

POKÉMON INSPIRED WEAPONS & ITEMS


GENERATION V



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 1st Generation of games, for a total of 167 magic items!

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

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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.

494 - VICTACHI

Weapon (Longsword) – Artifact (requires attunement to a spellcaster)

This cream-colored +4 longsword has a twisted blade that resembles fire, with a red tip that resembles an upside-down V with a red-tipped wing on one side below that, and a guard curved downward over the handle that resembles another wing. The pommel has a bright blue pearl embedded in it.

This sword does an additional 2d8 fire damage.

While attuned to this sword: you and all of your allies within 60 feet of you have +1 to attack rolls, and all of your attacks count as magical for the purpose of determining resistances; you gain the *Fire Bolt*, *Guidance* and *Message* cantrips; you gain a fly speed equal to your walking speed; and you are resistant to fire and psychic damage.

You can speak a command word and the blade will emit bright light for 30 feet and dim light for another 30 feet, and can be turned off by repeating the command word.

This sword has 20 charges that refresh at sunrise, which you can use to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Bless* (1 or more charges)
- *Burning Hands* (1 or more charges)
- *Cure Wounds* (1 or more charges)
- *Heroism* (1 or more charges)
- *Searing Smite* (1 or more charges)
- *Aid* (2 or more charges)
- *Branding Smite* (2 or more charges)
- *Invisibility* (2 or more charges)
- *Aura of Vitality* (3 charges)
- *Crusader's Mantle* (3 charges)
- *Daylight* (3 charges)
- *Sending* (3 charges)
- *Fireball* (3 or more charges)
- *Greater Invisibility* (4 charges)
- *Wall of Fire* (4 or charges)
- *Circle of Power* (5 or charges)
- *Flame Strike* (5 or charges)
- *Investiture of Flame* (6 charges)
- *Sunbeam* (6 charges)
- *Fire Storm* (7 charges)
- *Sunburst* (8 charges)



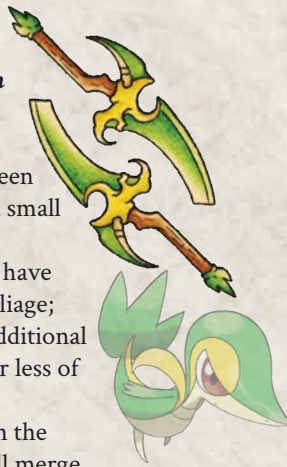
495 - SKNIVY

Weapon (Dual Daggers) – Uncommon (495 gp, requires attunement)

These wood daggers have green leaf blades, golden guards with a curved green guard over the twig like handle, with a small leafy pommel.

While attuned to these daggers: you have advantage on Stealth rolls to hide in foliage; and attacks with these daggers do an additional 1d4 piercing damage if you have half or less of your maximum hitpoints.

Evolving: If these daggers remain in the Swamp of Oblivion for a year, they will merge together into a 496 - Seaxvine.



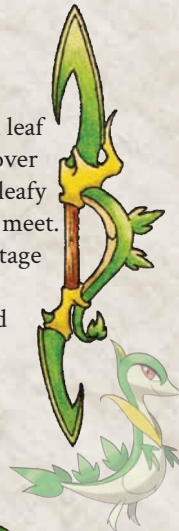
496 - SEAXVINE

Weapon (Dual-Blade Sword) – Rare (6490 gp, requires attunement)

This green wood +1 sword has hooked green leaf blades on each side. There's a green bell guard over the wood handle with a cream underside and a leafy frill, and gold flair where the blades and handle meet.

While attuned to this sword: you have advantage on Concentration and Intimidation rolls; advantage on Stealth rolls to hide in foliage; and attacks with this sword do an additional 1d8 slashing damage if you have half or less of your maximum hitpoints.

Evolving: If this sword remains in the Swamp of Oblivion for a decade, it will become a 497 - Seaxperior.

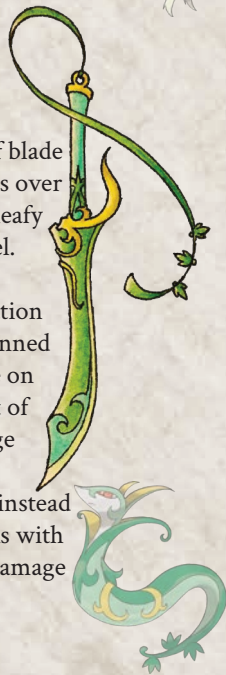


497 - SEAXPERIOR

Weapon (Longsword) – Very Rare (19,470 gp, requires attunement)

This green +2 longsword has a long leaf blade with a white edge, a gold guard that curves over the handle, and a long green ribbon with leafy knots along it attached to the gold pommel.

While attuned to this sword: you have advantage on Concentration and Intimidation rolls; any creatures you Intimidate are Stunned until the end of their next turn; advantage on Stealth rolls to hide in foliage; gain 10 feet of movement; if you would have disadvantage on a saving throw or ability check from non-magical means (such as poison), you instead have advantage, and vice versa; and attacks with this sword do an additional 1d8 slashing damage if you have half or less of your maximum hitpoints.



498 - POKABASH

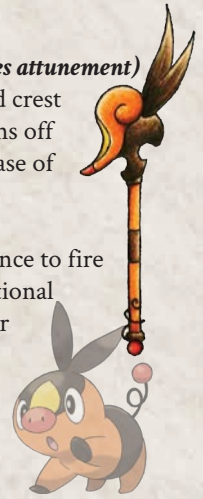
Weapon (Club) – Uncommon (498 gp, requires attunement)

This orange club has a black head with a red crest on one side and two long black ear-like ribbons off the top. A tin metal spring curls around the base of the handle, connected to the red orb pommel.

Attacks with this club do +1 fire damage.

While attuned to this club: you have resistance to fire damage; and attacks with this club do an additional 1d4 fire damage if you have half or less of your maximum hitpoints.

Evolving: If this club remains on the Elemental Plane of Fire for a year, it will become a 499 - Chaobash.



499 - CHAOBASH

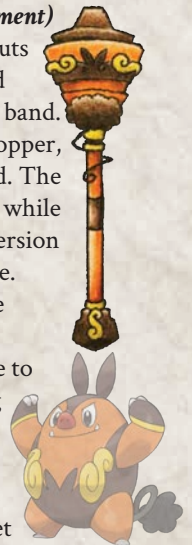
Weapon (Mace) – Rare (1994 gp, requires attunement)

This orange +1 mace has a head that broadens out like a top with a black band around the center and some gold swirl trim in spots along the top of the band. The top of the mace head is shaped like a black stopper, while curly black fur encircles the base of the head. The orange handle has black cloth wrapped around it, while the black pommel which resembles a miniature version of the head has a large gold S-like swirl on the side.

Attacks with this mace do an additional 1d4 fire damage.

While attuned to this mace: you have resistance to fire damage; you have advantage to prevent being knocked prone; attacks with this mace do an additional 1d6 fire damage if you have half or less of your maximum hitpoints; and attacks with this mace do an additional 1d6 fire damage if the target is of a smaller size than you.

Evolving: If this mace remains on the Elemental Plane of Fire for a decade, it will become a 500 - Emboandao.



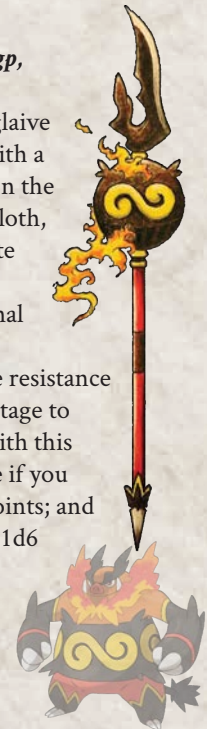
500 - EMBOANDAO

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

This black and red +2 guandao-style glaive has a large black bulb below the blade with a horizontal swirling gold S-like symbol on the side. The red shaft is wrapped in black cloth, and the pommel is a black trimmed white spike.

Attacks with this glaive do an additional 1d8 fire damage.

While attuned to this glaive: you have resistance to fire and cold damage; you have advantage to prevent being knocked prone; attacks with this glaive do an additional 1d10 fire damage if you have half or less of your maximum hitpoints; and attacks with this glaive do an additional 1d6 fire damage if the target is of a smaller size than you.



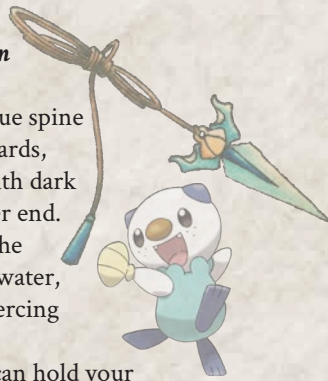
501 - MIJUDART

Weapon (Rope Dart) – Uncommon (600 gp, requires attunement)

This light blue dart has a dark blue spine and a clam shell with wave-like guards, attached to one end of the rope, with dark blue cylindrical weight on the other end.

The dart does not suffer any of the disadvantages of being used underwater, and attacks with this dart do +1 piercing damage.

While attuned to this dart: you can hold your breath for 10 minutes; you float in water regardless of weight, and if submerged you will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.



502 - DAGWOTT

Weapon (Dual Daggers) – Rare (2500 gp, requires attunement)

These light blue +1 dual daggers have blades that seem to be made of water coming out of the blue guards, which also curve over the handles and have small blades on the outside edge. A clam shell is embedded in the guard above the handle.

Attacks with these daggers do an additional 1d4 slashing damage, and the next attack on the first target you hit in a round has advantage to hit.

While attuned to these daggers: you can hold your breath for 10 minutes; you gain a swim speed equal to your walking speed; you float in water regardless of weight, and if submerged you will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.



503 - SAMUROTACHI

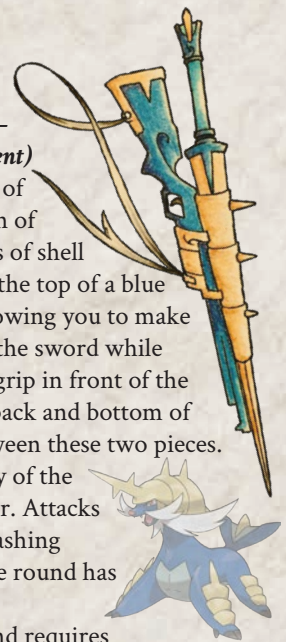
Weapon (Longsword, Hunting Rifle) – Very Rare (71,000 gp, requires attunement)

This +2 longsword has a blade made of shell with a simple blue hilt. The sheath of the sword is also made of several pieces of shell with spines along the top, mounted to the top of a blue hunting rifle with the end exposed, allowing you to make normal dagger attacks with the end of the sword while wielding the rifle. The rifle has a shell grip in front of the trigger, as well as shell trim along the back and bottom of the stock, and a white strap is tied between these two pieces.

The sword and rifle do not suffer any of the disadvantages of being used underwater. Attacks with the sword do an additional 1d8 slashing damage, and your first attack you of the round has advantage to hit.

The rifle is a normal hunting rifle, and requires ammunition to work. See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets, and weighting 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. On a successful hit, the target takes 2d10 piercing damage.

While attuned to this sword: critical hits on you become normal hits; you can hold your breath for 10 minutes; you gain a swim speed equal to your walking speed; you have advantage on Intimidate rolls; any creature you Intimidate becomes Mute out of fear until the end of their next turn; you float in water regardless of weight, and if submerged you will rise at a rate of 10 feet per round, which you can turn on and off with a command word, but will automatically turn on should you become unconscious.



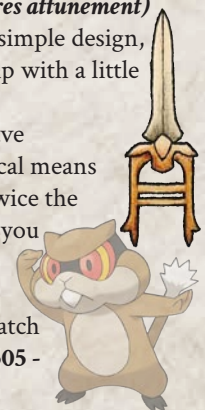
504 - KATARAT

Weapon (Dagger) – Common (54 gp, requires attunement)

This light brown katar-style dagger has a simple design, with a basic cross guard and an H shaped grip with a little bit of flair at the end of the grip.

While attuned to this dagger, you can't have disadvantage on attack rolls from non-magical means (such as the dodge action), and you can fit twice the amount of food in your mouth at once than you normally can.

Evolving: If this dagger remains in the possession of someone standing a regular watch continuously for a month, it will become a 505 - Watchalberd.



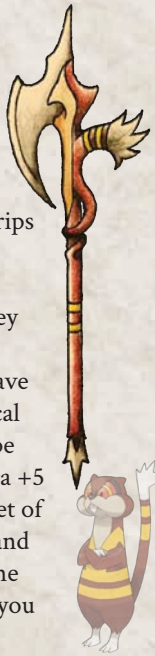
505 - WATCHALBERD

Weapon (Halberd) – Uncommon (1450 gp, requires attunement)

This brown halberd has a long animal tail wrapped around its top half, which has two yellow lines around the end before being topped by a white fluff. Two more yellow strips wrap around the center of the shaft, and the pommel is a three-pronged metal spike. The yellow strips will shine iridescently when they catch the light.

While attuned to this halberd: you can't have disadvantage on attack rolls from non-magical means (such as the *dodge* action); you can't be surprised while you are conscious; you have a +5 bonus to your passive Perception; gain 30 feet of darkvision; have disadvantage to all Stealth and Sleight of Hand rolls; and you can fit twice the amount of food in your mouth at once than you normally can.

You can also speak a command word to have the yellow strips glow, emitting normal light for 10 feet and dim light for another 10 feet, and can be turned off by repeating the command word.



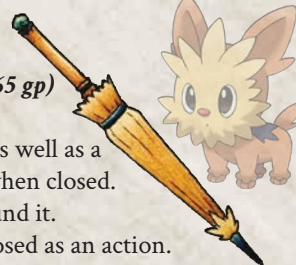
506 - UMBRELLIPUP

Wondrous (Umbrella) – Common (65 gp)

This light brown umbrella has a black-blue tip, black-blue pommel, as well as a black-blue strap to wrap around it when closed. The black tip has beige fur trim around it.

The umbrella can be opened or closed as an action.

While holding this open umbrella, you cannot be magically put to sleep, have +1 to Perception rolls and your passive Perception, and have +1 to Sleight of Hand rolls. If you close or drop the umbrella, these effects end.



507 - TERRIBOW

Weapon (Longbow) – Uncommon (2730 gp, requires attunement)

This light brown longbow has beige fur trim around the handle, making it resemble a furry five-point star. The arms of the bow have black-blue fur wrapped around their middle sections.

While attuned to this longbow: you have +1 to Intimidation rolls; anyone you Intimidate has disadvantage to their next attack roll; and any attacks you do to Ghost creatures with this bow ignore any damage resistance or immunity to bludgeoning, piercing, and slashing damage that creature might have.



508 - MAXETOUFFE

Weapon (Greataxe) – Rare (6700 gp, requires attunement)

This light brown +1 greataxe has a wooden handle with a black cap pommel and beige fur at the top, while the handle is wrapped with beige cloth. The large singular axe blade has black-blue fur adhered to its back side before connecting to the handle.

While attuned to this greataxe: you have advantage to Intimidation rolls; anyone you Intimidate has disadvantage to their next attack roll; you do not suffer the disadvantages of being in cold weather or snowstorms; have advantage on Dexterity rolls when in snowstorms; have disadvantage on rolls to prevent Heatstroke; and any attacks you do to Undead creatures with this axe ignore any damage resistance or immunity to bludgeoning, piercing, and slashing damage that creature might have.

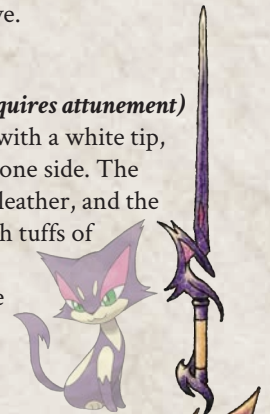


509 - PURRAPIER

Weapon (Rapier) – Common (95 gp, requires attunement)

This purple rapier has a purple blade with a white tip, while the guard resembles a cat's ear on one side. The guard is wrapped in soft cream-colored leather, and the pommel has a bar across the bottom with tufts of purple fur off the ends.

While attuned to this rapier, you have +1 to Deception and Persuasion rolls.



510 - LIEPARTED

Weapon (Scythe) – Uncommon (1500 gp, requires attunement)

This purple scythe has a pink cutting edge to the blade, and two broad curved spikes along the back of the blade. The top of the shaft has a long cat ear-like oval on top with a pink inside, and gold rhombuses and triangle shapes along the top part of the purple furry shaft before it becomes gold. The pommel is a gold spike.

While attuned to this scythe: have advantage on Stealth rolls; +1 to Deception and Persuasion rolls; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.



511 - MACESAGE

Weapon (Mace) – Uncommon (250 gp)

This green mace has a head made of hardened vines, with the top resembling a tree top with three yellow seed-like spots. The wood handle has a leafy green pommel with two large leaves growing out of it.

The two leaves on the pommel can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d2 days at dawn.



512 - YANAKUT

Weapon (Dual-Blade Sword) – Rare (6200 gp, requires attunement)

This green +1 dual-blade sword has matching green straight blades with three yellow seed-like spots on them, connected by a wooden handle between them with white leafy trim. A vine is tied to the bottom of each blade, acting as a carrying strap.

While attuned to this sword you gain the *Thorn Whip* cantrip, using your Wisdom as the spell modifier.

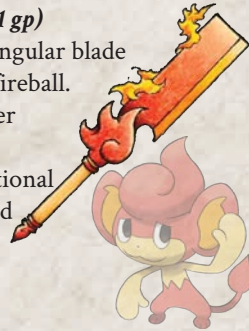


513 - AXESEAR

Weapon (Handaxe) – Uncommon (351 gp)

This red cleaver handaxe has a rectangular blade with a guard that looks like a stylized fireball. The cream-colored handle has a smaller fireball as the pommel.

Attacks with this cleaver do an additional 1d4 fire damage, and any food prepared with this cleaver is cooked as it is prepared.



514 - TRIMISEAR

Weapon (Trident) – Rare (1900 gp)

This orange +1 trident has blades that resemble flames, with a ball of white smoke around the base of it. The cream-colored shaft has a pommel that looks like a small ball of fire.

This trident **does** suffer the disadvantages of being used underwater, and attacks with it do an additional 1d6 fire damage.



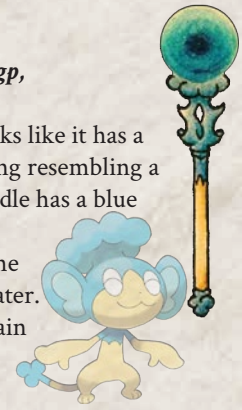
515 - MACEPOUR

Weapon (Mace) – Uncommon (335 gp, requires attunement)

This blue mace has an orb that looks like it has a whirlpool within it on top of a carving resembling a water spout. The cream-colored handle has a blue pommel that looks like bubbles.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace, you gain the *Shape Water* cantrip.



516 - TESSENPOUR

Weapon (Tessen) – Rare (5610 gp, requires attunement)

This blue +1 tessen fan has thin metal blades with patterns of crashing waves etched upon them before end in white tipped points. A white chain with blue ribbon at the end is attached to the top of the handle, and can be wrapped around the tessen when closed. The cream-colored handle has a blue pommel that looks like bubbles.

This tessen does not suffer any of the disadvantages of being used underwater.

While attuned to this tessen, you gain the *Shape Water* cantrip.

The tessen has 4 charges that refresh at dawn, and can be used to cast the following spells, using Wisdom is your spellcasting ability, and each additional charge used upcasts the spell by one level:

- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)



517 - MUNNAOR HAMMER

Weapon (Single Head Meteor Hammer) – Uncommon (1570 gp, requires attunement)

This meteor hammer has a curved pink head with a curved back horn on top and lavender flower patterns on it. A pink rhombus weight is attached to the other end of the chain.

While attuned to this meteor hammer: you gain telepathy (MM 009) with a range of 60ft.; can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; and you can touch a sleeping creature and sense their dream, as well as if there are any outside forces influencing their dreams. You can choose to consume a dream, which will provide a day's worth of sustenance if it is a neutral or good dream, or take 1d4 necrotic damage if it is a bad dream. Regardless, the target will not remember the dream if it is consumed, and smoke will billow from the horn tip, a deep pink if the dream was good, gray if neutral, and a sickly green if bad, with the smoke sometimes taking shapes or forms from the dream before dissipating harmlessly.



518 - MUSHARNAFF

Staff () – Rare (1850 gp, requires attunement)

This pink staff has a top that goes from purple to white and resembles billowing smoke. The end of the shaft has a pink spike on it.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; telepathy (MM 009) with a range of 120ft.; you can sense your allies within 120 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; at the start of a fight, you can sense who can cast the highest level spell in the opposing force and which spell it is, or if there are no spell casters, the most potentially damaging move they can perform. In the event of a tie, the DM selects one of opponents and/or moves at random; if you are inflicted with the Blinded, Deafened, Frightened, Stunned, Paralyzed, or Poisoned status condition, the creature that inflicted that condition is also inflicted with the condition unless they are immune to it; and you can touch a sleeping creature and sense their dreams, as well as if there are any outside forces influencing their dream. You can choose to consume a dream, which will provide a day's worth of sustenance if it is a neutral or good dream, or take 1d4 necrotic damage if it is a bad dream. Regardless, the target will not remember the dream if it is consumed, and smoke will billow from the top of the staff, a deep pink if the dream was good, gray if neutral, and a sickly green if bad, with the smoke sometimes taking shapes or forms from the dream before dissipating harmlessly.



