

# POKÉMON INSPIRED WEAPONS & ITEMS



## *FUSIONS*



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 fusions, for a total of 70 magic items and one cursed creature!

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

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## BOOK SHORTHAND REFERENCES

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

### F01 - STORM BOW

**Weapon (Longbow) – Legendary (51,400 gp, requires attunement to a spellcaster)**

This purple, blue and yellow +3 longbow has a jagged design and a strange handle, giving it the appearance of an arc of lightning among the clouds. Two elegant ribbons are tied at either end of the handle. The handle has a blade coming out the front of the bow, which can be used as a regular dagger.

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

While attuned to this bow: you are immune to being stunned; gain the *Thunderclap* cantrip; you can dash as a bonus action; you are under the effect of the *Wind Walk* spell as long as you are attuned to the bow, turning into the cloud form when you become attuned; and you can sense any storms within 50 miles of you, including those that will naturally form within the next hour, what kind of storm it is, how intense it is, how long it will last, and where it will go over the next week or until it dissipates, whichever is closer.

Attacks with this bow (including as a dagger) do an additional 3d6 piercing damage and 1d6 lightning damage.

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

- *Thunderwave* (1 or more charges)
- *Sleet Storm* (3 charges)
- *Thunderstep* (3 or more charges)
- *Call Lightning* (3 or more charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)
- *Ice Storm* (4 or more charges)
- *Storm Sphere* (4 or more charges)
- *Chain Lightning* (6 or more charges)
- *Storm of Vengeance* (9 charges)



### F02 - THE BLADES OF SWAMP AND STONE

**Weapon (Dual-blade sword) – Legendary (35,300 gp, requires attunement)**

This +3 sword has two parts that seem to be in opposition. The handle, handguard and one of the blades appear to be made of stone to resemble a dragon wing, with the inner wing made of purple stone as the blade. The other blade is blue and curved, with an orange block by the handle.

While attuned to this sword: you can breathe underwater through your skin: gain a swim speed of 40 feet; you have advantage on Intimidation rolls; have advantage on Perception checks when underwater; are immune to muddy difficult terrain; if you are below half your hitpoints, this sword does an additional 1d6 slashing damage; and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, Divine Smite.

Attacks with this sword do not suffer any of the disadvantages of being used underwater, and enemies hit with this sword have disadvantage on their next attack.

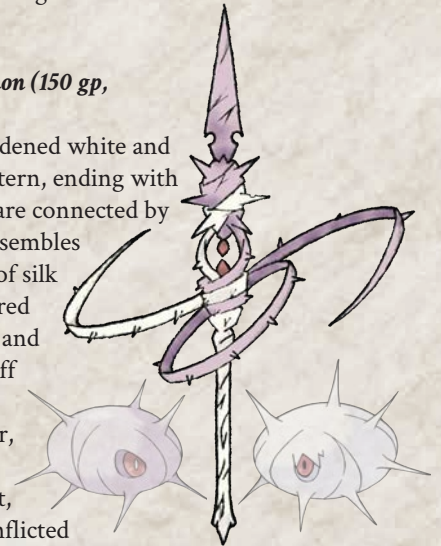


### F03 - SPEAR OF SPUN SILK

**Weapon (Spear) – Uncommon (150 gp, requires attunement)**

This spear is woven of hardened white and lavender silk in a twisted pattern, ending with a blade. The shaft and blade are connected by a section of wrapping that resembles a cocoon with small lengths of silk coming off it, as well as two red gems embedded in its center and two ribbons of silk coming off the spear below the gem.

While attuned to this spear, you have advantage on rolls to grapple or restrain a target, and on rolls to avoid being inflicted with status conditions.



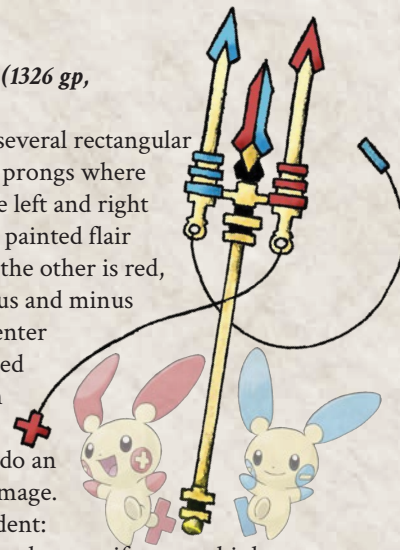
#### F04 - CURRENT TRIDENT

**Weapon (Trident) – Rare (1326 gp, requires attunement)**

This gold +1 trident has several rectangular bars around the base of the prongs where they attach to the shaft. The left and right prongs look the same, with painted flair tips, except one is blue and the other is red, and each with their own plus and minus charms respectively. The center prong is a short blade painted red on one side and blue on the other.

Attacks with this trident do an additional 4d4 lightning damage.

While attuned to this trident: you are immune to lightning damage; if you are hit by lightning damage you gain advantage on your next attack and are healed 1/10 of the damage you would have taken rounding down; and if you are in range of any spells or effects that do lightning damage you automatically replace one of the targets of the spell if you were not already a target.



#### F05 - STAFF OF THE SUN AND MOON

**Staff () – Very Rare (16,650 gp, requires attunement to a spellcaster)**

This pale-yellow stone staff has two upward facing crescents on top. The inside crescent resembles a moon with a spike extending out of its center, while the outer crescent is orange, has flattened points, and four chipped rock points along its outer edge, two on each side. A black orb floats above the crescents, emitting a small soft white glow, followed by a slightly larger soft black glow, making the orb look like a total solar eclipse from every angle.

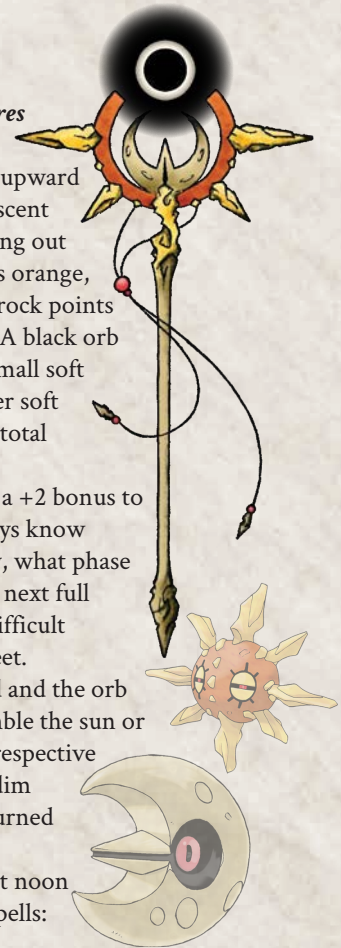
While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you always know where the sun and moon are in the sky, what phase the moon is in, and how long until the next full moon and eclipses; are unaffected by difficult terrain; and gain a hover speed of 30 feet.

You can also speak a command word and the orb on top of the staff will change to resemble the sun or the moon (your choice), and emit the respective sunlight or moonlight for 30 feet and dim light for another 30 feet. This can be turned off by repeating the command word.

The staff has 9 charges that refresh at noon and can be used to cast the following spells:

- *Tensen's Floating Disk* (1 charge)
- *Detect Thoughts* (2 charges)
- *Levitate* (2 charges)
- *Moonbeam* (2 or more charges)
- *Mind Spike* (2 or more charges)
- *Fire Shield* (4 charges)
- *Sunbeam* (6 charges)
- *Reverse Gravity* (7 charges)
- *Sunburst* (8 charges)

**Evolving:** If this staff is held together against a **385 - Jirashikujō** (PIWI-III 38) during a meteor shower, the two staves will fuse into a **F07 - Staff of the Cosmos**.



## F06 - THE SWORD OF SEA AND EARTH

### *Weapon (Greataxe) – Artifact (requires attunement to a spellcaster)*

This +4 greataxe has a broad red blade with some blue encasements. The cross guards are blue pieces shaped to resemble fins, waves and flames, with multiple points and holes. On each side is a set of a red and a blue ribbons tied to the guards. The red handle has a twisted red and blue fleur-de-lis pommel. The red section of the sword has thick lines of black inlay patterned all along it, while the blue section have thin lines of red inlay patterned upon it.

Attacks with this sword do an additional 3d6 Slashing damage.

While attuned to this sword: you gain the *Mold Earth* and *Shape Water* cantrips; you can breath underwater and even when trapped in earth; you gain a burrowing speed of 120 feet and a swim speed of 120 feet; have advantage on Strength rolls while your feet are touching the ground; have advantage on Athletic rolls while swimming; resistance to fire and cold damage; and immunity to the effects of heatstroke, rain and stormy weather.

The weather around this sword is always being pushed towards a unbearably hot, stormy, torrential rain, as if it has a constant *Control Weather* spell in effect. This effect trumps any and all other weather effects so long as you are not underground, with the exception of the effects from **384 - Rayquazance** and **384M - Piekuaza**.

This sword has 20 charges that refresh at noon. You can expend charges to cast the following spells, with each extra charge upcasting the spell by a level, to a maximum of 9 charges:

- *Earth Tremor* (1 or more charges)
- *Create or Destroy Water* (1 or more charges)
- *Maximilian's Earthen Grasp* (2 charges)
- *Wall of Water* (3 charges)
- *Water Breathing* (3 charges)
- *Tidal Wave* (3 charges)
- *Wall of Sand* (3 charges)
- *Erupting Earth* (3 or more charges)
- *Control Water* (4 charges)
- *Transmute Rock* (5 charges)
- *Maelstrom* (5 charges)
- *Move Earth* (6 charges)
- *Bones of the Earth* (6 or more charges)
- *Tsunami* (8 charges)
- *Earthquake* (8 charges)

You can also use all 20 charges to change the elevation of the land 1 mile around you by one phase higher or lower as follows: Mountains - Hills - Plain - Depression - Canyon. You can dictate the general design of the change (such as a mountain being a plateau or a depression immediately filling with water to form a lake), but cannot decide the specifics. You must be on the land, or if the land is underwater, at least at the water's surface, to cause this effect.



## F07 - STAFF OF THE COSMOS

### Staff () – Artifact (requires attunement to a spellcaster)

This gold staff has a twisted pale gold topper with three blue metal tags hanging off it, and a large flat-ended red crescent sits on top, with several gold spikes radiating outwards like sunbeams and a gold cloth wrapped around a section with the two long ends streaming behind like comet tails when swung. Inside the red crescent is a smaller pale gold crescent, in which sits a night-blue orb with a map of the stars upon it. The crescents, spikes and orbs can all be moved, rotated and turned about, allowing the top to work as an astrolabe.

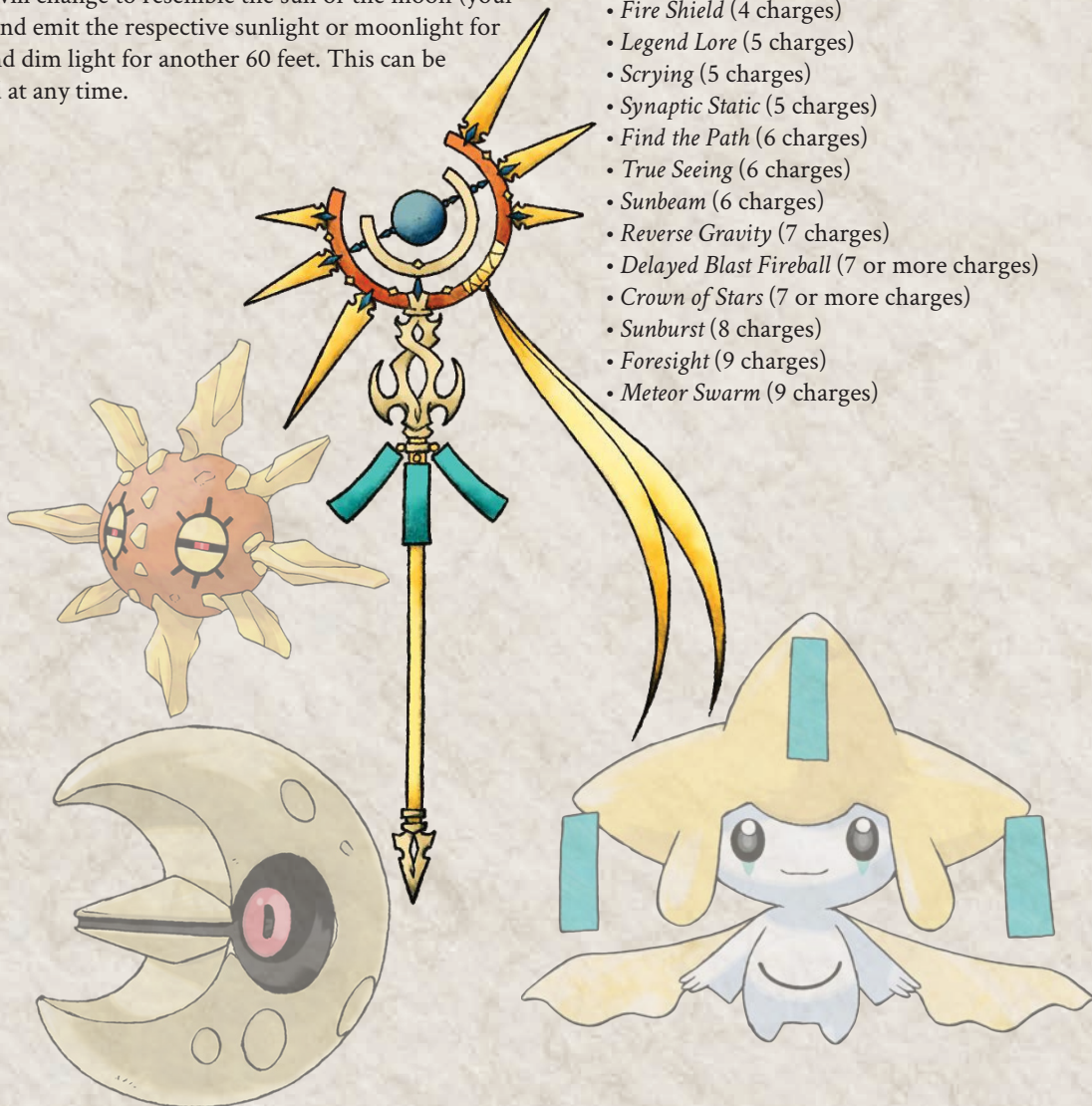
While attuned to the staff: you gain a +4 bonus to spell attack and damage rolls; +2 to your spell save DC; gain the *Word of Radiance* cantrip; gain a hover speed of 60 feet; when asleep you can still fight like normal but are blind and mute until someone else wakes you up; you can long rest more than once in a day; you always know where the sun, moon, and any other heavenly bodies are in the sky, what phase the moon is in, and how long until the next full moon, eclipses and any other astrological event; are unaffected by difficult terrain; and you are immune to poison damage and the poison condition.

You can also speak a command word and the orb on top of the staff will change to resemble the sun or the moon (your choice), and emit the respective sunlight or moonlight for 60 feet and dim light for another 60 feet. This can be dismissed at any time.

This staff has 25 charges that refresh at midnight. You can use 9 charges to cast the *Wish* spell, and each time the wish will be written onto one of the tags in Celestial. Once all three tags are written on, the staff can no longer be used to cast *Wish*.

You can also expend charges to cast the following spells, with each extra charge upcasting the spell by a level to a maximum of 9 charges:

- *Identify* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Augury* (2 charges)
- *Locate Animals or Plants* (2 charges)
- *Locate Object* (2 charges)
- *Detect Thoughts* (2 charges)
- *Levitate* (2 charges)
- *Moonbeam* (2 or more charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Melf's Minute Meteors* (3 or more charges)
- *Divination* (4 charges)
- *Arcane Eye* (4 charges)
- *Locate Creature* (4 charges)
- *Fire Shield* (4 charges)
- *Legend Lore* (5 charges)
- *Scrying* (5 charges)
- *Synaptic Static* (5 charges)
- *Find the Path* (6 charges)
- *True Seeing* (6 charges)
- *Sunbeam* (6 charges)
- *Reverse Gravity* (7 charges)
- *Delayed Blast Fireball* (7 or more charges)
- *Crown of Stars* (7 or more charges)
- *Sunburst* (8 charges)
- *Foresight* (9 charges)
- *Meteor Swarm* (9 charges)



### F08 - STAFF OF THE JUNGLE

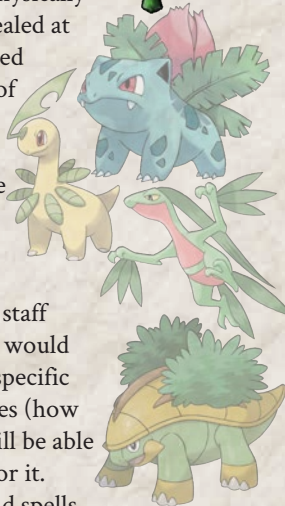
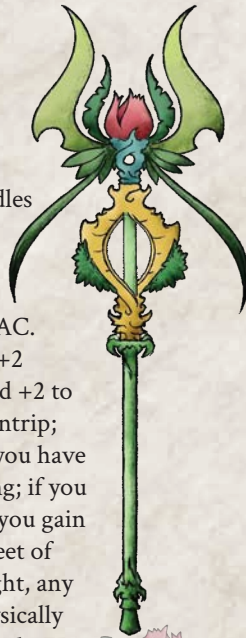
**Staff ( ) – Very Rare (46,050 gp, requires attunement to a spellcaster)**

This green staff has a red bulb flower on top flanked by several different types of leaves, and two earthen shell-like handles twisting around the top part of the shaft with small bushes growing on the outside edge.

While wielding this staff you have +1 AC.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls and +2 to your save DC; you gain the *Vine Whip* cantrip; critical hits on you become normal hits; you have advantage on Athletic rolls while climbing; if you aren't wearing Medium or Heavy armor you gain 10 feet of movement speed and gain 10 feet of climbing speed; if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176); you can speak a command word and the staff will pull towards the nearest source of fresh water; once a day, refreshing at noon, you can cast *Goodberry* using the staff; and you can speak another command word and the staff will pull towards the nearest place that would be good to plant a plant. If you have a specific plant in mind and know what it requires (how much light/shade, water, soil, etc) it will be able to direct you to the nearest ideal spot for it.

Additionally, all plant based effect and spells you cast gain the following benefits: an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20; and any creature hit by your plants must succeed on a DC 18 Constitution saving throw, on a fail taking an additional 6d4 poison damage, have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage, or just half the damage on a success.



### F09 - THE STRIKING WAVE

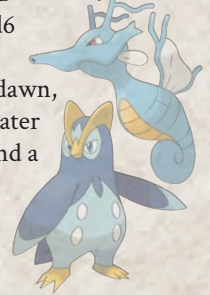
**Weapon (Halberd) – Very Rare (29,593 gp, requires attunement)**

This deep blue +2 halberd has two blades, one a light blue curved rectangle with a coral-like growth where it attaches to the shaft and a thin ethereal cloth hanging from it, while the other is a gold edged axe head. Golden leather wraps the handle, and there is a flared gold pommel.

