

## PRINT-AND-PLAY



### DICE OF BLESS AND DISTRESS

Wondrous Item, rare (requires attunement)

These black dices have three skulls and three crosses engraved in pure silver where the numbers should be. No one knows where they came from or how they're made, but some say they are pieces of a corrupted crystal ball that once was used to foresee the future and now became able to bend it. Others say they're a gift from the Trickster god himself to encourage its followers to live by the chaos of their actions.

The most famous charlatans around the plane are known to carry one of these at all times. You can roll the dice every day at dawn up to three times. For each time you roll 1d6, write down the result. If it is an odd number, you gain a skull charge, and if the result is even, you gain a cross charge.

As a reaction, you can use a charge to interfere with the result of the action.

**Odd (Skull Charge).** As a reaction to seeing a creature within 60 feet of you succeeds on an attack roll, an ability check, or a saving throw, you can expend a skull charge to make the creature reroll the d20 and use the lower roll.

**Even (Cross Charge).** As a reaction to seeing a creature within 60 feet of you fail on an attack roll, an ability check, or a saving throw, you can expend a skull charge to make the creature reroll the d20 and use the higher roll.