

POKÉMON INSPIRED WEAPONS & ITEMS



GENERATION I



BY CHRISTOPHER J FOSTER
FEATURING ART BY REBUSAPLA

INTRODUCTION



LOOKING FOR MAGIC ITEMS BASED UPON Pokémon? Items that are more animalistic and natural in origins? Or maybe you'd like some items that can evolve into new and more powerful items? Then you're in the right place! This book contains magic items

based on Pokémon from the 1st Generation of games, for a total of 174 magic items!

There's also an accompanying book that goes into further details about the mechanic of item evolution, stat blocks for the new weapon types used by some of these items, and has a full index of all the items from all of the books, Pokémon Inspired Weapons & Items - Evolution Guide and Index.

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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 Strahd
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Iceland Dale: Rime of the Frostmaiden
IMR	Infernal Machine Rebuild
ITT	The Investigation of Toecap's Tragedy
LMP	Lost Mines of Phandelver
MM	Monster Manual
MFF-1	Mordenkainen's Fiendish Folio Vol 1
MOT	Mythic Odysseys of Theros
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
RtG	Return to the Glory
SKT	Storm King's Thunder
TCC	The Cursed Courtesan
TCE	Tasha's Cauldron of Everything
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 ITEMS

Several items in this collection can evolve into stronger items through unique means, which is a permanent change. The options presented here are not meant to be the only way for that item to evolve, and are merely meant to provide an example of a suitable situation that would cause evolution.

Most items are listed as evolving by spending time on or being exposed to the energies of other planes, but there are numerous ways that DMs can make items evolve, as detailed in the *Pokémon Inspired Weapons & Items - Evolution Guide and Index* book, such as using major events or exposure to certain items, like the Elemental Stones detailed in the Guide. See the [Pokémon Inspired Weapons & Items - Evolution Guide and Index](#) for more information.

001 - BULBASTAFF

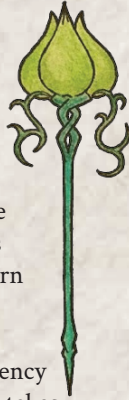
Staff() – Uncommon (315 gp, requires attunement)

This staff has a living plant bulb on top with several vines hanging from it, and while it does not require water and sunlight to survive, it does look much healthier with regular care.

You can use a bonus action to speak this staff's command word and make the bulb and vines of the staff animate for 1 minute. By using another bonus action to speak the command word again, you return the staff to its normal inanimate form.

You can make a melee attack using the animated bulb head, which has a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 slashing damage and must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage.

The bulb can be attacked while it is animated. It has an Armor Class of 15 and 20 hit points. If the bulb drops to 0 hit points, the staff is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its inanimate form.

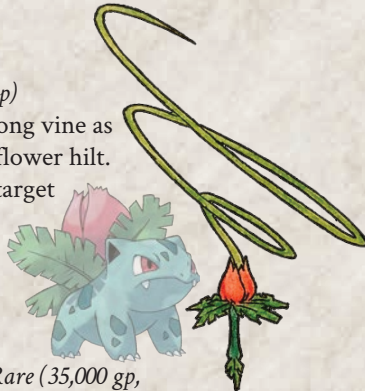


002 - IVY WHIP

Weapon (Whip) – Rare (1520 gp)

This +1 magical whip has a long vine as its thong emerging from a red flower hilt.

On a hit with this whip, the target must succeed on a DC 15 Constitution saving throw or take 3d6 poison damage.



003 - VENUSWORD

Weapon (Greatsword) – Very Rare (35,000 gp, requires attunement)

This +2 magical great sword has vine-like tendrils extending from the large flower cross guard that seem to move on their own.

On a hit with this sword, the target must succeed on a DC 17 Constitution saving throw or take 3d6 poison damage.

The sword has 4 charges that refresh at dawn. The attuned can use 1 charge to cast *Entangle* (save DC 15), or 3 charges to cast *Plant Growth*.

While attuned to this weapon, you can cast the *Thorn Whip* cantrip using wisdom as your spellcasting modifier.



004 - CHARMANDAGGER

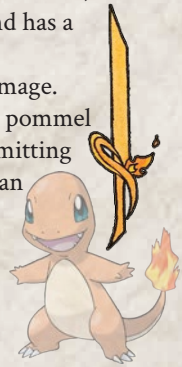
Weapon (Dagger) – Uncommon (340 gp, requires attunement)

This magical dagger feels warm to the touch, and has a gem in the pommel that flickers like fire.

Attacks with this dagger do an extra 1d6 fire damage.

While attuned to this dagger, you can make the pommel gem shine magical light with a command word, emitting normal light in a 15-foot radius and dim light for an additional 15 feet.

Evolving: If you submerge this dagger in blood from a Red, Brass or Gold Dragon for 1 minute, it will turn into a 006 - Charizaber.



005 - CLAWMELEON

Wondrous (Claws) – Rare (1500 gp, requires attunement)

These gauntlets of red steel are forged in a shape like dragon's claws and feel warm to the touch. They fit the wearer's hands and forearms up to the elbow.

You can use a claw as a +1 melee weapon while wearing it. You have proficiency with them, they use your Strength modifier, and it deals 1d8 slashing damage on a hit.

While wearing the claws, you can't manipulate objects or cast spells with somatic components.

While wearing and attuned to the claws, you gain resistance to cold damage, and you can carve a circular 5 ft diameter tunnel through solid rock at a rate of 1 ft per round.



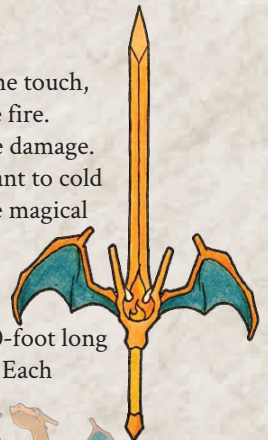
006 - CHARIZABER

Weapon (Longsword) – Very Rare (16,600 gp, requires attunement)

This +2 magical longsword feels warm to the touch, and has a gem in the pommel that flickers like fire.

Attacks with this sword do an extra 2d6 fire damage.

While attuned to this sword: you are resistant to cold damage; you can make the pommel gem shine magical light with a command word, emitting normal light in a 15-foot radius and dim light for an additional 15 feet; and once a day, recharging at dawn, you can use an action to unleash a 20-foot long line of fire that is 5 feet wide from the sword. Each creature in that line must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.



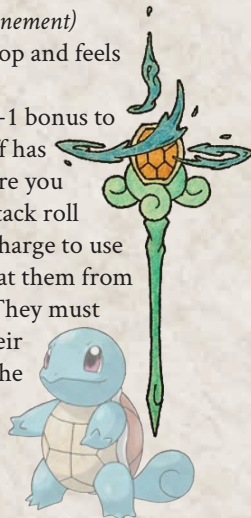
007 - SQUIRTAFF

Staff () – Uncommon (370 gp, requires attunement)

This magical staff has a turtle shell on top and feels quite solid.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; and the staff has 3 charges that refresh at dawn. If a creature you can see within 30 feet of you makes an attack roll against you or an ally, you can expend a charge to use your reaction to squirt a stream of water at them from the top of the staff to disrupt the attack. They must make a DC 13 Dexterity save, on a fail their attack missed and they are Blinded until the end of their next turn from being hit in the eyes, and on a save they have disadvantage on the attack you were disrupting.

This staff does not suffer any of the disadvantages of being used underwater, and the staff's magic can be used underwater without issue.



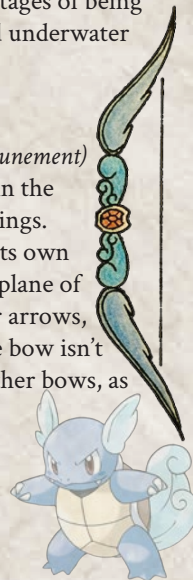
008 - WARROWTLE

Weapon (Shortbow) – Rare (1800 gp, requires attunement)

This +1 magical short bow has a turtle shell in the middle of the handle and arms that resemble wings.

This bow doesn't require arrows, conjuring its own arrows out of water directly from the material plane of water when drawn. The arrows act like regular arrows, and become regular water after impact or if the bow isn't fired. Arrows can't be removed to be used in other bows, as they will become regular water. Any creature with Water Susceptibility or similar water weakness take double damage from this bow.

The bow does not suffer any of the disadvantages of being used underwater.



009 - SLASHTOISE

Weapon (Shortsword) – Very Rare, Two-Handed (19,000 gp, requires attunement)

This magical short sword is heavy and feels quite solid as it is made of several pieces of turtle shells, including the two blades with a cannon head between them.

While attuned to this sword: you gain +2 AC when wielded this sword; and you can, as an action, speak one of three command words, where upon an amount of fresh water streams out the center of the sword until the start of your next turn. The three options are:

- *Water Gun.* Produces 1 gallon of water.
- *Hydro Pump.* Produces 5 gallons of water.
- *Hydro Cannon.* Produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the sword, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is



either knocked over or pushed up to 15 feet away from you.

The sword does not suffer any of the disadvantages of being used underwater.

008B - WARTORINT

Armor (Splint) – Rare (2800 gp, requires attunement)

This blue +1 splint armor has wing-like shoulder guards, pale-yellow splints across the front and brown splints across the back, with thick white trim down the sides separating the two. A leather belt sits above a skirt of light blue swirls like crashing waves.

While attuned to this armor: you have a swim speed equal to your walking speed; you can hold your breath for an additional 5 minutes; and have +1 on Stealth rolls when submerged in water.

Evolving: If this armor stays on the Elemental Plane of Water for a decade, it will become a 009B - Platoise.



009B - PLATOISE

Armor (Plate) – Very Rare (29,000 gp, requires attunement)

This +2 plate armor has a pale yellow front and a brown turtle-shell like back, separated by a thick white trim. The armor has a matching blue helmet with triangular blue ears on top and a rounded muzzle with a pale-yellow underside. The armor's shoulder guards are brown with thick white trim and blue splints.

While attuned to this armor: you have a swim speed equal to your walking speed; you can hold your breath for an additional 10 minutes; and have +1 on Stealth rolls when submerged in water.

As an action, you can speak one of three command words, causing a cannon head to pop out from within one of the magical pocket dimensions in the shoulder guards, and shoot a stream of fresh water until the start of your next turn. The three options are:

- *Water Gun.* Produces 1 gallon of water.
- *Hydro Pump.* Produces 5 gallons of water.
- *Hydro Cannon.* Produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the sword, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Once the action is complete, the cannon head returns inside the shoulder guard. If anything is placed into the cannon's pocket dimension while open, there is a 50% chance that when it closes the item is randomly teleported to somewhere on the Elemental Plane of Water.



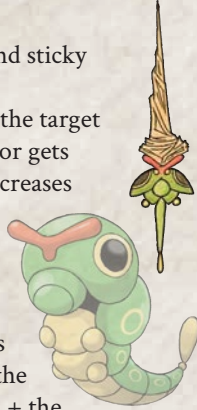
010 - CATERSPIKE

Weapon (Dagger) – Common (10 gp)

This odd dagger is made of insect pieces and sticky to the touch.

Upon a successful attack with this dagger, the target must make a successful DC 9 Dexterity save or gets covered in a stringy, sticky substance that decreases their movement by 5 feet, which can be inflicted repeatedly. If someone's movement is brought to 0 while inflicted, they become restrained.