519 - SCIDOVE

Weapon (Scimitar, Cursed) – Common (69 gp)

This gray scimitar has a dark gray edge, a feathery guard with pink trim, a curved handle, and pink trim around the pommel.

Attacks with this scimitar have advantage to hit creatures you believe to be of the same gender as you.

Cursed. This scimitar is cursed, and if it is not already cursing someone, as soon as a creature with an Intelligence above 3 touches it, they are affected by this curse. While affected, you feel the need to keep the scimitar with you, and have disadvantage to all Intelligence rolls. When in combat, you must make a DC 10 Intelligence save at the start of your turn or forget what you were doing, and on a critical fail forgetting that you are even in combat.

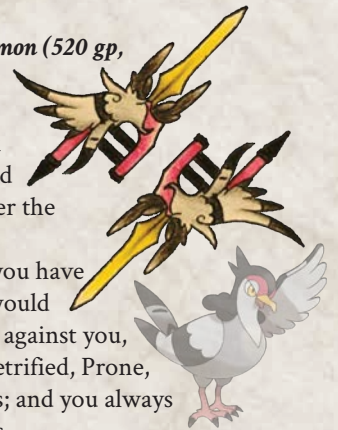


520 - KATRANQUILL

Weapon (Dual Daggers) – Uncommon (520 gp, requires attunement)

These dual katar daggers each have a yellow, beak-like blade, pink H-shaped handles that resemble bird feet with gray feathers arranged over the handles to look like wings.

While attuned to these daggers: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and you always know which direction your home is.



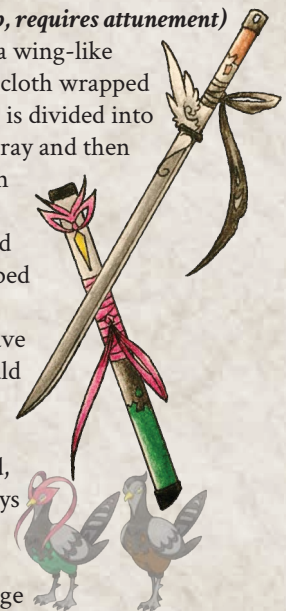
521 - UNFEZATANA

Weapon (Longsword) – Rare (5210 gp, requires attunement)

This gray +1 katana longsword has a wing-like guard made of feathers, and dark gray cloth wrapped around the handle. A matching sheath is divided into three sections, going light gray, dark gray and then green with speckle transitions between the three. The top of the sheath has a small pink mask at the top above a gold rhombus inlay, and pink ribbon wrapped around its length below that.

While attuned to this sword: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and you always know which direction your home is.

Attacks with this sword 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.



522 - BLITZBOOTS

Wondrous (Shoes) – Uncommon (225 gp)

These black shoes have white trim around the top, a white sole that wraps up over the toes, and thick white lightning like stripes around its sides and back. A blue orb is embedded on the outside of each shoe just below the ankle.

The shoes have 1 charge, which refreshes at noon, and while wearing the shoes you can use the charge to cast the *Thunder Step* spell with a DC 13 save.



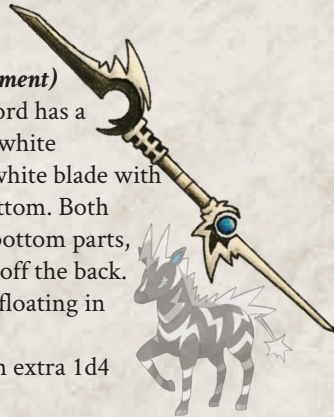
523 - ZEBSTRIKUT

Weapon (Dual-Blade Sword) – Rare (7300 gp, requires attunement)

This white +1 dual-blade sword has a black blade on one side, with a white lightning pattern back edge, a white blade with a black inner edge along the bottom. Both blades have a crescent as their bottom parts, with large lightning strike flair off the back. The white blade has a blue orb floating in the center of its crescent.

Attacks with this sword do an extra 1d4 lightning damage.

While attuned to this sword: you are immune to lightning damage; any single-target ranged spells or attacks that do lightning damage are automatically drawn to you if you are within range, regardless if an ally or enemy performed it; and if you are hit by lightning damage, you gain 15 feet of movement until the end of your next turn.

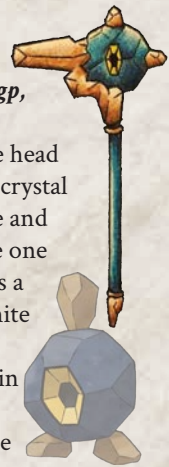


524 - HAMMEROGG

Weapon (Warhammer) – Uncommon (920 gp, requires attunement)

This warhammer is carved from stone, the head being a round blue-black rock with a yellow crystal hexagon which has a black center on the side and brown stalagmites coming off it, with a large one being used as the hammer face. The handle is a solid pillar of blue-black rock, with a stalagmite tip as the pommel.

While attuned to this warhammer: you gain a blindsight of 30 ft. from superior hearing; have advantage on Perception checks that use hearing; and you do not suffer the disadvantages of being in a sandstorm.

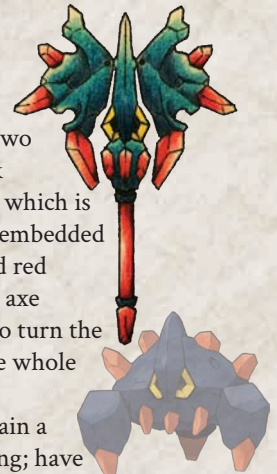


525 - GAXETLE

Weapon (Heavy Crossbow, Greataxe) – Rare (12,450 gp, requires attunement)

This +1 blue-black rock greataxe has red gem crystals along its blade edge. Two yellow crystal half-hexagons with black centers are embedded above the guard, which is a blue-black rock ball with red crystals embedded around it. The handle is made of carved red crystal, with a red crystal pommel. The axe heads can be shifted as a bonus action to turn the greataxe into a +1 heavy crossbow. The whole weapon weighs 25 lbs.

While attuned to this weapon: you gain a blindsight of 60 ft. from superior hearing; have advantage on Perception checks that use hearing; you do not suffer the disadvantages of being in a sandstorm; 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.

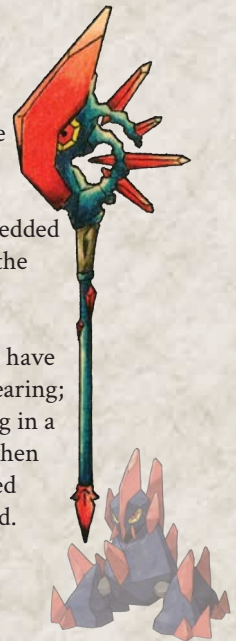


526 - GIGAGLAITH

Weapon (Glave) – Very Rare (18,400 gp, requires attunement)

This +2 blue-black rock glave has a large red crystal blade, with several red crystal spines on the back side. A yellow hexagon crystal with a red and black center sits embedded on the inside of the blade. The pommel of the glave is a red crystal spike.

While attuned to this glave: you gain a blindsight of 120 ft. from superior hearing; have advantage on Perception checks that use hearing; you do not suffer the disadvantages of being in a sandstorm; 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.



527 - CHOVSICKLES

Weapon (Dual Sickles, Chakram, Cursed)
– **Uncommon (725 gp, requires attunement)**

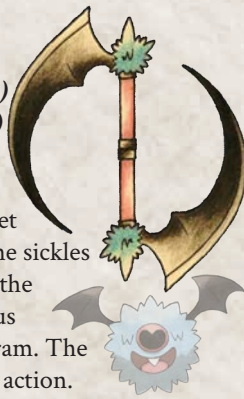
These matching dual sickles have black blades that resemble bat wings, and blue-gray pom-poms where the blade meet the light pink handles. The pommels of the sickles have a twist and lock mechanism, so that the two ends can be locked together as a bonus action to turn the two sickles into a chakram. The two can be separated with another bonus action.

While attuned to these sickles: you gain a blindsight of 30 ft. from echolocation; and your attacks and any attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage.

Cursed. These sickles are cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.

Additionally, after you hit a creature with these sickles, 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



528 - SWOOBERD

Weapon (Halberd, Cursed) – Rare
(5280 gp, requires attunement)

This blue +1 halberd has a large black blade that resembles a bat wing, a ball of blue-gray fur around the shaft where the blade is mounted, and a pink ribbon with a heart-shaped bow tied just below the furball. The pommel is a black spike.

While attuned to this halberd: you gain a blindsight of 60 ft. from echolocation; the *Friends* and *Thunderclap* (DC 14 save) cantrips; and your attacks and any attacks made against you ignore any kind of boosts from spells, such as increases in AC, attack damage, advantage or disadvantage.

Cursed. This halberd is cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.

Additionally, after you hit a creature with this halberd, 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

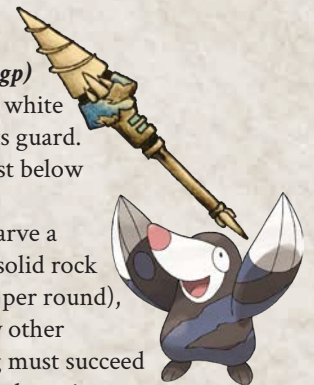


529 - MOGURILL

Wondrous (Drill) – Uncommon (295 gp)

This charcoal-black hand drill has a white drill head and jagged blue stripes on its guard. A set of blue buttons on the handle just below the guard turn the drill on and off.

When on, you can use the drill to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2.5 ft per minute (3 inches per round), although while tunneling you and any other creatures within 10 feet of the drilling must succeed a DC 12 Dexterity save or take 1d4 bludgeoning damage from flying debris each round.



530 - EXCLAWDRILL

Weapon (Claw, Shortsword, Shield, Drill)
– Rare (5300 gp, requires attunement)

This dark brown +1 shortsword has red claw-like markings on the short blade, and a long red handle with a rocky guard halfway down. A short chain is attached to the sword, the other end attached to a set of large metal claws. As an action, the claws can be attached to the shortsword and wrapped with the chain, turning the set into a +1 shield. The claws can be released with a bonus action. The claws fit the wearer's hand, and you can use the claws as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, and it deals 1d8 slashing damage on a hit, but while wearing it that hand can't manipulate objects or cast spells with somatic components. You can duel-wield the claws and sword, per Two-Weapon Fighting on PHB 195.

While attuned to this weapon: you gain advantage to Dexterity rolls when in a sandstorm; gain advantage on attack rolls when in a sandstorm; gain 10 feet of burrowing speed; and you can use the shield to drill a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per round, although while tunneling you and any other creatures within 10 feet of you must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

Attacks with this weapon ignore any damage immunities or resistances the target might have.

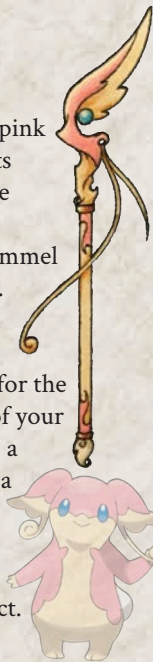
531 - STAFBUNNE

Staff (Cursed) – Uncommon (315 gp, requires attunement to a spell caster)

This cream-colored staff has a long fluffy pink ear-like top with a blue pearl embedded at its bottom, and a set of long curled whisker-like ribbons hanging from its top. Swirling pink designs are etched into the shaft, and the pommel is a small fluff of white fur like a rabbit's tail.

While attuned to this staff: whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; and at the end of your turn, if any of your allies within 5 feet of you are suffering from a status condition or making death saves, roll a d10. On a 1-3, one of the affected allies are cured of one of their status conditions or death saving, chosen at random. Allies rolling death saves are stabilized by this effect.

Cursed. This staff is cursed. While cursed, you are a bit of a Klutz, having difficulty holding on to and using hand held tools and objects, and you automatically fail Sleight of Hand rolls.



532 - CLUBURR

Weapon (Club) – Uncommon (325 gp, requires attunement to someone with a Strength of 10 or higher)

This club has a head made of square wood timber. Gray leather with pink trim that resembles bulging veins covers the bottom part of the head and the handle.

While attuned to this club: you gain proficiency with Carpenter's tools; +1 on Strength saving throws; your unarmed strikes do an additional 1d4 bludgeoning damage; and if you are inflicted with a status condition, attacks with this club do an additional +1 bludgeoning damage.

Evolving: If this club remains attuned to someone whose Strength is 14 or higher for a month, it will become a 533 - Gadadurr.

533 - GADADURR

Weapon (Mace) – Rare (5330 gp, requires attunement to someone with a Strength of 14 or higher)

This +1 steel mace has a red I-beam head with a ball top covered in gray leather with thick purple trim that resembles bulging veins. The handle is also covered with this leather.

While attuned to this mace: you gain proficiency with Carpenter's tools; advantage on Strength saving throws; your unarmed strikes do an additional 1d6 bludgeoning damage; and if you are inflicted with a status condition, attacks with this club do an additional 1d4 bludgeoning damage.

Evolving: If this mace remains attuned to someone whose Strength is 18 or higher for a year, it will become a 534 - Conklubdurr.

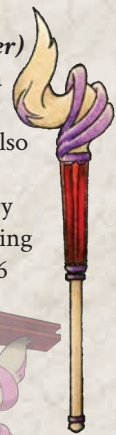
534 - CONKLUBDURR

Weapon (Dual Greatclubs) – Very Rare (34,500 gp, requires attunement to someone with a Strength of 18 or higher)

These dual +2 greatclubs have large heads made of concrete columns, with the bottom part and handles covered with dark brown with thick purple trim that resembles bulging veins.

While attuned to these greatclubs: you can duel-wield these clubs per Two-Weapon Fighting on PHB 195; you gain proficiency with Carpenter's tools; advantage on Strength saving throws; your unarmed strikes do an additional 1d8 bludgeoning damage; and if you are inflicted with a status condition, attacks with these clubs do an additional 1d6 bludgeoning damage.

Twice per long rest, you can use the clubs to cast the *Transmute Rock* spell (DC 18 save).



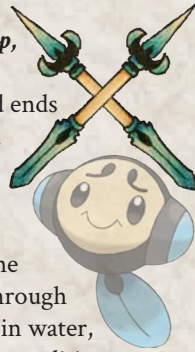
535 - OTAVAJRO

Weapon (Dual Clubs) – Uncommon (355 gp, requires attunement)

These blue vajra stick clubs have pointed ends shaped to resemble tadpole tails with black lines down the center.

These clubs do not suffer any of the disadvantages of being used underwater.

While attuned to these clubs: you gain the *Message* cantrip; can breathe underwater through your skin; and when in rain or submerged in water, you can use an action to remove one status condition not being physically induced (like being grappled) that you are inflicted with.



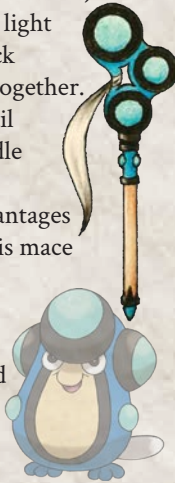
536 - GAMACEGARU

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

This blue +1 mace has a head made of three light blue dense rubbery water filled orbs, with black stripes around them where they are attached together. A thick white ribbon resembling a tadpole's tail hangs from the head. The cream-colored handle has a small blue spike for a pommel.

This mace does not suffer any of the disadvantages of being used underwater, and attacks with this mace do an additional 1d4 Thunder damage.

While attuned to this mace: you gain the *Message* cantrip; you can breathe underwater through your skin; when in rain or submerged in water, you can use your bonus action to remove one status condition not being physically induced (like being grappled) that you are inflicted with; and you are resistant to damage caused by water like crashing waves, either natural or magical in origins.



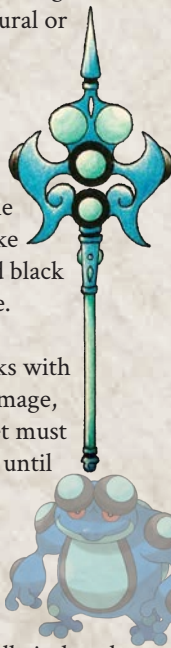
537 - BRAXEWARTZ

Weapon (Battleaxe) – Very Rare (17,700 gp)

This blue +2 battleaxe has four light blue dense rubbery water filled orbs embedded in the center of its blades above the handle with a spike on top. Waves along the blade edge are painted black to make it look like black bumps along the edge.

This battleaxe does not suffer any of the disadvantages of being used underwater. Attacks with this battleaxe do an additional 1d6 Thunder damage, and when an attack with this axe hits, the target must make a DC 17 Constitution save or be stunned until the end of their next turn.

While attuned to this battleaxe: you gain the *Message* cantrip; you can breathe underwater through your skin; when in rain or submerged in water, you can use your bonus action to remove one status condition not being physically induced (like being grappled) that you are inflicted with; and you are immune to damage caused by water like crashing waves, either natural or magical in origins.

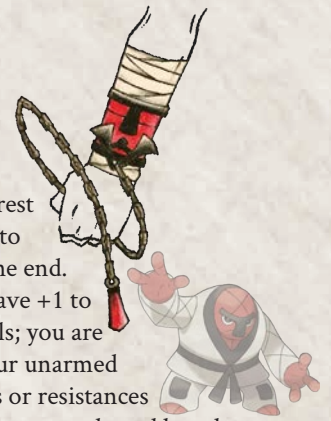


538 - NAGESAKI

Wondrous (Bracer) – Rare (3850 gp, requires attunement)

This red bracer has thick black trim around the ends, with a line going in from the back end, and an A shaped crest at the front. A short chain is attached to the crest with a small red weight on the end.

While attuned to this bracer: you have +1 to unarmed strike attack and damage rolls; you are immune to the stunned condition; your unarmed strikes ignore any damage immunities or resistances the target might have; have advantage to grapple and knock targets prone; and if you have been inflicted with a status condition, your unarmed strikes do an additional 1d4 bludgeoning damage.



539 - SAWKGUARDS

Wondrous (Shinguards) – Rare (3950 gp, requires attunement)

These blue shinguards have thick black trim around the top and two metal plates on the bottom. A thick black sideways Z wraps around the guard, and a chain is attached to the outside of each shinguard with a small blue weight on the end.

While attuned to these shinguards: you have +1 to unarmed strike attack and damage rolls; you are immune to the stunned condition; your unarmed strikes ignore any damage immunities or resistances the target might have; 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.



540 - KURUMACE

Weapon (Mace) – Uncommon (450 gp, requires attunement)

This green mace has a round yellow head surrounded by broad green leaves with small orange buds around the base of the leaves.

While attuned to this mace: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; and while in sunlight you gain 5 feet of movement.



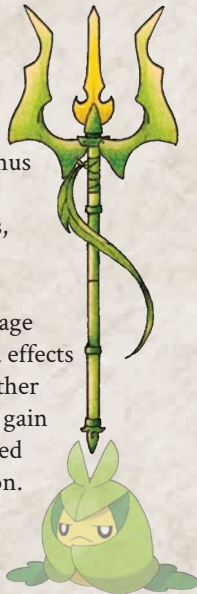
541 - FOLIKUT

Weapon (Battleaxe, Trident, Cursed) – Rare (3250 gp, requires attunement)

This green +1 trident has leaf-like prongs, with the central one a golden yellow. A long thin leaf hangs from top of the shaft. As a bonus action, the shaft can be twisted, causing it to shorten and the outed prongs to fold inwards, turning the trident into a +1 battleaxe.

While attuned to this weapon: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; and while in sunlight you gain 5 feet of movement and you cannot be inflicted with a non-physically induced status condition.

Cursed. This weapon is cursed. While cursed, you are afraid that you will say or do (involuntarily or otherwise) something that will be humiliating or embarrassing, and will feel a need to be safe at home instead of out and about. You have disadvantage on all Charisma rolls with people you are unfamiliar with, and any time you come across a small room with a bed, you must succeed a DC 14 Wisdom save or be compelled to hold yourself up in the room and not leave. You can perform this save again a minute after your last attempt.



542 - HARPEKOMORI

Weapon (Dual-Blade Sword, Cursed) – Very Rare (24,500 gp, requires attunement)

This green +2 dual-blade sword has a long golden blade on one end and a curved golden blade on the other end. A curved guard over the handle is wrapped in green leaves that go around the bottom of the blades. Two long cords hang from the handle, each with a long oval bead on the end.

While attuned to this sword: you gain proficiency with Weaver's tools; have advantage to hide in foliage; are immune to damage and effects caused by weather, powders and spores, whether natural or magical; while in sunlight you gain 5 feet of movement and you cannot be inflicted with a non-physically induced status condition; if you drop to 1/3 or less of your maximum hitpoints, this sword does an additional 1d6 slashing damage.

Cursed. This sword is cursed. While cursed, you are compelled to act parental, caring and nurturing for those smaller than yourself, especially children, and will also use your free time to make them clothing from what you have available, including found material like leaves.



543 - VENIGAMA

Weapon (Kusarigama) – Uncommon (750 gp)

This magenta kusarigama has a black stripe on top, a thick black O on its side, and a thorn like top. A yellow orb is embedded at the start of the blade edge just above the blue-green handle. A 10-foot chain is attached to the pommel leading to a blue-green cylinder weight with magenta trim and purple insect legs with black stripes around them along its side.

