

Magwa's Magic Item Compendium

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LORD OF THE UNDERSTREETS

In Vasteel's Dockside Ward, there is a main thoroughfare that runs west and east along the harbor. Its official name is Lord Hedrick Samberson Gresell II Avenue. But to every sailor and freight hauler in the city, it is unceremoniously called Harbor Road.

Nestled on the road is an unremarkable tavern. Flakes of light blue paint cling to the building's grizzled exterior and the few shutters that remain dangle from one or two rusty nails. Hanging near the building's entrance is a weathered wooden sign with faded letters; it appears to read "The Dan Clan."

Though it no longer holds the same prestige, The Dancing Clam (the establishment's actual name) was once a vibrant hub of criminal activity. For 25 years, Val Macino, Vasteel's most notorious crime leader, used the old roadhouse as his primary headquarters.

As a foolish young scholar, I visited The Dancing Clam during its prime. I wish I could say I went looking for a drink, but no. I sought out the most dangerous crime boss in the city to interview him for my graduate thesis project.

To this day, I don't know why Val Macino's thugs didn't take me to the back alley and beat me senseless when I asked to speak with their boss. Maybe they were stunned by my complete naivete, or perhaps they correctly surmised my total harmlessness. Either way, it was a miracle that they granted me an audience.

Macino's thugs took me to the third story of The Dancing Clam. I was led into a dark room and shoved into a hard chair, and then I waited. After what seemed like an hour, the crime boss himself came into the room. His initial inspection of me exposed every secret I had ever tried to keep. In just a glance, I was sure he knew where to find every person I loved and how to murder them. No words were spoken and yet I could feel myself suffocating from the crushing silence in the room.

I nearly fell to the floor when Val Macino burst into a howl of laughter. "Come on, kid," he said

between laughs. "Let me show you around."

Val Macino proceeded to give me a guided tour through his private collection of magical items and artifacts. We started with a series of ornate trinkets and then moved on to his favorite knick-knacks. His most prized piece was a small mechanical cow that served delicious flavored milk.

Partially through the tour, a brute interrupted us with an urgent message. I didn't want to pry, so I continued to wander the gallery. Macino returned quickly and resumed without mentioning his business. Shortly afterward, our stroll came to an end in front of an immaculate suit of plate armor.

"Kid, I hope you liked the tour," he said as he gazed back on his collection with evident pride.

"Yes, sir. I did, sir. It's an incredible collection," I replied.

Val Macino shook himself out of his ruminations. "Well," he turned and looked me in the eyes, "now I'm going to kill you."

I stared blankly into his cold eyes, unsure of what to say.

"You didn't think I'd let you see all of this and allow you to live, did you?" he chuckled softly.

"Actually, sir," I said softly, "I did start to get suspicious while you were showing me your contraband weaponry. That stuff is very illegal. I could see why you'd want to keep that secret."

Macino raised an eyebrow.

"But then, I knew you must trust me," I continued. "Why else would you leave me alone with your collection of Force Pens? Knowing how to activate one, I could stand here, say a word, and this whole place would go up in flames." I forced a weak smile.

To Macino's credit, he did not flinch at my suggestion. He continued to stare into my eyes.

After an eternity, Macino broke his gaze with a sharp laugh.

"Ha, I like you, kid. Now get outta here. I never want to see your face again."

I gave him a quick bow and scurried away from the Lord of The Understreets, never looking back.

Common Understreet Magical Items

None of these items require attunement.