A layer of the substance can be removed as an action, or they can try to break out of all the layers with a Strength check, the DC being 5 + the number of layers, which can also be done once restrained. If an affected target takes any fire damage, all of the substance is burnt away.



011 - MENAPŌ

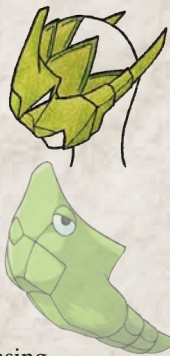
Wondrous (Mask) – Common (71 gp)

A sturdy and hard menpō face mask made with pieces of green chrysalises.

You can speak the command word "Harden" to the mask as an action, magically increasing your AC by 1, but decreasing your movement by 10 feet, both of which last for 1 minute. This effect can be applied repeatedly until you are reduced to a speed of 0.

CURSED VARIANT

Cursed. This mask is cursed. Instead of increasing your AC by 1, it does so by 2, but the first level is active, so you have +2 AC but -10 movement, and the mask is also stuck to your face as part of the curse. The effect can still be stacked at an additional +1 AC for -10 movement lasting 1 minute. A *Remove Curse* spell will remove the mask and its effects.



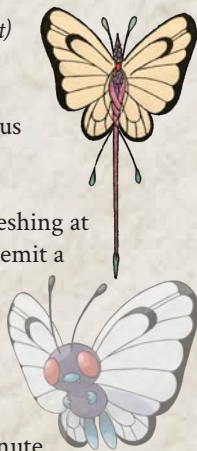
012 - BUTTEROD

Rod () – Uncommon (120 gp, requires attunement)

This elegant purple rod has a set of beautiful butterfly wings attached to the top

While attuned to this rod: you gain a +1 bonus to spell attack, damage rolls and to the saving throw DCs of your spells.

The rod has 3 charges, with 1d3 charges refreshing at dawn. You can expend 1 charge as an action to emit a sleep cloud up to 15 feet away that fills a 5-foot radius sphere with sparkling powder until the end of your next turn. Each creature other than you that is in the cloud when created or that end their turn in it must make a DC 13 Wisdom saving throw and falls asleep for 1 minute on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.



013 - WEEDART

Weapon (Rope Dart) – Common (23 gp)

This rope dart resembles a horned caterpillar and has a beaded rope.

Upon a successful attack with this rope dart, the target must succeed a DC 9 Constitution saving throw or be poisoned until the end of their next turn.



014 - KAKUTAR

Weapon (Dagger) – Common (14 gp)

This katar push dagger is made predominately with pieces of yellow chrysalises.

Upon a successful attack with this dagger, the target must succeed a DC 9 Constitution saving throw or be poisoned until the end of their next turn.



014B - KAKUSSEN

Weapon (Tessen) – Uncommon (64 gp, requires attunement)

This yellow tessen has triangular guards made from chrysalis. The leaf is a simple yellow with two black lines across it. There is a triangular casing made from insect chrysalis over the rivet with a dome bottom that has two black eye-like jewels embedded in it.

Upon a successful attack with this tessen, the target must succeed a DC 10 Constitution saving throw or be poisoned until the end of their next turn.

While attuned to this tessen: whenever you open or close this tessen, you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d12, and on a 12, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

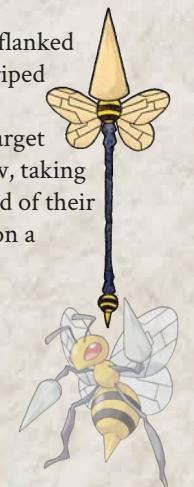


015 - HALBERDRILL

Weapon (Spear) – Uncommon (165 gp)

This yellow +1 spear with a large sharp point flanked by a set of large insect wings, all attached to a striped black and white head.

Upon a successful attack with this spear, the target must succeed a DC 13 Constitution saving throw, taking 3d6 poison damage and be poisoned until the end of their next turn on a fail, or just half as much damage on a success.



016 - PUGEY

Weapon (Dagger) – Common (20 gp)

This light brown pugio dagger has a feathered guard.

Upon the first successful attack in a round with this dagger, the target must succeed a DC 10 Constitution saving throw or have disadvantage on their next attack until the end of their next turn.

Evolving: If this dagger remains on the Elemental Plane of Air for a year, it will become a 018 - Pidjian.



017 - PIGEIOGGI

Weapon (Tessen) – Uncommon (1700 gp)

This +1 tessen is made of light brown feathers, with a set of red and yellow feathers coming up from the rivet.

You can fan a creature within 5 feet of you with the open tessen as an action, and the target must succeed a DC 13 Strength save or be thrown back 10 feet and knocked prone.



018 - PIDJIAN

Weapon (Longsword) – Rare (2700 gp)

The blade of this +2 longsword is made of a long, sturdy, light brown feather with a sharp edge, and long red wispy feathers act as the cross guard. Due to the flexible and aerodynamic nature of this sword, this sword has the Finesse property.

When you hit a creature with it, they must succeed a DC 14 Strength save or be knocked prone, and if they are a plant or insectoid creature, they take an extra 1d8 slashing damage.

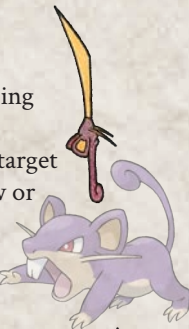


019 - RATTALTAL

Weapon (Shortsword) – Common (19 gp)

A sharp talwar shortsword with whiskers coming from the guard.

Upon a successful attack with this dagger, the target must succeed a DC 10 Constitution saving throw or have disadvantage on their next attack until the end of their next turn.

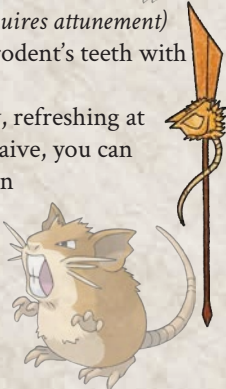


020 - RATICLEVE

Weapon (Glaive) – Uncommon (820 gp, requires attunement)

A glaive with a large blade resembling rodent's teeth with an unusual fuzzy guard.

While attuned to this glaive; once a day, refreshing at dusk, upon a successful attack with this glaive, you can have the target make a DC 13 Constitution saving throw or become vulnerable to all types of damage for 1 minute, including any damage types they were immune to. The target can attempt the save again at the end of their turn.



021 - SPEARROW

Weapon (Arrow) – Common (12 gp)

This arrow has a sharp bird's beak for a tip.

Attacks with this arrow have advantage on the attack roll against a creature if at least one of your allies is within 5 feet of the creature and isn't incapacitated.

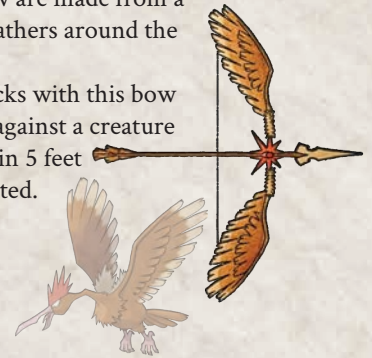


022 - FEARBOW

Weapon (Shortbow) – Uncommon (1220 gp, requires attunement)

The arms of this red-brown bow are made from a bird's wings, with a crest of red feathers around the handle.

While attuned to this bow, attacks with this bow have advantage on the attack roll against a creature if at least one of your allies is within 5 feet of the creature and isn't incapacitated.



023 - EKAHS

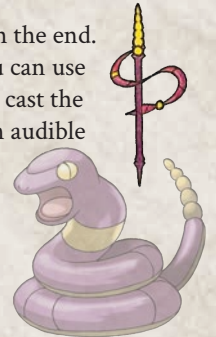
Rod () – Uncommon (123 gp)

This purple rod has a yellow snake's rattle on the end.

The rod has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Alarm* spell, with the only change being that an audible alarm produces the sound of a shaking rattle instead of a bell.

The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

You have disadvantage on all Stealth rolls while carrying this rod unless it's placed in a soundproof container.



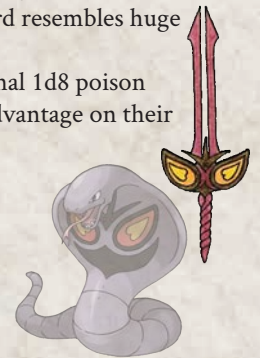
024 - ARBOKUT

Weapon (Greatsword) – Rare (12,400 gp, requires attunement)

The guard of this purple +2 greatsword resembles huge animal eyes that stare intently.

Attacks with this sword do an additional 1d8 poison damage, and on a hit the target has disadvantage on their next attack.

While attuned to the sword: you have +2 to Intimidation rolls; and if you intimidate someone, they have disadvantage on their next ability or attack roll.



023B - KANSSARIGAMA

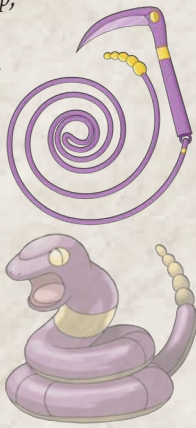
Weapon (Kusarigama) – Uncommon (650 gp, requires attunement)

This purple kusarigama has a set of gold eye-like orbs embedded behind the blade. A gold collar separates the blade head and the handle. A ring in the bottom of the handle attaches to a purple rope, which has five gold balls on the other end that get progressively smaller.

Attacks with the kusarigama sickle do an additional 1 poison damage.

While attuned to this kusarigama: you have +1 to Intimidation rolls; whenever you Intimidate a creature, that creature becomes Paralyzed until the end of their next turn; you have advantage on Perception checks that rely on smell; and you gain a blindsight of 10 ft. as thermal vision.

Evolving: If this kusarigama remains in a grassy plain or savanna area for a year, it will become a 024B - Kussarbokgama.



024B - KUSSARBOKGAMA

Weapon (Kusarigama) – Rare (2740 gp, requires attunement)

This purple +1 kusarigama has a black blade and black markings on the blade head, with a red and yellow eye-like marking at the top of the head. The handle is wrapped with purple cloth with a purple rope coming out the bottom. At the other end of the rope are five purple cylinders that get progressively smaller.

Attacks with the kusarigama's sickle do an additional 1d4 poison damage, and targets have disadvantage to break free of being grappled and restrained by the kusarigama's rope.

While attuned to this kusarigama: you have +2 to Intimidation rolls; whenever you Intimidate a creature, that creature becomes Paralyzed until the end of their next turn; you have advantage on Perception checks that rely on smell; you gain a blindsight of 15 ft. as thermal vision; you have +1 on Stealth rolls in grassy terrain; and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.



025 - PIKAGUE

Weapon (Dagger) – Rare (1520 gp)

The yellow blade of this +1 dagger has black edges and sparks with electricity.

Attacks with this dagger do an additional 1d6 lightning damage, and on a hit the target must succeed a DC 15 Constitution save or be stunned until the end of their next turn.

Evolving: If this dagger remains on the Elemental Plane of Air for a decade, it will become a 026 - Raicha.

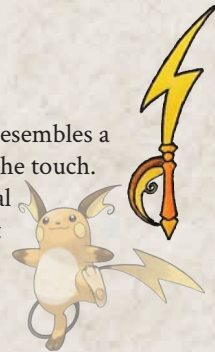


026 - RAICHA

Weapon (Scimitar) – Very Rare (26,000 gp)

This golden +2 scimitar has a blade that resembles a lightning bolt and tingles with electricity to the touch.

Attacks with this scimitar do an additional 1d8 lightning damage, and on a hit the target must succeed a DC 17 Constitution save or be stunned until the end of their next turn.



