and yellow squares on either side, and there is a yellow heart patch with light green trim on the back. A yellow pull-tab shaped like a lightning bolt comes off the back of the collar.

While attuned to and wearing these shoes: when you search after combat to recover expended ammunition, you recover 1 additional ammunition; and when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement for 1 minute, which does stack, such as if you are hit by a multi-attack or multiple creatures, to a maximum of 30 feet.

Cursed. These shoes are cursed. While cursed, you are drawn to fast-moving things and will chase after those things. If you perceive any creatures or objects moving more than 30 ft in a turn, you must succeed a DC 13 Wisdom save or on your next turn you will chase after them and use the Dash action to catch up to them if needed. If several subjects moved this way before your turn, you will chase after the last one that moved. Afterwards, you can attempt the save again to end the effect at the start of your following turn, otherwise you will continue to chase them until you catch them, or are distracted by another subject or food.

836 - SABELLEKTRO

Weapon (Rapier) – Rare (6380 gp, requires attunement)

This +1 saber rapier has a golden blade with a black handle and curved guard. Yellow grip lines the inside of the handle, and the pommel is a yellow point with gold trim.

Attacks with this rapier do an additional 1d6 lightning damage.

While attuned to this rapier: your walking speed increases by 15 ft; and you gain +3 to Constitution rolls.



837 - KLONKEPT

Armor (Plate, Cursed) – Uncommon
(8730 gp, requires attunement)

This dark gray plate armor is made of stone, with coal-black spaulders that extend down over the chest in large plates. The red hot looking stone sits over the heart of the armor.

While attuned to this armor: you can have the red sections of this armor emit light as a bonus action with a command word, emitting bright light for 5 feet and dim light for an additional 5 feet; you are resistant to fire damage; and if you are hit by fire damage or damage done with water, either magical or non-magical, you gain 5 feet of movement for 1 minute, which does stack, such as if you are hit by a multi-attack or multiple creatures, to a maximum of 30 feet.

Cursed. This armor is cursed. While cursed, you require coal for sustenance, as normal food becomes extremely unappealing and offers no benefit to you. You can still gain the effects of magical food if you consume it.

5 pounds of coal can usually be purchased for 2 cp in select locations.

Evolving: If you can cover at least 120 feet in a single round while attuned to and wearing this armor, it will become an **838 - Keepkol**.

838 - KEEPKOL

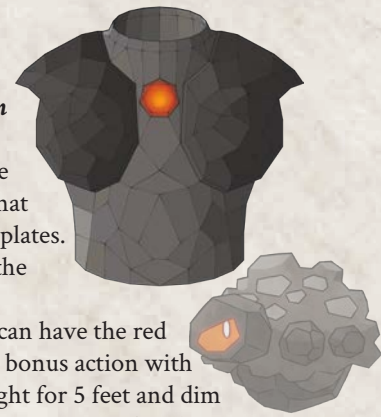
Armor (Plate, Cursed) – Rare
(18,820 gp, requires attunement)

This dark gray +1 plate armor is made of stone, with coal-black spaulders that extend down over the chest in large plates with pieces of coal jutting up over the shoulders. A matching helm has a flat faceplate with large triangular eye holes and a red hot bottom edge that resembles a large, thin smile. The top and back of the helm have pieces of coal jutting out of them. The armor beneath the coal pieces is red hot, as is a stone sitting over the heart of the armor.

While attuned to this armor: you can have the red sections of this armor emit light as a bonus action with a command word, emitting bright light for 10 feet and dim light for an additional 10 feet; you are resistant to fire damage; if you are hit by fire damage or damage done with water, either magical or non-magical, 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; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

Cursed. This armor is cursed. While cursed, you require coal for sustenance, as normal food becomes extremely unappealing and offers no benefit to you. You can still gain the effects of magical food if you consume it.

Evolving: If you can cover at least 240 feet in a single round while attuned to and wearing this armor, it will become an **839 - Coaloslate**.



839 - COALOSLATE

Armor (Plate, Cursed) – Very Rare (83,900 gp, requires attunement)

This dark gray +2 plate armor is made of stone, with coal-black spaulders that extend down over the chest in large plates with pieces of coal jutting up over the shoulders, including one large pointed piece. A matching helm has a flat faceplate with large triangular eye holes and a red hot bottom edge that resemble a large smile with coal-black hexagonal teeth. The top and back of the helm have pieces of coal jutting out of them. The inside of the helm and along the edges of all the coal pieces are red hot, as is a stone sitting over the heart of the armor.

While attuned to this armor: you can have the red sections of this armor emit light as a bonus action with a command word, emitting bright light for 15 feet and dim light for an additional 15 feet; you are resistant to fire damage; if you are hit by fire damage or damage done with water, 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; and any creatures that attempt to grapple or restrain you have disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you. If you are hit by fire damage, this feature does an additional 1d4 fire damage until the end of your next turn.

This armor has 3 charges, which refresh after a long rest, and 1 or more charges can be used to cast the *Tar Shot* spell (DC 17).

Cursed. This armor is cursed. While cursed, you require coal for sustenance, as normal food becomes extremely unappealing and offers no benefit to you. You can still gain the effects of magical food if you consume it.

TAR SHOT

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A piece of coal or tar)

Duration: Concentration, Up to 1 minute

You throw a shot of tar at a point of your choice within range, where it coats a 5 ft square with sticky tar.

When a creature starts its turn in the tar or enters them during its turn, they must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the tar or until it breaks free.

A creature restrained by the tar can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The tar is flammable. Any tar exposed to fire ignites, dealing 2d4 fire damage to any creature that starts its turn in the fire or enters the fire during their turn. Ignited tar is still very sticky.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the tar square increases by 5 ft, so 2nd level is a 10 ft square, 3rd level is 15 ft, and so on.



840 - VERPEURISE

Armor (Shield, Cursed) – Uncommon (840 gp, requires attunement)

This red shield has a beige edge with points going inwards. The center of the shield has a light green asterisk with light red petals around it. A thick, rounded green cord hangs from inside the bottom of the shield.

While attuned to this shield: whenever you use a magical consumable item, such as a **Healing Potion** or **Spell Scroll**, you can double the damage/healing for the item.

Cursed. This shield is cursed. While cursed, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that is edible you must make a DC 15 Wisdom save or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.



841 - POMMEDRANG

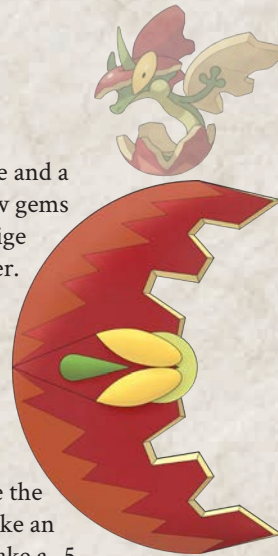
Weapon (Boomerang, Cursed) – Rare (4180 gp, requires attunement)

This red +1 boomerang has a round front edge and a chiseled beige back edge. A green and two yellow gems are embedded in the center. The underside is beige with thick green veins spread out from the center.

Attacks with this boomerang do an additional 1d4 acid damage, and on a hit the target has -1 AC until the end of your next turn, which does not stack.

While attuned to this boomerang: whenever you use a magical consumable item, such as a **Healing Potion** or **Spell Scroll**, you can double the damage/healing for the item; and before you make an attack with this boomerang, you can choose to take a -5 penalty to the attack roll, and if the attack hits it does an additional 10 bludgeoning damage.

Cursed. This boomerang is cursed. While cursed, you will give off a sweet and delicious fruity scent that attracts hungry creatures, and creatures with a keen sense of smell can easily track and find you regardless of any attempts to hide yourself.



