



# CLYDE BLACKTHORNE'S BOOK OF ROGUES

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An entry made for the Dungeon Master's Guild that introduces  
12 new Rogue Subclasses, 9 Roguish Feats, and 85 Magic Items



# CLYDE BLACKTHORNE'S BOOK OF ROGUES



v1.1



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### **The Reason I Started Playing D&D:**

Dominique Isaac -- who convinced me, despite my hesitation, to meet up with some acquaintances for my first actual Dungeons & Dragons session -- which lead me to believe the game was stupid and boring -- but ultimately set the foundation of what was yet to come. After having doubts of playing it ever again she convinced me I should give it one more go, this time with good friends. This second time propelled me towards becoming invested in D&D as a hobby and pastime and, with the momentum of my many friends, I became who I am today thanks to her pushing me in the right direction. Overall, she has made my life better in ways I can never express. Thank you, Dominique, for believing in me.

### **The Reason I Never Stopped Playing D&D:**

Cort Carpenter -- who acted as my DM and mentor, introducing me to an emotional roller coaster of narrative intrigue and suspense, who showed me that D&D was more than a game; that it was also a way to express creativity and storytelling with friends and family. Through his narrative I laughed, cried, felt anger, and joy surrounded by loved ones, and, like all great D&D stories, you would have had to have been at the table to appreciate it in its entirety. He showed me that D&D was an artistic outlet that ultimately lead to you, dear reader, coming across these words. You can thank him for that. Thank you, Cort, for the wonderful adventures.



*Disclaimer: Clyde Blackthorne is not responsible for breaking your narrative, timey-whimey shenanigans, terrible pacts made with the fae, ridiculously overpowered magic items that you might find, angering the gods, and creating paradoxes where he gets killed by himself, and making terrible ballads about his pal Guy Edgar.*

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## ABOUT THIS BOOK

The content of this book is a labor of love and took two and a half years to write, balance, and complete, created from an aspiring artist and Dungeons & Dragons enthusiast.

This project started initially to create an alternate rogue subclass for one of my players in the campaign I was running which slowly turned into what you see here; various interpretations of the rogue.

I've always wanted to be a game designer, an artist and a storyteller, and though never has gone on like I planned, I think D&D is the closest I have ever gotten to this dream. This book is the first time I have ever made something like this, and despite how long I've spent on it, it is far from perfect, and will be continually revised as time goes on.

**Special Thanks:** Steph Allen, Lauren Bamlett, Tristan Barber, Jamie Bedard, Dara de Bhaldraithe, Michael Biondi, Anthony Biondi, Skye Burnett, Jason Cerillo, Matthew Derksen, Vanessa Derksen, Andrew Davidson, Rustan Duncan, Dominique Gabriel, Grahame Gipps, S.Griswold, Tremayne Heikkilä-Sawan, Kyle Hicks, Albert Hwang, Alison Huang, Adam Jagusch, Jessica Jagusch, Chris Meredith, Jason Onhasey, Brian Patchett, Connor Parkes, Page Phillips, Kenneth Pridmore, Devon Ratcliffe, Jessica Samuelson, Rtil, Rui Soares, Kimberley Sutton of DungeonKeep, Michael Trathen, John Tierney, Jorden Wirtz, Anthony Viera, Chris Vieira, Mark Vieira, Leena Young, Travis Very

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### **ON THE COVER**

Two halves of the titular rogue that this book is named after, Clyde Blackthorne ends his tale in a very different time and place from where his story began. In fact, at the end of his tale, it's hard to say if it is even the same rogue. Regardless, he found himself at the end of his story and were it not for the friends he met along the way, he would not have had the resolve to do what needed to be done.



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## PREFACE

There once was a disgraced noble who could not live up to the legacy of his fallen brother, a hero who cast a rather large shadow. The noble left his home to become greater than his brother and to make his lineage proud, romanticising the world he did not know as one of carefree adventures. The noble discovered the real world to be much harsher than he anticipated; after he fought in a war to gain glory for his family's name he almost died because of his inexperience in combat. He only survived because of his cowardice, leaving many to die as he ran. He too should have died but didn't.

He did foolish things like that a lot. He was always lucky in the unluckiest ways, always scraping by in various scenarios that should have killed him, and this was the first of many. Near death changes people. For him, it made him seek even more power and glory. I think that is when he became a rogue. You know, the kind of character who takes a situation, anyway way you look at it, and manipulates it into their favor?

One day he took on a job that changed his life forever. It was a 'simple' job with a group of other mercenaries to kill some creature that was once a man who turned into a draconic beast, hoarding some relics of a dead king of some time long, long ago.

On this quest, he found a ring and, despite all the warnings (and there were many), he put the ring on, and it ended up bound to the fae through a magical pact. Fey. Faeries. Seelie Court. You know. He didn't. Through *them*, he discovered how to sell his mortality and, with what little integrity he had left, he slowly sold to gain more power.

He was lucky in the unluckiest ways and stayed that way until he died. Then he died again, and again after that. Give or take another twenty times. It's hard to explain. I was given a new lease on life thanks to him being dead.

What was his name? It doesn't really matter. But let's call him Clyde Blackthorne, since that is the name he went about using on his adventures and would be the one I took when I ended him. Now I am Clyde Blackthorne. It's a stupid name, but unlike him, I learned from our mistakes, I care about the wellbeing of others, and I do intend to make the world a better place after I clean up the messes he left behind.

I will not bore you with the rest. The man had an 11-page backstory and how I took his place would likely require another 300-pages and two years of explaining. A lot of rules and laws were broken, and frankly I expect you to do the same.

We will never meet, you and I, because chances are, I will be dead by the time you read this as I go off to rid the world of some undead king of some time long, long ago. (Never time travel, ever, paradoxes are complicated,) So, to you, dear wanderer, I leave this book in your care. It is a book about various rogues you may meet or may become, and the reason you are reading these words is to vaguely explain why it's titled Clyde Blackthorne's Book of Rogues.

May it help you on your quest. The world you traverse is dangerous, but it is a beautiful one filled with great adventures and future friends. May this book guide you towards who you want to be. You will grow stronger, you will make your mistakes and learn from them, you will become renown and change the world, and perhaps, like me, one day someone will find your name on a book, too.

-Clyde Blackthorne



# Clyde Blackthorne's Rogues Options

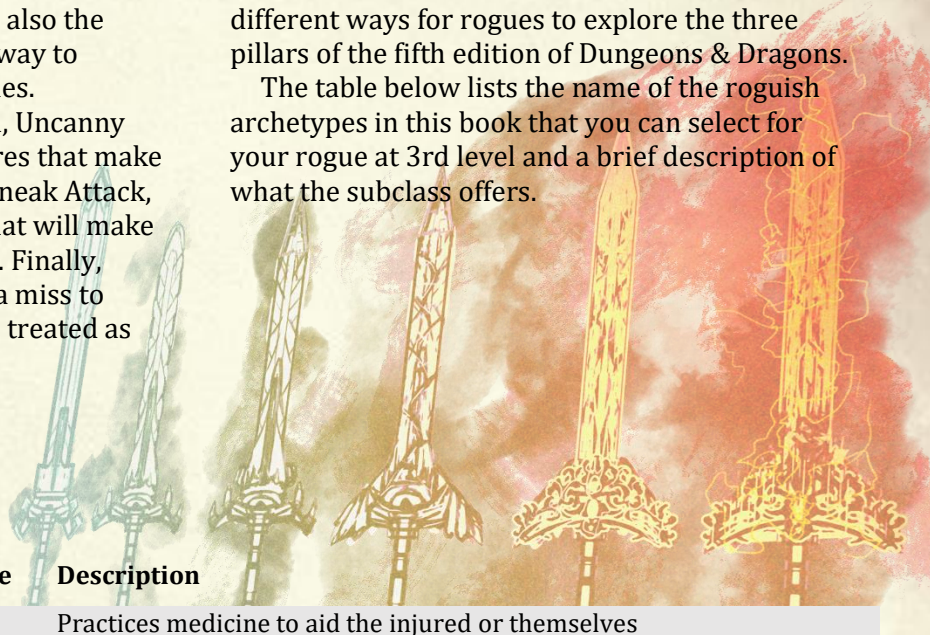
The rogue is a versatile character class, one of guile and skill and at its core can offer a lot to the three pillars of Dungeons & Dragons: exploration, social interaction, and combat.

Rogue start with four skills -- the most out of all the core classes -- with Expertise making two skills even better at the onset and two more skills better later, which helps the rogue interact with the inhabitants of the world, not to mention that the rogue's proficiency with thieves' tools allows them to get past traps and locked doors, reaching places inaccessible to others. There is also the Rogue's Thieves' Cant, which is a fun way to communicate discreetly to other rogues.

In terms of combat, Cunning Action, Uncanny Dodge, and Evasion are all core features that make the rogue very difficult to kill, while Sneak Attack, Blindsight, and Elusive is a feature that will make the rogue a force to be reckoned with. Finally, there is Stroke of Luck, which allows a miss to become a hit, or an ability check to be treated as though a 20 was rolled.

The archetypes presented in the *Player's Handbook* are the Arcane Trickster, the Assassin, or the Thief; three powerful choices that allow your rogue to focus on a path of either magic, death, or stealth -- those three subclasses served as the foundation for the subclasses presented here and this book is for those who want to be a rogue but want alternatives to the choices presented in the *Player's Handbook*. The rogue subclasses of this book give adventurers different takes on the roguish archetypes, featuring different ways for rogues to explore the three pillars of the fifth edition of Dungeons & Dragons.

The table below lists the name of the roguish archetypes in this book that you can select for your rogue at 3rd level and a brief description of what the subclass offers.



Subclass	Level Available	Description
Apothecary	3rd	Practices medicine to aid the injured or themselves
Covert Operative	3rd	A master of stealth that maneuvers tight spaces and sees in the dark
Cutthroat	3rd	Bullies foes with strength, grapples, and unarmed Sneak Attacks
Crypt Explorer	3rd	Caster who deals with the undead, traps, and legendary creatures
Duskbound	3rd	Utilizes dark energy, expending it to enhance attacks and tactics
Fortuitous	3rd	Risk-takers who get extra chances and immunity to curses
Moniker Mage	3rd	Mysterious spellcaster who bends the rules of magic
Polymath	3rd	Scholar who helps allies and focuses on conquering skill checks
Road Gentry	3rd	Trail traveller with archery experience and ranged talents
Ronin	3rd	Battle ready duelist who shifts opponents around with versatile strikes
Underdog	3rd	Survivalist with improvised Sneak Attacks and ignores bad luck
Vanguard	3rd	Medium armor rogue that uses Sneak Attack with any melee weapon





## Apothecary

You dedicate your life to spending time with the unwell. Talented physicians, venturing medics, and disease researchers are some of those who follow this archetype, while others may be empirical practitioners, scam artists, or aspiring healers. Whatever the prognosis may be, you learn ways to deal with illnesses -- with profit being optional.

### Doctor's Bag

When you choose this archetype at 3rd level, you have learned how to quickly help those in need. You gain proficiency with the alchemist's supplies and the herbalism kit.

You can also use your bonus action granted by your Cunning Action feature to make a Wisdom (Medicine) check to stabilize a dying creature or

diagnose an illness when you have either your alchemist's supplies or herbalism kit on you.

### Treatment

At 3rd level, you have honed your first aid skills. As an action on a creature within 5 feet of you, (which can include yourself) you can have that creature regain a number of hit points equal to your rogue level (rounded up) + your Charisma or Wisdom modifier (your choice).

You can also use this feature as part of a Wisdom (Medicine) check on a creature within 5 feet of you if you succeed on the check.

Once you use this feature you cannot use it again until you finish a short or long rest.

You gain additional uses of this feature at certain rogue levels; you can use this feature twice between a short or long rest starting at 9th level, three times between a short or long rest starting at 13th level and four times between a short or long rest starting at 17th level.

### Pathological

At 9th level, you learned a lot about illnesses. You are immune to diseases, and anytime you ingest a poison it has no negative effect on you.

You also have advantage on any Wisdom (Medicine) check if you move no more than half your speed on the same turn.

### Homebrew

At 13th level, you have learned enough about alchemy and medicine. After a long rest, if you have your alchemist's supplies or herbalism kit on you, you can combine any two drinkable potions seamlessly together into one singular potion without the worry of any mishaps occurring.

A creature that drinks a mixed potion receives the benefit of both potions used in the process of its creation and also regains a number of hit points equal to 1d4 + your Wisdom modifier. A homebrewed potion you have made using this feature cannot be combined with any other additional potion afterwards. A homebrewed



potion keeps its initial combined properties while any other potion that is added to the mixed potion vanishes and is lost forever.

Additionally, anytime you use your alchemist's supplies or herbalism kit for crafting purposes, you can craft up to a total market value of 25 gp instead of 5 gp for every day of downtime you spend crafting.

## Scholar of Sickness

At 17th level, you are always under the effects of a *Detect Poison and Disease* spell.

Additionally, you can help others tend to their wounds if given enough time. If you are not incapacitated or unconscious during a long rest, you can choose up to six friendly creatures (which can include yourself) within 15 feet of you. You can end either one disease or one condition afflicting it at the end of the long rest. The condition can be blinded, charmed, deafened, paralyzed, poisoned, or one point of exhaustion.