027 - SANDSHANDS

Wondrous (Gloves) – Uncommon (1720 gp)

These yellow gloves have a brick wall pattern on them and feel rough to the touch, as if they are made of sand.

While wearing these gloves you gain a burrowing speed of 15 ft, and can add 1d4 magical slashing damage to any unarmed strikes you make with your fists.

Evolving: If these gloves are left buried in earth on the Elemental Plane of Earth for a month, they will become 028 - Sandslashers.



028 - SANDSLASHERS

Wondrous (Claws) – Rare (5800 gp)

These golden-brown gauntlets have long white claws on front and dark brown spikes on the back. They feel as if they are coated in the finest sand. They fit the wearer's hands and go a bit past the wrists.

While wearing the claws, you gain a burrowing speed of 30 ft, but you can't manipulate objects or cast spells with somatic components.

You can use a claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier for attacks and damage, and it deals 1d8 magical slashing damage on a hit.



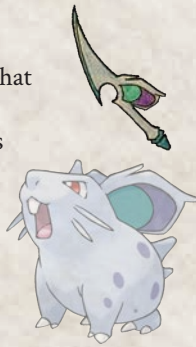
029 - KNIDORAN♀

Weapon (Dagger) – Common (29 gp)

This earthen, dark blue dagger has a guard that resembles rodent ears.

This dagger has one charge, which refreshes at dusk. When held, the charge can be used to cast *Charm Person* using Charisma as your spellcasting modifier, so long as the target is of the opposite gender.

Evolving: If this dagger is left buried in earth on the Elemental Plane of Earth for a month, it will become a 030 - Knidorina.



030 - KNIDORINA

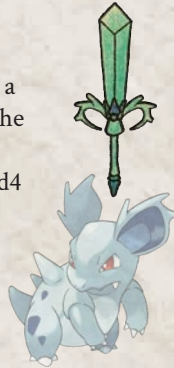
Weapon (Shortsword) – Uncommon (630 gp, requires attunement)

This earthen, dark blue +1 shortsword has a guard that curves back with small spikes on the outside edge.

Attacks with this sword do an additional 1d4 poison damage.

While attuned to this sword, you gain +2 on Persuasion rolls.

Evolving: If this shortsword is left buried in earth on the Elemental Plane of Earth for a year, it will become a 031 - Knidoqueen.



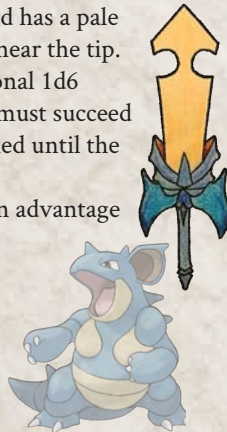
031 - KNIDOQUEEN

Weapon (Greatsword) – Rare (13,000 gp, requires attunement)

This earthen, dark blue +2 greatsword has a pale gold blade with two indents cut into it near the tip.

Attacks with this sword do an additional 1d6 poison damage, and on a hit the target must succeed a DC 15 Constitution save or be poisoned until the end of their next turn.

While attuned to this sword, you gain advantage on Persuasion rolls.



032 - KNIDORAN♂

Weapon (Dagger) – Common (32 gp)

This earthen, dark purple dagger has a guard that resembles rodent ears.

This dagger has one charge, which refreshes at dusk. When held, the charge can be used to cast *Charm Person* using Charisma as your spellcasting modifier, so long as the target is of the opposite gender.

Evolving: If this dagger is left buried in earth on the Elemental Plane of Earth for a month, it will become a 033 - Knidorino.



033 - KNIDORINO

Weapon (Shortsword) – Uncommon (633 gp, requires attunement)

This earthen, dark purple +1 shortsword has a guard that curves back with long spikes on the outside edge.

Attacks with this sword do an additional 1d4 poison damage.

While attuned to this sword, you gain +2 on Intimidation rolls.

Evolving: If this shortsword is left buried in earth on the Elemental Plane of Earth for a year, it will become a 034 - Knidoking.



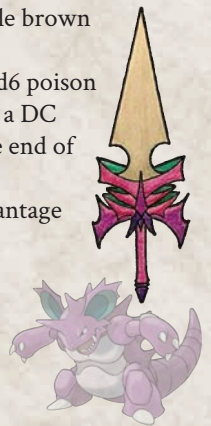
034 - KNIDOKING

Weapon (Greatsword) – Rare (13,400 gp, requires attunement)

An earthen, purple +2 greatsword has a pale brown blade with two indents cut into it at the base.

Attacks with this sword do an additional 1d6 poison damage, and on a hit the target must succeed a DC 15 Constitution save or be poisoned until the end of their next turn.

While attuned to this sword, you gain advantage on Intimidation rolls.



035 - CLEFEY

Wand () – Uncommon (350 gp, requires attunement to a spellcaster)

This pink wand is topped with a set of cute triangular ears and a cute ribbon.



This wand has 7 charges, and regains 1d6 + 1 expended charges daily at midnight. While holding it, you can use an action to cast a spell, rolling a d20 to determine what spell is cast from the list below.

- | | |
|--------------------------------|---|
| 1. Faerie Fire (1 charge) | 11. Ice Knife (1 charge) |
| 2. Fog Cloud (1 charge) | 12. Tasha's Hideous Laughter (1 charge) |
| 3. Bane (1 charge) | 13. Sleep (1 charge) |
| 4. Armor of Agathys (1 charge) | 14. Witch Bolt (1 charge) |
| 5. Catapult (1 charge) | 15. Guiding Bolt (1 charge) |
| 6. Color Spray (1 charge) | 16. Cloud of Daggers (2 charges) |
| 7. Command (1 charge) | 17. Dust Devil (2 charges) |
| 8. Earth Tremor (1 charge) | 18. Mirror Image (2 charges) |
| 9. Chromatic Orb (1 charge) | 19. Web (2 charges) |
| 10. Hex (1 charge) | 20. Fireball (3 charges) |

The listed charges are expended, and if the expended charges would take it below 0 charges, the spell still succeeds, but the wand also self-destructs. If you expend the wand's last charge so it has exactly 0 charges left, roll a d20. On a 1, the wand self-destructs.



When the wand self-destructs, it does 3d6 fire damage to it's holder and anyone within 5 ft of the holder as it explodes and is destroyed.

Evolving: If this wand is exposed to the *Moonbeam* spell for a full minute, it will become a 036 - Cannefable

036 - CANNEFABLE

Staff () – Rare (3500 gp, requires attunement to a spellcaster)

This pink staff is topped with a set of pointy triangular ears and a large cute ribbon spread out to resemble wings, with its curled tails hanging below.



While attuned to this staff, you gain a +1 bonus to spell attack, damage rolls and to the saving throw DCs of your spells.

The staff also has 3 charges, which refresh at midnight. While holding the staff, you can use an action to expend 1 of its charges to cast a spell, rolling 1d20 to determine what spell is cast from the list below.

- | | |
|--------------------|----------------------|
| 1. Control Winds | 11. Insect Plague |
| 2. Transmute Rock | 12. Banishing Smite |
| 3. Antilife Shell | 13. Mislead |
| 4. Circle Of Power | 14. Cone Of Cold |
| 5. Wall Of Force | 15. Destructive Wave |
| 6. Conjure Volley | 16. Flame Strike |
| 7. Wall Of Stone | 17. Immolation |
| 8. Cloudkill | 18. Maelstrom |
| 9. Dominate Person | 19. Wall of Thorns |
| 10. Telekinesis | 20. Sunbeam |

037 - VULPIN

Weapon (Shortsword) – Uncommon (673 gp, requires attunement)

This orange-red +1 shortsword shimmers like fire, and has a guard made of six curled tails.



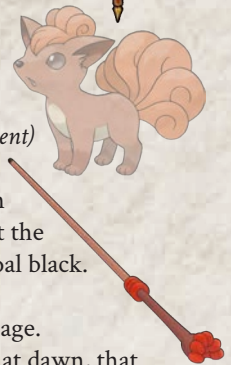
Attacks with this sword do an additional 1d6 fire damage.

While attuned to this sword: you have +2 on Performance rolls.

037B - ROKONKAND

Wand () – Uncommon (173 gp, requires attunement)

This red-brown wand has six fiery red fluffy curls coming off the bottom of the handle, with three similar curls wrapped around the wand at the top of the handle. The tip of the wand is charcoal black.



While attuned to this wand: you have +2 on Performance rolls; and are resistant to fire damage.

The wand also has 1 charge, which refreshes at dawn, that you can expend to cast the *Fireball* spell (DC 13).

Evolving: If the *Bestow Curse* spell is cast on this wand everyday for a month, it will become a 038 - Vulnuni.

038 - VULNUNI

Staff (Cursed) – Rare (1830 gp, requires attunement)

This golden staff has a small magical flame that hovers atop the end as nine golden tails surround it.

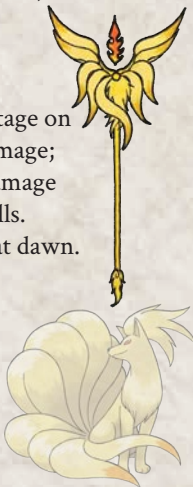
While attuned to this staff: you have advantage on Performance rolls; you are immune to fire damage; and you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells.

The staff also has 9 charges, which refresh at dawn. You can expend 3 or more charges to cast the *Fireball* spell (DC 16), with each additional charge upcasting the spell by a level.

Cursed. The staff is cursed, and will impose a curse upon anyone who improperly touches one of the tails, including the holder. If anyone attempts to physically inspect the staff, grapple or restrain someone holding the staff, or attempts to take the staff from the holder, they must succeed a DC 15 Wisdom save. If they fail, they are either, at the DM's discretion:

- Teleported to the Fey Wilds or the Elemental Plane of Fire, or to their home plane if they are native to a different plane than the one they are currently on.
- Changed into a random (per the DM's choice) CR 1/4 or less Beast, Plant, Elemental, Aberration or Fey, like a Cow, Flumph, or Awaken Shrub, as if by the *Polymorph* spell but without an ending duration. *Remove Curse* can undo this effect if they've been afflicted for longer than an hour, otherwise it restores the hour time limit. The DM can use the table below to randomly roll which creature they turn into if they would like, or just pick one of those creatures.

1. Shrieker (MM 138)	11. Ixitxachitl (OotA 225)
2. Quipper (MM 335)	12. Stench Kow (Volo 208)
3. Awaken Shrub (MM 317)	13. Velociraptor (Volo 140)
4. Vulture (MM 339)	14. Giant Fly (DMG 169)
5. Baboon (MM 318)	15. Cow (Volo 207)
6. Giant Fire Beetle (MM 325)	16. Violet Fungus (MM 138)
7. Chwinga (ToA 216)	17. Vegepygmy (Volo 196)
8. Mule (MM 333)	18. Blink Dog (MM 318)
9. Boggle (Volo 128)	19. Sprite (MM 283)
10. Twig Blight (MM 032)	20. Pixie (MM 253)



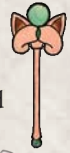
039 - JIGGLYSHUSH

Wand () – Uncommon (193 gp, requires attunement)

This pink wand has an azure blue crystal on top that seems to resonant to sounds.

