

POKÉMON INSPIRED WEAPONS & ITEMS



GENERATION II



BY CHRISTOPHER J FOSTER
FEATURING ART BY REBUSAPLA

INTRODUCTION



LOOKING FOR MAGIC ITEMS BASED UPON Pokémon? Items that are more animalistic and natural in origins? Or maybe you'd like some items that can evolve into new and more powerful items? Then you're in the right place! This book contains magic items

based on Pokémon from the 2nd Generation of games, for a total of 107 magic items!

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

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

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BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	Attack of the Giant Gingerbreads!
BoB	Bake-off Battle
CoS	Curse of Strahd
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Icewind Dale: Rime of the Frostmaiden
IMR	Infernal Machine Rebuild
ITT	The Investigation of Toecap's Tragedy
LMP	Lost Mines of Phandelver
MM	Monster Manual
MFF-1	Mordenkainen's Fiendish Folio Vol 1
MOT	Mythic Odysseys of Theros
MToF	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI-EGI	Pokémon Inspired Weapons & Items - Evolution Guide and Index
PIWI-I	Pokémon Inspired Weapons & Items - Generation I
PIWI-II	Pokémon Inspired Weapons & Items - Generation II
PIWI-III	Pokémon Inspired Weapons & Items - Generation III
PIWI-IV	Pokémon Inspired Weapons & Items - Generation IV
PIWI-V	Pokémon Inspired Weapons & Items - Generation V
PIWI-VI	Pokémon Inspired Weapons & Items - Generation VI
PIWI-VII	Pokémon Inspired Weapons & Items - Generation VII
PIWI-VIII	Pokémon Inspired Weapons & Items - Generation VIII
PIWI-F	Pokémon Inspired Weapons & Items - Fusions
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	Runway Bloody Runway
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	Return to the Puzzle House
RtG	Return to the Glory
SKT	Storm King's Thunder
TCC	The Cursed Courtesan
TCE	Tasha's Cauldron of Everything
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	Wayfinder's Guide to Eberron
WtP	Welcome to Plifortakune
XGE	Xanathar's Guide to Everything
Yawn	Tales from the Yawning Portal

EVOLVING ITEMS

Several items in this collection can evolve into stronger items through unique means, which is a permanent change. The options presented here are not meant to be the only way for that item to evolve, and are merely meant to provide an example of a suitable situation that would cause evolution.

Most items are listed as evolving by spending time on or being exposed to the energies of other planes, but there are numerous ways that DMs can make items evolve, as detailed in the *Pokémon Inspired Weapons & Items - Evolution Guide and Index* book, such as using major events or exposure to certain items, like the Elemental Stones detailed in the Guide. See the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#) for more information.

152 - CHIKORITANG

Weapon (Boomerang) – Uncommon (625 gp, requires attunement)

This boomerang resembles a root and leaf, both of which are thin but solid. It has a pleasant aroma.

While attuned to this boomerang, if you are in direct sunlight, any status conditions you have that are not being physically induced (ie grappled, restrained) are healed at the start of your turn.

Any creature hit by an attack with this boomerang has disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.



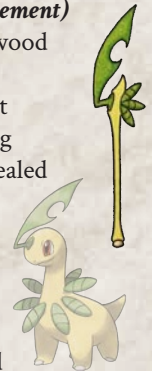
153 - BAYLAIVE

Weapon (Glaive) – Rare (5310 gp, requires attunement)

This +1 glaive has a long leaf as its blade on a wood pole. The leaf emits a pleasant aroma.

While attuned to this glaive: if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; and you can speak a command word as a bonus action and it will pull towards the nearest place that would be good to plant a plant.

Any creature hit by an attack with this glaive has disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.

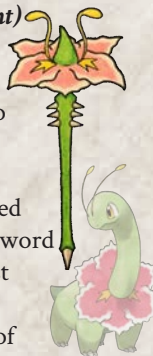


154 - MEGANISTAFF

Staff () – Very Rare (15,400 gp, requires attunement)

This green wooden staff has a large pink flower blooming on top that emits a pleasant aroma.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; you can speak a command word as a bonus action and it will pull towards the nearest place that would be good to plant a plant; all plant-based spells and abilities done within 30 feet of the staff will do 50% more damage from the rolled damage, rounded down, or otherwise be 50% more effective, as determined by the DM; and as an action, you can plant the bottom of the staff into the ground and emit a sweet scent from the staff. All creatures within 30 feet of you must make a DC 16 Constitution save or have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.



155 - CYNDAQUILAMP

Wondrous (Lamp) – Uncommon (155 gp, requires attunement)

This lamp has a black back with a patch of four red circles and a cream-colored bottom.

A small flame can be produced from the red circles, which can be turned on and off with a command word as a bonus action, shining magical normal light in a 30-foot radius and dim light for an additional 30 feet.

While attuned to this lamp: you can use the lamp to cast the *Fire Bolt* cantrip from the snout of the lamp, using Charisma as your spell modifier; and if you are at half or less of your hit points, any fire-based spells and abilities you do 50% more damage or are otherwise effective.

Anyone who attempts to grapple or restrain you while you are holding the lit lamp must succeed a DC 10 Dexterity or take 1d6 fire damage from contact with the flame.



155B - HINOARASEN

Weapon (Tessen) – Uncommon (1550 gp, requires attunement)

This tessen has a cream-colored cover over the rivet with an oval nose on the bottom and black stripe up the nose and over the head. The tessen's guards are cream colored with rounded ends, while the leaves are a blue-black with fiery triangular tips.

When open, attacks with this tessen do an additional 1d4 fire damage.

While attuned to this tessen: if you are at half or less of your maximum hitpoints, this tessen does another additional 1d4 fire damage; and if you are hit by a hostile force's fire damage, that fire damage is added to the tessen's next attack, regardless if it hits or misses, or until 1 minute has passed, at which point it dissipates.



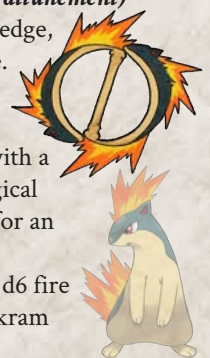
156 - MAGMAKRAM

Weapon (Chakram) – Rare (3560 gp, requires attunement)

This +1 Chakram has a black blade along its edge, with a cream-colored interior and cross handle. The blade edge is warm to the touch.

While attuned to this chakram: you are resistant to fire damage; and it can emit light with a command word as a bonus action, shining magical normal light in a 15-foot radius and dim light for an additional 15 feet.

Attacks with this chakram do an additional 1d6 fire damage, and when you do a critical hit the chakram does 3d6 fire damage instead of 2d6.



157 - TYPHLANCE

Weapon (Lance) – Very Rare (15,700 gp, requires attunement)

This +2 lance has a long black blade with fire shooting out the back. This fire shines a magical normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned on and off with a command word. When the fire is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Attacks with this lance do an extra 3d6 fire damage, with a critical hit doing 8d6 fire damage instead of 6d6.

While attuned to this lance: you have advantage on Intimidation rolls; you are immune to fire damage; and if you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do will do 50% more damage with this lance. If both conditions apply, you do double damage.



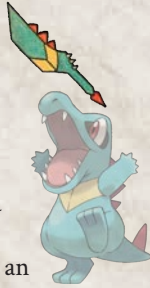
158 - TOTODAGGER

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

This blue dagger has an eggshell colored V above the handle, several red and then white ridges along its back, as well as a red spike for a pommel.

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

Evolving: If this dagger remains on the Elemental Plane of Water and/or Swamp of Oblivion (travel between the two does not reset the counter) for a year, it will become a Croconaxe.



159 - CROCONAXE

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

This +1 battleaxe has an eggshell colored blade with blue spots, a blue handle, some red flair where the blade attaches to the handle, and a red spike for a pommel.

While attuned to this axe: if you are at or below half your maximum hitpoints, attacks with this axe will do 50% more damage from the rolled damage, rounded down; and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell. If you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 2d4 days.

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

Evolving: If this axe remains on the Elemental Plane of Water and/or Swamp of Oblivion (travel between the two does not reset the counter) for a decade, it will become a Feraligaxe.



160 - FERALIGAXE

Weapon (Greataxe) – Very Rare (26,000 gp, requires attunement)

This +2 greataxe has a large blue blade just above where the blade is attached to the handle. The handle has three sets of red spines, each with three points.

While attuned to this axe: you gain an additional 30 feet of swim speed; advantage on Athletic and Intimidation rolls; if you are at or below half your maximum hitpoints, attacks with this axe will do 50% more damage from the rolled damage, rounded down; and if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell. If you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 1d4 days.

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



161 - SENTWAK

Weapon (Club) – Common (16 gp, requires attunement)

This brown club has a spiral of light and dark brown bands as the main body of the club, with a cross guard that looks like ears and a cream circle in the center.

While attuned to this club, you have +1 to your Passive Perception.

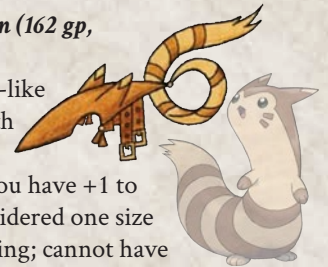


162 - FURRACET

Wondrous (Bracer) – Uncommon (162 gp, requires attunement)

This leather bracer has two ear-like nubs and a cream-colored length of fur with light brown strips.

While attuned to this bracer: you have +1 to your Passive Perception; are considered one size smaller for the purpose of squeezing; cannot have disadvantage on attack rolls via non-magical means (such as the dodge action); and have advantage on Dexterity rolls to dodge attacks, abilities and spells or other things requiring you to be evasive.



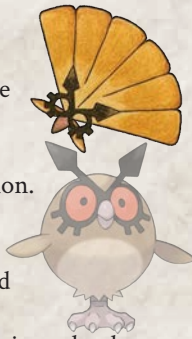
163 - CUTEHOOT

Wondrous (Fan) – Common (15 gp)

This light brown folding fan is made of fine feathers, with an odd clockwork style fixture over the joint. The fan can be opened and closed with a flick of the wrist as a bonus action.

When holding the fan, you can speak a command word as a bonus action and give a time (including shifting times like sunrise and sunset), to set an alarm with the fan. The fan will start to gently hoot like an owl at the set time, slowly getting louder and louder until the fan is opened or closed to dismiss the alarm. The fan can be set to repeat the alarm at the same time everyday, such as for wake-up calls or reminders to take daily medication.

You can also speak another command word as a bonus action and give an amount of time to set a timer, which will cause the fan to hoot loudly when it hits the end of the timer.



164 - NOCTBOW

Weapon (Longbow) – Uncommon (2640 gp, requires attunement)

This dark brown long bow has black spikes along the inside of its arms, and a mocha colored U shaped crest over the handle.

While attuned to this bow, you gain 60 feet of darkvision, you can't be magically put to sleep, and cannot have disadvantage on attack rolls via non-magical means (such as the dodge action).

If you already have darkvision, your darkvision is increased by 60 feet.



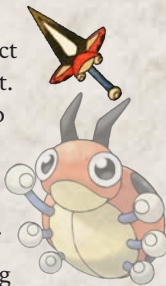
165 - LEDAGA

Weapon (Dagger, Cursed) – Common (16 gp, requires attunement)

This dagger has a thin black blade with a hole in the center and a red cross guard made of insect carapaces. The dagger has an odd aromatic scent.

While attuned to this dagger: if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; and if you become frightened or paralyzed, a shimmering reflective aura surrounds you, and you take half damage from non-magical slashing, bludgeoning and piercing damage.

Cursed. This dagger is cursed. While cursed, if you do not have an ally within 15 feet of you, you have disadvantage on attack rolls and saves against being frightened. If you don't have any allies within your range of vision, you must also succeed a DC 12 Wisdom save every minute or become paralyzed with fear until you see or hear an ally.

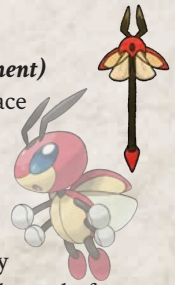


166 - RODIAN

Rod () – Uncommon (166 gp, requires attunement)

This rod has a black handle and a red carapace top with insect wings and black antennae.

While attuned to this rod: you have advantage on rolls to navigate by the stars; your unarmed strikes do an extra 1d4 bludgeoning damage; if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; and if you become frightened or paralyzed, a shimmering reflective aura surrounds you, and you take half damage from non-magical slashing, bludgeoning and piercing damage.

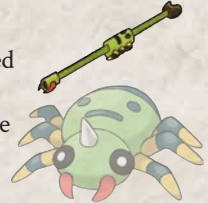


167 - SPINADART

Weapon (Blowgun) – Common (76 gp)

This olive-green blowgun has a set of red pincers at the nozzle, as well as a line and two dots that resemble a face on the handle in the middle.

Critical hits done with this blowgun do triple the damage instead of double the damage.



168 - ARIADOSASU

Wondrous (Bracer) – Uncommon (186 gp, requires attunement)

This red and black bracer has gold and purple antennae off its back, and tied to the front of it by a small rope of woven spider silk is a gold and purple blade that fits over a finger.

While attuned to this bracer, if you are put to sleep by outside forces, you automatically wake up at the end of your next turn.