842 - TWACKRUPPLE

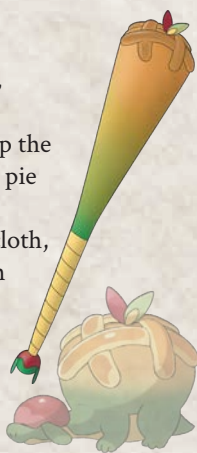
Weapon (Greatclub, Cursed) – Rare (2480 gp, requires attunement)

This green +1 greatclub turns beige going up the head, which has a crisscross of what looks like pie crust on top with two red-green leaves in the middle. The handle is wrapped in light beige cloth, and has a round pommel with a red coating on top and ear-like dangles on each side.

Attacks with this greatclub do an additional 1d4 acid damage, and on a hit the target has -1 AC until the end of your next turn, which does not stack.

While attuned to this greatclub: you have resistance to fire and cold damage; and whenever you use a magical consumable item, such as a **Healing Potion** or **Spell Scroll**, you can double the damage/healing for the item.

Cursed. This greatclub is cursed. While cursed, you will give off a sweet and delicious fruity scent that attracts hungry creatures, and creatures with a keen sense of smell can easily track and find you regardless of any attempts to hide yourself.



843 - SALANGUN

Weapon (Shotgun, Cursed) – Uncommon (8430 gp, requires attunement)

This beige double barrel shotgun has a brown forestock and cover over the body with dark brown dashes around it. The stock has two brown lines across its sides, and a small brown snake hanging from it. The two green triggers are protected by a brown guard.

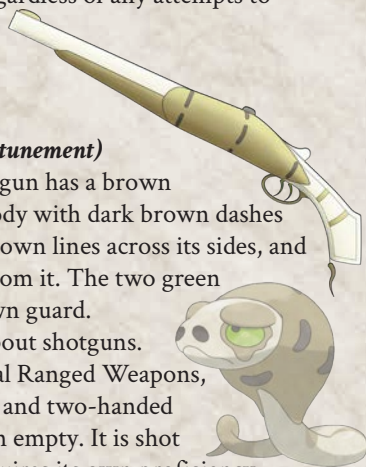
See DMG 267 for specifics about shotguns. Shotguns are considered Martial Ranged Weapons, and this shotgun has the reload and two-handed properties, weighing 7 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The shotgun holds 2 shots at a time before needing to be reloaded, using either normal ammo or a pound of sand. Reloading takes an action, provided you have ammo or an easy to use source of sand at hand, like a bag of sand, to pour into it. The sand must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out.

One shot can be used to make an attack against a target at a range of 30/90 when it fires the normal bullet or compressed bullet of sand. On a successful hit, they take 2d8 piercing damage from either ammo, and if using sand the target must make a DC 13 Constitution save or be blinded until the end of their next turn.

While attuned to this shotgun: sandy terrain is not difficult terrain for you; you have advantage on Dexterity saves on sandy terrain; and you gain 15 ft of burrowing speed.

Cursed. This shotgun is cursed. While cursed, you dislike conflict, and will try to avoid it as much as possible. Additionally, whenever you enter combat, you must make a DC 13 Wisdom save or become Frightened of all hostile creatures you can see and you must take the Dash action to move away from them by the safest available route on each of your turns, unless there is nowhere to move. If you end



your turn in a location where you don't have line of sight of any creatures you are frightened of, you can make the Wisdom saving throw again to end the effect.

Evolving: If this shotgun remains on the Elemental Plane of Earth for a year, it will become an **844 - Sadaishot**.

844 - SADAISHOT

Weapon (Shotgun, Cursed) – Rare (18,340 gp, requires attunement)

This beige +1 double barrel shotgun has a thick dark brown donut around the middle of the barrels, with a beige coil going down the back, both with angular black lines crisscrossing across them and holding light brown trapezoids. The front of the barrels has light brown, green, and red markings on either side that resembles eyes. The stock is light brown with black edges and lines across it. The two green triggers are protected by a red guard.

See DMG 267 for specifics about shotguns. Shotguns are considered Martial Ranged Weapons, and this shotgun has the reload and two-handed properties, weighing 7 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.

The shotgun holds 2 shots at a time before needing to be reloaded, using either normal ammo or a pound of sand. Reloading takes an action, provided you have ammo or an easy to use source of sand at hand, like a bag of sand, to pour into it. The sand must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out.

One shot can be used to make an attack against a target at a range of 30/90 when it fires the normal bullet or compressed bullet of sand. On a successful hit, they take 2d8 piercing damage from either ammo, and if using sand the target must make a DC 16 Constitution save or be blinded until the end of their next turn.

While attuned to this shotgun: sandy terrain is not difficult terrain for you; you have advantage on Dexterity saves on sandy terrain; you gain 15 ft of burrowing speed; and once between long rests, after you take damage from an attack, you can use your reaction to summon a small sandstorm around yourself. The sandstorm circles around you at a radius of 15 feet, lasting for 10 minutes, until you dismiss it, or until you are rendered unconscious. While in the storm, other creatures' speed is halved in the area, and when another creature enters the area for the first time on a turn or starts its turn there, it must make a DC 16 Strength saving throw. On a failed save, they take 3d8 slashing damage, and on a successful save, they take half as much damage.

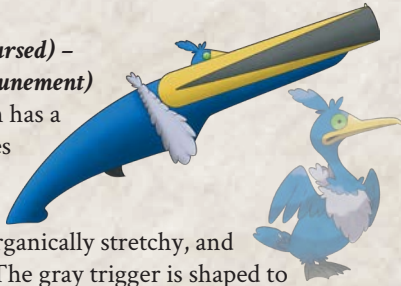
Cursed. This shotgun is cursed. While cursed, you dislike conflict, and will try to avoid it as much as possible. Additionally, whenever you run out of ammunition for this shotgun (including sand), you must make a DC 16 Wisdom save or become Frightened of all hostile creatures you can see and you must take the Dash action to move away from them by the safest available route on each of your turns, unless there is nowhere to move. If you end your turn in a location where you don't have line of sight of any creatures you are frightened of, you can make the Wisdom saving throw again to end the effect.



845 - CRAMORANNON

Weapon (Handcannon, Cursed) – Rare (15,830 gp, requires attunement)

This blue +1 handcannon has a yellow barrel with gray sides that resembles a large beak, complete with the top of a bird head on it and being organically stretchy, and a feathery pale blue collar. The gray trigger is shaped to resemble a webbed bird's foot.



While attuned to this handcannon: as a bonus action, you can take a Small or Tiny creature that is willing, or that you or an ally next to you have a hold of, and cram them down the barrel of the cannon to use as Improvised Ammunition for your next shot, using a range of 75/300 and doing 1d8 (for Tiny creatures) or 2d8 (for Small creatures) bludgeoning damage, and any appropriate additional effects, as determined by the DM. For example, if an Ice Mephit is used, then the attack does an additional 2d4 cold damage. The creature used as ammunition also takes the bludgeoning damage and land in an unoccupied space next to the target, but if the shot misses they take half the bludgeoning damage and land in a random spot within 15 ft of the target.

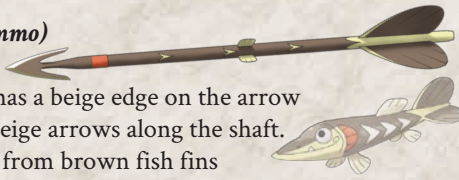
Cursed. This handcannon is cursed. While cursed, you become rather unintelligent, having a -3 penalty to your Intelligence rolls.

Additionally, you are very protective of your food and will immediately attack anyone who attempts to steal food from you.

846 - SASIKAMMU

Weapon (Arrow, Ammo) – Uncommon (180 gp)

This brown arrow has a beige edge on the arrow head and backwards beige arrows along the shaft. The fletching is made from brown fish fins with beige edges set in the beige end of the arrow, and a smaller set of beige fletching midway down the shaft.



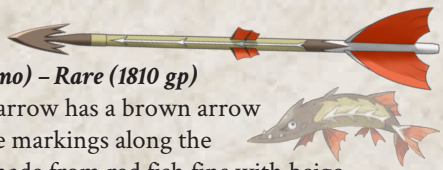
Attacks with this arrow do not suffer any of the disadvantages of being used underwater, even if the bow would, and are not affected by any spells or magic items that would cause the arrow to hit another target, like the *Mirror Image* spell or an **Arrow-Catching Shield**.