## Covert Operative

You focus on being unseen and sticking to the shadows as much as possible. While rogues of this archetype often include spies, burglars, and other trespassing criminals, they also include the occasional dungeon delver or skulking adventurer who wanders where they do not belong. You use slyness as your greatest weapon, learning abilities to become a true master of stealth, slinking past creatures with such a focus on being unnoticed that you are practically a ghost.

## Night Shift

At 3rd level, your eyes have become familiar with the darkness. You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, the range of your darkvision is increased by 30 feet.

You also learn to use shadows to your benefit; while you are lightly obscured or heavily obscured, you have a +5 bonus to your passive Dexterity (Stealth) score.

## Slink

Beginning at 3rd level, you have learned to slip by creatures very closely without colliding with them. You can move through spaces of creatures regardless of their size and moving through their space isn't considered difficult terrain unless they are hostile towards you.







## Stealth Gait

At 9th level, you learn to move quietly using a technique called Stealth Gait, provided you are not exceeding your carrying capacity or wearing heavy armor. It allows you to use your environment to keep yourself undetected.

If you are in an area that is considered lightly obscured or heavily obscured, you can use your action to activate your Stealth Gait, altering the way you move to become less noticed.

You gain the following benefits while it is active:

- You are invisible while you are in darkness or in a heavily obscured area if you are adjacent to a surface as tall as you, or if you are prone.

- You can attempt to hide from a creature while in a lightly obscured area.
- If you are hidden from a creature during your turn, you can move into an area of bright light or into that creature's line of sight and continue to be hidden even if the creature would normally be able to see you, as long as you end your turn in a lightly obscured or heavily obscured area, or out of sight from the creature you are hiding from.
- If you are hidden and a creature discovers you during their turn, you can use your reaction to make a Dexterity (Stealth) check contested by a creature's Wisdom (Perception) check. If you succeed, the creature fails to notice you and you remain hidden until the start of your next turn.

You gain these benefits for 10 minutes. It ends early if you are incapacitated, you attack or damage a creature, or you end your turn in bright light. You can also choose to end the effect early on your turn (no action required).

You can use this feature a number of times equal to your Dexterity modifier (a minimum of once). You regain all expended uses of it when you finish a short or long rest.

## Slither

Starting at 13th level, you've learned to weave around a rock and a hard place. When squeezing into a smaller space that is large enough for a creature one size smaller than you, it does not impose disadvantage on your attack rolls and Dexterity saving throws, and it does not cost you extra movement.

Additionally, during your turn you can crawl up to a distance of 15 feet without it costing 1 extra foot of movement for each foot you crawl.

## Phantom Gait

At 17th level, you have learned to move like a ghost. You cannot be tracked by magical means; spells such as *locate creature* and *scrying* have no effect when used to locate you, and you leave behind no footprints or traces of your passage, unless you choose to do so deliberately.

Additionally, creatures have disadvantage on their roll Wisdom (Perception) checks when trying to see or hear you.



# Crypt Explorer

You delve into the homes of the dead and undead, either to hunt the treasures that are buried away or to destroy the hidden and dormant.

Adventurers who pertain to this archetype have their own personal reasons for living a dangerous life, taking on risky occupations such as grave robbers, exorcists, dungeon delvers, and vampire killers. This archetype focuses on bestowing explorers the magic of abjuration and divination, the skills to recall religious rites, traps avoidance, and to the power wield weapons and use holy symbols against the dangers that lurk deep below.

## Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the *Player's Handbook* for the cleric spell list.

**Cantrips.** You learn three cantrips: *guidance* and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

**Spell Slots.** The Crypt Explorer Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st-level spells of your choice, two of which you must choose from the abjuration and divination spells on the cleric spell list.

The Spells Known column of the Crypt Explorer Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice, and must be of a level for which you have spell slots. For example, when you reach 7th level in this class you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

## Crypt Explorer Spellcasting

Rogue Level	Cantrips Known	Spells Known	-Spell slots per Spell Level-			
			1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	2	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	3	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your cleric spells, since your magic relies heavily on rehearsed reflexes and quick recollection of sacred rites. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier





## Bonus Proficiency

At 3rd level you gain proficiency with the whip.

## Cautious Tread

When you choose this archetype at 3rd level, if you move no more than half your speed during your turn, you can use a bonus action to make an Intelligence (Religion) check to recall religious rites, prayers, and cult practices or to make an Intelligence (Investigation) check to discover hidden doors or traps.

## Anointed Weaponry

At 9th level, you know how to prepare and wield weapons to use against unconventional foes. Any attack you make with a weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

## Holy Arsenal

At 13th level, you've been granted power to combat unholy darkness; you can now use a holy symbol as a finesse or thrown weapon, adding your proficiency bonus to the attack roll for any attack you make with it. It gains the finesse, light and thrown property, with a normal range of 15 feet and a long range of 60 feet. Immediately after a ranged attack, it flies back into your hand.

As a weapon, a holy symbol's damage is a d6 and its damage type is dependent on your alignment; necrotic for evil, force for neutral, and radiant for good.

Additionally, you can use your will to empower your weaponry; at the end of a long rest you can expend one 3rd-level spell slot into each weapon you wish to empower. An empowered weapon's melee reach is 10 feet greater than normal when you attack with it and it retains this benefit until the end of your next long rest.

## Legendary Courage

At 17th level, the hardships you have faced made you into a resilient force; you are immune to being charmed and frightened.

Additionally, during your turn when you damage a creature that is able to take legendary actions with your Anointed Weaponry feature or Holy Arsenal feature, the target cannot take a legendary action at the end of your turn.



## Cutthroat

You employ strength and brute force to pin your target in place and injure them in the process. Kidnappers, chargers, grapplers, mercenaries, and perhaps the occasional tavern brawling adventurer--this archetype reflects on those who aren't afraid of going into a fight and getting their hands dirty. You use cheap shots, hostile threats, hold creatures at knife point, and seize your enemies with your terrible grasp, knocking your foes down a peg or two and dragging them away.

### Sucker Punch

At 3rd level, you know how to hit quickly and harder than your opponent would expect. Your unarmed strikes can be used in place of a finesse weapon for your Sneak Attack.

You can also use your Sneak Attack against any creature that has the grappled condition if you don't have disadvantage on the attack roll and the attack is made with an unarmed strike or with a finesse weapon.

### Dirty Fighting

Starting at 3rd level, you know how to get people into a bind. When you use the Attack action to make a special melee attack to grapple a creature, or if you are grappling a creature at the start of your turn, you can make an attack with an unarmed strike or a finesse weapon against the same creature as a bonus action.

### Unnerving Presence

At 9th level, your menacing disposition can make a target falter and reveal a weakness. As a bonus action, you can make a Charisma (Intimidation) check contested by a creature's Wisdom (Insight) check. The creature must be within 30 feet of you and must be able to either see or hear you and share a language with you.

If you succeed on the check, the target has disadvantage on either Strength (Athletics) checks or Dexterity (Acrobatics) checks (your choice) until the start of your next turn.

## Chokepoint

At 13th level, you can grapple a creature with a hand holding a light or finesse weapon, though you cannot attack with it until the grappled condition on the target has ended.

Additionally, once per turn when you are subjecting a creature to the grapple condition, you can deal extra damage against that creature equal to your strength modifier and dexterity modifier combined (minimum of 1). You can choose to deal this additional damage at the beginning or end of your turn (no action required) and if the damage from this ability reduces a creature to 0 hit points, you can choose to have the damage render the creature unconscious instead of killing it.

## Pushover

By 17th level, your regular movement speed is no longer halved when you are grappling a creature equal to your size or smaller than you.

Also, the target of your grapple or shove can be no larger two sizes larger than you, and you can use your reaction to attempt to grapple or shove a creature during your turn.





# Duskbound

Some rogues are seekers, pursuing their objective and completing them by any means necessary. The powers they acquired were either sharpened along their travels, bestowed by a mysterious enigma, or perhaps came from somewhere else entirely. Ninjas, vandals, and saboteurs are some of the rogues that utilize this archetype, while some are simply warriors and outcasts who use their gifts for their own goals.

## Dusk Arts

At 3rd level, vigorous training or shadowy forces have granted you powers to augment your attacks and skills. Your access to this power is represented by dusk points. You have an amount of dusk points equal to your rogue level. You regain all expended dusk points after a short or long rest. You learn the following abilities that are fueled by your dusk points.

### Fast Draw

After you make a thrown weapon attack, you can spend 1 dusk point to immediately draw a weapon with the same hand you just used (no action required).

### Shade Sprint

During your turn, you can spend 1 dusk point to gain a climbing and swimming speed equal to your movement and ignore the effects of difficult terrain. This benefit lasts until the end of your turn.

### Throwing Adept

During your turn, you can spend 2 dusk points to throw a weapon that does not have the heavy or two-handed property. You treat the weapon as though it has the thrown property with a normal range of 30 feet and a long range of 50 feet.

### Duskmark

During your turn, you can use your bonus action to spend up to a number of dusk points equal to your Dexterity modifier (minimum of 1), targeting a creature within 60 feet of you that you can see, placing a duskmark on it for every dusk point spent. You can only have one duskmarked creature at a time and you can add additional duskmarks on that creature during subsequent turns.



The target remains duskmarked until the end of your next short or long rest, or until you damage it with an attack.

When you damage a creature that has a duskmark on it with an attack, you deal an extra 2 points of damage for each duskmark you placed on it, expending all duskmarks on the creature in the process.

## Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.



**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

## Dusk Magic

At 9th level, you learn to draw energy from yourself to replicate the effect of select spells. As an action, you can spend 4 dusk points to cast *spider climb*, *invisibility*, or *water walk*, targeting yourself only. As a bonus action, you can spend 4 dusk points to cast *misty step*.

You must follow the general rules of spellcasting when using this feature, using the casting time and other rules of the spells, but you do not need to provide material or somatic components for them. (See chapter 10 of the *Player's Handbook* for the general rules of spellcasting.)

## Dusk Tactics

At 13th level, your repertoire of unexpected ability increases.

You learn the following abilities that are fueled by your dusk points.

### Dusk Dagger

If you have an empty hand, you can spend 2 dusk points to summon a small weapon from nothingness. It has the same properties of a dagger and vanishes into nothing at the end of your next turn.

### Execution

When you hit a creature with a melee attack during your turn, you can use your bonus action and spend 5 dusk points to attempt to execute the same creature. The creature must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus).

On a failed save, the creature takes an amount of damage equal to your rogue level if that creature's remaining hit points are equal to or less than your rogue level.

If a creature fails the save and has an amount of hit points higher than your rogue level, that creature instead takes damage equal to half your rogue level (rounded down).

### Stalking Shadow

When a creature provokes an attack of opportunity from you, you can spend 3 dusk points and use your reaction to instead follow the

creature. You follow the creature's movement path without provoking opportunity attacks, moving into any unoccupied spaces left behind by the creature, up to a distance equal to your speed.

If a creature uses a different speed than you, you follow the creature up to a distance that your move speed would permit, if any, by moving closest to the spaces it previously occupied.

### Shadow Burst

When you hit a creature with a melee attack during your turn and can use your Sneak Attack feature against it, you can use your bonus action and spend 3 dusk points to divide the Sneak Attack between the target and any creature within 5 feet of it that fails a saving throw.

Each creature adjacent to the target (other than you) must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). The Sneak Attack damage is then rolled and divided evenly (rounded down) amongst the initial target and any creatures that fails the save, if any.

### Dark Awakening

At 17th level, whenever you roll initiative and have no dusk points remaining, you regain 1 dusk point.

Additionally, during combat you regain 1 dusk point at the end of your turn, and you regain 1 dusk point for each creature you kill.





## Fortuitous

Fortune favors the bold, and generally those who take chances. Rogues who follow this archetype are gamblers and risk takers who feel lucky and sometimes cheat their way to success. You've been bestowed with ways to tip the scales in your favor, changing the tides of destiny with the roll of a die.

### Lucky Hit

At 3rd level, you can use your Sneak Attack on target that you score a critical hit against even if you don't have advantage on the attack, but only if you made the attack with a finesse or ranged weapon. You treat the Sneak Attack as you would normally when you score a critical hit.

### Poker Face

Starting at 3rd level, you can use a bonus action to make a Charisma (Deception) check, make a Charisma (Persuasion) check, or use a gaming set.

### Cheat

At 9th level, you always have an ace up your sleeve. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You can spend 1 cheat point in the following ways:

- Reroll all dice involved in a roll before the outcome of the roll is determined (unless the die roll is a 1).
- Add 1d6 towards a Charisma check or towards a check made with a gaming set for every cheat point spent.
- Take the Dodge action as a bonus action on your turn.

You regain expended cheat points when you finish a short rest or long rest.

### Devil's Fortune

At 13th level, your luck seems to hold out against supernatural harm and punishment. You are immune to curses and the negative effects of cursed magical items.

### Up The Ante

At 17th level, you have learned to take your time for a higher payout. If you are not blinded, incapacitated, or unconscious during your turn, you can use your bonus action to gain advantage with your next weapon attack, ability check, or saving throw that you make.

You can use this feature three times and regain all expended uses of it when you finish a short or long rest.