While wearing the blade on a finger, your unarmed strikes do an extra 1d4 slashing damage, and once in a round, you can also attempt to poison a target you hit with an unarmed strike. The target must make a DC 13 Constitution save or take 1d6 poison damage and have disadvantage on Dexterity saves until the end of their next turn.

Critical hits done with the blade's slashing damage do triple the damage instead of double the damage.



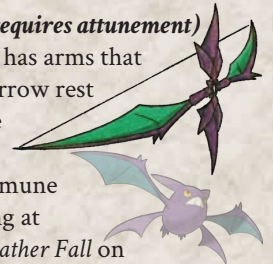
169 - CROBOW

Weapon (Longbow) – Rare (10,690 gp, requires attunement)

This dark purple and jade +1 longbow has arms that resemble bat wings, a hoop around the arrow rest and two wing-like guards coming off the hoop perpendicular to the arms.

While attuned to this bow: you are immune to being stunned; once per day, refreshing at midnight, you can use the bow to cast *Feather Fall* on yourself; and attacks with this bow bypass any magical protective barriers or effects the target has in place (such as from the *Blur* or *Shield* spells), hitting them at their normal AC and ignoring potential damage changes from the barriers.

On your first hit each round with an attack from this bow, the target becomes confused. They must succeed a DC 17 Wisdom save or on their next attack they will randomly attack any creature within range, including themselves. The confusion fades after the attack.



170 - CHINCHOKUTŌ

Weapon (Shortsword) – Uncommon (710 gp, requires attunement)

This ocean blue handle has two yellow bulbs for its cross guard that wrap around a yellow orb with a blue cross on it.

While attuned to the sword: you gain the *Dancing Lights* cantrip; and you can speak a command word to have a short blade of pure electricity spark from the handle. Repeating the command word to turn it off. This blade shines normal light in a 5-foot radius and dim light for an additional 5 feet, and does 2d6 Lighting damage instead of 1d6 Piercing damage.



170B - CHONCHAMMER

Weapon (Double Head Meteor Hammer) – Uncommon (1700 gp, requires attunement)

This blue double head meteor hammer has a blue oval in the center of the blue cord, which has yellow circles with black crosses in the center on it. The ends of the cord have glowing yellow orbs on them.



Attacks with this meteor hammer do an additional 1d6 Lighting damage.

While attuned to the meteor hammer: you are resistant to lightning damage; you gain the *Dancing Lights* cantrip; and you can speak a command word and the heads will shine normal light in a 15-foot radius and dim light for an additional 15 feet.

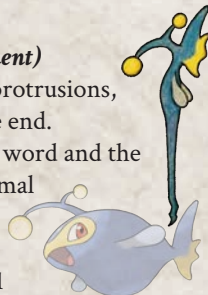
171 - LANTAIAHA

Staff () – Rare (1710 gp, requires attunement)

This ocean blue staff has a few fin-like protrusions, and a lure like top with yellow orbs on the end.

As an action, you can speak a command word and the orbs on the staff will light up, shining normal light in a 60-foot radius and dim light for an additional 120 feet.

While attuned to the staff: you gain a +1 bonus to spell attacks and damage rolls; you can breathe underwater; you are resistant to lightning damage; and you gain the *Lightning Lure* (DC 16) and *Dancing Lights* cantrips.



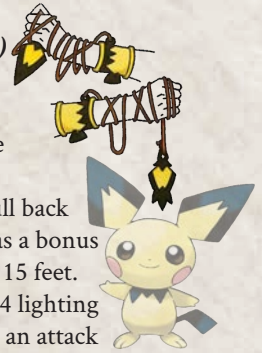
172 - PICHURIKEN

Wondrous (Rope Darts) – Uncommon (721 gp)

This set of yellow darts have black edges as well as ropes that tie it to yellow and black forearm bracelets. One of these darts has three points on the end.

Thanks to the forearm bracelets, you can pull back the Rope Dart as part of the attack instead of as a bonus action, but they can not be thrown more than 15 feet.

Attacks with these darts do an additional 1d4 lighting damage, and on your first hit each round with an attack from a dart, the target must succeed a DC 13 Constitution save or be stunned until the end of their next turn.



173 - CLEFFAMMER

Weapon (Warhammer) – Common (73 gp)

This light pink hammer has a tuft of pink fur on top and pointed light brown ends.

When you hit a target with the hammer, roll 1d20 and apply the appropriate effect from the below table.

- | | |
|--------|---|
| 1-2. | You take 2d4 Necrotic damage |
| 3-4. | You're covered in a sparkly light for 5 rounds, which gives advantage on attacks against you |
| 5-6. | Your voice becomes slightly louder for 1 minute |
| 7-8. | A nearby plant sprouts or blooms |
| 9-10. | +1d4 Lighting damage to the hit |
| 11-12. | +1d4 Cold damage to the hit |
| 13-14. | +1d4 Fire damage to the hit |
| 15-16. | +1d4 Radiant damage to the hit |
| 17-18. | You gain resistance to non-magical bludgeoning, slashing, and piercing damage until the end of your next turn |
| 19-20. | +2d4 Force damage to the hit |



174 - IGGLYFLUFF

Wand () – Common (74 gp, requires attunement)

This light pink wand has a sphere top with a groove down either side, a spiral on the front, and three soft round bulbs on top of that.

While attuned to this wand: you can use it to cast the *Friends* cantrip; and you can speak a command word as a bonus action, causing childish images of stars and birds to appear and rotate around the wand, which can be turned off by repeating the command word. Anyone who sees these stars and birds must succeed a DC 10 Wisdom save or be charmed by you for 1 minute. Children and people with childish personalities have disadvantage on the save. Anyone who succeeds the save is immune to this effect for 24 hours.



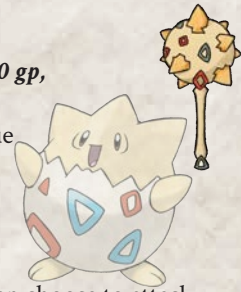
175 - TOGESPIKE

Weapon (Morningstar) – Uncommon (850 gp, requires attunement)

This eggshell white morningstar has blue and red triangles and squares on the head, wand odd cream-colored spikes that seem to break out of the head.

Attacks with this morningstar do an additional 1d6 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d6 Radiant damage.

While attuned to this morning star, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.



176 - TOGETACHIC

Weapon (Longsword) – Rare (6710 gp, requires attunement)

This eggshell white +1 longsword has blue and red flecks along the blade, with a cross guard that looks like stylized fairy wings and a red outline of a diamond in their center.

Attacks with this longsword does an additional 1d6 Radiant damage, and you can choose to attack with disadvantage to increase that to 2d6 Radiant damage. When attacking with this sword, you gain 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.

While attuned to this longsword, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

This sword has 4 charges that refresh at noon. As an action, you can expend a charge to cast *Sense Emotion*.



177 - KUNAITU

Weapon (Daggers) – Uncommon (1770 gp, requires attunement)

These five kunai daggers have olive green blades with gold points, a red and black striped handle, and a black metal hoop as a pommel. A thin red ribbon is tied around the handle just under the blade to look like a cross guard.

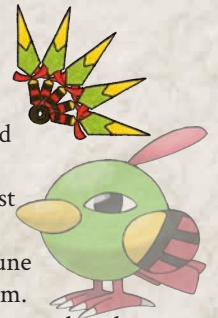
All five daggers are required in order to attune to the set, which counts as a single attuned item.

While attuned to these daggers: if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; and you can also, as an action, choose to hear or see through one of the daggers, so long as it is within 1000 feet of you. You can choose to switch between seeing or hearing as an action. You can only have one of these active at a time.

So long as you have at least one of the daggers on you, you can as an action speak a command word while holding one of the daggers, and that dagger will gently pull towards to closest dagger that is not on your person. This can be turned off by repeating the command word.

If you have four of the daggers, you can place them in a square and speak a command word and summon the fifth dagger to you, even if it's on another plane of existence. The dagger will teleport with a bright flash and loud bang.

If three or more of these daggers are more than 1 mile from you and/or on another plane of existence, you lose the attunement. The daggers will then teleport to where ever the greatest concentration of daggers is if any are less than 10 feet from one another, or to one of them randomly if it's a tie or they are all separated.

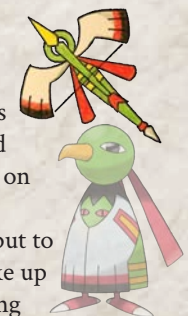


178 - XATUMI

Weapon (Light Crossbow) – Rare (7180 gp, requires attunement)

This olive green +1 light crossbow has arms that look like white wings tipped with red and black as well as two red feather-like offshoots on the fore grip.

While attuned to this crossbow: if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; once between long rests, as an action you can give yourself Truesight (PHB 185) at a range of 120 ft for 10 minutes; 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, grappled or restrained), this is magically bounced back at the enemy who now has to perform whatever save (if any) required or be afflicted by the status condition, while you do not. This does not apply to damage, which you still take.



179 - MARROD

Rod () – Uncommon (260 gp, requires attunement)

This navy-blue rod has balls of cream-colored wool at either end, capped by a black and yellow striped cone at one end, and an amber orb at the other. The wool crackles with electricity.

While attuned to this rod: you are resistant to lighting damage; any spells you cast that do lighting damage do an additional 1d6 lighting damage; and you can have an electric field cover you by speaking a command word as a bonus action. While on, anyone you come in physical contact with you, such as through hits with this rod, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 14 Constitution save or be paralyzed until the end of their next turn. This effect can only be attempted on each creature once per round. The field can be turned off by repeating the command word.



180 - STAFFY

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

This pink +1 quarterstaff has a rubbery coating, balls of cream-colored wool at the center and at either end, and the ends capped by black and pink striped cones. One end has an aquamarine orb embedded in the staff just below the wool. The wool crackles with electricity.

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

While attuned to this quarterstaff: you are resistant to lighting damage; and you can have an electric field cover you by speaking a command word as a bonus action. While on, anyone you come in physical contact with you, such as through hits with this quarterstaff, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralyzed until the end of their next turn. This effect can only be attempted on each creature once per round. The field can be turned off by repeating the command word.



181 - AMPEAROS

Weapon (Spear) – Very Rare (18,100 gp, requires attunement)

This golden yellow +2 spear has a black striped conical point atop a ruby orb, 3 black stripes around the shaft at both ends, with another ruby orb at the bottom of the shaft.

Attacks with this spear do an additional 1d6 lighting damage.

While attuned to this spear: you are resistant to lighting damage; and you can have an electric field cover you by speaking a command word as a bonus action. While on, anyone you come in physical contact with you, such as through hits with this axe, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralyzed until the end of their next turn. This effect can only be attempted on each creature once per round. The field can be turned off by repeating the command word.



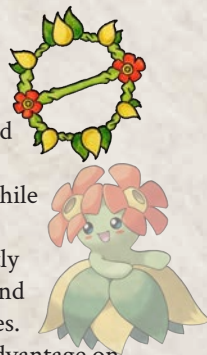
182 - CHAKIREIHANA

Weapon (Chakram) – Very Rare (18,200 gp, requires attunement)

This leafy green +2 chakram has a hoop and cross handle made of woven vines, small red flowers where the handle and hoop attach, while razor sharp green and yellow leaves sprout outwards. When gently spun, the leaves gently rub together, creating a soft and pleasant sound that's a mix of rustling leaves and wind chimes.

While attuned to this chakram: you gain advantage on Performance, Acrobatic and Athletic rolls when dancing; and you gain 10 feet of movement and advantage on Dexterity rolls when in sunlight.

The chakram has 3 charges that refresh at noon, and as an action, you can spin the chakram above your head and expend a charge, releasing a sweet and pleasant scent around you. Any creatures within 5 feet of you, including yourself, are cured of any and all status conditions they have that aren't being physically induced (like being grappled or restrained by vines).



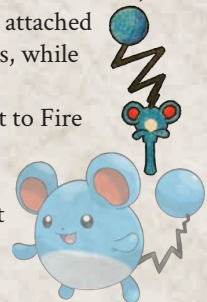
183 - MARAILL

Weapon (Flail) – Uncommon (840 gp, requires attunement)

This navy-blue flail has a solid sphere head attached by an odd black chain with several long pieces, while the cross guard looks like blue mouse ears.

While attuned to this flail, you are resistant to Fire and Cold damage.

Attacks with this flail count as magical, do an additional 1d8 bludgeoning damage, and it does not suffer any of the disadvantages of being used underwater.



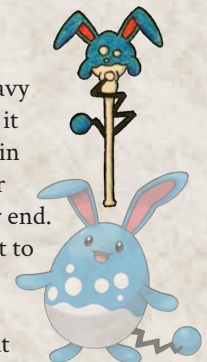
184 - STAZUMARILL

Weapon (Quarterstaff) – Rare (1840 gp, requires attunement)

This white +1 quarterstaff has a bulbous navy blue top with white bubble-like markings on it and floppy blue rabbit ears. An odd black chain with several long pieces is attached just under the bulb, with a solid blue sphere at the other end.

While attuned to the staff: you are resistant to Fire and Cold damage; gain advantage on Perception rolls that use hearing; and if you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

Attacks with this staff do an additional 1d8 bludgeoning damage, and it does not suffer any of the disadvantages of being used underwater.