Evolving: If this arrow remains on the Elemental Plane of Water for a year, it will become an **847 - Hastarrow**.

847 - HASTARROW

Weapon (Arrow, Ammo) – Rare (1810 gp)

This light brown +1 arrow has a brown arrow head and beige fishbone markings along the shaft. The fletching is made from red fish fins with beige edges set in the beige end of the arrow, and a smaller set of red fletching midway down the shaft.



Attacks with this arrow do not suffer any of the disadvantages of being used underwater, even if the bow would, and are not affected by any spells or magic items that would cause the arrow to hit another target, like the *Mirror Image* spell or an **Arrow-Catching Shield**.

848 - TOXULELE

Wondrous (Ukulele, Instrument, Cursed) – Uncommon (1990 gp, requires attunement to a spellcaster)

This purple ukulele has a round body and headstock, triangular tuners, and a gray-white spark emblem coming off the top of the headstock.

While attuned to this ukulele: you gain the *Shocking Grasp & Poison Spray* cantrips; and when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement until the end of your next turn, which does not stack.

Cursed. This ukulele is cursed. While cursed, you are a bit of a klutz, making it difficult for you to hold on to and use handheld tools and objects, with the exception of this ukulele, and you automatically fail Sleight of Hand rolls.

Evolving: If this ukulele remains on the Elemental Plane of Air for a year, it will become an **849A - Toxtricitar**.

If this ukulele remains on the Great Conflagration for a year, it will become an **849B - Salassen**.



849A - TOXTRICITAR

Wondrous (Guitar, Instrument, Cursed) – Rare (7950 gp, requires attunement to a spellcaster)

This purple guitar has a round body with large points coming off the top, and light purple stubby spikes coming off the bottom section. The electric yellow pickguard resembles a large downwards arrow, with the light purple bridge, knobs, and pickups on top. The yellow neck has a round purple headstock with an electric frill coming off it, covering the tuning pegs.

While attuned to this guitar: you gain a +1 bonus to spell attack and damage rolls; you are resistant to Thunder damage; any time you do Thunder damage you can roll an additional 1d4 Thunder damage; you gain the *Shocking Grasp, Poison Spray & Booming Blade* cantrips, and the *Booming Blade* can be cast on this guitar which allows it to be used as a Greatclub; and when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement until the end of your next turn, which does not stack.

This guitar has 5 charges, which refresh at midnight, and can be used to cast the following spells:

- *Witch Bolt* (1 or more charges)
- *Thunderwave* (1 or more charges)
- *Dragon's Breath* (2 or more charges, self & lightning damage only)
- *Shatter* (2 or more charges)
- *Storm Sphere* (4 or more charges)

Cursed. This guitar is cursed. While cursed, you become short-tempered and aggressive, causing you to immediately attack anyone you feel has provoked you.



849B - SALASSEN

Wondrous (Bass Guitar, Instrument, Cursed) – Rare (8490 gp, requires attunement to a spellcaster)

This purple bass guitar has a round body with small points coming off the top, and light purple stubby spikes coming off the bottom section. The electric blue pickguard resembles a large downwards arrow, with the light purple bridge, knobs, and pickups on top. The blue neck has a round purple headstock with an electric frill coming off it, covering the tuning pegs.

While attuned to this guitar: you gain a +1 bonus to spell attack and damage rolls; you are resistant to Thunder damage; any time you do Thunder damage you can roll an additional 1d4 Thunder damage; you gain the *Shocking Grasp*, *Poison Spray* & *Booming Blade* cantrips, and the *Booming Blade* can be cast on this guitar which allows it to be used as a Greatclub; and when you are intimidated or hit by an attack from any Undead, Insectoid, or Shadowy creatures, you gain 5 feet of movement until the end of your next turn, which does not stack.

This guitar has 5 charges, which refresh at midnight, and can be used to cast the following spells:

- *Ray of Sickness* (1 or more charges)
- *Thunderwave* (1 or more charges)
- *Dragon's Breath* (2 or more charges, self & poison damage only)
- *Shatter* (2 or more charges)
- *Cloudkill* (5 charges)



Cursed. This guitar is cursed. While cursed, you become haughty and arrogant, looking down on others, and you no longer care if others get hurt or objects get damaged because of your actions. If you are a Good aligned character, you become Neutral aligned while cursed.

850 - GRILLEPAXE

Weapon (Chain Axe, Cursed) – Uncommon (1750 gp, requires attunement)

This red chain axe has a square-shaped head with a circular orange blade edge, along with an orange triangle and mustache-like marking on it. The chain is made up of alternating orange rings and brown squares, ending in a red counterweight shaped like the head but smaller.

Attacks with this chain axe do an additional 1d4 fire damage.

While attuned to this chain axe: once between long rests you can cast the *Fog Cloud* spell; and whenever you are hit with fire damage, the fire damage this axe does increases from 1d4 to 1d6 until the end of your next turn.

Cursed. This chain axe is cursed. While cursed, you feel a need to grapple or restrain any creature you're fighting. When in combat, if you are not currently grappling or restraining a hostile creature, you will use your action(s) to try and grapple or restrain one.

Evolving: If this chain axe remains on the Elemental Plane of Fire for a year, it will become an **851 - Chaintiskorch**.



851 - CHAINTISKORCH

Weapon (Chain Axe) – Rare (8150 gp, requires attunement)

This red chain axe has a square-shaped head with a circular orange blade edge, with flame-like markings ending in ribbons coming off the sides over angular brown horns, along with an orange triangle and diamond marking on it. The chain is made up of alternating golden rings and brown squares, with golden orbs floating in the center of each ring, and ending in a red counterweight shaped like the head with horns and flame ribbons, but smaller.

Attacks with this chain axe do an additional 1d6 fire damage.

While attuned to this chain axe: you are resistant to fire damage; once between long rests you can cast the *Fog Cloud* spell; and whenever you are hit with fire damage, the fire damage this axe does increases from 1d6 to 1d8 until the end of your next turn.



852 - PUNCHLPAF

Wondrous (Gloves, Cursed) – Uncommon (285 gp, requires attunement)

These beige boxing gloves have orange velcro parts that cover the gloves' laces, with a sky blue eye-like gem on the end of each. The tip and upper section of the palm are a very dark blue, with a large orange oval over the fingertips, and six orange spots over the back of the hand. The ends of the gloves are shaped like eight short tentacles.

Attacks with these gloves do an additional 1d4 bludgeoning damage to your unarmed strikes.

While wearing these gloves, you can't manipulate objects or cast spells with somatic components, and if you don't have someone assisting you, it will take a full minute to don and doff these gloves rather than an action.

While attuned to these gloves: your body becomes more limber, giving you advantage on saves to prevent or escape from being grappled and restrained, and on rolls at the end of your turn to remove the paralyzed condition; and once between long rests you can cast the *Compelled Duel* spell (DC 14).

Cursed. These gloves are cursed. While cursed, you become very curious and want to investigate things by touching, poking, and punching them. When you are not in combat, anytime you see something interesting you must make a DC 14 Wisdom save or attempt to rush over and touch or punch it.

Evolving: If you successfully cast these gloves' *Compelled Duel* spell on 30 different hostile individuals, they will become a set of **853 - Krackos**.



853 - KRACKOS

Wondrous (Gloves) – Rare (1285 gp, requires attunement)

These navy blue boxing gloves have bright yellow velcro parts with bright green trim that cover the gloves' laces, with a sky blue eye-like gem on the end of each. The back of the palms and wrists are blue with yellow green-trimmed spots. The back ends of the gloves are shaped like three long tentacles with yellow suckers on the underside and a yellow green-trimmed strip along the backside of one.

The gloves give +1 to unarmed strike attack and damage rolls, attacks with these gloves do an additional 1d4 bludgeoning damage on your unarmed strikes, and on a hit the target is grappled by you. You can grapple only one target at a time this way.

