

AUTUMN'S ARMOURY



A COLLECTION OF
FALL ITEMS

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WEAPONS

CONKER FLAIL

Weapon (Flail), Rare, 80 gp

A conker on a bit of rope. While it looks like it would be good to play a game with, it doesn't make for the most imposing weapon.

Does an extra 1d4 bludgeoning damage per hit.

SHATTERING CONKER FLAIL

Weapon (Flail), Very Rare, 200gp

Several conkers tied to a string. All of the conkers are cracked and the whole thing reeks of vinegar.

On a successful hit, everyone within 10ft must make a Dexterity Saving Throw (DC12) to avoid the shards. On a failed save, they take 1d10 piercing damage.

The Shattering Conker Flail is destroyed when it shatters.

EXPLODING CONKER FLAIL

Weapon (Flail), Very Rare, 500gp

Several conkers tied to a string. Both the conkers and the rope are glowing with a faint blue light.

On a successful hit, everyone within 20ft must make a Dexterity Saving Throw (DC14) to avoid the explosion. On a failed save, they take 2d8 force damage.

The Exploding Conker Flail is destroyed in the explosion.

PUMPKIN HAMMER

Weapon (Warhammer), Rare, 500gp

A large metal pole with a Jack O' Lantern attached to the one end. The sinister face of the lantern is constantly billowing smoke and the whole pumpkin seems to glow with a faint ethereal light.

On a successful hit, the Pumpkin Hammer does an extra 1d6 Necrotic damage.

PUMPKIN ARROWS

Weapon (Arrows), Common, 20gp

A very normal looking arrow with a pumpkin stuck over the arrowhead.

Any bow that fires a Pumpkin Arrow does bludgeoning damage rather than piercing damage.

SWEET SLASHER

Weapon (Longsword), Legendary, 2000gp

At first glance, this sword seems to be made out of various confections. It is, however, made out of ornately forged metal, making it deceptively effective

Any creature killed by the Sweet Slasher turns into enough sweets to feed one person for one day.

JACK O' ARROWS

Weapon (Arrows), Rare, 50gp

A thin wooden arrow with a small Jack O' Lantern where the arrowhead usually is. The Jack O' Lantern makes a soft sloshing noise when shaken

On a successful hit, the Jack O' Lantern starts to spew smoke. Everyone within 10ft of the target must make a Constitution Saving Throw (DC13). On a failed save, they become Frightened for 2 turns.

Once the smoke has been emitted the Jack O' Arrow crumbles to dust.

BAT BAT

Weapon (Club), Rare, 300gp

This wooden club has a pair of wings attached to the handle. They seem to flap now and again, even when the club isn't being held.

When held this bat gives the user Darkvision out to a range of 60 feet. On hit, it does an extra 1d6 bludgeoning damage.



CORNED CANDY AXE

Weapon (Great Axe), Rare, 800gp

A large ax with a thick oak handle. However, rather than a metal blade, it has a yellow, orange, and white spike on the end that seems to be made from hardened sugar

The Corned Candy Axe does an extra 2d6 slashing damage.

SWEET ARROW

Weapon (Arrow), Rare, 30gp

An arrow that looks like it is made out of chocolate.

Anything killed by a Sweet Arrow will instantly turn into enough candy to feed one person for one day.

FALL LEAF ARROW

Weapon (Arrow), Rare, 80gp

An arrow with several brown leaves embedded in its shaft. Despite looking old, the leaves are very strong and even the strongest hands struggle to bend them.

On a successful hit, the Fall Leaf Arrow causes a spinning vortex of leaves to form around the target. This vortex gives the target disadvantage on all ranged attack rolls and saving throws until the end of their next turn.

ARMOR AND CLOTHES

GARB OF THE HEADLESS RIDER

Armor (Any), Legendary, 2500gp, (Requires Attunement)

A set of ornately crafted armor that is fit for a noble. It has been modified to give the wearer increased stability when riding horses.

This armor gives the wearer +2 AC as well as advantage on Animal Handling checks involving horses.

While wearing this armor, the user may painlessly remove their head and use it to make a ranged attack against any creature within 30ft.

On a hit, the head does 3d8 Necrotic damage. This can not be repeated (nor can the armor be removed) until the user goes within 5ft of their head and spends a turn reattaching it.

SCARY MASK

Wondrous Item, Rare, 400gp

A mask that is designed to look like an evil demon. Even glancing at it sends a shudder up your spine.

Once per day you may use a bonus action to put the mask on. Anyone able to see it must make a Constitution saving throw (DC14). On a failed save, the victim becomes Frightened for 2 turns.

Once the mask is put on, it can not be removed for 1d8 hours. While wearing the mask, you have a disadvantage on Charisma rolls.

