

WALROCK HOMEBREW

PATREON:
TREASURES OF
HALLOW'S EVE



FIFTH EDITION

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TREASURES OF HALLOW'S EVE

ADDITIONAL ITEM OPTIONS

Autumn finds itself in many cultures as both a time of plenty, and a time of fear. Though the harvest comes in and brings with it rejoicing and festival, all know the purpose of the bounty they reap. The dark times, the cold times, the dying season of winter lurks just around the corner. It is only natural to fear its approach, and that one's preparations may not be enough to stave off the threats of frostbite and starvation.

In most settings with a harsh winter, a holiday equivalent to Halloween or Samhain exists. In Faerûn, the Feast of the Moon (also called Moonfest) marks the beginning of winter, and is a time of reverence for death and to remember one's ancestors. In Eberron, the citizenry hold revels and riots on Wildnight, a festival of unhindered emotion sacred to the Fury.

Included in this supplement are a collection of magical items thematically appropriate for the days of fear, emotion, and mourning that coincide with autumn.

BAG OF TREATS

Wondrous item, common

This unassuming paper satchel has an irreverent face drawn onto the side. Each day at dawn, the bag fills with $1d10 + 5$ additional pieces of candy, which are randomly determined when they are removed from the bag. While the bag holds 25 or more pieces of candy, it will not generate any more.

When removing candy from the bag, roll on the following list to determine the candy's type. Candy from this bag has no nutritional value, but is still usually enjoyable.

d10	Candy	d10	Candy
1	Saltwater taffy	6	Chocolate truffle
2	Lollipop	7	Lemon drop
3	Bubble gum	8	Gummy owlbear
4	Peppermint	9	Rock candy
5	Black licorice	10	Jawbreaker

PATREON BACKER EXCLUSIVE

The additional item options included here are compiled as an exclusive feature for our Patreon backers of Elite (\$10/mo.) level and above.

Thanks very much for your continuing support! Your donations are greatly appreciated, as they make it possible to keep producing content for Walrock Homebrew.

BONE XYLOPHONE

Wondrous item, rare

This xylophone is constructed out of a ribcage and two femurs, and can only be used by a creature proficient with at least one percussion instrument. This xylophone is a musical instrument, and can function as a focus for bard spells.

As an action, a creature holding this xylophone can play it and target one undead creature within 60 feet. The target must make a Charisma saving throw against a DC of 14. If it fails, it begins dancing uncontrollably until the end of its next turn, reducing any movement speeds to 0 and becoming unable to use reactions. A creature that succeeds this saving throw cannot be subject to it again for 24 hours.

BROOM OF WITCHCRAFT

Wondrous item, legendary (requires attunement by a witch)

Crafted from a twig of Yggdrasil, the World Tree, this broom is one of the first flying brooms ever crafted by ancient witches in a time when magic was still young. Superficially, this broom resembles a *broom of flying*, and has all the same properties except where otherwise noted. Unattuned creatures can still use this item as if it were a *broom of flying*.

If a witch attunes to this broom and designates it as their witch's broom (with the Enchant Broom feature), it reveals its true nature. This broom then has a flying speed of 200 feet, can effortlessly carry 600 lbs, and can travel and return by itself from a distance of 100 miles.

Creatures riding an attuned broom cannot be the target of opportunity attacks, and have advantage on Dexterity saving throws. If a creature attuned to and riding this broom is the target of an attack, the creature can use a reaction to move up to 50 feet, forcing the attacker to choose a new target for their attack if the attuned creature is out of range.

The broom can also be commanded to do various mundane tasks by the creature it is attuned to, and functions similar to a servant conjured by the *unseen servant* spell when doing so.



COSTUMING MASK

Wondrous item, common

When a creature puts on this plain, unadorned wooden mask, that creature can use a bonus action to cause the mask to magically manifest their choice one of five costumes. The costumes dissipate when the mask is removed, or when the creature uses another bonus action to do so. Each of these masks comes with a preset selection of costumes, and a creature instinctively knows the costumes available when it touches the mask.

Costumes created by this mask are more theatrical than they are convincing, and tend to employ linen cloth, poorly-painted wood, and similar materials in their design. As such, a creature wearing a goblin costume made by this mask would be far more likely to blend in with a troupe of stage performers than with a cohort of actual goblins.

Your DM can select which costumes the mask has available, or they can roll for them on the following list:

d20	Costumes	d20	Costumes
1	Balor	11	Knight
2	Beholder	12	Kobold
3	Bugbear	13	Lich
4	Dragon	14	Noble
5	Dragonborn	15	Owlbear
6	Dwarf	16	Rakshasa
7	Ghost	17	Skeleton
8	Gnoll	18	Thief
9	Goblin	19	Wizard
10	Hag	20	Zombie

GHOST CANDLE

Wondrous item, uncommon

A pale candle the color of bone. When lit, it burns with a green flame.

After an hour, a lit *ghost candle* attracts 1d4 lingering spirits in the area, who may have died within a mile of the candle or otherwise have some emotional connection to the location. The creature who lit the *ghost candle* can choose one of these spirits and can ask that spirit up to five questions, as if it was affected by the spell *speak with dead*.