While wearing these gloves, you can't manipulate objects or cast spells with somatic components, and if you don't have someone assisting you, it will take a full minute to don and doff these gloves rather than an action.

While attuned to these gloves: your body becomes more limber, giving you advantage on saves to prevent or escape from being grappled and restrained, and on rolls at the end of your turn to remove the paralyzed condition; and once between long rests you can cast the *Compelled Duel* spell (DC 16).



077B - PONIDART

Weapon (Rope Dart, Cursed) – Uncommon (770 gp, requires attunement to a good-aligned creature)

This rope dart has a black dart with a white ring around it, a fluffy purple and teal flag, and a bright white rope with a small black counterweight on the end that resembles a hoof with purple fur along the top.

While attuned to this rope dart: you are resistant to poison damage; are immune to the poisoned condition; at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder; and as an action, you can look at a creature you can see within 30 ft of you and attempt to know their current emotional state and alignment. The target must make a DC 12 Charisma save, and on a fail you learn their emotional state and alignment. Regardless of your success, the target knows you attempted this.

Cursed. This rope dart is cursed. While cursed, you dislike evil, and will try to avoid it as much as possible. Additionally, whenever you enter combat with any creatures you believe to be evil-aligned, you must make a DC 13 Wisdom save or become Frightened of all creatures you believe are evil-aligned that you can see, and you must take the Dash action to move away from them by the safest available route on each of your turns, unless there is nowhere to move. If you end your turn in a location where you don't have line of sight of any creatures you are frightened of, you can make the Wisdom saving throw again to end the effect.

Evolving: If you successfully make the Wisdom save on this item's curse at the start of combat a total of 30 times, it will become an **078B - Gallopike**.

078B - GALLOPIKE

Weapon (Pike, Rope Dart) – Rare (2850 gp, requires attunement to a good-aligned creature)

This +1 pike has a black horn for a black with a white spiral around it, a bright white shaft, with a long mane of pink and teal hair where the two meet. The pommel is a black hoof with pink hair along the top.

While attuned to this pike: as a bonus action, you can have the pike transform into a +1 rope dart or back to a pike; you are resistant to poison damage; are immune to the poisoned condition; allies within 10 ft of you have advantage on saving throws against poison; at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder; and as an action, you can look at a creature you can see within 30 ft of you and attempt to know their current emotional state and alignment. The target must make a DC 15 Charisma save, and on a fail you learn their emotional state and alignment. Regardless of your success, the target knows you attempted this.

854 - FATALITEACUP

Wondrous (Teacup, Cursed) – Uncommon (485 gp)

This white teacup has gold trim, a light teal coloring with dark teal patterns, and a purple handle that ends in a hand holding the white tip with a pinkie up. The side opposite the handle has a purple and gold line down it, and on each side of the cup is a single line dark teal pattern that vaguely resembles a face, ending in gold spirals in purple spots.



As a bonus action, while holding the teacup you can speak a command word and the cup will fill with a very bitter and cold purple-black tea that could be politely described as “an acquired taste”.

Cursed. This teacup is cursed. Whenever someone drinks from this teacup (regardless of the drink’s source or other properties), the drinker becomes cursed for the next 24 hours, and they become physically unable to use the same attack for 3 rounds in a row after they use that attack. (So after doing a weapon or spell attack, they can’t do that same weapon or spell attack for the next 3 rounds.) They will not realize they are cursed until they trigger it.

Evolving: If you place this teacup next to a teapot with a matching design worth at least 1000 gp and cast the *Friends* cantrip on them, the cup’s magic will transfer into the teapot, turning it into an **855 - Mor-teapot**, while the teacup becomes a normal non-magical teacup.

855 - MORTEAPOT

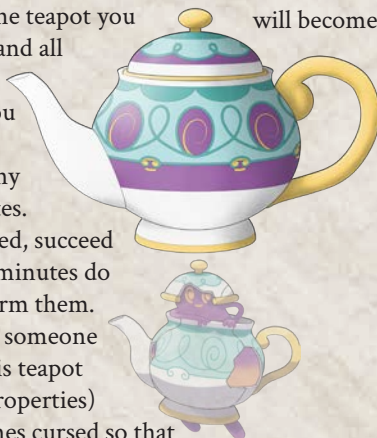
Wondrous (Teapot, Cursed) – Rare (1755 gp)

This white teapot has gold trim, a light teal coloring with dark teal, purple and gold patterns, and a gold handle.

As a bonus action, while holding the teapot you can speak a command word and the pot will fill with a hot purple-black tea that tastes very good.

Once a day, as an action, while holding the teapot you can speak the command word “Teatime?”, and all creatures within 30 ft of you must make a DC 17 Charisma save or be Charmed by you and feel compelled to join you for tea and snacks, where they will happily consume any food you offer them, and lasts for 10 minutes. Creatures that are immune to being charmed, succeed on the save, or has the charm end after 10 minutes do not detect that there was an attempt to charm them.

Cursed. This teapot is cursed. Whenever someone drinks something that was poured from this teapot (regardless of the drink’s source or other properties) within the last 24 hours, the drinker becomes cursed so that for the next 24 hours: attacks and spells that hit them do an additional 1d8 necrotic damage; and they become physically unable to use the same attack for 3 rounds in a row after they use that attack. (So they can’t do a dagger attack or the same cantrip for 3 rounds in a row after doing that attack.) They will not realize they are cursed until they trigger it.



856 - EMIBRIM

Wondrous (Hat, Cursed) – Uncommon (685 gp, requires attunement)

This pastel pink hennin hat has white polka dots on it, a pastel blue pompom on top, and pastel blue trim around the base with small ear flaps on each side.

While attuned to this hat: at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder.

This hat has 1 charge, which refreshes at midnight, and can be used to cast the *Lesser Restoration* spell.

Cursed. This hat is cursed. While cursed, you are always under the effect of the *Sense Emotion* spell, with an extended range of 60 ft and automatically sensing the emotions of the closest creature within range, even if you can’t see them. Whenever you take a rest, for the majority of the rest you must not be able to sense others’ emotions, or the rest will fail.

Additionally, you dislike strong negative emotions, like anger, pain, or fear, and will try to avoid them as much as possible. At the start of combat, you automatically sense the emotions of all creatures within range, and if any of them have strong negative emotions, you must make a DC 14 Wisdom save or become Frightened of all creatures with negative emotions and you must take the Dash action to move away from them by the safest available route on each of your turns, unless there is nowhere to move. If you end your turn in a location where you can’t sense any of the creatures you are frightened of, you can make the Wisdom saving throw again to end the effect.

Evolving: If you successfully make the Wisdom save on this item’s curse at the start of combat a total of 30 times, it will become an **857 - Hattremo**.



857 - HATTREMO

Wondrous (Hat, Cursed) – Rare
(1775 gp, requires attunement)

This pastel pink hat has a wide pastel blue brim with white polka dots, and four sets of large blue and pink beads hanging from the brim's edge, one in the front and three along the back. The top of the hat is white.

While attuned to this hat: you gain a +1 bonus to spell attack and damage rolls; at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder.

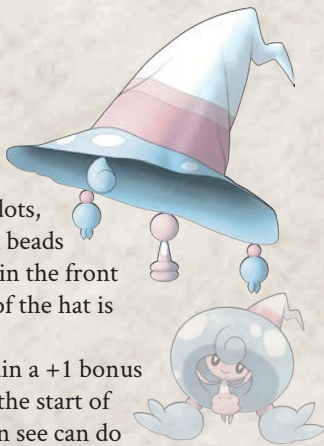
This hat has 5 charges, which refresh at midnight, and can be used to cast the following spells:

- *Lesser Restoration* (2 charges)
- *Tasha's Mind Whip* (2 or more charges)
- *Greater Restoration* (5 charges)

Cursed. This hat is cursed. While cursed, you are always under the effect of the *Sense Emotion* spell, with an extended range of 60 ft and automatically sensing the emotions of the closest creature within range, even if you can't see them. As an action, you can sense the emotions of all creatures within range, and at the start of combat, you automatically sense the emotions of all creatures within range. Whenever you take a rest, for the majority of the rest you must not be able to sense others' emotions, or the rest will fail.