Attacks with this kusarigama do an additional 1d4 poison damage, and the target must make a DC 14 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.



544 - WHIRLAXEDE

Weapon (Battleaxe, Saw) – Rare (4450 gp, requires attunement)

This magenta +1 battleaxe has a circular blade with claw like protrusions and a black and gray center. The blade is held in a bone gray handle with a yellow disk embedded near the top. A gray thorn-like guard separates the blade from the handle, and a magenta insect leg with black strips around it curves over the handle as a guard. The pommel is a purple spike with black stripes around it.

You can speak a command word as a bonus action to have the blade start spinning noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

Attacks with this battleaxe do an additional 1d4 poison damage, and the target must make a DC 17 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.

While attuned to this battleaxe: you gain 10 feet of movement; and you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage.



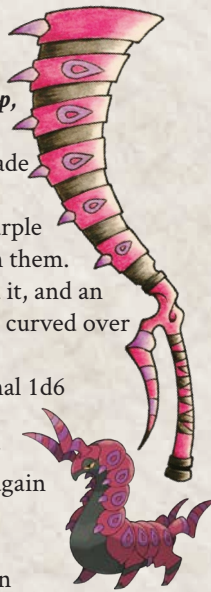
545 - SCOLIPAIN

Weapon (Greatclub) – Very Rare (22,550 gp, requires attunement)

This hot purple +2 curved greatclub is made of hot purple sections with a dark purple tear-drop shape on the side of each, dark purple thorns on the edge, and black parts between them. The handle has black cloth wrapped around it, and an insect leg with dark purple stripes around it curved over the handle as a guard.

Attacks with this greatclub do an additional 1d6 poison damage, and the target must make a DC 20 Constitution save or be poisoned for 1 minute. The target can attempt this save again at the end of their turn.

While attuned to this greatclub: you gain 20 feet of movement; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; and if you drop to or below a third of your max hitpoints, attacks with this greatclub do an additional 2d6 poison damage.



546 - COTTONROD

Rod () – Uncommon (465 gp, requires attunement)

This white rod has an orb on top with cloud-like cotton on the top and bottom of the orb. A thin yellow oval is embedded in the orb, and three long green leaves grow from the orb. The bottom of the rod has a fluffy cotton pommel.

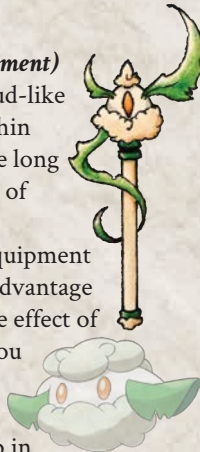
While attuned to this rod: you and your equipment weigh 1/10th their normal weight; have disadvantage on Strength saving throws; you are under the effect of the *Feather Fall* spell; if you are in sunlight, you gain 5 feet of movement; and if you are performing an attack or casting a spell that would inflict a status condition, you move up in initiative before the next hostile creature that would go before you for that round.

The rod has 3 charges that refresh at dawn, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Fog Cloud* (1 or more charges)
- *Zephyr Strike* (1 charge)

You can also expend 1 charge as an action to create 1 pound of soft and puffy high-quality cotton worth 15 silver pieces.

Evolving: If the spell *Daylight* is cast on this rod at least once a day for a month, it will become a **547 - Fanfaduvet**.



547 - FANFADUVET

Wondrous (Fan, Cursed) – Rare (4750 gp, requires attunement)

This wooden folding fan has a green cotton cloth leaf with white swirly clouds on it, fluffy white cotton trim along the bottom of the leaf and at the ends of the guards, with green leafy swirls down their sided. The pivot is covered with fluffy white cotton surrounding a green cotton star, above a flair of green cloth and two thin green ribbons with small cotton charms near the ends.

While attuned to this fan: all of your attacks will bypass any buffs, resistances and immunities the target has from spells and magic items; you and your equipment weigh 1/10th their normal weight; have disadvantage on Strength saving throws; you are under the effect of the *Feather Fall* spell; if you are in sunlight, you gain 10 feet of movement; and if you are performing an attack or casting a spell that would inflict a status condition, you move up in initiative before the next hostile creature that would go before you for that round.

The fan has 6 charges that refresh at dawn, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Fog Cloud* (1 or more charges)
- *Zephyr Strike* (1 charge)
- *Gaseous Form* (3 charges)

You can also expend 1 charge as an action to create 1 pound of soft and puffy high-quality cotton worth 15 silver pieces.

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

548 - PETILIWA

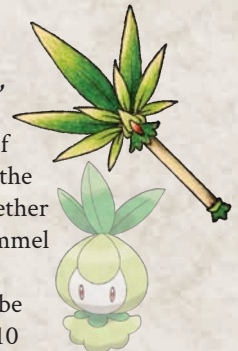
Wondrous (Fan) – Uncommon (845 gp, requires attunement)

This hauchiwa fan has a head made of long oval leaves. A red oval gem sits in the middle of a leaf knot tying them all together and to the white handle. The green pommel has three leaves growing from it.

The three leaves on the pommel can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d3 days at dawn.

While attuned to this fan: you gain 5 feet of movement when in sunlight; have advantage on saving throws to prevent being inflicted with status conditions when in sunlight; and are immune to the *Confusion* spell.

Evolving: If the spell *Daylight* is cast on this fan at least once a day for a month, it will become a **549 - Lilliberd**.



549 - LILLIBERD

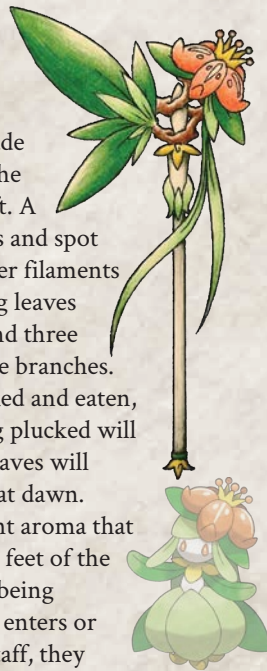
Weapon (Halberd) – Rare (4950 gp, requires attunement)

This white +1 halberd has a large blade made of broad green oval leaves with the branch wrapped around the white shaft. A plump scarlet flower with white stripes and spot down the pedals and a crown-like center filaments on the other side of the shaft. Two long leaves hang from the bottom of the flower, and three golden leaves grow from the base of the branches.

The three golden leaves can be plucked and eaten, and if eaten within 10 minutes of being plucked will remove one level of exhaustion. The leaves will regrow at a rate of one every 1d2 days at dawn.

The flower emits a sweet and pleasant aroma that has a calming effect. Anyone within 15 feet of the staff has advantage on rolls to prevent being Frightened. If a creature that is Raging enters or starts their turn within 15 feet of the staff, they must succeed a DC 17 Constitution save or lose their rage.

While attuned to this fan: you gain 10 feet of movement when in sunlight; have advantage on saving throws to prevent being inflicted with status conditions when in sunlight; and are immune to the *Confusion* spell.



550 - BASCUKRI

Weapon (Dual Scimitars) – Rare (5500 gp)

These green +1 khukri scimitars have holes along the back of the blade followed by three black spots, black padding along the bottom of the handles, and fish fin-like guards and pommel. One scimitar has red trim, a red blade edge and ragged edged fins, while the other has blue trim, a blue blade edge and pointed edge fins.

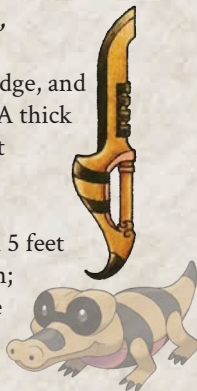
Attacks with these scimitars do an additional 1d4 slashing damage and ignore any damage immunities or resistances the target might have.

551 - SANDAGGER

Weapon (Dagger) – Uncommon (245 gp, requires attunement)

This sandy brown dagger has a black edge, and black ridges along the back of the blade. A thick curved guard with black stripes around it protects the handle and attaches to the pommel, which is a black claw.

While attuned to this dagger: you gain 5 feet of burrowing speed; 15 feet of darkvision; and when you down an enemy, you have advantage on your next attack.



552 - KROKONTOS

Weapon (Lance) – Rare (3450 gp, requires attunement)

This sandy brown +1 lance has a short-spiraled head with black thorned stripes around it, extending into a curved guard over the top of the long shaft. A white spike acts as the pommel.

While attuned to this lance: you gain 10 feet of burrowing speed; 30 feet of darkvision; when you down an enemy, you have advantage on your next attack; you have advantage to Intimidate rolls; and anyone you intimidate has disadvantage on their next attack roll.

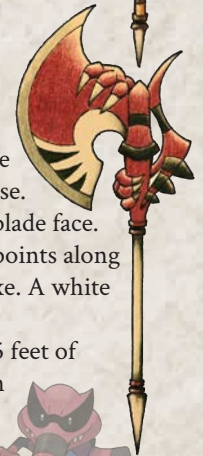


553 - KRAXEDILE

Weapon (Greataxe) – Very Rare (35,500 gp, requires attunement)

This sandy red +2 greataxe has a large blade with reptilian hands holding it around the base. Black triangular stripes mark the side of the blade face. A tail-like appendage with black stripes and points along the edge is mounted on the backside of the axe. A white spike acts as the pommel.

While attuned to this greataxe: you gain 15 feet of burrowing speed; 60 feet of darkvision; when you down an enemy, you have advantage on your next attack; you have advantage to Intimidate rolls; anyone you intimidate has disadvantage on their next attack roll; and if you are hit by a critical hit, you have advantage on all attacks until the end of your next turn.



554 - DAGUMAKA

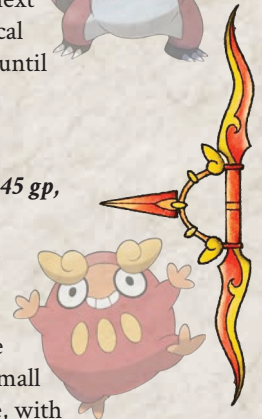
Weapon (Dagger, Cursed) – Rare (1545 gp, requires attunement)

This orange +1 haladie dagger has a blade on each side of the handle. The orange blades have yellow edges, with patterns into the orange that resemble flames. A gold guard decorated with small bulbous flames curves over the handle, with an orange spike coming off it.

When you attack with this dagger, you can make a second attack with the dagger per Two-Weapon Fighting on PHB 195. Attacks with this dagger do an additional 1d4 fire damage, and you can choose to do another additional 1d4 fire damage if you take disadvantage on the attack roll. You can't do this if you already have disadvantage on the attack roll.

While attuned to this dagger, you are immune to being stunned.

Cursed. This dagger is cursed. While cursed, when you are awake you can not calm down and are always trying to keep active. When in combat, you must use your action, bonus action, and move your full movement. If you are unable to do so, you must make a DC 15 Constitution save or fall asleep for 1 minute.



555A - DARMACETAN

Weapon (Mace) – Very Rare (15,550 gp)

This red +2 mace has a large cylindrical head with orange lines down the side, and two large fluffy tails that resemble flaming jets hanging from the head. Red fur with orange spots covers the top of the orange shaft, and the pommel is red metal shaped like flames.

Attacks with this mace do an additional 1d6 fire damage.



555B - DARMITAR

Weapon (Scimitar, Cursed) – Very Rare (15,550 gp)

This blue-gray +2 khopesh scimitar has a guard that resembles a stone hand clutching the sword, with a small orange bulbous flame decoration just above it on the backside of the blade.

Attacks with this scimitar do an additional 1d6 psychic damage.

Cursed. This scimitar is cursed. While cursed, if you fall below half of your maximum hitpoints: you become Petrified, but you are still aware of your surroundings; gain telepathy (MM 009) with a range of 120 ft.; gain the *Mage Hand* cantrip; are resistant to psychic damage; and can still perform any ability or cast any spell that causes psychic damage without the need for verbal, semantic or material components. You can still take long or short rests in this form, and you will un-petrify once you're healed to over half your maximum hitpoints. This can not be used to un-petrify you if you were petrify by other means.



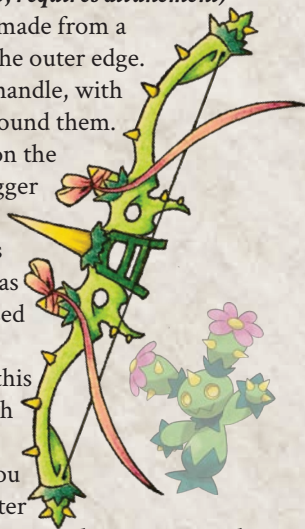
556 - BORACTUS

Weapon (Shortbow) – Rare (5650 gp, requires attunement)

This green +1 shortbow has arms made from a cactus, with short yellow thorns on the outer edge. Two nubs grow at either end of the handle, with pink ribbons tied in flowery bows around them. The handle has a large yellow spike on the front that can be used to perform dagger attacks.

When this bow is shaken, it makes sounds like maracas and can be used as such in performances. This can be used to give advantage on attempts to Frighten targets, but while carrying this bow you have disadvantage on Stealth checks.

While attuned to this shortbow: you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed for 1/4 of the damage it would do, rounding up; if you are in the range of an attack or spell that uses water to target a single creature, you automatically become the target; and you gain 10 feet of movement in sunshine.



557 - DWAGGLE

Weapon (Dual Daggers, Cursed) – Uncommon (575 gp, requires attunement)

These orange daggers have blades made of crab claws and guards made of gray rocks.

While attuned to these daggers: any critical hits on you become normal hits; and you gain the *Mold Earth* cantrip.

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



558 - CRUSTAUL

Weapon (Maul, Cursed) – Rare (3285 gp, requires attunement)

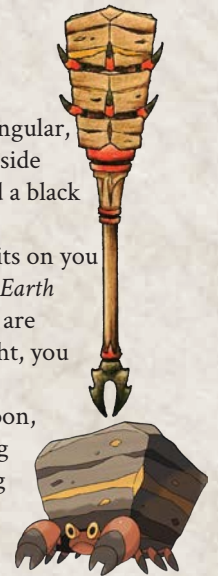
This gray-brown +1 maul has a tall, rectangular, layered-stone head with crab legs along the side edges. The handle is also made of stone, and a black crab claw acts as the pommel.

While attuned to this maul: any critical hits on you become normal hits; and you gain the *Mold Earth* cantrip; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

This maul has 6 charges that refresh at noon, and can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Earth Tremor* (1 or more charges)
- *Meld into Stone* (3 charges)
- *Stone Shape* (4 charges)
- *Investiture of Stone* (6 charges)

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



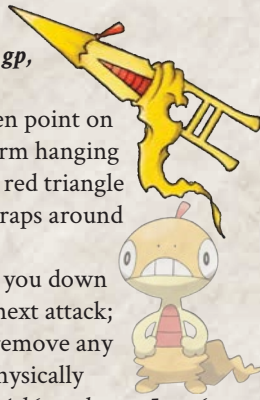
559 - ZURDAGGU

Weapon (Dagger) – Uncommon (595 gp, requires attunement)

This yellow katar dagger has a golden point on the blade with a small red triangle charm hanging off the side. The flat of the blade has a red triangle along it, and a rubbery golden cloth wraps around the guard.

While attuned to this dagger: when you down a target, you have advantage on your next attack; 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.

As a reaction, while wielding the dagger you can pull the rubbery golden cloth guard over yourself, reducing the amount of damage you take from an attack by half. This can only be done once between long rests.



560 - SCRIFTY

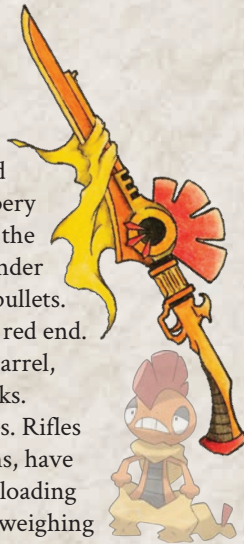
Weapon (Hunting Rifle) – Rare (16,400 gp, requires attunement)

This orange +1 hunting rifle has a red crest over the top of the rifle and a rubbery golden cloth is loosely wrapped around the backend of the barrel. The rotating cylinder in front of the trigger can hold up to 5 bullets. The stock has a black underbelly with a red end. A blade is affixed to the bottom of the barrel, which can be used to make dagger attacks.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets, and 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 +1. On a successful hit, the target takes 2d10 piercing damage.

While attuned to this rifle: you have advantage on Intimidation rolls; when you intimidate someone, they have disadvantage on their next attack; when you down a target, you have advantage on your next attack; 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.

As a reaction, while wielding the rifle you can pull the rubbery golden cloth over yourself, reducing the amount of damage you take from an attack by half. This can only be done once between short and long rests.

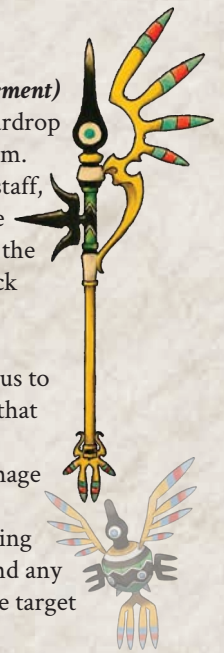


561 - CRYPTAFF

Staff () – Very Rare (16,500 gp, requires attunement)

This golden staff has a long black rounded teardrop on top with a blue eye in the center of the bottom. A thin golden guard curves over the top of the staff, a wing with blue and red wingtips comes off the top. Green and black jagged strips wrap around the upper part of the staff with a trident shaped black cloth attached. The pommel is a set of four gold dangles with blue and red tips.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; attacks and spells that would inflict a status condition on you have disadvantage to hit you; you are immune to damage and effects caused by weather; take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*); and any spells you cast ignore any damage resistances the target has.



562 - SCYAMASK

Weapon (Scythe) – Uncommon (2065 gp, requires attunement)

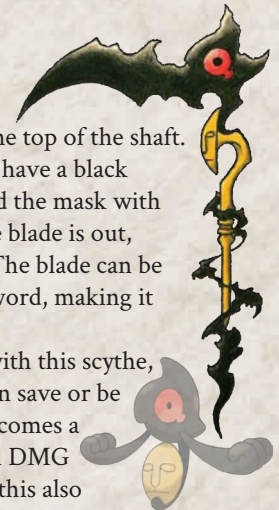
This gold staff has a face mask at the top of the shaft. You can speak a command word and have a black shadowy blade come out from behind the mask with a large red eye on the side. While the blade is out, shadowy wisps roll down the shaft. The blade can be recalled by repeating the command word, making it look like a normal staff.

When a target is hit by an attack with this scythe, they must make a DC 13 Constitution save or be cursed into an undead. The target becomes a zombie, gaining the *Zombie* traits on DMG 282. Attacks by zombies created like this also require a DC 13 Constitution save or the target will also be cursed into an undead, spreading the zombie curse. The curse cannot be lifted by a *Remove Curse* spell, but can be undone by spells that return creatures to life, like *Raise Dead*. The scythe can be destroyed if a *Resurrection* or *True Resurrection* spell is cast upon it, returning the trapped soul to life, and lifting the zombie curse from all the afflicted.

While attuned to this scythe: once per day, refreshing at midnight, you can transform yourself into a **Mummy** (MM 228) as if using the *True Polymorph* spell.

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

Evolving: If the *Speak with Dead* spell is cast on this scythe at least once a day for a month, it will become a **563 - Descykarn**.



563 - DESCYKARN

Weapon (Scythe) – Rare (5630 gp, requires attunement)

This gold staff has a gold and blue royal helm on top holding a black core with a red eye in its center. A gold face mask sits above the eye. By speaking a command word, a black shadowy scythe blade made of thin twisted tendrils come out from the side of the helm, and can be recalled by repeating the command word.

When a target is hit by an attack with this scythe, they must make a DC 16 Constitution save or be cursed into an undead. The target becomes a zombie, gaining the **Zombie** traits on DMG 282. Attacks by zombies created like this also require a DC 13 Constitution save or the target will also be cursed into an undead, spreading the zombie curse. The curse cannot be lifted by a *Remove Curse* spell, but can be undone by spells that return creatures to life, like *Raise Dead*. The scythe can be destroyed if a *True Resurrection* spell is cast upon it, returning the trapped soul to life, and lifting the zombie curse from all the afflicted.

While attuned to this scythe: twice per day, refreshing at midnight, you can transform yourself into a **Mummy** (MM 228) as if using the *True Polymorph* spell.

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

564 - SCIMITARTOUGA

Weapon (Scimitar) – Rare (5640 gp, requires attunement)

This blue +1 scimitar has a small black turtle shell with circular indents down the back as its guard, and a blue ribbon hanging from it.

While attuned to this scimitar: you gain 10 feet of swim speed; gain 5 feet of movement when in rain; any damage types that you are vulnerable to are treated as regular damage; 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.

This scimitar does not suffer any of the disadvantages of being used underwater.



565 - CARRAXECOSTA

Weapon (Greataxe) – Very Rare (26,350 gp, requires attunement)

This blue +2 greataxe has a blade made from a black turtle shell with ridges extending out from the center to the blade edge. Two long ribbons hang from the back of the blade with black shells attached near their ends.