While attuned to this halberd: you can hold your breath for 10 minutes; you can breathe underwater; you gain 20 feet of swim speed; resistance to cold and fire damage; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on your next attack.

The halberd does not suffer any of the disadvantages of being used underwater, and attacks with this halberd do an additional 1d6 slashing damage.

The halberd has 5 charges that refresh at dawn, and can be used to magically fire a shot of water from between the two blades. You can expend a charge as an action and make an attack roll on a target, with a +2 modifier and your proficiency if you have proficiency with firearms, using a range of 80/240, which will fire off a shot of compressed water. On a successful hit, the target takes 2d10 piercing damage. If you roll a critical hit on the attack, you roll 6d10 piercing damage instead of 4d10.





### F10 - THE SEAWEED TRIDENT

**Weapon (Trident) - Very Rare (30,810 gp, requires attunement)**

This navy blue +2 trident has a gold blade on top, and a blue guard below it with an outstretched frill of seaweed. The guard has an extended twist below it, with a knot of seaweed below that which has two long lengths of seaweed flowing from it. A blue spike acts as the pommel.

Attacks with this trident does an additional 1d8 slashing damage and gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this trident: you can hold your breath for 10 minutes; you gain 30 feet of swim speed; if you aren't wearing Medium or Heavy armor, you gain an additional 10 feet of movement, climbing and swim speed; gain resistance to cold damage; you have advantage on Athletic rolls while climbing and swimming; and if you are given disadvantage on any rolls by a hostile creature (including attack rolls), you have advantage on attack rolls until the end of the effect.



### F11 - THE LIGHTNING STRIKE NAGINATA

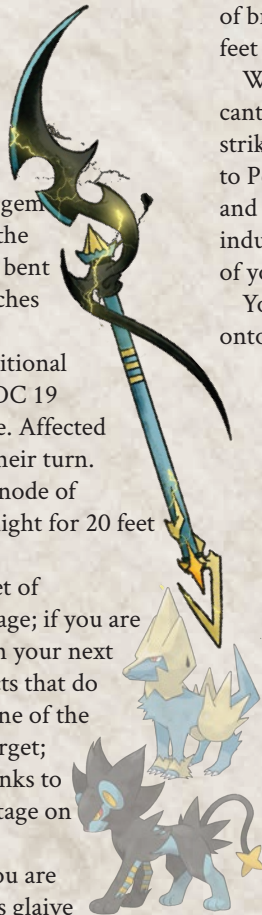
**Weapon (Glaive) - Very Rare (27,250 gp, requires attunement)**

This blue +2 naginata glaive has a black blade with a blue edge that resembles a stylized lightning bolt with a lightning yellow gem at the base. A black tail-like cloth hangs from the blade, while the pommel is a pale gold sharply bent hook with a four-point gold star where it attaches to the shaft.

When the glaive hits a target, it does an additional 2d8 lightning damage, and they must make a DC 19 Constitution save or be Paralyzed for 1 minute. Affected creatures can try the save again at the end of their turn.

You can speak a command word to create a node of electricity at the tip of the blade, which emits light for 20 feet and dim light for another 20 feet.

While attuned to this glaive: you gain 10 feet of movement; you are immune to lightning damage; if you are hit by lightning damage you gain advantage on your next attack; if you are in range of any spells or effects that do lightning damage, you automatically replace one of the targets of the spell if you were not already a target; you gain blindsight with a range of 30 feet thanks to the ability to sense electricity; you have advantage on Intimidation rolls; anyone you intimidate has disadvantage on attacks for 1 minute; and if you are afflicted by a status condition, attacks with this glaive do an additional 1d6 lightning damage.



### F12 - THE SWORD OF BURNING PASSION

**Weapon (Longsword) - Very Rare (31,060 gp, requires attunement)**

This weapon looks like just a blue hilt at first glance, with a gold spike pommel and just below the guard is a gold pin flanked by a small red rose on one side, and a small blue rose on the other. The guard is made of sturdy rose leaves, and where one would expect a blade is instead a white rose.

Once attuned to the sword, you can speak a command word as a bonus action to cause flames to erupt from between and beneath the rose petals, forming a longsword of pure fire.

The longsword has a +2 bonus to attack and damage rolls made with it, the Finesse property, deals 2d8 fire damage and 1d8 poison damage instead of 1d8 slashing damage, or 2d10 fire damage and 1d10 poison damage if being used two-handed, and on a hit the target must make a DC 16 Constitution save or be poisoned for a minute. They can attempt the save again at the end of their turn.

The sword's luminous blade emits bright light for 15 feet and dim light for an additional 15 feet. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

While attuned to this sword: you gain the *Thorn Whip* cantrip; you gain 20 feet of climbing speed; your unarmed strikes do an additional 1d8 fire damage; you have advantage to Performance, Persuasion, Dexterity and Initiative rolls; and when in sunlight you are cured of non-physically induced status conditions (such as being grappled) at the start of your turn.

You can also tap the roses to sprinkle some sweet nectar onto something, which can be used to attract prey.



### F13 - GLAIVE OF THE FAIRY BOSS

**Weapon (Glaive) – Very Rare (30,650 gp, requires attunement to a spellcaster)**

This white +2 glaive has gold languets attaching the blade to the shaft, with black, white and red feather flair below the blade on one side, and pink and white flair on the other. Below that is a white and pink ribbon with long ends that have pink and blue tips. The end of the shaft also has a pink and blue end with a black, white and red feather pommel.

Attacks with this glaive 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, do an additional 3d6 radiant damage, and when a creature is hit they must make a DC 18 Wisdom save or be charmed until the end of their next turn.

While attuned to this glaive: you are always under the effect of the *Speak with Animals* spell; you cannot be magically put to sleep; whenever you drop an enemy to 0 hitpoints, you have advantage on your next attack; you are immune to non-magical damage from dragons; have advantage on attacks against dragons; and gain the *Word of Radiance* cantrip.

The glaive has 9 charges that refresh at midnight, and can be used to cast the following spells:

- *Faerie Fire* (1 charge)
- *Guiding Bolt* (1 or more charges)
- *Moonbeam* (2 or more charges)
- *Conjure Animals* (3 or more charges)
- *Conjure Woodland Beings* (4 or more charges)
- *Wall of Light* (5 or more charges)
- *Conjure Fey* (6 or more charges)



## F14 - SWORD OF BEGINNINGS AND ENDS

### Weapon (Greatsword, Cursed) – Artifact (requires attunement to a spellcaster)

This white +5 greatsword has a gold weave basket around the blade coming from the guard, with a double hoop over the end with a green gem in its center, and a gold hoop with four spikes radiating outward over the guard, as a white guard curves down over the handle, with a dark gray handle and gold spike pommel. This sword has a strange magical aura that makes moving sections of it look pixelated and add a purple glow.

While attuned to this sword, you gain 6 cantrips of your choice from any class, which you can change after a short or long rest.

Attacks with this sword do an additional 6d6 force damage, and you can change the damage type after a short or long rest. The gem and gold changes color depending on the type.

This sword has 25 charges that refresh at sunrise, which you can use to duplicate any item you are aware of (with the exception of this item), at a cost of 1 charge for a Common item, 5 for Uncommon, 10 for Rare, 15 for Very Rare, 20 for Legendary, and 25 for an Artifact.

You can also use the charges to cast any spells you are aware of, with a charge for each spell level and each extra charge upcasting the spell by a level, to a maximum of 9 charges.

This sword can be used to destroy magic items that are not attuned to or held by a creature by stabbing the item with the sword as an action. If the item doesn't have a specific reaction upon destruction (such as the **Bag of Holding**), then the item is destroyed in an explosive manner once stabbed.

The item explodes in a sphere of magical energies, and all creatures within that sphere must make a Dexterity save, taking half the damage on a save and full damage on a fail. The sphere's radius, save DC and damage dice depend on the item's rarity, as detailed on the Item Destruction table. The damage type is in line with the item's property, such as fire-based items doing fire damage, armor shattering into slashing damage, and so forth.

#### ITEM DESTRUCTION

Rarity	Damage	Save DC	Sphere Radius
Common	3d4	10	30 feet
Uncommon	6d6	14	60 feet
Rare	10d8	18	120 feet
Very Rare	13d10	22	500 feet
Legendary	16d12	26	1500 feet
Artifact	20d20	30	5000 feet

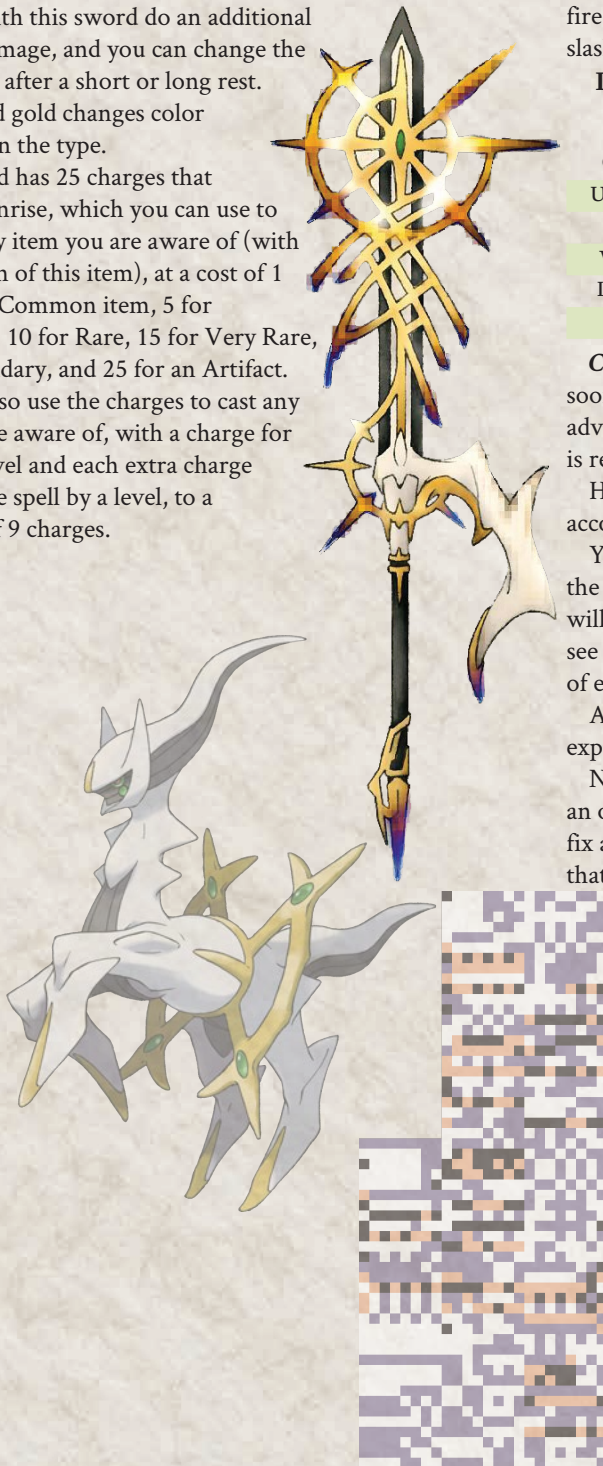
**Cursed.** This sword is cursed, and you become cursed as soon as you touch the sword. Attacks on you always have advantage, you have disadvantage on all rolls, and your speed is reduced to 10 feet.

History itself is also corrupted, with any number of your accomplishments becoming attributed to other people.

Your appearance will slowly start to change to resemble the magical energy surrounding the sword, and your vision will become cloudier with the magic. You will begin to see duplicates of creatures and objects flicker in and out of existence.

Any experience you earn is subtracted from your experience total instead of added.

Nothing short of a *Wish* spell or divine intervention from an outside source can remove this curse, but this might not fix any or all of the corruption to your history or appearance that you incurred.



## F15 - HALBERD OF SPACE-TIME DISTORTION

### Weapon (Halberd) – Artifact (requires attunement to a spellcaster)

This +4 halberd has a large gold blade with black grooves and three black cords with red claws hanging off the back. Attaching the blade to the shaft is a set of double hoops side by side, with bars radiating from them making them resemble gears, the right side a light blue, and the left side is pale pink and purple. The right side has a dark blue crystal embedded in top, while the left side has a pale pink discus in the center with a pink pearl embedded in the center. The shaft is dark blue with a pale pink guard that curves down over the shaft and wraps around the silver spike pommel.

Attacks with this halberd do an additional 2d10 necrotic damage and gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to this halberd: you always know when and where you are; you have advantage on History and Navigation rolls; you gain the *Mending* and *Message* cantrips; you are immune to changes to the past that would affect you; you gain a fly speed of 30 feet; you can sense where your allies are within 60 feet of you and when they are about to attack, and if caught in a spell or attack of theirs, you have advantage to Dexterity rolls to avoid the damage, taking half damage on a fail and no damage on a save; you can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa; and as an action you can enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while in the Border Ethereal, and vice versa, but can't affect or be affected by anything on the other plane.

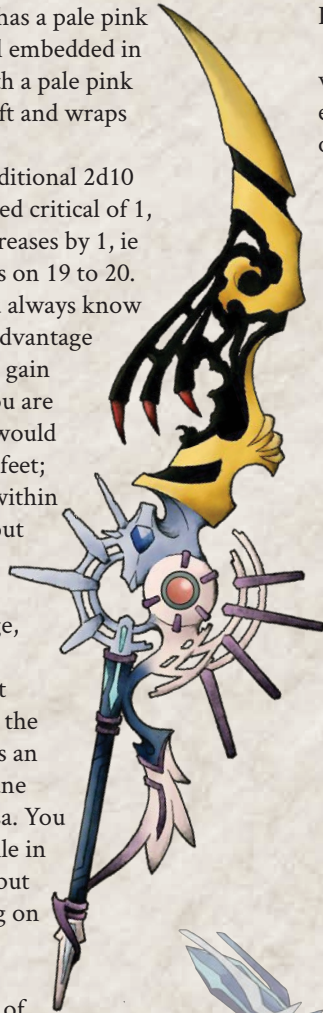
You can also sense all temporal or spacial travel, including which plane of existence they're on, the time they came from, as well as any temporal or spacial anomalies, their nature and how to resolve them.

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.

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

- *Jump* (1 charge)
- *Expeditious Retreat* (1 charge)
- *Longstrider* (1 or more charges)
- *Catapult* (1 or more charges)
- *Dissonant Whispers* (1 or more charges)
- *Blur* (2 charges)
- *Darkness* (2 charges)
- *Pass Without Trace* (2 charges)
- *Misty Step* (2 charges)
- *Shadow Blade* (2 or more charges)
- *Blink* (2 charges)
- *Hold Person* (2 or more charges)
- *Haste* (3 charges)
- *Slow* (3 charges)
- *Thunder Step* (3 or more charges)
- *Dimension Door* (4 charges)
- *Shadow of Moil* (4 charges)
- *Banishment* (4 or more charges)
- *Banishing Smite* (5 charges)
- *Far Step* (5 charges)
- *Teleportation Circle* (5 charges)
- *Hold Monster* (5 or more charges)
- *Planar Binding* (5 or more charges)
- *Arcane Gate* (5 charges)
- *Plane Shift* (7 charges)
- *Teleport* (7 charges)
- *Maddening Darkness* (8 charges)
- *Gate* (9 charges)
- *Time Stop* (9 charges)

You can also use 3 charges to unleash a roar that distorts time as an action. You roar in a 30-foot cone, where all creatures within take 6d6 force damage, and any time spells, such as *Haste*, within the cone are automatically ended. However, you must rest afterwards, becoming incapacitated until the end of your next turn.



### F16- SWORD OF THE UNDEAD DRAGON

**Weapon (Longsword) – Very Rare (34,400 gp, requires attunement)**

This fiery orange +2 longsword has two sides to its blade, one orange, the other purple, which wrap around each other at the base of the blade. The guard is shaped to resemble outstretched dragon wings with blue membranes and purple wrappings around the centers of the wings, and like a dragon skull in the center of the guard. The pommel is three white spikes.

Attacks with this sword do an extra 2d6 fire damage. You can speak a command word and the eyes in the skull will light up with purple-pink fire, emitting normal light in a 15-foot radius and dim light for an additional 15 feet.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Any creature that starts its turn within 30 feet of you and can see the sword, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened of you for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the sword. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours. If the target isn't surprised by the sword's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

While attuned to this sword: you are not affected by nonmagical difficult terrain; and three times between long rests, as an action you can become ghostly for a maximum of 1 minute each.

#### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.

### F17 - HALBERD OF THE BAD CLAM

**Weapon (Halberd) – Rare (1820 gp, requires attunement)**

This purple +1 halberd has a blade made of a horned shell carved into a ring, with a large spike on top, a black pearl held in the center, and three small cone shells hanging from the backside. A purple ethereal haze seems to emanate from the pearl.

This halberd does not suffer any of the disadvantages of being used underwater. Attacks with it do an additional 1d6 necrotic damage, and the target must make a DC 13 Constitution save or be paralyzed until the end of their next turn.

While attuned to the halberd: you gain +1 AC; you are not affected by nonmagical difficult terrain; and once between long rests, as an action you can become ghostly for a maximum of 1 minute each.

#### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



### F18 - RAPIER OF THE LOST SOUL

**Weapon (Rapier) – Very Rare (19,810 gp, requires attunement)**

This +2 bone rapier has ethereal purple cloth and pale brown leather tying the bones together, with an animal skull and several small rib bones as the guards.

Any creature that starts its turn within 30 feet of you and can see the rapier, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the rapier. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If the target isn't surprised by the rapier's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

You can also speak a command word as an action, and the rapier will gently point in the direction of your nearest parent, or to their nearest killer if they were killed by someone and that person is still alive. Parents can include adoptive parents or grandparents, whomever you consider your primary parental figures. If everyone who might qualify has passed or is on another plane of existence, it will not point towards anyone. This effect can be turned off by repeating the command word.

While attuned to this rapier: you gain the *Toll the Dead* cantrip (DC 15): you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

The rapier has one charge, refreshing at midnight, which you can expend to cast *Spirit Guardians* (DC 15).

#### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



### F19 - SWORD OF THE MINDSTORM

**Weapon (Greatsword) – Very Rare (28,050 gp, requires attunement)**

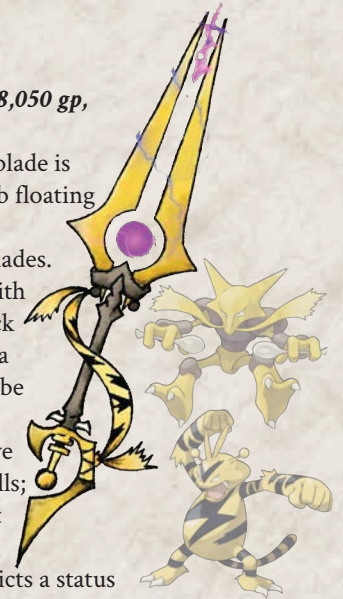
This golden yellow +2 greatsword's blade is split down the center, with a purple orb floating just above the hilt. A constant spark of purple electricity sizzles between the blades. The black guard has a yellow ribbon with black stripes tied to it and over the black handle to the gold pommel, which has a blade arched around a bulb, which can be used to perform dagger attacks.

While attuned to the sword: you have advantage on all Intelligence related rolls; you are immune to being magically put to sleep; you are resistance to lightning damage; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

Attacks with this sword do an additional 2d6 psychic damage and 2d6 lightning damage, plus the target must succeed a DC 18 Intelligent save or have disadvantage on their next attack, and a DC 16 Constitution save or be paralyzed until the end of their next turn.

Attacks against mechanical and clockwork constructs with the sword have advantage.

You can speak a command word and the spark between the blades will power up, emitting normal light in a 15-foot radius and dim light for an additional 15 feet.



## F20 - SWORD OF THE TRIUMVIRATE

**Weapon (Dual-Blade Sword) – Very Rare (48,050 gp, requires attunement to a spellcaster)**

This blue +2 dual-blade sword has a yellow jagged lightning bolt shaped blade at one end with a jagged white curved guard, and the other has a red blade with a fiery curved guard. The center of the sword is a blue hoop with radiating blue spikes and cream-color webbing between them. Three small crystals, one blue, one red, and one green, sit floating in the center of the hoop.

Attacks with red blade do an additional 3d6 fire damage, while the yellow blade does an additional 3d6 lightning damage and when a creature is hit they must make a DC 18 Constitution save or be paralyzed until the end of their next turn.

While attuned to this sword: you gain a swim speed of 60 feet; the ability to breath water; advantage on Athletic and Stealth rolls while swimming; you have resistance to cold, fire, lightning and thunder damage; you gain the *Shape Water*, *Shocking Grasp* and *Produce Flame* cantrips; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed; if in rain or water any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your turn; and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage.

The sword has 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Create or Destroy Water* (1 or more charges)
- *Chromatic Orb* (1 or more charges)
- *Witch Bolt* (1 or more charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Call Lightning* (3 or more charges)
- *Fireball* (3 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges)
- *Fire Shield* (4 charges)
- *Wall of Fire* (4 or more charges)
- *Watery Sphere* (4 charges)
- *Chain Lightning* (6 charges)
- *Prismatic Spray* (7 charges)
- *Prismatic Wall* (9 charges)
- *Storm of Vengeance* (9 charges)



## F21 - STAFF OF THE PINK FLOWERS

**Staff () – Very Rare (30,400 gp, requires attunement to a spellcaster)**

This blue-green staff has a large frilly pink blooming on top, with the inner petals having white spots on them, and the outer row of petals having a white edge. The green bud below the flower has white thorns and long green vines that wrap around the staff. A palm leaf acts as the staff's pommel.

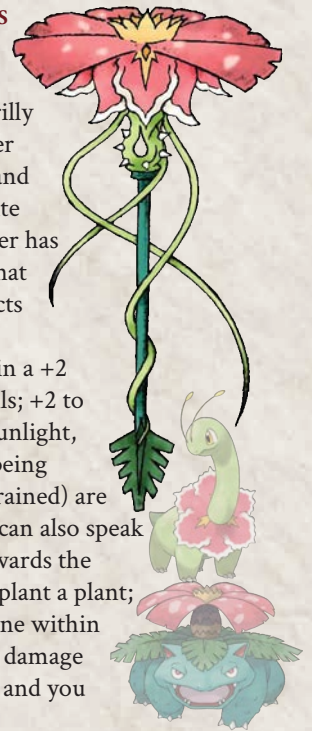
While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; +2 to your spell DCs; if you are in direct sunlight, any status conditions you have not being physically induced (ie grappled, restrained) are healed at the start of your turn; you can also speak a command word and it will pull towards the nearest place that would be good to plant a plant; all plant-based spells and abilities done within 30 feet of the staff will do 50% more damage or otherwise be 50% more effective; and you gain the *Thorn Whip* cantrip.

As an action, you can plant the bottom of the staff into the ground and emit a sweet scent from the staff. All creatures within 30 feet of you must make a DC 16 Constitution save or have disadvantage on Dexterity saves until the end of their next turn, and the next attack on them has advantage.

The staff has 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Hail of Thorns* (1 charge)
- *Barkskin* (2 charges)
- *Spike Growth* (2 charges)
- *Plant Growth* (3 charges)
- *Speak with Plants* (3 charges)
- *Grasping Vine* (4 charges)
- *Wrath of Nature* (5 charges)
- *Transport via Plants* (6 charges)
- *Druid Grove* (6 charges)
- *Wall of Thorns* (6 charges)

You can use an action to expend 1 charge and cause a flower to sprout from a patch of earth or soil within 5 feet of you, or from the staff itself. Unless you choose a specific kind of flower, the staff creates a mild scented pink geranium. The flower is harmless and nonmagical, and it grows or withers as a normal flower would.



### F22 - SWORD OF TWISTED THUNDER

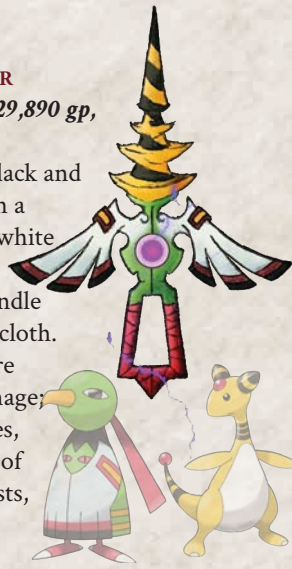
**Weapon (Shortsword) – Very Rare (29,890 gp, requires attunement)**

This +2 shortsword has a twisted black and gold blade like a drill, a green hilt with a glowing purple orb in its center, and white wing-like cross guards with red and black tips. The sword has a double handle that is connected and wrapped in red cloth.

While attuned to this sword: you are resistant to lightning and psychic damage; if you are put to sleep by outside forces, you automatically wake up at the end of your next turn; once between long rests, as an action you can give yourself Truesight (PHB 185) at a range of 120 ft for 10 minutes; and if an enemy casts a spell on you that includes the possibility of inflicting any status condition that won't be physically induced (such as being knocked prone and not grappled or restrained by vines), this is magically bounced back at the enemy who now has to perform whatever save (if any) required or be afflicted by the status condition, while you do not. This does not apply to damage, which you still take.

Attacks with this sword can do an additional 2d6 damage, either lightning, psychic or a mix of the two, your choice.

While attuned to the sword, an electric field surrounds you, and anyone you come in physical contact with, such as through hits with this sword, unarmed strikes or grapple attempts, will get a shock and must succeed a DC 19 Constitution save or be paralyzed until the end of their next turn. This effect can be turned on and off with a command word, and can only be attempted on a creature once per round.



### F23 - AXE OF CHAINED MAGMA

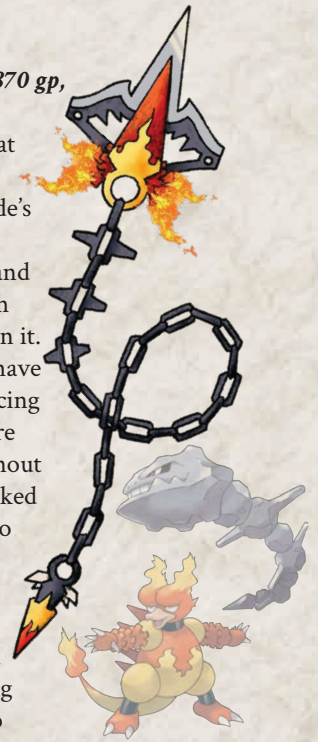
**Weapon (Chain Axe) – Very Rare (29,870 gp, requires attunement)**

This +2 steel chain axe has a broad, flat axe head at one end of its chain, with a red and yellow flame pattern on the blade's center. The three links right after have perpendicular spikes coming off them, and a pointed weight at the other end, which also has red and yellow flame patterns on it.

While attuned to this chain axe: you have resistance to non-magical slashing, piercing or bludgeoning damage; resistance to fire damage; can travel through magma without taking damage; resistance to being knocked prone; immune to being magically put to sleep; gain 20 feet of burrowing speed; gain the *Create Bonfire* cantrip; if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Attacks with this axe do an additional 2d6 fire damage.

With a command word, you can make flames spew from around the bottom of the axe head, adding 1d6 fire damage to attacks with the axe, as well as emitting normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.





## F24 - GEYSER RIFLE

**Weapon (Hunting Rifle) – Very Rare (33,900 gp, requires attunement)**

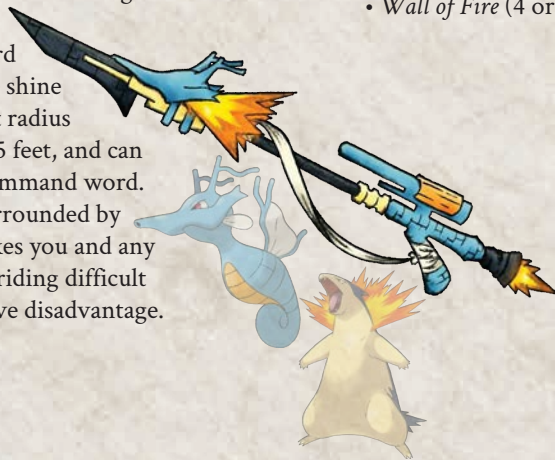
This light blue +2 water rifle has a plate on the front of the black barrel that resembles a seahorse head, with a set of horns on top and a mane resembling yellow and orange flames off the back. A telescope is attached to the top of the gun, making objects viewed through it magnified to twice their size. A black blade is attached to the front of the rifle, which can be used to make dagger attacks. A hatch on the bottom of the handle can be opened to reveal a water reservoir that can be filled with a pint of water. A white strip of cloth is wrapped around the handle and then tied to the barrel, acting as a carry strap.

While attuned to the rifle: you have a swim speed equal to your walking speed; you can breathe underwater; you have advantage on Intimidation rolls; are immune to fire damage; and if you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do (including the fire damage of this rifle) will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has a range of 160/240 thanks to the scope, the two-handed and loading properties, holding 5 shots made from a pint of water, weighing 8 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +2.

The rifle 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 160/240 as it fires a compressed bullet of super heated water. On a successful hit, they take 2d10 piercing damage and 3d6 fire damage. If you roll a critical hit on an attack, you roll 6d10 piercing damage and 8d6 fire damage instead of 4d10 and 6d6.

You can speak a command word to have the fire mane on the rifle shine magical normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned off by repeating the command word. When the light is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.



## F25 - SWORDS OF SHADOW FIRE

**Weapon (Dual Short Swords) – Very Rare (32,700 gp, requires attunement to a spellcaster)**

These matching black +2 shortswords have a curved tips and fiery streaks down the blades, turning into a small triangular point off the side of the blade, followed by a larger triangle below that. The cross guard only covers one side with a fiery orange rhombus with a black center that resembles an ear, and golden fur trim below that. A gold pommel attaches to a 3.5 foot long black chain that connects the two swords.

While attuned to these swords: you gain the *Produce Flame* and *Eldritch Blast* cantrips; gain darkvision out to 60 feet; are resistant to necrotic, fire and cold damage; immune to psychic damage; you are immune to being stunned; have advantage when attacking undead; any status conditions you are inflicted with not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it; and if you are hit by fire damage or are affected by a status condition, you have advantage on your next attack roll, even if that status condition would give disadvantage.

You can speak a command word to have the fiery parts of the blades shine normal light in a 15-foot radius and dim light for an additional 15 feet, and can be turned off by repeating the command word.

The swords have 9 charges, which refresh at dawn, and can be used to cast the following spells:

- *Inflict Wounds* (1 or more charge)
- *Darkness* (2 charges)
- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Ray of Enfeeblement* (2 charges)
- *Enemies Abound* (3 charges)
- *Fireball* (3 or more charges)
- *Death Ward* (4 charges)
- *Shadow of Moil* (4 charges)
- *Wall of Fire* (4 or more charges)



## F26 - STAFF OF MENTAL SHADOWS

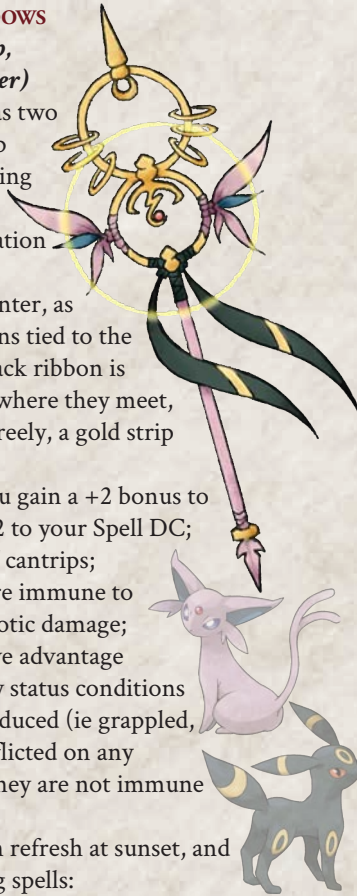
**Staff ( ) - Very Rare (32,700 gp, requires attunement to a spellcaster)**

This lavender shakujō staff has two large gold rings on top, one atop the other, with smaller golden ring hanging off the top ring and a gold spike on top. A gold decoration hangs down in the bottom ring, holding a red-black orb in its center, as well as lavender and navy ribbons tied to the side that flair out like ears. A black ribbon is tied around the shaft and rings where they meet, with its two long end hanging freely, a gold strip across each end.

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

The staff has 9 charges, which refresh at sunset, and can be used to cast the following spells:

- *Dissonant Whispers* (1 or more charge)
- *Inflict Wounds* (1 or more charge)
- *Darkness* (2 charges)
- *Darkvision* (2 charges)
- *Detect Thoughts* (2 charge)
- *Mind Spike* (2 or more charges)
- *Ray of Enfeeblement* (2 charges)
- *Shadow Blade* (2 charges)
- *Clairvoyance* (3 charges)
- *Enemies Abound* (3 charges)
- *Death Ward* (4 charges)
- *Synaptic Static* (5 charges)
- *Maddening Darkness* (8 charges)



## F27 - SPEAR OF BURNING SLUDGE

**Weapon (Spear) - Rare (3160 gp, requires attunement)**

This purple +1 spear has a red blade on a half melted red hoop that secretes a caustic purple ooze.

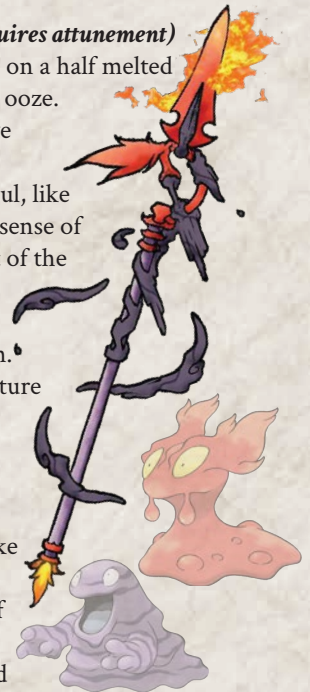
While attuned to the spear, you have resistance to poison and cold damage.

The spear smells quite putrid and foul, like burning garbage. Any creature with a sense of smell that starts its turn within 10 feet of the spear must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the spear's stench for 24 hours.

Attacks with this spear do an extra 1d6 fire damage, and the target must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save.

You can also speak a command word as a bonus action, even after you've thrown the spear, and have the spear explode. This destroys the spear as it turns to non-magical burning sludge, and ends your attunement. Any creature within 30 feet of the spear must make a DC 15 Dexterity save, taking 3d10 fire damage and 3d6 poison damage on a fail and half as much on a success. Anything flammable within range ignites. If a target was hit by the spear on the same turn it explodes, they have disadvantage on the Dexterity save.

The spear is also destroyed if submerged in water, or takes at least 30 cold damage in a single turn, both of which cause it to lose its heat and turn into a simple hardened spear. If the *Purify Food and Drink* spell is cast upon the spear, it enters the area of the *Aura of Purity* spell, or is subjected to a similar purifying effect, the spear will turn into black sand.



## F28 - SWORD OF COLD LOGIC

**Weapon (Greatsword) – Legendary (68,310 gp, requires attunement to a spellcaster)**

This white-gray +3 greatsword has a double blade with patterns that resemble an insect wing upon them. The guard had a red metallic finish around a purple triangle. The handle is wrapped in a purple cloth, with one end hanging off the top of the blade. A large red spike acts as the pommel. While solid metal, it feels strangely light and only weighs 1 lb, giving this sword the light property.

While attuned to this sword; you have advantage on Intimidation and Intelligence rolls: gain the *Mage Hand* and *Vicious Mockery* cantrips; you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are resistance to psychic damage; you are immune to poison damage and the poison condition; but are now vulnerable to fire damage; and you gain a hover speed of 30 feet.

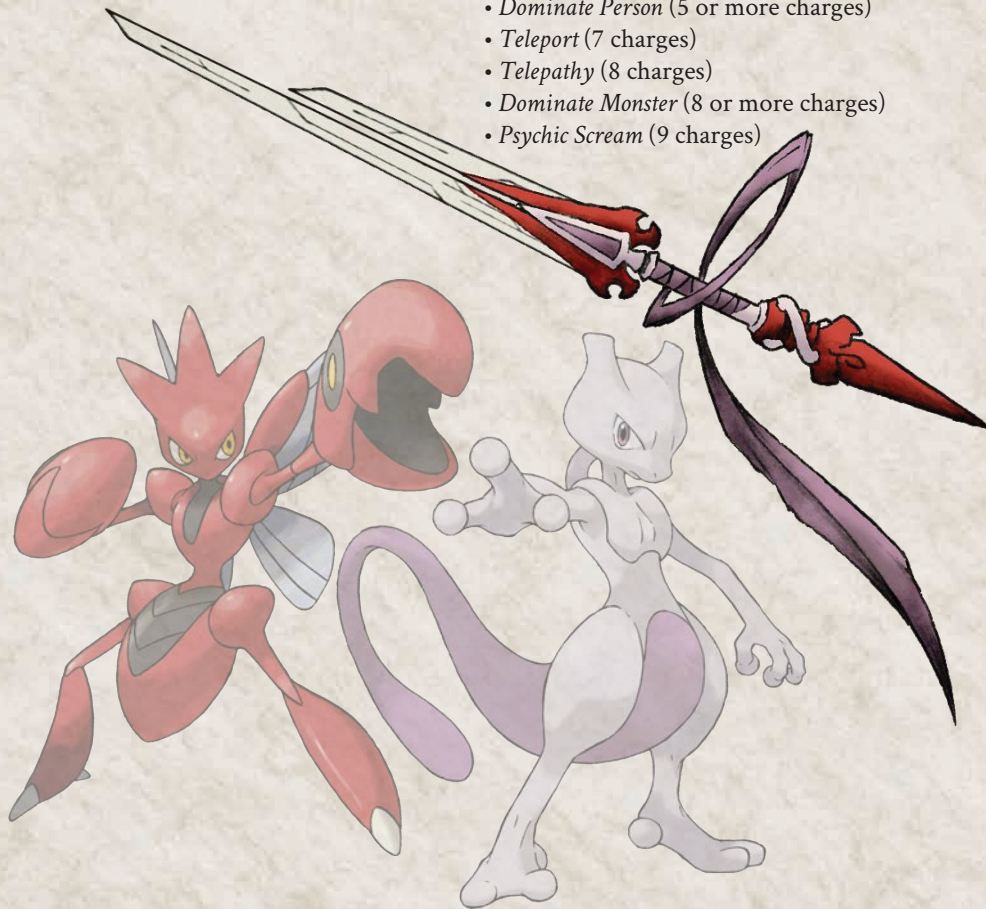
Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to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

Attacks with this sword do an additional 2d8 psychic damage on a hit, as well as an additional 1d8 psychic damage if you are below half your hitpoints, and do not use the target's Armor Class to determine hits, but rather the target's Intelligence score.