d20	Name	Ability
1	Auto-Creamer	This half-sized mechanical cow can be milked once per day to produce a bucket of thick, creamy flavored milk.
2	Bottle of Whine	When this bottle is opened for the first time, it lets out an ear-splitting shriek. Creatures within 60 feet must make a DC 15 Constitution saving throw or become deafened for 5 minutes.
3	Bubble Box	Every time this box is opened, a small cloud of bubbles bursts into the air.
4	Coin of Fate	Once per day, before making an ability check, flip a coin. On heads, you have advantage; on tails, you have disadvantage.
5	Equivocal Tattoo	While wearing this small medallion, you can name an animal or shape and touch a part of your body. A colorful tattoo appears on your skin in that spot. The tattoo disappears if you remove this trinket.
6	Ex-Wife's Poison Powder	If this powder is ingested, the drinker must make a DC 15 Wisdom saving throw. On a fail, they wrongly believe they have been poisoned. The effect lasts for one hour.
7	Feather Poniard	This dagger looks like a long feather. Only <i>detect magic</i> can identify it as a weapon.
8	Fetor Ball	When activated, this tiny ball creates a stinking cloud of gas in 60-foot sphere. Creatures inside the affected area (except for the person that activated the item) are poisoned until they exit. After using this item, it becomes non-magical.
9	Fool's Diamonds	This diamond necklace appears to be real, even upon close inspection. When worn, the diamonds turn into coal.
10	Growler Horn	When this horn is blown, it produces the sound of a bear, wolf, or lion.
11	Lush Wave Comb	If you have hair, you can run this comb through it to add an inch to your locks.
12	Memorial Wand	This wand can create a headstone over a dead body. The size of the headstone is proportionate to the magnificence of the deceased person's deeds.
13	Mending Cloth	This cloth mends any rips and tears it receives, up to six inches long.
14	Phase Gold	After spending this gold piece, it appears back in your pocket 10 minutes later.
15	Shifting Shirt	This shirt turns a random color every day at dawn.
16	Squab Spoon	Any food eaten with this spoon tastes delicious.
17	Storm Soul Pendant	While wearing this pendant, your eye color changes to match the weather.
18	Sure Needle	Stitches made with this needle will not break.
19	Tourist's Earring	This earring allows the wearer to ask for or give directions to the nearest bathroom in any language.
20	Trusty Dice	When thrown together with loaded dice, these dice cause the loaded dice to roll randomly.



COLD BOX

Wondrous Item (Trinket), Uncommon

Necromancy is outlawed in the Vast Kingdom, including the use of cold boxes (the slang term for a necro-preservative magic device). Yet you can find these devices in just about every herbal shop and medicine store. This may have something to do with the fact that nearly every high lord and lady in the upper courts has one of these medallions stowed somewhere on their person.

While the magic of cold boxes is suspicious, the concept is simple. If you die, the cold box locks your soul into your body and prevents your corpse from stinking and rotting. What very few people consider is the cost and trouble of actually being raised from the dead after this happens.

MECHANICS

If you die while wearing a *cold box*, or if it is placed on your person within 1 minute of dying, your body is protected from decay and can't become undead. The *cold box* also extends the time limit for *raise dead*.

While you are in this state, you cannot make any skill checks, but your spirit can communicate softly through the *cold box*.

The effect lasts for 10 days or until the *cold box* is taken off. If you have not been raised or have not received a new *cold box* within this time period, your body immediately starts to decay.