185 - SUDOUCHUKU

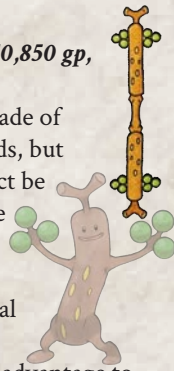
Weapon (Nunchuku, Cursed) – Very Rare (10,850 gp, requires attunement)

This brown +2 nunchaku looks like it is made of wood, complete with little sprouts on the ends, but simply picking them up reveals them to in fact be made of stone. A leather wrapping covers the chain holding the two pieces of stone together, also designed to look like wood.

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

While attuned to this nunchaku: you have advantage to hide in foliage; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Cursed. This nunchaku is cursed. While cursed, if you are out in rain or submerged in water, you must roll a DC 16 Wisdom save or become frightened of rain and water, and you will do whatever you can to get out of it and as far away as possible. You can make this save again after every minute or whenever you take damage. If you pass the save, you are immune to the effect for an hour.



186 - POLITOTOKIA

Weapon (Greatclub) – Very Rare (18,600 gp, requires attunement)

This light green +2 great club has a yellow swirl in its center, and a swirling antenna coming off where the handle meets the head. When it strikes a target, it sounds as if a drum has been struck.

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

While attuned to this club: you are resistant to fire damage; you gain advantage on Persuasion rolls to convince people you are royalty; advantage on Charisma rolls when the target thinks you are royalty; advantage on Performance rolls to singing with a group; advantage on Athletics rolls to jumping; your long jump and high jump distances (PHB 182) are doubled; and if you would take damage from water, such as a crashing wave or whirlpool, you take no damage and are instead healed for half of the damage you would have taken.

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

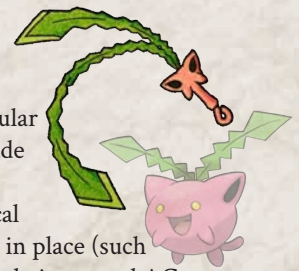


187 - HOPWHIP

Weapon (Whip) – Common (79 gp)

This whip has a pink handle with triangular ear-like cross guards, while the whip is made of two long ragged leaves.

Attacks with this whip bypass any magical protective barriers or effects the target has in place (such as the *Blur* or *Shield* spells), hitting them at their normal AC and ignoring potential damage changes from the barriers.



188 - SKIPBLOOM

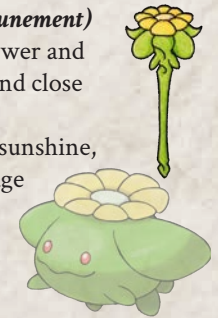
Staff () – Uncommon (188 gp, requires attunement)

This green staff is topped by a yellow flower and large floppy leaves. The flower will open and close as its surroundings warm and cool.

While attuned to this staff, if you are in sunshine, you gain 10 feet of speed and have advantage on rolls to prevent status conditions.

The staff has 3 charges that refresh at noon. You can expend charges to cast the following spells:

- *Feather Fall* (1 charge)
- *Tenser's Floating Disk* (1 charge)
- *Levitate* (2 charges)
- *Fly* (3 charges)



189 - JUMPLUME

Wondrous (Fan) – Rare (8190 gp, requires attunement)

This navy-blue folding fan has cotton ball puffs at the ends of the guards and the head. The leaf of the fan is made of pressed cotton, giving it a soft feel. The fan can be opened and closed with a flick of the wrist as a bonus action.

While attuned to this fan: you are under the effect of the *Feather Fall* spell; and if you are in sunshine, you gain 15 feet of speed and have advantage on rolls to prevent status conditions.

You can make an unarmed strike with the fan when it is closed, doing your normal unarmed strike damage. When a target is hit with the fan, cotton spores are dislodged from the fan onto the target, who must make a DC 15 Constitution save or have disadvantage on Dexterity saves for 1 minute. The target can attempt the save again at the end of their turn.

The fan has 6 charges that refresh at noon. You can expend charges to cast the following spells:

- *Feather Fall* (1 charge)
- *Tenser's Floating Disk* (1 charge)
- *Levitate* (2 charges)
- *Fly* (3 charges)



190 - AIPOMACE

Weapon (Mace) – Rare (1990 gp, requires attunement)

This purple +1 mace has a bulbous three-fingered hand on top, with monkey ears below it.

While attuned to this mace: you gain a climbing speed equal to your walking speed; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and advantage on Sleight of Hand rolls to steal.



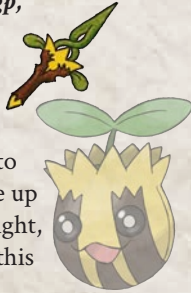
191 - SUNDIRK

Weapon (Dagger, Cursed) – Uncommon (391 gp, requires attunement)

This dagger has a brown and yellow handle that feels like a large seed, with a sprouting blade made of twisted leaves.

When attuned to this dagger: if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; and while in sunlight, you gain 5 feet of movement and attacks with this dagger do an additional 1d4 piercing damage.

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



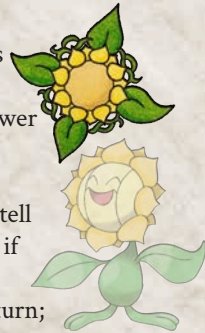
192 - SUNFLORATTAN

Armor (Shield, Cursed) – Rare (2910 gp, requires attunement)

This +1 shield has a large yellow flower in its center, woven vines behind it, with four large leaves spreading out at the four points. The flower will become more vivid and lively in warmer weather, and will even close its petals at night.

When attuned to this shield: you can always tell where the sun is, even if you are underground; if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; and while in sunlight, you gain 10 feet of movement and the shield gives an additional +1 AC.

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

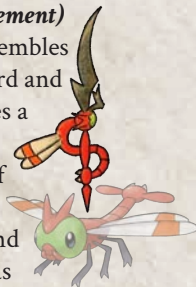


193 - YANMITAR

Weapon (Scimitar) – Rare (9130 gp, requires attunement)

This +1 scimitar has a curved black blade that resembles an insect leg, a large green gem where the grip, guard and blade meet, and a simple basket guard that resembles a dragonfly's body, complete with wings.

While attuned to this scimitar: you gain 10 feet of speed; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and have advantage on attacks made with this scimitar as long as you can see the target.



194 - WANPER

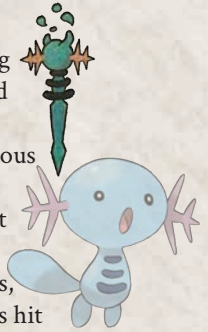
Wand () – Common (94 gp)

This blue wand has two purple antennae coming off a bulb head on top and three black lines around the wand below the head.

The top of this wand secretes a thin, slimy, mucous film that can be used as insulation against the heat and cold, and can be applied to a 5 by 5 square foot area in 5 minutes, giving whatever it has covered resistance to fire and cold damage as long as it lasts, either for 10 minutes or until the applied surface is hit with water, which will dilute and wash it away.

However, the film is toxic, and if it comes in contact with bare skin, that person must make a DC 10 Constitution save at the start of their turn, taking 1d4 poison damage on a fail and half as much on a save.

You can apply the film to a person's armor, taking about 2 minutes, but while it is applied, they must make a DC 10 Wisdom save every minute to not accidentally touch the film with bare skin, triggering its effects. The film can also be applied to a weapon, taking about a minute, but it won't last past the first hit to a target, scraping off on them. The target will have disadvantage on the save however.



195 - QUAGSHILLELAGH

Weapon (Greatclub, Cursed) – Uncommon (195 gp, requires attunement)

This blue club has a large purple patch on its back, with a short black fin on top of that and down the back turning into the handle, with a guard that looks like two flipper-hands wrapped around the shaft.

While attuned to this club: you can breathe underwater through your skin; and your attacks and attacks made against you ignore any kind of boosts from spells like increases in AC, attack damage, or advantage on attack rolls.

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

Cursed. This club is cursed. While cursed, you are generally oblivious to your surroundings, giving you disadvantage on Intelligence, Wisdom and Charisma saves, and your passive perception is lowered by 5.



196 - ESPEAND

Wand () – Very Rare (16,350 gp, requires attunement)

This lavender wand has two large, elegant ears at it's top, with a hole in-between them and a red orb floating with in it. A collection of large fluffy whiskers come down from this, including two that look more like tails. Sparks of purple psychic energy flicker around the wand.

While attuned to the wand: you gain a +2 bonus to spell attack and damage rolls; the *Mage Hand* cantrip; you are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you, provided they are not immune to it.

The wand has 6 charges that refresh at noon, and can be used to cast the following spells:

- *Detect Thoughts* (2 charge)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Synaptic Static* (5 charges)



197 - UMBREKUJŌ

Staff () – Very Rare (16,350 gp, requires attunement)

This black and gold shakujō staff has a large gold ring on top with smaller golden ring hanging off it and a red-black orb floating in its center. Two black petals with a golden strip hang from where the ring is attached to the staff.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; the *Eldritch Blast* cantrip; darkvision out to 60 feet; you are immune to being stunned; immune to psychic damage; have advantage when attacking undead; and any status conditions not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you, provided they are not immune to it.

The staff has 6 charges that refresh at midnight, and can be used to cast the following spells:

- *Inflict Wounds* (1 or more charge)
- *Ray of Enfeeblement* (2 charges)
- *Enemies Abound* (3 charges)
- *Death Ward* (4 charges)



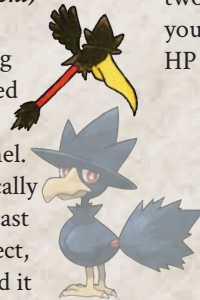
198 - SICKROW

Weapon (Sickle) – Rare (1980 gp, requires attunement)

This black +1 sickle a yellow blade made to look like a bird beak, with black feathers and a black wing around where the blade is in the handle, its blood red wood jutting out from beneath the feathers, only to be swallowed back up by the feather covered pommel.

While attuned to this sickle: you cannot be magically put to sleep; and whenever you use a magic items, cast a spell or other ability you do that cause a status effect, any DC that status effect has increases by 1 lasts, and it lasts twice as long to a maximum of 1 additional minute.

Attacking with this sickle 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.



199 - YADENTKING

Weapon (Trident) – Rare (1990 gp, requires attunement)

This +1 pink trident has a three-pronged shell for its blade, a red gem embedded in its center as a pink and white ribbon flutters about where the shaft meets the shell.

While attuned to this trident: you have advantage on Intelligence rolls; you have advantage against being charmed or frightened; and when healing with hit dice you can double your Constitution modifier.



200 - MOSOREAVUS

Armor (Shortsword) – Rare (3000 gp, requires attunement)

This +1 tantō short sword has a dark green and purple handle with ragged matching ribbons around the guard. The sword has a matching sheath, green with purple trim, and some purple-green ribbons wrapped around one end, tying a small necklace of red beads to the sheath.

While attuned to this sword, you gain the *Vicious Mockery* cantrip, using your Charisma for the spell DC save, are immune to difficult terrain, have advantage to Intimidation rolls and Performance rolls to scare creatures.

The sword has 7 charges that refresh at midnight. As an action, you can either:

Frightful Screech: Expend a charge and let out a loud magical piercing screech. You make a Performance roll to scare any creature that can hear you within a 30-foot radius sphere centering around yourself. Those creatures must make a Wisdom saving throw against your Performance roll, becoming frightened of you for 1 minute on a failed save. They can attempt the save again at the end of their turn. Any creature that successfully saves becomes immune to this effect for 1 hour.

Nourished by Fear: Touch a frightened creature and expend a charge to absorb their fear, which heals you for 1d8 hit points and removes the creature's frightened status.

Pain Split: Touch a creature and expend a charge. If the creature is unwilling or hostile, they must fail a DC 15 Constitution save or the charge is wasted and the creature is immune to this action for 1 hour. On a success or with a willing creature, add both your and the creature's hitpoints together then divide them equally between you two, rounding down. This can be used to hurt or heal, but you can't heal past maximum HP or gain any temporary HP from this.



201 - UNOWNDACHI

Weapon (Greatsword) – Legendary (201,000 gp, requires attunement to a spellcaster)

This black +3 great sword is made of several flattened rods that aren't sharp to the touch, but when swung it still cuts just fine. A careful examination of the sword reveals it's made of 28 individual parts somehow held together firmly despite lacking any sort of binders or bolts.

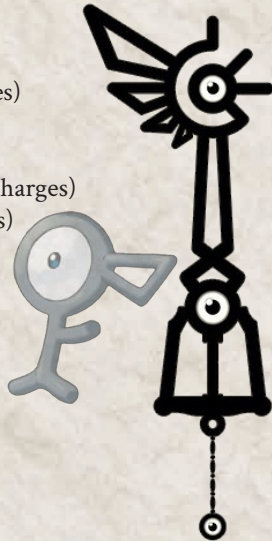
While attuned to this sword, you gain a hover speed of 30 feet, you are resistant to psychic damage, you are unaffected by difficult terrain, you gain the *Minor Illusion* and *Word of Radiance* cantrips, you can see in all directions, have advantage on Perception checks that rely on sight, have darkvision at a range of 120 feet, and you can see the invisible into the Ethereal Plane at a range of 120 feet.

However, even if you close or avert your own eyes, you are never considered doing so while attuned to the sword. A light spell cast on the sword or a daylight spell cast within 5 feet of the sword causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for light or DC 15 for daylight), ending the blindness on a success.

