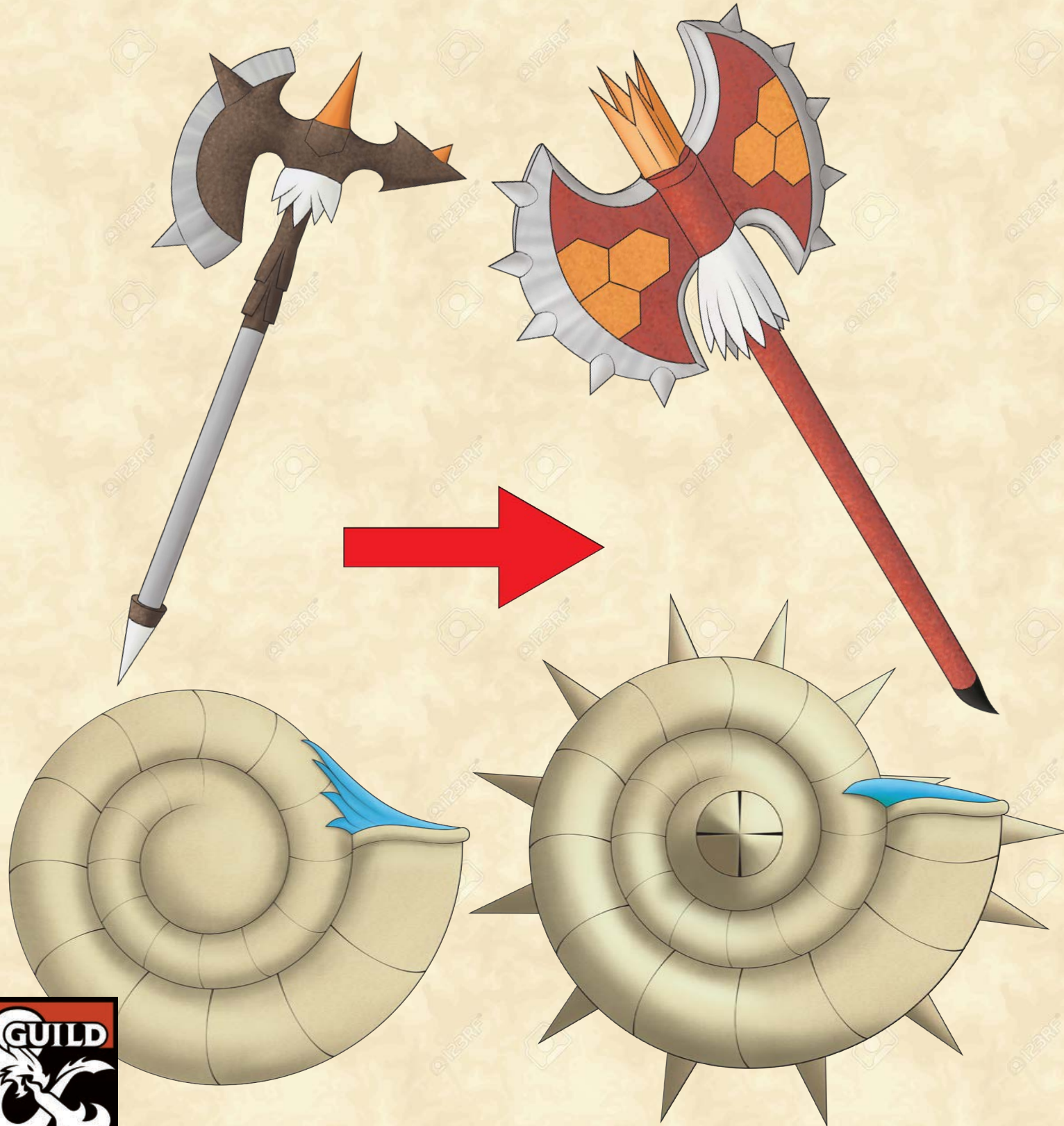


POKÉMON INSPIRED WEAPONS & ITEMS

EVOLUTION GUIDE & INDEX



BY CHRISTOPHER J FOSTER

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INTRODUCTION



HIS GUIDE IS AN ACCOMPANIMENT TO THE Pokémon Inspired Weapons and Items Collection, expanding on the items' evolution mechanics, how to incorporate it into adventures and your own items, special items that can be used for special evolutions, the new weapon types that are used in the collection, and an index of all the items in the collection.

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ACCREDITATION

Writing & Art by Christopher J Foster

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BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	Attack of the Giant Gingerbreads!
BoB	Bake-off Battle
CoS	Curse of Straad
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
ITT	The Investigation of Toecap's Tragedy
LMP	Lost Mines of Phandelver
MM	Monster Manual
MToF	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI-EGI	Pokémon Inspired Weapons & Items - Evolution Guide and Index
PIWI-I	Pokémon Inspired Weapons & Items - Generation I
PIWI-II	Pokémon Inspired Weapons & Items - Generation II
PIWI-III	Pokémon Inspired Weapons & Items - Generation III
PIWI-IV	Pokémon Inspired Weapons & Items - Generation IV
PIWI-V	Pokémon Inspired Weapons & Items - Generation V
PIWI-VI	Pokémon Inspired Weapons & Items - Generation VI
PIWI-VII	Pokémon Inspired Weapons & Items - Generation VII
PIWI-VIII	Pokémon Inspired Weapons & Items - Generation VIII
PIWI-F	Pokémon Inspired Weapons & Items - Fusions
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	Runway Bloody Runway
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	Return to the Puzzle House
SKT	Storm King's Thunder
TCC	The Cursed Courtesan
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	Wayfinder's Guide to Eberron
WtP	Welcome to Plifortakune
XGE	Xanathar's Guide to Everything
Yawn	Tales from the Yawning Portal

EVOLVING MAGIC ITEMS



EVOLUTION IS A PROCESS IN WHICH SOME magic items change into different, more powerful magic items, based on the same process from the Pokémon series. There are several reasons to include evolving items in your adventures, such as allowing more personal connections to magic items, magic items getting stronger as the player character does, or just being cool and interesting. Evolving an item is a permanent transformation, and items retain any attunement they have.

Several items in the Pokémon Inspired Weapons & Item collection can evolve into stronger items through unique means. Items that are listed as evolving will have at least one method to evolve the item, but that is by no means the only way to evolve an item, just a recommendation meant to demonstrate the power, materials or effort needed to evolve the item.

Most items' evolution listings are noted by spending continuous time on or being exposed to the energies of other planes, but this can easily be substituted by things like exposure to regular and/or intense magical energies, interactions with appropriate magic items, or even blessings from gods. We encourage DMs to use major events in campaigns to make items evolve, similar to how evolution often happens in the Pokémon anime. The options presented in this collection are merely meant to provide an example of suitable ways to cause evolution.

EVOLUTION METHODS

To help DMs decide what would help a magic item evolve, here is a list of evolution methods we use.

LOCATION OR PERSONAL EXPOSURE

Having an item remain at a certain location is a very passive method of evolution, but one that has the initial hurdle of getting to that location (especially if that location is another Plane of Existence) and can take a long time waiting there once the players have arrived. But if players are frequently traveling or encountering nodes or portals to other planes, finding a random evolved item that another adventurer left there to evolve could be a good reward or a hook to further adventures, such as that original adventurer coming looking for the magic item and having to pursue the players.

Some people or professions may also qualify as the proper exposure for the item, such as a monk training with a weapon everyday for a year, or just being on a royal's person for a year. The rarer the people or profession, the less time it might take to evolve.

This option may also be preferred by DMs who wish to a time skip at some point during the campaign.

LOCATION EXPOSURE TIME

Starting Rarity	Ending Rarity	Time Spent at Location
Common	Uncommon	A Month
Uncommon	Rare	A Year
Rare	Very Rare	A Decade
Very Rare	Legendary	A Century
Legendary	Artifact	A Millennium

SPELL INFUSION

A more active way for players to evolve their items is to cast particular spells on them regularly, either using the item as the focus point for the spell or expending the spell energy into the item for it to absorb. It would require a spell slot being expended everyday for a set time period, whether it be the player character that owns the item, another PC (which would require party cooperation), or an NPC that is both capable and willing to cast the spell required.

This would be more difficult to do in low magic settings, and players might complain that this is a drain on their resources. They might even insist on just spending downtime focusing on evolving their items rather than participating in the story. This would all depend on how pressing the events the PCs are dealing with are or how much the PCs would care about the events, so your mileage may vary.