# Moniker Mage

Along your roguish travels you discover the arcane properties of conjuration and evocation and their applications towards your personal goals. Some rogues go through unexplainable things to acquire the power they have, while others naturally have a knack for the arcane and learn it with relative ease. You learn to strike your enemies using Sneak Attack through magic, how to remain hidden if you miss with a spell, and cast spells in non-traditional ways.

## Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting and chapter 11 in the *Player's Handbook* for the druid spell list.

**Cantrips.** You learn two cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. Additionally, you learn the prestidigitation cantrip and it counts as a druid cantrip for you.

**Spell Slots.** The Moniker Mage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *entangle* and have a 1st level and a 2nd level spell slot available, you can cast *entangle* using either slot.

**Spells Known of 1st-Level and Higher.** You learn three 1st level spells: *sigillary*, a spell unique to your subclass, and *two* druid spells of your choice, which you must choose from the conjuration and evocation spells on the druid spell list.

The Spells Known column of the Moniker Mage Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For example, when you reach 7th level in this class you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with

another spell of your choice from the druid spell list, except for the spell *sigillary*. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your druid spells, since you learn your spells through a dedicated understanding of the weave of magic and your inherent knack to retain knowledge easily. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}$$

## Moniker Mage Spellcasting

Rogue Level	Cantrips Known	Spells Known	-Spell slots per Spell Level-			
			1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	2	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	3	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1





### Bloodless Sneak Attack

When you choose this archetype at 3rd level, you learn a unique spell to your subclass called *Sigillary*. It counts towards the druid spells you know and can be used in place of a finesse or ranged weapon for your Sneak Attack feature as long as all other conditions of Sneak Attack are met. When you use Sneak Attack with this feature, the damage type from Sneak Attack is the same type as the one used in the spell.

#### Spell: Sigillary

*1st Level Conjuration*

**Casting Time:** 1 Action

**Range:** 45 feet

**Components:** V, S, M (An object or material that either resembles aesthetics of the target or might be something the target possesses.)

**Duration:** Instantaneous

You bind a magic incantation and cause chaotic energy to surge inside a creature within range. Make a ranged spell attack against a target. On a hit, the target takes an amount of damage equal to 1d6 psychic damage, and it has disadvantage on Wisdom (Perception) check rolls against you until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

When you cast this spell using a 2nd spell slot or higher, you can change the damage type of the spell to fire or lightning (your choice). If you use a spell slot of 3rd level or higher, you can change the damage type of the spell to force or thunder (your choice). If you use a spell slot of 4th level or higher, you can change the damage type to one of your choosing.

### Regard of Silence

Starting at 9th level, you have become skilled at quietly casting spells. If you are hidden from a creature and miss with a spell attack, casting it doesn't reveal your position.

You also learn to cast spells in ways most cannot by whispering only the names of spells or by complex gesticulations; you can substitute the verbal components of a spell with somatic components and substitute somatic components with verbal components. If a spell has both verbal and somatic components, you can choose to use either one in place of both.

### Sympathetic Focus

At 13th level, you have discovered a personal understanding how the Weave of Magic finds its way into all things. You can use a musical instrument, a finesse weapon, a set of thieves' tools or any arcane focus (see chapter 5, "Equipment" in the *Player's Handbook*) as a spellcasting focus for your druid spells.

### Speaker of Names

At 17th level, your knowledge and arcane talents give you a glimpse into Weave of magic, and you briefly learn the name of spells, briefly whispering them aloud to call upon their power during a time of need, before forgetting how you did so in the first place.

Once per long rest, you can cast your choice of either of the 5th level spells *Creation*, *Control Winds*, *Legend Lore*, *Passwall* or *Wall of Force* as though you had the spells on your known spell list and had a 5th level spell slot to cast the spell with. At the DM's option, you might accidentally cast a 5th level spell of their choosing that you did not anticipate, though the spell must be beneficial to your current situation.

Once you use this feature, you can't use this feature again until you finish a long rest.





## Polymath

You live a life of many skills. Rogue of this archetype are not specialists of any singular trade and instead focus on improving their repertoire of skills and abilities. Any wandering adventurer or aspiring villain can follow this archetype, as well as rogues who are indecisive or extremely talented. You learn a variety of skills, learning how to improvise, adapt, and determine what you need to succeed.

### Boosting Word

At 3rd level, you can use your action to forgo using your Sneak Attack on your turn and give it to a creature within 15 feet of you who can see and hear you, and shares a language with you.

Until the end of their next turn, the next weapon attack the ally lands against a target deals an extra amount of damage equal to your Sneak

Attack dice if they have advantage on the attack roll or if you are within 5 feet of their target.

## Dilettante

When you choose this archetype at 3th level, you've dabbled in enough things to be decent at anything if you give it your all. Whenever you complete a long rest, choose a skill and a tool; if you are untrained in it, you are considered to have proficiency with it, adding your proficiency bonus to rolls made with that skill and tool. If you choose a skill or tool you already have proficiency with, your proficiency bonus is doubled for any ability check you make with that skill. The skill and tool you choose cannot already be benefiting from a feature that doubles its proficiency bonus, such as Expertise.

This benefit remains until you finish your next short or long rest.

## Reliable Skill

At 9th level, you have the skills to succeed at anything. You have a pool of skill points equal to your rogue level. You can increase an attack roll, ability check, or saving throw using your skill points. You can do so after the die roll but before the outcome is determined.

You regain all expended skill points after a long rest.

## That's Not It

At 13th level, your worldly experience allows for last minute corrections. If you or an ally within 30 feet of you fail an ability check, a saving throw or miss with an attack roll, you can use your reaction to increase the roll by an amount equal to your rogue level, using the new result in place of the failed one.

Once you use this feature you can't use it again until after you finish a long rest.

## Professional

At 17th level, your talents surpass the talents of most, allowing you to surpass the best. You can increase your proficiency bonus by +1.

Additionally, choose an ability score between Charisma, Dexterity, Intelligence, or Wisdom; the chosen score increases by 2, and your maximum for the chosen score is now 22.



## Road Gentry

You learn to survive on the trail, following it between the civilizations that connect the roads together. Outlaws, highwaymen, bandits, and smugglers travel the path of this archetype but so do caravan guards, traveling guides, and vigilante heroes who steal from the rich and give to the poor. You learn combat skills that allow you to aim farther than most, dispatch a creature from a distance without killing them, or rob instead of injuring them.

### Heighten Senses

When you choose this archetype at 3rd level, you learn to rely on your senses to keep yourself alert. You can use a bonus action to roll a Wisdom (Perception) check to hear or smell, or to make a Wisdom (Survival) check to follow tracks and identify potential hazards in your current area.

### Hip Fire

At 3rd level, when a hostile creature's movement provokes an opportunity attack from you, you can use a ranged weapon in place of a melee attack. The attack occurs immediately after the creature is more than 5 feet away from you.

### Careful Aim

Starting at 3rd level, when you make a ranged weapon attack that reduces a creature to 0 hit points, you can choose to have the attack knock the creature unconscious instead of killing it. You make this choice the instant the damage is dealt.

### Longshot

At 9th level, your ranged attacks can exceed the distance of most sharpshooters. When you make a ranged attack with a ranged weapon, the normal range for the weapon attack is increased by 50

feet and the long range is increased by 100 feet.

Your weapon attacks also have advantage against inanimate objects that are not being worn or carried and you can also use your Sneak Attack feature against inanimate objects you hit.

### Pilfering Accuracy

At 13th level, when you can use your Sneak Attack feature against a creature, you can forgo the extra damage it grants to instead attempt to disarm the creature or separate it from one of its possessions. You decide this after the attack hits, but before you use your Sneak Attack feature.

**Disarm.** Roll your Sneak Attack dice; the outcome becomes the DC and the target must make a Strength (Athletics) check or Dexterity (Acrobatics) check to contest it. If you win the contest, you cause the target to drop an object of your choice that it is holding. The object lands at its feet.

**Separate.** Roll your Sneak Attack dice; the outcome becomes the DC and the target must make a Wisdom saving throw against it. On a failed save, an object in a container worn or carried by the target is dropped and lands in a spot 5 feet towards you.

### Bullseye

At 17th level, you know how to land a devastating blow with pure skill. When you have advantage on an attack roll that isn't a critical hit and both rolls are high enough to hit your target, you can choose to treat the dice for your Sneak Attack as having rolled their maximum value against that target.

You can use this feature twice and regain all expended uses of it when you finish a short or long rest.





## Ronin

You are on the path of becoming a wanderer without a master and a formidable foe on the battlefield. Rogues who follow this path create their own code of combat or adapt the one they used to uphold. Former samurais, noble drifters, and defensive duelists are some who follow this archetype, as well as vagrant killers, turncoat nomads, and those with a mysterious past. Through this roguish archetype, your weapon will always be ready, your foes will stagger from your attacks, and through patience and careful planning, you will defeat your foes.

### Worthy Rival

Starting at 3rd level, you can quickly formulate a strategy. During your first turn of combat you can take the Ready action as a bonus action.

Additionally, weapons you are proficient with that have the versatile property are now considered a finesse weapon to you when you attack using the weapon's versatile property.

### Mettle Behind Steel

When you choose this archetype at 3rd level, you know how to make your target slide backwards from a well-placed strike. When you hit a Medium or smaller creature with a finesse weapon attack during your turn, you can push the creature 5 feet away from you in a straight line and move into the space it occupied without provoking opportunity attacks (no action or movement required).

### Single-Weapon Fighting

At 9th level, when you use the Attack action while only wielding a single finesse weapon and nothing else, you can use your bonus action to make another attack with the same weapon against a target of your choice.

## Veracity

At 13th level, during the first turn of combat you can draw or stow a finesse weapon and choose to either fall prone or stand up, unless something is preventing you from doing so (no action required).

Additionally, if you hit a creature with your Single-Weapon Fighting feature, you can attack an additional time with the same weapon against a target of your choice.

## Lightning Strike

At 17th level, you don't need advantage to use your Sneak Attack feature as long you don't have disadvantage on the attack roll, and you are using a finesse or versatile weapon.





## Underdog

You hone your skills on staying alive and finding ways to make the most out of a situation, even if things are looking grim. You focus on making the most of bad situations, landing attacks that should not hit, and coming back from the brink of defeat when things are not in your favor.

### Uncritical Hit

When you choose this archetype at 3rd level, you somehow turn utter failure to acceptable success. If the d20 roll for a weapon attack with a finesse or ranged weapon is a 1, you can choose to not miss your target and treat the attack as a hit, adding your Sneak Attack feature as part of the attack, even if you have disadvantage on the attack roll, though the overall damage the target takes from the attack is halved (rounded down).

### Unexpected Improviser

At 3rd level, any improvised melee weapon can be used in place of a finesse weapon for your Sneak Attack feature. At DM's discretion, an object used with this feature may become damaged or broken in the process and you must find a new improvised weapon to use this feature.

### Uncalculated Risk

At 9th level, when the odds are against you, you can attempt to make them less unfavorable. Whenever you make an attack roll or an ability check with advantage or disadvantage, you can reroll the die with the higher number once and must use the new roll.

### Unbending Resolve

At 13th level, you manage to pull through when the outcome doesn't look good. You gain the following benefits:

- You do not suffer the effects of the First and second levels of exhaustion.
- You only need two successful death saving throws to become stabilized.
- If you are stabilized without being healed, you regain half your hit point maximum after 1 hour.



- You are immune to instant death; when damage from an attack reduces you to 0 hit points you ignore any additional damage, even if the overall damage of the attack should instantly kill you.

### Ultimatum

At 17th level, fate allows you to remain standing when you should have fallen. When damage reduces you to 0 hit points, you can choose to have the attack leave you at 1 hit point instead, and you gain temporary hit points equal to your rogue level  $\times 2$ .

If the damage that rendered you to 0 hit points came from a creature, for 1 minute whenever you make a weapon attack against that creature and damage it, you regain a number of hit points equal to  $2d8 + 1$  at the end of your turn.

Once you use this ability you cannot use this feature again until you finish a long rest.



## Vanguard

You focus on entering the battle directly, often in the forefront of conflict thanks to your aggressive approach. Bounty hunters, frontline soldiers, and sentinels are some who follow this archetype, as do fearless scoundrels and former knights, all of which advance directly into combat, using whatever weapon is at their disposal and mixing roguish strategies to catch their enemy off guard.

## Frontline Arsenal

When you choose this archetype at 3rd level, you gain proficiency with medium armor, two martial melee weapons of your choice, and any armor you have proficiency with no longer gives you disadvantage on Dexterity (Stealth) checks.

Additionally, one-handed weapons that you have proficiency with can be used in place of a finesse weapon for your Sneak Attack feature.

## Headstrong

Starting at 3rd level, your presence is emboldened by your brawn. Whenever you make any Charisma skill check or a Dexterity (Acrobatics) check you can add your Strength modifier (minimum of 1) to the outcome of the roll.

## Man-At-Arms

At 9th level, you manage to subvert expectations of how a weapon should be used. During your turn, if you hit a creature with a melee weapon that isn't a finesse weapon but would meet all other requirements for your Sneak Attack feature, you can use your bonus action to use your Sneak Attack feature against that creature and add an additional 1d6 damage to the roll.