This wand has 4 charges, and regains 1d4 expended charges daily at sunset. While attuned to this wand, you can use an action to expend a charge and make a Performance roll by singing into the wand. Your voice is magically amplified in a 30-foot radius sphere centering around yourself. All other creatures in that sphere that can hear you, regardless if they can understand you, must make a Wisdom saving throw against your Performance roll, falling unconscious into a deep sleep for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

The bottom of this wand can also be used as an ink pen.



040 - WIGGLYBUFF

Staff () – Rare (1400 gp, requires attunement)

This pink staff has an azure blue crystal on top with long rabbit-like ears hanging from it.

While attuned to this staff, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells.

The staff also has 4 charges, which refresh at sunset. While holding it, you can use an action to expend 1 of its charges to cast the *Enlarge/Reduce* spell, using a DC of 16 if the target is unwilling.



041 - ZUBOLLOCK

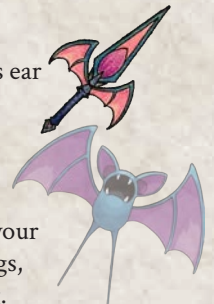
Weapon (Dagger, Cursed) – Common (5 gp)

This blue and lavender dagger resembles a bat's ear with bat wings for the guard.

Cursed. This dagger is cursed, and anyone who picks up the dagger is immediately afflicted by the curse. As long as you remain cursed, you are unwilling to part with the dagger, keeping it on your person at all times, be generally confused by things, and will constantly hear far off animal screeching.

While cursed, whenever you try to make an attack with any weapon, you must succeed on a DC 15 Wisdom save or randomly attack any creature within range, including yourself.

If you hit another creature, they must succeed a DC 15 Wisdom save or on their next attack, randomly attack any creature within range, including themselves. The confusion fades after the attack.



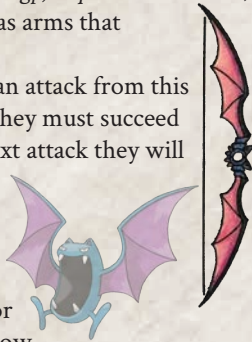
042 - GOLBOW

Weapon (Longbow) – Uncommon (2840 gp, requires attunement)

This blue and lavender longbow has arms that resemble large bat wings.

On your first hit each round with an attack from this bow, the target becomes confused. They must succeed a DC 15 Wisdom save or on their next attack they will randomly attack any creature within range, including themselves. The confusion fades after the attack.

Evolving: If this bow remains on the Outer Plane of Mount Celestia for a decade, it will become a 169 - Crobow.



043 - ODDIRK

Weapon (Dagger) – Common (34 gp)

This blade and guard are made of leaves held together by a dark blue hilt.

While holding this dagger, you have advantage on attempts to hide in foliage.

Evolving: If this dagger remains on in the Swamp of Oblivion for a week, it will become a 044 - Bloom

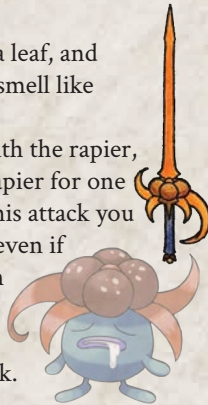


044 - BLOOM

Weapon (Rapier) – Uncommon (1440 gp)

This red-orange blade looks vaguely like a leaf, and has a puffy hilt that has a faint sickly-sweet smell like fermenting fruit.

Whenever you successfully hit a target with the rapier, you can choose to attack again with the rapier for one additional attack per turn. However, after this attack you become confused, and on your next attack, even if it's not with the rapier, you must succeed on a DC 17 Wisdom save or randomly attack any creature within range, including yourself. The confusion fades after the attack.



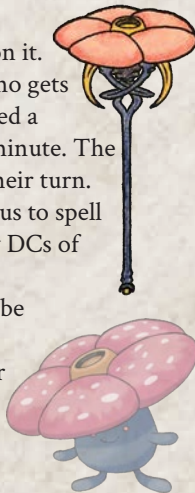
045 - VILEFUME

Staff () – Rare (1540 gp, requires attunement)

This dark blue staff has a large red flower upon it. The flower smells quite noxious, and anyone who gets close to it and intentionally smells it must succeed a DC 16 Constitution save or be paralyzed for 1 minute. The afflicted can make the save again at the end of their turn.

While attuned to this staff, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells.

The staff also has 3 charges, and 1 charge can be expelled to emit a cloud of noxious pollen up to 30 feet away that fills a 15-foot radius sphere for 3 rounds. Each breathing creature in the cloud when it is created or that ends their turn in it must make a DC 16 Constitution save or be paralyzed for 1 minute. The afflicted can make the save again at the end of their turn.

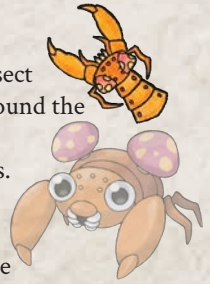


046 - PARACER

Wondrous (Bracer) – Uncommon (640 gp)

This orange bracer appears to be made of insect parts and smells of mushrooms. Made to fit around the forearm, the large pincers come out just above the wrist, opening and closing as the hand does.

While wearing these bracers, you gain a +1 bonus to AC if you aren't using a shield or wearing heavy armor, as well as have advantage on all Grapple related rolls. You can also choose to use the claw for unarmed strikes, where it does piercing damage rather than bludgeoning.



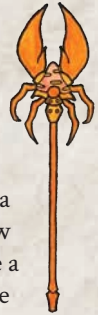
047 - SPEARASECT

Weapon (Spear) – Rare (1740 gp, requires attunement)

This orange +1 spear appears to be made of insect parts and smells of mushrooms.

Once attuned to the spear, you can make the claw end open and close with a thought.

This spear gives advantage to grapple attempts on a single small or larger target, and you can make a Claw attack with the spear in place of a normal attack once a round. The claw attack does 1d8 bludgeoning damage (rather than the 1d6 piercing of a normal spear attack), and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 14 Strength check.



048 - VENOKNAT

Weapon (Dagger) – Uncommon (284 gp)

This purple dagger has a red gem in its guard that goes right through to the other side with fuzzy purple trim around it.

As a bonus action, you can look through the red gem in the guard and see through it as if you have darkvision out to a range of 60 feet. If you already have darkvision, looking through the gem increases its range by 60 feet. The gem cannot be removed from the guard.



049 - VENOWROTH

Weapon (Javelin) – Rare (1490 gp)

This lavender javelin has a three-pointed tip and moth wings tied to it. The wings sparkle faintly as light reflects off the thousand of tiny scales on them.

The javelin has 2 charges that refresh at sunset. When thrown, you can speak a command word to expend a charge so that when it lands, regardless if it hits a creature or not, it emits a cloud of poisonous scales that fills a 15 foot radius sphere for 1 minute. The cloud remains in place even if the javelin is moved. Each creature in the cloud when it is created or that end their turn in it must make a DC 16 Constitution save. On a failure, the creatures take 2d6 poison damage and are paralyzed until the end of their next turn. If they passed, they only take half the rolled damage.



050 - DIGTHREAT

Weapon (Club) – Common (75 gp)

This club appears to be made of a pillar of compacted earth with a stone handle.

Once a day, refreshing at dawn, you can speak a command word and strike the ground with the club as an action, casting the *Earth Tremor* spell with a DC 10 Dexterity save.

Evolving: If this club is left buried in earth on the Elemental Plane of Earth for a year, it will become a 051 - Dugtrama.

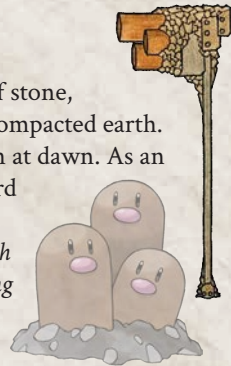


051 - DUGTRAMA

Weapon (Maul) – Rare (2950 gp)

The shaft of this +1 maul is made of stone, while the face is made of 3 pillars of compacted earth.

This maul has 3 charges that refresh at dawn. As an action, you can speak a command word and strike the ground with the maul, expending either 1 charge to cast *Earth Tremor*, or all 3 charges to cast *Erupting Earth*, both using a DC 16 Dexterity save.



052 - MEWEALTH

Weapon (Dagger) – Uncommon (525 gp, requires attunement)

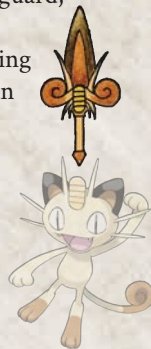
This brown and tan dagger has a gold coin in its guard, with whiskers coming out from under it.

While attuned to this dagger, once a day, refreshing at dawn, you can tap the gold coin in the guard as an action, which will cause the dagger to gently pull towards the nearest hidden treasure within 1,000 feet of you for the next 10 minutes.

It will only pull towards treasure, which includes anything the hider considered treasure, and so could include things like shiny bottle-caps a child has hidden. The treasure must also be hidden, so gold pieces in someone's pockets are not detected.

If you move closer to another cache of treasure than the one the dagger is currently pulling towards, it will switch targets. Once a cache of treasure has been found, the dagger will start pulling for the next nearest treasure. Hidden treasure is not considered found until fully freed from its hiding place, ie if you find a safe that contains treasure, the dagger will still pull towards the safe until it is opened. If there is no hidden treasure within range, the dagger will not pull.

Evolving: After 50,000 gp or more worth of treasure has been found using this dagger, it will become a 053 - Persuede.



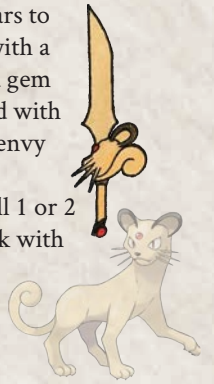
053 - PERSUEDE

Weapon (Shortsword) – Rare (3500 gp, requires attunement)

This elegant tan +1 shortsword has what appears to be a fur lined guard in the form of a feline head with a red gem in the forehead. There's also another red gem in the sword's pommel. It is a finely crafted sword with a regal appearance that nobles around the world envy as a thing of beauty.

Any damage rolls done with this sword that roll 1 or 2 can be rerolled once per attack, but you must stick with what is rolled the second time.

While attuned to this sword, you also have +3 on all Persuasion rolls, as well as advantage on all Deception rolls with nobles and other high-class citizens.



054 - PSYCUT

Weapon (Glaive, Cursed) – Uncommon (1145 gp, requires attunement)

The blade of this yellow +1 glaive is shaped like a duck's bill. The glaive does not suffer any of the disadvantages of being used underwater.

Cursed. This glaive is cursed. While attuned to it, you are vulnerable to psychic damage and have disadvantage on History checks, as well as trouble recalling details in general.

Whenever you take psychic damage, the attacker must make a DC 13 Intelligence save, on a fail taking 1d6 psychic damage and being stunned until the end of their next turn. The attacker will feel a great unbalance in your mind from the attack, but will also know that the attack did more damage than usual.

If you take more than 20 psychic damage in a minute, you automatically unleash a powerful explosion of psychic energy that affects everyone within 30 feet of you. All affected creatures must make a DC 14 Intelligence save, on a fail taking 5d6 psychic damage and being knocked unconscious for 1 minute, or half of the rolled damage on a pass. Afterwards, you fall unconscious for 1 minute.



055 - GOLCUT

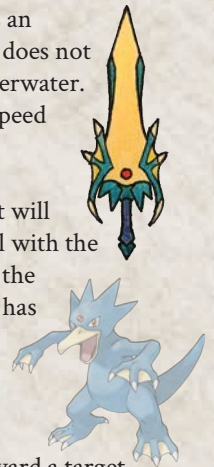
Weapon (Greatsword) – Rare (15,500 gp, requires attunement)

This yellow and blue +1 great sword resembles an elongated duck's beak, but razor thin. The sword does not suffer any of the disadvantages of being used underwater.