While attuned to this greataxe: you gain 15 feet of swim speed; gain 5 feet of movement when in rain; any damage types that you are vulnerable to are treated as regular damage; you can eat any non-toxic or poisonous organic materials, like shells and bones, without any problems; 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.

This axe does not suffer any of the disadvantages of being used underwater, and attacks with it deal double damage to objects and structures.

566 - CLAPTERYX

Wondrous (Gloves, Cursed) – Rare (5660 gp, requires attunement)

These yellow fingerless gloves have a carved red rock on the back, three short claws over the knuckles, and blue trim around the wrist. A set of blue and yellow feathers is attached to the base of the rock, along with a long red leather string with blue fletching at the end.

While attuned to these gloves: you gain +1 to unarmed strike attack and damage rolls; and you gain 5 feet of movement.

Cursed. These gloves are cursed. While cursed, whenever you fall to half or less of your maximum hitpoints, you have disadvantage on your first attack of each round of combat. This effect ends once you heal to more than half of your maximum hitpoints.

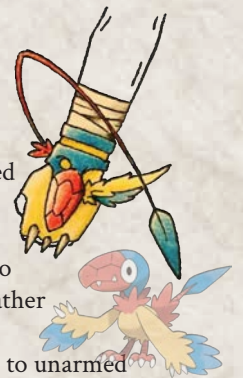
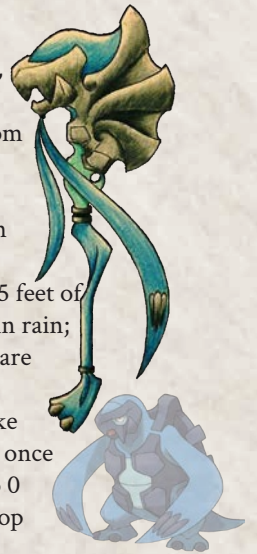
567 - ARCHOPS

Weapon (Dual-Blade Sword, Cursed) – Very Rare (24,750 gp, requires attunement)

This red +2 dual-blade sword has a blue edge along one blade with markings that resemble a wing, while the other blade is hooked. The handle has a curved guard over it covered in yellow and blue feathers, along with a long red leather string with a blue rounded star at the end.

While attuned to this sword: you gain 10 feet of movement; and you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Cursed. This sword is cursed. While cursed, whenever you fall to half or less of your maximum hitpoints, you have disadvantage on your first attack of each round of combat. This effect ends once you heal to more than half of your maximum hitpoints.



568 - MIAMIAXEMA

Weapon (Handaxe) – Uncommon (685 gp, requires attunement)

This dull-brown handaxe has a ragged blade with purple-pink flakes embedded in it. A dark green cloth is tied over the middle of the axe head and then wrapped around the handle.

The handaxe smells quite putrid and foul, like some sort of chemical waste. Any creatures with a sense of smell that start their turn within 10 feet of the axe must succeed on a DC 11 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the axe's stench for 24 hours.

While attuned to this handaxe: you are immune to the poisoned condition; and attempts to take things from your person (such as a Sleight of Hand roll to steal from you) always fail.



569 - GARBANGDOR

Weapon (Hunting Rifle, Cursed) – Rare (18,650 gp, requires attunement)

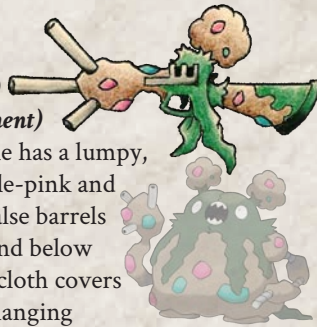
This dull-brown +1 hunting rifle has a lumpy, rough and ragged form with purple-pink and blue flakes embedded in it. Two false barrels come out of the forestock above and below the real barrel. A torn dark green cloth covers the middle and stock of the rifle, hanging loosely. A dull-brown pom-pom sits overtop of the chamber.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets, and weighting 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 +1. On a successful hit, the target takes 2d10 piercing damage.

The rifle smells quite putrid and foul, like some sort of chemical waste. Any creatures with a sense of smell that start their turn within 10 feet of the rifle must succeed on a DC 14 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the rifle's stench for 24 hours.

While attuned to this rifle: you gain the *Poison Spray* cantrip (DC 14); you are immune to the poisoned condition; and if an attack from an enemy within 5 feet of you drops you to 0 hitpoints, they take 1/4 of their hitpoint max in Poison damage.

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



570 - WAKIZORUA

Weapon (Longsword) – Rare (4350 gp, requires attunement)

This black +1 wakizashi longsword has red flair along the bottom back of the blade. The handle is wrapped in red cloth with a black bow. It has a matching sheath with red trim and flair, as well black cloth with red ends wrapped around the top of the sheath.

While attuned to this sword, you can cast *Disguise Self* at will, but the spell is immediately dismissed if you are hit by an attack that does slashing, piercing or bludgeoning damage.

If you land a critical hit on a target with this sword, the target has disadvantage on their next attack.



571 - ZOROKAMARK

Weapon (Scythe) – Very Rare (26,500 gp, requires attunement)

This black +2 scythe has a red blade edge, fox ears at the back of the blade, followed by a red and black ponytail with an aquamarine orb tying the end. A guard curves over the top of the shaft, and the pommel is a red spike.

While attuned to this scythe: you gain the *Minor Illusion* cantrip; and you can cast *Disguise Self* at will, but the spell is immediately dismissed if you are hit by an attack that does slashing, piercing or bludgeoning damage.

If you land a critical hit on a target with this scythe, the target has disadvantage on their next attack.

This scythe has 7 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Illusory Script* (1 charge)
- *Silent Image* (1 charge)
- *Blur* (2 charges)
- *Mirror Image* (2 charges)
- *Hypnotic Pattern* (3 charges)
- *Major Image* (3 or 6 charges)
- *Hallucinatory Terrain* (4 charges)
- *Seeming* (5 charges)
- *Programmed Illusion* (6 charges)
- *Mental Prison* (6 charges)
- *Mirage Arcane* (7 charges)
- *Project Image* (7 charges)



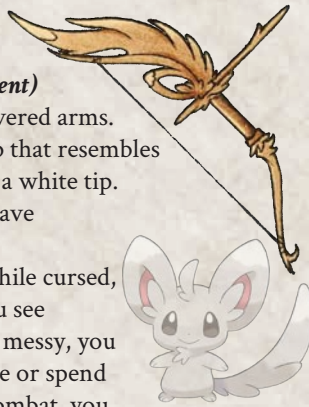
572 - MINCCIBOW

Weapon (Shortbow, Cursed) – Common (75 gp, requires attunement)

This gray shortbow has fur covered arms. Above the handle is an oval hoop that resembles an ear, and a long fluffy tail with a white tip.

While attuned this bow, you have +1 to Persuasion rolls.

Cursed. This bow is cursed. While cursed, you are compelled to clean. If you see something exceptionally dirty or messy, you must make a DC 10 Wisdom save or spend your time cleaning. If this is in combat, you make this roll at the start of each of your turns, spending the turn trying to clean the dirty item or mess on a fail.



573 - CINCCINOLG

Weapon (Spear, Cursed) – Uncommon (375 gp, requires attunement)

This gray spear has a cross guard of two oval hoops that resemble ears, and several long white ribbons that swirl around the spear.

While attuned this spear, you have advantage on Persuasion rolls.

When you make an attack with this spear, you can choose to use your bonus action to make a second attack using the long ribbons doing 1d4 slashing damage, per Two-Weapon Fighting on PHB 195.

Cursed. This spear is cursed. While cursed, you are compelled to clean. If you see something exceptionally dirty or messy, you must make a DC 13 Wisdom save or spend your time cleaning. If this is in combat, you make this roll at the start of each of your turns, spending the turn trying to clean the dirty item or mess on a fail.



574 - GOTHITTO

Weapon (Dagger, Cursed) – Uncommon (475 gp, requires attunement)

This black dagger has a thin loop blade with a lavender insert. The cross guards are made with the same design with a white bow tied to one side.

While attuned to this dagger: you gain the *Mage Hand* cantrip; and at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s).

Cursed. This dagger is cursed. While cursed, you can get intently observant of random things and ignoring what's going on around you. You have advantage on Investigation checks, but have -5 to your Passive Perception.



575 - GOTHORITACHI

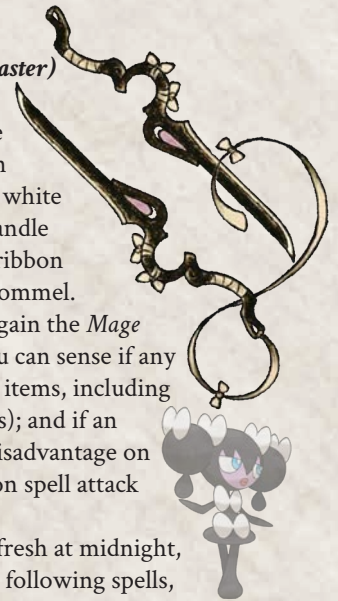
Weapon (Dual Shortswords) – Rare (5750 gp, requires attunement to a spellcaster)

These black +1 shortswords have teardrop shapes at the bottom backside of the blade with lavender inserts. Each sword has a crescent as the guard with white bows tied around it, followed by the handle wrapped in white cloth. A long white ribbon with bows tied in it hangs from each pommel.

While attuned to these swords: you gain the *Mage Hand* cantrip; at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); and if an enemy does something that inflicts a disadvantage on any of your rolls, you have advantage on spell attack rolls for the duration.

These swords have 4 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Charm Person* (1 or more charges)
- *Hold Person* (2 or more charges)
- *Dominate Beast* (4 charges)



576 - GOTHAFTELLE

Staff () – Very Rare (16,750 gp, requires attunement to a spellcaster)

This black staff has a multi-spiral top that merges and then splits in two, with a horn on one side and four spread out disks on the other side. A large white bow is tied around the horn, with two smaller bows tied below the spiral and another tied above the large black spike pommel with lavender inlay.

All efforts to teleport or move to another plane of existence within 120 feet of this staff 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 this staff: you gain a +2 bonus to spell attack and damage rolls; you gain the *Mage Hand* cantrip; at the start of combat you can sense if any opponents you can see have any magic items, including which opponent(s) but not what item(s); and if an enemy does something that inflicts a disadvantage on any of your rolls, you have advantage on spell attack rolls for the duration.

This staff has 6 charges that refresh at midnight, and you can expend charges to cast the following spells, with each additional charge upcasting the spell by a level.

- *Charm Person* (1 or more charges)
- *Hold Person* (2 or more charges)
- *Dominate Beast* (4 or more charges)
- *Divination* (4 charges)
- *Dominate Person* (5 or more charges)



577 - SOLOSACE

Weapon (Mace) – Uncommon (775 gp, requires attunement)

This green mace has a crystal green orb floating over the handle for a head. The orb has a smaller light green orb inside it, with a red rhombus gem in the center and a small spiral coming off on the bottom. The top of the handle has green spirals under the orb.

While attuned to this mace: you gain telepathy (MM 009) with a range of 30 ft.; and an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical.



578 - DUOBILLAO

Weapon (Dagger, Cursed) – Rare (1785 gp, requires attunement)

This light green +1 dagger has a red rhombus gem in the bottom of the blade and a hook over the top of the handle. An ethereal green energy extends from the blade, over the hook into a guard over the handle, and over the spike pommel.

While attuned to this dagger: you gain telepathy (MM 009) with a range of 60 ft.; an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical; and you take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*).

Cursed. This dagger is cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.

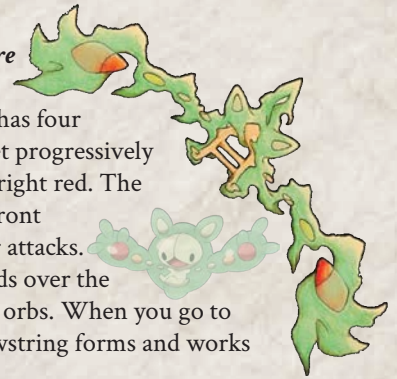


579 - REUNICBOW

Weapon (Longbow) – Very Rare (34,950 gp, requires attunement)

This light green +2 longbow has four floating orbs as the arms that get progressively larger, with the last orb being bright red. The handle has three spikes on the front that can be used to make dagger attacks. An ethereal green energy extends over the bow, flaring out around the red orbs. When you go to notch an arrow, an ethereal bowstring forms and works as a normal bowstring.

While attuned to this bow: you gain telepathy (MM 009) with a range of 120 ft.; an ethereal green energy extends around you, making you immune to damage and effects caused by weather, powders and spores, whether natural or magical; you take half damage from hazards (such as fires or thorns) and standing spells (such as *Wall of Fire* or *Wall of Thorns*); and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.



580 - DUCKLAXE

Weapon (Handaxe) – Uncommon (580 gp, requires attunement)

This blue handaxe has a blade made from a duck wing, with a curved guard of fluffy feathers over the golden handle.

While attuned to this axe: you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn.

Evolving: If this axe remains in the possession of someone who performs dances for an audience of at least one other creature that appreciates dance at least once a day for a year, it will become a **581 - Swannaxe**.



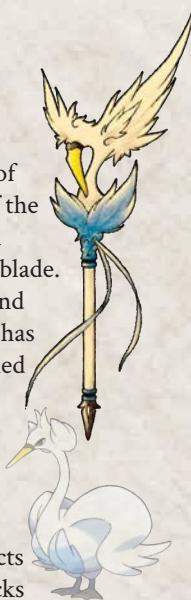
581 - SWANNAXE

Weapon (Battleaxe) – Rare (3550 gp, requires attunement)

This white +1 battleaxe has a blade made of razor-sharp feathers. A curve off the back of the blade has a thin yellow beak attached to it. A guard of elegant blue feathers sits under the blade.

This battle axe has the Finesse property, and anyone proficient with any form of dancing has proficiency with this axe once they are attuned to it if they did not already.

While attuned to this axe: you have advantage on Performance rolls to dance; you can't have disadvantage on attack rolls from non-magical means (such as the dodge action); you have +1 on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn.



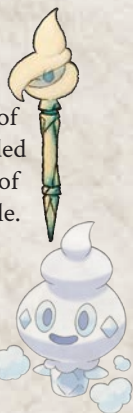
582 - VANILMACE

Weapon (Mace) – Uncommon (375 gp, requires attunement)

This white mace has a head that resembles a swirl of snow with icy-blue square and circle crystals embedded in it, covering a round blue orb. The handle is made of one large piece of icy-blue crystal, resembling an icicle. The mace is cool to the touch.

Attacks with this mace do an additional 1d4 cold damage.

While attuned to this mace: you have advantage on Dexterity rolls when in hail.



583 - VANILLETTO

Weapon (Dual Daggers) – Rare (3850 gp, requires attunement)

These white +1 daggers have blades made of icy-blue crystal, with two square crystals embedded in the guard. The handles are also made of crystal. The daggers are cool to the touch.

Attacks with these daggers do an additional 1d4 cold damage.

While attuned to these dagger: you have advantage on Dexterity rolls when in hail; and you do not take any damage from hail, instead regaining hitpoints equal to the damage.



584 - VANILLEUX

Weapon (Hunting Rifle) – Very Rare (84,500 gp, requires attunement)

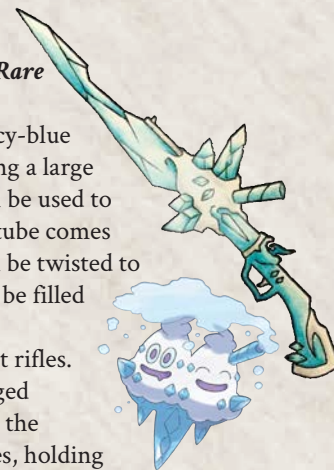
This white +2 rifle has several icy-blue crystals around the barrel, including a large one at the end of the barrel that can be used to perform dagger attacks. A crystal tube comes just above the hammer, which can be twisted to open to a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, the two-handed and loading properties, holding up to 5 bullets made from a pint of water, and weighing 8 lbs when empty. The water must be fresh and free of pollutants or debris, otherwise the gun won't fire and will need to be cleaned out. 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. On a successful hit, the target takes 2d10 piercing damage and an additional 2d6 cold damage from a compressed bullet of super cooled water.

While attuned to this rifle: you have advantage on Dexterity rolls when in hail; and you do not take any damage from hail, instead regaining hitpoints equal to the damage.

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

If this rifle is brought into a cold climate, the rifle's weather effect will cause a hailstorm to arise, lasting 1d4+4 days before dissipating, with the timer resetting anytime the rifle is used in combat, regardless of if a hailstorm is active or not.



585 - VIVALANDAIM

Wand () - Uncommon (855 gp)

This wood wand has a colored end, an amber flower above the handle with a large leaf off it, and a small curved branch on the other side. This wand has four forms, each corresponding to a season, that changes its color and appearance.

Spring Form - The wand end and leaf are pink, and the branch has small pink blossoms on it.

Summer Form - The wand end and leaf are green, and the branch is covered in lots of small green leaves.

Autumn Form - The wand end and leaf are orange, and the branch is covered in lots of small orange leaves.

Winter Form - The wand end and leaf are purple-brown, and the branch is covered in small tufts of white cotton.

This wand has 3 charges that refresh at noon, and as an action you can expend 1 or 3 charges.

When expending 1 charge, you can target a creature, a plant or 5 by 5-foot empty cube within 60 feet of you that you can see, causing the target to assume a seasonal form of your choice and changing the wand's appearance to match.

When expending all 3 charges, you target a point within 60 feet of you that you can see, and everything within a 30-foot sphere centered on that point assume a seasonal form of your choice, as well as the wand's appearance.

For example: you could target an apple tree and make it assume it's autumn form, immediately producing fruit; you could target a bear, making it develop a thick winter coat and a desire to hibernate; or you could target a field, making snow filled difficult terrain appear.

This effect lasts for 24 hours, and does not change the age of anything affected. A unwilling target of this spell can make a DC 13 Wisdom save to prevent being affected, and on a success is immune to the wand's magic for 24 hours.



586 - MEBUKIJKUT

Weapon (Longsword, Spear, Longbow, Morningstar)

- Rare (17,650 gp, requires attunement)

This wood weapon has four forms, each corresponding to a season, that changes its appearance depending on the current season, changing on the Equinox and Solstice.

Spring Form - This +1 wood shichishito longsword has a blade of woven branches and small pink blossoms in the nook of each branch, with a fluffy cream-colored fur guard and fur lined handle.

Summer Form - This +1 wood spear has a small bush of green leaves hanging from the end. The cream-colored fur lined shaft has a curved guard over the center of the shaft.

Autumn Form - This +1 wood longbow has a bush of bright red leaves along the top arm of this bow.

Winter Form - This +1 wood morningstar has a head made of several branches woven together with cut spiky ends, with a fluffy white collar below that, followed by a white handle with long white fur tuft around the pommel.

While attuned to this weapon: you gain 10 feet of movement when in sunlight; if you are hit by an attack from a plant-based creature (including creatures like **Dryads**) or a plant-based spells (like *Entangle*) you have advantage on your next attack; and any spells you cast that would inflict a status condition (like *Entangle*) gains +1 to the save DC.

If an **Eladrin Elf** (MTof 061) attunes to this weapon, they can use a bonus action to shift the weapon between the current season and the Eladrin's season, or vice versa, lasting for as long as they remain attuned to the weapon.



587 - EMOLGIO

Weapon (Dagger) – Uncommon (255 gp)

This white dagger has a thorn at the base of the blade, and a black cross guard, one side being a small curve with a yellow underside, and the other side sharply turns down jaggedly like a lightning bolt, arching over the handle.

Attacks with this dagger do an additional +1 lightning damage, and on a hit the target must make a DC 10 Constitution save or be Paralyzed until the end of their next turn.



587B - EMOLGLOAK

Wondrous (Cloak) – Rare (5780 gp, requires attunement)

This black cloak has a large white edge along the front of it and a bright yellow inside. Sleeves at the cloaks edge stretch to comfortably fit any size wrist. The hood has a W-like bit that hangs over the forehead, and a white half oval with a yellow edge on each side that resembles an set of eyes.

So long as your arms are in the cloak's sleeves, you can use it to fly at a speed of 30 feet by outstretching your arms like a flying squirrel. If you fail to have your arms outstretched, you lose this flying speed.

While attuned to this cloak: you are immune to lightning damage; and if hit by lightning damage not from yourself, you gain 10 feet of movement and the cloak's flying gains 10 feet of flight, both lasting for a minute. This effect can stack to a maximum of 60 additional feet.

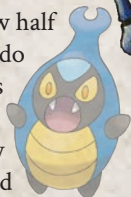


588 - KARRABASH

Weapon (Mace, Cursed) – Uncommon (385 gp, requires attunement)

This blue mace has a head made of a bug carapace, with light blue and yellow sides and black nubs around the bottom. A two-pronged insect horn acts as the pommel.

While attuned to this mace: if you fall below half of your max hitpoints, attacks with this mace do an additional 1d4 bludgeoning damage; 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.