## Harbinger

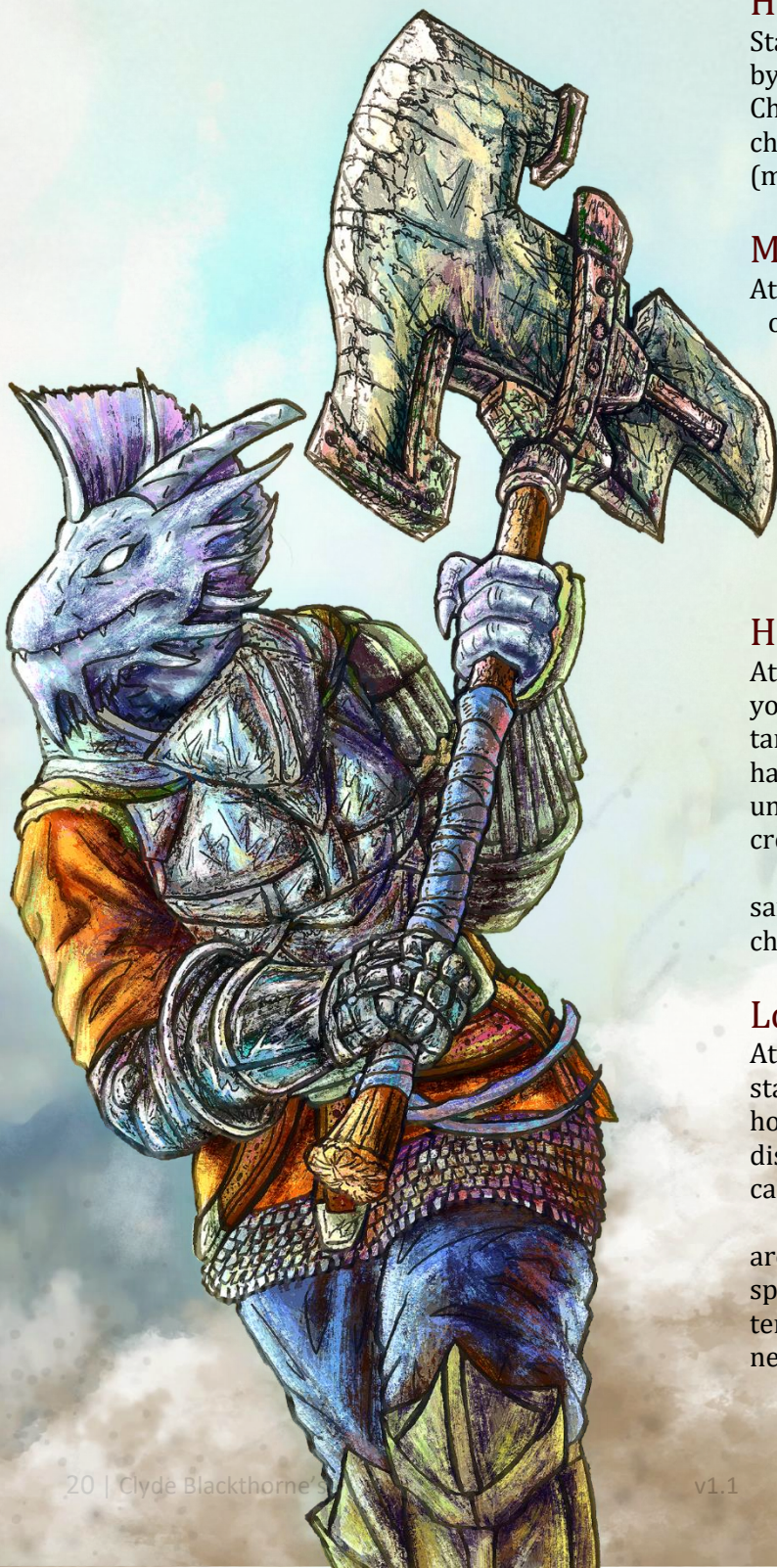
At 13th level, you ensure no one gets away from you easily. Once during your turn when you hit a target with a weapon attack, you can choose to have that creature's speed reduced by 10 feet until the end of your next turn or move the creature 10 feet towards you in a straight line.

If you can use your Sneak Attack against the same target on the same turn, you increase the chosen effect by an additional 10 feet.

## Lockdown

At 17th level, you have enough combat prowess to stand your ground. At the start of combat, any hostile creature within 20 feet of you has disadvantage to their initiative roll if the creature can see or hear you.

Additionally, when you end your turn and you are not blinded, deafened, or incapacitated, any space within 10 feet of you is considered difficult terrain to hostile creatures until the start of your next turn.









## Roguelike Feats

Feats are an optional rule in chapter 6, “Customization Options,” of the *Player’s Handbook* that the DM permits in a campaign or not; the DM determines usage of feats for a character is allowed or not, and may potentially allow some feats to be available, while others may not be used at all within a campaign.

This section introduces several feats that can help shape an aspiring adventurer to be more roguelike. Though they were made with the rogue class in mind, they can be used by any character that meets feat’s prerequisite.

### Backstabber

*Prerequisite: Dexterity 13 or higher*

You’ve learned how to twist your blade into a foe when they least expect it. You gain the following benefits:

- During your turn, when you hit a creature with a melee weapon that deals piercing damage, you can use your bonus action immediately to deal an extra 1d4 damage against the same creature.
- You can roll a d6 in place of the normal damage die for a dagger.
- Once per turn when land an attack against a creature with a finesse weapon, you can embed your weapon into the creature and leave it there; any weapon embedded into a creature deals an additional 1d6 damage at the end of your turn. A creature with an embed weapon in it can roll a Constitution saving throw at the start of it’s turns (DC 8 + your Dexterity modifier + your proficiency bonus).  
On a successful save, all embedded weapons are removed from the creature.

### Concocter

You play with alchemic creations in your downtime, learning to weaponize some of them in the process. You gain the following benefits:

- You gain proficiency with the alchemist’s supplies. If you are already proficient with it, you add double your proficiency bonus to checks made with the alchemist’s supplies,

unless it already benefits from a feature that grants this, such as Expertise.

- You can create concoctions using your alchemist’s supplies. You can create a number of concoctions equal to your Wisdom modifier (minimum of 1) after a long rest, provided you have at least 5 gp of crafting material per concoction. When creating a concoction, you determine its damage type, choosing between acid, fire, and poison.

A concoction explodes upon being used, dealing 1d4 damage to a creature that is hit by one. If a creature takes the Use an Object action on a concoction to open it, they must succeed a DC 8 Dexterity saving throw or take 2d4 damage.

When you attack with a concoction, it has the finesse property and the thrown property, with a normal range of 10 feet and a long range of 20 feet. You can add your proficiency bonus to the attack roll.

### Campaigner

You’ve become quite familiar with marching onwards towards your objective. You gain the following benefits when traveling for an hour or more:

- You gain proficiency with the cartographer’s tools. If you are already proficient with it, you add double your proficiency bonus to checks made with the with the cartographer’s tools, unless it already benefits from a feature that grants this, such as Expertise.
- When travelling at a fast pace, you do not take a -5 penalty to your passive Wisdom (Perception) score to notice hidden threats if you are in the front rank of the marching order.
- When you and your allies are in a forced march, you can march a number of hours equal to 8 + half your Wisdom modifier (rounded up) before risking exhaustion. This benefits you and up to 5 allies who may accompany you.
- You and a number of allies equal to your Wisdom modifier (minimum of 1) can move stealthily at a normal pace if you are in the back rank of the marching order.



## Diver

Finding a lot of your time is spent in water, you gain the following benefits:

- You increase your Strength or Constitution score by 1, to a maximum of 20.
- Swimming doesn't cost you extra movement
- Being underwater does not impose disadvantage on your melee weapon attack rolls.
- The duration you can hold your breath is doubled.

## Lock Touch

*Prerequisite: Dexterity 13 or higher*

You have a knack for dealing with locks, you gain the following benefits:

- You gain proficiency with thieves' tools. If you are already proficient with it, you add double your proficiency bonus to checks made with thieves' tools, unless it already benefits from a feature that grants this, such as Expertise.
- You can use an improvised object in place of your thieves' tools, provided that object can logically fit inside the lock you are trying to pick or be used to disarm a trap. You treat the roll as though you were using thieves' tools for the ability check.
- You can study a lock that you can see for integral weaknesses; when you observe a lock within 5 feet of you for 1 minute without interruption, you gain a +5 bonus to Strength (athletics) checks to attempt to break it and a +5 bonus to Dexterity checks made to pick the lock.

## Nimble

You are quick on your feet. You gain the following benefits:

- If you move at least 5 feet towards a medium or smaller creature, you can spend 10 feet of movement to vault over it, landing behind it into an unoccupied space in the direction you were moving. There must be at least 5 feet of unoccupied space above the creature to vault over it.
- Taking the Dodge or Disengage action during your turn increases your movement speed by 5 feet until the end of your turn.

- You gain a +1 to your AC if you do not move during your turn.

## Poisoner

You play with poison. You gain the following benefits:

- You gain proficiency with the poisoner's kit. If you are already proficient with it, you add double your proficiency bonus to checks made with the poisoner's kit, unless it already benefits from a feature that grants this, such as Expertise.
- As a bonus action, you can apply a vial of basic poison onto a weapon.
- You can use the poisoner's kit with a bonus action.

## Thrown Weapon Master

You have trained yourself to be versatile with thrown weapons. You gain the following benefits:

- Any weapon with the thrown property is also considered to have the finesse property to you when you attack with it.
- When you make a ranged attack with a thrown weapon, you can immediately draw a weapon with the thrown property with that same hand (no action required).
- Any thrown weapon that you are proficient with is also considered to be a ranged weapon to you when you use the thrown property.

## Roguelike

*Prerequisite: Dexterity 13 or higher*

You are quick on your feet. You gain the following benefits:

- On your turn when you hit a creature with a finesse or ranged weapon against a creature with advantage, you can add 1d6 damage to the attack.
- When you are hidden from a creature and miss it with a melee weapon attack, making the attack doesn't reveal your position.
- When attacking with a finesse weapon, you can choose to have the attack deal either piercing or slashing damage.



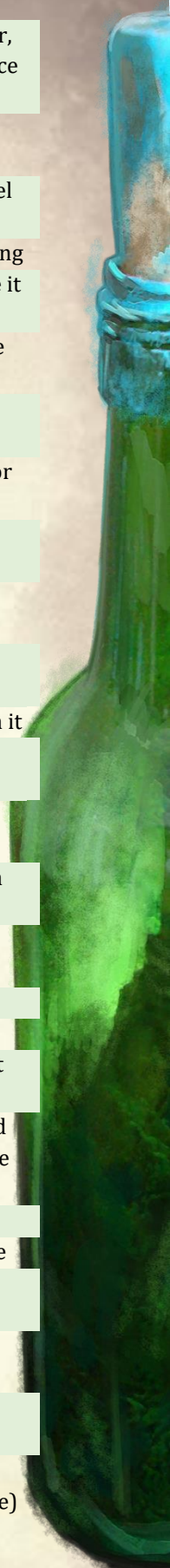


## Blackthorne Trinkets

In Chapter 5 of the *Player's Handbook*, newly created characters can roll once on the Trinkets table, bestowing an item of curiosity, and the DM may use the Trinkets table to add detail to their game. This alternate Trinket Chart to the *Player's Handbook* can be used at DM's discretion.

- 01 A wooden ring that smells of summer, which always appears amongst your possessions, even when tossed or given away
- 02 A large dead moth that is bigger than your hand
- 03 A petrified fish, likely a red herring
- 04 Half of a love letter, the missing part burned away
- 05 The shattered remnants of a broken lute held together by its remaining strings
- 06 A bloodstained note describing a terrible plague and most of the ingredients for a cure
- 07 A crumpled up legal document that belonged to a half-orc
- 08 A small potted plant containing wolfsbane
- 09 A very outdated and factually incorrect book on the astral planes, written by an unknown author
- 10 A burlap bag with a few greenish copper coins
- 11 Several petrified human fingers with rings on them, all of which are made of stone
- 12 An orb that contains several dead pixies within in
- 13 A rather large rusty lantern that could fit over a creature's head
- 14 A cobbler's hammer that has seen many years of use
- 15 A cameo of a tiefling
- 16 A few pieces of paper currency for a country you've never heard of
- 17 A pouch of strange, ochre dust that makes you feel unfocused
- 18 A simplistic wand that barely glows and doesn't work
- 19 A receipt that is several years old, describing the purchase of a wooden coffin
- 20 A 20-sided die

- 21 An exquisite door handle with most of its pieces intact
- 22 A guest book with a white bird on the cover, yet the visitor entries are the same sequence of names
- 23 Some sort of respirator caked with yellow, glittery dust
- 24 A cherry colored trinket that makes you feel lucky
- 25 An eviction notice laced with hostile wording
- 26 A die that only lands on its edges each time it is rolled.
- 27 A sculpture of a city inside a bottle with the name of some forgotten place
- 28 A key with the markings of true dwarven craftsmanship and nobility
- 29 A tarnished brass handle of a broken mirror that glows faintly
- 30 An empty bottle of wine from a halfling winery
- 31 A warehouse ledger describing very dangerous goods
- 32 A letter of acceptance to a school you've never heard of
- 33 A recipe of how to bake a cake with a file in it
- 34 An ancient earthenware flute in poor condition
- 35 A rusted gold medallion that has been smashed into an ugly clump of metal.
- 36 A small, articulate doll, its tag mentioning a small kingdom
- 37 A weathered stuff animal, likely a horse or donkey
- 38 An empty oil lamp that can hold no liquid
- 39 A tiny vial containing wisdom teeth
- 40 A screenplay written by a famous bard that tells an unbelievable tale
- 41 A stainless-steel promotional business card for a blacksmith but with no address for the business
- 42 A wanted poster with your likeness on it
- 43 A miniature set of armor, likely for a mouse
- 44 A double-sided coin that changes its set of faces each time it is flipped
- 45 A jar of fermented milk expired by several years
- 46 A small, mysterious sphere that only rolls uphill
- 47 A ballroom mask in the motif of either a lion, a wolf, a dragon, or a bear (your choice)