Attacks with the sword do an additional 2d6 psychic damage.

The sword has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

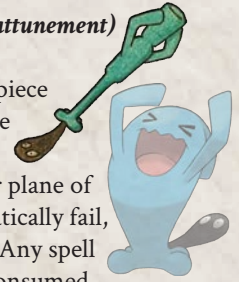
- *Illusory Script* (1 charge)
- *Healing Word* (1 or more charges)
- *Detect Thoughts* (2 charges)
- *Clairvoyance* (3 charges)
- *Mass Healing Word* (3 or more charges)
- *Rary's Telepathic Bond* (5 charges)
- *Programmed Illusion* (6 charges)
- *Word of Recall* (6 charges)
- *Divine Word* (7 charges)
- *Telepathy* (8 charges)
- *Illusory Dragon* (8 charges)



202 - WOBBATON

Weapon (Club) – Rare (2200 gp, requires attunement)

This blue +1 great club has two arm-like protrusions at the head, and a black round piece of leather with 2 eye spots hanging from the pommel.



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

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

The club has 1 charge that refreshes at sunset. As an action you can expend the charge to do one of the following effects:

Destiny Bond: If you are brought to 0 hitpoints by any hostile creatures' direct action, such as an attack or spell, before the start of your next turn, then that creature is brought to 0 hitpoints right after you are.

Mirror Coat: If you are hit by spell damage before the start of your next turn, the magical damage is doubled and reflected back at the caster, while you take no damage. If the spell has a save DC, it is applied to the reflected magic before applying the damage. This effect will disappear after you are next hit by magic, regardless if it is damaging.

Counter: If you are hit by a physical attack that does damage from a creature, including from magic weapons, before the start of your next turn, the damage is doubled and returned to that creature, while you take no damage. If the attack has a save DC, it is applied to the reflected damage. This effect will disappear after you are next physically hit, regardless if it is damaging.

Safeguard: You and up to 5 other creatures you can see are immune to non-physically induced status conditions for 5 rounds.

None of these effects work if you intentionally move into something that would cause damage after you expend the charge, such as running into an already active spell.

203 - GIRAFAROD

Rod () – Rare (2030 gp, requires attunement)

This scepter has a brown shaft and a what appears to be a styled golden giraffe head with a white patch on top and covering bulbous horns. The bottom of the scepter has a deep crescent pointing downwards, the inside of which is quite sharp.

While attuned to this rod, you are immune to being stunned, you have advantage on initiative rolls, you can't be surprised, except when incapacitated by something other than nonmagical sleep, are magically awoken if you are sleeping naturally when combat begins, and if magically put to sleep, will wake up at the end of your next turn.

If you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

The rod has 3 charges that refresh at sunrise. As an action, you can expend a charge to cast the *Alarm* spell, and you can also use the rod to cast the spell as a ritual.

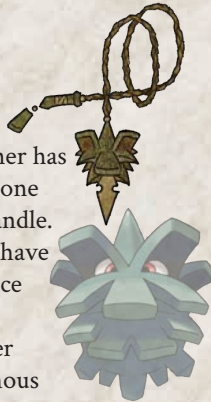


204 - PINETEOR

Weapon (Single Head Meteor Hammer) – Rare (6000 gp, requires attunement)

This dark gray +1 single head meteor hammer has a hardwood head that looks similar to a pine cone on a 20-foot hardwood chain with a simple handle.

While attuned to this meteor hammer, you have advantage to hide in foliage, you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



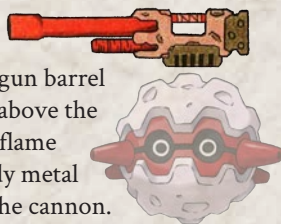
205 - FORRETREXPLODE

Weapon (Handcannon) – Very Rare (15,200 gp, requires attunement)

This +2 pink handcannon has a red gun barrel and handles. A trigger button sits just above the top handle that lights a small very hot flame inside the cannon when pressed. Sturdy metal plates protect the bottom and rear of the cannon.

While attuned to this cannon, you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

The back-metal plate on the cannon can be opened up revealing a small compartment. When filled with scrap metal and the door closed, the door will lock and start processing the metal, turning it into a fist-sized cannonball after 24 hours. You can also put a set of Alchemist's supplies (50 gp) into the compartment, where it will be processed over 24 hours into a 4 lb hard-packed cylinder of gunpowder perfect for the handcannon, complete with indent. If loose gunpowder is put in, it will hard-pack it in 1 hour.



204B - POMDESPLINT

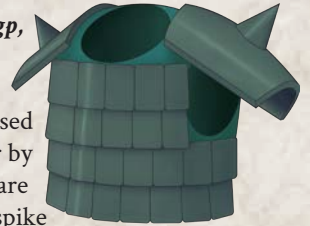
Armor (Splint, Cursed) – Rare (9400 gp, requires attunement)

This gray-green +1 splint armor has splint pieces made of layers of compressed insect carapaces and bark held together by an organic lacquer. The shoulder pads are large curved plates with a large round spike in the center.

While attuned to this armor: you can stand perfectly still for extended periods of time without suffering any fatigue; you have advantage to hide in foliage; you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Cursed. This armor is cursed. While cursed, you have difficulty being agile and flexible, giving you disadvantage on all Dexterity rolls.

Evolving: If this armor is coated in 500 gp worth of high quality steel and then subjected to heat and work (such as by a blacksmith in a forge) for 1 hour, the metal will fuse with the armor and turn it into a Forlatos.

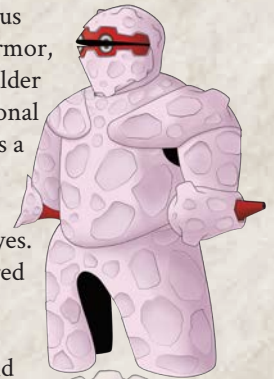


205B - FORLATOS

Armor (Plate) – Very Rare (35,200 gp, requires attunement)

This lavender +2 plate armor has numerous large, shallow dents patterned all over the armor, resembling a peanut shell. The helmet, shoulder pads and elbow guards also have half-hexagonal ridges on them. Around the helm's eye-slit is a pattern of red hexagons, with the forward two having large black spots with white rings in them, resembling sunken, hollow eyes. The elbow guards have large, round, blunt red spikes coming out of red hexagons over the elbow.

While attuned to this armor: you can stand perfectly still for extended periods of time without suffering any fatigue; you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lighting strikes, hail and poisonous clouds; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and as an attack you can have the armor shoot tiny metal darts from the elbow spikes. The armor can store a maximum of 10 darts and regenerates 2d4 darts after a long rest. Attack rolls with these darts can add your proficiency with Plate Armor to the attack roll, have a range of 20/60, and do 1d4+2 magical piercing damage. The darts can be picked up after being shot, becoming normal darts, but there is no way to load darts into the armor.



206 - DRILLSPARCE

Rod (Cursed) – Rare (2060 gp, requires attunement)

This teal rod has a yellow swirled drill on its top, with little wings and teal and beige guards below that. The drill can start or stop spinning with a command word.

While attuned to this rod, you gain 15 feet of burrowing speed, you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage, if you cast a spell, use an ability or take an action that requires an enemy to make a saving throw, the DC on that saving throw is increased by 1.

Cursed. This rod is cursed. While attuned to the rod, you have disadvantage on saves against being frightened, and must make a DC 14 Wisdom save when attacked by any Undead, Insectoid, or Shadowy creatures or become frightened of that and any similar creatures for 1 hour. You can attempt another save at the end of your next turn. You do not become immune to this effect with a successful save.



207 - GLIGALOR

Weapon (Rapier) – Rare (7200 gp, requires attunement)

This +1 purple rapier has a guard that looks like an open claw and a beaded rope looking like a scorpion stinger hanging off the pommel.

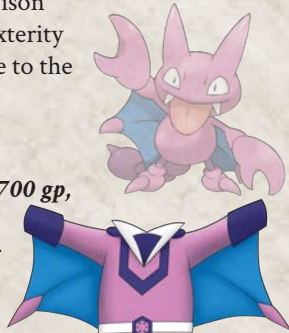
While attuned to this rapier, you can't have disadvantage from attacks by non-magical means (such as dodge), you gain 10 feet of burrowing speed, are immune to poison damage and the poison condition, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms.



207B - GLIGARMOR

Armor (Studded Leather) – Rare (12,700 gp, requires attunement)

This pink +1 studded leather armor has large wing membranes between its arms and sides, with a pink pseudo-claw on it. It has thick purple cuffs, purple oval epaulets, and a purple hexagon on the chest, with a popped white triangular collar. It also has a matching white belt with a purple hexagon belt buckle. The armor feels like sand to the touch.



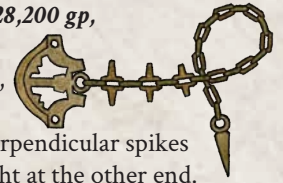
While attuned to this armor: you are immune to poison damage and the poison condition; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; you gain 15 feet of burrowing speed; and you can hold out your arms to spread the wings and use it to fly at a speed of 20 feet. If you ever fail to spread your arms while flying in this way, you lose this flying speed.

208 - STAXELIX

Weapon (Chain Axe) – Very Rare (28,200 gp, requires attunement)

This +2 steel chain axe has a broad, flat axe head at one end of its chain, with three links right after having perpendicular spikes coming off them, and a pointed weight at the other end.

While attuned to this chain axe: you have advantage on rolls to prevent being knocked prone; resistance to non-magical slashing, piercing or bludgeoning damage; gain 20 feet of burrowing speed; if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



208B - HAGATEIL

Armor (Plate) – Very Rare (42,800 gp, requires attunement)

This grey steel +2 plate armor has a large metal spire coming up off the top of each angular shoulder pad. The helm has two ridges that go up over the forehead, and a face shield that has two points on either side of the top edge, two square lumps on either side of the bottom edge, and square lumps over the hinge.

While attuned to this armor: you gain a burrowing speed equal to your walking speed; darkvision of 30 feet; you can consume stone and rock for sustenance; you can always sense which direction north is; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 10 ft per minute (1 foot per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 16 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.



209 - KNUCKULL

Wondrous (Brass knuckles, Cursed) – Rare (2900 gp, requires attunement)

These pink brass knuckles has two tooth-like spikes on top, and a black edged bows on either side. A thin blue ribbon is tied around the bottom of the palm grips.

While wearing and attuned to these knuckles, you have +1 to unarmed strike attack and damage rolls, and unarmed strike attacks do an additional 1d4 piercing damage.

While attuned to these knuckles: you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you have advantage to Perception rolls that use smell; you have advantage on Persuasion rolls with creatures that like cute things; you have advantage on Intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.

When a target is hit by an attack from these knuckles, they have disadvantage on their next attack.

Cursed. These knuckles are cursed. While attuned to it, you have disadvantage on saves against being frightened, and must make a DC 14 Wisdom save when attacked by any Undead, Insectoid, or Shadowy creatures or become frightened of that and any similar creatures for 1 hour. You can attempt another save at the end of your next turn. You do not become immune to this effect with a successful save.



210 - GRANBOLLOCK

Weapon (Dagger) – Very Rare (12,100 gp, requires attunement)

This +2 pink katar dagger has two pink blades, a set of floppy pink leather pieces hanging off either side of the handle, partially hiding the dagger's black grips.

Attacks with this dagger do an additional 1d4 piercing damage.

While attuned to this dagger: you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Dead, you gain 15 feet of movement, even if the condition would prevent movement; you have advantage to Perception rolls that use smell; you have advantage on Persuasion rolls with creatures that like cute things; you have advantage on Intimidation rolls; and if you Intimidate someone they have disadvantage on their next ability or attack roll.

When a target is hit by an attack from this dagger, they have disadvantage on their next attack.



211 - QWILFLAIL

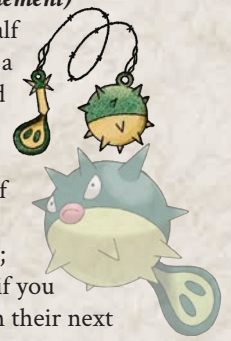
Weapon (Flail) – Rare (3100 gp, requires attunement)

This +1 flail has a spike head, with the top half being light yellow colored, while the bottom is a dark teal and attached to the handle by a barbed wire. The handle has a round fin-like marker hanging from its pommel.

While attuned to this flail: you gain 10 feet of swim speed; the ability to breath underwater; resistance to non-magical bludgeoning damage; you have advantage on Intimidation rolls; and if you Intimidate someone, they have disadvantage on their next ability or attack roll.

Attacks with this flail do an additional 2d4 poison damage, the target has disadvantage on their next attack, and they must make a DC 15 Constitution save or become poisoned for 1 minute. They can attempt the save again at the end of their turn.

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



212 - SCIZORD

Weapon (Shortsword, Flail) – Very Rare (18,410 gp, requires attunement)

This +2 red shortsword has a metallic finish, while the blade is made up of several smaller pieces in a pattern that resembles an insect wing. The pommel is a closed claw, and as an action, a button on the handle can be pressed, causing the blade to fold and retract into the handle as the claw descends on a chain, turning the shortsword into +2 flail. The button can be pressed again, causing the chain to retract and the blade to reform, turning it back into a sword. While solid metal, it feels strangely light and only weighs 1 lb.