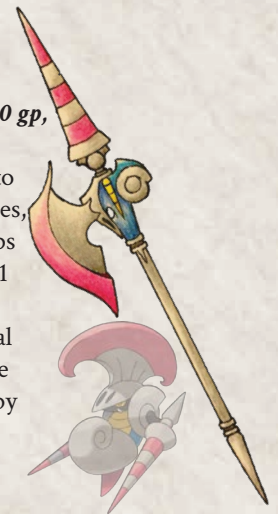
Cursed. This mace is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.

589 - ESCAVALBERD

Weapon (Halberd, Lance) – Rare (5890 gp, requires attunement)

This steel +1 halberd has a red edge to the blade, a blue head with yellow stripes, and a cone shaped topper with red strips around it that allow it to be used as a +1 lance.

While attuned to this weapon: critical hits on you are normal hits; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

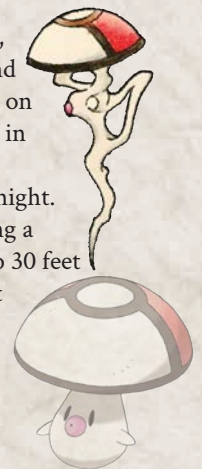


590 - FOONGUN

Wand () – Uncommon (590 gp)

This white wand is made from a mushroom, with the handle being a twisted white stem, and the top being a round mushroom cap with red on one side, white on the other and a white circle in the center, all outlined in black.

This wand has 3 charges that refresh at midnight. As an action, you can expend a charge, shooting a cloud of spores from the wand at a target up to 30 feet from you. If target needs to breathe, they must make a DC 13 Constitution save, with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.



Save Result

Effects

13 or more

Passed the save, no effect

12-9

The target is stunned until the end of their next turn

8-5

The target is Paralyzed until the end of their next turn

4-2

The target takes 1d6 poison damage and is poisoned until the end of their next turn

1 or less

The target takes 1d6 poison damage and falls asleep for 1 minute

591 - TEAUMAANGASS

Armor (Dual Shields) – Rare (5900 gp, requires attunement)

These white +1 round shields are made from mushrooms. The large round caps have red on the top half, white on the bottom half, and a white circle in the center, all outlined in black trim.

Large spikes come off the front edge of the shields, allowing you to perform dagger attacks.

While attuned to these shields: whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

You can dual wield these shields if you are proficient with shields and have the Dual Wielder feat. Additionally, if you are wielding one of these shields, you can use your bonus action to perform a dagger attack as a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195.

While holding at least one of these shields, whenever one of these shields hits a creature, or a melee attack on you by a creature within 5 feet of you is 1 to 3 less than your AC (for example, if your AC is 18 and the attack roll is 15), a cloud of spores erupts from the shield in the creature's space. If the creature needs to breathe, they must make a DC 13 Constitution save, with the results depending on how badly they failed the roll. The spore cloud does not last past the attack.

Save Result	Effects
13 or more	Passed the save, no effect
12-9	The target is stunned until the end of their next turn
8-5	The target is Paralyzed until the end of their next turn
4-2	The target takes 1d6 poison damage and is poisoned until the end of their next turn
1 or less	The target takes 1d6 poison damage and falls asleep for 1 minute

592 - VISKASE

Weapon (Mace) – Uncommon (925 gp, requires attunement)

This mace comes in two different colors, light blue and pink. The round head has a small crown on top with a frill around the base followed by a few long flowing ribbons. The pommel is a collection of flared out ribbons. The mace has a damp air around it.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace: all fire damage inflicted within 10 feet of you does half damage, regardless of origin or target; and whenever you are hit by an attack, the attacker must make a DC 13 Wisdom save, and on a fail they become physically unable to use the same attack they just used on you until the end of their next turn.



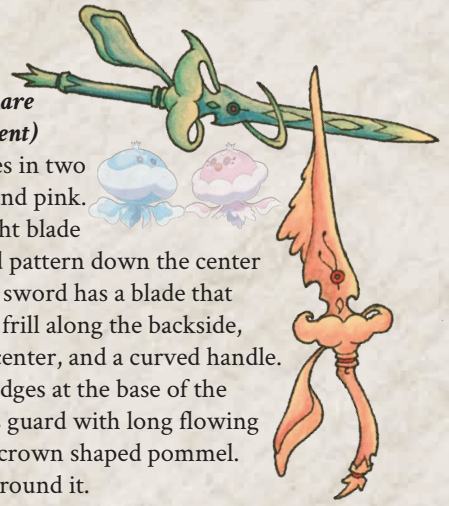
593 - JELLICURTANA

Weapon (Greatsword) – Rare (12,950 gp, requires attunement)

This +1 greatsword comes in two different colors, light blue and pink. The blue sword has a straight blade and handle, with a diamond pattern down the center of the blade, while the pink sword has a blade that tappers to the point, with a frill along the backside, black lines running up the center, and a curved handle. Both swords have hooked edges at the base of the blade, a large rounded cross guard with long flowing ribbons on each end, and a crown shaped pommel. The sword has a damp air around it.

This sword does not suffer any of the disadvantages of being used underwater.

While attuned to this sword: you are immune to damage caused by water like crashing waves, either natural or magical in origins, and are healed for 1/4 of the damage it would do, rounding up; all fire damage inflicted within 15 feet of you does half damage, regardless of origin or target; whenever you are hit by an attack, the attacker must make a DC 13 Wisdom save, and on a fail they become physically unable to use the same attack they just used on you for 3 rounds. The attacker can attempt the save again at the end of their turn.



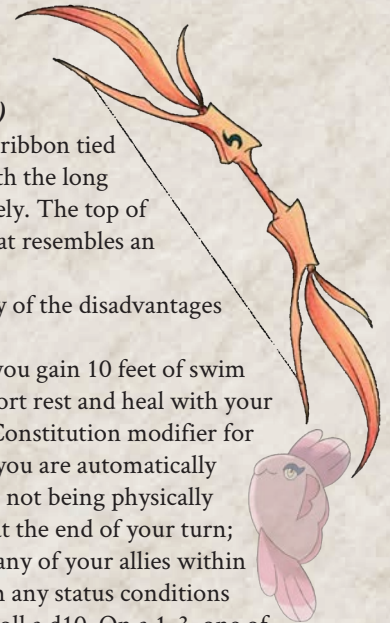
594 - ABOWOWOBA

Weapon (Longbow) – Rare (13,950 gp, requires attunement)

This +1 pink longbow has a ribbon tied to either end of the handle, with the long end and short end hanging freely. The top of the handle has a black mark that resembles an upside-down question mark.

This bow does not suffer any of the disadvantages of being used underwater.

While attuned to this bow: you gain 10 feet of swim speed; whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing; if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and at the end of your turn, if any of your allies within 5 feet of you are suffering from any status conditions not being physically induced, roll a d10. On a 1-3, one of the affected allies are cured of one of their status conditions, chosen at random.



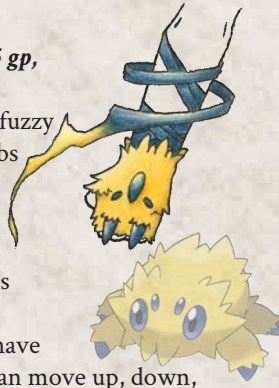
595 - JOLTAP

Wondrous (Gloves) – Uncommon (595 gp, requires attunement)

These yellow fingerless gloves have fuzzy fur on the outside. Two black-blue nubs come out over the knuckles, and three black-blue ovals, one large and two small, sit on the back of the hand. Black-blue wrappings with yellow ends extend from the glove wrists.

While attuned to these gloves: you have advantage on Intimidation rolls; you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil; and unarmed strike attacks with these gloves do an additional 1 lightning damage, unless you are at half or less of your maximum hitpoints, in which case they give unarmed strikes an additional 1d4 lightning damage.

These gloves have 1 charge that refreshes at noon, and can be used to cast the *Web* spell. You can also touch any webs and conduct the glove's electricity through them, doing 1 (or 1d4 if at half or less max hitpoints) lightning damage to all other creatures in the web within 20 feet of you.



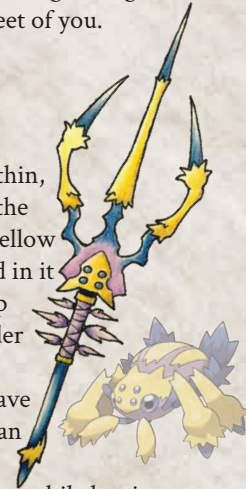
596 - GALDENTULA

Weapon (Trident) – Rare (1955 gp, requires attunement)

This +1 navy blue trident has three thin, long prongs with yellow fur covering the middle of each prong. The guard is a yellow triangle with four navy orbs embedded in it and a thick lavender edge along the top sides. The handle is wrapped in lavender cloth.

While attuned to this trident: you have advantage on Intimidation rolls; you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil; and attacks with this trident do an additional 1 lightning damage, unless you are at half or less of your maximum hitpoints, in which case they do an additional 1d4 lightning damage.

This trident has 3 charges that refreshes at noon, and you can expend a charge to cast the *Web* spell. You can also touch the trident to any webs and conduct the trident's electricity through them, doing 1 (or 1d4 if at half or less max hitpoints) lightning damage to all other creatures in the web within 20 feet of you.



597 - FERROSHIELD

Armor (Shield) – Uncommon (795 gp)

This metal shield is made with several bands of metal looping around the center with green thorn nubs coming off the bands. A long green thorn comes off the top and bottom of the shield.

While wielding this shield, anyone who hits you with a melee attack takes 1d2 piercing damage from the shield. Multi-attacks take damage for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this shield, they take 1d4 piercing damage from the shield when they make the attempt (whether successful or not) and when they begin their turn in contact with you.

Additionally, if you are wielding this shield, you can use your bonus action to perform a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195, doing 1d4 + your Strength modifier piercing damage.

Evolving: If this shield remains in dank caves for a continuous month, it will become a **598B - Noacielaman**.



598 - FLARROTHORN

Weapon (Flail) – Rare (3955 gp, requires attunement)

This +1 metal flail has three metal bands with small thorny nubs wrapped around the top of the handle, and three green metal cables attached to the top with a small green cocklebur tip.

While wielding this flail, anyone who hits you with a melee attack takes 1d2 piercing damage from the flail. Multi-attacks take damage for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this flail, they take 1d4 piercing damage from the flail when they make the attempt (whether successful or not) and when they begin their turn in contact with you.

While attuned to this flail: you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil.



598B - NOACIELAMAN

Armor (Shield) – Rare (3955 gp, requires attunement)

This +1 shield has several rings of metal thorns between black rings, with three half-green cockleburs hanging from vines off the bottom.

While wielding this shield, anyone who hits you with a melee attack takes 1d2+1 piercing damage from the shield. Multi-attacks take damage for each of the attacks.

If someone attempts to grapple, restrain or otherwise comes in contact with you while you are wielding this shield, they take 1d4+1 piercing damage from the shield when they make the attempt (whether successful or not) and when they begin their turn in contact with you.

Additionally, if you are wielding this shield, you can use your bonus action to perform a second attack with the shield's spikes, per Two-Weapon Fighting on PHB 195, doing 1d4 + 1 + your Strength modifier piercing damage.

While attuned to this shield: you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, this doesn't allow you to move this way on a slippery surfaces, such as those covered by ice or oil.



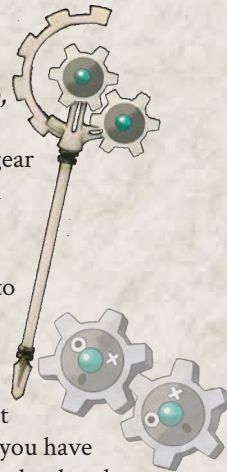
599 - TICTAXE

Weapon (Battleaxe) – Uncommon (599 gp, requires attunement)

This metal battleaxe has a blade with a gear toothed edge. Two gears with blue orbs in their center are attached to the center and backside of the blade.

While attuned to this axe: you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.

Evolving: If this battleaxe remains on the Outer Plane of Mechanus for a month, it will become a **600 - Kliklaxe**.



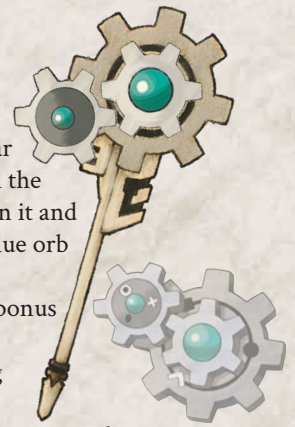
600 - KLIKLAKE

Weapon (Greataxe, Saw) – Rare (6000 gp, requires attunement)

This +1 metal greataxe has a large gear for a blade, with another smaller gear in the center with a large blue orb embedded in it and a third gear beside that with a smaller blue orb embedded in it.

You can speak a command word as a bonus action to have the blade start spinning noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

While attuned to this axe: you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.



601 - KLINKHANDA

Weapon (Greatsword, Saw) – Very Rare (61,000 gp, requires attunement)

This +2 metal great sword has a large gear with a red orb in its center surrounded by a spiked hoop for the guard. The blade is encased in protective shielding with decorative gears along the back side, with one side exposed to reveal a set of gear toothed blades on a chain inside.

You can speak a command word as a bonus action to have the bladed chain inside the casing start moving noisily, doing an additional 1d6 slashing damage, but you automatically fail all stealth checks. You can turn this off by repeating the command word. Anyone proficient with Carpenter's Tools can use this feature to cut the amount of time it takes to create or destroy wooden objects in half.

While attuned to this sword: you have advantage on rolls against conditions and effects that would impose a disadvantage on you; you have +1 to Initiative rolls; and if a spell or magical effect that does lightning damage comes within 30 feet of you (such as the line from a *Lightning Bolt* passing within 30 feet of you), regardless if it damages you, then you have advantage on your next attack as the blue orbs absorb some of the lightning and crackle with energy.



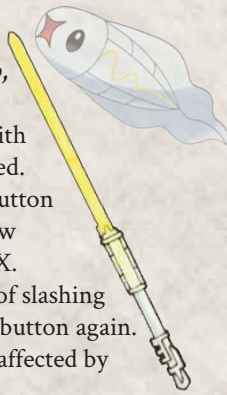
602 - TYNAMPILAN

Weapon (Longsword) – Uncommon (800 gp, requires attunement)

This white metal hilt has a cylinder top with a red X on top where a blade would be affixed. When attuned to this hilt, you can press a button on the hilt as a bonus action, causing a yellow blade of pure electricity to extend from the X.

The blade does lightning damage instead of slashing damage, and can be recalled by pressing the button again.

While attuned to this sword: you are not affected by difficult terrain.



603 - EELEKTRACE

Weapon (Mace) – Rare (1900 gp, requires attunement)

This navy blue +1 mace has a crown-like top with a red band and white teeth-like points. The head has white orbs embedded around its center in a band of yellow inlay, with a line of yellow inlay going down the head at each orb, followed by three yellow dots. Two long fin-like ribbons hang from either side, while the pommel resembles a red fish tail.

Attacks with this mace do an additional 1d4 lightning damage, and on a hit the target must make a DC 14 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this mace: you are not affected by difficult terrain.

Evolving: If this mace remains on the Elemental Plane of Water for a year, it will become a **604 - Ohmassaclub**.



604 - OHMASSACLUB

Weapon (Greatclub) – Very Rare (14,600 gp, requires attunement)

This navy blue +2 greatclub has a large bulbous head, with a red band around the top with white teeth coming off it. On the sides are yellow strip inlays with a red orb embedded in the center, followed by two yellow dots. A navy cord hangs from the top of the club with a ragged cream cloth attached to its underside, and two matching ragged cloths are attached to the bottom of the head. Two navy cords hang from the middle of the head, with flayed ends that have yellow spots on them.

Attacks with this club do an additional 1d6 lightning damage, and on a hit the target must make a DC 16 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this club: you are not affected by difficult terrain; and have advantage to rolls to grapple others.



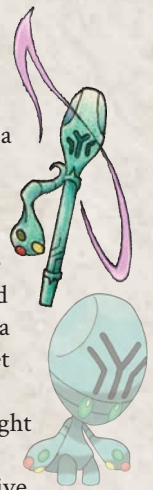
605 - ELGYEWAND

Wand () – Rare (5600 gp, requires attunement)

This light blue wand has an oblong head with a dark blue Y design inlaid on it. A curve guard over the handle has green, red and yellow orbs arranged in a triangular pattern at the bottom.

While attuned to this wand: you can make the green, red and yellow orbs on the wand flash and blink at will; you gain telepathy (MM 009) with a range of 30ft.; can sense your allies within 30 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; and if you go last in initiative, you have advantage on your attacks.

Evolving: If this wand remains on The Astral Plane for a month, it will become a **606 - Beheeyaff**.



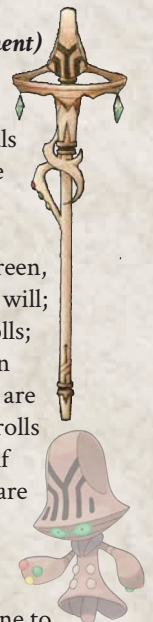
606 - BEHEEYAFF

Staff () – Very Rare (16,500 gp, requires attunement)

This light brown staff has an oblong top with a dark brown Y design inlaid on it with a hoop floating around it. The hoop has two green crystals hanging from either side. A guard curves over the top of the shaft, with red, green and yellow orbs embedded in it.

While attuned to this staff: you can make the green, red and yellow orbs on the staff flash and blink at will; you gain a +1 bonus to spell attack and damage rolls; gain telepathy (MM 009) with a range of 60ft.; can sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save; if you are inflicted with the Blinded, Deafened, Frightened, Stunned, Paralyzed, or Poisoned status condition, the creature that inflicted that condition is also inflicted with the condition unless they are immune to it; and if you go last in initiative, you have advantage on your attacks.

This staff has 1 charge that refreshes at midnight, which can be used to cast the *Modify Memory* spell.



607 - FUNÉCIROD

Rod () – Uncommon (373 gp)

This gold rod has a white candle on top of it that is half-melted with significant drippage on top the rod.

You can speak a command word as a bonus action to cause the candle to light with a large purple flame, acting as a torch and providing bright light in a 20-foot radius and dim light for another 20 feet. If you make a melee attack with a lit rod and hit, it deals 1 fire damage. You can extinguish the flame by repeating the command word or submerging the flame in water.

Any creature that attempts to grapple or restrain you while you are holding a lit rod has disadvantage on the roll to do so and takes 1 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1 fire damage at the start of any turn they are grappling or restraining you.

Evolving: If this rod remains on Shadowfell for a month and year, it will become a **609- Staffelabra**.

608 - LATERNAXTO

Weapon (Greataxe) – Rare (6800 gp, requires attunement)

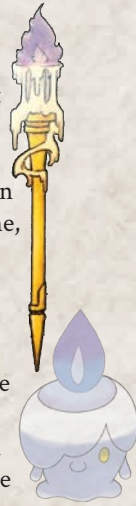
This black +1 greataxe has a thin blade that curves around a lantern with a broad lampshade.

You can speak a command word as a bonus action to cause the lantern to light with a purple-blue flame, providing bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish the flame by repeating the command word.

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

Any creature that attempts to grapple or restrain you while the lantern is lit has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

While attuned to this axe: you are immune to fire damage; if you are hit by enemy fire damage, any spells or attacks that do fire damage (including those done with this axe) do an additional 1d4 fire damage; and you can sense when creatures within 30 feet fail death saves, as well as when a large number of creatures have recently died within 100 miles of you.



609 - STAFFELABRA

Staff () – Very Rare (16,800 gp, requires attunement)

This black staff has an orb on top made of glass pieces held together by wrought iron with a wrought iron crown. Two arms come off the staff just below the arm, curving upward into a spiral. Three small rings hang freely on each arm, as well as two long thin black ribbons.

You can speak a command word as a bonus action to cause the orb to light with a purple-blue flame spewing from the crown as well as the ends of the ribbons igniting, acting as a lantern, providing bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish the flames by repeating the command word.

Any creature that attempts to grapple or restrain you while the lantern is lit has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you are immune to fire damage; if you are hit by enemy fire damage, any spells or attacks that do fire damage do an additional 1d4 fire damage; your spells will bypass any buffs, resistances and immunities the target has from spells and magic items; and you can sense when creatures within 30 feet fail death saves, as well as when a large number of creatures have recently died within 100 miles of you, such as from a battle between two armies.

This staff has 8 charges that refresh at midnight, which you can use to cast the following spells, with each extra charge upcasting the spell by 1 level:

- *Hellish Rebuke* (1 or more charges)
- *Arms of Hadar* (1 or more charges)
- *Vampiric Touch* (3 or more charges)
- *Enervation* (5 or more charges)

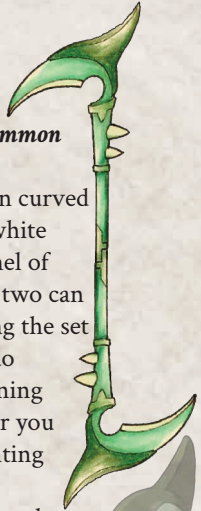


610 - AXEWKLES

Weapon (Dual Sickles, Quarterstaff) – Uncommon (610 gp, requires attunement)

These green sickles have a large dark green curved horn on top of each sickle, along with two white spikes off the back of the handle. The pommel of each sickle is a latching mechanism, and the two can be latched together as a bonus action, turning the set into a bladed Quarterstaff, allowing you to do 1d6 slashing damage instead of 1d6 bludgeoning damage and do a follow-up sickle attack after you attack with the staff, per Two-Weapon Fighting on PHB 195.