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

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

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



## F29 - TRIDENT OF ACCURSED FIRE

**Weapon (Trident, Cursed) – Very Rare (31,720 gp, requires attunement)**

This pale-gold +2 trident has one side prong that is made of nine tails, while the other looks like a demonic black horn with bone white stripes and a red underside. The center prong resembles a horned white half-skull. A black devil tail hangs from the top of the trident, and a black spike acts as the pommel.

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

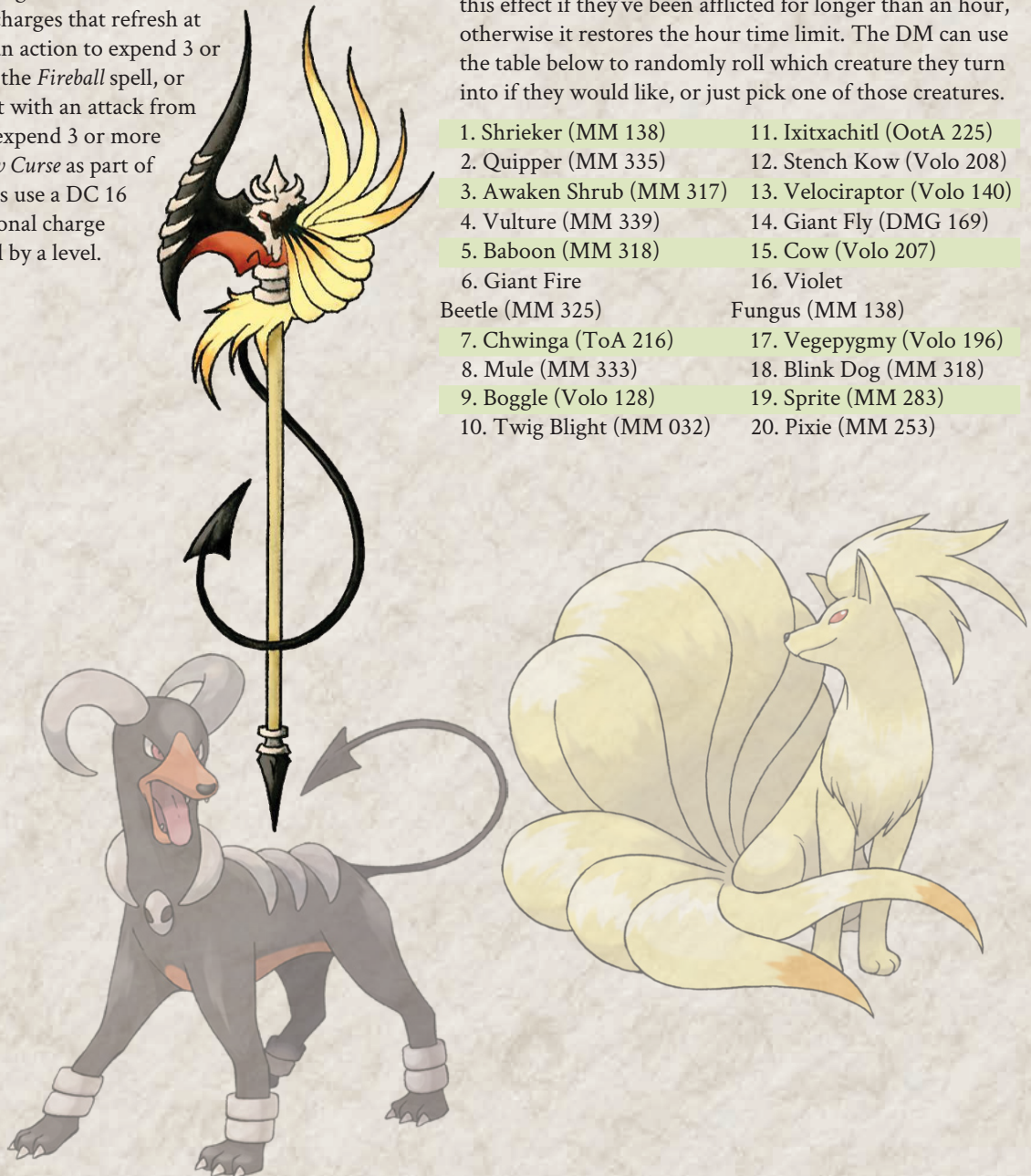
Attacks with this trident **do** suffer the disadvantages of being used underwater, but attacks with this trident have advantage if at least one of your non-incapacitated allies is within 5 feet of the target.

The trident has 9 charges that refresh at sunset. You can use an action to expend 3 or more charges to cast the *Fireball* spell, or when you hit a target with an attack from the trident, you can expend 3 or more charges to cast *Bestow Curse* as part of the attack. Both spells use a DC 16 save, and each additional charge used upcasts the spell by a level.

**Cursed.** The trident is cursed, and will impose a curse upon anyone who improperly touches one of the tails, including the holder. If anyone attempts to physically inspect the trident, grapple or restrain someone holding the trident, or attempts to take the trident from the holder, they must succeed a DC 15 Wisdom save. If they fail, they are either, at the DM's discretion:

- Teleported to the Fey Wilds or the Elemental Plane of Fire, or to their home plane if they are native to a different plane than the one they are currently on.
- Changed into a random (per the DM's choice) CR 1/4 or less Beast, Plant, Elemental, Aberration or Fey, like a Cow, Flumph, or Awaken Shrub, as if by the *Polymorph* spell but without an ending duration. *Remove Curse* can undo this effect if they've been afflicted for longer than an hour, otherwise it restores the hour time limit. The DM can use the table below to randomly roll which creature they turn into if they would like, or just pick one of those creatures.

1. Shrieker (MM 138)	11. Ixitxachitl (OotA 225)
2. Quipper (MM 335)	12. Stench Kow (Volo 208)
3. Awaken Shrub (MM 317)	13. Velociraptor (Volo 140)
4. Vulture (MM 339)	14. Giant Fly (DMG 169)
5. Baboon (MM 318)	15. Cow (Volo 207)
6. Giant Fire Beetle (MM 325)	16. Violet Fungus (MM 138)
7. Chwinga (ToA 216)	17. Vegepygmy (Volo 196)
8. Mule (MM 333)	18. Blink Dog (MM 318)
9. Boggle (Volo 128)	19. Sprite (MM 283)
10. Twig Blight (MM 032)	20. Pixie (MM 253)



### F30 - LIGHTNING STRIKE TRIDENT

**Weapon (Trident) – Legendary (66,750 gp, requires attunement to a spellcaster)**

This gold +3 trident has jagged thunderbolt like prongs on a black metal crest. A fur trim of gold and white around the crest sparks with electricity. Two long fang-like additions are bolted to the side of the shaft just below the blade. The shaft is wrapped in lavender cloth, and the pommel is an iridescent blue star.

Attacks with the trident do an addition 7d6 lightning damage and when a creature is hit they must make a DC 18 Constitution save or be paralyzed until the end of their next turn.

While attuned to the trident: you are resistant to lightning and thunder damage; immune to being stunned and paralyzed; gain the *Lightning Lure* and *Shocking Grasp* cantrips; can dash as a bonus action; and come under the effect of the *Wind Walk* spell as long as you are attuned to the trident, turning into the cloud form when you become attuned. You can also sense any lightning storms within 50 miles of you, when something was last struck by lightning (including magical lightning), and where non-magical lightning will strike a minute before it does within 50 miles of you.

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

The trident has 18 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

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



### F31 - GREATSWORD OF VOLCANIC FIRE

**Weapon (Greatsword) – Legendary (63,350 gp, requires attunement to a spellcaster)**

This orange +3 greatsword has jagged black strips across the blade, and a dark red cross guard that sprouts from the blade, all resting on a gold crown with thick cream fur trim. A dark brown cloth wraps the handle, and a blue-gray triple spike with long cloudy gray fur trim.

Attacks with this sword do an addition 4d6 fire damage, and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 6d6 until the end of your next turn.

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

While attuned to this sword: you gain resistance to fire damage; you are immune to being stunned; gain the *Fire Bolt* cantrip; can dash as a bonus action; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have advantage on intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; and can sense any volcanoes within 50 miles of you and their status as well as how long it's been since it last erupted.

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

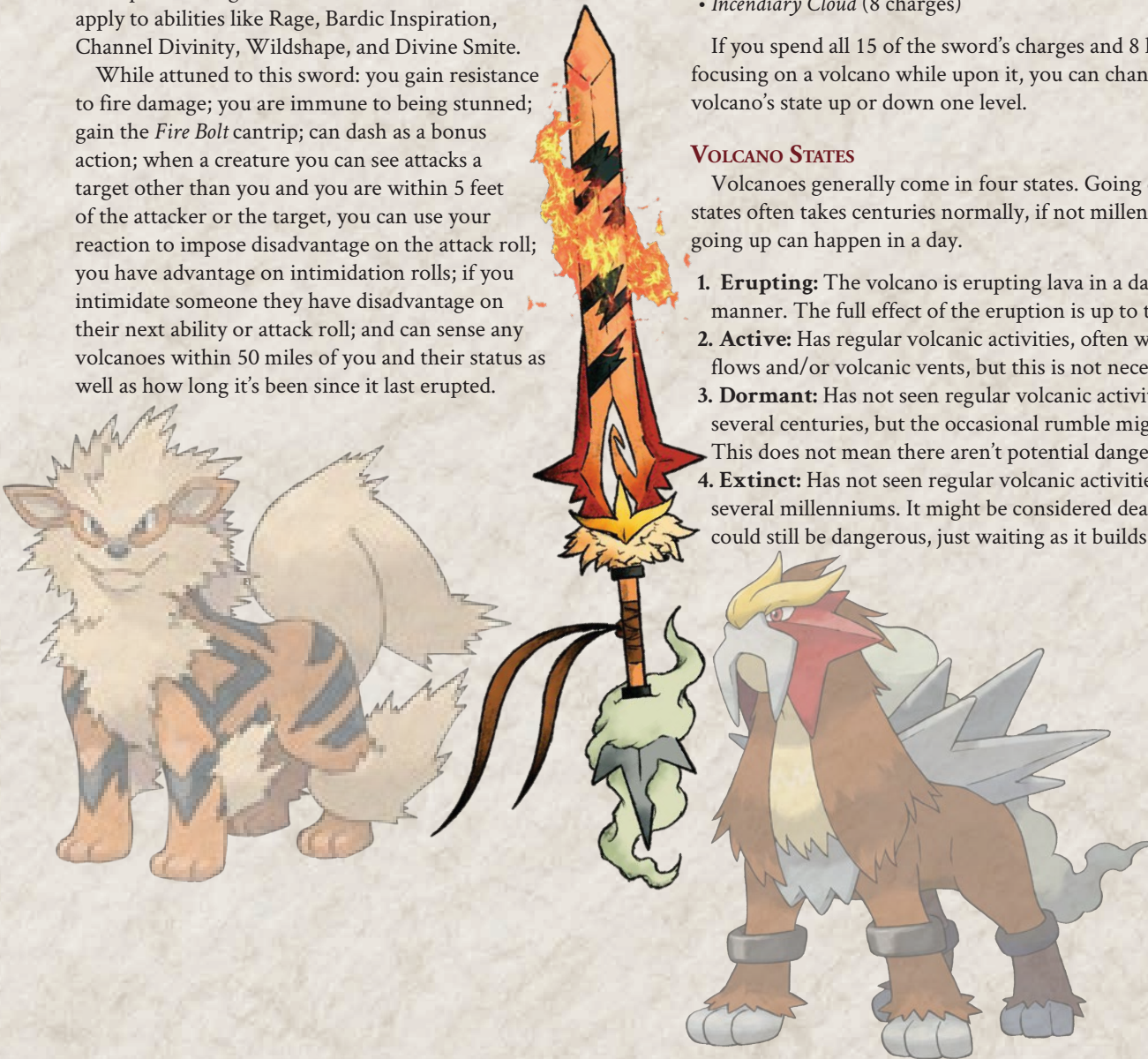
- *Burning Hands* (1 or more charges)
- *Lesser Restoration* (2 charges)
- *Flaming Sphere* (2 or more charges)
- *Scorching Ray* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)
- *Greater Restoration* (5 charges)
- *Flame Strike* (5 or more charges)
- *Fire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

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

#### VOLCANO STATES

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

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



### F32 - FIRE PLUME SPEAR

#### *Weapon (Spear) – Artifact (requires attunement to a spellcaster)*

This orange +4 spear has set of gold spikes around the large blade that resemble bird claws, with golden wings of fire coming off them below that. A dark red spike acts as the pommel.

Attacks with this spear do an additional 2d6 fire damage, and when a target is hit, they must make a DC 15 Constitution save or gain a level of exhaustion from sudden heatstroke.

As an action, you can swing the spear around you and send out a wave of heat. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion from sudden heatstroke. If a creature is immune to fire damage, they are immune to this effect.

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

Anyone who attempts to grapple or restrain you while you are holding the spear must succeed a DC 13 Dexterity save or take 2d6 fire damage from contact with the spear.

While attuned to this spear: you are immune to fire damage; submerging yourself in incredibly hot substances, like magma, heals you for 1/10th the damage it would cause, rounding up; you are immune to being stunned; gain the *Fire Bolt* cantrip; can dash as a bonus action; and can sense any volcanoes or open magma within 50 miles of you and their status as well as how long it's been since it last erupted.

While holding the spear, you can speak a command word and it will emit magical light, normal light in a 30-foot radius and dim light for an additional 30-feet, and can be turned off by repeating the command word.

The spear has 18 charges that refresh at noon, which can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

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

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

#### **VOLCANO STATES**

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

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



### F33 - FIRE FEATHER LONGBOW

*Weapon (Longbow) – Very Rare (28,130 gp, requires attunement to a spellcaster)*

This navy-blue +2 longbow is made of a bird's wing and red willow, with a long strip of light orange fur wrapped around the wing leading to an orange pointed furry ear just above the handle. The willow wraps around a fiery orange gem just below the handle, while the handle is wrapped in navy-blue and orange cloth.

While attuned to this bow: you are resistant to fire and cold damage; you gain the *Produce Flame* cantrip; you have advantage on rolls to prevent being frightened: if you are suffering from a status condition this bow does an additional 1d8 piercing damage; and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage.

Attacks with this bow on undead creatures bypass any damage resistances or immunities the creature might have to damage from this bow, including damage using magical arrows.

While holding the bow, you can speak a command word and the gem will emit magical light, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

This bow has 6 charges, which refresh at dawn, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level:

- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Flame Arrows* (3 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)



### F34 - SHOCKING WATER SHORTBOW

*Weapon (Shortbow, Cursed) – Rare (2435 gp, requires attunement)*

This light blue +1 shortbow has one arm made of a white fish fin with a small horn above the handle. The bottom arm has two gold prongs with black striped sections between them. Electricity occasionally sparks between the prongs.

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

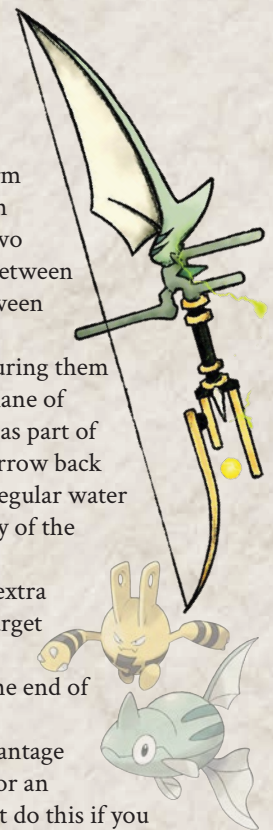
Any arrows fired with this bow do an extra 1d4 lightning damage. When you hit a target with this bow, they must make a DC 10 Constitution save or be paralyzed until the end of their next turn.

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

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

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

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





### F35 - FIRE STARTER LONGSWORD

**Weapon (Longsword) – Legendary (76,600 gp, requires attunement)**

This +3 longsword has a black blade with a glowing hot edge, as if pulled straight from the forge. A bird's claw with dark red feathers sits in the middle of the guard, with fiery orange fur trim, while orange and blue dragon wings act as the cross guard. The gray handle is wrapped in cream cloth, and a glowing hot spike acts as the pommel.

While attuned to this sword: are immune to fire damage; you have advantage on Intimidation rolls; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you gain 20 feet of movement; do not feel the effects of cold weather; and if the *Heat Metal* spell is cast on any of your equipment, the effect is instead added to the sword's damage.

If you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do, including the damage from this sword, will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

Attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20, and do an extra 3d6 fire damage, with a critical hit doing 8d6 fire damage instead of 6d6.

The pommel can emit magical light with a command word, normal light in a 30-foot radius and dim light for an additional 30 feet. When the light is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.



### F36 - GREATSWORD OF THE FIERY GUARDIANS

**Weapon (Greatsword) – Very Rare (27,850 gp, requires attunement)**

This orange +2 greatsword has a 3 prong blade that looks as if it has been pulled straight from the forge. A red cross guard with curved up ends and a V-like crest in its center, with a large mane of cream fur below it. The handle is wrapped with black and orange cloths, while the pommel is a silver bird's claw open wide.

The whole sword is warm to the touch, attacks done with it do an extra 3d6 fire damage and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 5d6 until the end of your next turn. If you fall below half of your hitpoints, the sword does an additional 1d6 fire damage. Attacks with this sword gain an improved critical of 1, where your range on critical hits increases by 1, ie from critical hits on 20 to critical hits on 19 to 20.