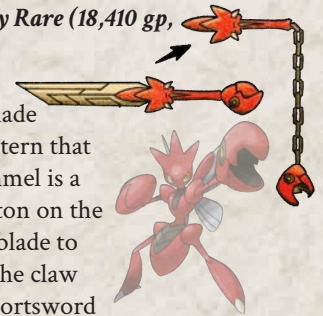
The Scizord still has the light and finesse properties as a flail that it has as a shortsword.

While attuned to the Scizord: you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition; but are now vulnerable to fire damage.

If the spell *Heat Metal* is cast on the Scizord or it is submerged in lava or an equally powerful heat for a full minute, the Scizord is destroyed as it melts apart into pieces of scrap metal.

As a sword: the sword does an additional 1d6 piercing damage; and another additional 1d6 piercing damage if you are below half of your hitpoints.

As a flail: the flail does an additional 1d8 bludgeoning damage; another additional 1d8 bludgeoning damage if you are below half of your hitpoints; and you have advantage to grapple a target while using the flail.



213 - SKNUCKLE

Wondrous (Glove, Cursed) – Rare (1320 gp, requires attunement)

This red glove has yellow trim and several yellow barnacle-like protrusions on them.

While attuned to this glove, once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

As an action, you can put a berry into one of the glove's protrusions, which will be absorbed into the glove. Over the next 24 hours, the berry is processed by the glove and turned into a *Berry Juice capsule*, which will stick out of a protrusion for collection. If a magical berry, such as a *Goodberry* or *Sinda Berry* (ToA 205), is put in the glove it will produce a *Potion of Healing* (PHB 153) or an otherwise appropriate potion at the DM's discretion. If a rotten or poisonous berry is used, it will produce a *Vial of Basic Poison* (PHB 153). If nothing is being or has been produced in the past 24 hours, you can speak a command word to have the glove produce a *Vial of Acid* (PHB 148). All vials produced this way come out in capsules made of soft, edible material like a berry's skin.

The glove can only process one berry at a time, and will pause the process if it is not attuned to anyone.

Cursed. This glove is cursed. If you come under an effect that would give you advantage or disadvantage on a roll, either by a magic item, spell or something else, you have disadvantage when you would instead have advantage, and advantage when you would instead have disadvantage.

BERRY JUICE CAPSULE

Potion (Consumable) – Common (15 gp)

This potion is a vial sized capsule made of soft, edible material like a berry's skin full of sweet berry juice. This capsule can be easily broken open or consumed as is like a normal potion, and once consumed the juice inside restores 2 hitpoints.

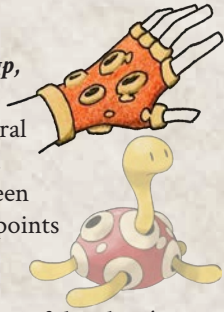
214 - HERAPIKROSS

Weapon (Pike) – Rare (2500 gp, requires attunement)

This navy blue +1 pike is made of large insect carapaces, with a double pointed horn for a blade.

Attacks with this pike do an additional 1d8 piercing damage, and anytime you down a target with the pike, you have advantage on your next attack.

While attuned to this pike, you have advantage on Athletics rolls to knock creatures prone, and are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176). You can also use this pike as a crowbar, granting advantage to Strength checks where its leverage can be applied, such as opening doors or barricades.



215 - NYUCLAWS

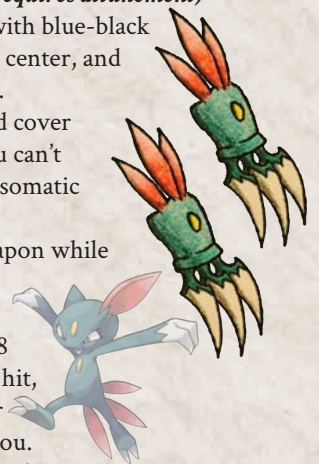
Wondrous (Claws) – Rare (7510 gp, requires attunement)

These claws have ice white blades with blue-black guards, a small gold orb in the guards' center, and three red feathers off the back of each.

The claws fit the wearer's hands and cover the wrist. While wearing the claw you can't manipulate objects or cast spells with somatic components.

You can use the claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, it does +1 to attack rolls, and it deals 1d8 slashing damage +1 cold damage on a hit, with an additional +1 cold damage for each conscious ally within 15 feet of you.

While attuned to these claws, you can't have disadvantage from non-magical means (such as dodge), have advantage on Stealth rolls, and gain 10 feet of climbing speed.



216 - HAMEGUMAR

Weapon (Warhammer) – Rare (6210 gp, requires attunement)

This light brown +1 war hammer has a small crescent moon ornament on top, while the hammer faces have black circles painted on their centers.

While attuned to this hammer, if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Dead, you gain 15 feet of movement, even if the condition would prevent movement, and you have advantage on Perception and Survival rolls to find honey, berries, and other sweet things.



217 - KUMARING

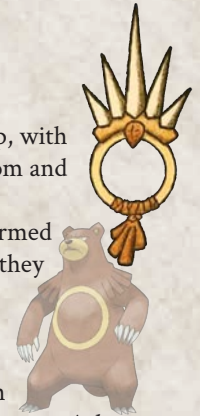
Wondrous (Ring) – Very Rare (7300 gp, requires attunement)

This gold ring has 5 points mounted on top, with a thin leather strip wrapped around the bottom and tied into a tassel.

This ring adds 2d4 piercing damage to unarmed strikes, and can't be worn with gloves unless they are fingerless gloves.

While attuned to this ring, you have advantage on Intimidation rolls, and if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Death, you gain advantage on your attack rolls and 15 feet of movement, even if the condition would impose disadvantage on attacks or prevent movement. You also have advantage on Strength rolls and Perception and Survival rolls to find food, even if buried or hidden.

This ring has 5 charges that refresh at midnight. As an action, you can expend a charge to cast the *Goodberry* spell.

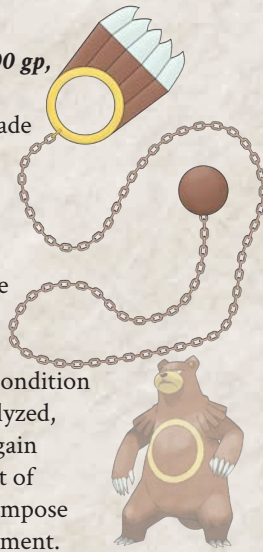


217B - URSAXE

Weapon (Chain Axe) – Very Rare (27,100 gp, requires attunement)

This brown +2 chain axe has a head made from five claws attached to a gold ring, and a round counter weight on the other end of the chain.

While attuned to this axe: you have advantage on Intimidation rolls; you have advantage on Perception and Survival rolls to find food, even if buried or hidden; and if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Death, you gain advantage on your attack rolls and 15 feet of movement, even if the condition would impose disadvantage on attacks or prevent movement.



218 - MAGMARROW

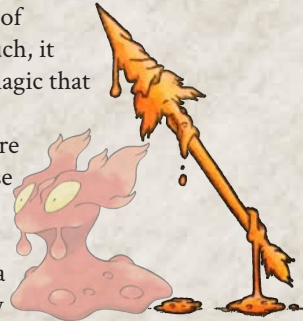
Weapon (Arrow) – Rare (1280 gp, requires attunement)

This red-orange +1 arrow is made of molded magma. While hot to the touch, it can be safely handled thanks to the magic that created it.

While attuned to this arrow, you are resistant to cold damage and can sense where the arrow is as long as it's within 500 feet of you.

Attacks with this arrow do an extra 1d6 fire damage, and when the arrow lands, either hitting a target or on the ground, you can speak a command word as a bonus action and have the arrow explode. This destroys the arrow as it reverts to non-magical magma, and ends your attunement. Any creature within 15 feet of the arrow must make a DC 15 Dexterity save, taking 3d10 fire damage on a fail and half as much on a success. Anything flammable within range ignites. If a target was hit by the arrow on the same turn it explodes, they have disadvantage on the Dexterity save.

The arrow is also destroyed if submerged in water or takes at least 30 cold damage in a single turn, as the arrow loses its heat and turns into a simple stone dart.



219 - MAGCAULDRON

Wondrous (Cauldron) – Very Rare (6920 gp, requires attunement)

This small grey cauldron is made of thin stone pieces that have been fused together with extreme heat. It weighs 40 lbs and has the Heavy and Two-handed properties.

While attuned to this cauldron, you are immune to cold damage.

As an action, you can speak a command word and a fire will light around the cauldron's base, allowing you to cook anything placed within the cauldron. Touching the fire does 1d6 fire damage per round. This can be turned off by repeating the command word.

You can also speak another command word and have the cauldron start producing magma from the Fountains of Creation. The magma will slowly fall out if tipped, but will not spill over the edge if left upright. This can be turned off by repeating the command word. Contact with this stream of magma does 1d10 fire damage. You can pour out the magma into a 5 by 5 foot space over a minute, which does 2d10 fire damage to anyone who touches it, and will last for 10 minutes or until it takes 20 cold damage in a single turn, solidify into igneous rock. If the space takes any fire damage, it is rejuvenated, staying magma for an additional round per 1 fire damage.

Finally, you can speak a third command word and as an action use the cauldron to lob a magma ball at an enemy. You make an attack roll at a range of 20/60, using your Strength modifier, and on a hit the magma ball does 4d10 fire damage to the target, and regardless of a hit it then explodes. Any creature within 15 feet of the ball must make a DC 18 Dexterity save, taking 4d10 fire damage on a fail and half as much on a success. If a target was hit by the ball on the same turn it explodes, they have disadvantage on the Dexterity save. Anything flammable within range ignites. You can lob the magma ball over cover like fences or boxes, ignoring the AC boost the cover would give, but have disadvantage on the attack roll if you can't see the target.



220 - SWIGLOVE

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

These furry brown fingerless gloves have some dark brown stripes down the back starting from each knuckle and going to the wrist. The gloves are cool to the touch, and occasionally a snowflake will flutter out from the fur.

The gloves give an additional 1d4 cold damage to unarmed strike attacks, and while attuned to these gloves, you are unaffected by icy and/or snowy difficult terrain.



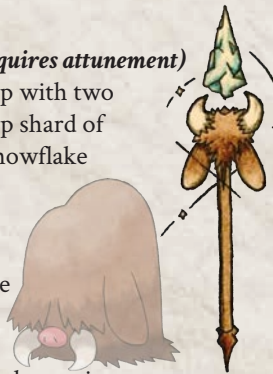
221 - PILOSPEAR

Weapon (Spear) – Rare (1220 gp, requires attunement)

This brown +1 spear has a fuzzy top with two tusks coming out the top, with a sharp shard of ice floating above it, the occasional snowflake coming off it.

This spear does an additional 1d6 cold damage.

While attuned to this spear, you are resistant to being charmed, resistant to fire and cold damage, and are unaffected by icy and/or snowy difficult terrain.



222 - CORSOLANCE

Weapon (Lance) – Rare (3220 gp, requires attunement)

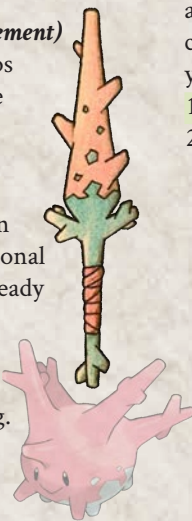
This +1 lance is made of coral, with several nubs along its middle. The upper half is pink, while the lower half is white-blue, with several patches overlapping in both directions. Pink leather is wrapped around the handle.

You can choose to give yourself disadvantage on an attack with this lance in exchange for an additional 1d12 piercing damage. You can't do this if you already have disadvantage.

While attuned to the lance, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also add additional 1d8 hit die during a short rest, but for every dice you add you have disadvantage on attack rolls for 30 minutes after your short rest.

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

This lance must be submerged in clean water, ether fresh or salt water, for at least an hour everyday, other wise it will start to turn gray, becoming more gray the more days that are missed, requiring an additional hour submerged in order to recover for each day missed. If the lance goes 5 days without being submerged, the lance turns completely gray-white as the coral has died. The lance has become a stone lance, losing all of it's magical properties, and will shatter apart if you roll a 1 on an attack roll with it.



223 - ARCHERAID

Weapon (Shortbow, Cursed) – Rare (5200 gp, requires attunement)

This light blue +1 shortbow has arms made of white fish fins and a small horn above the handle. The bow is lacking a bowstring.

This bow doesn't require arrows, conjuring them out of water directly from the material plane of water when you speak a command word as part of your attack, and you can then draw the arrow back like a normal bow. The arrows become regular water after impact. The bow does not suffer any of the disadvantages of being used underwater.

You can choose to give yourself disadvantage on an attack with this bow in exchange for an additional 1d6 piercing damage. You can't do this if you already have disadvantage.

Critical hits with this bow do 3d6 piercing damage instead of 2d6.

Cursed. This bow is cursed. After you make an attack with the bow on a hostile target, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats affected change after every attack and last until your next attack or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

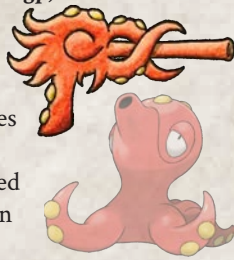
1. Strength
2. Dexterity
3. Constitution
4. Intelligence
5. Wisdom
6. Charisma
7. Attacks on you
8. Your Attacks



224 - OCTULLET

Weapon (Revolver) – Very Rare (19,220 gp, requires attunement)

This orange +2 water revolver resembles an octopus, with a handle of woven tentacles, and a set of tentacles wrapped around the revolver's barrel. One of the tentacles on top can be pulled back to reveal a water reservoir that can be filled with a pint of water.



