

Sacred Bell

wondrous item, rare (requires attunement)

This gold or silver bell, blessed by the clergy of Asmoarch, serves as the perfect protection when delving into fiend-filled territory.

While attuned to this bell, you have advantage on saving throws against spells cast by fiends.

In addition, you may toll the bell as an action, causing it to emit a wave of holy thunderous energy in a 15-foot radius area centered on it. Each fiend within the area must succeed on a DC 15 Charisma saving throw or be revealed to you, revert to its original form (if it was shapeshifted) and become frightened of you for the next minute. Fiends that are immune to the frightened condition have advantage on the saving throw instead, and can become frightened by this effect. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you've used this ability, you can't do so again until you finished a short or long rest.



Pactstone Tablet

wondrous item, rare (requires attunement)

This tablet is a captivating piece of arcane possessing a dark appeal. It features a smooth, polished skull, cut into an irregular, jagged shape. The tablet itself is lustrous, giving off an eerie, faint glow when in proximity to its designated devilish entity.

While attuned to this item, you gain the following abilities:

- You learn to read, write and speak Infernal.
- You may speak telepathically to any devils within 60 feet.
- Whenever you cast a Bargain spell, you gain temporary hit points equal to 1d10 + your Charisma modifier.

