



*Chronomancer's
Watch*



Ent's Bane



Gambler's Coin

MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

CHRONOMANCER'S WATCH

Wondrous item, legendary (requires attunement)

A device from the future, this pocketwatch allows you to borrow time from the present and use it in the future. This watch has 3 charges and regains all expended charges daily at dawn. At the beginning of your turn, as a bonus action, you can expend 1 of these charges to borrow time. If you do so, time stops for you for 1 round, and you may take no actions nor move, and you automatically fail Dexterity saving throws for this duration.

When this duration ends, no time passes for other creatures and you may move and act as normal for 2 rounds. Time restores to normal if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000 feet from the location where you activated the watch.

ENT'S BANE

Weapon (shortsword), rare

This sword has a curious stone blade. You have advantage on attack rolls with this weapon against plant creatures and maximize the weapon's damage dice. This weapon deals maximum damage against object made of wood, vines, or other naturally grown materials.

GAMBLER'S COIN

Wondrous item, rare (requires attunement)

This ordinary looking gold piece has deep scratches on one side. It has 3 charges. While holding it, you can expend 1 charge when you make an ability check, attack roll, or saving throw, to instead replace the d20 roll with a coin flip. On heads, the roll is treated as a 20 (though you do not score a critical hit with an attack roll), and on tails, the roll is treated as a natural 1. The coin regains all expended charges at dawn.

PORTAL CHALK

Wondrous item, very rare

Each of these two pieces of chalk radiate a different luminescent aura; one orange, the other blue. Each piece of this chalk is finite, being reduced to nothing after 10 uses each. As an action, you can expend a use of this chalk to draw a circular or rectangular portal on a solid stone surface large enough for a medium creature. This portal instantly becomes linked to the most recent portal drawn with the other color of chalk, unlinking any portals other than these two. An unlinked portal is simply mundane chalk. A pair of linked portals act as a magical gate. Anything that moves through the front of one portal instantly transports to the other, exiting at the same speed as it entered the first.

RING OF BARRELS

Ring, uncommon (requires attunement)

This ring has 6 charges and it regains 1d6 expended charges at dawn. While wearing the ring, you can use an action and expend 1 to 3 of its charges to summon a number of empty barrels in spaces adjacent to you equal to the number of charges expended. The barrels are large, fully 6-feet high and 4-feet in diameter, occupying the same space as a medium creature and providing three-quarters cover from ranged attacks. Barrels weigh 150 pounds and can be moved with an action.

You can summon the barrel around incapacitated Medium size creatures, restraining them, or around Small or smaller creatures, trapping them inside. A creature can break free of a barrel by making a DC 22 Strength check..

Ring of Barrels



SPLINTERING SPEARHEAD

Weapon (spear), common

This spearhead seems to be made of obsidian and is never found with the rest of the spear. When affixed to a wooden shaft to complete a spear and used to make a melee or ranged attack, the shaft explodes in a hail of splinters, dealing 1d6 piercing damage to all creatures within 5 feet of the target (including the attacker, if he's within range.) The spearhead is always recoverable.

*Splintering
Spearhead*



TROLL ROD

Wondrous item, uncommon (requires attunement)

This uncouth pommel has a troll's arm attached—still living—to one end. As a bonus action, you can issue it commands in the troll-dialect of giant to pick up items, drop them, or make a fist (typical command words include *grabbit*, *leggo*, and *maik'afist*.) If closed into a fist, the rod acts as a +1 mace.



Troll Rod