

A CABINET OF CURIOSITIES

A COCO'S HOMEBREW AND CLOCKWORK DRAGON COLLABORATION

ANTIMAGIC SHACKLES (VERY RARE)

Wondrous Item: manacles

These heavy shackles are made of salted iron, and excel at keeping arcane creatures in bondage. The manacles adjust to fit a creature of Small to Large size, and may be placed on an incapacitated creature as an action. A creature bound by these shackles is treated as if in the zone of an anti magic field. It becomes incapable of casting spells or creating magical effects, and any other magical items or equipment it holds or wears are treated as mundane until the shackles are removed.

This does not prevent a creature from using passive features it may have such as Devil's Sight or Magic Resistance, but removes its ability to create active magical effects such as invisibility.

When using the shackles, a creature may designate up to 5 creatures, other than themselves who may remove the shackles. Removing the Shackles in this way requires an action. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

ARCHIMEDES SLING (RARE)

Weapon: Sling (requires attunement)

This sling is woven with threads spun from the finest metals, and arcs with electrical energy even when not in use. When used to fire a metal projectile, this weapon deals an additional 1d6 bludgeoning damage. As a bonus action, you may choose to charge the sling, causing the next attack made with it to deal lightning damage instead of bludgeoning damage.

ARCHITECT'S BOW (RARE)

Weapon: Crossbow (any)

This expertly crafted bow is a whirl of spinning cogs, and coiling springs, and holds a seemingly endless spool of magically strengthened wire. This bow contains 3 charges which can be recharged by funnelling 5 lbs of metal into a small hopper on its rear. As a reaction when firing a bolt from this crossbow, a creature may expend one of these charges to attach a magically reinforced wire to two bolts. This wire spans the distance between the first bolt and the second (which must be fired separately), regardless of their distance from each other, and is as thin as a strand of spider's silk. The wire can hold up to 500 lbs, and is immune to damage from nonmagical weapons.

Additionally, as an action on its turn the user of this weapon can expend an additional charge to retract the wire, drawing the two bolts (and anything they happen to be attached to) back together with 500 lbs of force.

ARMOUR OF GLUTTONY (LEGENDARY)

Armor: Plate (requires attunement)

This plate armour has a large mouth built into the chestplate which greedily devours any edible substance it is fed, and angrily spits out anything it finds distasteful.

While wearing this armour, an attuned creature can use an action to feed something to through the mouth and into an extra dimensional space that can hold up to 300 pounds, not exceeding a volume of 30 cubic feet. Items placed into this extra dimensional space cannot be retrieved, and attempting to reach into the mouth to do so causes a creature to take 1d10 piercing damage as the mouth angrily bites their hand.

Regardless of its contents, the weight of the armour is 65 pounds and only increases when it is holding more than 100 pounds, however for every 100 pounds the extra dimensional space is holding, the armour's weight increases by 32 pounds and its AC bonus increases by 1, to a maximum of +3.

Medium or smaller creatures can be fed to the armour. To feed a creature to the armour, it must be carried or dropped into the mouth. The creature takes 10d10 piercing damage as the mouth chews and swallows it. A creature can survive inside the mouth for 1 hour before it begins to suffocate. Prying the jaws of the mouth open requires a DC 25 Strength (Athletics) check, and climbing out costs 10 feet of movement.

If the armour is overloaded, it throws up the contents of the extra dimensional space in front of you. At the dawn of each day, the contents of the extra dimensional space are scattered across the Astral Plane. Placing the armour inside an extra dimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

ARMOUR OF THE GELATINOUS CUBE (VERY RARE)

Armor: Light (requires attunement)

This armour is always coated in a thick layer of gelatinous slime, which adheres to most any surface.

This armor is considered +1 light armor. While wearing this armor, an attuned creature can climb difficult surfaces such as walls or steep cliffs without needing to make an ability check.

In addition, when an attuned creature is hit with a melee weapon attack from a large or smaller creature the triggering creature must succeed on a DC 11 Strength saving throw or its weapon becomes stuck to the armour. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

BELT OF ARCANE RESERVE (UNCOMMON)

Equipment: Belt (requires attunement)

This intricately crafted belt is made of interlocking plates of silver, and bears 5 enormous gemstones whose color seems to shift before your eyes. It is highly sought after by mages, who use the gemstones to store unused arcane power for when it might be needed most.

A creature attuned to this item may spend a 10 minute ritual to expend a spell slot of 5th level or lower, storing it inside one of these gemstones. As an action on their turn, a creature attuned to this belt may release one of the spell slots stored within the belt, immediately using it to cast a spell they know and have prepared. Spell slots stored in the belt remain so until used, even if the creature who expended the slot to store it regains their spell slots through a rest or other means.

BELT OF KAMEHA (RARE)

Equipment: Belt (requires attunement)

This simple cloth belt is worn and tattered, and bears wounds of an untold number of battles. While attuned to this belt, when you activate the Energy Beam psionic talent, you may also choose to activate the Beacon psionic talent as a free action. If you do so, the damage dice of your Energy beam increases from a d8 to a d12.