While attuned to these sickles: any teeth you have lost will regrow at a rate of 1 every 2d4 days; you gain 5 feet of climbing speed; and you have advantage on Intimidation rolls.



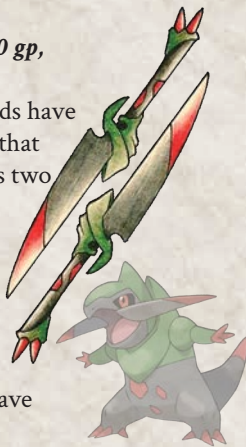
611 - FRAXUWUK

Weapon (Dual Short Swords) – Rare (6110 gp, requires attunement)

These dual charcoal gray +1 short swords have red tipped blades, and dark green guards that resemble armored collars. The handle has two red marks on it, while the dark green pommel has two red spikes on the end.

Attacks with these short swords ignore any damage immunities or resistances the target might have.

While attuned to these short swords: you gain 10 feet of climbing speed; you have advantage on Intimidation rolls; and any creatures not allied with you within 30 feet of you have disadvantage on rolls to prevent being frightened.



612 - HAXORUCK

Weapon (War Pick) – Very Rare (16,200 gp, requires attunement)

This black +2 warpick has two picks on each side of the head, with red blade edges along the top, a dark gold spike on top, and some dark gold plating along the shaft leading to a dark gold cross guard that has several spines along the top before curving down over the black handle. The pommel is a red spike.

Attacks with this warpick ignore any damage immunities or resistances the target might have.

While attuned to this warpick: your teeth become unbreakable and extremely durable; you gain 15 feet of climbing speed; you have advantage on Intimidation rolls; and any creatures not allied with you within 60 feet of you have disadvantage on rolls to prevent being frightened.



613 - GLOVCHOO

Wondrous (Gloves) – Uncommon (325 gp, requires attunement)

These white fur fingerless gloves have an ice-like gem on the back of the palm, and a smaller gem above each knuckle. A thick light blue trim goes around the wrist, with icy blue lace coming up from the glove side of the trim. An icy blue water drop-shaped glass charm hangs from the side of the wrist.

While attuned to these gloves: your Unarmed Strikes do an extra 1 cold damage; and when in snowy or icy environments, you have advantage on Dexterity saves.



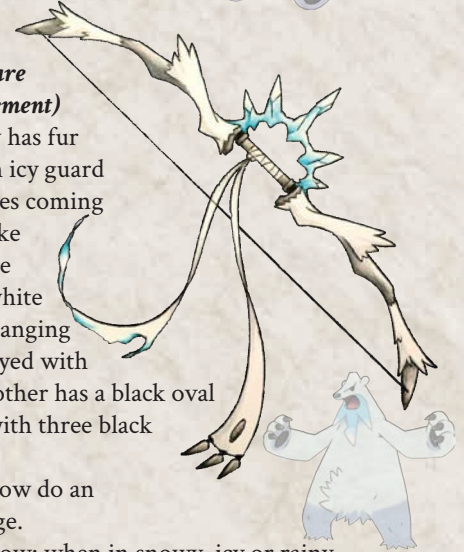
614 - BOLARIFFE

Weapon (Longbow) – Rare (14,600 gp, requires attunement)

This white +1 longbow has fur covering the arms, and an icy guard over the handle with spikes coming off it, allowing you to make dagger attacks with it. The handle is wrapped with white cloth with the two ends hanging freely, one of which is frayed with icy blue edges, while the other has a black oval embedded in the center with three black claws hanging from it.

Attacks with this longbow do an additional 1d4 cold damage.

While attuned to this bow: when in snowy, icy or rainy environments, you have advantage on Dexterity saves and gain +2 to initiative rolls; and if an arrow fired from this bow hits water, it will create a sheet of ice that is 1-foot thick, has a 5-foot diameter, and able to support any Medium sized or smaller creature for 1 minute before melting apart into smaller pieces. The ice sheet will follow the currents of the water. There is no limit to the number of sheets that can be created, but any arrows used this way are destroyed in the process.



615 - CRYOGONAXE

Weapon (Dual Handaxes, Cursed) – Very Rare
(16,500 gp, requires attunement)

These icy blue +2 handaxes are each shaped like half a hexagon, with a handle on the inside center of the long side, and the rest of the hexagon is the blade. The blade has a dark blue line along its side, while the corners have snowflake-like spikes on them. A set of white ribbons hangs from the bottom of each axe.

Attacks with these handaxes do an additional 1d4 cold damage.

While attuned to these handaxes: you are immune to difficult terrain; and you can cast the *Gaseous Form* spell on yourself at will.

Cursed. These axes are cursed. While cursed, anytime you take fire damage, you are immediately subjected to the *Gaseous Form* spell. In order to dismiss the spell, you must either take cold damage or cool down in some manner, which will immediately revert you back to normal, wait the 1 hour for the spell to end, or succeed an opposing Concentration check as an action, with the DC being either 10 or half of the fire damage taken, which ever is higher, and can be attempted every 10 minutes. The cursed casting of the spell does not use your concentration, and you can otherwise operate normally as a gaseous form.



615B - CRYOGONAEGIS

Armor (Shield, Cursed) – Very Rare
(15,600 gp, requires attunement)

This icy blue +2 hexagonal shield has thick V-shaped wedges coming off each corner, a brilliant hexagonal ice crystal in the center, and two cords with small icy blue snowball-like charms on them hanging from the bottom.

While attuned to this shield: you are immune to difficult terrain; you are resistant to cold damage; and you can cast the *Gaseous Form* spell on yourself at will.

Cursed. This shield is cursed. While cursed, anytime you take fire damage, you are immediately subjected to the *Gaseous Form* spell. In order to dismiss the spell, you must either take cold damage or cool down in some manner, which will immediately revert you back to normal, wait the 1 hour for the spell to end, or succeed an opposing Concentration check as an action, with the DC being either 10 or half of the fire damage taken, which ever is higher, and can be attempted every 10 minutes. The cursed casting of the spell does not use your concentration, and you can otherwise operate normally as a gaseous form.

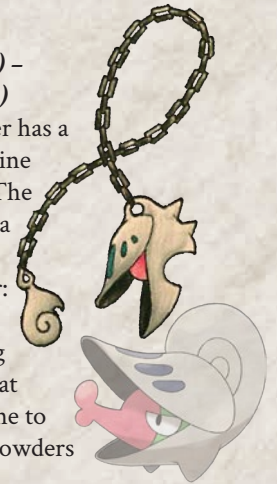


616 - SHELME meteor

Weapon (Single Head Meteor Hammer) – Uncommon (1660 gp, requires attunement)

This metal single head meteor hammer has a partially open clam shell like head with line markings on top and a pink orb inside. The weight at the other end of the chain has a swirl design.

While attuned to this meteor hammer: if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

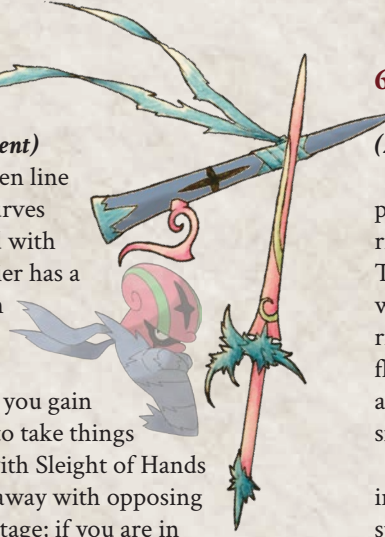


617 - ACCELFOIL

Weapon (Rapier) – Rare (6170 gp, requires attunement)

This pink +1 rapier has a green line down the blade, a guard that curves over the handle and is wrapped with ragged dull blue cloth. The rapier has a matching dull blue sheath, with a black + on it and a pink curved handle.

While attuned to this rapier: you gain +5 to Initiative rolls; attempts to take things from you, such as by stealing with Sleight of Hands checks or trying to pull things away with opposing Strength checks, have disadvantage; if you are in rain, you are automatically healed of any status conditions not being physically induced (like being grappled) at the end of your turn; and when you doff medium or heavy armor, your movement, climbing, swimming and flying speeds (if any) are doubled for 1 minute or until you don medium or heavy armor.



620 - SHAOFANINE

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

This white +2 tessen has a light purple edge and light purple tipped ribbon end-like markings on the fan. The guards also resemble ribbon ends with light purple tips. The hinge has a ribbon bow arranged to look like a lilac flower, with three ribbons hanging off it, a large one with a light purple tip, and two smaller ones with gold tips.

While attuned to this tessen: you are immune to the Stunned condition; you can spend an action focusing yourself, giving you either advantage or double damage on your next attack so long as you attack with this tessen or an unarmed strike; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.



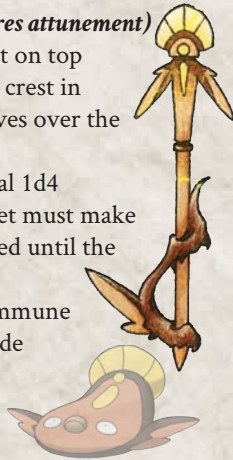
618 - LIMACEDE

Weapon (Mace) – Rare (1860 gp, requires attunement)

This brown +1 mace has a yellow crest on top followed, by two long fins with a yellow crest in between them. A dark brown guard curves over the handle with a long fin coming off it.

Attacks with this mace do an additional 1d4 lightning damage, and on a hit the target must make a DC 16 Constitution save or be Paralyzed until the end of their next turn.

While attuned to this mace: you are immune to being Paralyzed; have advantage to hide in mud, earth and sand; and you have advantage on Dexterity saves when in a sandstorm.



621 - DRAKKAXEMIN

Weapon (Battleaxe, Cursed) – Very Rare (16,210 gp, requires attunement)

This blue +2 battleaxe has a spiky red topper that looks like a dragon's head, and a large spiked blue blade. A spiked counter weight comes off the back of the blade. A dragon's claw acts as the pommel.

Attacks with this axe ignore any damage immunities or resistances the target might have.

While attuned to this axe: you have advantage on Strength saves and Survival checks; and anytime another creature comes in contact with you, such as by grappling you, they take 1d8 slashing damage.

Cursed. This axe is cursed. While cursed, anytime you are hit by cold damage, you must roll a Constitution save, with the DC being either 10 or half of the cold damage taken, whichever is higher. On a fail you become magically Restrained, and remain so until you are hit by fire damage, warmed up in some manner, or succeed the Constitution save again, which you can attempt at the end of your turn.



619 - KLAWFOUINE

Wondrous (Claws) – Rare (6190 gp, requires attunement)

This cream-colored clawed glove has thick red trim wrap around the knuckles, followed by a thick line of yellow trim running down the back of the palm, flanked by two red ovals, before connecting to thin yellow trim that wraps around the wrist multiple times before being tied off. Three straight metal claws extend from between the knuckles.

You can use the claws as a melee weapon while wearing them. You have proficiency with it, it uses your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage. Monks can use the claws for their unarmed strikes, and they count as Monk weapons.

While attuned to these gloves: you are immune to the Stunned condition.



622 - GOLETTA

Weapon (Dagger, Cursed) – Uncommon (235 gp, requires attunement to someone of a Lawful alignment)

This teal dagger has a blade made of earthen clay, with softly glowing straight yellow lines in it and copper bands wrapped around its lower half. A square swirl emblem is embedded into the middle of the guard, glowing yellow.

You can speak a command word to make the dagger's glowing lines intensify, emitting bright light for 10 feet and dim light for another 10 feet. You can turn this off by repeating the command word.

While attuned to this dagger: you are immune to petrification and any spell or effect that would change your form; and you have advantage on rolls to prevent being exhausted, charmed or frightened.

Cursed. This dagger is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.

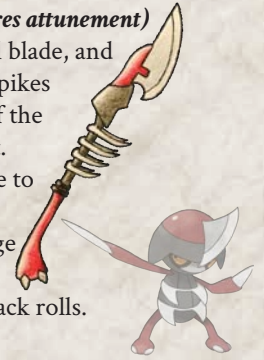


624 - KOMAXE

Weapon (Battleaxe) – Rare (2640 gp, requires attunement)

This red +1 battleaxe has a shallow but tall blade, and a black section below that with eight metal spikes coming out of it like a set of ribs. The butt of the handle has two metal spikes coming out of it.

While attuned to this axe: you are immune to being stunned; and if an enemy gives you disadvantage on any rolls, you have advantage on your next attack roll, with the advantage cancelling out if the disadvantage was on attack rolls.



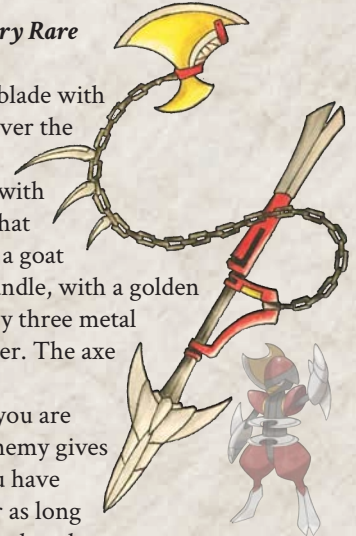
625 - KIRIKIZAXE

Weapon (Spear, Chain Axe) – Very Rare (25,600 gp, requires attunement)

This metal +2 spear has a large blade with hooked back edges, a red handle over the first half of the shaft, with the second half of the shaft being red with black line inlay, and a metal butt that splits apart at the end to resemble a goat hoof. A chain is attached to the handle, with a golden axe head attached to it, followed by three metal talons that get progressively smaller. The axe can be used as a +2 Chain Axe.

While attuned to this weapon: you are immune to being stunned; if an enemy gives you disadvantage on any rolls, you have advantage on your attack rolls for as long as that disadvantage remains, with the advantage canceling out if the disadvantage was on attack rolls.

Any enemy within 60 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.



623 - GOLURKANNON

Weapon (Handcannon, Cursed) – Rare (6320 gp, requires attunement to someone of a Lawful alignment)

This teal +1 handcannon is made of earthen clay, and has softly glowing straight yellow lines and square swirl emblem all over it, along with a glowing crack on one side with a copper plate bolted over it like a bandage. The barrel, handle and butt of the cannon all have copper trim around the ends.

You can speak a command word to make the cannon's glowing lines intensify, emitting bright light for 15 feet and dim light for another 15 feet. You can turn this off by repeating the command word.

While attuned to this cannon: you are immune to petrification, exhaustion and any spell or effect that would change your form; and you have advantage on rolls to prevent being charmed or frightened.

Cursed. This cannon is cursed. While cursed, every attack you do on a target hits regardless of what you roll, even if it is a critical fail. Critical hits still count as critical hits. However, every attack on you also hits regardless of the roll, even if it is a critical fail. Critical hits still count as critical hits.



626 - BOUFFAULANT

Weapon (Maul, Cursed) – Very Rare (12,660 gp, requires attunement)

This brown +2 maul has a large sphere head covered with a fine, curly hair and a horn coming out of either side. Each horn has two gold rings wrapped around its midsection.

Attacks with this maul can do piercing damage instead of bludgeoning damage.

While attuned to this maul: you are immune to Thunder damage; 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.

Head Charge. If you move at least 15 feet straight toward a target and then hit it with an attack from the maul on the same turn, the target takes an extra 3d6 bludgeoning damage, however, you take recoil force damage equal to 1/4 of the damage done.

Cursed. This maul is cursed. While cursed, you have disadvantage on attacks against and disadvantage on rolls to prevent being charmed by enemies that appear to have afros.

627 - FUSAIGLON

Weapon (Dual Daggers, Cursed) – Rare (6720 gp, requires attunement)

These dual +1 sai daggers have blades that resemble bird feet and talons. A white fluff of small feathers acts as the guard, with a long white-tipped red feather coming off it. The blue handle has a pommel made of white tail feathers.

While attuned to these daggers: you cannot have disadvantage on attacks from non-magical means like the dodge action; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with these daggers.

Cursed. These daggers are cursed. While cursed, you are compelled to act aggressively towards those larger than yourself, and provoke opponents larger than yourself to come after you. Anytime you wish to not be aggressive or provoking from this curse, you must succeed a DC 15 Wisdom save.



628 - WARRGLANCE

Weapon (Lance, Cursed) – Very Rare (16,280 gp, requires attunement)

This dark blue +2 lance has a large blade coming from a guard that resembles an eagle's head, with yellow beak, red crest and white plume of feathers. The shaft is wrapped in the red cloth and has a gold spike as the pommel.

While attuned to this lance: you have advantage to prevent being Frightened; you cannot have disadvantage on attacks from non-magical means like the dodge action; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this lance for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

Cursed. This lance is cursed. While cursed, you are compelled to act aggressively towards those you think have wronged your allies, and provoke opponents that have harmed your allies to come after you. Anytime you wish to not be aggressive or provoking from this curse, you must succeed a DC 18 Wisdom save.

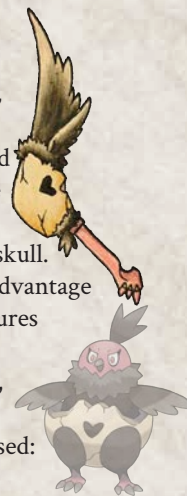
629 - VALCHANG

Weapon (Boomerang, Cursed) – Rare (2690 gp, requires attunement)

This black +1 boomerang has one end covered in black feathers resembling a black wing, while the other end is a pink bone. The middle of the boomerang is covered with large pieces from a skull.

While attuned to this boomerang: you have advantage on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions;

Cursed. This boomerang is cursed. While cursed: you are compelled to collect and wear bones for decoration, and will fight anyone who attempts to prevent this; and when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.



630 - VAUTUTRICK

Weapon (Pike, Cursed) – Very Rare (16,300 gp, requires attunement)

This black +2 pike has a pink bulb behind the blade, followed by a bone cross guard. A jawbone with spike teeth is attached along one side of the shaft, and a black wing attached to the other side, with a trim of small brown feathers between them. The pommel is a pink bird's foot.

While attuned to this pike: you have advantage on rolls to prevent effects that would give creatures advantage on attacks against you, including the Blinded, Paralyzed, Petrified, Prone, Restrained, and Stunned conditions; and you are immune to damage and effects caused by weather, powders and spores, whether natural or magical.

Cursed. This pike is cursed. While cursed: you are compelled to collect and make everyone wear bones for decoration, and will fight anyone who attempts to prevent this; and when you are in combat, anytime you take a physical hit, until the end of combat your AC reduces by 1, but you gain 5 feet of movement, and you have advantage on your next Dexterity save. This effect stacks until you hit 0 AC, and lasts until the end of combat, when your AC and movement return to normal.



631 - FURNIFLOWER

Wondrous (Flamethrower) – Rare (3610 gp, requires attunement)

This red +1 flamethrower has a large gray cone nozzle head with vein-like tubes of gray and orange attaching it to the body, with a ring of vents on a gray band around the red bulbous body to a red handle covered in orange lines and trigger on the bottom. A red butt extends from the back of the flamethrower through which it takes in air.

The flamethrower has 1 charge. If the charge has been expended, roll a d6 at the start of your turn, and on a 6 the charge is replenished.

As an action, you can pull the flamethrower's trigger to expend the charge and project a 30-foot line of fire. Any creatures in that area must make a DC 15 Dexterity save, taking 4d6 fire damage and the next attack on them having advantage on a fail, and half as much damage on a success. If a creature made of metal or wearing metal plate is hit by this attack, they get -1 to their AC if they failed the Dexterity save, as a hole is burnt through their armor.

This flamethrower does not work in an environment that lacks air, such as underwater.

While attuned to this flamethrower: you are immune to fire damage; and if you are hit by fire damage from an opponent, attacks from this flamethrower do an additional 2d6 fire damage.



632 - FERMITESTAR

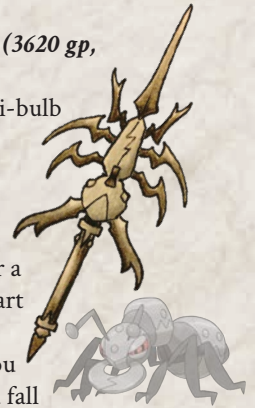
Weapon (Morningstar, Cursed) – Rare (3620 gp, requires attunement)

This metal +1 morningstar has a multi-bulb head with numerous long black spikes shaped like insect legs and mandibles.

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

While attuned to this morningstar: you gain a burrowing speed of 15 feet; if you fall below half of your max hitpoints, attacks with this morningstar do an additional 1d4 piercing damage; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this morningstar.

Cursed. This morningstar is cursed. While cursed, on every second turn in combat, you can not use your action or bonus action to attack or cast damage dealing spells. You can use your action and bonus action to do other things, such as cast healing spells or drink healing potions, for example.



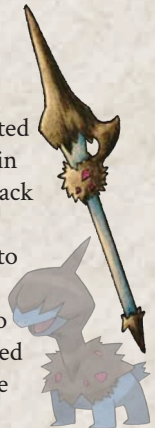
633 - KAPIKO

Weapon (Pike, Cursed) – Rare (1650 gp, requires attunement)

This dark blue +1 pike has a large black pointed blade on top. Black fur trim with purple flecks in it is wrapped around the base of the blade. A black spike acts as the pommel.