See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from a pint of water, 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 revolver holds 6 shots at a time before needing to be reloaded. Reloading takes an action, provided you have 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 a slot that can be opened on the top of the revolver. 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. You can also use ink in this revolver, which will cause the target to have a disadvantage on their next attack when hit. Ink can be bought at 10 gp an ounce in most cities, and so a pint of commercial ink would cost 160 gp.

One shot can be used to make an attack against a target at a range of 40/120 as it fires a compressed bullet of water. On a successful hit, they take 2d8 piercing damage. If you roll a critical hit on an attack, you roll 6d8 piercing damage instead of 4d8.

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

While attuned to the revolver you have a swim speed equal to your walking speed, you can breathe underwater, you have resistance to being knocked prone, and advantage to grapple and restrain targets.

225 - CADOISTAFF

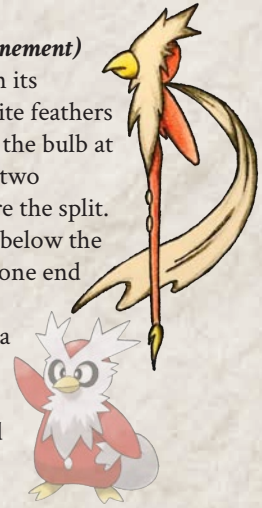
Staff () – Rare (2250 gp, requires attunement)

This red staff has two gold buttons in its middle, followed by a strip of small white feathers that slowly grows wider until it gets to the bulb at the top of the staff, where it splits into two offshoots, with a small beak right before the split. Two stubby protrusions come out just below the bulb, while a long silk ribbon is tied at one end like a scarf between them.

While attuned to this staff, you gain a +1 bonus to spell attack and damage rolls, you are immune to being put to sleep magically, and you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).

The staff has 6 charges that refresh at midnight. As an action, you can expend 1 or more charges to cast *Cure Wounds* at a level equal to the charges expended. You can also as an action point the staff at an enemy you can see up to 60 feet away and expend a charge, making a spell attack at the target, which will shoot a cube of energy that looks like a gift wrapped present. If the cube hits, roll a d20 to determine what happens from the table below.

- | | |
|--------|------------------------------------|
| 1-4. | The target is healed 4d4 hitpoints |
| 5-12. | The target takes 4d4 force damage |
| 13-18. | The target takes 8d4 force damage |
| 19-20. | The target takes 12d4 force damage |



226 - MANTAIJIAN

Weapon (Twin Shortswords) – Very Rare (27,600 gp, requires attunement)

These light blue +2 shortswords have navy blue spines with odd spiral guards. The handles are wrapped in a white silk ribbon, with a length of it hanging off it like an elegant fish tail.

The swords count as one attunement, but in order to maintain the benefits of these swords they can't be more than 100 feet apart or 200 feet away from you, otherwise the attunement ends.

While attuned to the swords, you have a swim speed of 40 feet speed, you can breathe underwater, advantage on Athletic rolls while swimming, are resistant to fire damage, and if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed.

Because of the swords' Light property, they can be used for two-weapon fighting (PHB 195), which allows for an attack with the second sword as a bonus action without the ability modifier. The swords can also be used with the Dual Wielder Feat (PHB 165).



227 - FANZAERON

Wondrous (Fan) – Very Rare (17,220 gp, requires attunement)

This uchiwa fan is made of eight metal feathers, which are a dark red save for the central two, which are silver and longer than the rest. The pommel of this fan looks like an odd metal leaf.

While attuned to this fan, you can't have disadvantage on attacks from effects that are being done to the target (such as wearing a **Cloak of Displacement** or using the *Blur* spell) as oppose to those put on you (such as the frightened or poisoned conditions), and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

The red feathers can be plucked as a bonus action and used as normal darts, with 1d4-1 feathers regrowing at dawn every day.

The fan can be used as a +1 dagger, and while holding the fan you have +1 AC.



228 - HOUNDAO

Weapon (Shortsword) – Rare (2800 gp, requires attunement)

This black +1 shortsword has white bone-like protrusions.

While attuned to this sword: you have advantage on Intimidation roll; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you take fire damage you have advantage on your next attack.

Attacks with this sword have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.



229 - DÉMOLOSCYTHE

Weapon (Scythe) – Very Rare (19,220 gp, requires attunement)

This black +2 scythe has white bone-like protrusions, a set of curved white horns on top and a devil's tail hanging from where the blade is attached to the handle.

While attuned to this scythe: you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you take fire damage you have advantage on your next attack.

Attacks with this scythe have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

The scythe has 6 charges that refresh at midnight. When you hit a target with an attack from the scythe, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack, at a DC 16 save, with each additional charge upcasting the spell by a level.



230 - KINGDRIFLE

Weapon (Hunting Rifle) – Very Rare (23,000 gp, requires attunement)

This light blue +2 water rifle resembles a seahorse head, with a set of horns on top. One of the horns can be pulled back to reveal a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the two-handed and loading properties, holding 5 shots made from a pint of water, weighing 8 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 rifle holds 5 shots at a time before needing to be reloaded. Reloading takes an action, provided you have 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 a slot that can be opened on the top of the rifle. 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. One shot can be used to make an attack against a target at a range of 80/240 as it fires a compressed bullet of water. On a successful hit, they take 2d10 piercing damage. If you roll a critical hit on an attack, you roll 6d10 piercing damage instead of 4d10.

The rifle does not suffer any of the disadvantages of being used underwater. The rifle has a bladed edge under its barrel which can be used like a shortsword to make attacks.

While attuned to the rifle you have a swim speed equal to your walking speed, you can breathe underwater, and are resistant to fire damage.



231 - PHANDPY

Wand () – Rare (1320 gp, requires attunement)

This blue-gray wand looks like a miniature elephant trunk, complete with ears for a cross guard. There are several red-brown patches on the wand.

While attuned to this wand, you gain 10 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and you know the *Mold Earth* cantrip.

This wand has 6 charges, which refresh at dawn. You can expend charges to cast the following spells:

- *Earth Tremor* (1 or more charges)
- *Wall of Sand* (3 charges)
- *Bones of the Earth* (6 charges).

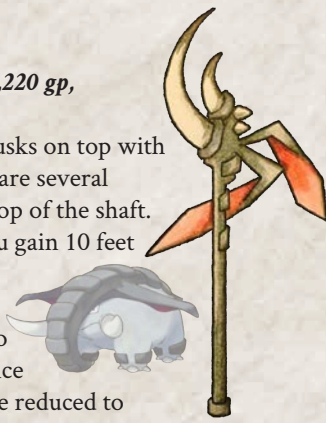


232 - DONPIKE

Weapon (Pike) – Very Rare (18,220 gp, requires attunement)

This dark gray +2 pike has 2 tusks on top with two floppy elephant ears. There are several rubber-like patches around the top of the shaft.

While attuned to this pike: you gain 10 feet of burrowing speed; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



233 - PORYGUNTU

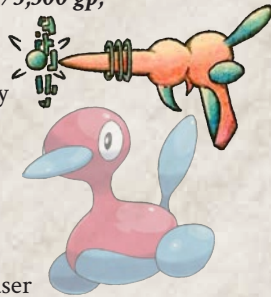
Weapon (Laser Pistol) – Very Rare (73,300 gp, requires attunement)

This pink +2 laser pistol has a strange design that an artist might say looks like a duck, while others might say it looks like spilled paint. The bottom of the handle opens up to reveal a slot that a crystal or gem can be inserted into.

See DMG 267 for specifics about laser pistols. Pistols are considered Martial Ranged Weapons, and this revolver has the loading properties, requires magical crystals or gems to provide charges, weighing 2 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 has a variable number of charges, depending on the crystal or gem used. Once a suitable item is inserted, it cannot be removed or used in any other manner until all the charges are expended. Suitable crystals and gems include but are not limited to:

- *Arcane Focus Crystals* (PHB 151), they can be purchased in magic supply shops for 10 gp each, provide 2 charges, and the crystal loses all of its magical energies once the charges are expended, turning into a mundane crystal.
- *Spell Gems* (OoTA 223), have a number of charges equal to the spell level contained in the gem. The contained spell is consumed, but the now empty spell gem can be used as normal afterward. If the spell gem requires attunement, it does not need to be attuned to you to function in the pistol.
- *Elemental Gems* (DMG 167), which provide 5 charges, adds 1d6 lighting, fire, cold or bludgeoning damage depending on the gem's type, and the gem is consumed once all the charges are depleted.
- *Gem of Brightness* (DMG 171), which provides 10 charges and becomes a 50 gp mundane jewel once all the charges are depleted.
- *Gem of Seeing* (DMG 172), which provides 3 charges provided someone (it does not need to be you) is attuned to it, and regains 1d3 expended charges at dawn.



- *Pearl of Power* (DMG 184), which provides 3 charges provided someone (it does not need to be you) is attuned to it, and regains all 3 charges at dawn.

One charge can be used to make an attack against a target at a range of 40/120 as it fires a blast of radiant energy. On a successful hit, they take 3d6 radiant damage. Crystals can't be removed until fully expended, and once expended the pistol needs to be reloaded. Reloading takes an action as the old crystal is removed from the slot in the handle and a new crystal inserted, provided you have a suitable crystal at hand.

While attuned to the pistol, you don't require air, food, drink, or sleep to survive, but rests are still required for recovery, you are resistant to being magically charmed, frightened, paralyzed, petrified, or poisoned, and you become resistant to the last kind of damage you took.

You can, as an action, use 5 shot charges to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. This can only be done to a creature once every 24 hours.

You can also expend 5 charges as a reaction to either become resistant to the last type of damage you took for 1 minute, or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.

234 - STAFFLER

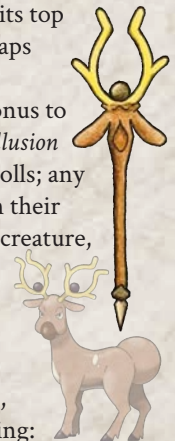
Staff () – Very Rare (17,340 gp, requires attunement)

This light brown staff has an oval antler on its top with a black pearl in its center. Two ear like flaps hang below the antler.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; gain the *Minor Illusion* cantrip; you have advantage on Intimidation rolls; any creatures you Intimidate have disadvantage on their next roll; and if you take damage from a plant creature, a spell that manipulates plants, or a weapon made predominately of plants and plant material (including those made of wood), you gain advantage on your next attack.

This staff has 6 charges that refresh at dawn, and you can expend charges to cast the following:

- *Detect Magic* (1 charge)
- *Silent Image* (1 charge)
- *Locate Object* (2 charges)
- *Mirror Image* (2 charges)
- *Major Image* (3 charges)
- *Programmed Illusion* (6 charges)



235 - DOBRUSH

Wondrous (Paintbrush, Cursed) – Very Rare
(17,350 gp, requires attunement)

This beige paintbrush has light brown strips on it, and an end that looks like a dog's paw. The brush's bristles seem to be permanently died green from paint.

While attuned to this paintbrush, you have advantage against being charmed or frightened.

As an action, you can speak a command word and oil paint will begin to seep out of the bristles. The color and hue are determined by your emotions, so emotional control and concentration are required to get the colors you want.

The brush has 15 charges that refresh at dawn, which you can use to do the following actions:

Trace: As an action, expend a charge, and paint comes out of the brush into a duplicate of the last attack, spell or ability you witnessed. The effect uses the original creature's modifiers and DCs if needed, but you choose the target(s), maintain concentration, and make the rolls. You cannot have more than one Trace active at a time.

Paintmark: As an action, expend a charge, touch a creature with the brush and leave a mark of paint, which lasts for 24 hours, until *Dispell Magic* is cast on the creature, or the creature enters an anti-magic zone. While a creature has this mark, they are resistant or vulnerable to a damage type of your choice. If the target was resistant and made vulnerable or vice versa, they cancel each other out and the target takes normal damage.

Sketch: As an action, if you have a level in a class that learns spells (such as Bard or Wizard) and you've witnessed a spell in your class list since your last turn, you can expend charges equal to the spell's levels to learn the spell. If you have to copy anything into a spell book, expending the charges magically paints what you need into the spell book.

Cursed. This brush is cursed. After you expend one or more charges, roll 2d8. The first d8 denotes what rolls you now have advantage on, while the second denotes what rolls you now have disadvantage on, per the table below. If you roll the same thing, they cancel each other out. The stats are affected until you next expend charges, causing a reroll, or you remove the curse. If you roll a 7, the advantage/disadvantage applies to attacks against you. This could result in attacks against you having advantage, while your attacks have disadvantage.

1. Strength 3. Constitution 5-Wisdom 7. Attacks on you
2. Dexterity 4. Intelligence 6. Charisma 8. Your Attacks

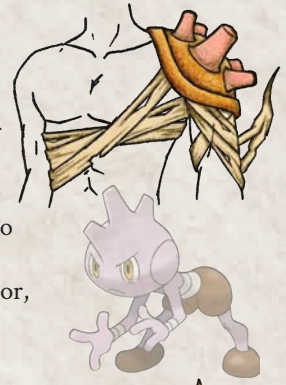


236 - TYROGUARD

Armor (Spaulder) – Uncommon (236 gp)

This light-brown spaulder shoulder guard has several lavender-brown cylindrical protrusions on it, and is attached to some worn cloth lengths to tie around yourself to hold it in place.