BLADE OF DETECTION (UNCOMMON)

Weapon: Any Bladed Weapon

This sword is inlaid with beautiful elven runework and swiftly warns of oncoming foes. The blade of this weapon faintly glows while it is within 30 feet of a specific type of creature. The type of creature is chosen by the DM or determined randomly by rolling on the following table:

d6	Creature Type
1	Abberations
2	Celestials
3	Elementals
4	Fey
5	Fiends
6	Undead

BLADE OF TRAITOR'S BILE (VERY RARE)

Weapon: Dagger (Requires Attunement)

This crude dagger is fashioned from the fang of a massive serpent and forever drips with a viscous black bile. Its leather wrapped hilt bears signs of gruesome struggle. While attuned to this dagger, a creature gains advantage on insight checks, and may add twice their insight bonus to their passive insight skill. An attuned creature has advantage on attack rolls with this weapon against targets who have wilfully lied to or personally wronged them.

Once per day, as part of a melee attack made with this weapon, an attuned wielder may use this dagger to cast the spell Contagion, without need for components.

BOOTS OF CLIMBING (UNCOMMON)

Equipment: Boots (requires attunement)

These odd-looking boots are outfitted with claw-like hooks along the toe, and iron spiked soles. While wearing these boots, an attuned creature gains a climbing speed equal to its base speed, and has advantage on Strength and Dexterity saving throws against being knocked prone.

BOW OF PHANTOMS (VERY RARE)

Weapon: Longbow (requires attunement)

This wisplike bow appears to be made of little more than smoke or fog, and bears no weight at all. Arrows fired from this bow travel through the ethereal plane, allowing them to pass through solid objects in the same way as spirits and other intangible creatures.

Attacks made with this weapon ignore half, three-quarter's and even full cover, for the purpose of determining line of effect. A creature attuned to this bow is however still subject to line of sight, and attacks with this weapon against unseen targets are made at disadvantage.

Additionally, this weapon ignores the damage resistances of intangible creatures such as ghosts and spirits.

CAMERA OF FATAL FRAMES (LEGENDARY)

Wondrous Item: Camera

A worn device built of blood-stained wood and alchemical glass, this camera is capable of peering into realms beyond the material plane and sometimes even pulling them back with it. Who knows what might be unleashed if its film were to be developed

Looking through the lense of this camera allows the user to see directly into the etherial plane. When used to photograph an entity within the etherial plane, this camera causes the target to enter the material plane for a limited time. Spirits and incorporeal creatures photographed by this camera become corporeal and lose their intangibility for one minute.

The camera requires special film to photograph this realm, and contains enough remaining film for 1d12 uses. If the film from this camera is developed there is a chance for the spirits it has captured to manifest in the world. Roll one d20 to determine the result:

1	1d6 Wraiths
2-5	1d2 Banshees
6-9	1d6 Ghosts
10-13	1d6 Sectors
14-17	1d4 will-o-wisps
18-20	Nothing

The Resulting creatures manifest within 20 ft of the camera when it is developed, and are considered hostile to all creatures.

CANNON OF SHIP SINKING (VERY RARE)

Weapon: Cannon

This absurdly decorated cannon is inlaid with countless images of lewd and unsavoury behaviour, and unleashes unexpected sounds when it is fired. Firing this cannon ends all charm effects and conditions on creatures within 120 ft.

Additionally, any creatures within 120 ft which share a romantic relationship must succeed on a wisdom saving throw with a DC of 18 or treat their romantic partner as a hated enemy. A creature may repeat this saving throw at the end of each of its turns, ending the effect on a success. If a creature fails this saving throw 3 consecutive times, the effect becomes permanent and can only be removed by means of a remove curse spell, or similar magic.

CASK OF TIME (COMMON)

Wondrous item: Barrel

Predominantly used to age fine wine and other spirits, The iron rings of this charred oak barrel are inscribed with archaic runes and arcane symbols. Inanimate materials stored within this barrel ferment and decay at 5 times the normal rate, allowing fine spirits to be magically aged to perfection in a fraction of the time. The magic of this barrel has no effect on living creatures or other magical items. For the barrel's magic to function, it must be closed and properly sealed.

CIRCLET OF THE AMAZON (VERY RARE)

Equipment: Helm (requires attunement)

This thin circlet is crafted from the strongest Damascus steel, and makes its wearer's every muscle glisten and shine as if oiled. While wearing this circlet, a creature may use its strength modifier in place of its charisma modifier for any skill checks or saving throws that would normally rely on charisma.

CLOAK OF THE FOREST SAGE (VERY RARE)

Equipment: Cloak (Requires Attunement by a beast or magical beast)

This ruddy cloak seems like it has been dragged through every thistle, bramble, and mud-pit in the forest, and bears no small number of awkward patches and hastily made stitches, but its magical aura exudes wisdom and knowledge. Placing this Cloak upon a beast or magical beast with an intelligence of 3 or lower attunes it to that creature. Once attuned to a creature, the cloak disappears, melding into the animal's body and the creature's intelligence becomes 15. The animal also gains the ability to read and speak one language commonly spoken by humanoids nearest to its native environment.

Once attuned to a creature, the cloak cannot be removed. When a creature attuned to this cloak dies, the cloak reappears on the animal's body with new patches, stitches, or other markings representing the creature's life

CLOAK OF OOZE (RARE)

Equipment: Cloak (requires attunement)

This cloak is made from a shifting, ooze-like material and always seem slightly wet to the touch. While wearing it, an attuned creature can use an action to take on an amorphous form until the start of your next turn. In this form, an attuned creature can move through a space as narrow as 1 inch wide without squeezing, its speed becomes 20 feet, and it cannot attack, cast spells or be knocked prone.