POSSIBLE SPELLS

The spell used to evolve an item would have to be relevant to the magic item, and may even need to be one spell in particular. As such, here are some possible spells you can use:

- Spells that do the same elemental damage as the weapon
- Spells that manipulate an item's associated element, such as *Control Water* or *Stone Shape*.
- Spells that impart an item's associated element on something, such as *Investiture of Wind* or *Investiture of Flame*.
- The *Cure Wounds* spell for healing items.
- The *Daylight* spell for plant or sunlight items
- The *Moonbeam* spell for fey or nightly items
- The *Goodberry*, *Create Food and Water*, or *Heroes' Feast* for food related items
- The *Speak with Dead* spell for items connected to or possessed by the dead.
- The *Plant Growth* spell for plant items

SPELL INFUSION TIME

Starting Rarity	Ending Rarity	Daily Casting Requirements	Minimum Spell Level
Common	Uncommon	A Week	1st Level
Uncommon	Rare	A Month	3rd Level
Rare	Very Rare	A Year	6th Level
Very Rare	Legendary	A Decade	8th Level
Legendary	Artifact	A Century	9th Level

SUBSTANCE EXPOSURE AND ADDITION

Exposure to certain high quality and/or magical item(s) or substance(s) is nothing new in RPGs, and are often already a major component in crafting magic items, so applying them to evolve an item is a natural progression. This also gives players clear quests where they have to go and locate some quantity of the substance in question, by either exploring a dangerous location or by slaying a powerful creature, if not both, although a large quantity of a common substance could also be used. The amount of these components should be enough to submerge/cover the magic item, so if the substance comes in small or tiny, it may necessitate multiple acquisitions in order to acquire enough of the material.

The substance should be relevant to the nature of the item, such as lava for a fire item, rare ores for metal items, or dragon's blood for draconic items, and the quantity would depend on the magic item and substance's rarities. As a general rule, the substance should be consumed in the process of evolving the item, although if the substance is of particularly high rarity and the magic item of lower quality, this does not have to be the case.

POSSIBLE SUBSTANCES

Items and substances should be magical in nature, and can include:

- Magic items that contain significant power from other sources, such as the Evolutionary Stones detailed later in this book.
- Dangerous substances that are difficult to obtain, such as lava or pure sulfur.
- Creature components, such as their blood or bones, particularly of very powerful or notable creatures like dragons or fiends.

SUBSTANCE QUANTITIES BY THEIR RARITY

Starting Rarity	Ending Rarity	Substance Rarity				
		Common	Uncommon	Rare	Very Rare	Legendary
Common	Uncommon	1	1	1	1	1
Uncommon	Rare	10	1	1	1	1
Rare	Very Rare	100	10	1	1	1
Very Rare	Legendary	1000	100	10	1	1
Legendary	Artifact	10,000	1000	100	10	1

CHARACTER GROWTH

Evolving at key moments of character growth is a common trope of the Pokémon anime, and using that mechanic in a roleplaying game like D&D works quite well. In the Pokémon anime, Pokémon typically evolve during moments of challenge, often when they are losing an important battle, defending an ally, or are in need of a new ability in order to overcome a challenge. Sometimes though, evolution comes when the Pokémon shows it has matured or dealt with an emotional issue, such as overcoming a timid nature. All of these can be used to evolve a magic item, as the item resonates with their attuned's duress and/or growth.

Moments that can cause evolution like this would likely require some setup, and so Dungeon Masters would have to identify moments with that potential and arrange them as part of the narrative or be prepared to take advantage of them should they manifest naturally. DMs that plan on having large narrative moments in their campaign, especially if they are part of Player Characters' stories, will find this method easiest to incorporate into the adventure, at least so long as DMs are able to correctly predict PCs' actions.

This can also be easily used with milestone leveling, and recommendations for what level these events should occur depending on the item's rarity:

Starting Rarity	Ending Rarity	Character Level
Common	Uncommon	1-4
Uncommon	Rare	5-9
Rare	Very Rare	9-15
Very Rare	Legendary	16-20
Legendary	Artifact	20

POSSIBLE EVENTS

Some of the possible events that can be used to trigger these kinds of evolutions can include:

- A character overcoming a fear or negative character trait, such as overcoming a phobia to bravely save someone.
- A character is nearly killed by a personal foe and feeling a deep desire within to grow stronger.
- A character losing someone close to them, their anguish and fury powering an urge to grow stronger.
- A character confronting their destiny, setting aside their fears and trepidations to accept their fate, duty and/or responsibility.
- A character successfully taking vengeance against a foe who has tormented them.
- A character known for restraint gives into emotional urges, or a character known for giving into emotional urges shows restraint.
- A character holds fast to their spiritual values and/or greatly pleases their god/patron despite difficulties.

EXPERIENCE POINTS

Experience points are the evolution method used in the Pokémon games, and used in D&D to level up characters, so applying them the magic items is a simple exercise if it's being used in your game. It can allow for multiple things to help evolve the items, at the cost of requiring someone to keep track of the experience and possibly making it feel like more of a grind.

There are three general ways that combat experience can be applied:

- The weapon gets the same experience points as the character, useful for making items grow in tandem with the character.
- The weapon gets a cut of the experience points as if it were a character, useful for slowing characters' growth.
- The characters can give the item a percentage of their own experience points, useful for giving the characters some agency in the process and attachment to the item.

You could also choose to use previous methods as ways to add experience points specifically to items, such as regular spell infusions each providing a small amount of experience, or moments of character growth providing a large amount of experience, although the DM would have to decide how much depending on the impact of the character moment.

ITEM EXPERIENCE POINTS REQUIRED TO EVOLVE BY RARITY

Starting Rarity	Ending Rarity	Experience Points
Common	Uncommon	2940
Uncommon	Rare	21,900
Rare	Very Rare	109,500
Very Rare	Legendary	190,000
Legendary	Artifact	365,000

EXPERIENCE GAINED FROM OTHER METHODS

LOCATION EXPOSURE EXPERIENCE

Starting Rarity	Ending Rarity	Experience Points per day of exposure
Common	Uncommon	98
Uncommon	Rare	60
Rare	Very Rare	30
Very Rare	Legendary	5
Legendary	Artifact	1

SPELL INFUSION EXPERIENCE PER SPELL LEVEL

Starting Rarity	Ending Rarity	Spell Levels								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Common	Uncommon	420	840	1260	1680	2100	2520	2940	3360	3780
Uncommon	Rare	730	1460	2190	2920	3650	4380	5110	5840	6570
Rare	Very Rare	300	600	900	1200	1500	1800	2100	2400	2700
Very Rare	Legendary	52	104	156	208	260	312	364	416	468
Legendary	Artifact	10	20	30	40	50	60	70	80	90

EXPERIENCE BY SUBSTANCE RARITY

Starting Rarity	Ending Rarity	Substance Rarity				
Rarity	Rarity	Common	Uncommon	Rare	Very Rare	Legendary
Common	Uncommon	2940	2940	2940	2940	2940
Uncommon	Rare	2190	21,900	21,900	21,900	21,900
Rare	Very Rare	1095	10,950	109,500	109,500	109,500
Very Rare	Legendary	190	1900	19,000	190,000	190,000
Legendary	Artifact	36	365	3650	36,500	365,000

CREATING EVOLVING ITEMS

MAKING NEW EVOLVING ITEMS

If you would like to create new evolving items yourself, here are some suggestions on how to do so from our experience making evolving items.

- Pick what kind of items you want the items to be. Generally evolving items should stay as the same item as they evolve, such as a shield staying a shield, but items becoming a more powerful form, such as a dagger becoming a shortsword and then a longsword, is also viable. Items should stay in the same group as they evolve, like a wearable staying wearable, and a weapon staying a weapon.
- Pick the item rarity you would like to start or end at. Evolution generally increases an item's rarity by one level, but it doesn't have to. It should not, however, decrease an item's rarity.
- Pick how many evolutions you want the item to go through. It's probably best not to have more than two evolutions for an item, unless the item in question is going to end up as a legendary or artifact level magic item and is a major focus of the adventure.
- Determine what abilities you want the items to share. As items evolve, their magical effects should increase in potency, gain new benefits, or lose curses and other detrimental effect. As a general rule, Uncommon items are +1 items with some minor benefits, and increase with each rarity level.
- Pick your evolution method. If you're going to use a specific evolution method, such as spell infusion, make sure you include the requirements in the item description.