While attuned to the sword, you gain a swim speed equal to your walking speed, and +3 on all Athletic checks made while swimming.

When the sword is placed in a body of water, it will stay in place as if perfectly buoyant. If placed level with the water's surface, you can then choose to step onto the sword, riding it like a surfboard. The sword now has a self-propelled swim speed of 60 feet, you can perform one regular attack as an action with the sword like this, and you can perform a Charge attack with the sword.

Charge. If you move at least 15 feet straight toward a target while riding the sword and then hit it with a sword attack on the same turn, the target takes an extra 2d6 slashing damage.



054B - ENTESSEN

Weapon (Tessen, Cursed) – Uncommon (1245 gp, requires attunement)

This yellow tessen has a leaf made of one large circular piece, with black rectangular ribs adhered to one side. The three center ribs extend a bit farther than the leaf. The tessen's guards are cream colored with extended rounded ends.



While attuned to this tessen: you have resistance to all damage caused by weather, whether created by nature, spells or other effects; and when in rain you gain 10 feet of movement and swim speed.

Cursed. This tessen is cursed. While attuned to it, you are vulnerable to psychic damage and have disadvantage on History checks, as well as trouble recalling details in general.

Whenever you take psychic damage, the attacker must make a DC 13 Intelligence save, on a fail taking 1d6 psychic damage and being stunned until the end of their next turn. The attacker will feel a great unbalance in your mind from the attack, but will also know that the attack did more damage than usual.

If you take more than 20 psychic damage in a minute, you automatically unleash a powerful explosion of psychic energy that affects everyone within 30 feet of you. All affected creatures must make a DC 14 Intelligence save, on a fail taking 5d6 psychic damage and being knocked unconscious for 1 minute, or half of the rolled damage on a pass. Afterwards, you fall unconscious for 1 minute.

Evolving: If this tessen remains on the Elemental Plane of Water for a year, it will become an 055B - Entorsen.

055B - ENTORSEN

Weapon (Tessen) – Rare (6570 gp, requires attunement)

This blue +1 tessen is made up of 22 pointed slats, including the guards. The slats are held together by a pin at the rivet with a red orb on one end, and a cream-colored ribbon that goes through and is adhered the other end of the slats.



While attuned to this tessen: you have resistance to all damage caused by weather, whether created by nature, spells or other effects; you gain a swim speed equal to your walking speed; have +3 on all Athletic checks made while swimming; and when in rain you gain 15 feet of movement and swim speed.

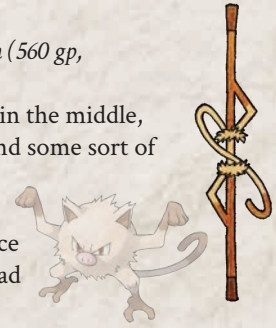
All fire damage done within 30 feet of this tessen is reduced by half, and anyone within 30 feet of this tessen have advantage on rolls to prevent heatstroke.

056 - MANGRY

Weapon (Quarterstaff) – Uncommon (560 gp, requires attunement)

This quarterstaff has a fuzzy grip in the middle, flanked by a handle on either side and some sort of monkey tail coming from it.

While attuned to the staff, you gain the ability to rage (PHB 48) once between long rests. If you already had the ability to rage, your number of rages increase by 1.

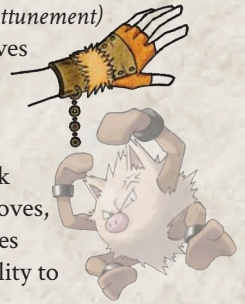


057 - PRIMESCAPE

Wondrous (Gloves) – Rare (1575 gp, requires attunement)

These orange-brown leather fingerless gloves have a metal plate over the back of the hand, fuzzy trim around the wrist followed by a metal shackle with a short chain on it.

The gloves give +1 to unarmed strike attack and damage rolls, and while attuned to the gloves, you gain the ability to rage (PHB 48) two times between long rests. If you already had the ability to rage, your number of rages increase by 2.



058 - GROWLADIUS

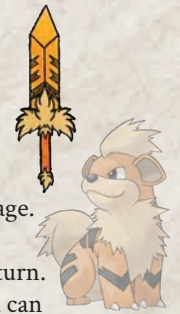
Weapon (Shortsword) – Uncommon (855 gp, requires attunement)

The orange blade of this short sword has black stripes on it and a fluffy guard. The whole sword is warm to the touch.

Attacks with this sword do an extra 1d6 fire damage. If you are hit by necrotic damage, the sword's fire damage increases to 2d6 until the end of your next turn.

While attuned to the sword, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Evolving: If this shortsword remains on the Elemental Plane of Fire for a year, or if you perform an exceptionally heroic deed while surrounded by fire, it will become an 059 - Arcaninaces.



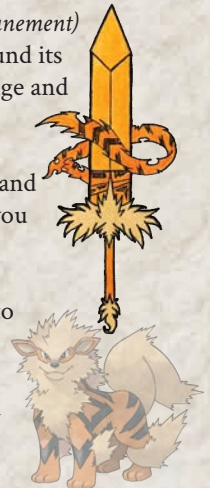
059 - ARCANINACES

Weapon (Greatsword) – Rare (15,950 gp, requires attunement)

This orange +1 great sword has black stripes around its base and a large fuzzy hilt, with a long piece of orange and black fabric coming off it. The whole sword is warm to the touch.

Attacks done with it do an extra 2d6 fire damage and the target has disadvantage on their next attack. If you are hit by necrotic damage, the sword's fire damage increases to 4d6 until the end of your next turn.

While attuned to the sword: you gain resistance to fire damage; when a creature you can see attacks a target other than you and you are within 5 feet of the attacker or the target, you can use your reaction to impose disadvantage on the attack roll; you have +1 on Intimidation rolls; and if you intimidate someone they have disadvantage on their next ability or attack roll.



060 - POLISWARD

Weapon (Shortsword) – Common (60 gp)

The blade of this sword is slightly translucent but surprisingly resilient, and the whole sword glistens as if wet.

While holding this sword you gain 5 feet of movement while swimming, to a maximum of 10 feet if holding a sword in each hand.

The sword does not suffer any of the disadvantages of being used underwater.



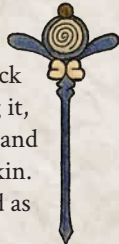
061 - POLISWIRL

Staff() – Rare (2160 gp, requires attunement)

This navy-blue staff has a large orb on it with a black and white swirling pattern on its face. While holding it, you gain a +1 bonus to spell attack and damage rolls, and gain the ability to breath underwater through your skin.

The staff has 6 charges which refresh at sunset, and as an action you can expend 1 charge to cast *Sleep*, or 3 charges to cast *Hypnotic Pattern* with a DC 16 Wisdom save.

The staff does not suffer any of the disadvantages of being used underwater.

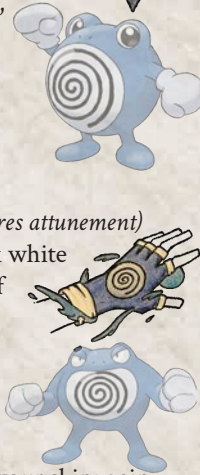


062 - POLISMASH

Wondrous (Gloves) – Very Rare (6235 gp, requires attunement)

These navy-blue fingerless gloves have thick white trim and a black and white swirl on the back of the hand.

While attuned to the gloves: you gain +2 to unarmed strike attack and damage rolls; unarmed strikes do not suffer any of the disadvantages of being used underwater; you gain the ability to breath underwater through your skin; gain a swim speed of 40 feet; and gain the *Shape Water* cantrip if you did not already know it.



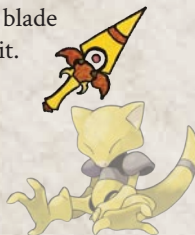
063 - STABYA

Weapon (Dagger) – Uncommon (630 gp)

This golden yellow dagger has a hole in the blade above the guard with a purple orb floating in it. Attempts to remove the orb will always fail.

Once between long rests, the dagger can be used to cast *Misty Step*.

Evolving: If this dagger remains on the Astral Plane for a decade, it will become an 065 - Alakazashi.



063B - KEISAND

Wand () – Uncommon (163 gp, requires attunement to someone with an Intelligence of 10 or higher)

This golden wand has a brown handle and a brown strip around it near the end of the wand. The pommel is a half-orb with a pinched front and two triangular points off the end. A small purple orb is embedded in the pommel.

While attuned to this wand: you gain a +1 bonus to spell attack and damage rolls.

The wand has 2 charges that refresh after a long rest, and you can expend a charge to cast the *Misty Step* spell.

Evolving: If this wand remains attuned to someone whose Intelligence is 14 or higher for a month, it will become a 064 - Kadabō.



064 - KADABŌ

Staff() – Rare (1640 gp, requires attunement to someone with an Intelligence of 14 or higher)

This golden yellow staff has two prongs at its end with a purple orb floating in it. Attempts to remove the orb will always fail.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; and you have advantage on attacks against mechanical and clockwork constructs.

The staff has 6 charges that refresh at midnight. You can expend charges to do the following:

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligence save (DC = 8 + your Intelligence modifier + your proficiency), on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- Cast *Misty Step* (2 charges)

Evolving: If this staff remains attuned to someone whose Intelligence is 18 or higher for a year, it will become a 065B - Simsalastaff.



065B - SIMSALASTAFF

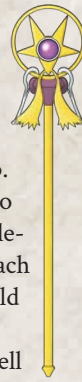
Staff () – Very Rare (16,530 gp, requires attunement to someone with an Intelligence of 18 or higher)

This gold shakujō staff has a gold ring on top with a misshaped five-pointed star floating inside it, just barely touching the edges of the ring, with two bushy whiskers of gold thread hanging from the bottom. The star has a circular hole in it, in which floats a purple orb. Attempts to remove the star or the orb always fails. Two silver spoon-like rings hang from the gold ring. A purple-brown inflated hexagon with two ovals embedded on each side attach the ring to the staff. A similar but smaller gold inflated hexagon is attached to the bottom of the staff.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you have advantage on attacks against mechanical and clockwork constructs; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

The staff has 8 charges that refresh at midnight. You can expend charges to do the following:

- As an action, you can target one creature up to 60 feet away from you that you can see. The target must succeed an Intelligence save (DC = 8 + your Intelligence modifier + your proficiency), on a fail taking 2d6 psychic damage and have disadvantage on their next attack, or half the rolled damage on a save. (1 charge)
- Cast *Misty Step* (2 charges)
- Cast *Dimension Door* (4 charges)
- Cast *Synaptic Static* (5 charges)
- Cast *Far Step* (5 charges)



065 - ALAKAZASHI

Weapon (Greatsword) – Very Rare (16,530 gp, requires attunement)

This golden yellow +2 great sword's blade is split down the center, with a purple orb floating just above the hilt. Attempts to remove the orb will always fail.

Attacks with this sword do an additional 2d6 psychic damage, and the target must succeed a DC 18 Intelligent save or have disadvantage on their next attack. Attacks against mechanical and clockwork constructs with the sword have advantage.