CLOCKWORK DRAGONLING (VERY RARE)

Wondrous item: (Requires Attunement)

A whirring ensemble of intricate mechanisms and components, this tiny clockwork construct is designed to resemble its full sized counterpart. This miniature clockwork dragon is delicately crafted from brass, copper, and electrum, and if fed a steady diet of metals will produce currency for its owner. The Dragonling produces 1d10 silver, 1d8 electrum or 1d4 gold each day it is properly fed.

The Clockwork Dragonling comes with a small brass key which may be used to wind it. When fully wound the Dragonling becomes active for 24 hours, and playfully soars about its owner or sits on their shoulder. As a free action, its owner may command the dragon to produce a small flame from its mouth, no larger than that of a candle.

While not in its active state, the clockwork dragonling curls in on itself, taking the form of an intricately crafted pocket-watch. A creature may make an insight or perception check with a DC of 16 to recognize the clockwork dragonling while in this form.

The Dragonling has 80 hit points, and otherwise uses the same statistics as a hawk. While not in its active state, the dragonling takes 10 damage every day. If this damage would reduce the dragonling to 0 hit points, it is instead reduced to 1 hit point. To restore the item to a functional use, it must be wound once a day to restore 5 hit points per day, until its hit points are fully restored.



COLLECTOR'S CARPETBAG (UNCOMMON)

Wondrous Item: Bag

A heavy traveller's improvement on the standard bag of holding, the Collector's Carpetbag contains a similar extra dimensional space, but has far larger capacity. With an opening roughly 2 ft wide, and 4 ft long, from the outside, the bag appears to be about a foot and a half deep. It can hold up to 4000 pounds, not exceeding a volume of 1000 cubic feet. The bag weighs 45 pounds, regardless of its contents.

The unfortunate downside of such an expansive storage space is the inability to easily retrieve a specific item. Retrieving an item from the bag requires roughly a minute of blindly feeling around the extra dimensional pocket in search of the correct object. Alternatively, an action can be used to reach in and retrieve a single item, chosen randomly from the bag's contents.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 100 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a Collector's Carpetbag inside an extradimensional space created by a Bag of Holding, Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

THE COLT (LEGENDARY)

Weapon: Revolver (requires attunement)

"Back in 1835, when Halley's Comet was overhead, the same night those men died at the Alamo, they say Samuel Colt made a gun... a special gun. He made it for a hunter – a man like us, only on horseback. The story goes he made 13 bullets. This hunter used the gun a half dozen times before he disappeared, the gun along with him... They say – they say this gun can kill anything."

This weapon ignores all known resistances and immunities, and a creature hit by an attack from this weapon dies immediately as if it had failed all death saving throws. Even Gods are not immune to the effects of this weapon.

Originally crafted with 13 bullets made specifically to channel it's power, only 1d6 rounds are still known to exist, and more cannot be crafted, except perhaps, through the use of a Wish spell - but even that may not be enough. These rounds may or may not be found with the gun when it is discovered.

DECK OF THE ACURSED GAMBLER (VERY RARE)

Equipment: Gaming Set (cursed)

This seemingly ordinary deck of cards has meant both riches and ruin alike for those unwittingly dealt a hand. The first time a creature uses this gaming set to play a game of cards, the deck attunes to that creature and cannot be lost, stolen, or otherwise removed from that creature's possession except by being lost in game played with this deck. Once a game has been started using this deck, all players are magically compelled to finish the game, and to payout any bets made on the outcome of the game.

While attuned to this deck a creature gains a cumulative bonus to all checks and saving throws made as part of a game of cards, and an equal penalty to all wisdom checks and saving throws not made as part of a game of cards. This bonus starts at 1, and increases by 1 each time the attuned creature wins a game played with this deck. A creature attuned to this deck cannot wilfully attempt to lose or throw a game.

DR. PROFESSOR SULLIVAN'S ASTOUNDING ELECTRIC ALE (UNCOMMON)

Consumable: Ale (1 bottle).

A bright blue bottle adorned with the face of particularly mad looking scientist, the label reads: "*Dr. Professor Sullivan's Astounding Electric Ale - Now with even more Shocking flavour! (Contains 3 servings)*"

Consuming a serving of this ale causes a creature to become poisoned for 1 minute. While poisoned due to this effect, a target gains access to the shocking hands cantrip, and may cast it with a range of 10ft, using the caster's constitution as the spellcasting ability.

DYNAMO GAUNTLETS (RARE)

Equipment: Gloves (Requires Attunement)

These oversized mechanical gauntlets contain a clockwork mechanism powered by springs. A creature wearing these gauntlets may use a bonus action on it's turn to wind the springs, charging the mechanism until the end of their next turn. While charged, the wearer's melee attacks deal an extra 2d6 lightning damage.

ELVEN MISTLETOE BERRIES (RARE)

Consumable: Herb

Snow white berries and a fragrant peppermint aroma signify Elven Mistletoe, also called Cupid's Pearls, from more common varieties of the plant. This powerful herb is often used in love potions and other fey charms.

As an action on your turn you may use these berries to coat the edge of a weapon or up to three pieces of ammunition. The first time an attack with the coated weapon or ammunition hits, the target of the attack must make a wisdom saving throw with a DC of 15. On a failure the target is charmed by the next creature who's eyes they meet, and considers this subject to be the most beautiful and desirable creature they have ever seen. The target remains charmed for up to an hour, or until they are kissed, on the lips, but the subject of their charmed affection.

ENCHANTED BOOK (COMMON)

Wondrous item: Book

This large book appears to go on forever, and seems immune to all normal damage. This book consists of an infinite an infinite number of pages, and is unaffected by fire. Its pages cannot be ripped, soaked or damaged in any way.