PUMPKIN GAUNTLETS

Wondrous Item, Rare, 200gp

Two large Pumpkins with holes in the bottom. The holes seem to alter in size depending on who is holding them. Despite looking delicious the pumpkins seem oddly hard

When worn, the user is unable to wield weapons and they have disadvantage on Charisma checks as well as Dexterity saving throws. However, unarmed strikes do an extra 2d8 Necrotic damage.

To remove the gauntlets the user must make a Dexterity saving throw (DC13). On a failed save the gauntlets remain on and the user must wait 1d8 hours before they can attempt to remove them again.



MASK OF THE SLASHER

Wondrous Item, Legendary, 3000gp

An off-white wooden mask with two eye holes roughly carved into it. It gives off a worrying aura and you can swear you can hear it whispering to you.

A user may use a bonus action to put on the mask. While wearing the mask the user has advantage on all Strength checks and Strength saving throws. The wearer also gets +4 to hit on all melee attack rolls.

At the start of every turn, the wearer must make a Constitution saving throw (DC17). On a failed save, the mask takes control of the wearer, sending them into a blind rage.

Once they have lost control the wearer must use their turns to attack the nearest person or creature regardless of their allegiance.

At the start of every turn after losing control, the wearer may make a Constitution saving throw (DC16).

On a successful save, the wearer can regain control and rip the mask off.

FAKE FANGS

Wondrous Item, Rare, 100gp

A pair of fake fangs that slip over normal teeth. Despite being obviously fake they are obscenely sharp and can easily pierce flesh

While wearing these fangs, the user may use them to bite people. They have a range of 5ft and do 1d8 piercing damage.

Whenever the user does damage with the fangs, they heal hit points equal to the damage dealt.

NECK BOLTS

Wondrous Item, Rare, 300gp

A pair of thick metal bolts that seem to be covered in gore. They spark when held close to metal

While wearing these bolts the user is immune to Lightning damage. If attacked with Lightning damage, the user will heal hit points equal to the damage dealt.

WANDS

WAND OF THE PUMPKIN PATCH

Wand, Rare, 250gp

A long wooden staff with small, jolly pumpkins carved into it.

This wand has 2 charges.

The user may expend a charge to fire the wand at anyone within 50ft. A 10ft wide pumpkin patch instantly sprouts around the target.

The pumpkin patch counts as difficult terrain and anyone who starts their turn within the patch must make a Dexterity saving throw (DC13) or become Restrained by the vines for one turn.

The pumpkin patch remains for 1d4 hours.

To regain the charges the wand must be left inside a freshly picked pumpkin for one night.

WAND OF BATS

Wand, Rare, 800gp

A long wooden wand with thick leathery wings sitting at the hilt. The top has a fang embedded into it.

This wand has 1 charge.

The user may expend the charge and point to any location within 50ft. A swarm of bats will instantly appear and swarm around that location, creating a 5ft wide cloud.

This swarm counts as difficult terrain and any creature that ends its turn within the cloud takes 2d8 piercing damage.

After 3 minutes the bats will disperse. To regain charges, this wand must be fully immersed in blood for 8 hours.



ITEMS

TERROR TURNIP

Wondrous Item, Rare, 400gp

This small rotten turnip has a scared face carved into it. It smells heavily of decay, suggesting it is older than it looks.

The user may use a bonus action to rip the Terror Turnip open. Upon doing so the Turnip casts *Fear* in the direction the user is currently facing.

Once the spell is over, the Terror Turnip rots away to nothing.

PARTY PAIL

Wondrous Item, Legendary, 900gp

A deep metal pail that resembles a Jack O' Lantern. Despite being made of metal it is oddly light and could easily be carried by a child

Once per day, someone may reach into the Pail and pull out enough food and drink to feed 5 people for one day. This food also comes with various party decorations, including table cloths, bunting and small fireworks.

PUMPKIN SPICE POUCH

Wondrous Item, Common, 50gp

A dark orange powder that smells heavily of cinnamon. Just sniffing it is enough to make your mouth water

Any edible object can be covered in this powder. When the object is eaten, the person eating it regains 2d8 hit points.

SOUL CAKE

Wondrous Item, Common, 100gp

A small, stale cake. It seems to have fruit inside it as well as various spices. However, it does not look very appetizing

Consuming this cake gives the user advantage on attack rolls against Fiends for 1 hour



PERSONAL CORNUCOPIA

Wondrous Item, Legendary, 600gp

A large curved horn that is open at one end. It smells heavily of vegetables and herbs

At dawn, the Cornucopia produces enough food to feed one person for one day.