While attuned to the sword: you gain 20 feet of movement; resistance to fire damage; do not feel the effects of cold weather; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have advantage on Dexterity rolls to avoid being grappled, restrained, or take damage; you have advantage on intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.

If the *Heat Metal* spell is cast on the sword or any of your equipment, you do not take damage from the spell and instead the damage it would do is added to the sword's damage.



### F37 - SOUL SAND SCYTHE

**Weapon (Scythe) - Legendary**  
(52,500 gp, requires attunement)

This green +2 scythe has green and purple blades, all of them cut threw, singing slightly when the halberd is swung and resonating when it hits something. The top of the scythe has a copper crescent with rectangular pillars coming from it turn into a green striped tail that wraps around a red orb in the center of the crescent. A similar but smaller copper crescent acts as the pommel with a silver spike coming out of it. The whole scythe feels sandy to the touch.

While attuned to this scythe: you are immune to difficult terrain; have advantage on rolls against spells and abilities that affect the ground (such as *Earth Tremor*); have advantage to hide in sandy terrain; are immune to the effects of sandstorms; you can go a week without water before suffering from dehydration; and you can only take damage from damage types that you are vulnerable to, but you become vulnerable to Fire, Cold, Necrotic, and Bludgeoning (both magical and non-magical) damage.

Attacks with this scythe do an additional 1d10 thunder damage.

### F38 - BIRD IN HAND LONGSWORD

**Weapon (Longsword) - Very Rare** (24,480 gp, requires attunement)

This +2 longsword is brown on one side and navy-blue on the other. The blade has a pink-gold rhombus tip nestled between the brown and blue halves of the blade. The cross guard is made of two wings, one brown with cream tips, and the other navy-blue with a white underside. Both sides have long thin ribbons tied to the guard by the blade, yellow and pink on the brown side, and navy blue with red tips on the other side. The brown handle has a pommel decorated with blue and white feathers.

While attuned to this sword, you have advantage on rolls to prevent being frightened, and if you are suffering from a status condition this sword does an additional 1d8 slashing damage.

When a creature is hit with an attack from this sword, they must succeed a DC 14 Strength save or be knocked prone.

Attacks with this sword on undead, plant or insectoid creatures bypass any damage resistances or immunities the creature might have to damage from this sword, and they take an extra 1d8 slashing damage.



### F39 - GREATSWORD OF RAGING DISASTER

**Weapon (Greatsword) - Very Rare**  
(27,050 gp, requires attunement)

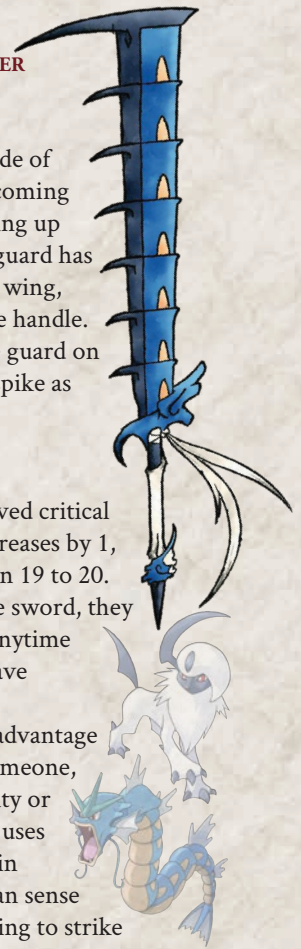
This blue +3 blue and black blade is made of several sections, each with a sharp spine coming off one side, and half of a cream oval poking up from the edge of each section. The cross guard has one side that looks like an outspread blue wing, while the other side curves down over the handle. A long white ribbon is tied just below the guard on the black and white handle, with a black spike as the pommel.

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

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. When a target is hit by an attack from the sword, they have disadvantage on their next attack. Anytime you down a target with the sword, you have advantage on your next attack.

While attuned to the sword: you have advantage on intimidation rolls; if you intimidate someone, they have disadvantage on their next ability or attack roll; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam; and you gain the ability to rage (PHB 48) three times between long rests. If you already have the ability to rage, your number of rages increases by 3.

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



## F40 - STAFF OF THE SKY DRAGONS

**Staff ( ) – Very Rare (32,110 gp, requires attunement to a spellcaster)**

This sky-blue staff has a large blue pearl on top with a sculpture of a long blue dragon with large white wings arched skyward resting along its top. A bright white cloud floats around the bottom of the pearl, making the dragon look as if it is bursting from the heavens. Thin long ribbons are tied just below the cloud, dangling freely, while the bottom of the staff is shaped like a long blade, and can be used as a longsword in a pinch.

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

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you know *Draconic*; you gain 10 feet of swim speed; gain 40 feet of flying speed; you have advantage on Charisma rolls; advantage on Performance rolls to sing; have advantage on stealth rolls when attempting to hide underwater or in fog/clouds; if you are suffering from any status conditions you gain +2 AC; you gain the ability to rage (PHB 48) one time between long rests, or if you already have the ability to rage, your number of rages increase by 1.; if you are afflicted by a status condition you can remove with a saving throw, you can attempt the saving throw to remove it at the start of your turn instead of the end of it; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

The staff has 8 charges that refresh at dawn, and can be used to cast the following spells:

- *Fog Cloud* (1 or more charges)
- *Skywrite* (2 charges)
- *Fly* (3 or more charges)
- *Control Weather* (8 charges)



## F41 - DARK DESERT DUO

**Weapon (Morningstar, Shield) – Legendary (65,300 gp, requires attunement)**

This green +1 morningstar is made of cactus, complete with large thorns on the head and a spike as the pommel. A three-foot chain connects the morningstar to a +3 shield made of carved jade, with large spikes and black inlay on it.

Attacks with the morningstar do an additional 1d8 piercing damage.

You can also speak a command word as an action while swinging the morningstar around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.

While attuned to the duo: if you are affected by a status condition you have advantage on attack rolls; you have advantage on Intimidation; you gain 20 feet of burrowing speed; you have advantage on Dexterity rolls in sandy terrain; you are immune to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take rounding down; you can go a month without water before suffering from dehydration; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

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

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

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

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

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

### F42 - LONGBOW OF DARK GRACE

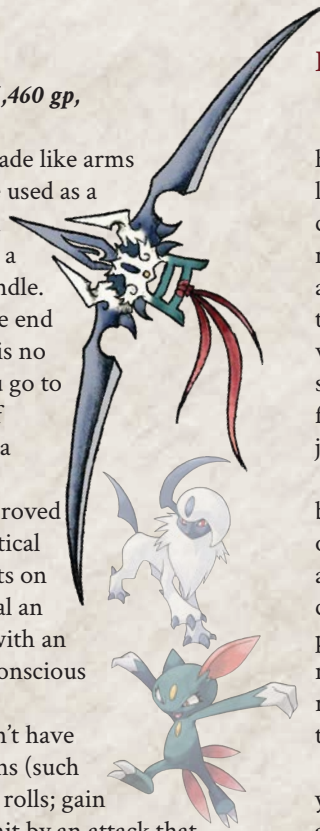
**Weapon (Longbow) – Very Rare (26,460 gp, requires attunement)**

This blue-black +2 longbow has blade like arms and a spike off the handle that can be used as a dagger. The white handle has several decorative curves and flair, as well as a claw at the top and bottom of the handle. Three long red ribbons are tied to the end of the handle, hanging freely. There is no bowstring on the bow, but when you go to notch an arrow, a bowstring made of magical darkness appears and acts as a normal bowstring.

Attacks with this bow 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, and deal an additional +1 cold damage on a hit, with an additional +1 cold damage for each conscious ally within 15 feet of you.

While attuned to this bow: you can't have disadvantage from non-magical means (such as dodge); have advantage on Stealth rolls; gain 10 feet of climbing speed; if you are hit by an attack that uses shadows or does necrotic damage, you gain advantage on your next attack; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

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



### F43 - STAFF OF MIND AND HEART

**Staff () – Very Rare (44,830 gp, requires attunement)**

This staff has a gold crescent on top with a tall gold horn coming off the top, red bands around the lower half of the crescent, and the bottom end coated in red. A purple orb of energy floats in the middle of the crescent. Long ribbons of green, white and gold are tied just below the crescent at the top of the brown shaft. The red pommel has white flair where it is attached to the shaft, and a long elegant green blade comes from it, allowing the staff to be used as a javelin in a pinch.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; have advantage on all Intelligence related rolls; telepathy (MM 009) with a range of 120ft.; gain the *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; are resistant to psychic damage; and any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it.

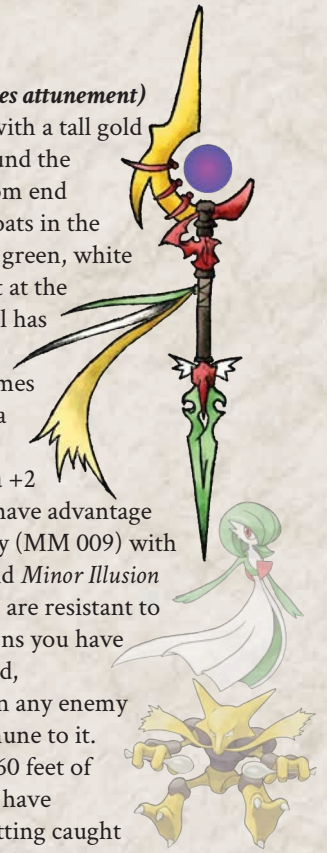
You can also sense your allies within 60 feet of you, when they are about to attack, and have advantage to Dexterity rolls to avoid getting caught in their attacks, taking half damage on a fail and no damage on a save.

If an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

Spells cast while attuned to this staff do an additional 2d6 psychic damage, and the target must succeed a DC 18 Intelligence save or have disadvantage on their next attack. Spell attacks against mechanical and clockwork constructs while attuned to this staff have advantage.

This staff has 9 charges, and you can expend charges to:

- Cast *Shield* (1 charge)
- Cast *Shield of Faith* (1 charge)
- Cast *Scrying* (5 charges)
- Expend a charge as an action to target a creature you can see and for 1 hour gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.



#### F44 - SWORD OF THE DARK DOGS

**Weapon (Dual-Blade Sword) – Very Rare**  
(43,345 gp, requires attunement)

This +2 dual-blade sword has a white handle with a dark navy spiked bell guard covering it. The bottom blade is a pitch black with a mane of fur where the blade connects to the handle, while the top blade is pitch black with hellish red curves along the back side and white bone ribs below the blade's edge.

While attuned to this sword: you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; if you are afflicted with a status condition, you gain 15 feet of movement, even if the condition would prevent movement; have advantage on Perception checks that use smell; if you are hit by an attack that uses shadows or does fire or necrotic damage, you have advantage on your next attack; anytime you down a target with the sword, you have +1 on your next attack roll to hit; and you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam.

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

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

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



#### F45 - SWIFFIRE

**Weapon (Greatsword, Longbow) – Very Rare**  
(49,520 gp, requires attunement)

This orange +2 greatsword is warm to the touch, and has a simmering golden blade with a black centerpiece attaching the blades to the handle, a mane of soft orange and red curled fur surrounding the guard. The handle is wrapped in red and black cloth, and an obsidian rhombus acts as the pommel. As a bonus action, you say a command word to turn the sword into a +2 longbow, with the blade splitting apart to form the bow arms and the fur guard becomes straight, hard and pointy, holding the arms securely. A thin thread of fire appears as the bow string, and acts as a normal bowstring.

The fur guard can emit magical light with a command word, normal light in a 20-foot radius and dim light for an additional 20-feet, and can be turned off by repeating the command word. When the fire is on, you are surrounded by a shimmering heat haze that makes you and any Large or smaller creature you're riding difficult to see, making attacks on you have disadvantage.

Attacks done with Swiftfire, regardless of form, do an extra 2d6 fire damage and the target has disadvantage on their next attack. When you take any damage, the fire damage increases to 4d6 until the end of your next turn. A critical hit with Swiftfire does 5d6 and 9d6 fire damage instead of 4d6 and 8d6 fire damage respectfully.

If you are hit with fire damage or are at half or less of your hit points, any fire-based spells and abilities you do (not including the fire damage done by Swiftfire) will do 50% more damage or are otherwise effective. If both conditions apply, you do double damage.

While attuned to Swiftfire: you are immune to fire damage; you gain 10 feet of movement and can dash as a bonus action; you have advantage on Intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; and when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll.



#### F46 - SPEAR OF ICY IVY

**Weapon (Spear) – Very Rare (17,670 gp, requires attunement)**

This green +2 spear has a large plant bulb on top with a thin layer of frost over it and spikes of ice across it. A large blade of black ice sprouts from the center of the bulb. Two long icy blue ribbons hang from the bottom of the bulb, and a spike of black ice acts as the pommel.

While attuned to this spear: you have advantage on rolls to prevent being stunned; are unaffected by difficult terrain; you are immune to the effects of cold weather and cold damage; and if you are hit by an attack that would do cold damage, you are instead healed 1/10th of the cold damage it would do, rounding down.

If you aren't wearing armor, you are covered in a thin layer of ice resembling that on the head, which gives you +1 AC.

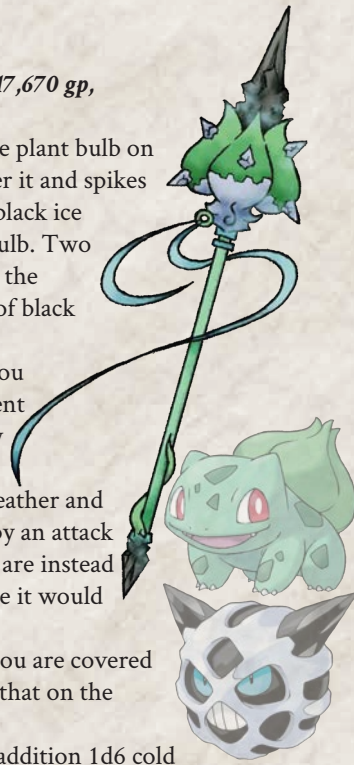
Attacks with this spear do an addition 1d6 cold damage.

The bulb on this spear is a living plant, and while it does not require water and sunlight to survive, does look much healthier with regular care.

You can use a bonus action to speak this spear's command word and make vines come out of the bulb for 1 minute. By using another bonus action to speak the command word again, you can recall the vines.

You can make a melee attack using the vines, which have a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 bludgeoning damage and 1d6 cold damage, and they must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage.

The bulb and vines can be attacked while active. It has an Armor Class of 15 and 20 hit points. If the bulb drops to 0 hit points, the spear is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its inanimate form.



#### F47 - CLAW AND NAW CANNON

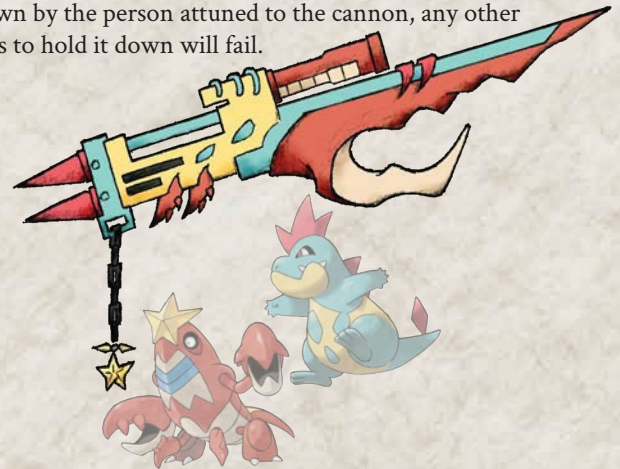
**Weapon (Handcannon) – Rare (6010 gp, requires attunement)**

This red +1 handcannon looks like a giant crustacean claw with light blue trim. A cream-colored casing encloses the back half of the handcannon. Two large red spikes come off the back, and a small chain with a star charm hangs from the bottom.

While attuned to this cannon: you can't have disadvantage on attacks from non-magical means (such as the dodge action); gain resistance to poison damage; if you have lost or loose any teeth while attuned to the axe, the teeth will regrow one at a time, each tooth taking 2d4 days; if you perform an attack or spell that has additional effects to doing damage, such as causing a status condition or imposing disadvantage on rolls, you can choose to substitute all of the effects for an additional damage dice per effect to the attack or spell; and if you are at or below half your health, any water-based spells and abilities you do (including attacks with this cannon) will do 50% more damage or are otherwise effective.

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

The cannon does not use any ammunition, instead pulling water to launch directly from the Elemental Plane of Water into the claw as an orb of water while the button on the handle is held down. The amount of time this takes varies however depending on the humidity of the area you are in. It takes 1 round in underwater/humid conditions, 2 rounds in normal conditions, and 3 rounds in arid conditions. Both hands must be holding the cannon and the button held down for the water to be drawn. You can take your finger off the button before it is ready, which will cause the water orb to dissipate. Once the orb is ready however, taking your finger off the button launches the orb as if it were a normal handcannon ball. A readied orb can stay this way for as long as you hold the button down. The button can only be held down by the person attuned to the cannon, any other attempts to hold it down will fail.



#### F48 - SWAMP METAL BATTLEAXE

**Weapon (Battleaxe) – Very Rare (17,545 gp, requires attunement)**

This iron +2 battleaxe has a spiked head and spikes along its back. A chain off the bottom of the head to the bottom of the handle acts as a carrying strap. The pommel is an orange spike with flare off the two sides.

Attacks with this axe do not suffer any of the disadvantages of being used underwater. This battleaxe is much lighter than a normal battleaxe, weighing only 1 lbs.

While attuned to this axe: you can breathe underwater through your skin; you have advantage on Athletics rolls while climbing; gain a hover speed of 30 feet; you can't have disadvantage on any rolls from anything not being physically induced (ie being grappled or restrained by rope or vines) that other creatures attempt to impose on you; if you are below half your hitpoints, this axe does an additional +1 slashing damage; and if you are wearing metal armor, the weight of that armor is reduced by 50%.



#### F49 - DARK THORN SCYTHE

**Weapon (Scythe) – Very Rare (16,250 gp, requires attunement)**

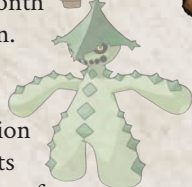
This +2 scythe has a pair of green blades with dark green spikes along the back. White fluffy cotton surrounds the top of the shaft where the blades attach, with a spiked dark green cap on top and three thin oval leaves off the back. The shaft is made of knotted and twisted wood, with a hand guard over the center and a wooden spike for the pommel.

While attuned to this scythe: you are resistant to the effects of sandstorms; enemies always have disadvantage on attack rolls targeting you in a sandstorm; if you have been magically put to sleep, you automatically wake up at the end of your next turn; your speed increases by 20 feet in sunlight; you gain advantage on Sleight of Hand rolls to pickpocket; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed 1/4 of the damage you would take rounding down; and you can go a month without water before suffering from dehydration.