Additionally, you dislike strong negative emotions, like anger, pain, or fear, and will try to silence them as much as possible. Whenever you sense strong negative emotions, you must make a DC 16 Wisdom save or violently attack the creature with them. You can attempt the Wisdom saving throw again at the end of your turn to end the effect.

Evolving: If you successfully make the Wisdom save on this item's curse when you first sense the negative emotions a total of 300 times, it will become an **858 - Silemobrim**.



858 - SILEMOBRIM

Wondrous (Hat, Cursed) – Very Rare
(18,750 gp, requires attunement)

This pastel blue hat has white dots along the top of its wide brim, while a pastel pink bead and a large blue bead hanging on a thick cord from the tip of the conical top. The brim's edge has 8 blue beads with white polka dots attached around the sides with long tufts of pink hair hanging from them. A gray bead with a pink and white oval beneath it hangs from the back of the brim.

While attuned to this hat: you gain a +2 bonus to spell attack and damage rolls; you gain a hover speed equal to your walking speed; at the start of combat, if a hostile creature you can see can do damage that you are vulnerable to (either naturally or magically), has a spell or ability that can negate magic (like the *Counterspell* spell or can project a cone of Antimagic), or has a spell or ability that can cause instant death (like the *Power Word Kill* spell), you will feel a shudder and know which creatures caused this shudder; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone, being grappled/restrained), the status condition is magically bounced back at the enemy, who now has to perform whatever save (if any) was required or be afflicted by the status condition, while you do not. This does not bounce back any damage, which you still take.

This hat has 8 charges, which refresh at midnight, and can be used to cast the following spells:

- *Witch Bolt* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Tasha's Mind Whip* (2 or more charges)
- *Greater Restoration* (5 charges)
- *Synaptic Static* (5 charges)
- *Feeblemind* (8 charges)

Cursed. This hat is cursed. While cursed, you are always under the effect of the *Sense Emotion* spell, with an extended range of 120 ft and automatically sensing the emotions of the closest creature within range, even if you can't see them. As an action, you can sense the emotions of all creatures within range, and at the start of combat, you automatically sense the emotions of all creatures within range. Whenever you take a rest, for the majority of the rest you must not be able to sense others' emotions, or the rest will fail.



859 - IMPIDIRK

Weapon (Dagger, Cursed) – Uncommon
(248 gp, requires attunement)

This pink dagger has a purple-black blade edge and groove, and a purple-black hilt with pink and red edges. The handle has a simple sphere for a pommel.

Attacks with this dagger do an additional 1 necrotic damage.

While attuned to this dagger: you have +1 to your Initiative and Sleight of Hand rolls.

This dagger has 1 charge, which refreshes after a long rest, and you can expend the charge as part of an attack with this dagger, inflicting an additional 1d6 necrotic damage, and if the target is suffering from any negative emotions (like anger, fear, or sadness) you absorb those negative emotions and heal yourself equal to the necrotic damage, which also removes the creature's negative emotions and any related status effects (like Rage or Frightened).

Cursed. This dagger is cursed. While cursed, you are compelled to cause mischief and play pranks on others.

Evolving: If you successfully play 30 pranks while attuned to this dagger, it will become an **860 - Paramorgrem**.



860 - PARAMORGREM

Weapon (Shortsword, Cursed) – Rare (2850 gp, requires attunement)

This purple-black +1 shortsword has a red groove down the blade, while the hilt is an orb wrapped in purple-black hair, with pink and red ear-like sides. The handle is green, wrapped in hair, and has three points coming off the bottom.

Attacks with this shortsword do an additional 1d4 necrotic damage.

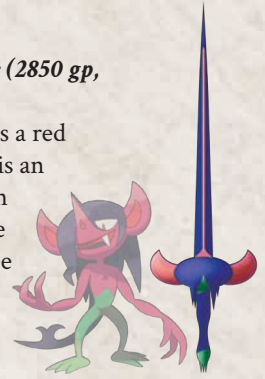
While attuned to this shortsword: you have +2 to your Initiative, Sleight of Hand, and Deception rolls; and at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s).

This shortsword has 2 charges, which refresh after a long rest, and you can expend a charge to do one of the following:

- As part of an attack with this shortsword, inflicting an additional 1d6 necrotic damage, and if the target is suffering from any negative emotions (like anger, fear, or sadness) you absorb those negative emotions and heal yourself equal to the necrotic damage, which also removes the creature's negative emotions and any related status effects (like Rage or Frightened).
- Once per combat, you can attempt to deceive an opponent into thinking you are surrendering. As an action, you fall to the ground prone and bow before an opponent, making an opposed Deception check against the target's Insight check, unless the creature has an Intelligence of 3 or lower, in which case you automatically fail. On a success, the target believes you, allowing you to stand up and perform attacks on the target like you normally would in an action, with your attacks having advantage and doing an additional 1d6 necrotic damage. On a fail, the target gets a free attack on you while you are prone.

Cursed. This shortsword is cursed. While cursed, you are compelled to cause mischief and play pranks on others.

Evolving: If you successfully play 100 pranks while attuned to this shortsword, it will become an **861 - Grimmacuahuitl**.



861 - GRIMMACUAHUITL

Weapon (Macuahuitl) – Very Rare (18,700 gp, requires attunement)

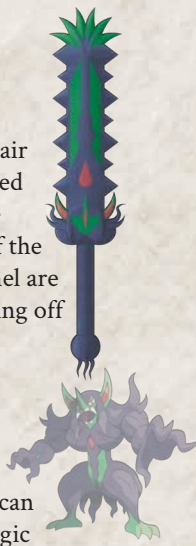
This +2 macuahuitl is made of purple-black hair wrapped around a dark green body with some red inlay. The hilt is made of two orbs with ear-like spikes above them, with tufts of hair coming off the wrapping. The handle and simple sphere pommel are also wrapped in hair and have tufts of hair coming off them.

Attacks with this macuahuitl do an additional 1d6 necrotic damage.

While attuned to this macuahuitl: you have +3 to your Initiative, Sleight of Hand, and Deception rolls; and at the start of combat, you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s);

This macuahuitl has 6 charges, which refresh after a long rest, and you can expend a charge to do one of the following:

- As part of an attack with this macuahuitl, inflicting an additional 2d6 necrotic damage, and if the target is suffering from any negative emotions (like anger, fear, or sadness) you absorb those negative emotions and heal yourself equal to the necrotic damage, which also removes the creature's negative emotions and any related status effects (like Rage or Frightened).
- As part of an attack with this macuahuitl, if the attack hits a Large or smaller target, the hair this macuahuitl is made of expands and envelopes the target, Muting, Blinding, Restraining, and Incapacitating them. While doing this, the macuahuitl can't be used as a weapon. You can release the target at any time, and another creature can break the target free of the hair with a DC 20 Strength check.
- After you are hit by a melee attack and if you have a free hand, you can use your reaction to try and grab the weapon that just hit you from your opponent. You must make a Sleight of Hand roll, which is opposed by the attacker with their choice of Athletics or Acrobatics, and if you win you successfully take their weapon in your free hand.
- Once per combat, you can attempt to deceive an opponent into thinking you are surrendering. As an action, you fall to the ground prone and bow before an opponent, making an opposed Deception check against the target's Insight check, unless the creature has an Intelligence of 3 or lower, in which case you automatically fail. On a success, the target believes you, allowing you to stand up and perform attacks on the target like you normally would in an action, with your attacks having advantage and doing an additional 2d6 necrotic damage. On a fail, the target gets a free attack on you while you are prone.



263B - ZIGZATUNG

Armor (Leather, Cursed) – Uncommon (236 gp, requires attunement)

This leather armor is covered in shaggy fur of alternating horizontal black and white stripes, with black trim, interior, and stars just below the shoulders.

While attuned to this armor: you have +1 to Investigation rolls.