FIEND OFFERING

Wondrous Item, Rare, 500gp

A small plate covered in strange elixirs that seem to boil and fizz. The whole collection emits a strange smell that makes you feel lightheaded after a few seconds in its presence

The user may use a bonus action to place the Fiend Offering on the ground. Any Fiend within 50ft must make a Constitution saving throw (DC17).

On a failed save the Fiend must make a Dash action and move towards the offering on each of its turns

Once the Fiend is within 5ft of the offering it may make a Constitution Saving Throw (DC15) at the start of its turns. On a successful save, the Fiend is free to move away from the Fiend Offering.

Once all of the Fiends are free from the effects of the Fiend Offering. The Offering vanishes in a puff of smoke.

NASTY LUCK KITTY

Wondrous Item, Rare, 400gp

A small stuffed toy that resembles a Black Cat. It is quite tatty and seems to radiate dark energy

The user may use a bonus action to place the Cat next to a door. Anyone who passes through that door within the next hour will have disadvantage on all Saving Throws for the next 1d4 hours.

Once the hour is over, the cat will mysteriously vanish.

POISON PAIL

Wondrous Item, Rare, 200gp

A metal pail with a Jack O' Lantern face carved into it. There seems to be a warning carved into the back, but it has been eroded over time so you can't make it out. The pail is full of candies of various colors and shapes.

Once per day the user may use a bonus action to reach into the pail and eat one of the candies. Roll 1d20, on an even result the user heals 2d8 HP. On an odd result, the user becomes Poisoned for 3 hours.

QUEIMADA

Wondrous Item, Common, 80gp

A bright orange pumpkin filled with wine. This wine is mixed with various herbs, giving it a unique taste.

Drinking the wine casts *Protection From Evil And Good* on the person who drinks it.

HAZELNUT RITUAL

Wondrous Item, Rare, 100gp

A small hazelnut that has been soaked in a special ritual potion that makes it sticky to the touch.

The user may spend 1 hour carving a name into the Hazelnut.

After this, the user may use a bonus action to destroy the Hazelnut. The person named on the hazelnut instantly heals 2d6 hit points.

WILLFUL WHISP

Wonderous Item, Rare, 200gp

A small ball of purple light that seems to dance and flit around the jar it is stored in.

The user may use a bonus action to break the jar open.

Everyone within 15ft must make a Constitution saving throw (DC14) or become Stunned for 3 turns.

Once these three turns are up, the whisp vanishes.

BEANS OF THE DEAD

Wonderous Item, Rare, 100gp

A small dried bean. It is very hard to the touch and strangely cold.

When consumed, the bean casts *Comprehend Languages* on the person eating it.

GHOST BELL

Wondrous Item, Rare, 150gp

A small golden handbell. However, rather than ringing it emits a low wail whenever it is shaken.

Once per day, the user may ring the bell. Everyone who hears the bell must make a Constitution saving throw (DC13).

On a failed save, the victim becomes Frightened for 2 turns.

NIGHT CANDLE

Wondrous Item, Rare, 80gp

A long candle made out of black wax. It makes your hand tingle when you touch it.

When lit this candle makes the 30ft surrounding it dark, making it impossible to see without Darkvision.

Once lit the candle can burn for 1d6 hours before it melts away to nothing.

SARCASTIC SKULL

Wondrous Item, Legendary, 500gp

A dirty and decayed skull that seems to be constantly talking. It says it was a Jester when it was alive, but you're not sure if you believe it.

Once per day someone may hold the skull aloft. The Skull casts *Vicious Mockery* at 11th level on everyone within 20ft.

The Skull's spell save is DC15.

HAUNTED HEAD

Wondrous Item, Rare, 400gp

A large pumpkin with a sad face carved into it.

The user may throw the Haunted Head at one enemy within 50ft. The enemy must make a Dexterity saving throw (DC14).

On a failed save the Pumpkin envelops the head of the victim. They take 1d8 necrotic damage and are Blinded for 3 turns.

On a successful save or, once the three turns are up, the Haunted Head collapses into dust.

POPPING PUMPKIN

Wondrous Item, Rare, 200gp

A small pumpkin with a smug face carved into it. It seems to shimmer in the light and it emits a small hissing sound when shaken.

The user may use a bonus action to shake the Popping Pumpkin and place it on the ground.

After 1d4 turns the Popping Pumpkin will explode, dealing 2d6 Force damage to anyone within 20ft and an extra 1d6 Necrotic damage to anyone within 10ft.

This destroys the Popping Pumpkin.

**TRICKS AND TREATS
FIT FOR THE SEASON!**

**A COLLECTION OF ITEMS
THEMED AROUND THE
FALL AND ALL ITS
FESTIVALS.**