CROSSBOW OF RAMMING

Wondrous Item (Crossbow Bolts), Uncommon

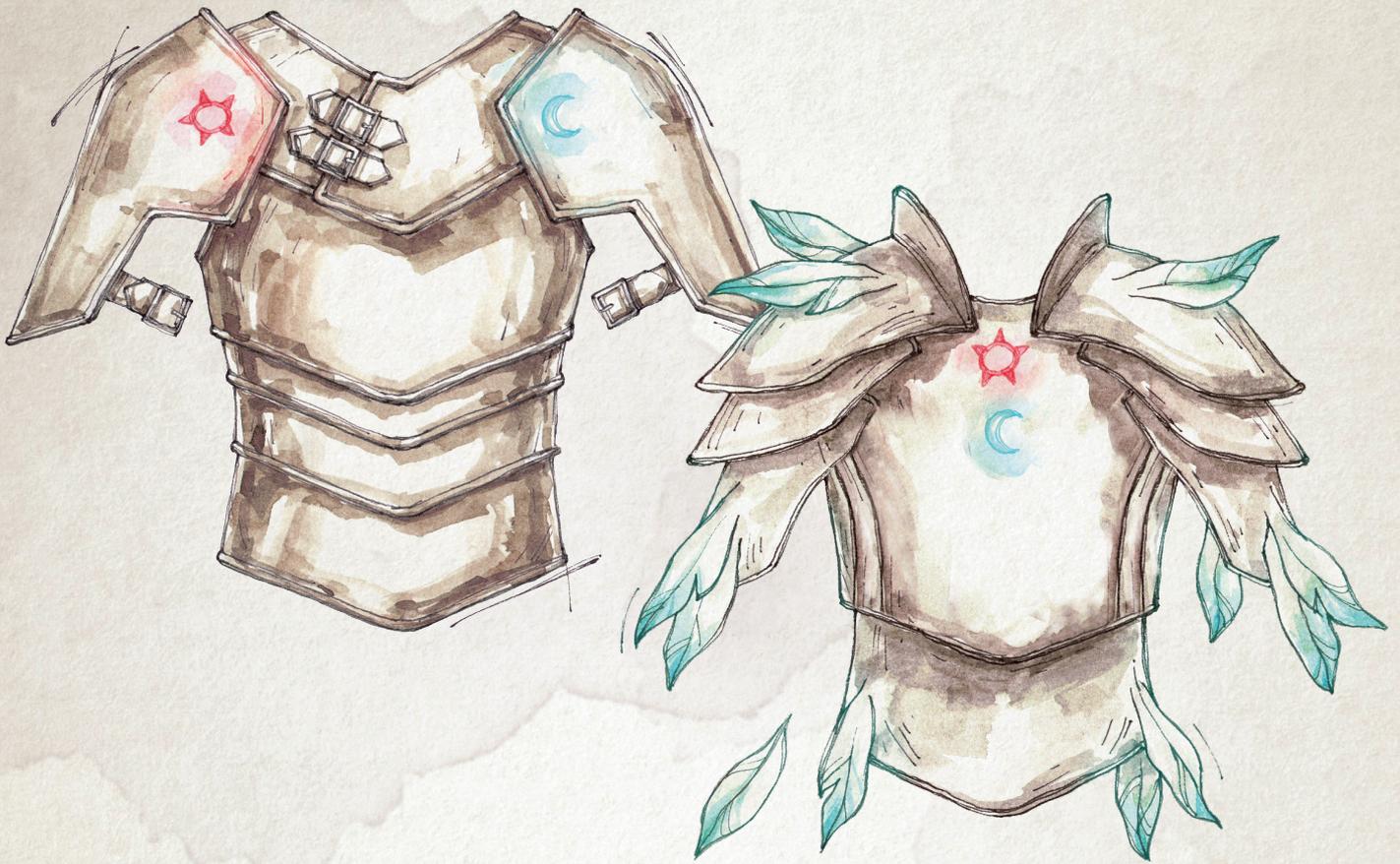
Thugs armed with illegal crossbows made from the horns of highland rams have become a bit of a cliché on the streets of Vasteel. The sheer brute force of this weapon leaves little to the imagination.

MECHANICS

A creature (large or smaller) hit with a ranged attack from the *crossbow of ramming* must make a DC 15 Strength saving throw. On a failed save, the creature is knocked prone.

"I would ask the gods for a horse,
but I know the gods don't work
that way. so I stole a horse and
asked for forgiveness."

- val macino



DEACON'S LEATHER ARMOR

Armor (Leather), Rare (Requires Attunement)

Deacon is the name of a phantom thief. The burglar's schemes are elaborate and incorporate many innovative magical tools. Among other things, Deacon is credited for infiltrating Lord Bronson's vault two different times—once through a small hole in the ceiling and once through the front door. A stylized symbol of a star and moon—similar to those found in religious tapestries—is the only evidence Deacon ever leaves behind at the scene of the crime.

Rumors among the thieving community assert that Deacon discards their equipment after a job. Those lucky enough to stumble upon this gear are able to use it to great effect. Such dropped caches typically include specialized leather armor, which has become a hallmark of Deacon as much as the symbol of the star and moon.

MECHANICS

While attuned to this armor, you have advantage on Sleight of Hand (Dexterity) checks. Additionally,

Deacon's Leather Armor is always customized for specific jobs. When you attune to this armor for the first time, roll 1d6. You are granted one special ability from the table below. This effect cannot be changed.

As an action, you can engage the special ability of *Deacon's Leather Armor*. The effect lasts for 10 minutes or until you use an action to dismiss it. You cannot use this ability again for 24 hours.

Deacon's Leather Armor Table

d6 Ability

- | | |
|---|-----------------|
| 1 | Armed Armor |
| 2 | Feathered Armor |
| 3 | Shrinking Armor |
| 4 | Slippery Armor |
| 5 | Sticky Armor |
| 6 | Stretchy Armor |

Armed Armor

A spectral arm forms at a point you designate on the armor. The arm has a reach of 5 feet. You can use a bonus action to control the arm to perform simple tasks. The arm can't attack, activate magic items, or carry more than 10 pounds. You can still use a bonus action to command the arm even if you are restrained.