EVOLVING NON-EVOLVING ITEMS

There are some items in the Pokémon Inspired Weapons & Items based on Pokémon that can evolve, but do not themselves evolve. This is usually because the original art for the items in question did not lend themselves to evolving, such as in the case of the Bulbasaur line, with a Staff being followed by a Whip, which is then followed by a Greatsword.

If you wish to take one of these items and make them evolve into or from another item in the line, you can simple have a version of the item that takes the magic bonuses of the item you wish to change, and then apply an appropriate evolution method. If you already have a method you're using for other items, such as character growth, it's recommended that you do the same for the new items so that things are consistent for players. For example, you could change the Venusword into a whip so that the Ivy Whip evolves into a Very Rare item that gains the magical charges.

MAGIC ITEMS

EVOLUTION ITEMS

There are many items that can be used to evolve items, here are some you can insert into your campaign.

EVOLUTIONARY STONES

These stones contain energy from other planes of existence, and can be used to evolve items, as ammunition in slings, or simply thrown. Some merchants may carry them, veins of them could be hidden below, and they may be found near energy nodes or portals to the associated planes thanks to the energy emanating from them solidifying.

FIRE STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This orange stone looks like crystallized fire with a black pearl embedded in it, and is warm to the touch, as it contains concentrated energy from the Elemental Plane of Fire.



If an item evolves by exposure to the Elemental Plane of Fire, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 fire damage to all creatures within 5 feet of the target. If a flammable item is struck by the explosion, it ignites. All damage from the stone counts as magical.

THUNDER STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This purple stone has a large whitish jagged vein down the middle, with smaller veins rippling outwards. If held tightly the stone seems to vibrate slightly, as it contains concentrated energy from the Elemental Plane of Air.



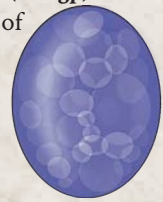
If an item evolves by exposure to the Elemental Plane of Air, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 thunder damage to any creatures within 5 feet of the target. All damage from the stone counts as magical.

WATER STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This brilliant blue stone looks like an orb of water with several small bubbles in it, as it contains concentrated energy from the Elemental Plane of Water.



If an item evolves by exposure to the Elemental Plane of Water, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d4 bludgeoning damage, unless the target has some form of Water Susceptibility (such as a Fire Elemental), in which case it does 3d4 bludgeoning damage before any weaknesses are applied, and drenches the target in water, leaving them soaked for 1d8 rounds. If they are susceptible to water, this does 1d6 cold damage per round, otherwise they are vulnerable to Lighting damage while soaked, unless they were originally immune. The stone is destroyed and non-recoverable. All damage from the stone counts as magical.

EARTH STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This brown stone resembles a crystal made of compressed earth, and contains concentrated energy from the Elemental Plane of Earth.



If an item evolves by exposure to the Elemental Plane of Air, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as an *Erupting Earth* spell with a DC 13 erupts from the target's location. If the point the spell erupts from is not earth, the earth is provided straight from the Elemental Plane of Earth. All damage from the stone counts as magical.

LEAF STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This piece of amber contains a green leaf that looks ready to sprout a full tree, as it contains concentrated energy from the Swamp of Oblivion.

If an item evolves by exposure to the Swamp of Oblivion, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as an *Entangled* spell with a DC 13 sprouts from the target's location, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.



ICE STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This flat, frosted blue hexagonal stone has a snowflake patterns in its center, and is cold to the touch, as it contains concentrated energy from Frostfell.

If an item evolves by exposure to the Frostfell, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone does an extra 1d4 cold damage to the target, and the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing 3d6 cold damage to any creatures within 5 feet of the target. All damage from the stone counts as magical.



ASH STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This white stone looks like a small cloud and is made from volcanic ash. It seems to slowly shed an endless amount of smoky ash, as it contains concentrated energy from the Great Conflagration.



If an item evolves by exposure to the Great Conflagration, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Stinking Cloud* spell with a DC 13 erupts from the target's location, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.

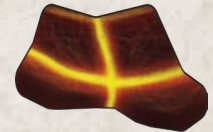
MAGMA STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This small black lump has glowing veins of lava and is eternally hot, as it contains concentrated energy from the Fountains of Creation.

If an item evolves by exposure to the Fountains of Creation, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone does an additional 1d6 fire damage before exploding, regardless if it hits or misses, destroying the stone and making it non-recoverable, as lava is sprayed within 5 feet of the target, doing 1d6 fire damage to any targets in range and making the affected area difficult terrain, which also does 1d6 fire damage to any creatures that enter or start their turn in the area, lasting until the end of the thrower's turn in 2d4 rounds before cooling. All damage from the stone counts as magical.



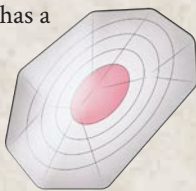
SHINY STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This silvery stone has a pink center and has a dazzling shine that seems to hum in your head, as it contains concentrated energy from the Astral Plane.

If an item evolves by exposure to the Astral Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, and does an extra 3d6 psychic damage to everyone within 5 feet of the target. All damage from the stone counts as magical.



MOON STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This round black stone has had one side chipped off to look like a crescent moon, and contains concentrated energy from the Feywilds.

If an item evolves by exposure to the Feywilds, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, and does an extra 3d6 radiant damage to everyone within 5 feet of the target in a glittery explosion, which gets all over anyone hit, making the next attack on them have advantage. All damage from the stone counts as magical.



DUSK STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This smooth pitch black but oddly slightly translucent stone is always cool to the touch, and it almost looks like shadows are moving within the stone, as it contains concentrated energy from Shadowfell.

If an item evolves by exposure to the Shadowfell, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Darkness* spell spreads out from the target's location, lasting until the end of the thrower's turn in 2d4 minutes or is otherwise dispelled. All damage from the stone counts as magical.



SUN STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This round orange stone has seven stubby points around it, making it look like a carved sun, and radiates a warm energy that fills good creatures with good feelings, as it contains concentrated energy from numerous good aligned Outer Planes.

If an item evolves by exposure to a good aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Daylight* spell spreads out from the target's location, lasting for 1 hour or otherwise dispelled. All damage from the stone counts as magical.



DAWN STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This round ethereal looking stone has a milky white star visible within its center, resembling an otherworldly eye peering into your soul, as it radiates a calming energy because contains concentrated energy from numerous neutral aligned Outer Planes.

If an item evolves by exposure to a neutral aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Calm Emotions* spell with a DC 13 emanates from the target's location, making affected creatures indifferent about creatures hostile toward it, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.



AGONY STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This lumpy black-green stone has blood red veins running through it, and radiates a malevolent energy, as it contains concentrated energy from numerous evil aligned Outer Planes.

If an item evolves by exposure to an evil aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 necrotic damage to all creatures within 5 feet of the target.



MEGA STONES

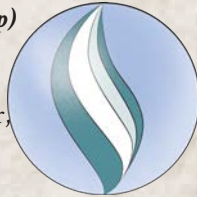
When a mega stone is paired with the correct magic item, you can make the item become its mega version for 1 minute once between rests before reverting back. This can give PCs access to the mega versions of their items without constantly being overpowering, or just making instances where they trigger the mega version more memorable.

Items that evolve using mega stones remain attuned during and after the evolution, and if they gain an increase in charges or other effects, they gain the difference. For example, if an item with a max of 9 charges has 0 charges, and mega evolves into an item with a max of 15 charges, it starts the mega evolution with 6 charges.

ABOMASITE

Wondrous (Stone) – Very Rare (50,000 gp)

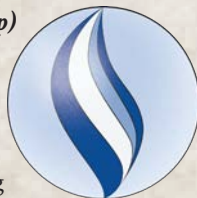
This small round stone has a swirl of blue-green and white inside the icy blue orb. When attached to a 460 - Blizzammer, it can be mega evolved into a 460M - Abomaulsnow for 1 minute once between long rests.



ABSOLITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of dark blue and white inside the light blue orb. When attached to a 359 - Abscythe, it can be mega evolved into a 359M - Abscythol for 1 minute once between long rests.



AERODACTYLITE

Wondrous (Stone) – Very Rare (50,000 gp)

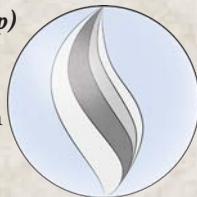
This small round stone has a swirl of dark purple and gray inside the light purple orb. When attached to a 142 - Aerodactar, it can be mega evolved into a 142M - Scimiptera for 1 minute once between long rests.



AGGRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of gray and white inside the light blue orb. When attached to a 306 - Stohlance, it can be mega evolved into a 306M - Galancing for 1 minute once between long rests.



ALAKAZITE

Wondrous (Stone) – Very Rare (50,000 gp)

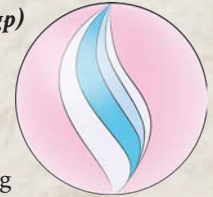
This small round stone has a swirl of yellow and brown inside the dark purple orb. When attached to a 065B - Simalastaff, it can be mega evolved into a 065M - Bimbaff for 1 minute once between long rests.



ALTARIANITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of blue and cream inside the light pink orb. When attached to a 334 - Tyltalance, it can be mega evolved into a 334M - Altaliance for 1 minute once between long rests.



AMPHAROSITE

Wondrous (Stone) – Very Rare (50,000 gp)

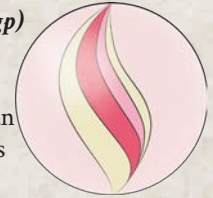
This small round stone has a swirl of yellow and red inside the light blue orb. When attached to a 181 - Ampearos, it can be mega evolved into a 181M - Amphaxos for 1 minute once between long rests.



AUDINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and red inside the light pink orb. When attached to a 531 - Stafbunne, it can be mega evolved into a 531M - Caudicious for 1 minute once between long rests.



BANETTITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and gray inside the pink orb. When attached to a 354 - Juppetana, it can be mega evolved into a 354M - Biranette for 1 minute once between long rests.



BEEDRILLITE

Wondrous (Stone) – Very Rare (50,000 gp)

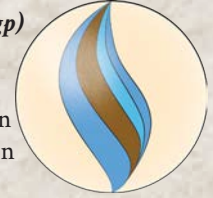
This small round stone has a swirl of yellow and black inside the purple orb. When attached to a 015 - Halberdrill, it can be mega evolved into a 015M - Crossbivor for 1 minute once between long rests.



BLASTOISINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of blue and brown inside the cream orb. When attached to a 009 - Slashtoise, it can be mega evolved into a 009M - Turtonnon for 1 minute once between long rests.



BLAZIKENITE

Wondrous (Stone) – Very Rare (50,000 gp)

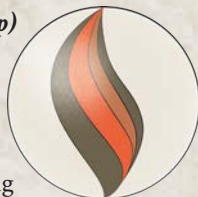
This small round stone has a swirl of red and black inside the cream orb. When attached to a 257 - Blaziklaw, it can be mega evolved into a 257M - Blazikutō for 1 minute once between long rests.



CAMERUPTITE

Wondrous (Stone) – Very Rare (50,000 gp)

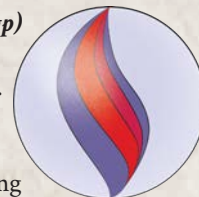
This small round stone has a swirl of red and brown inside the cream orb. When attached to a 323 - Caméruption, it can be mega evolved into a 323M - Bakuudaxe for 1 minute once between long rests.



GENGARITE

Wondrous (Stone) – Very Rare (50,000 gp)

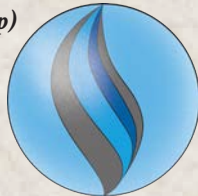
This small round stone has a swirl of red and purple inside the light purple orb. When attached to a 094 - Kyōgengar, it can be mega evolved into a 094M - Scythengar for 1 minute once between long rests.



CHARIZARDITE X

Wondrous (Stone) – Very Rare (50,000 gp)

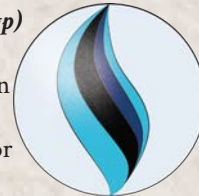
This small round stone has a swirl of blue and black inside the blue orb. When attached to a 006 - Charizaber, it can be mega evolved into a 006MX - Draucaufena for 1 minute once between long rests.



GLALITITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of black and blue inside the white orb. When attached to a 362 - Firnonstar, it can be mega evolved into a 362M - Onigopike for 1 minute once between long rests.



CHARIZARDITE Y

Wondrous (Stone) – Very Rare (50,000 gp)

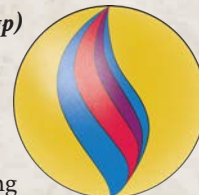
This small round stone has a swirl of red and yellow inside the orange orb. When attached to a 006 - Charizaber, it can be mega evolved into a 006MY - Clurak for 1 minute once between long rests.



GYARADOSITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the dark yellow orb. When attached to a 130 - Gyaradachi, it can be mega evolved into a 130M - Gyarahuil for 1 minute once between long rests.



DIANCITE

Wondrous (Stone) – Legendary (500,000 gp)

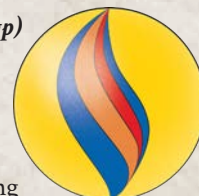
This small round stone has a swirl of pink and cream inside the pink orb. When attached to a 719 - Diancle, it can be mega evolved into a 719M - Dianfrock for 1 minute once between long rests.



HERACRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

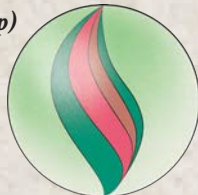
This small round stone has a swirl of orange and blue inside the yellow orb. When attached to a 214 - Herapikross, it can be mega evolved into a 214M - Halbecross for 1 minute once between long rests.



GALLADITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and green inside the light green orb. When attached to a 475 - Galladius, it can be mega evolved into a 475M - Erureidao for 1 minute once between long rests.



HOUNDOOMINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and black inside the brown orb. When attached to a 229 - Démoloscythe, it can be mega evolved into a 229M - Scythellgar for 1 minute once between long rests.



GARCHOMPITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of orange and red inside the dark purple orb. When attached to a 445 - Caxeacrok, it can be mega evolved into a 445M - Garberdias for 1 minute once between long rests.



KANGASKHANITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of purple and gray inside the light yellow orb. When attached to a 115 - Kangaskhanda, it can be mega evolved into a 115M - Kangaskhatana for 1 minute once between long rests.



GARDEVOIRITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of green and pink inside the light blue orb. When attached to a 282 - Gardarvölr, it can be mega evolved into a 282M - Starnight for 1 minute once between long rests.



LATIASITE

Wondrous (Stone) – Legendary (500,000 gp)

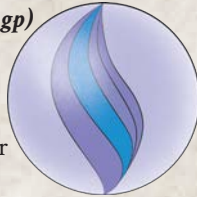
This small round stone has a swirl of red and purple inside the purple orb. When attached to a 380 - Fleuratias, it can be mega evolved into a 380M - Clokias for 1 minute once between long rests.



LATIOSITE

Wondrous (Stone) – Legendary (500,000 gp)

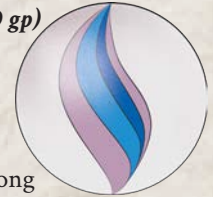
This small round stone has a swirl of blue and purple inside the purple orb. When attached to a 381 - Latgeios, it can be mega evolved into a 381M - Lapikos for 1 minute once between long rests.



MEWTWONITE X

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of blue and purple inside the white orb. When attached to a 150 - Mewtwodao, it can be mega evolved into a 150MX - Xuatwostaff for 1 minute once between long rests.



LOPUNNITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of dark and light brown inside the cream orb. When attached to a 428 - Shimilop, it can be mega evolved into a 428M - Lopinuti for 1 minute once between long rests.



MEWTWONITE Y

Wondrous (Stone) – Legendary (500,000 gp)

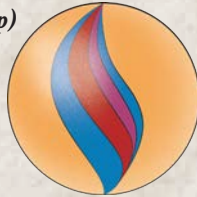
This small round stone has a swirl of purple and white inside the white orb. When attached to a 150 - Mewtwodao, it can be mega evolved into a 150MY - Pykewtu for 1 minute once between long rests.



LUCARIONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the orange orb. When attached to a 448 - Mamelukario, it can be mega evolved into a 448M - Lukaris for 1 minute once between long rests.



PIDGEOTITE

Wondrous (Stone) – Very Rare (50,000 gp)

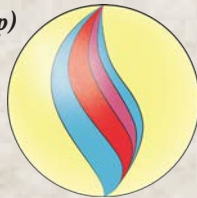
This small round stone has a swirl of red and cream inside the orange orb. When attached to a 018 - Pidjian, it can be mega evolved into a 018M - Pikegeot for 1 minute once between long rests.



MANECTITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the yellow orb. When attached to a 310 - Mameluktric, it can be mega evolved into a 310M - Voltenberd for 1 minute once between long rests.



PINSIRITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of orange and brown inside the yellow orb. When attached to a 127 - Piksir, it can be mega evolved into a 127M - Pikailios for 1 vminute once between long rests.



MAWILITE

Wondrous (Stone) – Very Rare (50,000 gp)

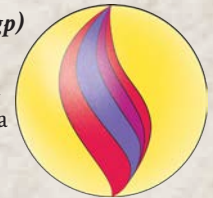
This small round stone has a swirl of yellow and gray inside the pink orb. When attached to a 303 - Mawitar, it can be mega evolved into a 303M - Metedibule for 1 minute once between long rests.



SABLENITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the yellow orb. When attached to a 302 - Sablelet, it can be mega evolved into a 302M - Yamiraugi for 1 minute once between long rests.



MEDICHAMITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of magenta and yellow inside the light blue orb. When attached to a 308 - Medichakujō, it can be mega evolved into a 308M - Chainina for 1 minute once between long rests.



SALAMENCITE

Wondrous (Stone) – Legendary (500,000 gp)

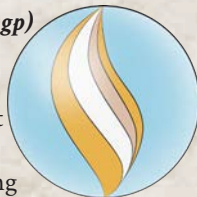
This small round stone has a swirl of red and blue inside the white orb. When attached to a 373 - Salexance, it can be mega evolved into a 373M - Drattaxe for 1 minute once between long rests.



METAGROSSITE

Wondrous (Stone) – Legendary (500,000 gp)

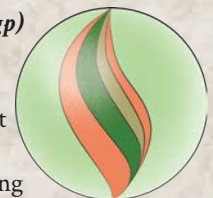
This small round stone has a swirl of white and gold inside the light blue orb. When attached to a 376B - Maultagross, it can be mega evolved into a 376M - Métaulosse for 1 minute once between long rests.



SCEPTILITE

Wondrous (Stone) – Very Rare (50,000 gp)

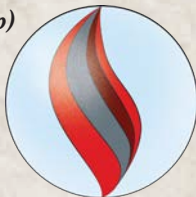
This small round stone has a swirl of dark green and orange inside the green orb. When attached to a 254 - Sceptuitl, it can be mega evolved into a 254M - Jukarambit for 1 minute once between long rests.



SCIZORITE

Wondrous (Stone) – Very Rare (50,000 gp)

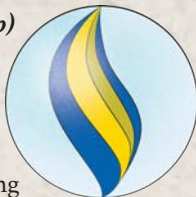
This small round stone has a swirl of red and gray inside the light blue orb. When attached to a 212 - Scizord, it can be mega evolved into a 212M - Lancizor for 1 minute once between long rests.



SHARPEDONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and blue inside the light orb. When attached to a 319 - Sharpedao, it can be mega evolved into a 319M - Sharpaxedo for 1 minute once between long rests.



SLOWBRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of cream and pink inside the cream orb. When attached to a 080B - Scudobro, it can be mega evolved into a 080M - Plahmus for 1 minute once between long rests. Mega evolving automatically dons the Plahmus armor, magically displacing any armor you are already wearing, which returns when the mega evolution ends.



STEELIXITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of light and dark blue inside the gray orb. When attached to a 208B - Hagateil, it can be mega evolved into a 208M - Megateilix for 1 minute once between long rests.



SWAMPERTITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of orange and gray inside the light blue orb. When attached to a 260 - Swamphurt, it can be mega evolved into a 260M - Swampaul for 1 minute once between long rests.



TYRANITARITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of red and black inside the dull green orb. When attached to a 248 - Tybangitar, it can be mega evolved into a 248M - Tylancitar for 1 minute once between long rests.



VENUSAURITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of pink and blue-green inside the light blue orb. When attached to a 003 - Venusword, it can be mega evolved into a 003M - Bistaflor for 1 minute once between long rests.



RED ORB

Wondrous (Stone) – Legendary (500,000 gp)

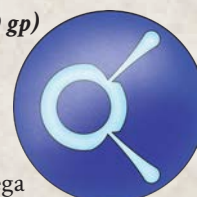
This small red pointed oval orb has a glowing yellow symbol inside it that resembles a Ω , that contains incredible power from an ancient time. When attached to a 383 - Grouswordon, it can be mega evolved into a 383P - Gulādaō for 1 minute once between long rests.



BLUE ORB

Wondrous (Stone) – Legendary (500,000 gp)

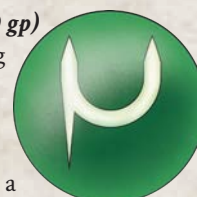
This small round dark blue orb has a glowing light blue symbol inside it that resembles a α , that contains incredible power from an ancient time. When attached to a 382 - Kyogrent, it can be mega evolved into a 382M - Kyongrō for 1 minute once between long rests.



JADE ORB

Wondrous (Stone) – Legendary (500,000 gp)

This small round jade orb has a glowing white symbol inside it that resembles a μ , that contains incredible power from an ancient time. When attached to a 384 - Rayquazance, it can be mega evolved into a 384M - Piekuaza for 1 minute once between long rests.



NEW WEAPONS REFERENCES

Type	Name	Cost	Damage	Weight	Properties	Associated Proficiencies
Simple Melee	Chakram	10 gp	1d6 slashing	1 lb.	Light, Finesse, Thrown (20/60)	Dagger, Dart
Simple Melee	Nunchaku	1 gp	1d6 bludgeoning	1 lb.	Light, Finesse	Club, Flail
Simple Melee	Tessen	25 gp	1d4 slashing or 1d6 bludgeoning	1 lb.	Light, Finesse, Transform	Monks, Rogues, Charlatans, Spies, and Entertainers
Simple Ranged	Boomerang	10 gp	1d4 bludgeon	1 lb.	Light, Finesse, Thrown (60/120), Circle Round	Javelin, Club
Martial Melee	Chain Axe	30 gp	1d8 slashing	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Hand Axes
Martial Melee	Dual-Blade Sword	30 gp	1d8 slashing	6 lb.	Two-handed, Concentrate	Greatclubs, Greatswords
Martial Melee	Kusarigama	10 gp	1d4 slashing & 1d4 bludgeoning	4 lb.	Two-handed, Finesse, Reach*	Sickles, Meteor Hammers
Martial Melee	Macuahuitl	15 gp	1d10 slashing	6 lb.	Heavy, Two-handed, Chips*	Greatclubs, Greatswords
Martial Melee	Meteor Hammer, Single Head	25 gp	1d10 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Rope Darts
Martial Melee	Meteor Hammer, Double Head	20 gp	1d8 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Rope Darts
Martial Melee	Rope Dart	10 gp	1d4 piercing	3 lb.	Light, Finesse, Thrown (15/30), Recall	Darts
Martial Melee	Scythe	20 gp	1d10 slashing	6 lb.	Heavy, Two-Handed	Halberds, Glaives, Scimitars
Martial Melee	Tonfa	1 gp	1d6 bludgeoning	2 lb.	Light, Finesse	Club
Martial Ranged	Handcannon	250 gp	4d10 bludgeon	25 lb.	Heavy, Two-Handed, Ammunition, Recoil, Reload (1 shot)	Firearms, Siege Equipment

* Special conditions apply

WEARABLE

BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, you have difficulty manipulating objects while wearing knuckles, and you can't effectively wield any other weapons.

SIMPLE MELEE WEAPONS

CHAKRAMS

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram. A common chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weighs 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

Chakram do not suffer any of the disadvantages of being used underwater.

NUNCHAKUS

Nunchaku are Simple Melee Weapons, functioning as a cross between a Club and a Flail, and anyone proficient with those weapons has proficiency with a Nunchaku. A common nunchaku is two handles of wood with a short chain holding them together at one end. They cost 1 gp, do 1d6 bludgeoning, weighs 1 lb., and have the finesse and light properties.

TESSENS

Tessen are folding fans made with thin sheets of steel or iron, and usually decorated to look like regular folding fans. They are often taken into situations where more obvious weapons would not be allowed, as their sharpened outer edge can cut, or their folded mass can bludgeon. They can also be used defensively when opened.