FACE IN A JAR (RARE)

Cursed item: Mask (requires attunement)

An old glass jar with a worn tin lid. Inside resides a supple but leathery swath of what appears to be human skin, cut roughly into the approximation of a face. The label on the jar reads: "Eleanor Rigby"

This unseemly mask seems almost eager to be worn, and will mould itself to the wearer's face as if it were a living creature. While wearing this mask, the features of an attuned creature become nondescript, and an aura of anonymity surrounds their person. An attuned creature wearing this mask leaves no tracks or trail and cannot be detected using passive perception. Any checks made to notice an attuned creature wearing this mask are made with disadvantage.

Curse: Once attuned, this mask permanently adheres to the wearer's face, and can only be removed by means of a remove curse spell, or similar magic. While attuned, a creature becomes physically unrecognizable even to their closest friends and family, and suffers disadvantage on all charisma checks and saving throws

FIDDLE OF THE DREADFUL WIND AND RAIN (LEGENDARY)

Wondrous Item: Fiddle (requires attunement)

Carved from the breastbone of a fair drowned maiden, and strung with her long golden hair, this cursed fiddle is only capable of playing a single song. This fiddle has 3 charges which recharge only in the presence of great tragedy. As an action on it's turn, an attuned creature may expend a number of charges to cast one of the following spells:

- One Charge: Sleet Storm
- Two Charges: Control Winds
- Three Charges: Storm of Vengeance

Once a charge has been spent, the user must use each of their turns until the spell ends to continue playing the fiddle. As long as the fiddle is being played, a creature's concentration on the spell cannot be broken. If for any reason the user stops playing the fiddle before the spell's full duration, the spell ends and the user takes necrotic damage equal to $1d12 \times$ the number of rounds remaining in the spell's duration.

GLOVES OF THE MASTER TRADESMAN (VERY RARE)

Equipment: Gloves

While wearing these gloves, An attuned can use it's action to touch a weapon or tool, gaining proficiency with that object for the next 24 hours or until it removes the gloves. This property of the gloves can only be used on a single item or toolkit object at a time, and cannot be used again until the next dawn.

GIANT KILLER'S SLING (VERY RARE)

Equipment: Sling (requires attunement)

This Sling is crafted from carefully woven arcane cloth, and threaded with strands of a giant's beard; it excels at slaying foes much larger than it's wielder. While wielded by an attuned creature, this Sling's magical bonus is equal to the number of size categories larger the wielder's target is than the wielder.

For Example, a when wielded by a small creature, the sling is considered a +1 weapon when targeting medium creatures, and a +2 weapon when targeting large creatures.

GOLDEN CANARY (LEGENDARY)

Wondrous item: Canary (Requires Attunement by a creature of good alignment)

This small bird seems to be made of living gold, and chirps about on your shoulder or cheerfully circles your head. Attuning to this item requires at least a month spent caring for and befriending the bird, after which it quietly whispers it's command word in your ear. Once a month, as an action on their turn, an attuned creature may speak this command word to transform the small golden canary into a young gold dragon for up to an hour. While in this form, the canary is considered an ally, and obeys your verbal commands to the best of it's ability, rolling its own initiative and acting on it's own turn.

The Canary is fickle, and may at any time deem it's owner unworthy, at which point it flies away, never to be seen again.

GREYBEARD CLOAK (COMMON)

Equipment: Cloak (requires attunement)

This weathered cloak is often used by apprentice wizards seeking to appear more wise and experienced. Wearing this cloak with its hood up, causes an attuned creature to instantly grow a large bushy beard, which lasts until the hood is pulled back down again. Pulling the hood up or down requires an action.

HAIRSTRING BOW (RARE)

Weapon: Longbow (requires attunement)

This intricately crafted bow is carved to resemble the face of a beautiful maiden, with long locks of flowing golden hair. While holding it, one can almost hear the laughter of the young woman who's beauty inspired it. While attuned to this item, a proficient wielder may use a their reaction to make an attack with this bow against any creature that moves more than 5 feet towards them.

Additionally, if strung with a strand of hair from a living creature, this bow can be used to fire a spectral arrow which deals no damage, but will lead its wielder to the location of the creature who's hair was used.

HELM OF MADENING LIGHT (VERY RARE)

Equipment: Helm (Requires Attunement by a Hollower)

This inky black helm is hewn from solid obsidian, bears an unsettling coldness as if it almost doesn't exist, while wearing it, the entire world seems to be inverted.

While attuned to this helm, light and shadow become reversed. For the purpose of your class abilities, an attuned creature treats magical light as magical darkness, bright light as nonmagical darkness, nonmagical darkness as bright light, and magical darkness as magical light. In addition, it's abilities which would normally create magical darkness, instead create magical light, and abilities which would manifest as shadowy voids instead manifest as brilliant silhouettes of white.

HERVIG'S PERFECT SHOT (VERY RARE)

Consumable: Ammunition

A strange relic from a time long past but perhaps never to be, this small myrthril device is etched with intricate runes too small to see with the naked eye, and glows a transfixing purple. When fired from a ranged weapon, this projectile will always find it's mark.

This item is a single peice of +1 ammunition. When an attack is made with a ranged weapon using this ammunition and misses, the projectile remains in the air, circling the target and automatically repeats the attack on your turn each round until it hits, or the target dies.