- 48 A vial of blood that glows faintly
- 49 An illegible grimoire with pages stained black
- 50 A confession from someone who burned a city down to retrieve an heirloom, only to lose it to the fey
- 51 A hand operated drill of gnomish design that will not rotate as intended
- 52 The handle of a green lance with a human's name engraved on it.
- 53 A cracked, ancient dragon's tooth
- 54 A six-sided spinner with unique landscapes on each face except for one
- 55 A poorly written poem about a hero with a very, very common name
- 56 The remnants of a red cloak, singed and in a state of disrepair
- 57 A sealed box with three circular indents in it
- 58 A golden needle of elvish origin
- 59 A small crystal ball that is completely covered in scratch marks
- 60 A dowsing rod made of an unfamiliar wood
- 61 Part of a cloak that shines like sand in the sun
- 62 Broken glasses that likely belonged to an arcanist
- 63 Ten rings fused together in a circle
- 64 A embroidered eye patch of great quality
- 65 A burglar's map of a mansion with notes on how to break into it
- 66 Three seemingly worthless glass gems
- 67 A periscope that once was adorned with jewels
- 68 A tarnished, thin necklace chain that is broken
- 69 A portrait of a beautiful person, on the back is the words 'help them, please'
- 70 A prosthetic arm with full articulation
- 71 A withered heart in a jar, covered in scales
- 72 A set of fine gloves ruined by several holes
- 73 A small dull knife that is stained red
- 74 A cincture that glints like a diamond
- 75 A glass sphere filled with dark red liquid
- 76 A small bag of vegetable-based feed with the word 'chimera' on the container
- 77 Two two-leafed clovers spun together
- 78 A hangman's noose
- 79 A pendant of an axe made from pyrite
- 80 An abyssal ornament
- 81 Blueprints of an elven set of leather armor

- 82 A quill that laughs obnoxiously when dipped in ink
- 83 A singed book about a dragonborn wanderer with no name
- 84 A piece of magnetite with the word 'lodestone' carved into it
- 85 One-fourth of a rusty circlet
- 86 An opaque, black hourglass that always emits the sound of sand moving
- 87 Two miniscule orbs that resemble eyes
- 88 The frame of a harp, its strings missing
- 89 A tattoo that is on a piece of leather
- 90 A bottle of black ink that is always warm
- 91 Parchment with an incomplete arcane circle sketched on it
- 92 A glyph on a small flat rock that floats in your hand
- 93 A blackened ring that reflects no light
- 94 A sheath of dwarven design that fits any sword
- 95 A jar of strange, glowing adhesive used for books
- 96 A pendant with a lightning symbol on it
- 97 Large glass shards which seem to contain the visage of a person within them
- 98 A piece of red chalk that stains things permanently
- 99 A set of wedding rings linked together for all eternity
- 100 A silver pocket mirror with someone else's reflection in it





# Clyde's Magic Items

In Chapter 7 of the *Dungeon Master's Guide*, magic items are acquired upon defeating foes or found in dangerous or forgotten places. As a rogue, chances are you might even steal one of these magic items from someone. Magic items are acquired at DM's discretion.

## Common Magic Items

d20	Object
1	Army Dagger
2	Buckler Shield
3	Condensable Weapon
4	Compound Bow
5	Dealer's Deck
6	Dungeon Keeper's Dice Bag
7	Hidden Lock Pick
8	Incendiary Arrow
9	Pavise Shield
10	Penumbra Rod
11	Potion of Aestus
12	Physician's Bag
13	Rod of Light
14	Rope Arrow
15	Spectre Ammunition
16	Sniper Ammunition
17	Tactical Crossbow
18	Throwing Star
19	Water Arrow
20	Wrist Crossbow

## Uncommon

d20	Object
1	Adjustable Weapon
2	Assassin's Blade
3	Bag of Ball Bearings
4	Bag of Particles
5	Blackjack
6	Brass Dragon Knuckles
7	Brynfrid's Tooth
8	Dagger of Tricksters
9	Deathward Armor
10	Fang of the Winter Dragon
11	Glass Cutter
12	Grappling Hook Weapon
13	Hypercharged Weapon
14	Invisible Armor
15	Potion of Greater Aestus
16	Ring +1
17	Stealth Container
18	Stun Baton
19	Swashbuckler's Rapier
20	Weather Resistant Clothing

## Rare

d20	Object
1	Bag of Caltrops
2	Bandana of Cool
3	Beargalore's Blade
4	Bello's Wonderful Gloves
5	Box of Tarnov
6	Capotain of The Huntress
7	Cloak of the Winged Centaur
8	Gemstone of Gwalht
9	Geronimo's Carriage
10	Orb of Sending
11	Pipe of Secrets
12	Potion of Superior Aestus
13	Riften Blade
14	Ring of Thorns
15	Rose Compass
16	Scattering Ammunition
17	Secret Watering Tin
18	Skeleton Key
19	Smoke Bomb
20	Yaroslav's Mysterious Trinket





## Very Rare

d20	Object
1	Archaeologist's Whip
2	As I Lent Death
3	Book of Ink
4	Beer of Radiance
5	Bracelet of Mage Armor
6	Cat of Burgling
7	Contract Weapon
8	Crossbow of Death
9	Dentures of Destiny
10	Grimscythe
11	Illegoth's Amulet
12	Killthrill
13	Potion of Supreme Aestus
14	Proximity Trap
15	Ring of Aestus
16	Ring of Blacke
17	Ring of Legacy
18	Shadow Plate
19	Tea Bag of Terminus
20	Vial of Endless Poison

## Legendary

d10	Object
1	Armor of The Ruler
2	Cherry Chestnut Trinket
3	Chronoblade
4	Eye of Matthias
5	Greatbow of Nemyt
6	Killersway
7	Potion of Long Rest
8	Potion of Ultimate Aestus
9	Ring of Blindsense
10	Vampire Culler

### Adjustable Weapon

*Weapon (any melee), uncommon*

Attacks made with this weapon have a +1 bonus to attack rolls. Additionally, you can use a bonus action to change the damage type this weapon deals, choosing between bludgeoning, piercing, or slashing.



### Archaeologist's Whip

*Weapon (whip), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this weapon and it also has a reach of 15 feet and the light property. While holding it, you gain the following benefits:

- You can target a creature up to 15 feet away from you and attempt to disarm them with the whip. You can use your action to make an attack roll contested by the target's Strength (Athletic) check or Dexterity (Acrobatics) check. If you succeed, you deal no damage and they drop the item they were holding.
- You can use a bonus action to have the whip secure itself onto an object within 15 feet of you. While it is secured to an object you can swing across a horizontal gap of up to 40 feet as part of the same bonus action.
- While holding onto the *archaeologist's whip*, you can have it detach itself from an object and coil back into your hand (no action required).
- You have advantage on any Strength (Athletics) checks or Dexterity (Acrobatics) checks when using the *archaeologist's whip* to climb.



### Armor of The Ruler

*Wonderous item, legendary (requires attunement)*

This item appears as a crown. While worn, you can use a bonus action to activate the crown, causing it and anything you are wearing to transform into a suit of magical plate armor, known as the *armor of the ruler*. If you are proficient with leather armor, you are proficient with the *armor of the ruler*. Using your action, the armor can be turned back into a crown and whatever you were wearing when it was initially activated.

While the crown is transformed into plate armor you gain the following benefits:

- If you do not move during your turn, you can use an action to become immune to all damage until the start of your next turn.
- At the start of your turn, you gain 10 temporary hit points.
- You cannot be charmed, frightened, paralyzed, or stunned.





### Army Dagger

*Wonderous item, common*

A specially made folding knife that also contains various other folding tools in the same housing. It has the property of both a dagger and a set of thieves' tools and can be used as either one as part of your action.

### As I Lent Death

*Weapon (any finesse weapon), very rare (requires attunement by a creature of neutral alignment)*

When you unsheathe this weapon, it whispers in Abyssal, "As I lent death a silent death a..." and leaves the sentence unfinished.

When you use this weapon to make a melee attack against a creature, the target of your attack becomes deathmarked. You can only have one creature deathmarked at a time. While the deathmarked creature lives, you cannot deathmark another creature until after the next dawn. While the deathmarked creature is within 10 feet of you, you are under the effects of a *silence* spell, which is centered on you and moves as you move.

**Curse.** This weapon is cursed and becoming attuned to it extends that curse to you. As long as you remain cursed, whenever a creature is deathmarked by this blade and lives, you are unable to speak and have no voice and creatures that can telepathically communicate with you are unable to do so.

### Assassin's Blade

*Weapon (dagger or shortsword), uncommon*

A metal, lightweight hilt that houses a blade inside. It weighs 1 pound. As part of your Attack action, you can have the hilt change into a dagger or a shortsword. At the end of your turn, you can have the blade collapse back into its hilt making it easy to conceal (no action required).

When the blade is collapsed, creatures have disadvantage on any checks made to notice it on you, and you have advantage on any checks made to hide it.

### Bag of Ball Bearings

*Weapon (club), uncommon*

This magic leather bag has 3 charges. You can expend 1 charge to retrieve a pouches worth of magical ball bearings out of the bag. These ball bearings can be used in the same way as regular

ones, but the ball bearings vanish after 1 hour. The *bag of ball bearings* regains 1 charge daily at dawn.

### Bag of Caltrops

*Weapon (club), rare*

This magic chainmail bag has 10 charges. Using an action, you can expend charge 1 to pour a single bag's worth of caltrops from it. These caltrops can be used in the same way as regular ones but vanish after 1 hour. The *bag of caltrops* regains 1d4 charge daily at dawn.

### Bag of Particles

*Weapon (club), uncommon*

This magical burlap bag has 10 charges. When you take the Use an Object action on the *bag of particles* you can expend its charges and for every charge you expend, 1 cup of dusty material is produced within the bag. The *bag of particles* regains 1 charge daily at dawn.

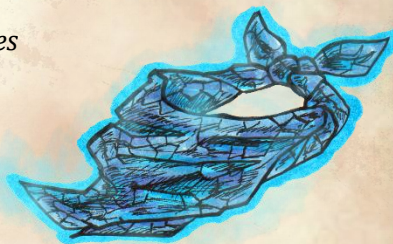
Different types of the *bag of particles* exist. The DM decides what type of *bag of particles* it is or determines it randomly.

D6	Bag of Dust
1	Dirt
2	Ash
3	Granulated sand
4	Chalk
5	Bone dust
6	Baking flour

### Bandana of Cool

*Wonderous item, rare (requires attunement)*

While wearing this bandana you have resistance to fire damage. In addition, you and everything you wear and carry are unaffected by temperatures as high as 150 degrees Fahrenheit.



### Beargalore's Blade

*Sword (longsword or greatsword), rare*

This golden blade offers a bonus +1 to AC if you do not use your movement, and your Charisma score increases by 2, to a maximum of 20, while you hold this weapon with both your hands.





At the end of your turn, any creature that can see or hear you after you've made an attack with *Beargalore's Blade* must succeed on a DC 15 Charisma saving throw or have to make a complimentary statement or gesture about you.

**Curse.** Once you touch this blade, you become cursed and cannot become attuned to any magical items until the curse is broken. While cursed, you always have a hand on the blade, even when it is sheathed. The curse causes you to speak as bombastic as possible and you have disadvantage on Wisdom saving throws until the curse is broken. The curse can be broken by succeeding on a DC 10 Wisdom saving throw, which can be made at the start of your turn. On a successful save, *Beargalore's blade* drops from your hand, ending its curse. On a failed save, you strike a heroic pose and cannot move for the rest of your turn.

### Bellos' Wonderful Gloves

*Wonderous item, rare (requires attunement)*

These gloves stay pristine. While wearing the gloves, you can use an action to the *prestidigitation* cantrip as an action. For you, it has a range of 30 feet and you are able to instantly clean or soil an object no larger than 5 cubic feet.

Additionally, while attuned to the gloves, your weapons and anything you wear never get dirty.

### Beer of Radiance

*Wonderous Item, very rare*

A beer so perfect it glimmers dim light in a 50-foot radius. The glass that contains the *beer of radiance* cannot be broken, the beer cannot be sullied or poured from the glass. When you finish drinking from *beer of radiance*, the glass vanishes from your hands into a beam of light, destroying it in the process, and you are bestowed with a random benefit. The benefit lasts for 1 hour, and the DM rolls to determine what benefit you receive.

d20	Effect
1-4	You gain 6d8 temp hit points
5-8	You gain a +1 bonus to AC
9-12	You gain a +1 bonus to Saving Throws
13-16	You gain a +2 bonus to Attack rolls
17-19	You gain a +2 bonus to Damage rolls
20	All the above.