Cursed. This armor is cursed. While cursed, you enjoy fighting, to the point where you often attempt to provoke others into fighting you. Whenever you come across anyone you think would give you a good fight, you must make a DC 13 Wisdom save or immediately try to taunt and provoke them into fighting you, and not stopping until either somebody fights you or you are rendered incapacitated. You can attempt the save again after 1 minute.

Evolving: If you successfully provoke 30 fights with this armor's curse, it will become a **264B - Gerüsdaks**.



264B - GERÜSDAKS

Armor (Leather, Cursed) – Rare (2460 gp, requires attunement)

This white +1 leather armor has black vertical stripes, with a triangular point on the middle one just below the neck, and shooting star patterns on each side of that. The shoulder holes have puffy gray fur trim around them.

While attuned to this armor: you have +2 to Investigation rolls; you are immune to the Frightened condition; and you gain the ability to Rage (PHB 48) 1 time between long rests. If you already have the ability to Rage, your number of Rages increases by 1.

Cursed. This armor is cursed. While cursed, you enjoy fighting, to the point where you often attempt to provoke others into fighting you. Whenever you come across anyone you think would give you a good fight, you must make a DC 16 Wisdom save or immediately try to taunt and provoke them into fighting you, and not stopping until either somebody fights you or you are rendered incapacitated. You can attempt the save again after 1 minute.

Evolving: If you successfully provoke 100 fights with this armor's curse, it will become an **862 - Barrüskadax**.



862 - BARRÜSKADAX

Armor (Studded Leather, Cursed) – Very Rare (15,650 gp, requires attunement)

This black +2 studded leather armor has white sections around the collar that make shooting star-like patterns, a white X just below each shoulder, thick gray fur over the shoulders and forearms, and short gray fur covering the torso like a vest.

While attuned to this armor: you have +3 to Investigation rolls; you are immune to the Frightened condition; while afflicted with a status condition, you have advantage on all attacks, even if you would have disadvantage; and you gain the ability to Rage (PHB 48) 2 times between long rests. If you already have the ability to Rage, your number of Rages increases by 2.

Additionally, once between long rests, as an action, you can take an obstructive and defensive stance, which makes you resistant to all damage, and whenever a hostile creature attempts a melee attack on you, regardless if it hits or not, you can attempt to attack them back with advantage without using your reaction. This stance lasts until the start of your next turn.

Cursed. This armor is cursed. While cursed, you enjoy fighting, to the point where you often attempt to provoke others into fighting you. Whenever you come across anyone you think would give you a good fight, you must make a DC 19 Wisdom save or immediately try to taunt and provoke them into fighting you, and not stopping until either somebody fights you or you are rendered incapacitated. You can attempt the save again after 1 minute.



052B - NYARTSUME

Wondrous (Claws, Cursed) – Uncommon (1250 gp, requires attunement)

These metal claws have shaggy beige fur covering them, with three black claws and a black coin over top of them, with black-tipped tufts of fur on either side.

You can use these claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, and it deals 1d8+1 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195).

While attuned to these claws: you gain the ability to Rage (PHB 48) 1 times between long rests. If you already have the ability to Rage, your number of Rages increases by 1.

Cursed. These claws are cursed. While cursed, you enjoy fighting, to the point where you often attempt to provoke others into fighting you. Whenever you come across anyone you think would give you a good fight, you must make a DC 13 Wisdom save or immediately try to attack them.

Additionally, you have a longing to be at sea, and don't feel at ease on land. Every time you take a long rest not on or in the sea, you must roll a DC 3 Constitution save, suffering a level of exhaustion on a fail, and increasing the DC by 1 on a pass. Levels of exhaustion suffered this way do not disappear unless you take a long rest on or in the sea, and the DC will also reset to 3.

Evolving: If you use these claws to Rage 30 times, they will become an **863 - Perrserklaws**.



863 - PERRSERKLAWS

Wondrous (Claws, Cursed) – Rare
(6650 gp, requires attunement)

These black metal claws have small horns above the knuckle, and long horns on each side with silver tips, and a silver coin above the center claw. Shaggy gray hair is draped along the back of the claws, followed by flared out black hair and sturdy beige hair.

You can use these claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +1 to attack rolls, and it deals 1d8+2 slashing damage, but while wearing them you have difficulty manipulating objects, automatically fail sleight of hand rolls, and can't cast spells with somatic components. You can wear both claws and use them per Two Weapon Fighting (PHB 195).

While attuned to these claws: you and any allies within 5 ft of you using melee weapons made of metal do an additional 1d4 bludgeoning, slashing, or piercing damage, depending on the weapon, as well as any non-magical damage becoming magical for the purposes of overcoming resistances; and you gain the ability to Rage (PHB 48) 2 times between long rests. If you already have the ability to Rage, your number of Rages increases by 2.

Cursed. These claws are cursed. While cursed, you enjoy fighting, to the point where you often attempt to provoke others into fighting you. Whenever you come across anyone you think would give you a good fight, you must make a DC 16 Wisdom save or immediately try to attack them.

222B - CORSOLATE

Armor (Breastplate, Cursed) – Rare
(4200 gp, requires attunement to a spellcaster)

This gray +1 breastplate is white along the top, with a high collar that can be adjusted to cover the mouth and nose, pauldrons that have holes along the top edge, and one on the right pauldron that goes down a bit further than the left one.

When worn, an ethereal branch comes out of each hole in the pauldrons. The branches have no physical form and objects can pass through them without issue, although parts of creatures that pass through them feel a bit numb afterwards, but not enough to cause any impact.

While attuned to this breastplate: you no longer need to breathe; and once between long rests, you can cast the *Vampiric Touch* spell.

Cursed. This breastplate is cursed. While cursed, when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.

Evolving: If you use this breastplate's *Vampiric Touch* to heal a total of 5000 hitpoints, it will become an **864 - Cursolate**.



864 - CURSOLATE

Armor (Breastplate, Cursed) – Very Rare
(22,680 gp, requires attunement to a spellcaster)

This white +2 breastplate has two gray spots on the chest and a jagged collar.

When worn, an ethereal helm and pauldrons with branches on them appear from the breastplate. The ethereal parts have no physical form and objects can pass through them without issue, although parts of creatures that pass through them feel a bit numb afterwards, but not enough to cause any impact.

While attuned to this breastplate: you no longer need to breathe; twice between long rests, you can cast the *Vampiric Touch* spell; and once between long rests, after you are hit by a melee attack, you can use your reaction to attempt to kill both you and the attacker. If the both of you have a combined 200 or fewer hit points, you both die. Otherwise, it has no effect.

Cursed. This breastplate is cursed. While cursed, when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.

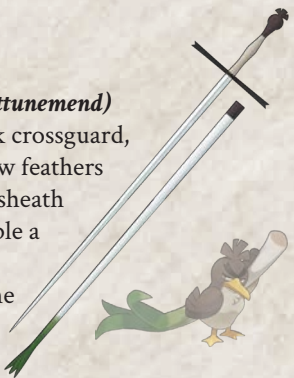
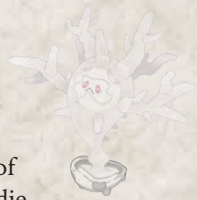
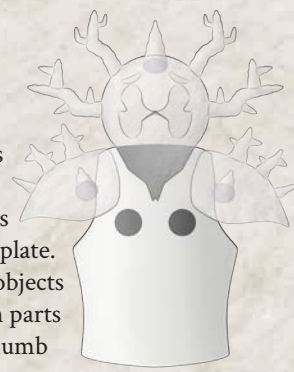
083B - FARFESTOCH'D

Weapon (Rapier) – Rare (5600 gp, requires attunement)

This white +1 estoc rapier has a simple black crossguard, a beige handle, and a brown pommel with a few feathers coming off the tip. The sword has a matching sheath with a green leafy-like tip that makes it resemble a leek.