While attuned to this pike: you are immune to psychic damage; you gain Blindsight at a range of 30 feet based on smell; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this pike.

Cursed. This pike is cursed. While cursed, you are Blind and compelled to bite at anything that moves in front of you. You can attempt a DC 16 Wisdom save to stop yourself from biting something.



634 - ZWEIKUNAI

Weapon (Dual Daggers, Cursed) – Very Rare (34,600 gp, requires attunement)

These dark black +2 kunai daggers have dark blue blades with thorn tips that can be retracted into the black feathered arc guards with a command as a bonus action, and extended by repeating the command word as a bonus action. The blades can be retracted or extended together or individually, your choice. A 3-foot chain attaches the two handles, and ragged black ribbons hang from the handles.

While attuned to these daggers: you are immune to psychic damage; you gain Blindsight at a range of 30 feet based on smell; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with these daggers.

Cursed. These daggers are cursed. While cursed, you are of two minds, literally, as your mind is split in two. Both minds are yours, but they are not always on the same page or of the same mood. Whenever you make an Intelligence, Wisdom or Charisma roll, roll 2d20 and take the average between the two scores (rounding up), unless either is a 1 or 20, in which case you take that. If you roll a 1 and a 20, they cancel each other out and you take a 10. If you have advantage or disadvantage on a roll, roll two sets of 2d20 and do the above with the high or low of each set. Your minds merge back together when the curse is lifted.

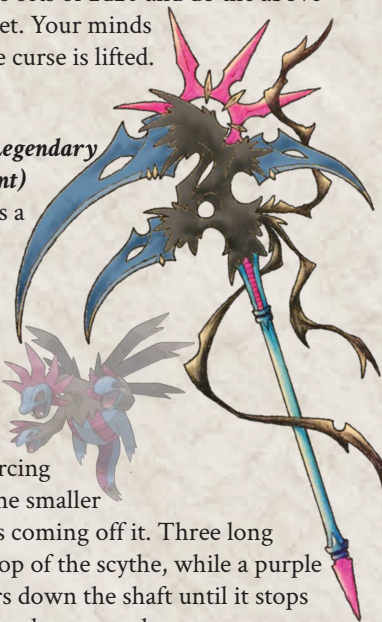
635 - SCYDREIGON

Weapon (Scythe, Cursed) – Legendary (153,500 gp, requires attunement)

This dark blue +3 scythe has a large blade with a hole in it that resembles an angry eye, followed by a matching smaller blade below it and on the back. The top of the shaft is covered in small black feathers, with a fuchsia crescent coming off the top, arcing between the main blade and the smaller back blade, with several spikes coming off it. Three long black ribbons hang from the top of the scythe, while a purple line descends from the feathers down the shaft until it stops half way. A fuchsia spike acts as the pommel.

While attuned to this scythe: you are immune to psychic damage; you gain Blindsight at a range of 60 feet based on smell; you are immune to difficult terrain; and you can choose to give yourself disadvantage on an attack, provided you do not already have it, to do double damage for that attack with this scythe.

Cursed. This scythe is cursed. While cursed, you have difficulty discerning friend from foe. When in combat, at the start of your turn, make a DC 18 Wisdom save, and on a failure, you will attack the last thing you saw/sensed move, regardless if it was friend, foe, or an inanimate object that moved by some other means.



636 - HALARVESTA

Weapon (Dagger) – Rare (1725 gp, requires attunement)

This white +1 haladie dagger has a blade on each side of the handle. The top blade is thin, curved and black with a frill of white fur around the base, while the bottom blade is orange with lines segmenting it. A white furry guard curves over the handle, with red slightly whorled spikes resembling stylized sun lines coming from it.

Attacks with this dagger do an additional 1d4 fire damage, and when you attack with this dagger, you can make a second attack with the dagger per Two-Weapon Fighting on PHB 195.

You can speak a command word as a bonus action to cause the spikes on the guard to light up like they contain fire, providing bright light in a 10-foot radius and dim light for another 10 feet. You can repeat the command word to turn the light off.

While attuned to this dagger: you always know which direction the sun is; you are resistant to fire damage; and any creatures that attempts to grapple or restrain you has disadvantage on the roll to do so and takes 1 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1 fire damage at the start of any turn they are grappling or restraining you.

Evolving. If this dagger has any spells that emit sunlight (such as *Daylight*, *Sunbeam*, and *Sunburst*) cast upon it at least once a day for a year, it will become a 637 - **Volcarangi**.

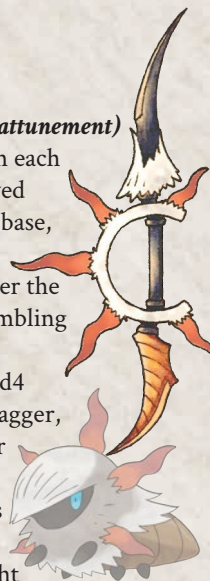
637 - VOLCARANGI

Weapon (Greatsword) – Very Rare (37,600 gp, requires attunement)

This black +2 greatsword has light blue blade edges, matching the thick circular guard, which has lines segmenting it and black nubs on each segment, with a matching black segmented section going down the center of the guard. A black spike acts as the pommel. The sword has a matching sheath, with white fur trim around the top of it, with a set of six delicate orange moth wings coming off it with stain glass-like designs inside them. The sheath has a set of light blue stain glass-like design down its center to a set of red segmented horns in the center of the sheath.

You can speak a command word as a bonus action to cause the wings on the sheath to light up like they contain fire, providing bright light in a 20-foot radius and dim light for another 20 feet. You can repeat the command word to turn the light off. Attacks with this sword do an additional 2d4 fire damage.

While attuned to this sword: you always know which direction the sun is; you are resistant to fire damage; if you fall below half of your max hitpoints, attacks with this sword do an additional 2d4 fire damage; anytime you land a hit with this sword, roll a dice and on an even, you gain advantage on your next magic attack; and any creatures that attempts to grapple or restrain you has disadvantage on the roll to do so and takes 1d4 fire damage. They have disadvantage to maintain the grapple or restraint, and take 1d4 fire damage at the start of any turn they are grappling or restraining you.



638 - COBALTIKE

Weapon (Pike, Cursed) – Legendary (63,900 gp, requires attunement)

This aqua blue +3 pike has a yellow 4-point star on its blade, with a crossguard made of two jagged antelope horns, followed by a large tuft of white fur. The pommel has black bands around it, and gold and silver wing-like flair coming off it.

Attacks with this pike ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this pike: you gain telepathy (MM 009) with a range of 30 ft; you are immune to being charmed or frightened; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This pike has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Enthrall* (2 charges)
- *Hold Person* (2 or more charges)
- *Charm Monster* (4 or more charges)
- *Hold Monster* (5 or more charges)
- *Dominate Monster* (8 charges)

Cursed. This pike is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.



639 - TERRAXION

Weapon (Greataxe, Cursed) – Legendary (135,900 gp, requires attunement)

This gray +3 greataxe has orange crystal structures in the blade and along its top and bottom, a set of small black horns on top, and set of large black ram horns off the back. The pommel is wrapped in light gray trim with orange crystals along the top and a black base.

Attacks with this axe deal double damage to objects and structures, ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this axe: you gain telepathy (MM 009) with a range of 30 ft; gain the *Mold Earth* cantrip; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This axe has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Maximilian's Earthen Grasp* (2 charges)
- *Erupting Earth* (3 or more charges)
- *Stone Shape* (4 charges)
- *Wall of Stone* (5 charges or more)
- *Move Earth* (6 charges)
- *Earthquake* (8 charges)

Cursed. This axe is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.



640 - VIRIDIUMI

Weapon (Longbow, Cursed) – Legendary (183,600 gp, requires attunement)

This green +3 longbow has a blade with a black line down the center coming off the front of the handle like a katar dagger, and can be used to make dagger attacks. The bow's arms have flair along them that resemble bunches of pink tipped leaves, before turning white near the tips, followed by a green shoe-like covering with pink trim and black tips.

Attacks with this longbow ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

While attuned to this longbow: you gain telepathy (MM 009) with a range of 30 ft; you gain 30 ft of movement speed; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This longbow has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Longstrider* (1 or more charges)
- *Blur* (2 charges)
- *Haste* (3 charges)
- *Steel Wind Strike* (5 charges)
- *Whirlwind* (7 charges)

Cursed. This longbow is cursed. While cursed, you feel the need to protect monsters and have a dislike for humanoids, even if you are one. All Charisma based rolls with humanoids, with the exception of *Intimidation*, have disadvantage as you have difficulty hiding your dislike, while all Charisma based rolls with non-humanoids have advantage.



641 - TORNELOSTAFF

Staff () – Legendary (64,150 gp, requires attunement by a spellcaster)

This green staff has a knotted head with purple flecks and spikes coming out of it, with two large spikes on top. A white, curly cloud springs from in and around the staff head, while a purple hoop with gold whorls sticking out of it slowly floats around the cloud. A gold spike that looks like stylized lightning acts as the pommel.

While attuned to this staff: you gain a +3 bonus to spell attack and damage rolls; a flying speed of 120 ft; the *Gust* cantrip; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this staff for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

This staff has 16 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Warding Wind* (2 charges)
- *Gust of Wind* (2 charges)
- *Dust Devil* (2 or more charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)



641B - TORNELAIVE

Weapon (Glaive) – Legendary (14,600 gp, requires attunement)

This green +3 glaive has a large curved blade that resembles a wing with purple feather tips and a purple hooked claw over the elbow. The blade extends from a twisted knot covered with purple flecks and two slender purple horns coming off the back. Hanging below the horns are a large fluff of white cotton, and a purple cord with a whorled end and gold whorls sticking out of it. The pommel is a large bird foot with purple claws and a red rhombus gem in it.

While attuned to this glaive: you gain a flying speed of 120 ft; the *Gust* cantrip; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

This staff has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Warding Wind* (2 charges)
- *Gust of Wind* (2 charges)
- *Dust Devil* (2 or more charges)
- *Wind Wall* (3 charges)
- *Control Winds* (5 charges)
- *Steel Wind Strike* (5 charges)
- *Investiture of Wind* (6 charges)
- *Wind Walk* (6 charges)
- *Whirlwind* (7 charges)



642 - FULGURIKE

Weapon (Pike) – Legendary (64,150 gp, requires attunement)

This sky blue +3 pike has a purple tip and flecks in the blade. A large purple hoop with eight black orbs embedded evenly along it hangs from a hole in the base of the blade. Each orb has a single spike coming from it, pointing away from the hoop. The bottom of the hoop disappears in a large fluff of cloud-like cotton midway down the shaft. A purple spike acts as the pommel.

While attuned to this pike: you gain a flying speed of 60 ft; the *Thunderclap* cantrip; and if a hostile creature gives you disadvantage on any rolls, you have advantage on your attacks with this pike for the duration of the disadvantage. If the disadvantage is on attack rolls, then this cancels out the disadvantage.

This pike has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Thunderwave* (1 or more charges)
- *Shatter* (2 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Thunderstep* (3 or more charges)
- *Destructive Wave* (5 charges)
- *Chain Lightning* (6 or more charges)



642B - VOLTOLBERD

Weapon (Halberd) – Legendary (146,100 gp, requires attunement)

This sky blue +3 halberd has a purple spike on top and a purple blade with cloud-like cotton trim on the side. The knotted head's backside has claw hand covered in cloudy cotton coming off it. Hanging from the head is a long purple cord with several black orbs embedded along the end. Each orb has a single spike coming from it. A purple spike acts as the pommel.

While attuned to this halberd: you gain a flying speed of 60 ft; the *Thunderclap* cantrip; you are immune to lightning damage; and if you are hit by lightning damage, you are healed for 1/4 of the lightning damage, rounded up.

This halberd has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Zephyr Strike* (1 charge)
- *Thunderwave* (1 or more charges)
- *Shatter* (2 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Thunderstep* (3 or more charges)
- *Destructive Wave* (5 charges)
- *Chain Lightning* (6 or more charges)



643 - RESHILANCE

Weapon (Lance, Cursed) – Legendary (94,500 gp, requires attunement)

This white +3 lance has two rims of short backwards facing spikes along the back of the head, followed by a white wing. White bands wrap around the shaft, holding a guard that curves over the shaft, with a basket of woven white bands hanging from the end and a large white plume coming from it. The pommel is a white spike.

Attacks with this lance do an additional 1d6 fire damage.

While attuned to this lance: you gain a flying speed of 60 ft; the *Fire Bolt* cantrip; you are resistant to cold damage; attacks and spells done with this lance ignore any effects granted to targets by their magic items (such as resistance to fire damage), including effects that might be beneficial to you (such as vulnerability to fire damage); and if a Zekromance has been used to perform an attack or spell immediately before you, attacks and spells done with this lance do double damage.

This lance has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Burning Hands* (1 or more charges)
- *Zone of Truth* (2 charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Fireball* (3 or more charges)
- *Investiture of Flame* (6 charges)
- *Fire Storm* (7 charges)

You can also expend a charge to immediately cure yourself of the Frozen condition.

Cursed. This lance is cursed. While cursed, you cannot lie, automatically failing spells and effects that would force you to tell the truth, such as *Zone of Truth*, and when attempting to deceive you can at best selectively tell the truth, giving you disadvantage on Deception rolls. Also, if you know someone has intentionally lied to you, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.



644 - ZEKROMANCE

Weapon (Lance, Cursed) – Legendary (76,500 gp, requires attunement by a Good or Evil aligned creature)

This black +3 lance has a large cone head, with triangular designs carved on it and two spikes near the tip, followed by a black wing. A guard with black spikes on it curves over the shaft with a thick black cord hanging from the end. The carved-in designs light up electric blue when used in combat.

Attacks with this lance do an additional 1d6 lightning damage, and on a hit the target must make a DC 14 Constitution save or be paralyzed until the end of their next turn.

While attuned to this lance: you gain a flying speed of 60 ft; the *Shocking Grasp* cantrip; attacks and spells done with this lance ignore any effects granted to targets by their magic items (such as resistance to lightning damage), including effects that might be beneficial to you (such as vulnerability to lightning damage); and if a Resilience has been used to perform an attack or spell immediately before you, attacks and spells done with this lance do double damage.

This lance has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Detect Evil and Good* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Witch Bolt* (1 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Storm Sphere* (4 or more charges)
- *Dispel Evil and Good* (5 charge)
- *Chain Lightning* (6 or more charges)

Cursed. This lance is cursed. While cursed, you cannot go against your good or evil alignment, doing actions that you believe would result in the most good/evil done, even at your own detriment. Also, if you see someone do something that you believe to be the opposite of your alignment, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.



645 - LANDAMMERUS

Weapon (Warhammer) – Legendary (96,000 gp, requires attunement)

This orange +3 warhammer has a large white cylindrical head on one side, and a dark brown knobby crescent on the other side. Three red spikes come up off the top of the handle with red spots along the shaft until disappearing into a large cloudy cotton trim around the bottom of the head. The pommel is a long white cylinder.

While attuned to this warhammer: you gain a flying speed of 60 ft; a burrow speed of 60 ft; you are immune to lightning damage; you gain the *Mold Earth* cantrip; you are immune to the effects of sandstorms; and you gain advantage on attacks when in sandstorms.

This warhammer has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Earth Tremor* (1 or more charges)
- *Dust Devil* (2 or more charges)
- *Erupting Earth* (3 or more charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)

You can also expend 3 charges to magically turn and plow farm fields in a half-mile radius (2640 feet), centered on a point you can see within 150 feet of you. The process takes 8 hours and requires you to maintain focus (but not concentration) on the magic for the duration in order for this effect to be successful. Once the magic is complete, the soil becomes enriched for 1 year, and all plants grown in it yield twice the normal amount of food when harvested.



645B - DÉMAULÉROS

Weapon (Maul) – Legendary (96,000 gp, requires attunement)

This orange +3 maul has a large curved dark brown head with red knobs along its top and bottom. A white cylindrical counterweight comes off the back of the head. Three red spikes come up off the top of the handle, with a white fang-like trim around the base of the head. The shaft is covered with red comma-like spots and ragged red strips around it. The pommel has three red claws poking out from a cloudy white cotton ball with a long wisp extending from it.

While attuned to this maul: you gain a flying speed of 60 ft; a burrow speed of 60 ft; you are immune to lightning damage; you gain the *Mold Earth* cantrip; you have advantage on Intimidation rolls; and any creature you intimidate has disadvantage on their attacks for 1 minute, but can make the save against the intimidation again at the end of their turn to remove this effect.

This maul has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Earth Tremor* (1 or more charges)
- *Dust Devil* (2 or more charges)
- *Erupting Earth* (3 or more charges)
- *Bones of the Earth* (6 or more charges)
- *Earthquake* (8 charges)

You can also expend 3 charges to magically turn and plow farm fields in a half-mile radius (2640 feet), centered on a point you can see within 150 feet. The process takes 8 hours and requires you to maintain focus (but not concentration) on the magic for the duration in order for this effect to be successful. Once the magic is complete, the soil is ideal for planting and becomes enriched for 1 year, causing all plants grown in it to yield twice the normal amount of food when harvested.



646 - PIKYUREM

Weapon (Pike) – Legendary (66,400 gp, requires attunement)

This dark gray +3 pike has a blade divided into three colored sections from the point, going silver, white and black. An icy blue bundle wraps around the pike just below the blade resembling multiple malformed wings with light yellow trim around the shaft. The pommel is a set of three icy blue claws.

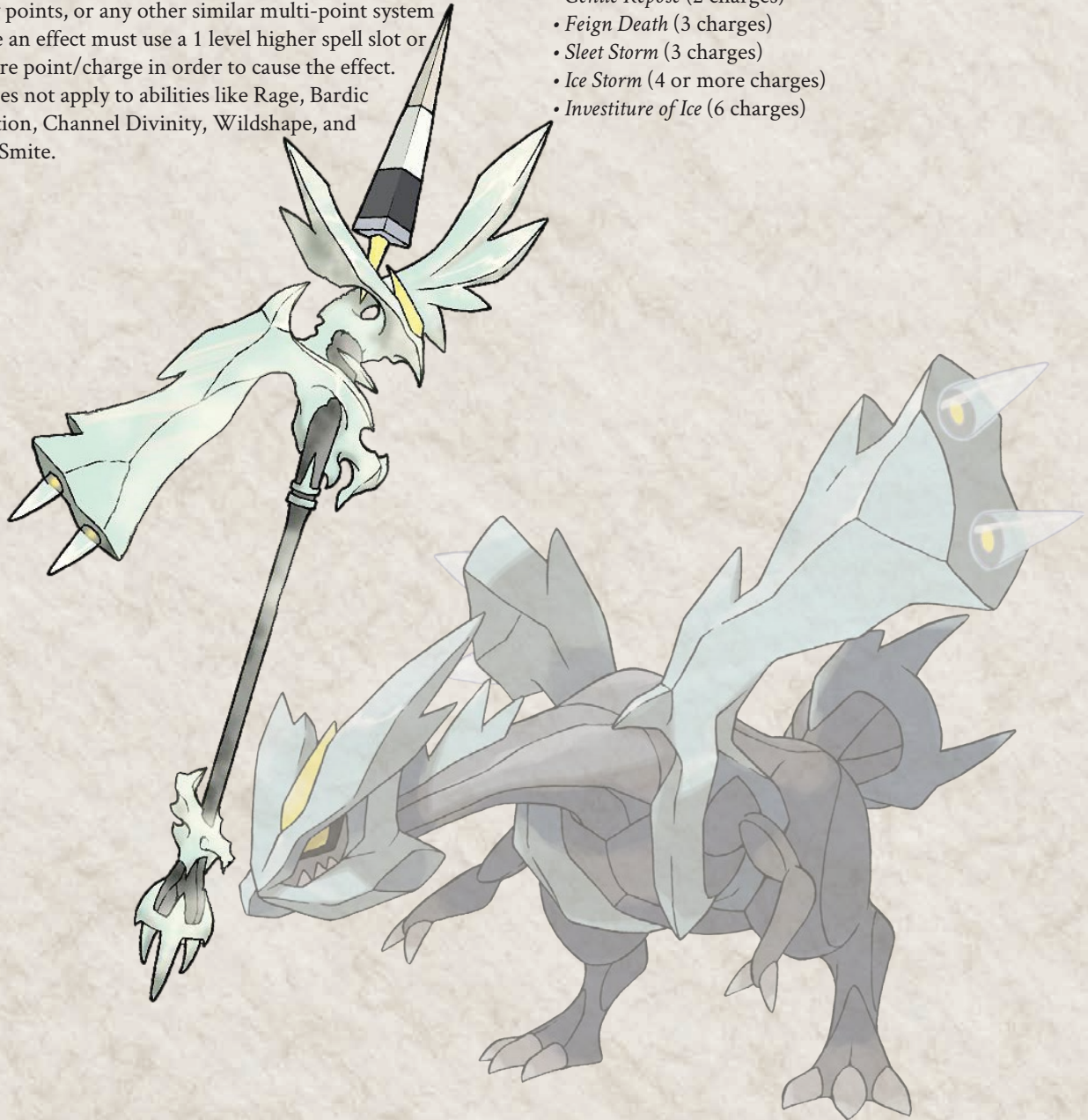
While attuned to this pike: you gain a flying speed of 60 ft; and the *Ray of Frost* cantrip.