Feathered Armor

You cause feathers to grow from the armor. When you jump, the feathers flap and double your jumping distance. If you choose to jump straight up, you can hover in the air at your maximum vertical jump distance until the start of your next turn. Additionally, if you take damage from a fall while using this effect, reduce the damage by half.

Shrinking Armor

You shrink yourself. Your size is halved in all dimensions, and your weight is reduced to one-eighth of normal. This reduction decreases your size by one category—from medium to small, for example. While you are small, you have disadvantage on Strength checks and Strength saving throws. Your weapons also shrink to match your new size. While these weapons are reduced, your attacks with them deal 1d4 less damage (this cannot reduce the damage below 1).

Slippery Armor

Your armor becomes slippery. Creatures that attempt to grapple you have disadvantage. Additionally if you are prone, you can propel yourself along the ground. Doing so allows you to move double your normal speed. While moving in this way, you do not provoke opportunity attacks.

Sticky Armor

You cause a sticky goo to cover your armor. While in this state, if a creature misses you with a melee weapon attack, it must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can use an action to pull the weapon free by succeeding on a DC 11 Strength check.

Stretchy Armor

You cause your arms to extend beyond their normal length. Your reach increases by 5 feet. Additionally, you have advantage when trying to grapple another creature.

Waiting for Deacon

“Are you sure your information is good?” asked Captain Varnst, unable to hide his irritation.

“Ay, sir. My informant told me Deacon would be hitting this place tonight,” replied Cobble, a portly man dressed in a filthy city guard's leather vest.

Captain Varnst, cringed as the man spoke. The two of them had spent nearly six hours together in a small auxiliary office in the bank waiting for Deacon, the elusive master-thief, to rob the vault in the next room over.

Cobble's sweaty body and heavy breathing had been almost more than the captain could bear. Just now as he spoke, the man's putrid breath sent a wave of nausea through him.

He would never have agreed to bring the pungent man, but it was Cobble who had come to him in secret with the tip. Instead of the bounty money, all Cobble wanted was to be present when Varnst, Vasteel's most respected detective, brought down the famous thief.

Just as Captain Varnst was recovering from Cobble's halitosis, horns sounded from the

vault beyond. Someone had tripped the alarm spells. Captain Varnst shot to his feet, and a dozen guardsmen hidden in nearby rooms flooded the halls.

A man dressed as a bank official was at the door to the vault. Two guards tackled the man, and Varnst swept in to begin the interrogation.

It only took the detective two questions to realize they had the wrong man. The stuttering, panicked bank teller had accidentally tripped their trap.

Varnst, red-faced, turned on the troops behind him.

“Where’s Cobble?” he shouted.

“Who sir?” asked one of the cowering guardsmen.

“Cobble, the guardsman,” he bellowed.

“Where is he?”

The guards shuffled unsure of what to say.

Captain Varnst swept past the group back into the office where he had waited with Cobble. As he approached, the stench coming from the room was overpowering. He covered his nose with his hand and continued inside.

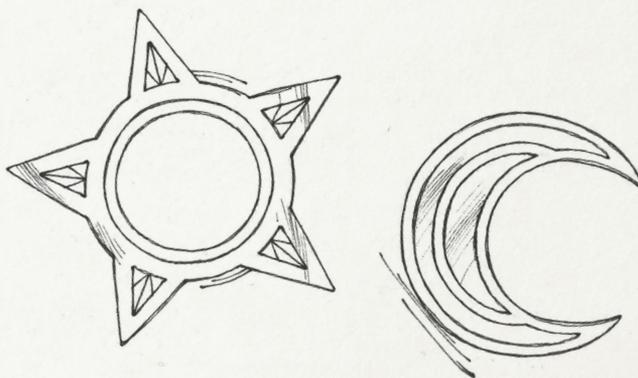
In the wall that Cobble had been standing near just a few minutes earlier, was a gaping

hole. The edges of the opening dripped with a malodorous slime.

Varnst stepped through the fresh hole and found himself inside the very vault he had been trying to guard. Scanning the room, he spotted two safety boxes labeled with the names “Lord Tindour” and “High Lord Ferrell,” open and dripping with more slime.

He slowly approached a pile of rags in the center of the room. A distinctive leather vest lay half-buried in the mound. Kneeling, Varnst retrieve the vest to examine it more closely. Blazed on the inside of the garment were symbols of a star and a moon.