The candle can be lit 4 times before running out of substance, destroying itself an hour after the fourth time it is lit.

HARVEST SCYTHE

Weapon (scythe), rare (requires attunement)

A long, rusted scythe that nevertheless holds a keen edge, set into a dark oak haft. This scythe also counts as both an arcane focus and a druidic focus for any creature holding it.

The first time a creature holding the scythe hits with an attack on its turn against a target not immune to being frightened, that target must make a Wisdom saving throw against a DC of 13. On a failure, the target becomes frightened of the creature holding the scythe. On a success, the target is immune to this effect for 24 hours.

This scythe has 3 charges. A creature attuned to this scythe can expend one of these charges and an action to cast the *fear* spell, using 13 for the spell save DC. Every day at dawn, the scythe regains 1 charge.

Rules for scythes as weapons are located in the *Expanded and Exotic Weapons* supplement, found on the DM's Guild.

HORSEMAN'S BRIDLE

Wondrous item, rare

This bridle of burnt, blackened leather carries a slight stench of sulfur.

When placed on a mundane horse, pony, donkey, mule, or similar, a creature riding that mount can speak a command word. Doing so transforms that mount into a nightmare (*Monster Manual*, page 235) for up to 1 hour, or until the command word is spoken by the mount's rider again.

The nightmare retains its previous form's disposition to its rider and their allies. This item can only be used once each day, and regains its usage at dawn.

JACK'S LANTERN

Wondrous item, very rare

This hollowed pumpkin has a wicked face etched into the side, and is immune to decay.

If a mundane candle is lit and placed inside this lantern, the lantern casts bright light out in a radius of 30 feet, and dim light 30 feet beyond that. A mundane candle inside the lantern never burns out over time, though it can be snuffed by normal means. Invisible creatures within the radius of bright light cast by this lantern are rendered visible.

This lantern has one charge that can be expended by lighting a candle in the lantern and leaving it in one location for 24 hours. Doing so casts the *hallow* spell in that location, with specifics decided by the creature that lit the candle. The lantern regains its charge after 30 days.



MURDEROUS KNIFE

Weapon (dagger), rare (requires attunement)

This gleaming blade shines flawlessly, always as if it was catching the light of the moon. While attuned, the dagger grants a +2 bonus to attack and damage rolls made with it. The attuned creature increases their movement speed by 10 feet and their hit point maximum by 10.

Curse. A creature attuned to this dagger becomes affected by its curse, and is unable to drop, let go of, or throw the dagger, or break attunement to it, without first being the target of a *remove curse* spell or similar magic.

A creature attuned to this dagger must kill a humanoid every 24 hours. For every 24 hours the attuned creature fails to do so, its hit point maximum decreases by 5. If the creature's hit point maximum reaches 0 or below, the creature dies, and the dagger consumes its soul. Killing a humanoid with this dagger restores the attuned creature's hit point maximum to its original value, including the increase to the hit point maximum granted by this dagger.

MURDEROUS MASK

Wondrous item, rare (requires attunement)

This simple, white mask is either twisted into a horrific expression, utterly placid, or devoid of any facial features altogether. When an attuned creature wears this mask and rolls initiative, that creature gains 15 temporary hit points and can choose two types of damage to gain resistance to. Both these benefits last for up to one minute, or until the mask is removed.

Further, an attuned creature wearing the mask can use an action on its turn to gain the benefits of the *freedom of movement* spell until the end of the creature's next turn. This benefit can only be used once each day, and regains its usage at dawn.

Curse. Once a creature has attuned to this mask and willingly put it on, they will not willingly remove it or break attunement to it. The mask can be forcibly removed by other creatures, but the attuned creature's bond becomes "I must recover and wear my mask" until they are once again wearing the mask.

While a creature wears this mask, they no longer experience emotions as most other creatures do, other than a sadistic thrill at taking the life of another creature. A creature wearing the mask can still appreciate the utility that having companions offers, but cannot value friendship and holds no true loyalty.

Finally, a creature wearing this mask is immune to the *remove curse* spell. In order to break this curse and attunement to this item, a creature wearing this mask must first have it forcibly removed, and then have the *remove curse* spell or similar magic cast targeting them.

PUMPKIN BOMB BAG

Wondrous item, rare (requires attunement)

A worn leather satchel with a frightening face embossed into the side. Each day at dawn, this bag fills with 1d4 + 1 pumpkin bombs, which will not replenish in this way if five or more bombs created by this bag exist. Each of these bombs resembles a small, hand-sized carved pumpkin, which explode in a torrent of green flames when thrown at a surface with force.

A creature holding a pumpkin bomb can throw it by taking the Use an Object action on their turn, selecting a point that creature can see within 60 feet. Each creature within a 5 foot radius of that point must make a Dexterity

saving throw with a DC of 13. On a failure, a creature in this radius takes 3d8 fire damage and 3d8 necrotic damage, or half this damage on a success. If this damage reduces a creature that failed this save to 0 hit points or fewer, they disintegrate instantly, as if affected by the *disintegrate* spell.

CREDITS:

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