While attuned to this rapier: you are immune to the Frightened effect; attacks made on undead creatures with this rapier ignore any damage immunities or resistances the target might have; if you become Incapacitated, Paralyzed, or Stunned, you have advantage on your next attack; and whenever you consume a leek, for 1 minute you gain an improved critical of 1 with this rapier, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Evolving: While attuned to this rapier, if you perform three critical hits with it during a single fight, it will become an **865 - Sirfestoch'd**.



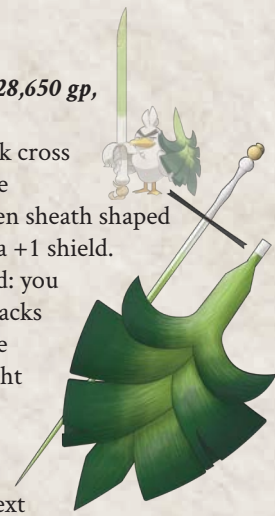
865 - SIRFESTOCH'D

Weapon (Rapier, Shield) – Very Rare (28,650 gp, requires attunement)

This white +2 rapier has a simple black cross guard, a green blade, and a brown sphere pommel. The sword has a matching green sheath shaped like the top of a leek that can be used as a +1 shield.

While attuned to this rapier and shield: you are immune to the Frightened effect; attacks made with this rapier ignore any damage immunities or resistances the target might have; once between long rests, you can perform a Meteor Assault attack; if you become Incapacitated, Paralyzed, or Stunned, you have advantage on your next attack; and whenever you consume a leek, for 1 minute you gain an improved critical of 1 with this rapier, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

Meteor Assault. You move in a straight line up to 30 ft. and make an attack roll. Every creature within 5 ft of that line must make a Constitution save against your attack roll, taking 8d8 force damage on a fail and half as much damage on a success. However, afterwards you become Incapacitated until the end of your next turn.



618B - LIMONDHAL

Armor (Shield, Cursed) – Rare (4200 gp, requires attunement)

This gray +1 shield has green bush-like marking on it, a red and white boss in the center, and trap jaws along the edge.

While attuned to this shield: you gain resistance to a damage type depending on your terrain. For example, if you are on volcanic terrain you become resistant to fire damage, while on snowy terrain you become resistant to cold damage. This includes being on other planes of existence, so being on the Astral Plane would give you resistance to psychic damage, while being on the Great Conflagration would give you resistance to poison damage. If you are on regular terrain, you do not gain a resistance.

While wielding this shield, you can use an attack to try to grapple and restrain a target with this shield's trap. This follows standard grappling rules, with your Athletics roll having advantage, and the trap's jaws doing 1d4 piercing damage on a successful grapple/restrain and again at the start of your turn while the target remains grappled/restrained. The target can escape if they or someone within 5 ft of both of you uses an action to perform a DC 15 Strength check to pry open the shield's trap's jaws. The shield cannot be used this way again until someone spends an action to reset the trap, and you cannot reset the trap while wielding the shield, so unless someone else resets to trap while you're wielding it, you would have to doff the shield, reset the trap, and then don the shield, all of which would take 3 actions.

Cursed. This shield is cursed. While cursed, you like to hide in wait to attack unsuspecting targets. Anytime you come across someone you would like to attack, you must make a DC 15 Wisdom save or attempt to hide before trying to lure your target to you, even if they have already spotted you.



110B - SMOGOGUN

Weapon (Hunting Rifle, Cursed) – Rare (16,100 gp, requires attunement)

This dark gray +1 rifle has a warty holed sphere for the main body with a brown skull and crossbones on top, a tubular stock, and with a flared end to the barrel and stock. Thick green smog hangs off the body, with five puff balls floating in the stock's empty space.

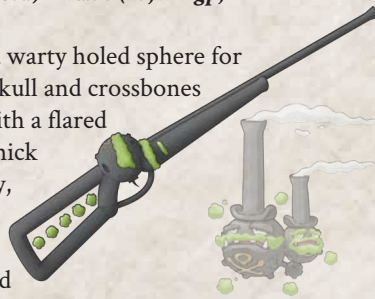
This rifle absorbs poison and other toxins, including magical ones, from the area around it to store within itself. If the rifle is left in one spot for 8 hours, the rifle will absorb all the toxins in a 100-foot radius, purifying the area. Poisonous gases, such as those created by things like the *Stinking Cloud* spell, within a 5 ft diameter sphere around the rifle are automatically and immediately absorbed and purified into clean air.

While attuned to this rifle: you are immune to poison damage and the poisoned condition.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the Two-Handed property, weighing 8 lbs. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The rifle has 5 charges that refresh at sunset. You can expend a charge to make an attack against a target at a range of 80/240 as it fires a bullet of compressed poison. On a successful hit, they take 2d10 piercing damage and must make a DC 16 Constitution save. On a fail, they take 2d6 poison damage and any effects from spells or magic items they have are suppressed until the end of your next turn, while on a pass they take half the poison damage.

Cursed. This rifle is cursed. While cursed, you want to stay in poisonous areas so that the rifle can absorb the poison. Every time you take a long rest not in a poisonous area, you must roll a DC 3 Constitution save, suffering a level of exhaustion on a fail, and increasing the DC by 1 on a pass. Levels of exhaustion suffered this way do not disappear unless you take a long rest in a poisonous area, and the DC will also reset to 3.



122B - PANTAPMOS

Wondrous (Shoes, Cursed) – Rare (1400 gp, requires attunement)

These blue tap shoes have icy soles and heelcaps, and an icy gem over the tongue area. The vamp and interior are a dark navy.

While wearing these shoes, they make very loud noise when walking, causing you to automatically fail all Stealth rolls.

While attuned to these shoes: you cannot be magically put to sleep; you are immune to icy terrain; any magical effects that give damage resistances or immunities within 30 ft of you are negated, but just the damages (for example, the *Protection from Poison* spell would still give advantage on saving throws against being poisoned); and you do not take any damage from hail or cold weather, instead regaining hitpoints equal to half the damage.

These shoes have 6 charges, which refresh after a long rest, and can be used to cast the following spells:

- *Floor of Ice* (1 or more charges, DC 16)
- *Blur* (2 charges)
- *Wall of Ice* (6 charges, DC 16)

Cursed. These shoes are cursed. While cursed, you seek to tap dance for people. Whenever you encounter a group of people you think might enjoy a show, you must succeed a DC 16 Wisdom save or immediately try and perform a tap dance show for them.

Evolving: If you successfully perform 100 tap dance shows while attuned to these shoes, they will become an **866 - Pantapfrost**.



FLOOR OF ICE

1st-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, Up to 1 minute

You stomp the floor, and the floor in a 15 ft. diameter circle centered on you is covered in a slick, icy surface, becoming Icy Terrain.

Icy Terrain is treated as difficult terrain, and creatures that enter or start their turn on Icy Terrain must make an Acrobatics save against your spell save DC or slip and fall prone.

If it extends over water, the Icy Terrain sits on top of the water, is 2 feet thick (which is thick enough to support the weight of a Gargantuan creature if the area is large enough), and can be broken through with a Strength check against your spell save DC.

If it extends over lava or similarly hot terrain, they cancel each other out and become hard rock terrain for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the diameter of the Icy Terrain increases by 10 ft per level, so 2nd level is a 25 ft diameter, 3rd level is 35 ft, and so on.

866 - PANTAPFROST

Wondrous (Shoes) – Very Rare (12,855 gp, requires attunement)

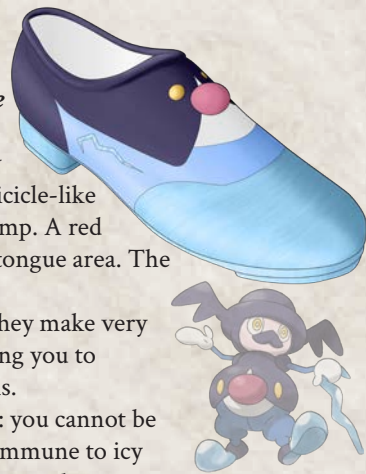
These blue tap shoes have icy soles and toecaps, as well as an icicle-like marking on the inside of the vamp. A red ball and gold studs sit over the tongue area. The interior is white.