Any enemy within 60 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.

Attacks with this pike do an additional 1d8 cold damage, and on a hit the target must make a DC 17 Constitution save or lose 5 feet of movement for 1 minute, which does stack with repeat attacks until the target has 10 feet of movement left.

This pike has 8 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Feign Death* (3 charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Investiture of Ice* (6 charges)



646B - AXYUREM

Weapon (Greataxe, Cursed) – Artifact (requires attunement)

This black +3 greataxe has two blades, one black and the other icy blue, that come together in a swirl. A gold spike on top on the axe has small icy spikes around its base and is wrapped in a black spike with an icy tip. The pommel is a large spike of swirled black and ice. Two long icy cords hang from the center of the blade, one with an icicle charm on the end and the other attaching to the pommel.

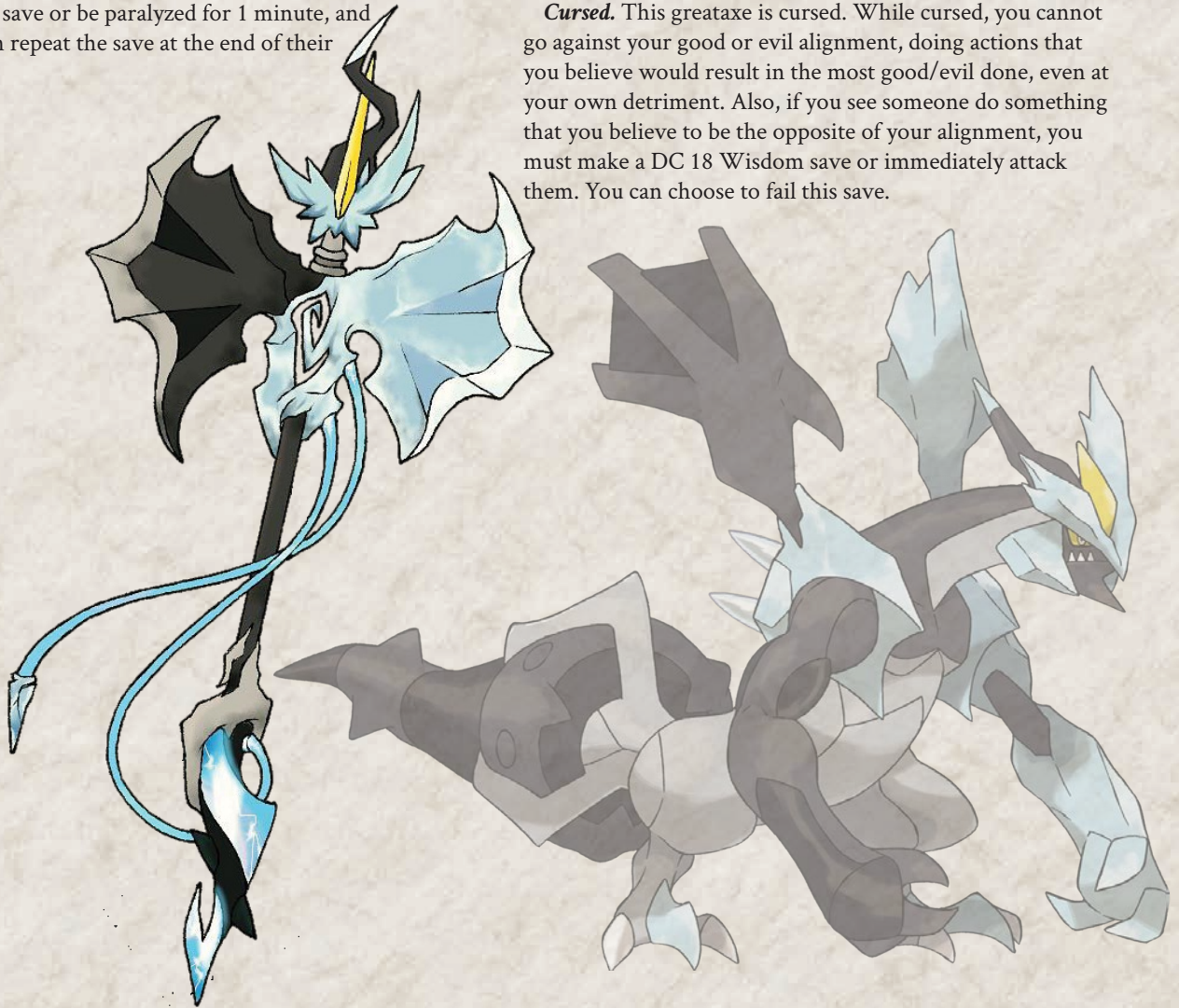
While attuned to this greataxe: you gain a flying speed of 60 ft; the *Ray of Frost* cantrip; and attacks and spells done with this greataxe ignore any effects granted to targets by their magic items (such as resistance to cold damage), including effects that might be beneficial to you (such as vulnerability to cold damage).

Attacks with this greataxe do an additional 1d8 cold damage, and on a hit the target must make a DC 17 Constitution save or be paralyzed for 1 minute, and the target can repeat the save at the end of their turn.

This greataxe has 16 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Detect Evil and Good* (1 charge)
- *Protection from Evil and Good* (1 charge)
- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Feign Death* (3 charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Storm Sphere* (4 or more charges)
- *Dispel Evil and Good* (5 charge)
- *Chain Lightning* (6 or more charges)
- *Investiture of Ice* (6 charges)

Cursed. This greataxe is cursed. While cursed, you cannot go against your good or evil alignment, doing actions that you believe would result in the most good/evil done, even at your own detriment. Also, if you see someone do something that you believe to be the opposite of your alignment, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.



646C - KYUREMKULAM

Weapon (Longsword, Cursed) – Artifact (requires attunement)

This dark gray +3 longsword has an icy blue blade with a white feathery edge along the back and two long white ribbons with orange tips. A gold spike extends up the center of the blade, while the icy guard curves over the handle. The pommel is a dark gray basket containing a fiery orange gem, and long white feathers with orange streaks coming off the bottom. Two orange cords hang from the guard, one with an icicle charm on the end and the other attaching to the pommel.

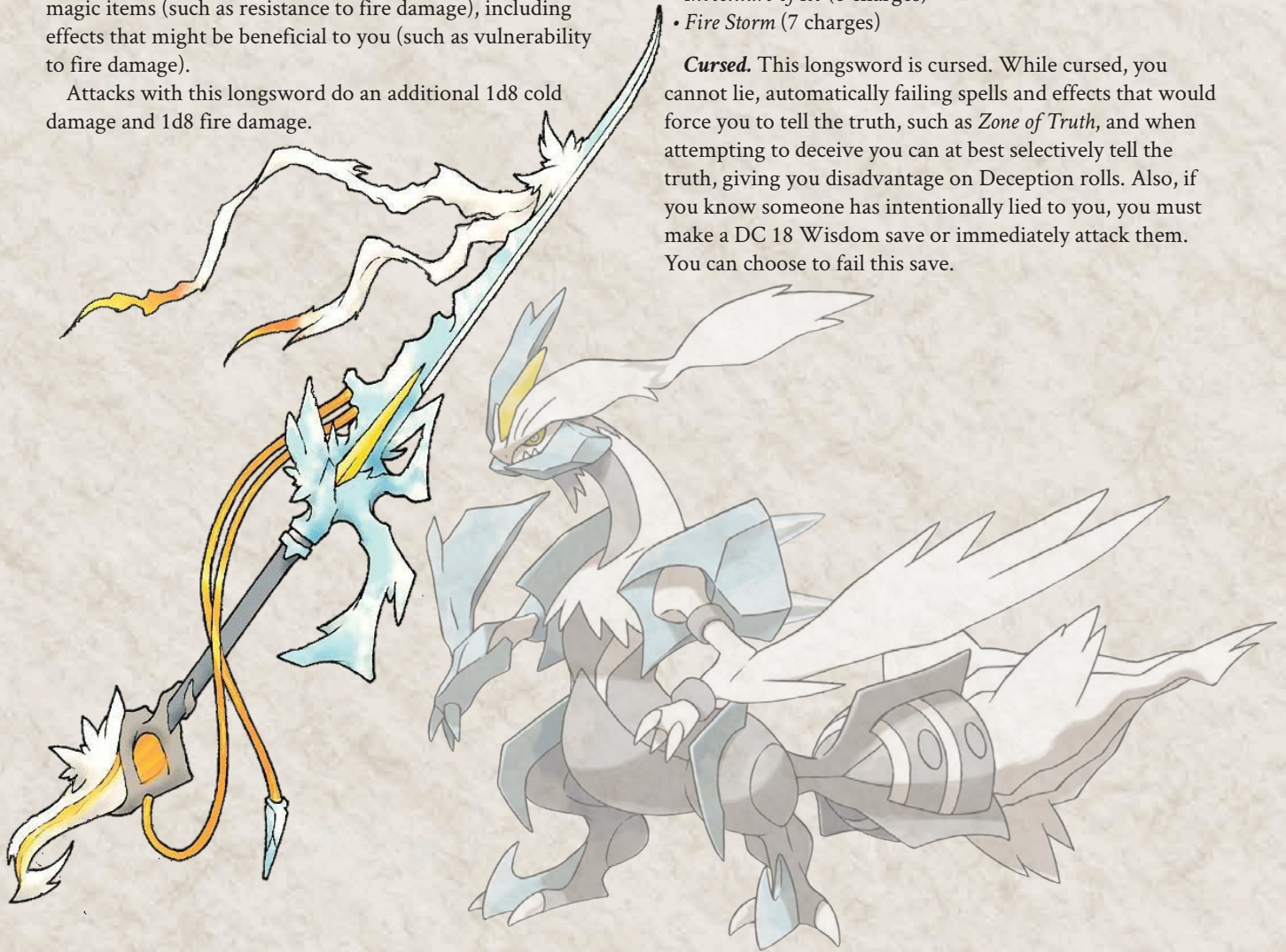
While attuned to this longsword: you gain a flying speed of 60 ft; the *Ray of Frost* cantrip; and attacks and spells done with this sword ignore any effects granted to targets by their magic items (such as resistance to fire damage), including effects that might be beneficial to you (such as vulnerability to fire damage).

Attacks with this longsword do an additional 1d8 cold damage and 1d8 fire damage.

This longsword has 16 charges that refresh at midnight, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Burning Hands* (1 or more charges)
- *Ice Knife* (1 or more charges)
- *Gentle Repose* (2 charges)
- *Zone of Truth* (2 charges)
- *Feign Death* (3 charges)
- *Fireball* (3 or more charges)
- *Sleet Storm* (3 charges)
- *Ice Storm* (4 or more charges)
- *Investiture of Ice* (6 charges)
- *Fire Storm* (7 charges)

Cursed. This longsword is cursed. While cursed, you cannot lie, automatically failing spells and effects that would force you to tell the truth, such as *Zone of Truth*, and when attempting to deceive you can at best selectively tell the truth, giving you disadvantage on Deception rolls. Also, if you know someone has intentionally lied to you, you must make a DC 18 Wisdom save or immediately attack them. You can choose to fail this save.



647 - KELDEMARDEO

Weapon (Rapier, Cursed) – Artifact (requires attunement)

This cream colored +3 colichemarde rapier has a fluffy red plume at the base of the blade with two long light blue fluffy cords hanging from it. A beaded guard curves over the handle, and a blue spike acts as the pommel.

While attuned to this rapier: you gain telepathy (MM 009) with a range of 30 ft; you are always under the effect of the *Water Walk* spell; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

Attacks with this rapier ignore any boosts to AC from magic or magic items, as well as disadvantage imposed on attack rolls by any means, magical or not, that are applied to the target, such as the *dodge* action or the *Blur* spell. You still have disadvantage from things imposed on you, such as being poisoned.

This rapier has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Fog Cloud* (1 or more charges)
- *Enthrall* (2 charges)
- *Water Walk* (3 charges)
- *Stone Shape* (4 charges)
- *Steel Wind Strike* (5 charges)

Cursed. This rapier is cursed. While cursed, you feel the need to travel and seek new training opportunities to improve yourself, never wanting to stay in one place for long.

Every day you spend in the same general location as the previous day (ie on a boat, within the same city or dungeon), roll a DC 10 Constitution save, increasing the DC by 1 for every 24 hours you spend there after the first 24 hours. On the first fail, you become restless, and cannot spend a turn without at least moving your full movement or attacking something. Every fail after the first gives you a level of exhaustion. The restlessness and exhaustion gained this way can only be removed by taking a long rest in a new location.



647B - RIFELDEO

Weapon (Hunting Rifle, Cursed) – Artifact (requires attunement)

This navy blue +4 hunting rifle has ridges along the back of the barrel, and a fluffy red plume with three feathers colored aqua blue, green and orange coming out the top over the chamber surrounded by wave-like light blue trim. A hatch hidden under the plume can be opened to reveal a one-pint water reservoir. The cream colored butt has navy blue trim at the end with a long light blue fluffy cord hanging from it. The barrel has a blade along its bottom, allowing the rifle to be used as standard shortsword.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, have a range of 80/240, 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 +4.

The rifle does not suffer any of the disadvantages of being used underwater, and 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.

While attuned to this rifle: you gain telepathy (MM 009) with a range of 30 ft; you are always under the effect of the *Water Walk* spell; and if you are hit by necrotic or shadow-based damage, you have advantage on your next attack.

This rifle has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Fog Cloud* (1 or more charges)
- *Enthrall* (2 charges)
- *Water Walk* (3 charges)
- *Stone Shape* (4 charges)
- *Steel Wind Strike* (5 charges)

Cursed. This rifle is cursed. While cursed, you feel the need to travel and seek new training opportunities to improve yourself, never wanting to stay in one place for long.

Every day you spend in the same general location as the previous day (ie on a boat, within the same city or dungeon), roll a DC 10 Constitution save, with the DC increasing by 1 for every 24 hours you stay there. On the first fail, you become restless, and cannot spend a turn without at least moving your full movement or attacking something. Every fail after the first gives you a level of exhaustion. The restlessness and exhaustion gained this way can only be removed by taking a long rest in a new location.



648 - MELOETTARIA

Wand () – Artifact (requires attunement)

This black and white baton-like wand has a white core with black trim and a black guard curved over the handle. A black charm that resembles a treble clef sits at the top of the handle, with a white offshoot that resembles a quarter note with a blue gem embedded in it. A transparent light green ribbon is tied around the white offshoot, with black lines and blue dots on it that resemble a musical bar.

While attuned to this wand: you gain a +4 bonus to spell attack and damage rolls; +4 to your Spell DC; you have advantage on Performance rolls; and you gain bardic inspiration as if the class you have the most levels in is a bard, per the rules on PHB 054, and if that class is already a bard, your number of bardic inspiration uses instead doubles.

This wand has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Dissonant Whispers* (1 or more charges)
- *Healing Word* (1 or more charges)
- *Calm Emotions* (2 charges)
- *Enthrall* (2 charges)
- *Shatter* (2 charges)
- *Confusion* (4 charges)
- *Legend Lore* (5 charges)
- *Synaptic Static* (5 charges)

You can also expend a charge as an action and sing in an attempt to put creatures to sleep. Your voice is magically amplified in a 30-foot radius sphere centering around yourself. All other creatures in this sphere that can hear you, regardless if they can understand you, must make a Wisdom saving throw against your Performance roll, falling unconscious into a deep sleep for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.



648B - PIROETTAFF

Weapon (Quarterstaff) – Artifact (requires attunement)

This black and white +4 quarterstaff has a black harp attached to the top of the staff. A black charm that resembles a treble clef sits in the middle of the harp, with a set of black and white ribbons hanging from it. A transparent auburn ribbon is wrapped around the harp, with black lines on it that makes it resemble a musical bar.

While attuned to this staff: you gain the *Dancing Lights* cantrip; you gain 15 feet of movement you have advantage on Acrobatic, Athletic and Performance rolls; and you gain bardic inspiration as if the class you have the most levels in is a bard, per the rules on PHB 054, and if that class is already a bard, your number of bardic inspiration uses doubles.

The harp on top of the staff can be used as a normal harp.

This staff has 8 charges that refresh at noon, and can be used to cast the following spells (Spell Save DCs of 20), with each extra charge upcasting the spell by 1 level:

- *Feather Fall* (1 charge)
- *Longstrider* (1 or more charges)
- *Invisibility* (2 or more charges)
- *Freedom of Movement* (4 charges)
- *Danse Macabre* (5 or more charges)
- *Otto's Irresistible Dance* (6 charges)



649 - GENECANNON

Weapon (Handcannon) - Artifact (requires attunement)

This purple +4 handcannon has a barrel separated along the side, with black trim along the edges. On each side, a red rounded triangular gem pointing forward is embedded in the top half of the barrel towards the back, with a similar but smaller gem behind it pointing backwards. At the back of the gun is a generator that crackles with electricity and a slot that looks like it would accept some sort of rectangular device.

This handcannon does not require gunpowder, instead charging and firing the ammo through magnetism as part of the loading action. This does require the ammo to be a magnetic substance, like iron or steel. Attempts to fire anything that isn't magnetic, such as copper, silver, lead or gold, will fail, wasting the charge.

While attuned to the cannon: you don't require air, food, drink, or sleep to survive, but rests are still required for recovery.

DRIVES

Wondrous (Cube) - Artifact

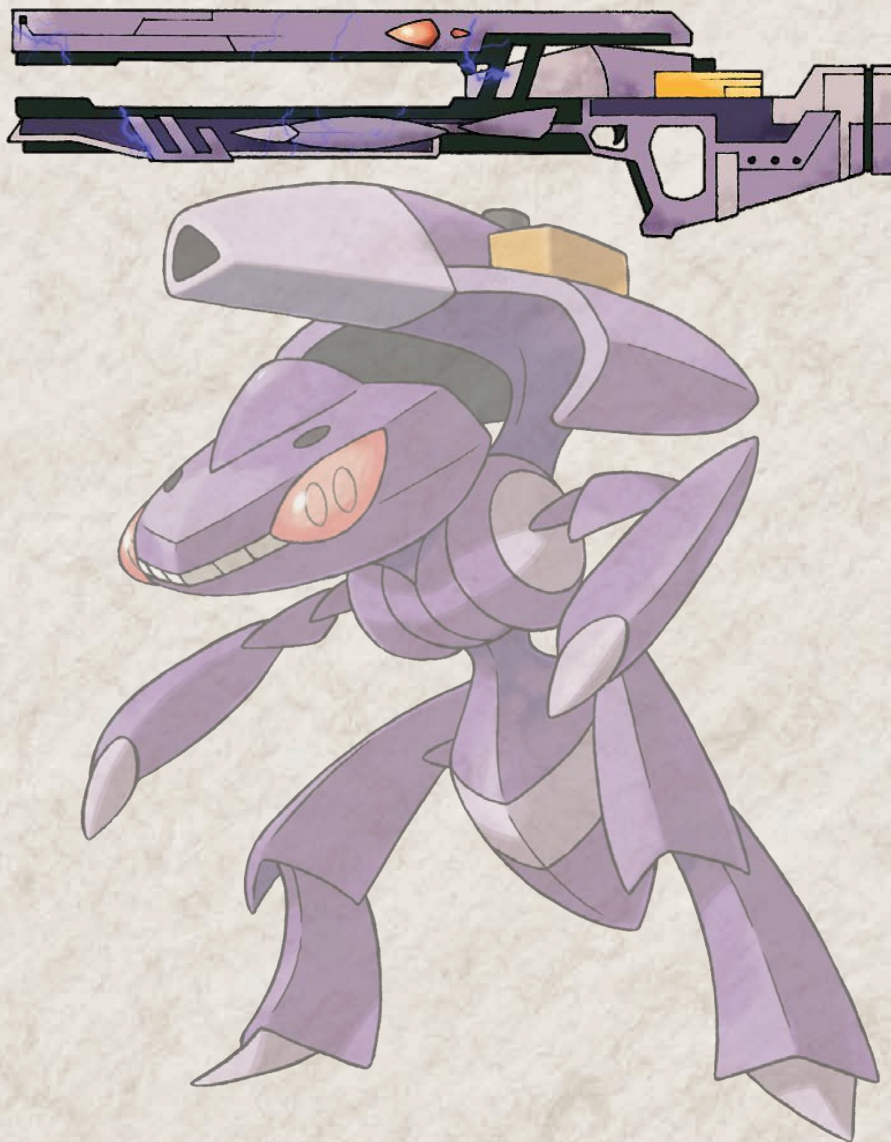
There are four rectangular cubes that can be inserted in the cannon's slot, each pulling energy from a different Elemental plane to form the ammo, taking the same amount of time as loading a cannonball.

The red **Burn Drive** pulls from the Plane of Fire, doing fire damage instead of bludgeoning damage.

The white **Chill Drive** pulls from Frostfell, doing cold damage instead of bludgeoning damage.

The yellow **Shock Drive** pulls from the Plane of Air, doing lightning damage instead of bludgeoning damage.

The blue **Douse Drive** pulls water directly from the Elemental Plane of Water to create ammo out of water.



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

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

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

[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!](#)