KAZOO OF WONDERS (UNCOMMON)

Wondrous Item: instrument

This rusty metal kazoo is more than it seems. When played by a creature proficient in at least one instrument, this small brass kazoo magically replicates the sound of an entire big-band orchestra, granting advantage on any performance checks that make use of it. When played by a creature that is not proficient in at least one instrument, the kazoo casts the spell Shatter, centered on itself. The creature playing the kazoo automatically fails it's saving throw against this spell.

KETTENBRECHER (LEGENDARY)

Weapon: Zweihander/Greatsword (requires attunement)

Vowing never again to be held in bondage, this enormous sword was forged by a powerful warrior from the prison bars and manacles that once imprisoned him. This blade is a heavy, two handed weapon, and deals 2d8 slashing damage. While wielding this weapon, an attuned creature has advantage on saving throws and checks made to resist the grappled, restrained, paralysed and petrified conditions.

Additionally, This weapon has three charges which recharge whenever the attuned wielder frees another creature from captivity through physical means. When targeted by a spell or magical effect which would apply the restrained, petrified or paralysed conditions, an attuned creature may use it's reaction to expend a charge and contest the spell's attack roll or save dc using an attack roll made with this weapon in place their AC or saving throw. On a success, the spell or effect targets the caster instead.

KISS OF THE ASP'S LIPS (UNCOMMON)

Consumable: Lipstick

A deep shade of burgundy red, this silky liquid is sealed in a small crystalline bottle enwrapped by two silver serpents. The bottle contains enough lipstick for three applications, and it's contents are prized among assassins and poisoners.

Applying this lipstick properly takes roughly a minute and must be done in front of a mirror or reflective surface. Once applied, the lipstick provides it's wearer with an hour of immunity from ingested and contact type poisons, allowing a sensual assassin to safely apply the "kiss of death" upon their target by means of any poison brushed upon their lips or body.

Applying the lipstick incorrectly results in deathly illness, immediately dropping the user to 0 hit points.

KRISSKNIFE (LEGENDARY)

Weapon: Dagger (requires attunement)

Carved from the living diamond tooth of a purple worm, this dagger's edge is honed beyond any other, allowing it to slice through even hardened metals like adamantine with ease. This Dagger deals 1d8 slashing damage when wielded by a proficient user, and ignores the AC bonus granted by armor both magical and mundane. It's blade is in fact so sharp that a creature subject to an attack made using this weapon from a creature they cannot see must make a perception check opposed by the attacker's slight of hand check to recognize that they have been injured at all.

Additionally, the living diamond of this blade bears a unique thirst for blood, sharper and more deadly with each foe it reduces to 0 hit points. After being used to slay 100 creatures of cr 1 or greater, the blade becomes a +1 magic weapon. This bonus increases to +2 after slaying 300 creatures, and +3 after slaying 500. If the dagger is sheathed without being used to draw fresh blood, it crumbles to dust the next time it is unsheathed.



LIFESTEALER'S BLADE (VERY RARE)

Weapon: Dagger (Requires Attunement)

This inky black dagger is hewn from cold obsidian, and bound in what appears to be human skin. Archaic sigils are inscribed into its blade, which emanate a sickly green color when in dim light or darkness. Once to powerful pact blade of an abyssal warlock, the demon who's power flowed through the weapon is long since dead, but the blade itself is still not without some cruel bite.

Damage dealt with this weapon is considered necrotic, and a creature damaged by this blade must succeed on a DC 15 constitution saving throw or have their hit point maximum reduced by the damage dealt. On a critical hit, the DC for this effect becomes 20, and on a failure, an attuned wielder regains the triggering damage in hit points.

This blade is cursed, and attunes to any creature who uses it to draw blood. Once attuned, it cannot be lost or otherwise removed from the attuned creature's possession except by means of a "remove curse" spell or similar magic. A creature attuned to this weapon must succeed on a DC 15 constitution save whenever they regain hit points by spending hit dice. On a failure, the wielder regains no hit points, and the hit dice are consumed.

MASK OF MIRRORED THOUGHTS (VERY RARE)

Wonderous item: (Requires Attunement)

This elegant mask is finely inlaid with thousands of tiny mirrors, and somehow perfectly replicates the face of anyone who sees it.

Once per day while wearing this mask, a creature may use an action on its turn take on the appearance of one person they can see, as per the Alter Self spell. While this effect is active, the user may read and experience the thoughts of the creature they are impersonating as per the Detect Thoughts spell. Charisma is the ability score used to set the saving throw DC for this spell.

MYSTERIOUS BOX (VERY RARE)

Wonderous item: Box

This plain wooden box is about the size of a small chest, and is fitted with two simple iron latches, which can be secured with any standard lock. What resides inside is a complete mystery.

An item placed inside this box is warded from all forms of scrying and divination. While the box is closed, its contents become a complete mystery, even to creatures who have seen them. A person who places an object inside the box and closes it, immediately forgets what was in the box. The boxes contents cannot be determined in any way other than opening the box to look inside, and any specific information about those contents cannot be recalled.

OMNIWRENCH MK6 (RARE)

Equipment: Wrench (requires attunement by a creature proficient in tinker's tools)

Crafted by a diminutive artificer tired of dealing with oversized mechanisms and enemies, This enormous wrench whirrs and clicks with various mechanisms and occasionally arcs with magical energy. This wrench re-sizes itself to fit any nut, bolt, or similar fastener and may be treated as an entire set of tinker's tools.