Deacon had struck again.



Gofner’s Momentum Armor Levels

Level	Feature	Rarity
1	Speed increases by 10 feet	Uncommon
2	“Rraahh!”	Rare
3	+1 bonus to AC	Rare
4	“Aaarrg!”	Very Rare
5	“Charge!”	Very Rare
6	+2 bonus to AC	Legendary



GOFNER'S MOMENTUM ARMOR

Armor (Plate), Legendary (Requires Attunement)

Like many things, heavy armor isn't common among thugs and street criminals. But within unsavory merchant circles whose dirty money can afford more expensive ways to kill, you will find an extensive array of armor and weapons that would make even the Royal Garrison envious.

One such piece is Gofner's Momentum Armor. Gofner originally designed a magical wagon-propulsion mechanism, but after a string of accidents (one involving the niece of a High Lord), it was banned. The only working prototype was converted into a beautiful suit of armor that excels at running into things and causing chaos.

MECHANICS

You have a +2 bonus to your Armor Class while wearing *Gofner's Momentum Armor* and your speed increases by 10 feet.

This armor has 4 charges. Before you take a move action, you can expend one of the charges and shout a command phrase. Doing so will produce one of the effects listed below. The armor regains 1d4 charges every day at dawn.

“Braahh!”

If you move in a straight line, every time your path would pass through another creature's space (size Large or smaller), that creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the creature is knocked prone, you may continue your movement (moving in the same direction as before); otherwise, you stop.

“Aaarrg!”

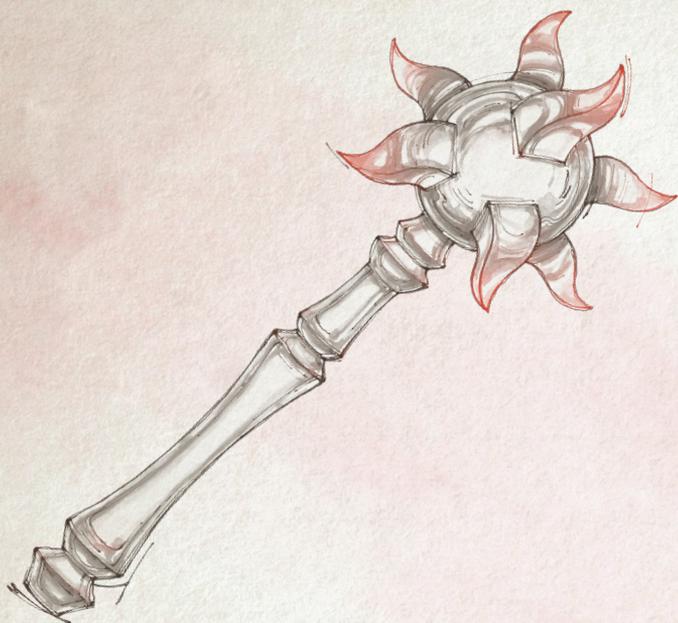
If you move at least 10 feet straight toward a creature (size Large or smaller), you may attempt to tackle it. The creature must succeed on a DC 15 Strength saving throw. If it fails, both you and the creature are knocked prone. The creature is stunned until the end of its next turn and it is grappled until you either stand up or move to a different space.

“Charge!”

If you move at least 10 feet straight toward a creature (size large or smaller) and make a melee attack, you gain advantage on your attack roll. Additionally, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

MAGIC ITEM LEVELS

You may instead choose to have this armor level up alongside its wearer. Refer to the table on page **XXX** for the abilities and rarity associated with each level. Starting with the 1st level features, the player may unlock more features and learn to cause more chaos as they progress.



HASHNER'S PROTOTYPE MACES

Weapon (Mace), Rare

There are a handful of Hashner's Prototype Maces circulating in the Understreets. They were created as part of a secret venture to mass produce weapons for Lord Hashner—a scheming noble who was ultimately exposed by his servants and punished for treason. The first five trials were promising, but as the experiments continued, the maces began to exhibit strange magical defects.

The operation ended when an accident with Mace #20 resulted in the death of Hashner's son. All of the inventory that had been manufactured was then quickly sold on the streets to recoup lost costs and eliminate any evidence of a conspiracy.

MECHANICS

While wielding this mace, you have a +1 bonus to attack rolls. Additionally, the head of this mace is superheated. When rolling for damage, add 2d6 fire damage.