If you aren't wearing any other armor, wearing this gives you +1 AC.



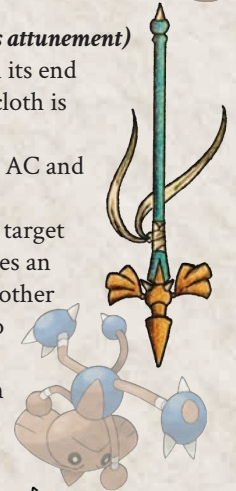
237 - KAPIKERA

Weapon (Pike) – Rare (2370 gp, requires attunement)

This blue +1 pike has a brown point on its end with two leather tassels. A strip of worn cloth is tied around the shaft just under the head.

While attuned to this pike you have +1 AC and are immune to being knocked prone.

If you use this pike to damage the same target as you did on your last turn, the attack does an additional 1d10 piercing damage, with another additional 1d10 piercing damage if you do this for three or more turns. This effect resets if you fail to hit the target or switch targets.

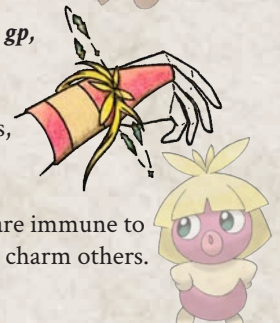


238 - MUCHUGLOVE

Wondrous (Gloves) – Uncommon (185 gp, requires attunement)

These pink loop gloves have a cream-colored strips around the wrists, and some thin golden ribbons tied up on a bow on the back of the hand.

While attuned to these gloves, you are immune to being charmed, and have advantage to charm others.

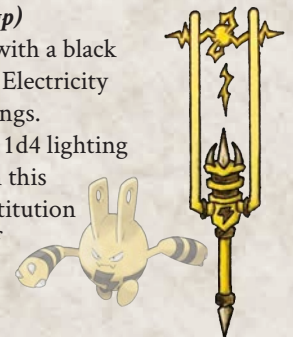


239 - ELEKIYOGA

Weapon (Club) – Uncommon (195 gp)

This yellow club has two prongs with a black striped clawed pillar between them. Electricity occasionally sparks between the prongs.

Attacks with this club do an extra 1d4 lightning damage. When you hit a target with this club, they must make a DC 10 Constitution save or be paralyzed until the end of their next turn.



240 - MAGLAMPY

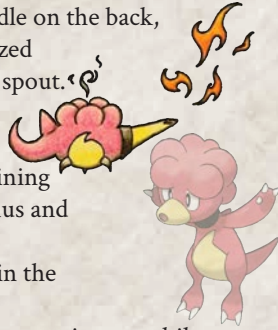
Wondrous (Lamp) – Uncommon (60 gp, requires attunement)

This light red lamp has a small handle on the back, a circle of bulbs around its top, a stylized yellow flame on its side, and a yellow spout.

A small flame can be produced from the spout, which can be turned on and off with a command word, shining magical normal light in a 60-foot radius and dim light for an additional 30 feet.

While attuned to this lamp, you gain the *Control Flames* cantrip.

Anyone who attempts to grapple or restrain you while you are holding the lit lamp must succeed a DC 10 Dexterity or take 1d6 fire damage from contact with the flame.



241 - MILSTAR

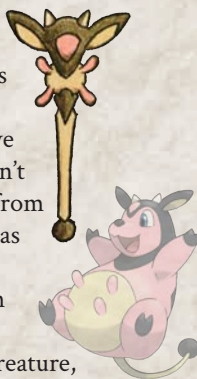
Weapon (Morningstar) – Very Rare (16,000 gp, requires attunement)

This cream +2 morningstar has a black horn-pointed head, with a bulb that resembles a set of cow's udders just below that.

While attuned to this morningstar: you have resistance to fire and cold damage; and you can't have disadvantage on attacks against undead from effects that are being done to the target (such as wearing a *Cloak of Displacement* or using the *Blur* spell) as oppose to those put on you (such as the frightened or poisoned conditions)

Once between long rests, you can touch a creature, including yourself, and cast *Cure Wounds* at 4th level.

If you use this morningstar to damage the same target as you did on your last turn, the attack does an additional 1d8 piercing damage, with another additional 1d8 piercing damage for every turn after this, to a maximum of 5d8 piercing damage. This effect resets if you fail to hit the target in the next turn, or switch targets.



242 - BLISSEYUMI

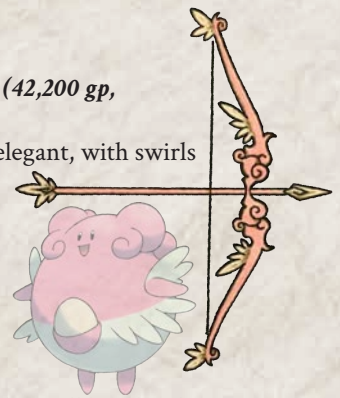
Weapon (Longbow) – Very Rare (42,200 gp, requires attunement)

This pink +2 longbow is quite elegant, with swirls all over the handle and little wing frills coming off the ends of the handles and arms.

The bow has 7 charges that refresh at dawn. You can, as an action, expend 1 or more charges to cast *Cure Wounds*, with each additional charge used upcasting the spell by a level, 2 charges to cast *Lesser Restoration*, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. you can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.



243 - RAIKLOVES

Wondrous (Gloves) – Legendary (144,000 gp, requires attunement)

These black gloves have a pair of large saber teeth attached to the back with an iridescent blue star. Yellow and black trim arranged in jagged lines are visible around the wrist, followed by a lavender bandage to tie around the forearm.

The gloves give +3 to unarmed strike attack and damage rolls, and do an addition 2d6 piercing damage and 2d6 lighting damage to unarmed strikes.

While attuned to these gloves: you are immune to being stunned and paralyzed; gain the *Lightning Lure* cantrip; can dash as a bonus action; are under the effect of the *Wind Walk* spell as long as you are attuned to the gloves, turning into the cloud form when you become attuned; can sense any lighting storms within 50 miles of you; when something was last truck by lighting (including magical lighting); and where non-magical lighting will strike a minute before it does within 50 miles of you.

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

The gloves have 15 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Witch Bolt* (1 or more charges)
- *Thunderwave* (1 or more charges)
- *Thunderstep* (3 or more charges)
- *Call Lighting* (3 or more charges)
- *Lighting Bolt* (3 or more charges)
- *Storm Sphere* (4 or more charges)
- *Chain Lighting* (6 or more charges)



244 - ENTEINT

Weapon (Trident) – Legendary (154,000 gp, requires attunement)

This red-brown +3 trident has a short gold blade, flanked by red side prongs and a metal mustache attaching it to the shaft. Two ragged brown ribbons flutter just below the blade.

Attacks with this trident do an addition 2d6 fire damage, and **do** suffer the disadvantages of being used underwater.

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

While attuned to this trident, you are immune to being stunned, gain the *Fire Bolt* cantrip, can dash as a bonus action, and can sense any volcanoes within 50 miles of you and their status as well as how long it's been since it last erupted.

The trident has 15 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Flaming Sphere* (2 or more charges)
- *Scorching Ray* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)
- *Greater Restoration* (5 charges)
- *Flame Strike* (5 or more charges)
- *Fire Storm* (7 charges)
- *Incendiary Cloud* (8 charges)

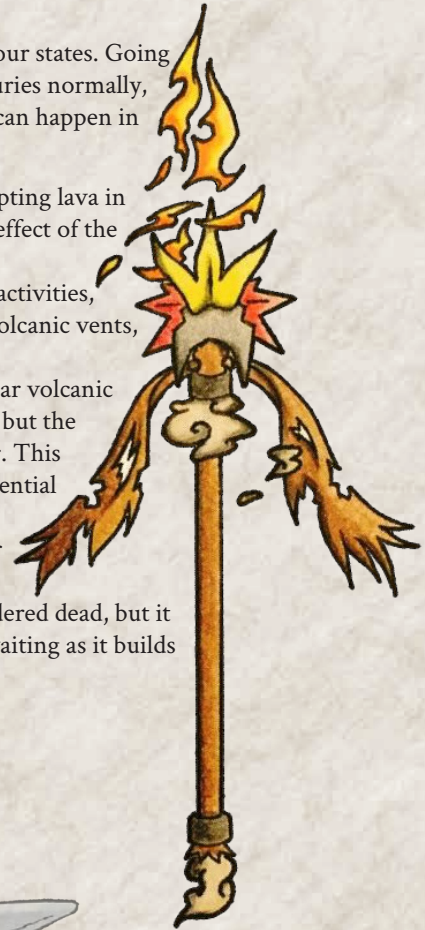


If you spend all 15 of the trident's charges and 8 hours focusing on a volcano while upon it, you can change a volcano's state up or down one level.

Volcano States

Volcanoes generally come in four states. Going down the states often takes centuries normally, if not millennium, but going up can happen in a day.

- 1. Erupting:** The volcano is erupting lava in a dangerous manner. The full effect of the eruption is up to the DM.
- 2. Active:** Has regular volcanic activities, often with lava flows and/or volcanic vents, but this is not necessary.
- 3. Dormant:** Has not seen regular volcanic activities for several centuries, but the occasional rumble might occur. This does not mean there aren't potential dangers though.
- 4. Extinct:** Has not seen regular volcanic activities for several millennium. It might be considered dead, but it could still be dangerous, just waiting as it builds pressure.



245 - SYUMICUNE

Weapon (Longbow) – Legendary (245,000 gp, requires attunement)

This deep blue +3 longbow has an angular design and a strange handle, with a slightly torn cloudy purple ribbon tied just below the handle. The bow's arms can be folded together away from the handle for travel as an action, and snapped back into attack mode when pulled out.

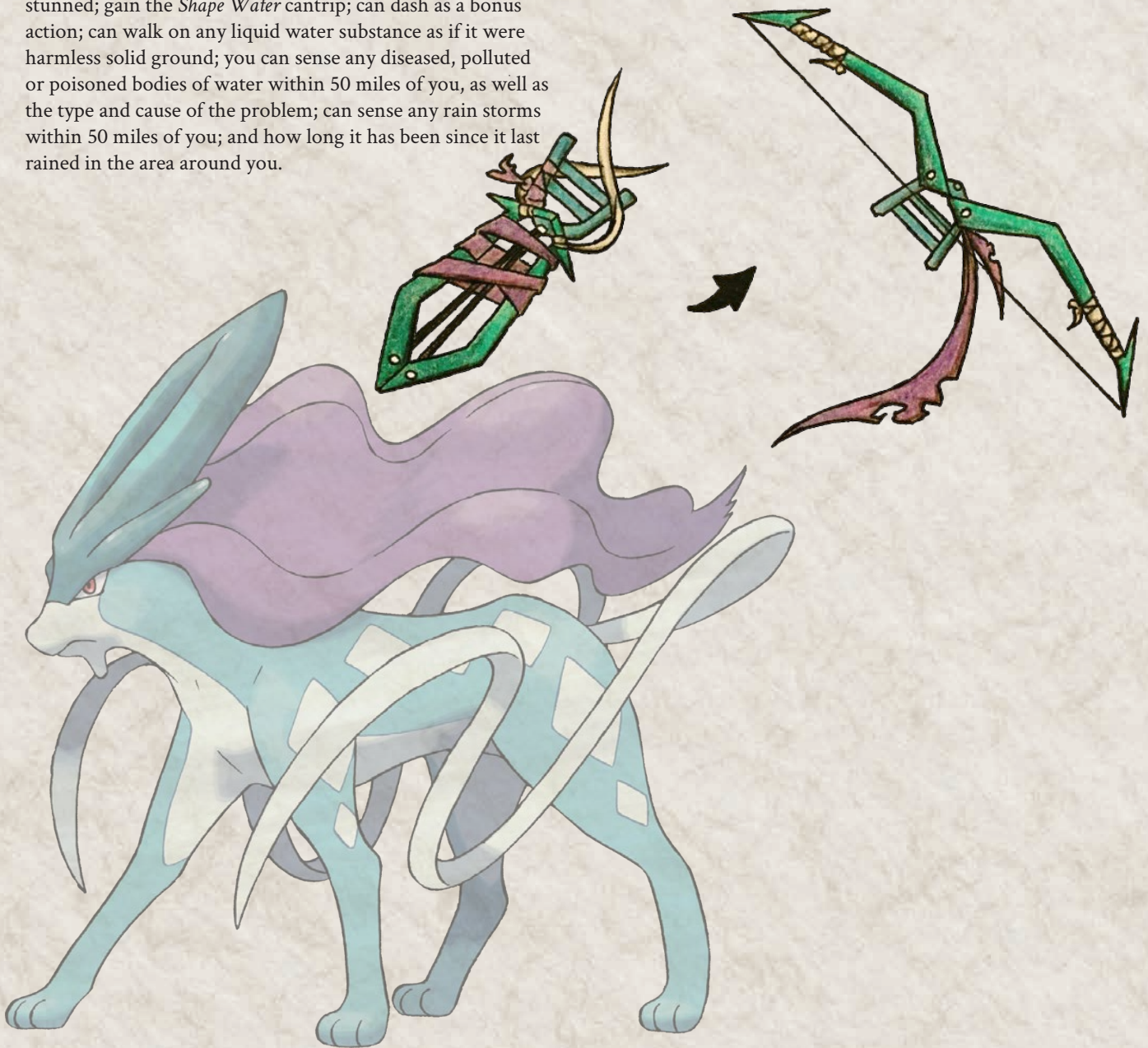
Attacks with this bow do an addition 2d6 piercing damage, and do not suffer any of the disadvantages of being used underwater.