On a critical hit with this scythe, the target is stunned until the end of their next turn.

You can also speak a command word as an action while swinging the scythe around you, causing its needles to shoot out. Any creatures within 15 feet of you must make a DC 16 Dexterity save, taking 1d8 piercing damage on a fail and half as much on a save.

Once between rests, you can touch a tree as an action and heal yourself 1d8 hitpoints. This causes the tree to wither and die. This effect can be done on tree-based plant creatures, such as Dryads and Treants, doing necrotic damage to them equal to what you healed.



#### F50 - STEEL FOUNDRY SWORD

**Weapon (Longsword) – Very Rare (17,530 gp, requires attunement)**

This +2 longsword feels warm to the touch with an orange blade that looks fresh from the forge, with a similar orange metal dragon skull top as one side of the guard, and a metal spin-like structure on the other side ending with an upward facing spike. The navy-blue handle has a black pommel spike.

Attacks with this sword do an extra 2d6 fire damage.

When you can speak a command word, fire will erupt out of the dragon skull and emit magical light, normal light in a 15-foot radius and dim light for an additional 15 feet.

Once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

While attuned to this sword: you can't be knocked prone; once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.



### F51 - LANCE OF STRENGTHENED STEEL

**Weapon (Lance) – Legendary (65,930 gp, requires attunement)**

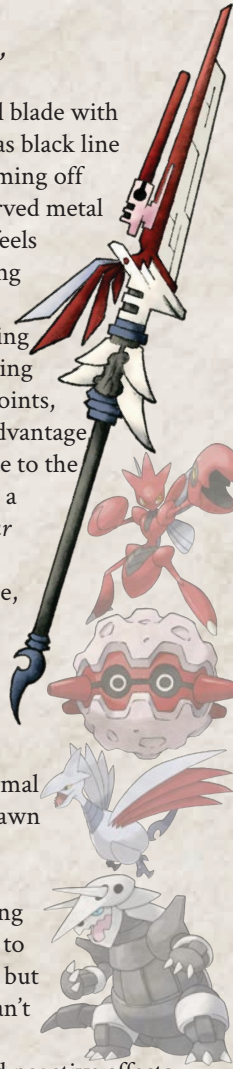
This +2 lance has a white and red metal blade with a red rod on the back. The white guard has black line inlay with a red and white metal wing coming off one side. The black handle has a small curved metal blade as a pommel. While solid metal, it feels strangely light and only weighs 1 lb., giving it the Light property.

This lance does an additional 1d8 piercing damage, and another additional 1d8 piercing damage if you are below half of your hitpoints, and attacks with the lance can't have disadvantage on attacks from effects that are being done to the target (such as the Dodge action, wearing a **Cloak of Displacement** or using the *Blur* spell).

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

The 4 long feathers on the wing can be plucked as a bonus action and used as normal darts, with 1d4-1 feathers regrowing at dawn every day.

While attuned to this lance: you gain resistance to non-magical slashing, piercing or bludgeoning damage; you are immune to poison damage and the poison condition, but are now vulnerable to fire damage; you can't be knocked prone; you have resistance to and advantage to rolls against damage and negative effects caused by weather and weather magic, such as lightning strikes, hail and poisonous clouds; three times between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; you can use this lance to carve a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round; and you can speak a command word to double the weight of you and your equipment. You still treat your equipment as its normal weight for carrying capacity, but outside factors (such as mounts or architecture) are affected.



### F52 - HALBERD OF GLACIAL LEAVES

**Weapon (Halberd) – Very Rare (32,700 gp, requires attunement to a spellcaster)**

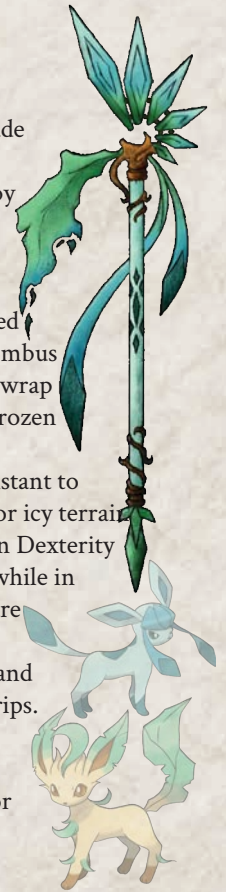
This blue-green +2 halberd has a blade made up of several rhombuses arranged next to one-another forming a curve held together by woody vines, giving it spikes off the top and back of the blade. Three ribbons hang from the top of the shaft, one looking like a large icy leaf, while the other two look like ivy filled icicles. The light blue shaft has dark blue rhombus patterned around the middle. Woody vines wrap around the end of the shaft holding a set of frozen leaves to the end for the pommel.

While attuned to this halberd: you are resistant to cold, lightning and thunder damage; snowy or icy terrain is not difficult terrain; you have advantage on Dexterity related rolls in snowy or icy environments; while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained); and you gain the *Druidcraft* and *Ray of Frost* cantrips.

Attacks with this halberd do an additional 2d6 cold damage, and when a creature is hit, they must make a DC 18 Constitution save or be stunned from shock until the end of their next turn.

The halberd has 8 charges that refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Hail of Thorns* (1 or more charges)
- *Ice Knife* (1 or more charges)
- *Spike Growth* (2 charges)
- *Snilloth's Snowball Swarm* (2 or more charges)
- *Speak with Plants* (3 charges)
- *Guardian of Nature* (4 charges)
- *Ice Storm* (4 or more charges)
- *Cone of Cold* (5 or more charges)
- *Wall of Thorns* (6 or more charges)





### F53 - STAFF OF THE LOVING LEAVES

*Staff () – Very Rare (34,650 gp, requires attunement to a spellcaster)*

This green staff has a curved top with several large pointed green leaves wrapped around the shaft beneath it, followed by a red horn coming off one side. The horn and the shaft around it are wrapped with a thin white ribbon with long green ends hanging freely, leaves and woody vines sprouting from in between the wrap. The cream-colored shaft has a woody vine wrapped around the end with a long fluffy cotton-like pommel.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; have telepathy (MM 009) with a range of 120ft.; gain the *Druidcraft*, *Mage Hand* and *Minor Illusion* cantrips; can cast *Detect Thoughts* at will; you are resistant to psychic, lightning and thunder damage; any status conditions you have not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune to it; and while in sunlight you gain 10 feet of movement and are immune to any status conditions not being physically induced (ie grappled, restrained).

You can also 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.

This staff has 9 charges that refresh at dawn, and can be used to cast the following spells:

- *Entangle* (1 charge)
- *Shield* (1 charge)
- *Shield of Faith* (1 charge)
- *Spike Growth* (2 charges)
- *Speak with Plants* (3 charges)
- *Guardian of Nature* (4 charges)
- *Scrying* (5 charges)

As an action, you can also expend a charge to target a creature you can see and for 1 hour and gain your pick of either: their saving throw modifiers (if higher than yours); their skill proficiencies (if higher than yours); their damage resistances and immunities; their senses, including their passive perception if higher than yours; or one of the target's special traits at random, with the exception of any spellcasting or legendary features. You can only have one of these effects active at a time, with a new effect replacing the old one.



### F54 - RIFLE OF THE TOAD SAMURAI

*Weapon (Hunting Rifle) – Very Rare (34,850 gp, requires attunement)*

This blue +2 hunting rifle has a red barrel, a helmet-like shell covering the chamber area, and two large blue spikes along the top of the rifle. The long straight rifle butt has a long shell decorating its top and a shell spike off the bottom. Two long bushy ribbons hang from the bottom of the trigger guard.

While attuned to this rifle: critical hits on you become normal hits; you have advantage on Intimidate rolls; any creature you Intimidate becomes Mute out of fear until the end of their next turn; you gain a swim speed equal to your walking speed; you can hold your breath for 10 minutes; you float in water regardless of weight, and if submerged 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; you have disadvantage on saves against heatstroke and dehydration; and you regain 1 hitpoint for every minute you are underwater or out in rain when not wearing rain gear. This effect only applies if the water is clean.

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 +2.

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 and 2d8 poison damage, and the target must make a DC 18 Constitution save or be poisoned until the end of their next turn and the next attack on them has advantage to hit.



### F55 - SWORD OF THE FIERY FLUFF

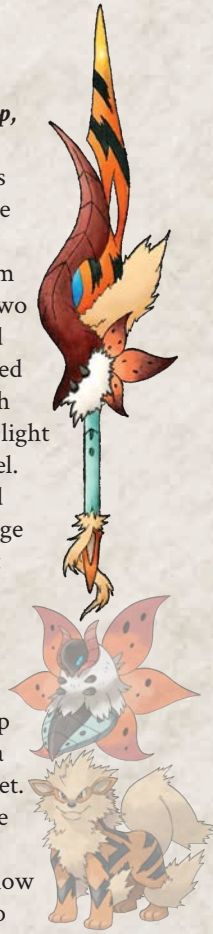
*Weapon (Greatsword) – Very Rare (29,550 gp, requires attunement)*

This orange +2 greatsword has black stripes along one side of its blade, while the other side is a dark red with lines segmenting it like an insect's carapace. A light blue pointed oval gem resembling an eye is embedded between the two sides. The guard is fur covered, cream colored under the orange side, white under the dark red side, with large black spotted orange-red moth wings between them, three on each side. The light blue handle has an orange spike as the pommel.

The whole sword is warm to the touch, and attacks done with it do an extra 3d6 fire damage and give the target disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 5d6 until the end of your next turn.

You can speak a command word as a bonus action to cause the gem in the blade to light up like it contains 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.

While attuned to this sword: you always know which direction the sun is; you are resistant to fire damage; you have advantage on intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; 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.



### F56 - SCIMIGARAI

*Weapon (Scimitar) – Very Rare (46,900 gp, requires attunement)*

This purple +2 scimitar has a twisted blade with a pattern that resembles an eerie grin and mischievous red eyes. A long dark gold cord hangs from the guard with a stylized gold lightning bolt on the end.

While attuned to this scimitar: you are not affected by nonmagical difficult terrain; and three times between long rests, as an action you can become ghostly for a maximum of 1 minute.

Attacks with this scimitar do an additional 1d8 lightning damage, and on a hit they must make a DC 16 Constitution save or be stunned until the end of their next turn.

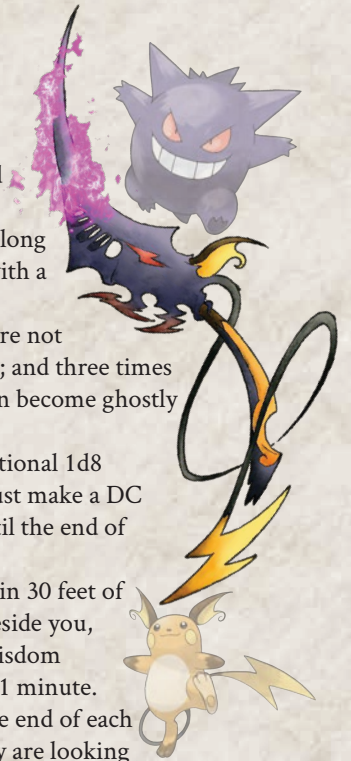
Any creatures that start its turn within 30 feet of the scimitar and can see the scimitar beside you, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened of it for 1 minute. They can repeat the saving throw at the end of each of their turns, with disadvantage if they are looking in the direction of the scimitar. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If a creature isn't surprised by the scimitar's appearance, they can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

### GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



## F57 - TALONS OF THE FIREHAWK

**Wondrous (Claws, Cursed) – Very Rare (29,550 gp, requires attunement)**

These gray +2 claws have a set of large white claws coming off the back of the palm from a yellow animal paw, the end of which is tied to the wrist by gray cloth with a red-brown quill coming out of the back and a red quill on either side. The claws' gloves have white talons on the fingertips, while the gloves have red and then yellow feather trim around the end.

You can use a claw as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and deal 1d8+2 slashing and 1d6 fire damage on a hit. While wearing the claws, you have difficulty manipulating objects, automatically fail Sleight of Hand rolls, and can't cast spells that require somatic components.

While attuned to these claws: you gain a burrowing speed of 15 feet; you do not feel the effects of cold weather; and if you fall below half of your hitpoints, these claws do an additional 1d6 fire damage.

**Cursed.** These claws are cursed. While cursed, you cannot remove the claws.

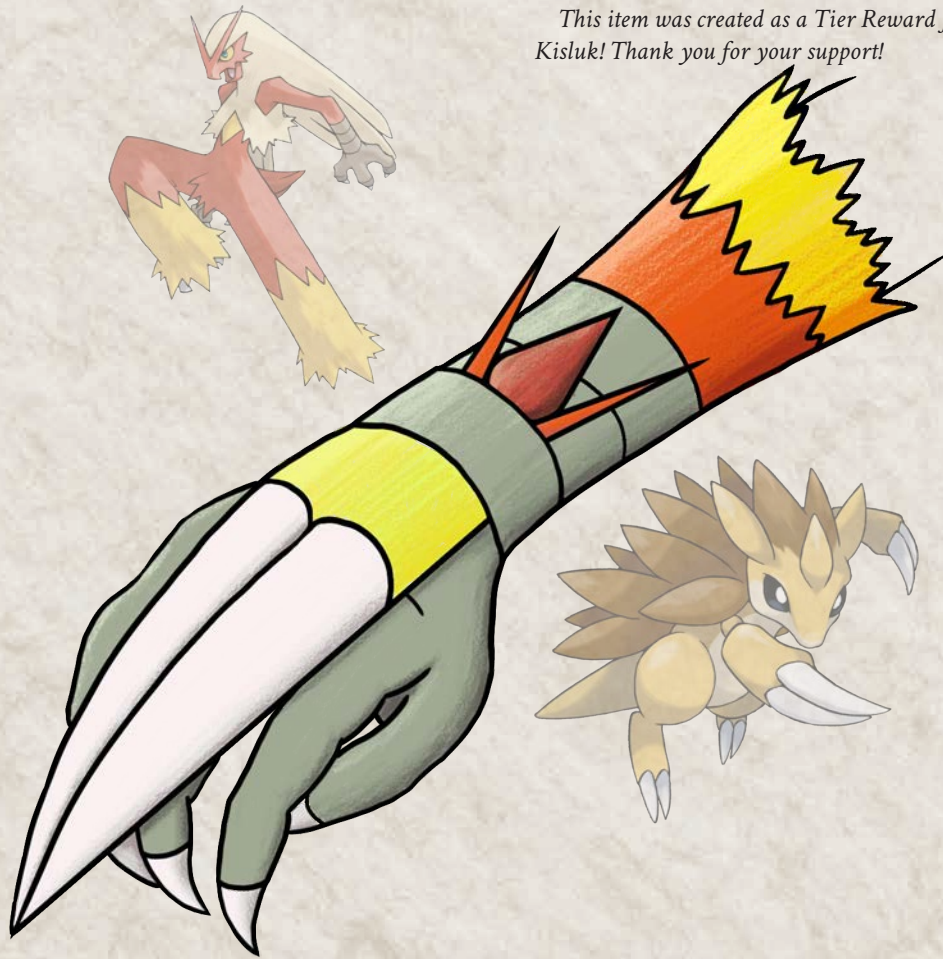
After your first long rest cursed by these claws, you start growing red and orange feathery quills up your arms. You also gain the *Mold Earth* and the *Create Bonfire* cantrips (DC 16 save), which don't require any components.

After your second long rest cursed by these claws, your arms are completely covered in feathery quills, and they start growing over the rest of your body. When others are grappling with you or are restrained by or restraining someone, they take 1d4 piercing and 1d4 fire damage per round.

After your third long rest cursed by these claws, your body is completely covered in feathery quills, even replacing your hair, and your body is fused with the claws. Your mouth has turned into a beak, losing the ability to speak, and the large claws fuse into your hands, replacing your middle fingers, giving you a burrowing speed of 30 feet.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F58 - VOLCANO'S BREACH ARMOR

**Armor (Plate, Cursed) – Very Rare (78,240 gp, requires attunement)**

This charcoal gray +2 plate armor has several red hexagons, particularly on the shoulder guards, that glow as if lava flowed beneath the surface. There are black triangular indents on the chest and leg guards. The belly of this armor has an orange rhombus on it.

While attuned to this armor: you have advantage on Intimidation rolls; you gain 30 feet of burrowing speed; you are immune to fire damage; you can survive without water; you can consume coal for sustenance; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed.** This armor is cursed. While cursed, you cannot remove the armor.

After your first long rest cursed by the armor, your skin starts developing black, orange and red splotches. You also develop the ability to release a 20-foot-radius sphere of white smoke from yourself as an action. The sphere spreads around corners, and it lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn.

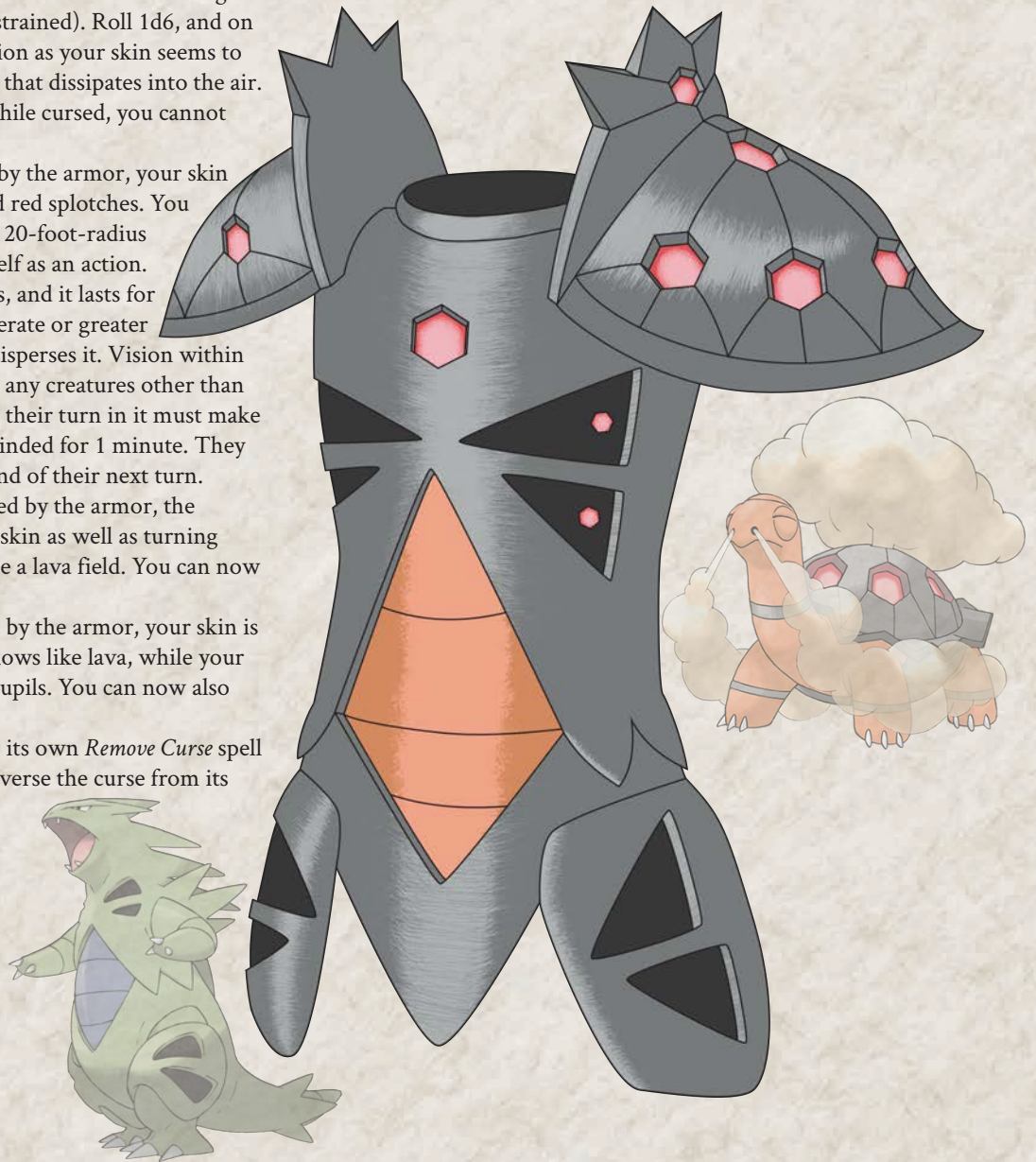
After your second long rest cursed by the armor, the splotches grow to fully cover your skin as well as turning hard and rough, making it resemble a lava field. You can now cast *Stoneskin* on yourself at will.

