

# CLOCKWORK DRAGON'S HOARD OF INTERESTING ITEMS

## SHIELD OF PRINCIPALITIES

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. As once between short rests, a reaction when you or an ally would be hit by spell attack, you 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.

## OMNIWRENCH MK6

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 oversized 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. 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 it's 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 your turn, you may expend 1 charge to supercharge this weapon, causing it to deal an additional 1d6 lightening damage on your next successful hit.

## RING OF THE ARCHITECT

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.

## GIANT KILLER'S SLING

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.

## HERVIG'S PERFECT SHOT

Consumable: Magic Ammunition +1

A strange relic from a time long past but perhaps never to be, this small mythrill 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. When you make an attack with a ranged weapon using this ammunition and miss, the projectile remains in the air, circling the target and automatically repeats the attack on your turn each round until it hits.

## DR. PROFESSOR SULLIVAN'S ASTOUNDING ELECTRIC ALE

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.

## DECK OF THE ACURSED GAMBLER

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 creatures 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.

### SCEPTRE OF CELESTIAL DREAMS

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 Sceptor 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 it's 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

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 Sceptor 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 it's lowest level
- 2 Charges: Dream
- 3 Charges: Weird

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

### SPELLBLADE

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, However, when wielded by a proficient magic user, a blade formed of pure arcane energy manifests from the end of this rod, turning it into a magical longsword, 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.

### PROFESSOR PAPYRUS'S PECULIAR PLANTAIN

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.

### HELM OF MADENING LIGHT

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 entries world seems to be inverted. While attuned to this helm, light and shadow become reversed. For the purpose of your class abilities, You treat magical light as magical darkness, bright light as nonmagical darkness, nonmagical darkness as bright light, and magical darkness as magical light. In addition, your 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.

### GOLDEN CANARY

Wondrous item (Unique): (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.

### CLOAK OF THE FOREST SAGE

Wondrous item: 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 it's 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

### BLADE OF TRAITOR'S BILE

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.

### LIFESTEALER'S BLADE

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 tier 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, 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.