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

While attuned to this bow: you are immune to being stunned; gain the *Shape Water* cantrip; can dash as a bonus action; can walk on any liquid water substance as if it were harmless solid ground; you can sense any diseased, polluted or poisoned bodies of water within 50 miles of you, as well as the type and cause of the problem; can sense any rain storms within 50 miles of you; and how long it has been since it last rained in the area around you.

The bow has 15 charges that refresh at dusk, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Purify Food and Drink* (1 charge)
- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Walk* (3 charges)
- *Tidal Wave* (3 charges)
- *Thunderstep* (3 or more charges)
- *Aura of Purity* (4 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Maelstrom* (5 charges)
- *Tsunami* (8 charges)



246 - YODRILLAS

Wondrous (Drill) – Rare (2460 gp)

This olive-green hand drill has a red diamond button on its center, and when pressed turns the drill on or off.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 5 ft per minute (6 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.



247 - SANAGIRMASK

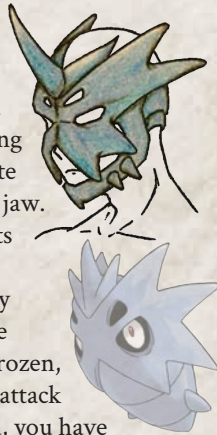
Wondrous (Mask, Cursed) – Very Rare (7420 gp, requires attunement)

This grayish-blue mask is made of hard rock, has a large horn on the forehead, long pieces that cover the cheeks, and a separate section that goes over the chin and lower jaw. It has a swept back look, with several parts going back into points.

While attuned to this mask, if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Death, you have advantage on attack rolls, you gain 10 feet of burrowing speed, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

When wearing the mask, you gain +2 AC.

Cursed. This mask is cursed. While attuned to it, your swim speed drops to 0, regardless of any other modifiers to it, and in water you sink at a rate of 60 feet per round.



248 - TYBANGITAR

Weapon (Greatclub) – Legendary (68,000 gp, requires attunement)

This +3 great club is made of jade rock, with a spiral of spikes going up the shaft. Its surface feels rough and coarse, like sand.

Attacks with the club do an additional 1d8 bludgeoning and 1d8 piercing damage.

While attuned to this club: if an enemy inflicts a status condition on you, with the exception of being Paralyzed, Petrified, Frozen, Asleep, or Death, you have advantage on attack rolls; you have advantage on Intimidation rolls; you gain 20 feet of burrowing speed; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

You can also sense any sandstorms within 100 miles of you, including those that will naturally form within the next hour, how intense it is, how long it will last, and where it will go over the next week or until it dissipates, whichever is closer.

Once between long rests, you can use this club to strike the ground to cast the *Earthquake* spell as an action, with a DC 15 Concentration save and DC 17 Dexterity save for the spell.

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

If this club is brought into a desert, an area suffering from severe drought, or an otherwise sandy area, the club's weather effect will cause a sandstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the club is used in combat, regardless of if a sandstorm is active or not.

While in a sandstorm, you can also speak a command word as an action, causing a 30-foot radius sphere around you to become normal weather, with the sandstorm continuing beyond that. This effect can be turned off by repeating the command word and ends if you are knocked unconscious.



249 - LUNGIA

Weapon (Longbow) – Legendary (294,000 gp, requires attunement)

This navy blue +3 longbow has large silver-white ruffles coming from the handle, and weathered white and blue ribbons tied to the handle. The front of the bow has a blade attached to it, and can be used to make normal dagger attacks. There is no visible bowstring, but passing your hand through where it should be and you will feel a small and focused cool stream of air running between the two ends of the bow. Once attuned to the bow, you can grasp this steam and use it as a normal bowstring. Pulling back the bowstring causes an arrow of swirling air to form pulled from the Elemental Plane of Air. The arrows act like regular arrows, and become regular air after impact or if the bow isn't fired. Arrows can't be removed to be used in other bows, as they will become regular air.

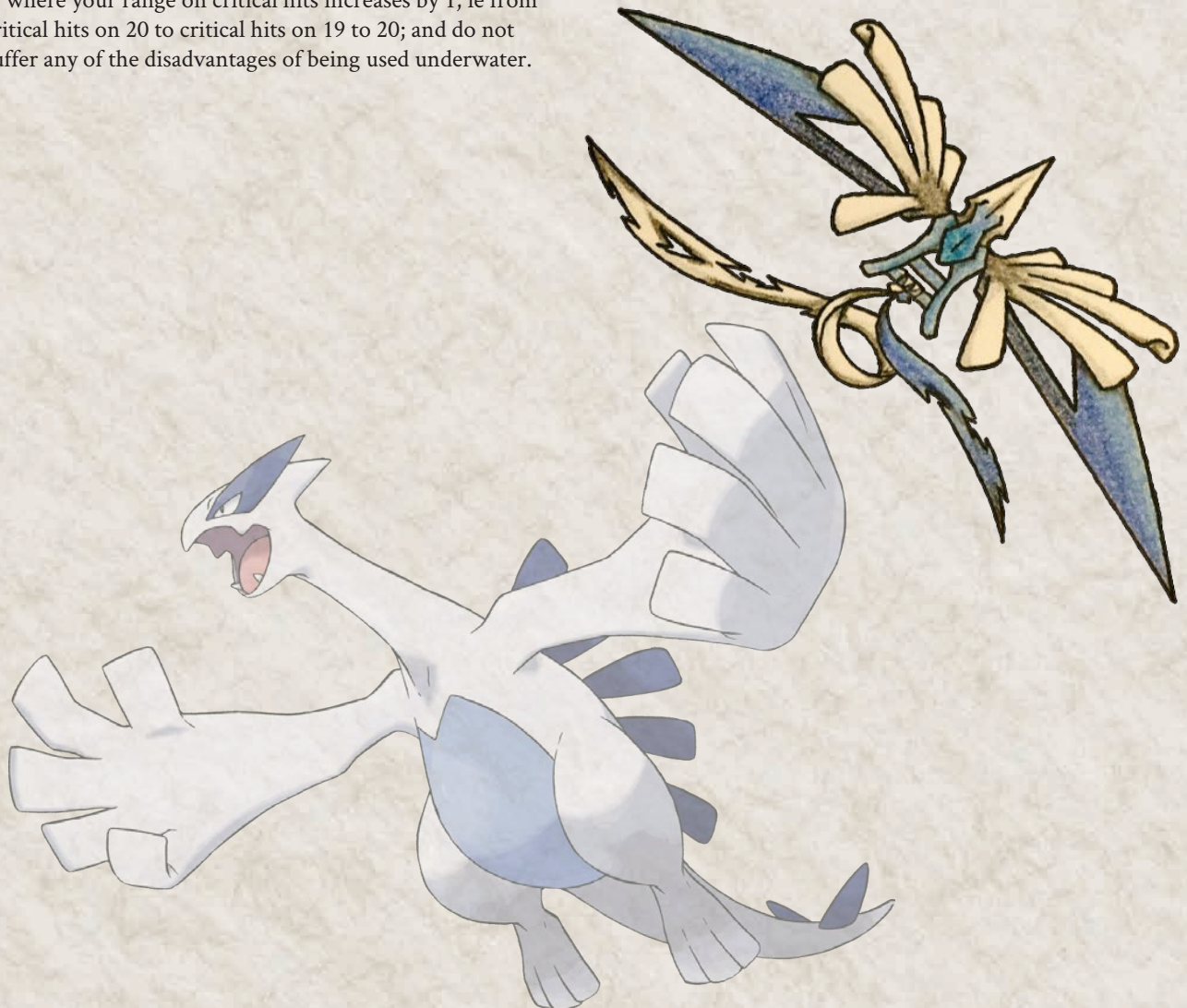
While attuned to this bow: you gain a flight speed of 40 feet; no longer need to breathe to survive; and at full health, any damage done to you is reduced by half, rounding up to the nearest point of damage and at a minimum of 1 damage.

Attacks with this bow (including as a dagger) do an addition 2d6 piercing damage, gain 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 do not suffer any of the disadvantages of being used underwater.

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

The bow has 15 charges that refresh at midnight, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Thunderwave* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Warding Wind* (2 charges)
- *Wind Wall* (3 charges)
- *Storm Sphere* (4 or more charges)
- *Control Winds* (5 charges)
- *Investiture of Wind* (6 charges)
- *Whirlwind* (7 charges)
- *Storm of Vengeance* (9 charges)



250 - SHAKUHŌ-OH

Staff () - Legendary (275,000 gp, requires attunement)

This navy-blue staff has a set of wings with red and green sections arching upwards on top, with a mass of golden ribbons below. The feathers and ribbons shimmer with rainbows in sunlight.

While attuned to the staff: you gain a +3 bonus to spell attack and damage rolls; the *Produce Flame*, *Sacred Flame* and *Create Bonfire* cantrips; a flight speed of 40 feet; resistance to cold damage; and you are under the effect of the *Death Ward* spell for 24 hours, refreshing at noon each day.

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

Whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also add additional 1d8 hit die during a short rest, but for every dice you add you have disadvantage on attack rolls for 30 minutes after your short rest.

The staff has 20 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Burning Hands* (1 or more charges)
- *Gust of Wind* (2 charges)
- *Revivify* (3 charges)
- *Fireball* (3 or more charges)
- *Aura of Life* (4 charges)
- *Wall of Fire* (4 or more charges)
- *Raise Dead* (5 charges)
- *Reincarnate* (5 charges)
- *Flame Strike* (5 or more charges), and can also be cast as a 1 minute ritual at 5th level.
- *Investiture of Flame* (6 charges)
- *Resurrection* (7 charges)
- *Fire Storm* (7 charges)
- *True Resurrection* (9 charges)



251 - CELEBITO

Wondrous (Instrument, Harp) – Artifact (Requires attunement)

This hand-held harp has a bent wooden frame with leaves growing off the ends. A woven grass doll with a green onion head is tied to the harp's bend, with the ends of the grass string used coming off its back in long leaf-like wings.

The harp has 15 charges that refresh at midnight, which can be used to cast the following spells, some of which you can also cast as rituals, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Speak with Animals* (1 charge, Ritual)
- *Entangle* (1 charge)
- *Faerie Fire* (1 charge)
- *Blur* (2 charges)
- *Locate Animals or Plants* (2 charges, Ritual)
- *Healing Spirit* (2 or more charges)
- *Animal Messenger* (2 or more charges, Ritual)
- *Speak with Plants* (3 charges, Ritual)
- *Divination* (4 charges, Ritual)
- *Guardian of Nature* (4 charges)
- *Commune with Nature* (5 charges, Ritual)
- *Druid Grove* (6 charges)
- *Foresight* (9 charges)
- *Time Stop* (9 charges)

While attuned to this harp: you gain a +3 bonus to spell attack and damage rolls; a flight speed of 20 feet; the *Mending* cantrip; you have advantage on all rolls to prevent status conditions; if you would roll to remove a status condition (except death) at the end of your turn, you instead do so at the start of your turn; and you can also sense, within 1000 miles, any temporal travel arrivals and departures, including when they came from, as well as any temporal anomalies, their nature and how to resolve them.

You can also use all 15 charges in a 10-minute casting playing the harp to travel backwards or forwards (your choice) through time 40 years. You and any creatures within 15 feet of you at the end of the ritual disappear in a swirl of leaves, and arrive at the exact same place 40 years in the past or future, down to the month, day, hour, minute and second. You can move and talk while casting the ritual, and the charges are not expended until the end of the ritual when the time travel takes place. If you, or anyone you bring with you, would arrive in a hazardous space (such as no solid ground, lava, stone filled, etc), you immediately know this as soon as you start the ritual, and know of any nearby safe areas when you want to arrive. If you travel to the past, your actions can change the future, regardless if you return. If you travel to the future, you will arrive in a future where you didn't exist for that 40 year time, regardless if you return.



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

I hoped you've enjoyed it! Consider checking out some of my [other D&D content on Dungeon Masters Guild](#), or [supporting my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

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.

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

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!

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

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 adventures to be his models and deal with these threats. He hopes they'll be able to handle things...

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

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

THE CURSED COURTESAN

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

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

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

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

WALK THE BLINK DOG

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

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

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

BAKE-OFF BATTLE

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

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

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

ATTACK OF THE GIANT GINGERBREADS!

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

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

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

WELCOME TO PLIFORTAKUNE

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

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

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

THE GUARDIAN OF GOLDHAMMER'S VAULT

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

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

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

CUPID VS CUBUS

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

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

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

THE DREAM PRINCE'S NIGHTMARE

A child is having a terrible nightmare, and the party needs to enter the dream and fight off the nightmare. This adventure 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.

Coming Soon!