### Blackjack

*Weapon (club), uncommon*

This magic weapon has 6 charges. When you make a weapon attack with it and score a hit on a roll of 18-20, you can expend 1 charge to cast a 1st-level *sleep* spell against the same creature, targeting that creature only. This item regains 1d4 charges daily at dawn.



### Bracelet of Mage

*Armor*

*Wonderous item, very rare (requires attunement by a spellcaster)*

While wearing this bracelet and not wearing armor you are always under the effects of the *mage armor* spell.

### Book of Ink

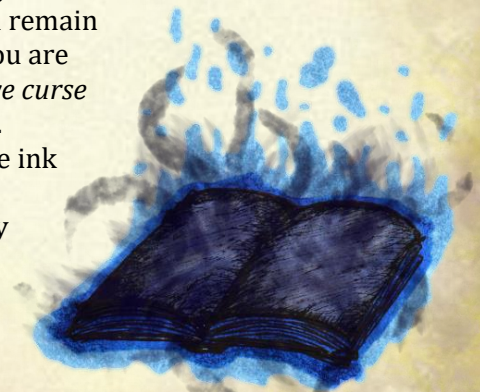
*Wonderous item, very rare (requires attunement)*

A grimoire with pages that are stained in ink and illegible. While attuned to this book, you can attempt to understand its darkened pages by rolling a DC 15 Intelligence (Arcana) check. On a success, the book evaporates into shadowy mist that coats one of your limbs in ink.

While the ink is coating one of your limbs, you gain the following benefits:

- You can use a bonus action to replace a missing limb, replacing it with a translucent one made of shadowy wisps of ink.
- When the ink is covering or replacing an arm, you cannot be disarmed unless you are incapacitated, and you gain a +1 bonus to attack rolls.
- When the ink is covering or replacing a leg, you cannot be knocked prone.
- You can alter the placement of the ink with a bonus action, switching it to a different limb.

**Curse.** The book is cursed and once it turns into ink and binds itself to you, it extends its curse to you. While cursed, you cannot make it return to its book form and you remain attuned to it unless you are targeted by the *remove curse* spell or similar magic. Additionally, while the ink binds its curse to you, you have vulnerability to radiant damage.



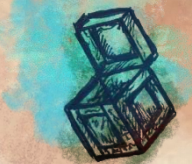


### Box of Tarnov

*Wonderous item, rare*

A strange box from a foreign land, the *Box of Tarnov* only opens when it feels like it, and seemingly opens to answer a question whenever it wants, and only while being held. When the *Box of Tarnov* decides to open itself, it casts the spell *legend lore* on you, but also narrates aloud all the information the spell tells you, speaking in a voice that is audible out to 300 feet.

After the *Box of Tarnov* is done speaking, it begins to gently close itself and can be obstructed to prevent it from closing shut. The *Box of Tarnov* cannot speak again until after it has remained shut for at least 3 days.



### Brass Dragon Knuckles

*Wonderous item, uncommon*

You can equip the *brass dragon knuckles* as you would a regular weapon in your hand. When you punch while holding it, unarmed strikes made with that hand have the finesse property and you can add a +1 bonus to attack and damage rolls.



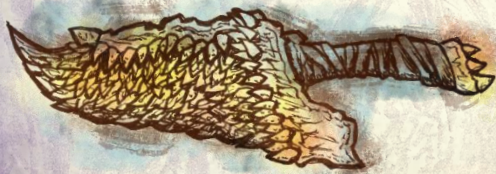
### Brynfrid's Tooth

*Weapon (any), uncommon (requires attunement)*

When you make a weapon attack with this weapon, it deals necrotic damage. While holding it in your hand, you are immune to diseases. When you damage a creature that is a humanoid with this weapon, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Curse.** This sword is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you refuse to part with the weapon, keeping it on your person at all times. While cursed, you also have disadvantage on attack rolls against creatures that are cursed with lycanthropy.

The curse can be removed by the *remove curse* or similar magic, or by becoming cursed with lycanthropy if you aren't already.



### Buckler Shield

*Shield, common*

A smaller, lighter shield that is just as good as a regular one. It weighs 2 pounds. You can don or doff this shield with a bonus action during your turn.



### Capotain of The Huntress

*Wonderous item, rare (requires attunement)*

You gain a +1 bonus to AC and you cannot be blinded by magical means while you wear this hat.

### Cat of Burgling

*Wonderous item, very rare*

A golden trinket of a cat that is small enough to fit in your pocket. If you use an action to speak the command word and drop the trinket at your feet, the trinket turns into a cat. If there is no space for the trinket to become a cat, it remains as a trinket instead.

The cat is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands the cat acts in a fashion appropriate to its nature, though it never wanders more than 100 feet away from you. When in cat form, the trinket has the same stats as a cat from the *monster manual*, except that it has an AC of 28.

The figurine remains as a cat for 24 hours. It reverts back into a trinket early if it drops to 0 hit points or you use an action to speak the command word again while touching it. Once it has been used, it can't be used again until 7 days have passed.

While in cat form and within 20 feet of you, the trinket gives you advantage on Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.



### Cherry Chestnut Charm

*Wonderous item, legendary*

Made of a weightless wood from another plane of existence, this luck-charged object glows with



magic and almost resembles gold. It can be in the shape of a buckle, a pin, jewelry, button or any accessory one might wear.

While wearing the *cherry chestnut charm* on your person, you have the following benefits:

- You can take the Dodge action as a bonus action.
- You gain a +1 bonus to AC.
- Your Charisma score increases by 3, to a maximum of 28.
- You can attune to more than one copy of an item at a time.

### Chronoblade

*Weapon (shortsword), legendary (requires attunement by a fighter, ranger or rogue)*

A mysterious blade made of shifting sands, this weapon grants a +1 bonus to attack and damage rolls made with it.

The weapon has 6 charges for the following properties. It regains 1 charge daily at dawn, or 1 charge if you kill a creature with a challenge rating of 17 or higher.

**Delay.** You can use a bonus action to expend 1 charge to cast the *haste* spell on yourself, forgoing the effects that occur when the spell ends.

**Restraint.** After making a weapon attack on your turn, you can expend 1 charge to have the creature make a DC 17 Dexterity saving throw. On a failed save, the creature's speed drops to 0 and attacks made against the creature have advantage until the end of its next turn. On a successful save, the creature's speed is halved.

**Rewind.** At the end of your turn, you can expend 2 charge (no action required) to redo your turn. Events rearrange to accommodate this, and only you can recall the events that transpired beforehand.

**Sandstorm.** You can use action to expend 4 charges to instantly cast *foresight* on yourself.

**Curse.** Upon expending a charge from the *chronoblade* you become cursed. While cursed, you remain attuned to the *chronoblade* and a pit fiend begins to pursue you, always knowing where you are; its goals tied to the usage of the *chronoblade*. Additionally, you always know the direction and distance of the pit fiend while it is within 500 feet of you. At the DM's option, they may choose a creature other than the pit fiend to pursue you. The curse can only be broken by the pit fiend's death, or by the use of the *wish* spell.

### Cloak of the Winged Centaur

*Wonderous item, rare*

While worn, this long cloak has a magical, dimensional inner lining. The *cloak of the winged centaur* is made to allow you to hide things within its magical inner lining, making it appear that nothing is hidden on the posterior side of your body, which may normally poke through if the cloak was a regular one. For example, an aarakocra could use it to hide their wings, a centaur or yuan-ti could use it to appear bipedal from behind and a tiefling could use the cloak to hide their tail.

Additionally, a creature can use it to conceal five cubic feet or 150 pounds of gear, provided it is secured to their back. While it isn't being worn, the dimensional inner lining of the *cloak of the winged centaur* turns nonmagical and cannot be used to hide things.

### Compound Bow

*Weapon (longbow), common*

A bow made with light materials and pulleys, this weapon weighs 2 pounds and can quickly switch between being a longbow or shortbow, assuming the property of either weapon before an attack is made with it. Additionally, when it is used as a shortbow, it has a +1 bonus to attack rolls, and when used as a longbow it does not have the heavy property.

### Condensable Weapon

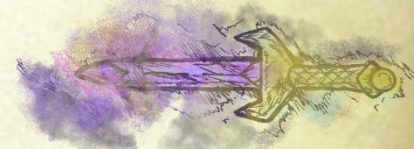
*Weapon (any), common*

This weapon has been conventionally designed to become collapsible for portability, weighing half as much as a regular version of the weapon would. Using an action, a weapon can be condensed, taking half as much space as it normally would. A condensed weapon can be restored to its regular size with a bonus action.

### Contract Weapon

*Weapon (any), very rare*

This weapon is made to kill a single, specified target, which is defined by the weapon's creator. When this weapon damages its intended target, it deals an additional 4d10 necrotic damage. You can make a DC 15 Intelligence (Arcana) check on the *contract weapon* to determine the name of the





creature the weapon is intended to harm if that information is unknown to you.

When this weapon is used to kill its intended target, the creature's body and this weapon vanish into nothingness and the weapon is destroyed.

### Crossbow of Death

*Weapon (hand crossbow), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you kill a creature with this weapon, you regain 2d4 hit points.

While holding this weapon, you can use an action to cast the *speak with dead* spell on a creature you have killed with this weapon. The hand crossbow can't be used this way again until after a long rest.



### Dagger of Tricksters

*Weapon (dagger), uncommon (requires attunement by a spellcaster)*

This dagger is a magic weapon and can be used as a spellcasting focus. While holding it, you can use an action to speak its command word, casting *find familiar* from it, casting the spell on a point within 60 feet of you. Upon doing so, the dagger vanishes from your hand and turns into the familiar until the end of the spell's duration. The dagger reappears in your hand or at your feet (your choice) once the spell ends.

The dagger's property can't be used again until next dawn. In the meantime, the dagger can still be used as a magic weapon or spellcasting focus.



### Dealer's Deck

*Wonderous item, common (requires attunement)*

A card deck box with a set of playing cards. While attuned to this deck of cards, they cannot be folded, marked or creased by anyone but you. Using an action, you can have the cards reappear

in perfect condition in the box, even if they were destroyed.

Additionally, when you draw a card that is face down from the deck, you can determine which card it will be, even if that card is in someone else's hand, but only if no one is looking at the card's face.

### Deathward Armor

*Armor (any), uncommon (requires attunement)*

This armor is enchanted with protective glyphs. If you are reduced to 0 hit points from either falling, a trap, or from a spell attack roll or weapon attack roll, you instead drop to 1 hit point.

Once used in this way, the armor crumbles to dust and is destroyed.



### Dentures of Destiny

*Wonderous item, very rare (requires attunement)*

These dentures have 4d8 charges, which are represented by teeth lining the dentures. You can cast the following spells from the dentures, expending the necessary number of charges: *augury* (1 charge), *divination* (8 charges), or *foresight* (28 charges).

Once the last charge is expended, the dentures turn to bone dust and are destroyed.

### Dungeon Keeper's Dice Bag

*Wonderous item, common*

This high-quality bag can be used to conjure up to 100 dice at any given time. The type, color, opacity, and design that the die will have is based on what the desires of the creature that interacts with the *Dungeon Keeper's dice bag*, though the size of the dice is limited between being ½" to 1" in size, the material the dice are made of are always resin, and each die weighs only 0.01 of a pound.

A creature can pull out a die that can have anywhere between 4, 6, 8, 12, 10, 20 and 100 sides. The dice bag always sits upright, ensuring the contents do not spill, unless a creature chooses to outright empty the *Dungeon Keeper's dice bag*, determining the properties of the dice that pour out.

A conjured die will reappear back into the dice bag if they are moved up to 10 feet away from the *Dungeon Keeper's dice bag*, or if they destroyed.





### Eye of Matthaiais

*Wonderous item, legendary (requires attunement from a creature of good alignment and having a missing eye to replace with this one)*

A magic, crystallized eye that was made by a self-made deity, this eye demands devotion and self-sacrifice. A creature of neutral or evil alignment that attempts to attune to the eye fails, and if you are already attuned to the eye and your alignment turns to neutral or evil, the eye falls out of your head. While attuned to the eye, you can use it to replace a missing one.

The eye has 3 charges. You can use an action to expend 1 charge to cast the *antimagic field* spell, extending the radius of the spell by an additional 20 feet for each charge used.

While this eye has 1 charge remaining, you and anything you are carrying or wearing are immune to the *antimagic field* spell and truesight has no effect on you.

The eye regains 1 expended charge after 60 days.

### Fang of the Winter Dragon

*Weapon (any), uncommon (requires attunement by a spellcaster)*

A weapon made of opaque ice that you can use as a spell casting focus or as a weapon. When you cast a spell with it, you can change the spell's damage type to cold.

**Curse.** This weapon is cursed and becoming attuned extends its curse to you. As long as you remain cursed, the weapon and your hand are encased in magical ice that prevents you from letting go. Until the curse is broken, you remain attuned to it and it remains affixed to your hand, though the magic ice does not harm you in any way. If you cast a spell that deals fire or radiant damage, you take half the damage of the spell. The curse can be removed by the *remove curse* or similar magic, or by holding your frozen hand over a fire for 24 hours, which melts ice and the weapon, destroying it in the process and breaking the curse.