Hashner's Prototype Maces were each engraved with a number on the head. When you first equip this mace, roll 1d20. Your result is the number imprinted on your weapon. Use the added mechanic for your mace from the table below. If another player acquires one of *Hashner's Prototype Maces*, their mace must have a different number.

Hashner's Prototype Maces Table

d20	Mace Ability
1-5	The mace has no additional effect.
6-9	If you roll a 6 during your damage roll, the head of the mace begins to glow. It shines bright light up to 15 feet and dim light up to 30 feet. The effect lasts for 1 minute.
10-12	If you roll a 1 during your damage roll, the head of the mace lights on fire. The effect lasts for 1 minute.
13-15	If you roll a 6 during your damage roll, a white flame bursts from one of the spikes. Roll that die again and add the second roll to the first. Once the attack is finished, the mace loses all of its magical abilities until you use an action to reignite it.
16-17	If you roll a 1 during your damage roll, the head of the mace goes cold. Once the attack is finished, the mace loses all of its magical abilities until you use an action to reignite it.
18-19	If you roll a 1 during your attack roll, the mace overheats. You drop the weapon and take 2d6 fire damage.
20	If you roll a 20 during your attack roll, the mace lets out an explosion of energy. After resolving the critical hit, each creature within a 15-foot radius of the mace (including yourself) must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed save and half as much damage on a successful save.

To Do

1. ~~Shake up Fil for the money he lost.~~
2. Remind Kimbl he owes the BOSS a favor
- 3 Collect 50 gp from Blu Bor Inn
4. Stop by dockside to pick up a magic nife
5. Stop by market for May
 - 6 eggs
 - carrots
 - chicken
7. Drop off the nife with BOSS

No Gambling tonight!

I found this slip of paper on the ground while passing through dockside. It's a mystery if May ever got her market goods.

- magwa



HAZE CLOAK

Wondrous, Very Rare (Requires Attunement)

This mysterious garment is made up of woven magical fibers spun from pure vapor. As you can imagine, this process is incredibly difficult. A few wealthy lords are rumored to have equipped their most trusted spies with these cloaks. These stories could be political bluster, but with as much fog as Vasteel gets in autumn, it would be unwise to discount them completely.

MECHANICS

The smoky edges of this cloak make the wearer more difficult to see. While in dim light or fog, you gain the following abilities:

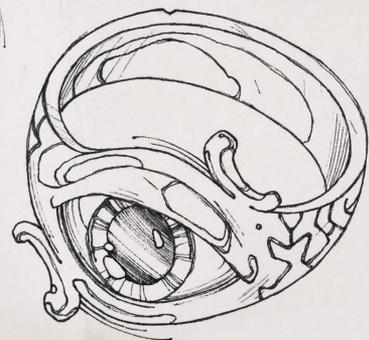
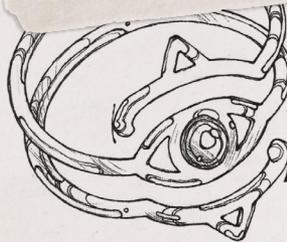
- Creatures who make Perception (Wisdom) checks to notice you have disadvantage.
- Creatures can't make opportunity attacks against you.
- When another creature makes a melee attack against you, you can use your reaction to disappear in a puff of vapor and reappear up to 15 feet away. The attack has no effect.

Once per long rest, you can use an action to cast the *fog cloud*, centered on yourself.



"Be careful who you call your friends. I'd rather have five silver pieces than fifty copper."

- Val Macino



MACINO'S RING OF SIGHT

Wondrous (Trinket), Very Rare (Requires Attunement)

This infamous ring rested on the finger of Val Macino, a crime lord that ruled the Dockside Ward for nearly two decades. The story goes that the icy blue eye set into the ring belonged to his son, whom he had killed for losing a valuable shipment of contraband potions to a night-watch raid. The ring became a symbol of Macino's ever watchful eye and his intolerance of failure.

MECHANICS

After putting this ring on for the first time, you become blinded. You remain without sight for 4 hours while you attune to the ring. Once attuned to the ring, you can use it as an additional eye. The eye never shuts even while you sleep.

While attuned to this ring, you have advantage on all Perception (Wisdom) checks. In addition, out to a range of 60 feet, you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapeshifter or a creature that has been transformed by magic.