While wearing these shoes, they make very loud noise when walking, causing you to automatically fail all Stealth rolls.

While attuned to these shoes: you cannot be magically put to sleep; you are immune to icy terrain; any magical effects that give damage resistances or immunities within 30 ft of you are negated, but just the damages (for example, the *Protection from Poison* spell would still give advantage on saving throws against being poisoned); and you do not take any damage from hail, cold weather, or cold damage, instead regaining hitpoints equal to half the damage.

These shoes have 9 charges, which refresh after a long rest, and can be used to cast the following spells:

- *Floor of Ice* (1 or more charges, DC 19)
- *Blur* (2 charges)
- *Hypnotic Pattern* (3 charges, DC 19)
- *Wall of Ice* (6 charges, DC 19)



867 - DESPLATE

Armor (Breastplate, Sentient) – Rare (4700 gp, requires attunement to a spellcaster)

This gray +1 breastplate is made of clay slabs with black, shadowy straps. Red lines encircle the armor, ending in the head of a stylized snake with a purple eye.

While attuned to this breastplate: when you are hit by a melee attack, if the attacker is attuned to one or more magic items, the attunement effects of this item and a randomly selected magic item of your attacker's are swapped, lasting for 10 minutes. This effect can be continuously swapped with other items, including back to you, but the swap chain only lasts as long as the initial swap, when everything resets.

Sentience. Desplate are created using the soul of a living humanoid, trapping the soul within the armor. They keep the Intelligence, Wisdom, and Charisma scores they had in life, as well as their personality and knowledge, and have hearing and darkvision out to a range of 120 feet, but cannot communicate. If the *Speak with Dead* spell is cast on the armor, the face on the armor will animate and you can communicate with the soul normally for the duration of the spell. The spell can be used repeatedly on the armor, ignoring the spell's normal 10-day limitation. The soul can also cast the *Shadow Blade* spell at will, wielding the blade with a shadowy tendril, and being able to do one attack with it on your turn, which has a +2 to the attack roll.



562B - DERUNA

Armor (Breastplate, Sentient) – Uncommon (2650 gp, requires attunement to a spellcaster)

This gray breastplate is made of clay slabs, and has black, shadowy straps with round purple buckles on the top straps. Red lines drawn on the slabs suggest the image of a serpent.

While attuned to this breastplate: when you are hit by a melee attack, if the attacker is attuned to one or more magic items, the attunement effects of this item and a randomly selected magic item of your attacker's are swapped, lasting for 1 minute. This effect can be continuously swapped with other items, including back to you, but the swap chain only lasts as long as the initial swap, when everything resets.

Sentience. Deruna are created using the soul of a living humanoid, trapping the soul within the armor. They keep the Intelligence, Wisdom, and Charisma scores they had in life, as well as their personality and knowledge, and have hearing and darkvision out to a range of 120 feet, but cannot communicate. If the *Speak with Dead* spell is cast on the armor, the lines on the armor will animate into a face and you can communicate with the soul normally for the duration of the spell. The spell can be used repeatedly on the armor, ignoring the spell's normal 10-day limitation.

Evolving: If you take 49 or more hitpoints of damage from hostile creatures, without dropping to 0 hitpoints, between long rests while attuned to this armor, it will become an **867 - Desplate**.



868 - MAHOMILCERY

Wand (Cursed) – Uncommon (190 gp, requires attunement)

This cream wand has a sphere on the tip with a crown on top that resembles a frozen splash.

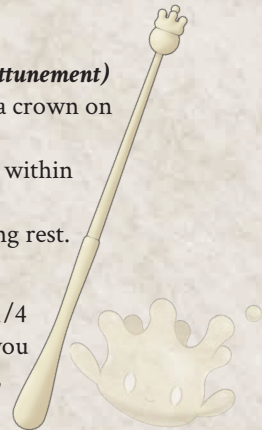
While attuned to this wand: you and any allies within 30 feet of you cannot be magically put to sleep.

This wand has 3 charges that refresh after a long rest. You can expend charges to do the following:

- Expending 1 charge as an action, you create a 1/4 gallon of high quality cream within 30 feet of you in an open container. The cream is worth 3 sp, and any creature that eats the cream within 1 hour of its creation is soothed of any negative emotions they currently have (like being Frightened or in a Rage).
- Expending 1 charge as an action, you create an aromatic aura that smells like sweet cream around you in a 20-foot sphere, protecting all creatures within from losing any action, bonus action, or reaction options from effects not being physically induced (such as some of the effects of the Paralyzed condition), which lasts for 1 hour, until someone spends an action to wash it off with water, or you're hit by or enter water.

Cursed. This wand is cursed. While cursed, you will give off a sweet and creamy scent that attracts hungry creatures, and creatures with a keen sense of smell can easily track and find you regardless of any attempts to hide yourself.

Evolving: If this wand is decorated with high quality sweets worth at least 100 gp and then spun vigorously, it will become an **869 - Alcremah**.



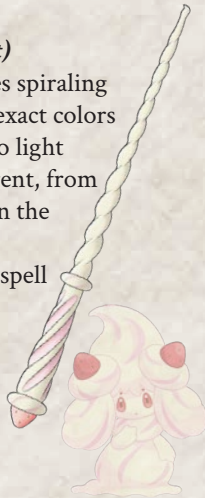
869 - ALCREMAHO

Wand () – Rare (1950 gp, requires attunement)

This cream wand has a twisted shaft, grooves spiraling around the handle, and a candy pommel. The exact colors can range wildly, from pinks to pastel greens to light blues, and the candy pommel can also be different, from a strawberry to a star to a flower, depending on the sweets used in its creation.

While attuned to this wand: you have +1 to spell attack and damage rolls; and you and any allies within 30 feet of you cannot be magically put to sleep.

This wand has 6 charges that refresh after a long rest. You can expend charges to do the following:



- Expending 1 charge as an action, you create a 1/4 gallon of high quality cream within 30 feet of you in an open container. The cream is worth 3 sp, and any creature that eats the cream within 1 hour of its creation is soothed of any negative emotions they currently have (like being Frightened or in a Rage).
- Expending 1 charge as an action, you create an aromatic aura that smells like sweet cream around you in a 20-foot sphere, protecting all creatures within from loosing any action, bonus action, or reaction options from effects not being physically induced (such as some of the effects of the Paralyzed condition), which lasts for 1 hour, until someone spends an action to wash it off with water, or you're hit by or enter water.
- Expending 1 charge as an action, you shoot a stream of cream at one creature you can see within 30 ft of you. The target is immediately soothed of any negative emotions they currently have (like being Frightened or in a Rage), and must make a DC 16 Constitution save, and on a fail the target is blinded by the cream for 1 minute. The target can make the save again at the end of each of its turns. A creature with access to water can wash the cream off as an action, and the cream automatically washes off if the affected creature is hit by or enters water.
- Expending 1 charge as an action, you spray a 20-foot cube within 60 ft of you with cream. Any creatures in the area must make a DC 16 Dexterity save or be covered in bright cream for 1 minute, giving any attacks against an affected creature or object advantage if the attacker can see them, and the affected creature or object can't benefit from being invisible. A creature with access to water can wash the cream off as an action, and the cream automatically washes off if the creature is hit by or enters water.

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

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THE TOECAP TRILOGY

A three part Tier 1 campaign that should take 9-10 sessions to play.

TOECAP'S PUZZLE HOUSE

A dying woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

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



THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, spoiler alert, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

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RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

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QUESTS FROM THE JOB BOARD

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.

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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!

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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.

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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.

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POKÉMON INSPIRED WEAPONS & ITEMS

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 these books are for you!

With a growing collection of over 1000 items based on 8 generations of games, from common cursed coats to legendary shadow scythes! 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.

[All of the PDFs are available on my Patreon](#), or you can get [the Evolution Guide, Index & Gen I-IV bundle on DMsGuild](#).