Common Tessen are Simple Melee Weapons, cost 25 gp, weighs 1 lb., and have the Light and Finesse properties. The Tessen can be opened and closed with a flick of the wrist as a bonus action. When closed, the Tessen does 1d6 bludgeoning damage, and when open, it does 1d4 slashing damage and gives +1 AC.

Monks and Rogues have proficiency with Tessen, as does anyone with the Charlatan, Spy, and Entertainer backgrounds.

SIMPLE RANGED WEAPONS

BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang. A common boomerang costs 10 gp, does 1d4 bludgeoning damage, weighs 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage to attack rolls when used underwater.

MARTIAL MELEE WEAPONS

CHAIN AXES

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A common chain axe is a 10-foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axe cost 30 gp, do 1d8 slashing, weighs 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.

DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Common Dual-Blades are Martial Melee Weapons, cost 30 gp, weighs 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.

KUSARIGAMA

Kusarigama, also known as Chain Sickles, are Martial Melee Weapons, a combination of Sickles and Meteor Hammers, and anyone proficient with those weapons has proficiency with a Kusarigama.

A common Kusarigama consists of a sickle with a 10-foot light chain connecting it to a small iron weight. They weigh 4 lbs, cost 10 gp, and have the Finesse, Two-Handed and Reach properties, with the reach only applying to the chain portion.

The sickle does 1d4 Slashing damage, and the weighted end can be used to do 1d4 Bludgeoning damage with Reach, and on a successful hit the target is Grappled and Restrained by the chain. The chain can't be used to attack until the target is freed. The sickle and chain end can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195. Using a Kusarigama requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Kusarigama.

MACUAHUITLS

Macuahuitl are a type of sword where small blades, usually stone pieces like obsidian, are held together by two pieces of wood. They are much more common in areas where metal working is rare, if non-existent.

Common Macuahuitl are Martial Melee Weapons, cost 15 gp, weigh 6 lbs., do 1d10 slashing damage, and have the Heavy, Two-handed and properties. Anyone proficient with Greatclubs or Greatswords has proficiency with Macuahuitl.

Due to their piecemeal make, common Macuahuitl risk breaking or losing blades during combat. If you roll a 1 on an attack with a Macuahuitl, roll another d20. On a 1, the common Macuahuitl gains -1 to its damage. This effect is cumulative, and if the modifier reaches -5, the Macuahuitl is destroyed. Anyone proficient with Carpenter's Tools or Mason's Tools can spend 10 minutes (such as over a short rest) repairing the Macuahuitl, which removes a -1 gained in this fashion.

If you wish, Macuahuitls can be treated as Greatswords for simplicity if desired.

METEOR HAMMERS

Meteor Hammers are Martial Melee Weapons, functioning as a cross between a Flail and a Rope Dart, and anyone proficient with those weapons has proficiency with a Meteor Hammers. A common meteor hammer is a chain with a weight, called heads, on one or both ends. Double Heads are each the size of a fist, while Single Heads are the size of two fists put together. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Meteor Hammer.

SINGLE HEADED

The chain of single head meteor hammers is 20 feet long. Common single headed meteor hammers cost 25 gp, do 1d10 bludgeoning, weigh 8 lb., and have the finesse, heavy, two-handed and reach properties. You can also use the meteor hammer to make an attack out to 20 feet, but you have disadvantage on the attack roll past 10 feet.

DOUBLE HEADED

The chain of double headed meteor hammers is 10 feet long. Common double headed meteor hammers cost 20 gp, do 1d8 bludgeoning, weigh 8 lb., and have the finesse, heavy, two-handed, and reach properties. Double-headed meteor hammers can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195.

ROPE DARTS

Rope darts are a Martial Melee Weapon that have a steel dart, often serrated, affixed to the end of a 30-foot rope or chain.

They weigh an average of 3 lbs, cost 10 gp, do 1d4 piercing damage, and have the Light, Finesse and Thrown (15/30) properties, with the benefit of being able to pull back the Rope Dart to the wielder after an attack as a Bonus Action. Anyone proficient with Darts is also proficient with Rope Darts.

SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A common scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes do not gain any benefits from the Polearm Master feat.

TONFA

Tonfa are Martial Melee Weapons that are clubs with a perpendicular handle, so it functions as a more advanced club, and anyone proficient with clubs has proficiency with tonfas. A common tonfa is made of wood, 18 inches long, cost 1 gp, weighs 2 lbs., does 1d6 bludgeoning damage, and has the Light and Finesse properties.

MARTIAL RANGED WEAPONS

HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Common handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weighs 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

Gunpowder. Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MTofF 204).

Handcannon Ball. Using a standard iron Handcannon Ball, which have 3-inch diameters, weighs 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

Improvised Ammunition. Improvised ammunition like rocks or gravel can be used, but change the damage done and effective range. Using rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.

POKEMON INSPIRED WEAPONS AND ITEMS INDEX

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
001	Bulbastaff	Staff ()	Uncommon	Yes	315 gp	PIWI-I 004
002	Ivy Whip	Weapon (Whip)	Rare	No	1520 gp	PIWI-I 004
003	Venusword	Weapon (Greatsword)	Very Rare	Yes	35,000 gp	PIWI-I 004
004	Charmandagger	Weapon (Dagger)	Uncommon	Yes	340 gp	PIWI-I 004
005	Clawmeleon	Wondrous (Claws)	Rare	Yes	1500 gp	PIWI-I 004
006	Charizaber	Weapon (Longsword)	Very Rare	Yes	16,600 gp	PIWI-I 004
007	Squirtaff	Staff ()	Uncommon	Yes	370 gp	PIWI-I 005
008	Warrowtle	Weapon (Shortbow)	Rare	Yes	1800 gp	PIWI-I 005
009	Slashtoise	Weapon (Shortsword)	Very Rare	Yes	19,000 gp	PIWI-I 005
008B	Wartorint	Armor (Splint)	Rare	Yes	2800 gp	PIWI-I 005
009B	Platoise	Armor (Plate)	Very Rare	Yes	29,000 gp	PIWI-I 005
010	Caterspike	Weapon (Dagger)	Common	No	10 gp	PIWI-I 006
011	Menapō	Wondrous (Mask)	Common	No	71 gp	PIWI-I 006
012	Butterod	Rod ()	Uncommon	Yes	120 gp	PIWI-I 006
013	Weedart	Weapon (Rope Dart)	Common	No	23 gp	PIWI-I 006
014	Kakutar	Weapon (Dagger)	Common	No	14 gp	PIWI-I 006
014B	Kakussen	Weapon (Tessen)	Uncommon	Yes	64 gp	PIWI-I 006
015	Halberdrill	Weapon (Spear)	Uncommon	Yes	165 gp	PIWI-I 006
016	Pugey	Weapon (Dagger)	Common	No	20 gp	PIWI-I 007
017	Pigeoiggi	Weapon (Tessen)	Uncommon	No	230 gp	PIWI-I 007
018	Pidjian	Weapon (Longsword)	Rare	No	2700 gp	PIWI-I 007
019	Rattaltal	Weapon (Shortsword)	Common	No	19 gp	PIWI-I 007
020	Raticleve	Weapon (Glaive)	Uncommon	Yes	820 gp	PIWI-I 007
021	Spearrow	Weapon (Arrow)	Common	No	12 gp	PIWI-I 007
022	Fearbow	Weapon (Shortbow)	Uncommon	Yes	1220 gp	PIWI-I 007
023	Ekahs	Rod ()	Uncommon	No	123 gp	PIWI-I 007
024	Arbokut	Weapon (Greatsword)	Rare	Yes	12,400 gp	PIWI-I 007
023B	Kanssarigama	Weapon (Kusarigama)	Uncommon	Yes	650 gp	PIWI-I 008
024B	Kussarbokgama	Weapon (Kusarigama)	Rare	Yes	2740 gp	PIWI-I 008
025	Pikague	Weapon (Dagger)	Rare	No	1520 gp	PIWI-I 008
026	Raicha	Weapon (Scimitar)	Very Rare	No	26,000 gp	PIWI-I 008
027	Sandshands	Wondrous (Gloves)	Uncommon	No	1720 gp	PIWI-I 008
028	Sandslashers	Wondrous (Claws)	Rare	No	5800 gp	PIWI-I 008
029	Knidoran♀	Weapon (Dagger)	Common	No	29 gp	PIWI-I 009
030	Knidorina	Weapon (Shortsword)	Uncommon	Yes	630 gp	PIWI-I 009
031	Knidoqueen	Weapon (Greatsword)	Rare	Yes	13,000 gp	PIWI-I 009
032	Knidoran♂	Weapon (Dagger)	Common	No	32 gp	PIWI-I 009
033	Knidorino	Weapon (Shortsword)	Uncommon	Yes	633 gp	PIWI-I 009
034	Knidoking	Weapon (Greatsword)	Rare	Yes	13,400 gp	PIWI-I 009
035	Clefey	Wand ()	Uncommon	Yes	350 gp	PIWI-I 010
036	Cannefable	Staff ()	Rare	Yes	3600 gp	PIWI-I 010
037	Vulpin	Weapon (Shortsword)	Uncommon	Yes	673 gp	PIWI-I 010
037B	Rokonkand	Wand ()	Uncommon	Yes	173 gp	PIWI-I 010
038	Vulnuni	Staff (Cursed)	Rare	Yes	1830 gp	PIWI-I 011
039	Jigglyshush	Wand ()	Uncommon	Yes	193 gp	PIWI-I 011
040	Wigglybuff	Staff ()	Rare	Yes	1400 gp	PIWI-I 011
041	Zubollock	Weapon (Dagger, Cursed)	Common	No	5 gp	PIWI-I 011
042	Golbow	Weapon (Longbow)	Uncommon	Yes	2840 gp	PIWI-I 012
043	Oddirk	Weapon (Dagger)	Common	No	34 gp	PIWI-I 012
044	Bloom	Weapon (Rapier)	Uncommon	No	1440 gp	PIWI-I 012
045	Vilefume	Staff ()	Rare	Yes	1350 gp	PIWI-I 012
046	Paracer	Wondrous (Bracer)	Uncommon	No	640 gp	PIWI-I 012
047	Spearasect	Weapon (Spear)	Rare	Yes	1740 gp	PIWI-I 012
048	Venoknat	Weapon (Dagger)	Uncommon	No	284 gp	PIWI-I 012
049	Venowroth	Weapon (Javelin)	Rare	No	1490 gp	PIWI-I 012
050	Digthreat	Weapon (Club)	Common	No	75 gp	PIWI-I 013
051	Dugtrama	Weapon (Maul)	Rare	Yes	2950 gp	PIWI-I 013