While attuned to this item, a creature proficient in tinker's tools may wield it as a warhammer. An attuned Creature is considered proficient with this weapon, and may ignore size penalties when using its versatile property.

Additionally, Each time an attack roll with this item scores a critical hit, the wrench gains one charge, up to a maximum of 3. As a bonus action on their turn, an attuned creature may expend 1 charge to supercharge this weapon, causing it to deal an additional 3d6 lightning damage on its next successful hit.

PLATE OF CURSING FUDGE (UNCOMMON)

Consumable: Fudge

This dirty silver platter looks like it has been used to hold machine parts, but the fudge it carries is sinfully delicious. This plate contains 3d4 pieces of delicious fudge which never seems to go bad.

Each piece of fudge restores 1 hit point, and provides enough nourishment to sustain a creature for one day. Consuming a piece of fudge requires a bonus action. When all pieces have been consumed, each creature who consumed the fudge immediately suffers a penalty on charisma and dexterity checks and saving throws equal to the number of pieces they consumed. This effect lasts for 24 hours, or until the effected creature's mouth is washed out with soap.

PILFERED COIN OF THE RAT KING (VERY RARE)

Item: Coin (requires attunement)

This well-worn coin has changed hands more times than any can count, and attracts thieves almost as well as it attracts rats. As an action while attuned to this coin, you may throw it at a point within 20 ft. Roll 1d20. On a 1, you realize the coin has been stolen. Otherwise A swarm of Starving and bloodthirsty rats fills a 10-foot-radius zone, centered on the coin.

When the swarm appears, each creature in its area must make a Constitution save. A creature takes 2d10 piercing damage on a fail, or half on a success. It must also make this saving throw when it enters the Swarms area for the first time or ends its turn there. Corpses within the swarm's area are instantly devoured by the rats.

The Swarm spreads around corners, and lasts for 1 minute, or until all creatures within its area are dead, whichever comes first. Once this coin has been used, it must be recharged by the light of dusk before it can be used again.

PROFESSOR PAPYRUS'S PECULIAR PLANTAIN (COMMON)

Consumable: Fruit

This yellow-green fruit hails from the tropical laboratory of an especially eccentric mage, who's magical mishaps led to all manner of giant and shrunken creatures. Consuming this fruit places a creature under the effects of the spell *Enlarge/Reduce* for up to an hour while the fruit makes it's way through the creature's digestive tract. Roll 1d20 to determine the result as follows:

- On a 1, the fruit's magic fails to take effect, and the creature's size remains unchanged.
- On a 2-10, the creature's size is reduced.
- On a 11-29, the creature's size is enlarged.
- On a 20, the creature's size changes in whichever way would be most advantageous in it's current circumstance.

THE RAD-BAT™ (VERY RARE)

Weapon: Greatclub (requires attunement)

A large wooden timber covered with hap-hazard electronics and pulsating holy symbols, this fusion of godly artefacts and back-ally engineering is unstable at best.

Setting	Damage
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12

This heretical greatclub deals can be tuned by means of a dial on it's haft to deal additional radiant damage: the higher the damage dealt, the more likely the wielder is to take damage as well. Each time an attack with this weapon hits, roll 1d6. On a result less than or equal tot he club's current setting, the wielder takes necrotic damage equal to the radiant damage dealt.

RING OF FINAL DESTINATIONS (LEGENDARY)

Equipment: Ring (requires attunement)

This Cursed ebony ring bears a silver inlay of the visage of death itself. When first attuned to a new creature, the ring gains a random number of charges. The number of charges is known only to the DM.

While attuned to this ring, if any event (such as an attack, failed save or otherwise) would result in your unnatural death, and the ring has charges remaining, one of these charges is automatically spent, and your death is averted by an absurdly strange or unlikely chain of events. When the ring's charges are fully expended, It's silver inlay turns black, and you suffer the following effect:

- Any time you roll a critical failure, you are immediately reduced to 0 hit points by a convoluted chain of events and happenstance, as determined by the DM.

This effect lasts until removed by a *Wish* spell or similar magic, or until a different creature attuned to the ring triggers the same effect.

RING OF HOARDING (RARE)

Equipment: Ring (requires attunement)

This oversized gold ring has a large seal imprinted in dwarven runes. The seal can be opened, revealing a coin-sized portal to a pocket dimension that can safely store an infinite amount of money. The portal will spit out anything placed into it that is not a coin or currency.

While wearing this ring, an attuned creature can use an action to open the seal and empty all of the treasure that has been stored within. The contents of the pocket dimension are spilled in a 10 foot radius around you.

Curse: Attuning to this ring applies a curse which can only be removed by means of a *remove curse* spell or similar magic. While a creatures is cursed in this way, the ring cannot be removed, and feels compelled to restore any coins that are emptied from it's holding.

When the ring is emptied of its treasure, an attuned creature must make a DC 20 *Wisdom* saving throw. On a failed save, it drops anything it was holding and must spend each of it's actions restoring at back inside the ring at a rate of 6 coins per round.

The creature may repeat this save at the start of each of it's turns, and on a success is immune to this effect until the ring is emptied again. Otherwise, this effect lasts until all of the remaining coins are taken, lost or restored back inside the ring.

RING OF THE ARCHITECT (RARE)

Equipment: Ring (requires attunement by spellcaster)

This intricately crafted ring clicks and clacks like the ticking of a clock, and glows with brilliant blue runes while attuned.