STANDARD RING OF SIGHT

Wondrous (Trinket), Rare (Requires Attunement)

After Macino's death, Rings of Sight became popular among lesser crime bosses. But none were designed with the same fine craftsmanship as that of Macino's ring. Such rings will always stand as a symbol of the greatest criminal Vasteel has ever known.

MECHANICS

After putting this ring on for the first time, you become blinded. You remain without sight for 4 hours until you become attuned to the ring. Once attuned to the ring, you can use it as an additional eye. The eye never shuts even while you sleep.

While attuned to this ring, you have advantage on all Perception (Wisdom) checks. In addition, you have Darkvision out to a range of 60 feet. If you already have Darkvision, your range is extended by 60 feet, not exceeding 120 feet.



POISON-LACED DAGGER

Weapon (Dagger), Very Rare

In the slums of Vasteel, no weapon is more feared than a laced dagger. While mundane in appearance, these daggers pack a lethal bite and can be easily concealed. If the initial wound doesn't do the job, the poison covering the blade certainly will.

It's no surprise that laced daggers are outlawed. The minimum sentence for possession of such a weapon is one year's hard labor. Regardless, many criminals continue to carry them discreetly.

MECHANICS

Any time you use this dagger to hit a creature that is surprised, you deal an extra 2d6 poison damage.

In addition, this dagger has 4 charges. You can use an action to expend one or more of the charges to coat the blade with poison, the effect of which varies based on the number of charges expended. This poison remains on the blade for 1 minute or until an attack using this weapon hits a creature—at which point the poison takes effect. The dagger regains 1d4 charges every day at dawn.

Viper's Kiss (1 Charge)

A creature subjected to this poison must make a DC 13 Constitution saving throw. On a failed save, it takes 2d6 poison damage and is poisoned for 1 minute. On a successful save, the creature takes half damage and isn't poisoned.

Mamba Snap (2 Charges)

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Black Crash (3 charges)

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.



SERPENT CLASP

Wondrous Item, Uncommon (Requires Attunement)

There are a number of ways to secure valuables and transmit confidential messages, but serpent clasps have become a favorite for people with questionable reputations. One of these little devices, while innocent at first glance, packs a venomous bite that can put even the strongest man down for a day. As if that weren't enough, the owner of the device is immediately alerted to any tampering.

MECHANICS

You can use a *serpent clasp* to bind one small object. For example, you could lock a chest or seal an envelope. The object cannot be opened unless the proper command word is given.

A creature that attempts to remove the clasp without the command word is bitten and must make a DC 15 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and is poisoned for 8 hours.

Additionally, if you are attuned to the *serpent clasp*, you are alerted by a faint hiss in the back of your mind when someone tries to open it without the command word.



SERPENT SHACKLES

Wondrous Item, Rare (Requires Attunement)

An even more controversial variation of the serpent clasp are the serpent shackles, used to bind prisoners. The practice is wholly illegal inside the borders of the Vast Kingdom, but those who would use such a device don't usually concern themselves with the law anyway.

MECHANICS

You can use the *serpent shackles* to restrain a medium-sized creature that has been incapacitated. If the command word is spoken, the shackles fall free and the creature is no longer restrained.

If an attempt is made to remove the shackles without the command word, the restrained creature is repeatedly bitten and must succeed on a DC 13 Constitution saving throw or take 6 (1d12) poison damage. The target must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) poison damage. After three successful saves, the biting ends.

Additionally, if you are attuned to the *serpent shackles*, you are alerted by a faint hiss in the back of your mind when someone tries to open it without the command word.



TRACKING BOLTS

Wondrous Item (Crossbow Bolts), Common

The crossbow has never been considered an elegant weapon and the Lords of the Understreets haven't done anything to improve its reputation. In recent years, their adaptation of a basic tracking spell has made these projectile weapons much more lethal.

Getting caught while in possession of a crossbow and what are now commonly called "tracking bolts" carries a minimum two-year sentence in the Vasteel Dungeons.

MECHANICS

After hitting a target with a *tracking bolt*, you can speak a command word to mark the location where the bolt hit. You gain advantage on all subsequent ranged attack rolls made against the marked target when using *tracking bolts*.

Additionally, other friendly creatures can use your mark to gain advantage when firing their *tracking bolts* at the target and similarly you can use their marks. If more than one marked target is within 30 feet of another marked target, the advantage is lost.