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
052	Mewealth	Weapon (Dagger)	Uncommon	Yes	525 gp	PIWI-I 013
053	Persuede	Weapon (Shortsword)	Rare	Yes	3500 gp	PIWI-I 013
054	Psycut	Weapon (Glaive, Cursed)	Uncommon	Yes	1145 gp	PIWI-I 013
055	Golcut	Weapon (Greatsword)	Rare	Yes	15,500 gp	PIWI-I 013
054B	Entessen	Weapon (Tessen, Cursed)	Uncommon	Yes	1245 gp	PIWI-I 014
055B	Entorsen	Weapon (Tessen)	Rare	Yes	6570 gp	PIWI-I 014
056	Mangry	Weapon (Quarterstaff)	Uncommon	Yes	560 gp	PIWI-I 014
057	Primescrape	Wondrous (Gloves)	Rare	Yes	1575 gp	PIWI-I 014
058	Growladius	Weapon (Shortsword)	Uncommon	Yes	855 gp	PIWI-I 014
059	Arcaninaces	Weapon (Greatsword)	Rare	Yes	15,950 gp	PIWI-I 014
060	Polisward	Weapon (Shortsword)	Common	No	60 gp	PIWI-I 015
061	Poliswirl	Staff ()	Rare	Yes	2160 gp	PIWI-I 015
062	Polismash	Wondrous (Gloves)	Very Rare	Yes	6235 gp	PIWI-I 015
063	Stabya	Weapon (Dagger)	Uncommon	No	630 gp	PIWI-I 015
063B	Keisand	Wand ()	Uncommon	Yes	163 gp	PIWI-I 015
064	Kadabō	Staff ()	Rare	Yes	1640 gp	PIWI-I 015
065B	Simsalastaff	Staff ()	Very Rare	Yes	16,530 gp	PIWI-I 016
065	Alakazashi	Weapon (Greatsword)	Very Rare	Yes	16,530 gp	PIWI-I 016
066	Mychop	Wondrous (Knuckledusters)	Uncommon	No	660 gp	PIWI-I 016
067	Mychoke	Weapon (Greatclub)	Rare	Yes	1760 gp	PIWI-I 016
068	Mychamp	Weapon (Twin Spears)	Very Rare	Yes	18,650 gp	PIWI-I 016
069	Bellbout	Weapon (Rapier)	Common	No	90 gp	PIWI-I 017
070	Ringinbell	Staff ()	Uncommon	Yes	1700 gp	PIWI-I 017
070B	Weepinhammer	Weapon (Single Head Meteor Hammer)	Uncommon	Yes	1700 gp	PIWI-I 017
071	Injurebel	Wondrous (Claw)	Rare	Yes	2170 gp	PIWI-I 017
072	Tentathrew	Weapon (Javelin)	Common	No	75 gp	PIWI-I 017
073	Tentarule	Weapon (Lance)	Uncommon	No	730 gp	PIWI-I 017
072B	Tentachain	Armor (Chain Shirt, Cursed)	Uncommon	Yes	2700 gp	PIWI-I 017
073B	Tentoxate	Armor (Breastplate)	Rare	Yes	17,300 gp	PIWI-I 018
074	Geobrute	Weapon (Warhammer)	Uncommon	Yes	1100 gp	PIWI-I 018
075	Gravattan	Armor (Shield)	Rare	Yes	3750 gp	PIWI-I 018
076	Gaulem	Weapon (Maul)	Very Rare	Yes	17,600 gp	PIWI-I 018
077	Pofreta	Weapon (Shortbow)	Uncommon	Yes	1770 gp	PIWI-I 018
078	Rapiflash	Weapon (Longbow)	Rare	Yes	17,800 gp	PIWI-I 018
079	Shellpoke	Weapon (Mace, Cursed)	Uncommon	Yes	397 gp	PIWI-I 019
080	Shellfoe	Weapon (Morningstar, Cursed)	Rare	Yes	3800 gp	PIWI-I 019
080B	Scudobro	Armor (Shield, Cursed)	Rare	Yes	2880 gp	PIWI-I 019
081	Magnebyte	Weapon (Greatclub)	Uncommon	Yes	810 gp	PIWI-I 019
082	Magnegun	Weapon (Revolver)	Rare	Yes	4100 gp	PIWI-I 019
083	Malfetch'd	Weapon (Glaive)	Rare	Yes	3180 gp	PIWI-I 020
084	Bōduo	Weapon (Quarterstaff)	Uncommon	Yes	180 gp	PIWI-I 020
085	Bowdrio	Weapon (Longbow)	Rare	Yes	15,800 gp	PIWI-I 020
086	Dewrod	Rod ()	Uncommon	Yes	285 gp	PIWI-I 020
087	Dewlong	Weapon (Pike)	Rare	Yes	2500 gp	PIWI-I 020
088	Grimi	Weapon (Shortsword)	Uncommon	Yes	880 gp	PIWI-I 020
089	Mukchuk	Wondrous (Gloves)	Rare	Yes	2980 gp	PIWI-I 020
090	Desheller	Weapon (Mace)	Uncommon	Yes	900 gp	PIWI-I 021
091	Crayster	Weapon (Spear)	Rare	Yes	1910 gp	PIWI-I 021
091B	Cloyshield	Armor (Shield)	Rare	Yes	2910 gp	PIWI-I 021
092	Slashly	Weapon (Longsword)	Uncommon	Yes	920 gp	PIWI-I 021
093	Hauntlers	Wondrous (Gauntlets)	Rare	Yes	3900 gp	PIWI-I 021
094	Kyōgengar	Wondrous (Mask)	Very Rare	Yes	14,900 gp	PIWI-I 021
095	Onik	Weapon (Greatsword)	Rare	Yes	10,950 gp	PIWI-I 022
095B	Iwarklint	Armor (Splint, Cursed)	Rare	Yes	7950 gp	PIWI-I 022
096	Drowzer	Weapon (Mace)	Uncommon	Yes	690 gp	PIWI-I 022
097	Hypnodachi	Weapon (Dagger)	Rare	Yes	1970 gp	PIWI-I 022
098	Grabby	Weapon (Mace)	Uncommon	No	980 gp	PIWI-I 022
099	Klingler	Weapon (Warhammer)	Rare	No	1990 gp	PIWI-I 022