The ring contains 3 charges, which recharge at a rate of 1 charge per long rest. As a bonus action when you cast a spell which targets an area, you may expend one charge to reshape the area of the spell's effect in one of the following ways:

- You may enlarge one dimension of a cube, sphere, or cylinder by 5ft
- You may change the spell's area of effect from a line to a cone or a cone to a line with the same total area
- You may exclude a number of creatures or targets equal to your spellcasting modifier from the spell's area of effect.

RUCKSACK OF PRESERVATION (COMMON)

Wondrous Item: pack

This canvas pack ties neatly with a piece of magical twine, perfectly preserving food and drink wrapped within it.

This pack can hold up to 10 lbs, worth of food or other perishables. Any organic material stored within the pack is protected from rot and decay, and remains perfectly preserved until the pack is opened.

SADDLE OF UNDEATH (VERY RARE)

Wondrous item: Saddle

This well-worn saddle bears a faint but undeathly glow, and constantly swirls with flies and the scent of decay.

This saddle can be attached to the corpse of a Large or smaller beast, reanimating it as an undead mount under your control. The beast's creature type becomes undead and its Intelligence, Wisdom and Charisma scores decrease by 2 to a minimum of 1, while its Constitution score increases by 2 to a maximum of 20. Its hit points also increase to reflect this. The creature gains darkvision to a range of 60 feet and becomes immune to poison damage and the poisoned condition. If the corpse was reduced to only skeletal remains before the saddle was attached to it, the creature gains vulnerability to bludgeoning damage.

In addition, if the beast receives damage that reduces it to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the beast drops to 1 hit point instead. This ability fails to trigger if the damage taken is radiant or from a critical hit.

The reanimated creature is friendly to you and your companions, and understands and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

Only one creature at a time may be reanimated using the saddle, and removing the saddle immediately restores the creature to its former state as a corpse. Once the saddle is used to reanimate a creature, it cannot be used again until the next dawn.

SCEPTRE OF CELESTIAL DREAMS (LEGENDARY)

Equipment: Rod (Requires Attunement)

An ivory sceptre topped with a jewelled heart and trimmed with luminous gold, this powerful artifact shimmers brilliantly under the night of the moon. While attuned to this item, you have advantage on persuasion checks and charisma saving throws. This Sceptre has 3 charges, which recharge only after a great act of kindness or sacrifice. As an action on their turn, an attuned creature can use this sceptre to cast one of the following spells:

- 1 Charge: Major Image, at its lowest level
- 2 Charges: Dream
- 3 Charges: Wish

If the number of charges remaining in the sceptre ever reaches 0, the sceptre is destroyed

SCEPTRE OF CELESTIAL NIGHTMARES (LEGENDARY)

Equipment: Rod (Requires Attunement)

An ebony sceptre topped with a pulsating heart and trimmed with flowing shadows, this powerful artifact almost seems to cry out in pain under the light of the moon. While attuned to this item, you have advantage on intimidation checks and charisma saving throws. This Sceptre has 3 charges, which recharge only after a great act of kindness or sacrifice. As an action on their turn, an attuned creature can use this sceptre to cast one of the following spells:

- 1 Charge: Fear, at its lowest level
- 2 Charges: Dream
- 3 Charges: Weird

If the number of charges remaining in the sceptre ever reaches 0, the sceptre is destroyed

SEVEN SILVER BELLS (VERY RARE)

Wondrous item: Bells

These seven silver bells are attached to a decorative leather strap, and each produce a unique but harmonious tone that seems to echo in the air like joyous laughter.

As an action on their turn, a creature can ring these bells to summon an enchanted Reindeer to aid or carry them along their journey. This Reindeer uses the statistics of a Giant Elk (monster manual pg 325) but gains a fly speed of 60 ft, and its size is reduced to large. The reindeer is considered an ally and obeys verbal commands from user of the bells, but will refuse take the life of any living creature.

Each time these bells are used, one of the 7 bells fades away into a silvery snow. When all 7 bells are gone, the leather strap disappears as well. If by some ill will, the summoned Reindeer is slain by its summoner or their allies, all remaining bells immediately ring out discordantly and disappear, summoning an Angel (monster manual pg 325-327) of appropriate power to punish the offender through divine might.

SHIELD OF PRINCIPALITIES (VERY RARE)

Equipment: Shield (requires attunement by a paladin)

This Golden shield is cast with holy symbols and bears in inscription on the back which glows brighter each time the shield is struck. The inscription reads:

"Put on the Armor of God, for we do not wrestle against flesh and blood, against principalities, against darkness and wickedness itself, even within the most heavenly of places."

While attuned to this shield, a creature has advantage on saving throws made against magical effects. In addition, each time the armor bonus granted by this shield causes an attack to miss, the shield gains one charge, up to a maximum of 3. Once between short rests, as a reaction when an attuned creature or its ally would be hit by spell attack, the attuned creature may expend a charge to cast *Shield* without expending a spell slot, the target of this spell is the creature who would be hit by the attack.

SHRODINGER ROUNDS (VERY RARE)

Consumable: Ammunition

A weathered wooden box about the size of a large book. Most of the label is too worn to make out, but the partial phrase "Shrodinger's Impossible..." is still visible.

This box contains ammunition of indeterminate type. The nature of this ammunition cannot be sensed, divined or detected by any means other than opening the box. Opening the box for the first time reveals between 1 and 100 rounds of whatever ammunition would be most useful at the time, as determined by the DM. This ammunition may be anything, ranging from silver bullets or arrows of pure light to large scale explosive rounds capable of destroying entire cities, and is not limited by the physical size of the box, although it always fits into the box despite any apparent paradoxes. Once the box has been opened for the first time, the type and amount of ammunition is permanently determined, and will remain the same even if the box is opened under different circumstances.