### Gemstone of Gewalht

*Wonderous item, rare*

This gemstone glows with vibrant energy. Using an action, you can cast *magic circle* from it with a

casting time of 1 action and a range of 30 feet.

Once used, the gemstone harmlessly morphs into melted gold that pours from your hands which shoots forth and traces the outline of the magic circle, instantly consuming it as the material cost of the spell and destroys it in the process.



### Geronimo's Carriage

*Wonderous item, rare (requires attunement)*

This ornate magical carriage needs no horses to move. While in the driver's seat of the carriage, you can speak a command word followed by the



name of a destination, such as the name of a city or a tavern. Upon doing so, the carriage begins to move itself towards the destination, as though being pulled by invisible horses, and takes the safest and most well-known route to the destination, if any. If no such route exists, *Geronimo's carriage* does not move on its own.

The carriage has a set of reigns in the drivers seat that can also be used and, when held, allow you to make the carriage move forward, turn, and move in reverse.

When determining the carriage's weight capacity and speed, you treat the carriage as though it is being pulled by four warhorses. The carriage stops moving once you stop being in the driver's seat, or if its carrying capacity is exceeded. If *Geronimo's carriage* is broken or damaged, it repairs itself magically at dawn.

Additionally, while attuned to *Geronimo's carriage* and in the driver's seat, you gain the following benefits:

- Your Charisma score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with creatures that are the same race as you.
- You have proficiency with vehicles (land), and your proficiency bonus is doubled for any check involving a vehicle (land) check.
- You have Darkvision out to a range of 60 feet.

### Glass Cutter

*Weapon (dagger), uncommon*

This dagger has 3 charges. While holding it, you can use an action to expend 1 charge and stab the dagger into a pane of non-magical glass that is no thicker than 3 inches, instantly creating a perfect 3-foot diameter hole in the glass. It does so without making any noise or shattering the glass and turns the glass it affected into nothing.

The dagger regains 1d3 expended charges daily at dawn.

### Grappling Hook Weapon

*Weapon (any melee), uncommon (requires attunement)*

This specialized weapon has 6 charges and can be used to launch a built-in chain and grappling hook. Using an action, you can expend 1 charge and aim the *grappling hook weapon* at a battlement, window ledge, tree limb, or other protrusion within 30 feet of you. Provided there is

nothing obstructing your movement path and the *grappling hook weapon* was able to secure itself, the *grappling hook weapon* pulls you up to 30 feet to that point and detaches itself immediately afterwards (no action required). This item regains 1d4 charges daily at dawn.

### Greatbow of Nemyt

*Weapon (longbow), legendary (requires attunement)*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This longbow has a normal range of 500 feet and a long range of 1000 feet.



### Hidden Lock Pick

*Wonderous item, common*

This seemingly normal object acts like the object it appears to be but, with an action, it can be reassembled into a lock pick. As a lock pick it can be used in place of a set of thieves' tools when making Dexterity checks to pick locks. As an action, the object can be reverted from a lock pick back to its original form.

A *hidden lock pick* can come in an assortment of shapes and sizes. Here are some examples of the variants that can be found.

## HIDDEN LOCK PICKS

d10	Object
1	Wood Twig
2	Flute
3	Chisel
4	Paintbrush
5	Hair Pin
6	Pipe
7	Wind Chime
8	Harmonica
9	Kazoo
10	Slide Whistle

### Grimscythe

*Weapon (sickle), very rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This sickle has the finesse and reach property. This weapon has 6 charge for the following other properties. It regains 1 charge when you fail a death saving throw.



**Grim Attack.** You channel your life force into one deadly attack. When you hit a creature with this weapon, you can expend 2 charge to deal an extra amount of damage equal to your current hit points and take the same amount of damage -1.

**Restless Attack.** When you attack a creature with this weapon, you can expend 2 charge before the attack is rolled to have the attack be treated though you scored a critical hit. Upon doing so, you take two points of exhaustion.

### Hypercharged Weapon

*Weapon (any), uncommon*

This magic weapon has 1d4 + 1 charges. While holding it, you can expend 1 charge to have your next weapon attack deal additional 1d6 force damage. This weapon becomes a regular weapon if it has no charges remaining.

### Illegoth's Amulet

*Wonderous item, very rare (requires attunement by a spellcaster)*

A strange amulet from a different time and place. While wearing this amulet, you gain the following benefits:

- Your Intelligence score increases by 2, to a maximum of 22.
- The first time you roll damage for a spell during your turn, you increase its damage by 1d4 if it is a cantrip, and by 1d6 if it is a 1st-level spell or higher.

### Incendiary Arrow

*Weapon (arrow), common*

When this magic arrow hits an inanimate object, it begins to glow red and slowly ignites itself on fire, destroying the arrow in the process, and igniting any unattended objects that are flammable. If the arrow hits a creature that has vulnerability to fire damage, they cannot regain hit points until the start of their next turn.

### Invisible Armor

*Armor (any), uncommon*

This enchanted armor becomes invisible while donned. *Invisible armor* gives you the appearance

that you are unarmored and allows you to dress however you want without appearing armored.

### Killersway

*Weapon (any), legendary (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this weapon. While the weapon is on your person, you also gain a +5 bonus to initiative rolls.

**Bloodlust.** If this weapon is on your person at the start of your turn, you can use a bonus action and choose one creature that you can see within 30 feet of you, immediately determining if it has more than 100 hit points, or if it has 100 hit points or less (no action required), though its exact amount of hit points is not known to you.

**Power Word Kill.** The weapon has 1d4 - 1 charges. While holding it, you can use an action to expend 1 charge and cast the *power word kill* spell from it. This property can't be used again until the next dawn. The weapon loses this property if it has no charges.

### Killthrill

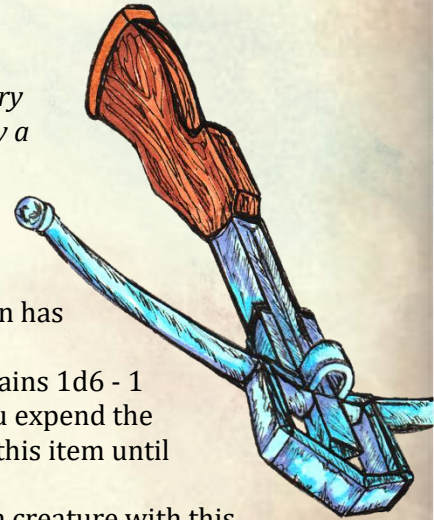
*Weapon (light crossbow), very rare (requires attunement by a ranger or rogue)*

A custom made heavy crossbow made of engraved wood and reinforced steel, this weapon has 7 charges for the following properties. The weapon regains 1d6 - 1 charges daily at dawn. If you expend the last charge, you cannot use this item until you regain at least 1 charge.

**Slug Shot.** When you hit a creature with this weapon, you can use your bonus action and expend 1 charge to deal an extra 2d6 slashing damage.

**Burst Shot.** When you hit a creature with this weapon, you can use your bonus action and expend 2 charge to make each creature adjacent to the target roll a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, each creature adjacent to the target takes 2d6 fire damage.

**Staggering Shot.** When you hit a medium or smaller creature with this weapon during your turn, you can expend 1 charge to reduce their movement by 10 feet until the start of your turn.



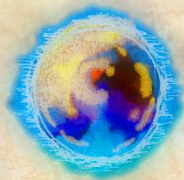


**Piercing Shot.** When you hit a creature with this weapon, you can use your bonus action and expend 1 charge to have each creature in a line 50 feet long and 5 feet wide behind it roll a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). Each creature takes 2d4 piercing damage on a failed save, or half as much damage on a successful one.

### Orb of Sending

*Wonderous item, rare (requires attunement)*

This orb remains affixed on your person wherever you place it, remaining there as long as you are attuned to it. It has 4 charges. You can use your action to place a hand over the *orb of sending* and expend 1 charge to cast the *sending* spell. The orb regains all expended charges daily at dawn.



### Pavise Shield

*Shield, common*

This large shield weighs 17 pounds and is taller than most shields. While holding the *pavise shield* you can use a bonus action to stand it upright, freeing your hand and using it to create half cover for you if you remain behind the direction it is facing. Using an action, you can pick it up and don it.

### Penumbral Rod

*Wonderous item, common*

A transparent stick filled with a glowing colored liquid, this magic item sheds dim light in a 20-foot radius.



### Physician's Bag

*Wonderous item, common*

A leather bag with a split handle opening at the top and filled with various medical tools, this item has the property of both the alchemist's tools and herbalism kit and can be used in place of either one.

### Pipe Of Secrets

*Wonderous item, rare*

While smoking this pipe, you can use an action to cast *see invisibility* spell from it at will. The spell ends once you stop smoking the pipe, and for every 6 seconds you smoke from the pipe, you take 3 point of necrotic damage.

**Curse.** The pipe is cursed and smoking it extends the curse to you. As long as you remained cursed, you feel the need to smoke from the pipe once a day. After a long rest, you have disadvantage on Constitution saving throws until you smoke from the *pipe of secrets*. The curse can be removed by the *remove curse* or similar magic, or by not smoking from the *pipe of secrets* for 7 days, which breaks the curse.



### Potion of Aestus

*Potion, rarity varies (requires attunement)*

This unique potion refills itself after a long rest. When you drink this potion it allows you to spend your Hit Dice to regain hit points without taking a short rest, with the maximum amount of Hit Dice you can spend being based on the potion's rarity, as show in the Potions of Aestus table. Whenever you spend a Hit Die by drinking from a *potion of aestus*, you use the highest number possible for the die. A *potion of aestus* can have more than one use depending on its rarity and regains all expended uses after you take a long rest. Whatever its potency, the potion looks like it is made of fire.



## POTIONS OF AESTUS

Potion of ...	Rarity	Uses	Hit Dice
Aestus	Common	1	3
Greater aestus	Uncommon	2	4
Superior aestus	Rare	3	5
Supreme aestus	Very Rare	4	6
Ultimate aestus	Legendary	5	7

### Potion of Long Rest

*Wonderous item, legendary*

You can drink this potion using an action and immediately gain the benefits of a long rest, regardless of whether or not you've already had the benefits of a long rest within the last 24 hours.

A creature can only receive the full benefit of the *potion of long rest* once. Drinking a subsequent *potion of long rest* after the first time causes the creature to only regain all its hit points instead.



### Proximity Trap

*Wonderous item, very rare*

A strange, small, circular disk that dimly flickers with power. You can use your action to place the *proximity trap* on a flat, solid surface within 5 feet of you, or throw it onto a solid surface within 15 feet of you. Once you do, the *proximity trap* sticks to the surface and activates, remaining where it was placed.

If a creature enters a space within 5 feet of the activated *proximity trap*, the *proximity trap* explodes, destroying itself in the process. Any creature within 5 feet of the *proximity trap* when it explodes must roll a DC 15 Dexterity saving throw. A creature takes 8d8 fire damage on a failed save and is pushed 5 feet away from it. On a successful save, the creature takes half as much damage and isn't pushed. The *proximity trap* has 4 hit points and an AC of 18. If hit with a weapon attack while activated, it will explode.

The *proximity trap* cannot be moved from where it was placed unless targeted by the *dispel magic* spell, which deactivates it, allowing it to be removed and activated later.



### Riften Blade

*Weapon (shortsword), rare (requires attunement by a drow or tiefling)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 40 feet. After you make a ranged attack with this weapon, it teleports back into your hand.

If the weapon is dropped, stolen, or misplaced, you can summon it back into your hand with a bonus action, even if it is in another plane of existence.

### Ring of Aestus

*Wonderous item, very rare*

While wearing this ring, you regain all spent Hit Dice after a long rest.

### Ring of Blacke

*Wonderous item, very rare (requires attunement by a creature of evil alignment)*

A ring of shadows that reflects no light. While wearing it, you gain the following benefits:

- You no longer need to sleep, eat food, or drink water, though to gain the benefits of a long rest you must spend at least 8 hours doing light activities, such as meditating, reading, or standing watch.
- You no longer need to breathe; you cannot drown or suffocate, though you need to be able to breathe in order to talk.
- Your canine teeth become sharpened and you can bite to make an unarmed strike as a bonus action. If you hit a creature that isn't undead with your bite, you regain 1d6 hit points.

**Curse.** This ring is cursed and once you wear it, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While cursed you also have a hunger for fresh blood; if you do not consume 1 pint of fresh blood at least once every 72 hours, you suffer one level of exhaustion.

### Ring of Blindsense

*Wonderous item, legendary (requires attunement by a ranger or rogue)*

While attuned to the ring, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you. If you have the Blindsense feature from the rogue class, the distance is instead increased by 50 feet.



### Ring of Thorns

*Wonderous item, rare (requires attunement)*

This ring has 3 charges. If you are hit by a creature with a melee attack while attuned to this ring, you can expend 1 charge to attempt to damage the creature back (no action required). The creature must succeed on a DC 15 Dexterity saving throw or take 2d10 poison damage. The ring regains 1d3 charge daily at dawn.

### Ring of Legacy

*Wonderous item, very rare (requires attunement)*

While attuned to this ring, you gain faint memories of the previous wearer during the time that they wore the ring, learning a brief summary



of who they were, what they did, where and when they lived, and if they died while wearing the ring.