While attuned to the sword; you have advantage on all Intelligence related rolls; and if an enemy magically inflicts a status condition on you, such as Blinded or Paralyzed, with the exception of Sleep or Death, they are also inflicted with that condition unless already afflicted with another condition.

Once per day, refreshing at midnight, the sword can be used to cast *Misty Step*.



066 - MYCHOP

Wondrous (Brass knuckles) – Uncommon (660 gp)

This set of gray mental brass knuckles has yellow spikes coming out between the knuckles.

While wearing these knuckles, your unarmed strike attacks do an additional 1d4 piercing damage, but if you are afflicted with a status condition, they instead do 1d6 piercing damage.



067 - MYCHOKE

Weapon (Greatclub) – Rare (1760 gp, requires attunement)

This +1 gray club is a solid gray pillar with red marks on its side and three yellow crests on its top.

When you attack with this club, you have advantage to hit targets, but targets also have advantage to hit you. Attacks also do an additional 1d4 Bludgeoning damage for each size larger the target is than you, to a maximum of 3d4. When you hit a creature with the club, they must succeed a DC 15 Strength save or be knocked prone.

While attuned to this club, you are considered to be a Large creature for the purpose of determining your carrying capacity (PHB 176).



068 - MYCHAMP

Weapon (Dual Spears) – Very Rare (18,650 gp, requires attunement)

These two spears have a black point at one end, and an orange three-point blade at the other. In order to gain the benefits of these spears, the spears can't be more than 100 feet apart or 200 feet away from you, otherwise the attunement ends. The spears also magically stick to your back in an X pattern, being drawn and stowed like any other weapon.

These spears have the Light property, and can be used for two-weapon fighting (PHB 195), which allows for an attack with the second spear as a bonus action without the ability modifier. The spears can also be used with the Dual Wielder Feat (PHB 165).

Each spear has +1 to attack and damage rolls, and attacks with the spears have advantage to hit, but targets also have advantage to hit you when you're holding at least one spear. Attacks also do an additional 1d4 Piercing damage for each size larger the target is than you, to a maximum of 3d4. When you hit a creature with a spear, they must succeed a DC 15 Strength save or be knocked prone.

While attuned to these spears, you advantage on all Strength related rolls and are considered to be a Huge creature for the purpose of determining your carrying capacity (PHB 176).

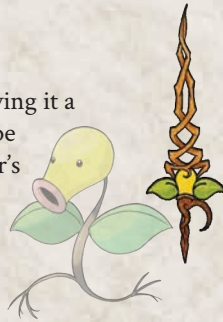


069 - BELLBOUT

Weapon (Rapier) – Common (90 gp)

This rapier is made of woven roots, giving it a springy and flexible blade. Bugs seem to be naturally attracted to the bell in the rapier's cross guard.

While in sunlight, you gain 10 feet of movement. This effect does not stack.



070 - RINGINBELL

Staff () – Uncommon (1700 gp, requires attunement)

This wooden staff has a hoop of woven vines atop it with a golden bell hanging in it, and the vines wrapping down to the staff proper. Bugs seem to be naturally attracted to the bell.

While attuned to this staff: you gain a +1 bonus to spell attack and damage rolls; you can cast the *Acid Splash* cantrip using Wisdom as your spellcasting modifier from the bell; and while in sunlight, you gain 10 feet of movement, which does not stack.



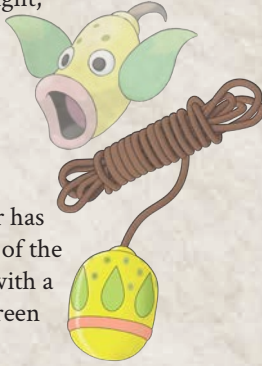
070B - WEEPINHAMMER

Weapon (Single Head Meteor Hammer) – Uncommon (1700 gp, requires attunement)

This green single head meteor hammer has a brown vine cord coming out of the top of the head. The head is a yellow-green gourd with a thick pink ring around the bottom and green leaf patterns around it with green spots around the top. An acidic smell comes from the gourd.

Attacks with this meteor hammer do an additional 1d6 acid damage as an acidic substance oozes from the gourd.

While attuned to this meteor hammer: while in sunlight, you gain 10 feet of movement.



071 - INJUREBEL

Wondrous (Claw) – Rare (2170 gp, requires attunement)

The blades of this claw appear to be made of some kind of plant material, while the casing is made of some sort of leaves tied together with vines. Bugs seem to be naturally attracted to the claw's leaves.

The claw fits the wearer's hands and covers the wrist, while the vine off the back will automatically wrap around the forearm. While wearing the claw, you gain a climbing speed equal to your walking speed, but you can't manipulate objects or cast spells with somatic components with that hand.

You can use the claw as a melee weapon while wearing it. You have proficiency with it, it uses your Strength modifier, it does +2 to attack and damage rolls, and it deals 1d8 magical slashing damage on a hit.

While attuned to and wearing the claw: you can cast the *Acid Splash* cantrip using Wisdom as your spellcasting modifier from the claw; and while in sunlight, you gain 10 feet of movement, which does not stack.



072 - TENTATHREW

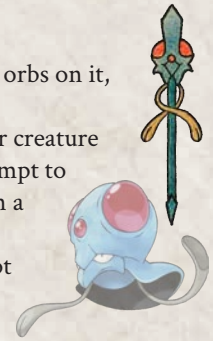
Weapon (Javelin) – Common (75 gp)

This javelin has a blue blade with red orbs on it, and two tentacles dangling from it.

If the javelin hits a medium or smaller creature after being thrown, the javelin will attempt to grapple the creature in its tentacles with a DC 10 Strength check. If a creature is grappled by the javelin, they can attempt to escape with a DC 10 Strength check on their turn.

The javelin can't be used as a javelin while it is grappling a creature.

Evolving: If this javelin remains on the Elemental Plane of Water for a week, it will become a 073 - Tentarule.



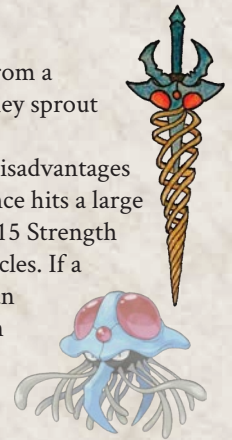
073 - TENTARULE

Weapon (Lance) – Uncommon (730 gp)

The main shaft of this lance is made from a spiral of tentacles that spring about as they sprout from the dark blue cross guard.

This lance does not suffer any of the disadvantages of being used underwater. When the lance hits a large or smaller target, they must make a DC 15 Strength check or be grappled by the lance's tentacles. If a creature is grappled by the lance, they can attempt to escape with a DC 15 Strength check on their turn.

The lance can't be used as a lance while it is grappling a creature.



072B - TENTACHAIN

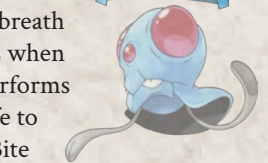
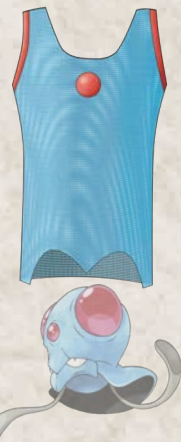
Armor (Chain Shirt, Cursed) – Uncommon (2700 gp, requires attunement)

This sea blue chain shirt has red trim around the arm holes, and a round red gem just below the neckline. The front end of the shirt swoops up and into a point. A close inspection of the chain reveals it to be made of a hard, rubbery substance.

While attuned to this armor: you can breathe in water; you have +1 on all Stealth rolls when submerged in water; and if a creature performs a spell or effect that would drain your life to heal themselves, such as the Vampires' Bite action, instead of being healed they take that healing as acid damage. You still take damage from the spell/effect.

Cursed. This armor is cursed. While cursed, your skin becomes moist and jelly-like. You need to fully submerge yourself in water for at least an hour everyday to avoid dehydrating, and you have disadvantage on rolls against dehydration and heatstroke when not in water.

Evolving: If this armor remains on the Elemental Plane of Water for a year, it will become a 073B - Tentoxate.



073B - TENTOXATE

Armor (Breastplate) – Rare (17,300 gp, requires attunement)

This sea blue breastplate has red over the pectorals, and a round red gem in the center of the chest. The bottom edge has a wavy frill with large parts on either side of the hips. A close inspection of the breastplate reveals it to be made of a hard, rubbery substance.

While attuned to this armor: you can breath in water; you have advantage on all Stealth rolls when submerged in water; you have advantage on saves against spells that would impose disadvantage on any of your rolls, such as *Bestow Curse*; and if a creature performs a spell or effect that would drain your life to heal themselves, such as the Vampires' Bite action, instead of being healed they take that healing as acid damage. You still take damage from the spell/effect.

Additionally, any creatures that are touching, holding, grappling or restraining you or by you take 1d4 acid damage on their turn.



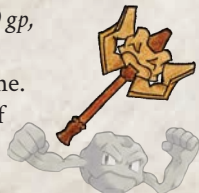
074 - GEOBRUTE

Weapon (Warhammer) – Uncommon (1100 gp, requires attunement)

This +1 hammer is made entirely of stone. The head has a face carved into one side of it, while the hammer's necks and faces resemble arms and fists.

While attuned to this hammer, you are unaffected by rocky difficult terrain, and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Evolving: If this hammer is left buried in earth on the Elemental plane of Earth for a decade, it will become a 076 - Gaulem.



075 - GRAVATTAN

Armor (Shield) – Rare (3750 gp, requires attunement)

This +1 stone shield is rough but solid, with several hands holding rocks or each other carved into it.

While attuned to this shield: you have resistance to nonmagical bludgeoning, piercing and slashing damage; are unaffected by rocky difficult terrain; have +2 on rolls to prevent being knocked prone; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.



076 - GAULEM

Weapon (Maul) – Very Rare (17,600 gp, requires attunement)

This +2 maul is made of stone, with a sphere of stones compressed together into a dense and solid mass for the head.

While attuned to this maul: you are unaffected by rocky difficult terrain; have advantage on rolls to prevent being knocked prone; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

The maul has 5 charges that refresh at noon. As an action, you can expend charges to cast the following spells:

- *Earth Tremor* (1 charge, DC 16)
- *Erupting Earth* (3 charges, DC 16)
- *Meld into Stone* (3 charges)
- *Stone Shape* (4 charges)
- *Wall of Stone* (5 charges)



077 - POFRETA

Weapon (Shortbow) – Uncommon (1770 gp, requires attunement)

The limbs of this bow appear to be made of fire, and while warm to the touch do not burn.

The fire can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

Attacks with this bow do an additional 1d6 fire damage, or 2d6 fire damage if you took damage since your last turn.

While attuned to the bow, you can dash as a bonus action.

Evolving: If this bow remains on the Elemental Plane of Fire for a month, or if you can cover at least 120 feet in a single round while in or surrounded by burning terrain and holding the bow, it will become a 078 - Rapiflash.



078 - RAPIFLASH

Weapon (Longbow) – Rare (17,800 gp, requires attunement)

The limbs of this +1 bow appear to be made of fire, and while warm to the touch do not burn, while the handle resembles a unicorn's head.

The fire can emit magical light with a command word, normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

Attacks with this bow do an additional 2d6 fire damage, or 4d6 fire damage if you took damage since your last turn.

While attuned to the bow, you gain 10 feet of movement and can dash as a bonus action.



079 - SHELLPOKE

Weapon (Mace, Cursed) – Uncommon (397 gp, requires attunement)

This +1 mace is made of drift wood and a large pink spiraling shell. The shell smells a strange mix of sweet and salty, and will attract fish when within water.

This mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace, you have +2 on rolls against being charmed or frightened

Cursed. The mace is cursed. While cursed, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.

Evolving: If a large shell worth at least 250 gp is placed over top of the mace, it will become a 080 - Shellfoe. If this mace remains on the Astra Plane for a month, or remains attuned to someone with Psionics for an uninterrupted week, it will become a 199 - Yadentking.



080 - SHELLFOE

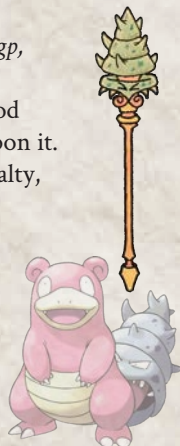
Weapon (Morningstar, Cursed) – Rare (3800 gp, requires attunement)

This +2 morning star is made of a driftwood handle with a hard and sturdy spiked shell upon it. The shell smells a strange mix of sweet and salty, and will attract fish when within water.

This morning star does not suffer any of the disadvantages of being used underwater.

While attuned to this morningstar, you have advantage on rolls against being charmed or frightened.

Cursed. The morningstar is cursed. While cursed, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.



080B - SCUDOBRO

Armor (Shield, Cursed) – Rare (2880 gp, requires attunement)

This gray-blue +1 shield is made from a large spiral shell with small spikes along the outer edge, with dark flecks all over it. A soft pink plug with two curly offshoots fills the shell's aperture canal.

While attuned to this shield: you have advantage on rolls against being charmed or frightened; and whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing.

Cursed. The shield is cursed. While cursed, you will feel sluggish and lazy, and quite content to do nothing but relax and lay about. You have disadvantage on Dexterity rolls and disadvantage on saves against being put to sleep.



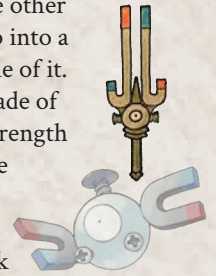
081 - MAGNEBYTE

Weapon (Greatclub) – Uncommon (810 gp, requires attunement)

This club is made of a heavy metal that some other metals stick to. It has two prongs that curve up into a cross guard, which also has an eye in the middle of it.

When an enemy wearing metal armor or made of metal is stuck by the club, they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stiffens and sticks together, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.

Evolving: If this club remains on the Outer Plane of Mechanus for a year, it will become a 082 - Magnegun.



082 - MAGNEGUN

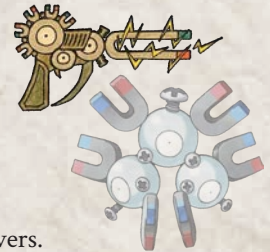
Weapon (Revolver) – Rare (4100 gp, requires attunement)

This +1 electric revolver has a two pronged barrel, where lighting seems to spark in the space between. Three eyes stare unmoving on the revolver's body, while it hums lowly.

While attuned to this revolver, you are resistant to lightning damage.

See DMG 267 for specifics about revolvers. Revolvers are considered Martial Ranged Weapons, and this revolver has the Heavy and Two-Handed properties, weighing 8 lbs. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The revolver has 6 charges that refresh at dawn, and it also regains 1 charge each time you are hit with lightning damage from a hostile source. 1 charge can be expended to make an attack against a target at a range of 40/120. On a successful hit, they take 2d8 lightning damage, and if they are wearing metal armor or are made of metal, they must make a Strength save, with the DC depending on the armor (see the Maglock table below) or be restrained as the metal pieces stick together and stiffen, lasting for 1 minute. They can attempt to break free on their turn as an action with another Strength roll.



MAGLOCK TABLE

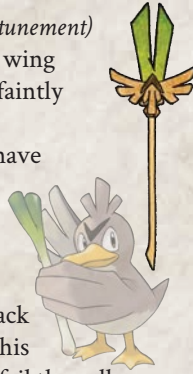
Metal Armor	Strength Save DC
Chain shirt	13
Scale mail	14
Breastplate	14
Half plate	15
Ring Mail	14
Chain Mail	16
Splint	17
Plate	18
Made of Metal	20
Metal Shield	+2

083 - MALFETCH'D

Weapon (Glaive) – Rare (3180 gp, requires attunement)

This +1 glaive has a green split-blade and wing like guards on a long slender pole. It smells faintly of leeks.

While attuned to this glaive, you cannot have disadvantage when attacking with this glaive; and if you are afflicted with something that gives you disadvantage on any roll, such as Frightened, Poisoned, or Restrained, you have advantage on your attack rolls with this glaive for as long as it lasts. This does not trigger if you would automatically fail the roll.



084 - BÔDUO

Weapon (Quarterstaff) – Uncommon (180 gp)

This quarterstaff has bird beaks attached at each end, followed by fluffy, down-like balls of orange-brown feathers.

Attacks with this staff can do piercing damage instead of bludgeoning damage if you choose, and if you are holding it two handed you can do a second attack with the staff as a bonus action, but it doesn't use your ability modifier, just your proficiency.

Evolving: If this staff remains on the Elemental Plane of Air for a year, it will become a 085 - Bowdrio.

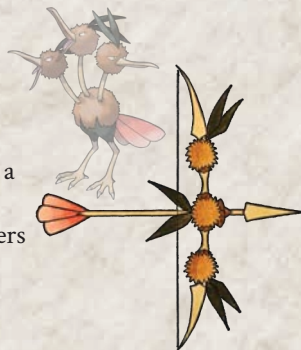


085 - BOWDRIO

Weapon (Longbow) – Rare (15,800 gp, requires attunement)

The handle of this +1 longbow has a fluffy strap of orange-brown feathers around the grip with two black feathers coming off it, and two similar fluffy balls where the handle and the limbs meet.

While attuned to this bow, you gain: 10 feet of movement; you can dash as a bonus action; +3 on Perception, Insight and Intimidation checks; and you can't be surprised while you are conscious.

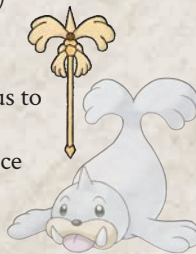


086 - DEWROD

Rod () – Uncommon (285 gp, requires attunement)

This rod has soft, fat, fluffy white flippers coming off the top of it.

While attuned to this rod, you gain a +1 bonus to spell attack and damage rolls and to the saving throw DCs of your spells, and you have resistance to fire and cold damage.



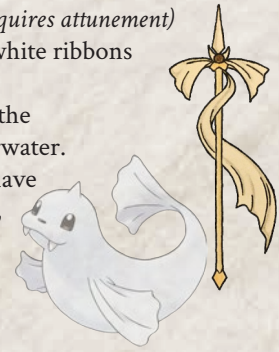
087 - DEWLONG

Weapon (Pike) – Rare (2500 gp, requires attunement)

This +1 pike has three elegant white ribbons coming off its guard.

The pike does not suffer any of the disadvantages of being used underwater.

While attuned to the pike you have resistance to fire and cold damage, advantage to hide in snowy or icy terrain, and gain a swim speed equal to your walking speed.



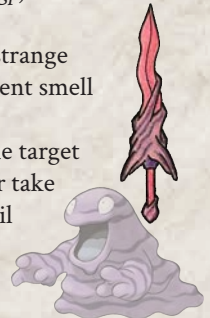
088 - GRIMI

Weapon (Shortsword) – Uncommon (880 gp, requires attunement)

This pink and purple +1 sword has a strange ooze-like guard that has a foul and pungent smell that repels others.

On a successful hit with this sword, the target must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save.

While attuned to the sword you have resistance to poison damage.



089 - MUKCHUK

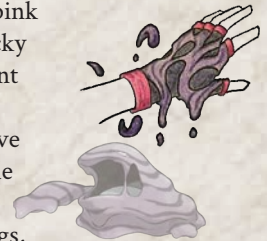
Wondrous (Gloves) – Rare (2980 gp, requires attunement)

These black fingerless gloves have pink trim and seem to secrete a viscous sticky purple ooze that has a foul and pungent smell that repels others.

While attuned to the gloves you have resistance to poison damage, and while wearing them you gain +2 to your rolls for attempts to grab or hold things, such as with Grapple and Sleight of Hand.

The gloves give +2 to unarmed strike attack and damage rolls, and so long as you are wearing the gloves you can coat a weapon with their poisonous ooze as an action, which lasts for 1 minute.

When a creature is hit with an unarmed strike from the gloves or a weapon coated with the gloves' poison, they must make a DC 17 Constitution save or take 3d6 poison damage and be poisoned until the end of their next turn, or half the damage on a save. If a creature is hit multiple times in a turn with the poison, the save and damage are only applied once.



090 - DESHELLER

Weapon (Mace) – Uncommon (900 gp, requires attunement)

The head of this purple mace is made of two large clam shells with a strange black pearl holding the shells together and to the handle.

The mace does not suffer any of the disadvantages of being used underwater.

While attuned to this mace, you gain +1 AC.

Evolving: If this mace remains on the Elemental Plane of Water for a year, it will become a 091 - Crayster.



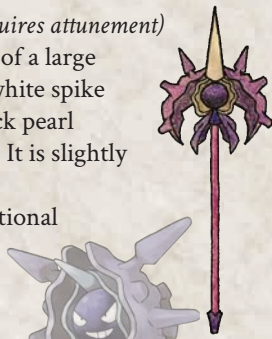
091 - CRAYSTER

Weapon (Spear) – Rare (1910 gp, requires attunement)

The head of this +1 spear is made of a large purple spiked shell that has a large white spike coming out of the top, a strange black pearl holding the shell to the spear's shaft. It is slightly cool to the touch.

Attacks with this spear do an additional 1d6 cold damage.

While attuned to the spear you gain +1 AC, and any critical hits against you becomes normal hits.



091B - CLOYSHIELD

Armor (Shield) – Rare (2910 gp, requires attunement)

This dull purple +1 shield is made from a large clam shell. A thick seam down the center has a gray horn protruding from within, along with six other spikes around the shield. Four circles of black pearl are embedded in the shield's center, and jagged hinge parts flank the sides of the shield.

The large spikes on this shield can be used to perform dagger attacks while wielding the shield.

While attuned to the shield: you can breathe underwater; and any critical hits against you becomes normal hits.



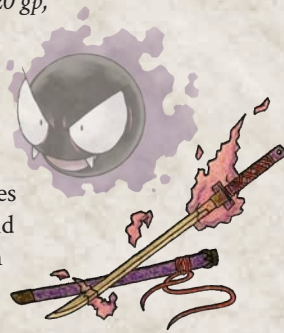
092 - SLASHLY

Weapon (Longsword) – Uncommon (920 gp, requires attunement)

This +1 katana comes with a matching dark purple sheath. When drawn, the blade emits an ethereal purple haze.

When the sword hits a target, it does an additional 1d6 necrotic damage, and they must make a DC 13 Constitution save or be paralyzed until the end of their next turn.

While attuned to the sword, you are not affected by nonmagical difficult terrain.



093 - HAUNTLERS

Wondrous (Gauntlets) – Rare (3900 gp, requires attunement)

This set of dark purple gauntlets have claw like fingers with small eerie red gems embedded in each of them, and a larger one embedded in the back of each hand.

While attuned to the gauntlets: you are not affected by nonmagical difficult terrain; and once between long rests, you can become ghostly, see Ghostly form, as an action for a maximum of 1 minute.



