

VATHAK MAGIC ITEMS¹

GHOST WARD LANTERN

Wondrous item, uncommon (requires attunement)

This lantern glows even when not lit, appearing luminescent and captivating. When lit, the lantern can ward off incorporeal undead, who can't approach within 50 feet of the lantern unless they make a DC 12 Charisma saving throw. The lamp burns holy water rather than oil. 1 flask of holy water lasts for 10 minutes. Lighting the lantern takes an action. Incorporeal undead within the radius when the lantern is lit must make a Charisma saving throw or be frightened for 1d4 rounds and be unable to enter the radius of the lantern.

GLADIATOR'S BLOOD GLOVES

Wondrous item, rare (requires attunement)

This pair of cesti are perpetually coated in dried blood that cannot be washed off. With them, you add your strength bonus twice to unarmed attacks. You can grapple a creature one size larger, or two creatures of the appropriate size by gripping them with each glove, and you can also initiate a grapple as a bonus action.

LONGSWORD OF PIETY

Weapon (longsword), rare (requires attunement)

Said to be a relic from a defunct religious order, this sword shines with a soft blue glow out to 10 feet, and grants you a +1 bonus to attack and damage rolls. In addition, the sword has 1 charge. At any time while you are wielding the sword, you can expend a charge to automatically succeed on one saving throw. The sword regains one charge after being bathed in holy water in the sunlight. This sword functions only as a normal longsword in the hands of anyone with an evil alignment, and falls out of its wielder's hands if the wielder seeks to harm an innocent, even if by magical compulsion.

SWORD OF PURSUIT

Weapon (any sword), rare (requires attunement)

This gleaming sword has inlaid runes that undulate in the light. You gain a +1 bonus to attack and damage rolls with this weapon. This sword has 3 charges. Whenever you deal damage to a creature with this weapon, you can spend a charge to designate the creature as your tracking target. Attempts to track that creature have advantage until the next dawn, at which time you can spend another charge to continue attempting to track that creature. You also know the direction (but not distance) of your query. This sword regains spent charges at dawn, unless you are actively in pursuit of a creature.

TEETH OF THE DEAD

Wondrous item, rare

Once per day, this set of teeth can be inserted into the mouth of a corpse, and allow it to speak. A corpse that has been dead for more than a year only speaks its last thoughts, while a younger corpse can converse with varying ability about the knowledge it had in life. The teeth can be used once, and must be cleaned with a paste made from cremated ashes before they can function again.

UNDERTAKER'S OIL

Wondrous item, uncommon

When full, the flask containing this oil seems transparent and immaterial, though it is not. When poured on a weapon, the weapon similarly appears translucent, and can deal damage to undead as if it were a magic weapon. The flask can coat one weapon or 10 pieces of ammunition, and once poured will function for 5 minutes.



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