

## Leecher's Vial

Wondrous item, very rare (requires attunement)

*This dark glass vial, filled with murky blood that is intertwined with bits of a green, acidic liquid, has an unremovable cork in the shape of a snake's head. When the vial's magic takes effect, the snake's mouth opens to let out the liquid inside.*

While attuned to the vial, you can create evil creatures to serve alongside you from your very blood. If you've regained hit points since the start of your last turn, you can use a bonus action to take 2d6 poison damage, which can't be reduced in any way, as the vial drains your blood and mixes it with the venom inside, summoning a **ghoul** at an unoccupied space you can see within 30 feet of you.

The ghouls are allies to you and your companions. In combat, the ghouls share your initiative count, but they take their turn immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action and use their move to avoid danger. After 1 hour, the ghouls turn to dust and are destroyed.

This property of the vial can be used twice, regaining all expended uses daily at dawn.

## Summoner's Shirt

Wondrous item, rare (requires attunement)

*This light brown shirt with green nature motifs outlines the plethora of beasts and monstrosities that reside within the world. When its magic is activated, the green stitching rearranges to outline the summoned creature.*

While wearing this shirt, whenever you summon or create one or more creatures, you gain temporary hit points equal to 1d10 + twice the challenge rating of the creature with the highest CR (minimum of 1).

