

Lochstone

wondrous item, rare (requires attunement by a spellcaster)

Often confused with a luckstone, a lochstone is an algae-covered rock that binds the wearer to one of the many magical lochs of Camelot, enhancing the creature's powers and linking it to the source of its power forever.

While attuned to the lochstone, you have resistance to cold damage and have a swimming speed equal to your walking speed. The lochstone also has 8 charges. You can expend the charges to use the following features:

- **Call of the Loch.** While holding it, you can use your action and expend 8 charges to instantly teleport yourself back to the loch to which the stone is connected.

- **Loch Monster.** While holding it, you can use your action to expend 3 charges and summon the illusion on a monster on any body of water within 120 feet of you. The illusion looks like the head of a creature, which then returns below. All creatures within 300 feet of the body of water which can see it must make a Wisdom (Insight) check against your spell save DC. On a failure, they are convinced the body of water is inhabited by a gigantic monster and refuse to enter the water for the next 24 hours. At the end of each hour, they can repeat the saving throw, ending the effect on a success.

- **Magic of the Loch.** While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: create or destroy water (1 charge per spell level, up to 5th), misty step (2 charges), or cone of cold (5 charges).

The stone recharges 1d6+2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the stone cracks and is broken forever.



Orb of Haunting

wondrous item, rare (requires attunement)

A marble orb with two large obsidian handles. When looking into it, you can see vague swirling mist and hear the sounds of ravens cawing. If you're a spellcaster, you can use this orb as a spellcasting focus.

While holding this orb, you can speak to and understand ghosts and are immune to being possessed. In addition, you can cast the *scrying* spell once without requiring a spell slot or material components. When the spell is cast in this way, instead of summoning a sensor near the creature or area you chose to scry on, you summon a **ghost**. For the duration of the spell, you can see and hear through the ghosts' senses as if you were there and can issue commands to it (no action required). If the ghost is brought to 0 hit points, the spell ends.

Ring of Bent Rigidity

ring, uncommon (requires attunement)

A metallic ring with a single dark-green gem encrusted in it. This ring has 4 charges. While wearing it, you can use an action to expend 1 or more of its charges to animate one of the following objects within 30 feet of you: a sword (1 charge), a suit of armor (4 charges). When animated, the sword becomes a **flying sword**, while the armor becomes an **animated armor**. The object remains animated for 1 minute or until you lose your concentration (as if you were concentrating on a spell). The object turns to dust when it drops to 0 hit points or when you drop concentration.

While animated, the object is an ally to you and your companions. In combat, the object shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the dodge action and uses its move to avoid danger.

The ring regains 1d2 + 2 expended charges daily at dawn.