SCRAMBLE BOOTS

Wondrous Item, Uncommon

Scramble boots have become a popular piece of equipment among thieving guilds of late. The concept is simple: When fleeing the scene of a crime, the boots leave behind a false trail of chaotic footprints, smells, and sounds. Only the most skilled trackers stand any chance of making sense of the madness.

MECHANICS

Creatures have disadvantage on Survival and Perception (Wisdom) checks when attempting to track you and up to six other members of your party.

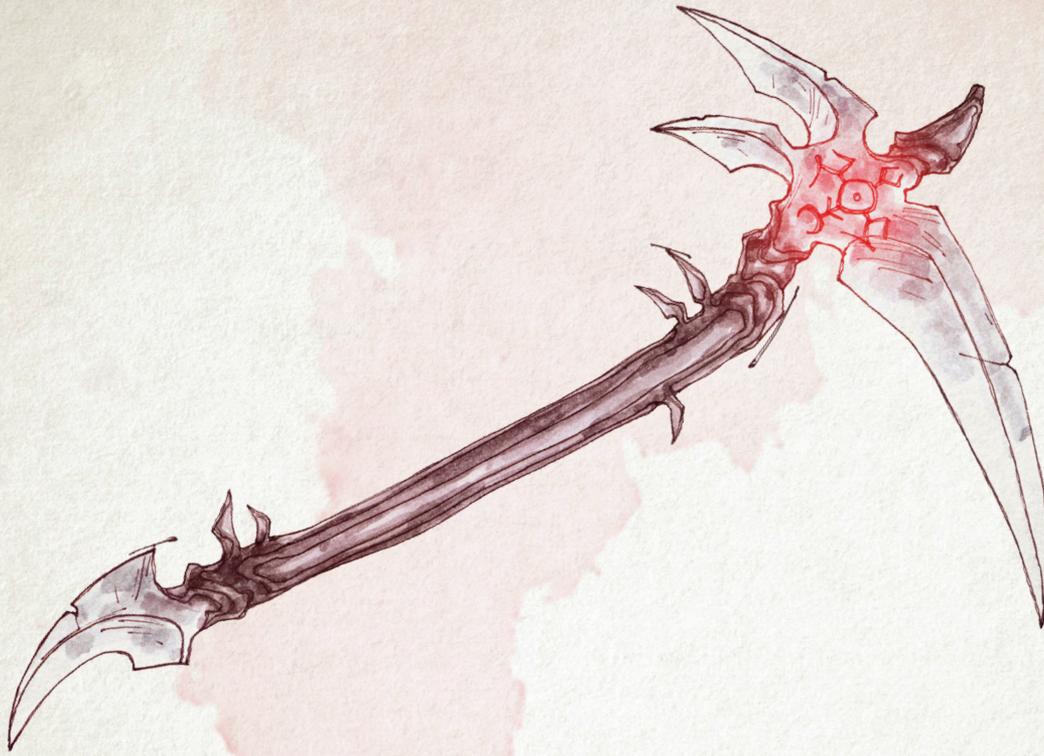
PREMIUM SCRAMBLE BOOTS

Wondrous Item, Rare (Requires Attunement)

Skilled thieves can use Scramble boots to do more than leave a jumbled path. They can forge a trail that will lead pursuers on a wild chase in the opposite direction.

MECHANICS

Use the mechanics for normal *scramble boots*. Additionally, a creature that attempts to pursue you must make a DC 15 Wisdom saving throw. On a fail, the creature becomes lost and confused for 1d10 minutes. If the creature is attacked while in this state, it is automatically surprised.



SCYTHE OF THE EXECUTIONER

Weapon (Scythe), Uncommon

How this weapon got its magic is hard to say for sure. No magical blacksmith etched initials into the metal, and only small, simple runes identify it as having any kind of magical properties.

The prevailing theory is that it has been in the service of death for so long that it knows nothing else. It yearns to bite through the flesh of criminals, for that is why it exists.

MECHANICS

As an action, You can choose a creature you can see and mark it for execution. You deal an extra 1d6 slashing damage to the target whenever you hit it with an attack from this weapon. If the target has a chaotic alignment, deal an additional 1d6 psychic damage.

If the marked target drops to 0 hit points, you can use a bonus action on your turn to transfer the mark to a new creature that you can see within 60 feet of you.

Author, Art Director: Nathan Smith

Editor: Tori Fica

Magic Item Art: Yulia Plokhaya

Cover Art: Cristiana Leone

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