Upon discovering the history of the previous wearer, you gain an additional background from Chapter 4 of the *Player's Handbook* (or at the DM's discretion, a different *Fifth Edition D&D book* that contains character backgrounds within it). At the DM's option, a background is either chosen for you, or you may choose one yourself. You gain the feature, proficiencies, and languages provided by that background. If you already have proficiency with a tool or skill provided by that background, your proficiency bonus is doubled unless it already benefits from a feature that doubles it, such as Expertise.

Additionally, you can use an action to make a DC 15 Intelligence (History) check on the *Ring of Legacy* to view deeper memories of the previous wearer, instantly reliving a moment of their life during the time they wore the ring.

You can also make a DC 20 Intelligence (History) check to view memories that the previous wearer may have gathered from the owner before them.

Lastly, upon attuning to the ring, the next time someone new attunes to the *ring of legacy*, they will gain access to some of your memories in the

same way you were able to access the memories of the former wearer.

### Rod of Light

*Wonderous item, common*

This torch-shaped curio has 6 charges and it regains 1d3 expended charges daily at dawn. Using an action, you can expend 1 charge to make it shine light for 1 hour. When activated, it shines a beam of bright light 30 feet in a straight line and dim light in a 10-foot radius from the spot where the beam of light ends. Using an action, you can dismiss the light, ending the effect.



### Rope Arrow

*Weapon (arrow), common*

When this arrow hits an inanimate object, a 30-foot rope magically uncoils itself from the shaft of the arrow, becoming a regular arrow.

### Rose Compass

*Wonderous item, rare*

Magical gears housed inside an orb made of glass, a *rose compass* always illustrates the passage of time on the Material Plane and always points north. Using an action, you can make a DC 15 Intelligence (Arcana) check on the *Rose Compass* to determine what the local weather will naturally be for the next 4 hours.

### Ring +1

*Wonderous item, uncommon (requires attunement)*

You gain a +1 bonus to AC while wearing this ring.

**Curse.** The ring is cursed and becoming attuned to it extends the curse to you. As long as you are cursed, you remain attuned to the ring and you are unable to part yourself from the ring; any attempt to sell, give, or dispose of the ring fails, as it seemingly reappears on your person at all times, even if it was somehow separated from you.

In addition, at the end of a long rest, you must succeed on a DC 13 Wisdom saving throw, which you can choose to fail. On a failed save, you take 1d4 psychic damage, and for 1 minute a voice begins to speak to you, claiming the ring belongs to them.

The curse can be broken by having a creature with a Wisdom or Intelligence score of 20 or higher cast the *remove curse* spell on you. Once





the curse is broken, the ring turns to dust, destroying it in the process.

### Scattering Ammunition

*Weapon (ammunition), rare*

This ammunition explodes into shrapnel upon impact. When a creature is hit by the ammunition, the target and any creature adjacent to it must make a DC 10 Dexterity saving throw. Each creature takes 2d4 + 4 piercing damage on a failed save, or half as much damage on a successful one. This ammunition cannot be recovered after being expended.

### Secret Watering Tin

*Wonderous item, rare*

While holding this item and speaking the command phrase "I'll never tell", the *secret watering tin* magically fills itself with water. As a bonus action, you can empty the contents of the *secret watering tin*, and upon doing so, you cast the *plant growth* spell from it, choosing either use of the spell to be cast immediately on that point. The *secret watering tin* can't be used again this way again until the next dawn.

### Shadow Plate

*Armor (medium or heavy), very rare*

While wearing this armor, you gain a +1 bonus to AC. If you are in a heavily obscured area or in darkness, you have advantage on Dexterity (Stealth) checks, even if something would impose disadvantage on you.

### Skeleton Key

*Wonderous item, rare (requires attunement by a rogue or warlock)*

A strange, skeletal key that seemingly fits any lock. It has 8 charges. While inserting the *skeleton key* into a lock, you can expend 1 charge on the lock using an action. If you jangle the *skeleton key* in a lock for 1 minute after expending a charge on it, the lock opens. The *skeleton key* regains 1d4 expended charges daily at dawn.

### Smoke Bomb

*Wonderous item, rare*

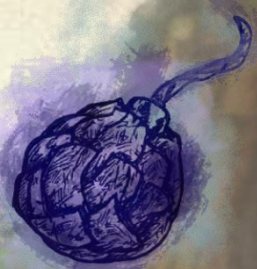
Using an action, you throw the *smoke bomb* at a point within 15 feet of you, which causes it to explode, destroying the *smoke bomb* in the process. The *smoke bomb* casts the *fog cloud* spell

upon the point where it exploded, without the use of concentration or components and, if you are within the radius of the *fog cloud* spell when the *smoke bomb* is first used, you become invisible until the end of your next turn.

### Sniper Ammunition

*Weapon (any ammunition), common*

This ammunition carries itself further than the regular type. The normal range of a ranged weapon attack is doubled when this ammunition is used.



### Spectre Ammunition

*Weapon (dagger, any ammunition), common*

This ammunition leaves no evidence. This ammunition makes no sound upon being used in a ranged weapon attack and vanishes without a trace after being expended, destroying it in the process.



### Stealth Container

*Wonderous item, uncommon*

This inventory item is meant for espionage missions. It comes in two different types; barrels or crates. Using a bonus action, the *stealth container* can shrink and fit in the palm of your hand or become big enough for a medium sized creature to fit inside. The *stealth container* can only change sizes if there is nothing inside it and if there is enough space around it to completely change its size.

### Stun Baton

*Weapon (club), uncommon*

This collapsible metal club crackles with lightning energy. It deals lightning damage and, when you land a critical hit with it against a medium or smaller creature, that creature is knocked prone.

### Swashbuckler's Rapier

*Weapon (rapier), uncommon*

This rapier is a magic weapon. It has 3 charges. While you wield it, you can use an action and expend 1 charge to cast *compelled duel* (save DC 15) from it on a humanoid that shares a language with you. The rapier regains 1d3 expended charges daily at dawn.





### Tactical Crossbow

Weapon (crossbow), common

This crossbow only weighs 4 pounds and has various adjustable features. Using an action, the weapon can be quickly modified to assume the properties of either a hand crossbow, heavy crossbow or light crossbow (your choice).

### Tea Bag of Terminus

Wonderous item, very rare

If you die from taking damage from a fall while holding a *tea bag of terminus* or while it is in your inventory at the time of death, you are instead instantly transported to another plane of existence, as though the *plane shift* spell was cast on you, and you regain a number of hit points equal half your hit point maximum.

Once used, a *tea bag of terminus* breaks open, scattering tea leaves everywhere and is destroyed. A creature can only use a *tea bag of terminus* once. Any subsequent attempt to use a *tea bag of terminus* has no effect.

### Throwing Star

Weapon (dagger), common

This supplementary dagger is designed to be thrown further than a regular one. It has the same property as a dagger when used for melee attacks, but when thrown it has a normal range of 40 feet and a long range of 80 feet.

### Vampire Culler

Weapon (whip), legendary (requires attunement)

You gain a bonus +2 bonus to attack and damage rolls with this weapon and it also has the light property. It deals an extra 3d6 radiant damage against fiends, undead, and monstrous creatures, and attacks rolls made with this weapon against vampires have advantage.

You can also use *vampire culler* to extinguish an unattended non-magical or magical flame of up to 5 feet in diameter with a weapon attack.

Additionally, at the end of a long rest you are able to magically discern the distance and direction of the nearest vampire for 1 hour.

### Vial of Endless Poison

Wonderous item, very rare

This small vial poison has the properties of a vial of basic poison. When you take the Use an Object

action with it, it refills itself immediately after being used.

### Water Arrow

Weapon (arrow), common

This arrow is designed to douse a nonmagical fire in a 5ft radius of where the arrow hits. If the arrow hits a creature that has vulnerability to cold damage, the creature's speed is reduced by 5 feet until the start of its next turn. Once used, the ammunition is no longer magical.

### Weather Resistant Clothing

Wonderous item, uncommon (requires attunement)

A set of fancy attire that is designed for comfort and fashion. While it is worn you gain a +10 bonus to Constitution saving throws when resisting the effects of extreme weather and weather effects cannot impose disadvantage to your Wisdom (Perception) checks.

### Wrist Crossbow

Weapon (hand crossbow), common

Mounted upon a custom-made bracer, this weapon can rest on your forearm. You can make a weapon attack using the arm it is attached to, even if you are holding a separate weapon in that hand, but your other hand must be free in order to load ammunition into it.

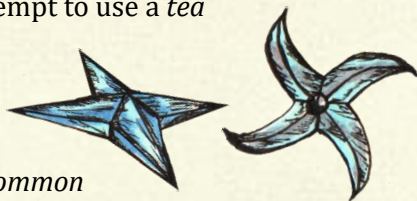
### Yaroslav's Mysterious Trinket

Wonderous item, rare (requires attunement)

An animal carved trinket made of bone that always changes color and into a different animal whenever no one is looking at it. It has the following properties:

- While holding it, you gain a bonus +2 to Wisdom (Animal handling) and Charisma (Persuasion) checks.
- you can use it as a spellcasting focus.
- You can use it to cast the *reincarnation* spell from it without expending any material components. It can't use this property again until 30 days have passed.

**Curse.** The trinket is cursed and while you are attuned to it, it extends its curse to you. When you speak, web and silk sometimes ebb out of your mouth, harmless baby spiders are seemingly lured by you and can be seen crawling on you. The curse can be ended by the usual ways, or by ending your attunement to the item.





# Sentient Magic Items

As described in Chapter 7 of the *Dungeon Master's Guide*, some magic items may have sentience, and act as NPCs under the DM's control. These magic items exist because of the actions of a rogue.

## Sperrenfabel

*Weapon (rapier), legendary (requires attunement by a creature of non-lawful alignment)*

Found in a forgotten and empty place in the Feywilds, *Sperrenfabel* is a rapier that depicts the life of a human -- on one side the blade is made of silver and on its reflection is the human's greatest failures and regrets, while the other side is made of gold and shows the human's greatest accomplishments and selfless acts.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

**Rune Flight.** While holding *Sperrenfabel* you gain a flight speed equal to 30 feet. If you can already have a flying speed, the distance you can fly is increased by 30 feet instead.

**Reflection.** You gain a +10 bonus to Intelligence (History) checks made to recall your own memories and past.

**Dimensional Slash.** Once per short or long rest, you can make an attack roll with *Sperrenfabel* towards an unoccupied space, teleporting a number of feet equal to the attack roll  $\times$  10, towards the direction you attacked. If the space you teleport into is occupied, you instead teleport to the closest unoccupied space that is safe.

**Sentience.** *Sperrenfabel* is a sentient chaotic neutral weapon with an Intelligence of 13, a Wisdom of 11, and a Charisma of 22.

The weapon cannot be spoken to under normal conditions, but will sometimes speak out loud in either common, dwarvish or elvish if left unsheathed during a long rest. While you are dreaming, meditating, or unconscious, *Sperrenfabel* will speak to you telepathically in common and gains the memories of what you did since you were awake last.

**Personality.** When *Sperrenfabel* speaks, it does so in a pained voice, often rambling about its own regrets and failures. The sword's purpose is to seek redemption for its past mistakes. Despite its desire for expiation, *Sperrenfabel* also hungers power and strength, and may attempt to persuade the wielder into terrible choices so that

*Sperrenfabel* may have someone help feed its obsessive need of constant atonement.

## Virtue

*Shield, legendary (requires attunement by a creature of a good alignment)*

A modest shield that hovers against your forearm. At first glance, it glows dimly at night, shining like a large, clouded moon, and in sunlight it shines like a flawless, shiny mirror. It's sheen and brightness changes on the amount of virtue the wielder possesses.

While carrying it in your hand, you gain a +1 bonus to AC and you are immune to radiant damage. While attuned to the item, it also has the following additional properties.

**Sanctity.** You are immune to contracting any curses while you are attuned to this shield. If you are already affected by a curse, the negative effects of the curse are suppressed while you wear the shield. The wielder can choose to suffer the effects of an existent curse without their alignment changing, if applicable.

**Combat Alert.** *Virtue* can sense ill intent against its bonded user while it is equipped, ushering a small warning to keep its wielder alert; you cannot be surprised while attuned to *Virtue*.

**Healing Spirit.** While attuned to *Virtue* and in direct moonlight, the wielder can use a bonus action to regain 2d6 hit points.

**Sentience.** *Virtue* is a sentient shield of a good alignment, with an Intelligence of 8, a Wisdom of 16, and a Charisma of 8. It can see, hear, smell, and has darkvision out to a range of 60 feet. The shield can speak, read and understand common. It speaks in very simple sentences and seems to only speak when prompted, though *Virtue* will speak when it detects its wielder is in danger.

**Personality.** *Virtue* speaks with a soft, calm voice. It remains quiet, and only will speak when spoken to, unless it deems the wielder to be unworthy. The item seeks to make right in the world, though knows very little of it. It speaks in simple sentences, most of which must be prompted with a question, unless danger is present or nearby.

*Virtue* is not its true name, but rather the ideal it believes in. It claims to have faint memories of being a mortal, during a battle between a dragon of life and death, but cannot remember anything of it, nor does it concern itself to learn the past.