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
100	Boltorb	Wondrous (Orb, Consumable)	Common	No	100 gp	PIWI-I 023
101	Elecsplode	Weapon (Mace)	Uncommon	No	1010 gp	PIWI-I 023
102	Tamawama	Weapon (Mace)	Uncommon	Yes	470 gp	PIWI-I 023
103	Executor	Weapon (Longsword)	Rare	Yes	1300 gp	PIWI-I 023
104	Cutbone	Weapon (Rapier)	Uncommon	Yes	1400 gp	PIWI-I 023
105	Marowack	Weapon (Quarterstaff)	Rare	Yes	5100 gp	PIWI-I 023
106	Powamular	Wondrous (Shoes)	Rare	Yes	1650 gp	PIWI-I 024
107	Ebibrawler	Wondrous (Gloves)	Rare	Yes	1650 gp	PIWI-I 024
108	Whipitung	Weapon (Whip)	Rare	Yes	1800 gp	PIWI-I 024
109	Bopping	Weapon (Mace)	Uncommon	Yes	910 gp	PIWI-I 024
110	Matadogun	Weapon (Hunting Rifle)	Rare	Yes	6100 gp	PIWI-I 025
111	Diehorn	Weapon (Greatsword)	Uncommon	No	2900 gp	PIWI-I 025
112	Rhybrawn	Weapon (Pike)	Rare	No	4200 gp	PIWI-I 025
113	Chanstaff	Staff ()	Rare	Yes	1310 gp	PIWI-I 026
114	Tanglove	Wondrous (Gloves)	Rare	Yes	1410 gp	PIWI-I 026
115	Kangaskhanda	Weapon (Greatsword)	Rare	Yes	15,100 gp	PIWI-I 026
116	Spraysea	Weapon (Pistol)	Uncommon	Yes	885 gp	PIWI-I 026
117	Seadravolver	Weapon (Revolver)	Rare	Yes	7110 gp	PIWI-I 027
118	Goldarrow	Weapon (Arrow)	Common	No	18 gp	PIWI-I 027
119	Poisstaff	Staff ()	Uncommon	Yes	191 gp	PIWI-I 027
120	Starthrew	Wondrous (Glove)	Uncommon	Yes	210 gp	PIWI-I 027
121	Starmiao dao	Weapon (Greatsword)	Rare	Yes	10,210 gp	PIWI-I 027
121B	Starmerang	Weapon (Boomerang)	Rare	Yes	2940 gp	PIWI-I 028
122	Mr. Marotte	Rod (Cursed)	Rare	Yes	1220 gp	PIWI-I 028
123	Inscyther	Weapon (Scythe)	Rare	Yes	5100 gp	PIWI-I 028
124	Rodela	Rod ()	Rare	Yes	1240 gp	PIWI-I 028
125	Electana	Weapon (Greatsword)	Rare	Yes	12,500 gp	PIWI-I 029
125B	Eleboomerang	Weapon (Boomerang)	Rare	Yes	2950 gp	PIWI-I 029
126	Magmaki	Weapon (Greatsword)	Rare	Yes	12,600 gp	PIWI-I 029
126B	Chakmagmar	Weapon (Chakram, Cursed)	Rare	Yes	2160 gp	PIWI-I 029
127	Piksir	Weapon (Pike)	Rare	Yes	2170 gp	PIWI-I 030
128	Taurammer	Weapon (Warhammer)	Rare	Yes	3800 gp	PIWI-I 030
129	Magikrod	Rod (Cursed)	Common	No	30 gp	PIWI-I 030
130	Gyaradachi	Weapon (Greatsword)	Rare	Yes	13,000 gp	PIWI-I 030
131	Lapraft	Staff ()	Very Rare	Yes	13,100 gp	PIWI-I 030
132	Metawand	Wand ()	Very Rare	Yes	13,200 gp	PIWI-I 030
133	Devee	Weapon (Dagger)	Rare	Yes	1600 gp	PIWI-I 031
134	Vaporent	Weapon (Trident)	Very Rare	Yes	13,500 gp	PIWI-I 031
135	Joltike	Weapon (Pike)	Very Rare	Yes	13,500 gp	PIWI-I 031
136	Flarebōn	Staff ()	Very Rare	Yes	13,500 gp	PIWI-I 031
137	Porygong	Weapon (Mace)	Very Rare	Yes	13,700 gp	PIWI-I 032
138	Omacyte	Weapon (Mace)	Rare	Yes	3810 gp	PIWI-I 032
139	Omasward	Weapon (Macuahuitl)	Very Rare	Yes	19,300 gp	PIWI-I 032
138B	Omanyteld	Armor (Shield, Cursed)	Rare	Yes	3810 gp	PIWI-I 032
139B	Omashield	Armor (Shield)	Very Rare	Yes	19,300 gp	PIWI-I 032
140	Kabuclaw	Wondrous (Claws)	Rare	Yes	6400 gp	PIWI-I 033
141	Kabushot	Weapon (Heavy Crossbow)	Very Rare	Yes	41,100 gp	PIWI-I 033
142	Aerodactar	Weapon (Scimitar)	Very Rare	Yes	24,100 gp	PIWI-I 033
143	Snorwack	Weapon (Greatclub, Cursed)	Very Rare	Yes	13,400 gp	PIWI-I 033
144	Arpikuno	Weapon (Pike)	Legendary	Yes	180,000 gp	PIWI-I 034
145	Zapbos	Weapon (Longbow)	Legendary	Yes	190,000 gp	PIWI-I 035
146	Moltrestoc	Weapon (Longsword)	Legendary	Yes	200,000 gp	PIWI-I 036
147	Dagtini	Weapon (Dagger)	Rare	Yes	4710 gp	PIWI-I 037
148	Dragonarica	Staff ()	Very Rare	Yes	14,800 gp	PIWI-I 037
149	Dragonihonto	Weapon (Longsword)	Legendary	Yes	149,000 gp	PIWI-I 038
150	Mewtwodao	Weapon (Greatsword)	Legendary	Yes	250,000 gp	PIWI-I 039
151	Mewang	Weapon (Dagger)	Artifact	Yes	NA	PIWI-I 040

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
???	MissingNaginata	Weapon (Glaive, Cursed)	Artifact	Yes	NA	PIWI-I 041
???	Scythe of the Vengeful Mother	Weapon (Scythe)	Artifact	Yes	NA	PIWI-I 042

THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - EVOLUTION GUIDE

I hoped you've enjoyed it! Consider checking out some of my [other D&D content on Dungeon Masters Guild](#), or [supporting my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

THE TOECAP TRILOGY

A three part Tier 1 campaign that should take 9-10 sessions to play.

TOECAP'S PUZZLE HOUSE

A Dying Woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

[Get it on Dungeon Masters Guild now!](#)

THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, spoiler alert, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

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RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

[Get it on Dungeon Masters Guild now!](#)

QUESTS FROM THE JOB BOARD

One-shot adventures for everyday use

RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventures to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE CURSED COURTESAN

Warning: This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

[Get it on Dungeon Masters Guild now!](#)

ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.

[Get it on Dungeon Masters Guild now!](#)

WELCOME TO PLIFORTAKUNE

Looking for an interesting new setting full of magic, money, and adventure? Maybe a city full of all kinds of people living in (relative) harmony, including the monstrous races? One that already has some puzzling and comedic adventures written and ready to use? Then this is the adventure for you! Introduce your party to the City of Plifortakune (Ply-for-ta-ku-nay), a bustling coastal city made up of several distinct districts. But before the players can explore the city, they have to get the guards to let them in...

This adventure is designed for 4 characters of 1st level, with various options for scaling difficulties, and should take around 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE GUARDIAN OF GOLDHAMMER'S VAULT

The elderly wizard Gilda Goldhammer has passed away, and among her possessions is a page titled "The Vault" with a set of Teleportation Circle sigils and the note "Mind the Guardian". The circle leads to a deadly dungeon full of traps and puzzles, will the party be able to survive it?

This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 5-8 hours to play, depending on how quickly people figure out the puzzles.

[Get it on Dungeon Masters Guild now!](#)

CUPID VS CUBUS

An Incubus and a Cupid fight over a man's soul, and try to get their Tiefling and Aasimar descendants to join them in the fight. Can the party convince the Tiefling and Aasimar to join their side before the Incubus discovers them?

This adventure includes a new celestial stat block for Cupids and a new Aasimar Subrace for those that want to be descendants of cupids! It is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)