After your third long rest cursed by the armor, your skin is now hot to the touch and faintly glows like lava, while your eyes turn black with glowing red pupils. You can now also cast *Investiture of Flame* at will.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

**Synergy.** This armor synergizes with F57 - **Talons of the Firehawk**. While cursed by both, the claws do 1d8 fire damage instead of 1d6, and some of the quills that developed from the Talons turn into large rocky spikes, so that when others are grappling with you or are restrained by or restraining someone, they take 1d6 piercing and 1d6 fire damage per round instead of 1d4.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F59 - MASK OF THE ASHEN SKULL

*Wondrous (Mask, Cursed) – Very Rare (29,125 gp, requires attunement)*

This bone mask is made from an animal skull. The skull is a long, canid-like skull with sharp pronounced cheekbones and two pointed spikes off the back. A set of curled horns have been attached around the spikes to the skull cap, which has been painted black with charcoal. The nose has also been painted black, with a large red stripe up the snout from the nose to the skull cap. The eyeholes have had pieces of bone bleached white from the sun or burnt brown with fire inserted into them to resemble eyes.

While attuned to this mask: you gain the *Toll the Dead* cantrip (DC 17); you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you are hit by fire damage you have advantage on your next attack.

**Cursed.** This mask is cursed. While cursed, you cannot remove the mask.

After your first long rest cursed by the mask, you can feel boney growths start developing around your neck, spine and wrist bones. Anyone who touches these areas will feel something is wrong, and a DC 14 Medicine check will reveal that you have odd boney growths.

After your second long rest cursed by the mask, the boney growths will break through your skin as the growths continue down your ribs, across your clavicle, and around your wrists, and you can feel boney growths developing over your skull. You can also now cast *Bestow Curse* (DC 17) at will.

After your third long rest cursed by the mask, the mask has fused with your skull as the two bones grow into each other. You can also cast *Bones of the Earth* (DC 17) once between long or short rests.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

**Synergy.** This mask synergizes with the F57 - **Talons of the Firehawk** and the F58 - **Volcano Breach Armor**.

While cursed by this and the Talons, the claws become longer and sharper, doing 1d10 slashing damage instead of 1d8, and some of the quills that developed from the Talons turn into boney spikes, so that when others are grappling with you or are restrained by or restraining someone, you can use a reaction to cast *Bestow Curse*. The mask also fuses with the beak the talons make you grow.

While cursed by this and the Armor, the boney protrusions are harder and more protective, giving you an additional +1 AC. The mask also turns black and cracked like your skin.

While cursed by all three, in addition to the previous synergies, you regain the ability to speak, although your voice is rough, primal and prone to unsettling people. You gain the ability to speak, read and write Ignan, and will slip into it occasionally. All three items have fused with you, and people will mistake you for a monster.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F60 - BLAZING FIREHAWK TALONS

**Wondrous (Claws, Cursed) – Legendary (295,500 gp, requires attunement to a spellcaster with at least three levels of spellslots)**

These red +3 claws have a pair of large straight white claws coming off the back of the palm from a yellow carapace, with a curved yellow claw coming up out between the other two claws. The carapace is tied to the wrist by red cloth with a red-brown quill coming out of the back, and fiery orange ribbons trialling off on either side. The claws' gray gloves have white talons on the fingertips, while the gloves have black and then long red feather trim around the end.

You can use a claw as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and they deal 1d8 + 3 slashing and 1d8 fire damage on a hit. While wearing the claws, you have difficulty manipulating objects, automatically fail Sleight of Hand rolls, and can't cast spells that require somatic components.

While attuned to these claws: you gain a burrowing speed of 15 feet; you do not feel the effects of cold weather; and if you fall below half of your hitpoints, these claws do an additional 1d8 fire damage.

**Cursed.** These claws are cursed. While cursed, you cannot remove the claws as they fuse with you.

**Partial Curse** - After your first long rest cursed by these claws, you start growing red and orange feathery quills all over your body. When others are grappling with you or are restrained by or restraining someone, they take 1d4 piercing and 1d4 fire damage per round. You also gain the *Mold Earth* and the *Create Bonfire* cantrips, which don't require any components. However, the curse drains your magic, draining all the spell slots of your current highest spell level whenever you take a long rest.

**Full Curse** - After your second long rest cursed by these claws, your body is completely covered in feathery quills, even replacing your hair. Your mouth has turned into a beak, losing the ability to speak, and the large claws fuse into your hands, replacing your middle fingers.

This gives you a burrowing speed of 30 feet, but leaving you unable to manipulate objects at all like holding a weapon or turning a door handle without great difficulty. The curse also drains your next highest spell level's slots.

**Mega Curse** - After your third long rest cursed by these claws, your eyes turn black and your arms and legs become longer and lanky. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal. The curse also drains your next highest spell level's slots.

Due to the intensity of this curse, it is more difficult to remove than a normal curse. When first cursed by the claws, a *Remove Curse* spell can be used to remove the curse, and after the first long rest *Remove Curse* will revert the curse to it's initial hold, requiring another casting to completely remove the curse. However, after the effects of the second long rest take hold, *Remove Curse* will no longer have any effect, and a *Wish* spell or divine intervention are required to reverse each phase of the curse.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F61 - VOLCANIC EXPLOSION ARMOR

**Armor (Plate, Cursed) – Legendary (384,200 gp, requires attunement to a spellcaster with at least three levels of spellslots)**

This charcoal gray +3 plate armor has several red hexagons, particularly on the shoulder guards, that glow as if lava flowed beneath the surface. There are black triangular indents on the chest and leg guards. The belly of this armor has an orange rhombus on it. Four large spikes come off the back of the armor.

While attuned to this armor: you have advantage on Intimidation rolls; you gain 30 feet of burrowing speed; you are immune to fire and non-magical bludgeoning damage; you can survive without water; you can consume coal for sustenance; and as a reaction you can attempt to remove any status condition not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed.** This armor is cursed. While cursed, the armor fuses to your body and cannot be removed.

**Partial Curse** - After your first long rest cursed by this armor, your skin develops large black, red and orange hard and rough plates all over, and you radiate significant heat, as if there was a furnace inside you. You can now cast *Stoneskin* on yourself at will, and release a 20-foot-radius sphere of white smoke from the plates as an action. The sphere spreads around corners, and it lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Vision within the smoke is heavily obscured, and any creatures other than you that enters the smoke or starts their turn in it must make a DC 16 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their next turn. If you create a smokescreen while another is active, the older smokescreen dissipates. However, the curse drains your magic, draining all the spell slots of your current highest spell level whenever you take a long rest.

**Full Curse** - After your second long rest cursed by this armor, your skin becomes cracked and glows like lava, while your eyes turn black with glowing red pupils. You gain a tremor sense of 30 feet, can now cast *Investiture of Flame* at will, and your smoke sphere now has a 30-foot radius and DC 18 save. The curse also drains your next highest spell level's slots.

**Mega Curse** - After your third long rest cursed by this armor, wisps of smoke regularly stream from your skin. You can now cast *Investiture of Flame* at will, you have advantage on Dexterity rolls in sandy terrain, you are immune to the effects of sandstorms, and your smoke sphere now has a DC 20 save and contains a small sandstorm. Any creature other than you that enters the smoke or starts their turn in the smoke take 2d4 slashing damage from the sand. The curse also drains your next highest spell level's slots.

Due to the intensity of this curse, it is more difficult to remove than a normal curse. When first cursed by the armor, a *Remove Curse* spell can be used to remove the curse, and after the first long rest *Remove Curse* will revert the curse to its initial hold, requiring another casting to completely remove the curse. However, after the effects of the second long rest take hold, *Remove Curse* will no longer have any effect, and a *Wish* spell or divine intervention are required to reverse each phase of the curse.

**Synergy.** This armor synergizes with the F60 - **Blazing Firehawk Talons**. While cursed by both, the claws do 1d10 fire damage instead of 1d8, and some of the quills that developed from the Talons turn into large rocky spikes, so that when others are grappling with you or are restrained with someone, they take 1d6 piercing and 1d6 fire damage per round instead of 1d4.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F62 - ASHBURNT SKULL

**Wondrous (Mask, Cursed) - Legendary (291,250 gp, requires attunement to a spellcaster with at least three levels of spellslots)**

This bone mask is made from an animal skull. The skull resembles a long, canid-like skull, but with three sets of horns on top and rounded tusks on the sides. The skull cap and nose have been colored black through burning, and there is a large red stripe up the snout from the nose up to the center of the skull cap. The eye-holes have had pieces of bone bleached white from the sun with edges burnt brown from fire inserted into them to resemble eyes.

While attuned to this mask: you gain the *Toll the Dead* cantrip (DC 19); you have advantage on Intimidation rolls; if you are magically put to sleep you will automatically wake up at the end of your next turn; and if you are hit by fire damage you have advantage on your next attack.

**Cursed.** This mask is cursed. While cursed, the mask fuses with your head and cannot be removed.

**Partial Curse** - After your first long rest cursed by the mask, boney growths develop around your neck, wrists, ribs and down your spine and wrist bones. You can now cast *Bestow Curse* (DC 19) at will.

**Full Curse** - After your second long rest cursed by this mask, the mask has fused with your skull as the two bones grow into each other, turning the mask's horns into an extension of your own body. The horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1d6 + your Strength modifier of piercing damage. You can use the horns to do a Goring Rush, where immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action. You can also now cast *Bestow Curse* (DC 19) at 6th Level or *Bones of the Earth* (DC 19) once between long or short rests.

**Mega Curse** - After your third long rest cursed by this mask, the tusks fuse with your teeth, and your remaining teeth become sharp and pointy and your life force becomes entangled in the mask's magic. You can now expend hitdice to upcast the mask's *Bestow Curse* (DC 19) or *Bones of the Earth* (DC 19) spells by one hitdice per level.

Due to the intensity of this curse, it is more difficult to remove than a normal curse. When first cursed by the mask, a *Remove Curse* spell can be used, and after the first long rest *Remove Curse* will revert the curse to its initial hold, requiring another casting to completely remove. However, after the second long rest, *Remove Curse* will no longer have any effect, and a *Wish* spell or divine intervention are required to reverse each phase of the curse.

**Synergy.** This mask synergizes with the F60 - **Blazing Firehawk Talons** and the F61 - **Volcanic Explosion Armor**.

While cursed by this and the Talons, the claws become longer and sharper, doing 1d10 slashing damage instead of 1d8, and some of the quills that developed from the Talons turn into boney spikes, so that when others are grappling with you or are restrained by or restraining someone, you can use a reaction to cast *Bestow Curse* (DC 19). The mask and tusks also fuse with the beak that the talons make you grow.

While cursed by this and the Armor, the boney protrusions are harder and more protective, giving you an additional +1 AC. The mask also turns black and cracked like your skin.

While cursed by all three, in addition to the previous synergies, you regain the ability to speak, although your voice is rough, primal and prone to unsettling people. You gain the ability to speak, read and write Ignan, and will slip into it frequently. All three items have fused with you, and people will mistake you for a monster.

*This item was created as a Tier  
Steward for Patron Douglas Kisluk!  
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## VOLCANIC SKULL HAWK

In a world full of magical items, there are some that are so cursed they can strip a person of their humanity. Three magic items: the **F59 - Blazing Firehawk Talons**, the **F61 - Volcanic Explosion Armor**, and the **F62 - Ashburnt Skull**, are a set so intensely cursed that if all three are brought together, they twist whomever they are attuned to into the monstrosity known as the **Volcanic Skull Hawk**.

The curse has warped the hawk's mind. They remember little, if any, of their life before the curse, and have forgotten things they knew like languages and skills. They have become like wild animal, and while they can speak in Ignan and Common, they will rarely speak Common, even unconsciously shifting back into Ignan, with their rough and primal voice that is likely to unsettle people. They will also seek out a volcanic area to inhabit. Because of all this, people are likely to mistake the hawk as a vicious monster rather than a cursed humanoid.

Due to the intensity and synergy of these curses, each item has three levels to their curse, and it is more difficult to remove them than normal. This has made them immune to the *Remove Curse* spell, and now a *Wish* spell or divine intervention are required to reverse each phase of the curse, for a total of 9 of these to fully remove all three cursed items. If the curses are removed, these effects happen in order:

1. The hawk loses its **Lanky Limbs** feature, and its **Claws** attack range becomes 5 feet.
2. The hawk's **Smokescreen** loses its sandstorm and no longer does slashing damage. If a Smokescreen is active, it immediately dissipates.
3. The hawk loses 30 feet of its burrowing speed and its **Claws** attack now do d8s for damage instead of d10s.
4. The hawk can no longer cast *Investiture of Flame*, *Bones of the Earth* or any upcasted *Bestow Curse*. If it is concentrating on any of those spells, the spell immediately ends.
5. The hawk's AC drops to 21 and its **Rough Skin** now does d4s for damage instead of d6s.
6. The hawk loses its last 30 feet of its burrowing speed, and its **Claws** attack now do d6s for damage instead of d8s.
7. The hawk loses its tremor sense and its **Smokescreen** action. If a Smokescreen is active, it immediately dissipates.
8. The hawk can no longer cast *Bestow Curse*. If it is concentrating on the spell, the spell immediately ends.
9. The curses are completely removed, turning the hawk back into their normal form, a human **Archmage** (MM 342), but all their spellslots are expended and they have 5 levels of exhaustion.

If the hawk takes a long rest with only some of the curses removed, it recovers 3 curse levels.

While not overtly hostile, if attacked the hawk will attack back, first by setting up a **Smokescreen**, casting *Stoneskin* or *Investiture of Flames* on themselves, and then by burrowing through the earth for cover while popping up to do **Claws** and **Goring Rush** attacks. It will use *Mold Earth* to alter the terrain around it to its advantage, and *Toll the Dead* to attack anyone it couldn't otherwise reach. If given the opportunity, it will attempt to trap attackers with *Bones of the Earth* in the effects of a *Create Bonfire*. If anyone grapples or restrains it, it will attempt to cast a *Bestow Curse* of at least 5th level on them, giving them either disadvantage on their attacks or requiring a Wisdom save to not waste actions for 8 hours without the need to maintain concentration. If brought below half its max hitpoints, it will attempt to flee down through the earth or nearby lava.

*This creature was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



VOLCANIC SKULL HAWK

# VOLCANIC SKULL HAWK

Medium monstrosity (cursed), neutral

**Armor Class** 22 (natural armor)

**Hit Points** 99 (18d8+18)

**Speed** 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	12 (+1)

**Skills** Intimidation +12

**Damage Immunities** fire, bludgeoning from nonmagical weapons

**Senses** Tremorsense 30 feet, passive Perception 19

**Languages** Common and Ignan

**Challenge** 12 (8,400 XP)

**Innate Spellcasting.** The hawk's spellcasting ability is magically boosted Intelligence (spell save DC 19, +11 to hit with spell attacks). For cantrips, the hawk is treated as an 18th level spellcaster. They can innately cast the following spells, requiring no somatic or material components:

At will: *Mold Earth*, *Create Bonfire*, *Toll the Dead*, *Stoneskin*, *Bestow Curse*, *Investiture of Flame*  
1/short or long rest each: *Bestow Curse* (6th level), *Bones of the Earth*

**Life Powered.** The hawk can expend their hitdice to upcast their *Bestow Curse* and *Bones of the Earth* spells by one hitdice per level when they cast them.

**Flame Body.** The hawk's fiery body allows them to survive without water, eat coal for sustenance, and ignore the effects cold weather would have on them. If they are hit by fire damage, they have advantage on their next attack, and if they are magically put to sleep, they wake up at the start of their next turn.

**Sand Stream.** The hawk's body gives them advantage on Dexterity rolls in sandy terrain and makes them immune to the effects of sandstorms.

**Rough Skin.** If a creature becomes grappled or restrained with the hawk, they take 4 (1d6) piercing and 4 (1d6) fire damage each round they start their turn like this.

**Clawed Hands.** The hawk's clawed hands make it impossible to manipulate objects, making them automatically fail Sleight of Hand rolls and prevents the casting of non-innate spells that require somatic components.

**Lanky Limbs.** The hawk's arms and legs are long and lanky, making their reach on things like melee attacks increase to 10 ft.

**Cursed.** The hawk is cursed into its current form by three magic items: the F59 - **Blazing Firehawk Talons**, the F61 - **Volcanic Explosion Armor**, and the F62 - **Ashburnt Skull**. Due to the intensity and synergy of these curses, as each item has three levels to their curse, it is more difficult to remove than normal. This has made them immune to the *Remove Curse* spell, and now a *Wish* spell or divine intervention are required to reverse each phase of the curse, for a total of 9 of these to fully remove all three cursed items. See the hawk's description for what is lost should curses be removed.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) slashing and 6 (1d10) fire damage. If the hawk drops below half their hitpoints, the claws do an additional 5 (1d8) fire damage.

**Horns.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

**Goring Rush.** After the hawk uses the Dash action and moves at least 20 feet, they can make one *Horns* attack as a bonus action.