SPELLBLADE (VERY RARE)

Equipment: Rod (requires attunement by spellcaster)

This item appears to the untrained eye to be a masterfully crafted mythril rod inlaid with a number of nearly flawless diamonds, and is capable of projecting a blade of pure energy, which functions as a longsword word with which an attuned creature is considered proficient. This Sword deals force damage instead of the slashing damage normally dealt by a longsword, and may be activated or deactivated as if sheathing a weapon. As a bonus action once per short rest, an attuned creature may expend one spell slot of 1st level or higher to empower the blade with additional magic, causing it to deal an additional 1d4 force damage for each level of the spell slot expended until the beginning of the next short rest.

Additionally, when a creature who has been attuned to this item for more than a week uses a bonus action to empower it, they may choose to change the sword's damage type to match the damage type of any spell they are capable of casting.

STAFF OF THE CLASS 2 LEVER (RARE)

Rarity: Very Rare

Weapon: QuarterStaff (requires attunement)

This mundane-looking rod of iron makes a surprisingly useful arcane focus, and excels at multiplying force. This Staff contains 4 charges which can be spent in the following ways

- When you cast a spell who's effects include forced movement, you may choose to expend one charge contained in the staff to double the distance of this movement
- When you cast a spell or cantrip which deals force damage, you may expend 2 charges to double the amount of this damage.

The staff regains 1d4 charges at the end of a long rest.

THE OMINOMICON (VERY RARE)

Arcane Focus: Tome (requires attunement)

This pale tome is bound in the skin of a slain Illithid, who's lamprey like maw still graces the cover, and it's pages swirl with strange recipes and images that bend and stretch the mind. This book is considered a +1 arcane focus, and spells cast through it are accompanied by implacably delicious scents.

In addition, This book has 3 charges which can be used to cast the spell Hero's Feast as a ritual. The feast created by this spell takes the form of strange and alien dishes, but is implacably delicious to anyone who consumes it. Once expended these charges can only be restored by feeding the book meat from an aberrant creature.

VIOLA BOW (VERY RARE)

Weapon: Bow (requires attunement by a bard)

This elegant mahogany bow is strung taught with magical silver string, and produces beautiful song with every arrow loosed. This bow is considered a musical instrument and may be used as an arcane focus. While attuned to this weapon, a creature is considered proficient in it's use.

Additionally, each time an attuned creature uses their bardic inspiration feature, the bow gains one charge. As a reaction when casting a spell, an attuned creature may spend a number of charges equal to the level of the spell to fire the spell from the bow as if it were an arrow. Make an attack roll as if firing an arrow. On a hit, the spell activates, using the target's location as it's point of origin.

WEAPON OF SHIFTING CHAOS (LEGENDARY)

Weapon: Any (requires attunement)

This +3 weapon is made of an unearthly material that seems to almost writhe in the hands of it's wielder, taking a myriad of shapes at a moment's notice. When an attuned creature critically hits with an attack roll using this weapon, they must immediately roll on the wild surge table (players handbook pg 104) unleashing a random magical effect. When an attuned wielder critically fails on an attack roll with this weapon, the weapon changes form, becoming a random simple or martial weapon, as determined by the DM.

WHIP OF THE ROSEVINE (RARE)

Weapon: Whip (Requires Attunement)

This elegant whip is braided together out of thorny rose vines, and bears a number of brilliant red flowers at it's hilt. This whip has three charges which refill after spending 8 hours in natural sunlight. As an action on it's turn the wielder may use this whip to cast Charm Person as a 1st level spell, with a range of 10ft. Charisma is the ability score used to set the saving throw DC for this spell.

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<http://www.annestokes.com/>
(seriously, I see this image all over on all sorts of merch, and no one ever credits her.)

Krisknife - Michael Manomivibul

<https://www.mikemanoart.com/>

ITEMS BY CREATOR

COCO'S HOMEBREW

Antimagic Shackles
Armour of Gluttony
Boots of Climbing
Greybeard Cloak
Cloak of Ooze
Enchanted Book
Gloves of the Master Tradesman
Ring of Hoarding
Saddle of Undeath
Armour of the gelatinous Cube
Blade of Detection

CLOCKWORK DRAGON

Archimedes Sling
Architect's Bow
Belt of Arcane Reserve
Belt of Kameha
Blade of Traitor's Bile
Bow of Phantoms
Camera of Fatal Frames
Cannon of Ship Sinking
Cask of Time
Circlet of the Amazon
Cloak of the Forest Sage
Clockwork Dragonling
Collector's Carpetbag
The Colt
Deck of the Acursed Gambler
Dr. Professor Sullivan's Astounding Electric Ale
Dynamo Gauntlets
Elven Mistletoe Berries
Enchanted Book
Face in a Jar
Fiddle of the Dreadful Wind and Rain
Giant Killer's Sling
Golden Canary
Greybeard Cloak
Hairstring Bow
Helm of Maddening Light
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Sceptre of Celestial Dreams
Sceptre of Celestial Nightmares
Seven Silver Bells
Shield of Principalities
Shrodinger Rounds
Spellblade
Staff of the Class 2 Lever
The Ominomicon
Viola Bow
Weapon of Shifting Chaos
Whip of the Rosevine