**Smokescreen.** The hawk can release a 30-foot radius sphere of white smoke from themselves. The sphere spreads around corners, contains a small sandstorm, and lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The smoke heavily obscures vision, and other creatures that enter the smoke or start their turn in it take 5 (2d4) slashing damage from the sandstorm, and must make a DC 20 Constitution save or be blinded for 1 minute. They can attempt the save again at the end of their turn. Only one smokescreen can be active at a time, so if another is created the older smokescreen dissipates.

## REACTIONS

**Shed Skin.** The hawk can use their reaction to attempt to remove one of their status conditions not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6 they are cured of a random condition as their skin seems to shed a thin layer of magical energy that dissipates into the air.

**Cursed Body.** If the hawk is grappled or restrained with another creature, they can use their reaction to cast *Bestow Curse* upon that creature.

### F63A - DRAPLATE

**Wondrous (Armor Piece, Tasset) – Very Rare (36,615 gp, requires attunement)**

This purple armor piece has a flattened orb on either end of it, each with a blue circular gem inset, and two white pincers on each side. The piece has a gold zipper down its center, flanked by four large insect scales on either side that alternate between light and dark purple.

Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

While attuned to this armor piece, once per long rest, you can block a critical hit on you as a reaction, so that it does no damage to you nor inflicts you with any other additional effect.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. You can block a critical hit twice per long rest.
2. You can block a critical hit thrice per long rest.
3. You can block a critical hit thrice per long or short rest.
4. Instead of blocking a critical hit on yourself, you can choose to use one of your blocks to block a critical hit targeting an ally that is within 10 feet of you.
5. Critical hits on you that you don't block are treated as normal hits.
6. You can block a critical hit five times per long or short rest.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F63B - GORYPPUK

**Wondrous (Armor Piece, Gorget) – Very Rare (36,615 gp, requires attunement)**

This gorget has a cloudy purple collar with green circles in it that glow faintly. The rest of the gorget is made of carved gray-brown stone.

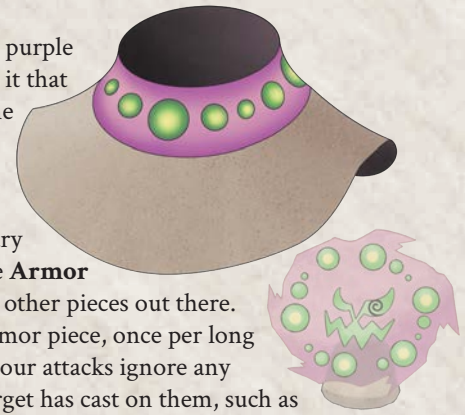
Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

While attuned to this armor piece, once per long rest, you can have one of your attacks ignore any magical protections the target has cast on them, such as from the *Shield* or *Blur* spells. This is part of the attack, and can be done in response to a reaction that creates magical protection, like the *Shield* spell.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. You can have one of your attacks ignore any magical protections the target has twice per long rest
2. You can have one of your attacks ignore any magical protections the target has thrice per long rest
3. You can have one of your attacks ignore any magical protections the target has thrice per long or short rest
4. These attacks can now ignore protections from magic items, such as a **Cloak of Displacement** or **Ring of Protection**.
5. Your regular attacks ignore any immunity or resistance the target has to non-magical slashing, piercing or bludgeoning damage.
6. You can have one of your attacks ignore any magical protections the target has five times per long or short rest.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F63C - COUFFLAIR

*Wondrous (Armor Piece, Belt) – Very Rare (36,615 gp, requires attunement)*

This purple belt is made from the hide of some animal with coarse, greasy hair. The top and bottom edges of the belt's fur are white.

Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

The belt smells quite putrid and foul. Any creatures with a sense of smell that starts their turn within 10 feet of the belt must succeed on a DC 13 Constitution saving throw or be poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the belt's stench for 24 hours.

While attuned to this belt, once per long rest, you can release a stink cloud as an action. You create a 20-foot-radius sphere of poisonous, purple-green fog centered on yourself, which spreads around corners. It lasts for 10 minutes or until strong wind disperses the fog, and its area is heavily obscured.

When a creature other than you enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The vapors, being heavier than air, slowly sink to the lowest level of the land, even pouring down openings, but will otherwise stay put unless gentle winds move it.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. The save DCs increase to 14, and you can release a stink cloud twice per long rest.
2. The save DCs increase to 15, and you can release a stink cloud thrice per long rest.
3. The save DCs increase to 16, and you can release a stink cloud thrice per long or short rest.
4. The save DCs increase to 17, and you can have the stink cloud stick to you when you release it. The cloud will stay centered around you for its duration, but if you move more than 20 feet in a round, the cloud's radius will decrease by 1 foot, which can be done repeatedly until it is completely dispelled.
5. The save DCs increase to 18, and you can have the stink cloud stick to another creature you can touch. The cloud will stay centered around the creature for its duration, but if they move more than 20 feet in a round, the cloud's radius will decrease by 1 foot, which can be done repeatedly until it is completely dispelled.
6. The save DCs increase to 19, and you can release a stink cloud five times per long or short rest.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F63D - ABSAULDER

*Armor (Armor Piece, Spaulder) – Very Rare (36,615 gp, requires attunement)*

This spaulder has a large white guard over the shoulder with a black, thin oval crystal embedded on top, and a strap that goes across the body off the sides. A large black horn resembling a scythe blade extends from beneath this piece, with a black guard piece below that, followed by a long, white, furry guard piece with a strap to attach it around the forearm.

Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

If you aren't wearing any other armor, with the exception of other pieces of the **Armor of Bog Shadows**, wearing this gives you +1 AC.

While attuned to this spaulder: you can sense when an impending natural disaster is going to strike within the next 24 hours of your location, including as soon as a disaster is made imminent by magic or a creature's actions, such as by destroying a dam; and you gain a limited future sight giving you a +1 bonus to initiative.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. Your future sight improves, increasing your initiative bonus to +2.
2. Your future sight improves, and you can't be surprised while you are conscious
3. Your future sight improves, increasing your initiative bonus to +3, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
4. Your future sight improves, increasing your initiative bonus to +4, and allowing you to do opportunity attacks on creatures even if they take the Disengage action before leaving your reach.
5. Your future sight improves, giving your attacks 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.
6. Your future sight improves, increasing your initiative bonus to +5 and giving you +1 to your AC as you are better able to avoid hits.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F63E - JUPPETASSET

*Wondrous (Armor Piece, Tasset) – Very Rare (36,615 gp, requires attunement)*

This black armor piece has large points around its round edge, with a gold zipper down the middle between two raised hills with eye-like jewels embedded in them. The jewels have a black line down the center over swirling red vapors around a white core, appearing eye-like.

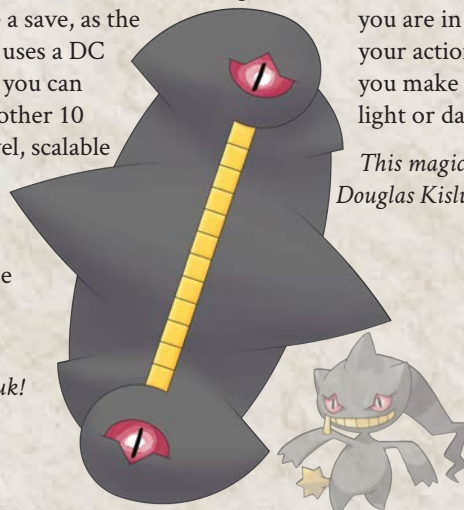
Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

While attuned to this tasset: after you receive damage, you can use your reaction to inflict damage equal to 1/10 of the damage you received (calculated after taking things like your vulnerabilities, resistances, and other damage modifiers into account, and to a minimum of 1 point of damage) upon the creature that caused the damage. The damage type is the same as that of the inflicted damage, and if you receive multiple types of damage from the same attack, you can split the damage between the types as you see fit (including all of one type), so long as that type's damage doesn't exceed the damage type you received. (For example, if you received 28 piercing damage and 2 radiant damage, you could not make all 3 damage points you inflict radiant damage, but only 2 damage points.) The damage does not bypass any damage modifiers the creature has and is adjusted accordingly. (For example, if the creature is immune to the damage type, then it is immune to the damage this would inflict.)

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. The reaction damage you can inflict increases to 1/8 of the damage you receive.
2. As an action, you can expend 3 hitdice to cast *Bestow Curse* (DC 16).
3. The reaction damage you can inflict increases to 1/4 of the damage you receive.
4. The reaction damage you can inflict increases to 1/2 of the damage you receive.
5. As part of the reaction damage effect, you can choose to reduce the damage you would inflict by 30 points (if available) to cast *Bestow Curse* on the creature that damaged you. The creature does not make a save, as the spell automatically succeeds (but uses a DC 16 if needed for any effects), and you can further reduce the damage by another 10 points to upcast the spell by a level, scalable up to 9th level if you have 90 damage points to use.
6. The reaction damage you can inflict increases to the same as the damage you receive.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F63F - SABLACKART

*Wondrous (Armor Piece, Plackart) – Very Rare (36,615 gp, requires attunement)*

This purple plackart has a thin section with a groove along the top to fit it under a gorget. On the sides of the plackart beneath the groove are a set of pointed flairs, and there are three gems embedded in the center of the plackart, two blue and one red below them.

Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

While attuned to this plackart: you gain 60 feet of darkvision. If you already have darkvision, its range increases by 60 feet.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. You can now Hide in spaces of dim light or darkness as if you were a shadow. However, creatures with darkvision and blindsight can easily see you without any need for a check.
2. Your ability to hide in shadows improves, and while in dim light or darkness you can take the Hide action as a bonus action.
3. Your ability to hide in shadows improves, and creatures with darkvision can no longer easily see you, requiring the standing means to find you.
4. Your ability to hide in shadows improves, and creatures with blindsight can no longer easily see you, requiring the standing means to find you.
5. You are able to magically stride through the shadows. You can use 10 feet of movement to step magically into an unoccupied space of dim light or darkness, and emerge into a second unoccupied space of dim light or darkness that you can see within 60 feet of the first one. The unoccupied spaces of dim light or darkness must be the same size as you or bigger.
6. You are able to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are no longer in dim light or darkness.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F63G - GAULDGER

**Armor (Armor Piece, Spaulder) – Very Rare**  
(36,615 gp, requires attunement)

This purple dome spaulder has a thick edge around it with several spikes down the top back edge. Along the bottom of the dome are white rectangles that resemble a toothy grin, especially with two red crescents on either side of the dome that resemble haunting eyes.

Legends say that this is but one piece of a Legendary set of Half Plate armor, the **Armor of Bog Shadows**, with six other pieces out there.

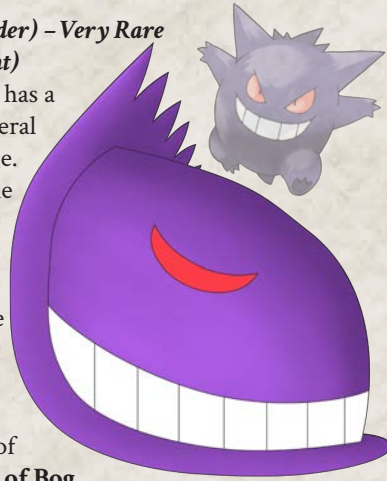
If you aren't wearing any other armor, with the exception of other pieces of the **Armor of Bog Shadows**, wearing this gives you +1 AC.

While attuned to this spaulder: you can cast the *Hex* spell once between long rests.

**Synergy.** This piece synergizes with the other pieces of the **Armor of Bog Shadows**. If you attune to other pieces of the armor, they are treated collectively as one attunement, and the power of this piece increases for each other piece as follows:

1. If you are hit by an attack, you can use your reaction to cast *Hex* on the attacker.
2. You can cast the *Hex* spell twice between long rests.
3. You can cast the *Hex* spell as a 3rd level spell.
4. You can cast the *Hex* spell thrice between long rests.
5. You can cast the *Hex* spell as a 5th level spell.
6. You can cast the *Hex* spell five times between long rests.

*This magic item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



## F64 - TALONS OF THE TOXIC ICE

**Wondrous (Claws, Cursed) – Very Rare**  
(23,355 gp, requires attunement)

These +2 claws are a dark blue mitten glove with 2 joined fingers and a red palm. Three tusk claws, the outside two plain and the middle dyed red, come out of an icy blue stripe around the back of the hand, followed by a black strip around the wrist. The cuff of the glove flares outwards with fluffy, icy blue trim.

You can use a claw as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, and deal 1d8+2 slashing and 1d6 poison damage on a hit. While wearing the claws, you have difficulty manipulating objects, automatically fail Sleight of Hand rolls, and can't cast spells that require somatic components.

While attuned to these claws: you gain an additional 5 feet of swim speed; you are resistant to cold damage; you do not feel the effects of cold weather; and you cannot be magically charmed.

**Cursed.** These claws are cursed. While cursed, you cannot remove the claws.

After your first long rest cursed by these claws, your arms start turning blue. You also gain the *Frostbite* (DC 16) and *Shape Water* cantrips, which don't require any components.

After your second long rest cursed by these claws, your arms are completely blue and the blue skin becomes rubbery, loose, and ice cold. When others are grappling with you or you are restrained by or restraining someone, they take 1d4 cold damage per round.

After your third long rest cursed by these claws, your body is completely blue with rubbery skin, and you fuse with the claws. Your hands have warped into clawed flippers, and long tusks begin to grow from the top of your mouth, making it difficult to speak. Your additional swim speed increases to 10 feet, and you are now immune to cold damage, but your skin becomes painfully dry if you don't immerse yourself in water for at least 1 hour each day, causing 1 level of exhaustion at the end of the day. You can only recover from this exhaustion by immersing yourself in water for at least 1 hour.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F65 - ARMOR OF THE COLD CARAPACE

**Armor (Half Plate, Cursed) – Very Rare**  
(69,500 gp, requires attunement)

This gray-brown turtle shell has a rough, bumping back, and a sea-blue front with icy-blue swirls and white trim. Straps have been added inside so that the shell can be worn as +2 half plate armor.

While attuned to this armor: critical hits on you are treated as normal hits; and you recover 1 hitpoint every minute you are surrounded by water, such as when swimming or out in rain.

**Cursed.** This armor is cursed. While cursed, you cannot remove the armor.

After your first long rest cursed by the armor, the shell begins to fuse to your body, and long horns grow from the shell behind your shoulders. You can cast the *Ray of Frost* cantrip from the horn tips using your Wisdom modifier and Half Plate proficiency as the spell attack modifier.

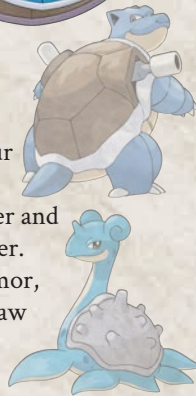
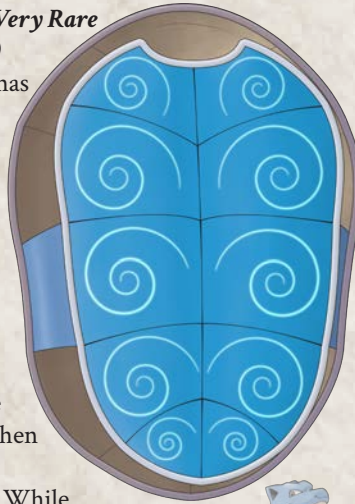
After your second long rest cursed by the armor, the shell has fully fused to you. You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone but attack rolls made against you do not have advantage normally granted by the prone condition, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only actions you can take is a bonus action to emerge from your shell or an action to cast the armor's *Ray of Frost* at a disadvantage.

After your third long rest cursed by the armor, your shell becomes more hydrodynamic. You gain 5 feet of swim speed, and can now swim when withdrawn into your shell.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

**Synergy.** This armor synergizes with the **F64 - Talons of the Toxic Ice**. While cursed by both items, the cold damage creatures take when grappled or restrained with you increases to 1d6, and the dry skin caused by the Talons is more protected, requiring you to immerse yourself in water once each week rather than once each day.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*



### F66 - DRESS OF THE BEAUTIFUL WATERS

**Wondrous (Dress, Cursed) – Very Rare**  
(21,760 gp, requires attunement)

This blue dress has a light blue top with thin red trim around the arm holes. From the waist down, dark blue lines criss cross the dress like stained glass, with the majority of the spots between being sea blue, with a few pink or red. The bottom of the dress has thick light blue trim.

While attuned to this dress: you can breathe in water; you gain 5 feet of swim speed; and your Charisma score increases by 2.

**Cursed.** This dress is cursed. While cursed, you cannot remove the skirt.

After your first long rest cursed by the dress, the dress begins to fuse to your body and envelope your legs. You gain another 5 feet of swim speed, but lose 5 feet of walking speed. You can also cast the *Create and Destroy Water* spell at will.

After your second long rest cursed by the dress, the dress has fully fused with you, and your legs fuse into a flippered tail. You lose the previous swim speed benefits from this item, as your walking speed becomes your swim speed, and you can move on land at half of your previous walking speed. Your tail also gives you disadvantage on all Strength and Dexterity rolls when on land.

After your third long rest cursed by the dress, your tail grows longer and your face grows long and slim, making your swim speed increase by 10 feet, but your walking speed decrease by another 5 feet. You can also cast the *Control Water* spell (DC 17) at will.

Each phase of this curse requires its own *Remove Curse* spell to reverse, needing 4 castings to reverse the curse from its final form.

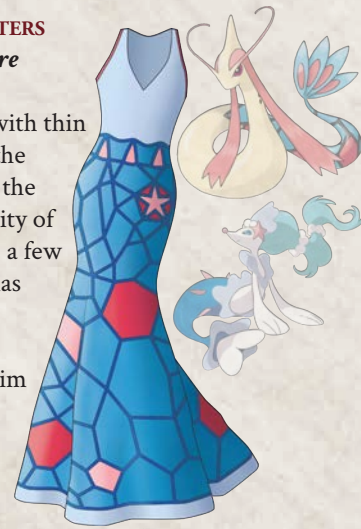
**Synergy.** This dress synergizes with the **F64 - Talons of the Toxic Ice** and the **F65 - Armor of the Cold Carapace**.

While cursed by the dress and the talons, the dry skin caused by the Talons is more protected, requiring you to immerse yourself in water once each week rather than once each day, but your flipper hands make it more difficult to get around, decreasing your walking speed by 5 feet.

While cursed by the dress and the armor, your walking speed decrease by an additional 5 feet, while your swim speed increases by an additional 5 feet.

While cursed by all three, the dry skin caused by the Talons is even more protected, requiring you to immerse yourself in water once every 2 weeks rather than once each week, and you gain +1 AC when in water.

*This item was created as a Tier Reward for Patron Douglas Kisluk! Thank you for your support!*







# THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - FUSIONS

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 Tiedfling and Aasimar descendants to join them in the fight. Can the party convince the Tiedfling 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!](#)