094 - KYÖGENGAR

Wondrous (Mask) – Very Rare (14,900 gp, requires attunement)

This dark purple mask has an eerie grin pulled across its face, while piercing red gems cover the eyes.

While attuned to this mask: you are not affected by nonmagical difficult terrain; and three times between long rests you can, as an action, become ghostly for a maximum of 1 minute each.

Any creature that starts its turn within 30 feet of you and can see the mask, even if ghostly, must make a DC 16 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of its turns, with disadvantage if they are looking in the direction of the mask. If a creature succeeds on a saving throw or the effect ends, the creature is immune to being frightened like this for the next 24 hours.

If the target isn't surprised by the mask's appearance, the target can avert their eyes and avoid making the initial saving throw. While averting its eyes, the creature has disadvantage on attack rolls against you.

GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.

SYNERGY

If you would like to add some synergy to these ghostly form items when you are attuned to more than one of them, then you can boost the Ghostly form like so:

- Each additional item adds 1 more to the total number of times you can activate the Ghostly Form between long rests (Having all three items makes it a total of 6).
- Each additional item increases the form's Darkvision by 30 feet (60 ft > 90 ft > 120 ft).
- Each additional item increases the Paralyzed DC Constitution save by 2 (DC 16 > DC 18 > DC 20).
- And if you have all three items, the necrotic damage your attacks do increases from 3d6 to 4d6.



095 - ONIK

Weapon (Greatsword) – Rare (10,950 gp, requires attunement)

This +2 greatsword is made of solid rock and quite heavy.

While attuned to this sword you gain the *Mold Earth* cantrip.

When a creature is hit with this sword, it must make a DC 13 Strength save or be knocked prone.



095B - IWARKLINT

Armor (Splint, Cursed) – Rare (7950 gp, requires attunement)

This grey +1 splint armor is made from numerous small slabs of rock, along with a belt of flat, round rocks. The matching helmet is carved from one solid piece of rock, with a rectangular spire coming off the top.

While attuned to this armor: you gain a burrowing speed equal to half of your walking speed; you can consume stone and rock for sustenance; you can always sense which direction is north; and once between long rests, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

You can also tunnel a circular 5 ft diameter tunnel through solid rock at a rate of 5 ft per minute (6 inches per round), although while tunneling any other creatures within 10 feet of you must succeed a DC 14 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

Cursed. This armor is cursed. While cursed, every time you are hit with bludgeoning, slashing, piercing, thunder or force damage, the stone armor fractures at bit, taking a -1 penalty to its AC. This penalty is cumulative to a total of -5, but each -1 penalty can be repaired over 10 minutes using Mason's Tools and 10 gp worth of quality stone and mortar, so long as no one is wearing the armor while it's being repaired.

Evolving: If this armor is coated in 500 gp worth of high quality steel and then subjected to intense heat and pressure while underground (such as from a directed volcanic vent) for 1 hour, the metal will fuse with the armor and turn it into a 208B - Hagateil.

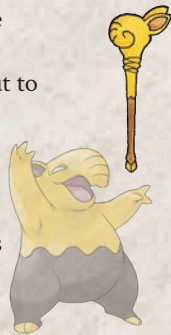
096 - DROWZER

Weapon (Mace) – Uncommon (690 gp, requires attunement)

The head of this yellow mace appears to be made of a large coiled nose with ears.

While attuned to the mace, you can't be put to sleep by magical means.

When a creature is hit with the mace, they must make a DC 11 Wisdom saving throw or they will fall unconscious into a deep sleep for 1 minutes. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.



097 - HYPNODACHI

Weapon (Dagger) – Rare (1970 gp, requires attunement)

This +1 yellow dagger has a pommel that looks like a hand holding a long string with some strange silver coin tied to the end of it.

While attuned to the dagger, you can't be put to sleep by magical means.

When a creature is hit with the dagger, they must make a DC 14 Wisdom saving throw or they will fall unconscious into a deep sleep for 1 minute. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

The dagger also has 3 charges that refresh at sunset. As an action, the string and coin can be swung back and forth to expended 1 charge to cast the *Sleep* spell.



098 - GRABBY

Weapon (Mace) – Uncommon (890 gp)

The head of this red mace resembles a crab claw, and smells like it too.

The mace does not suffer any of the disadvantages of being used underwater.

The mace gives advantage on attempts to grapple a single small or larger target, and you can make a Claw attack with the mace in place of a normal attack once a round. The claw attack does 1d6 bludgeoning damage, and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 12 Strength check.

Evolving: If this mace remains on the Elemental Plane of Water for a year, it will become a 099 - Klingler.



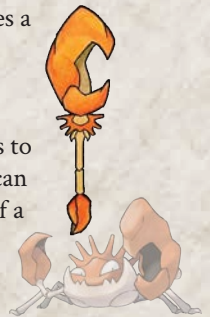
099 - KLINGLER

Weapon (Warhammer) – Rare (3990 gp)

The head of this +1 red warhammer resembles a huge crab claw, and smells like it too.

The warhammer does not suffer any of the disadvantages of being used underwater.

The warhammer gives advantage on attempts to grapple a single small or larger target, and you can make a Claw attack with the hammer in place of a normal attack once a round. The claw attack does 1d8 bludgeoning damage, and the target is grappled if they are small or larger. The claw attack can be done again on any creature grappled this way, automatically succeeding. Those grappled in this way can escape with a DC 16 Strength check.



100 - BOLTORB

Wondrous (Orb, Consumable) – Common (100 gp)

This red and white orb the size of an apple will hover slightly above your hand as it crackles with electricity.

As an action, you can throw the orb at a point up to 60 feet away, where it will explode with lightening. Each creature within 10 feet of that point must succeed on a DC 11 Dexterity saving throw, taking 3d6 lighting damage on a fail and half as much on a pass. The orb is destroyed by the explosion.

Evolving: If this orb remains on the Outer Plane of Machanus for a month, it will become a 101 - Elecsplode.

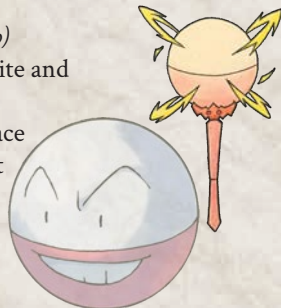


101 - ELECSPLODE

Weapon (Mace) – Uncommon (1010 gp)

The head of this mace is a large white and red orb that crackles with electricity.

As an action, you can throw the mace at a point up to 60 feet away, where it will explode with lightening. Each creature within 10 feet of that point must succeed on a DC 14 Dexterity saving throw, taking 6d6 lighting damage on a fail and half as much on a pass. The mace can still be used as a mace after it is retrieved, but can't be exploded again until after a long rest.



102 - TAMAWAMA

Weapon (Mace) – Uncommon (470 gp, requires attunement)

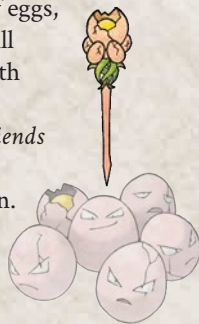
The head of this mace looks like a bunch of eggs, some of which are cracked and broken but still surprisingly durable, and are tied together with long strands of grass.

While attuned to the mace you gain the *Friends* and *Message* cantrips.

The mace has 3 charges that refresh at noon. As an action, you can expend charges to cast the following spells:

- *Good Berry* (1 charge)
- *Mirror Image* (2 charges).

Evolving: If this mace remains in the Swamp of Oblivion for a year, it will become a 103 - Executor.



103 - EXECCUTOR

Weapon (Longsword) – Rare (1300 gp, requires attunement)

The handle of this +1 longsword is made of a young palm tree, with a blade made of long woven leaves and unripe coconuts for the guard.

While attuned to the mace you gain the *Friends* and *Message* cantrips.

The sword has 6 charges that refresh at noon.

As an action, you can expend charges to cast the following spells:

- *Good Berry* (1 charge)
- *Mirror Image* (2 charges)
- *Confusion* (4 charges)
- *Synaptic Static* (5 charges)



104 - CUTBONE

Weapon (Rapier) – Uncommon (1400 gp, requires attunement)

This saber is made entirely of one solid bone carved into a point, with an animal skull as the bell guard, tied to it with orange-brown leather.

While attuned to this rapier, you gain the *Toll the Dead* cantrip (DC 13). The rapier has one charge, refreshing at midnight, which you can expend to cast *Spirit Guardians* (DC 13).

You can also speak a command word as an action, and the rapier will gently point in the direction of your nearest parent, or to their nearest killer if they were killed by someone and that person is still alive. Parents can include adoptive parents, grandparents, or whomever you consider your primary parental figures. If everyone who might qualify has passed or is on another plane of existence, it will not point towards anyone. This effect can be turned off by repeating the command word.



105 - MAROWACK

Weapon (Quarterstaff) – Rare (5100 gp, requires attunement)

This +1 quarterstaff is made of bone magically fused together, with a skull pointing one way above an orange-brown leather handle wrapped around its center.

While attuned to this staff, you gain the *Toll the Dead* cantrip (DC 16). The staff has 2 charges, refreshing at midnight, and you can expend 1 charge to cast *Spirit Guardians* (DC 16).

You can also speak a command word as an action, and the staff's skull will gently point in the direction of your nearest child, or to their nearest killer if they were killed by someone and that person is still alive. Children can include adopted children, direct descendants like grandchildren, nieces and nephews, and whomever else you would consider to have significantly helped raised. If everyone who might qualify has passed, is on another plane of existence, or there isn't anyone like that, it will not point towards anyone. This effect can be turned off by repeating the command word.



106 - POWAMULAR

Wondrous (Shoes) – Rare (1650 gp, requires attunement)

These toeless leather boots have three spikes just above the toes, and the ankles and calves are wrapped by rings of fabric.

While attuned to these boots: you gain immunity to the paralysis condition; gain +1 AC; and gain an 10 additional feet of movement.

If you move at least 15 feet straight toward a target while wearing the boots and then attack a target with a simple melee attack on the same turn, you can choose to add a flying kick as part of the attack before you roll to hit. If you hit the target, they take an extra 3d6 piercing damage from the kick, but if you miss the target, you fly 10 feet past the target and take 1d6 bludgeoning as you land prone. If there isn't the space to go 10 feet, due to things like a wall, furniture, or another creature, you go as far as possible and take an additional 1d6 bludgeoning damage from the impact. Whatever you hit take 1d4 bludgeoning damage.



107 - EBIBRAWLER

Wondrous (Gloves) – Rare (1650 gp, requires attunement)

These fingerless leather gloves have a padded pink wrap around the knuckles, while the wrist has a tie of blue fabric around it.

While attuned to these gloves: you gain +2 to unarmed strike attack and damage rolls; immunity to the stunned condition; and you cannot have disadvantage on attack rolls so long as you can see the target in some way, which does include if they are invisible.



108 - WHIPITUNG

Weapon (Whip) – Rare (1800 gp, requires attunement)

This +1 pink whip resembles a long stretchy and sticky tongue, while the handle has cream colored wrapping and trim.

Due to the tongue's sticky nature, it can be used to grab items weighing no more than 10 pounds that are within range.

While attuned to the whip, you are immune to being charmed.

When an attack with the whip hits a creature, it must make a DC 16 Dexterity save or be grappled by the whip, which can be escaped with a DC 14 Strength check on their turn. If a creature is grappled by the whip and you are within 5 feet of them, you can use a bonus action to attempt to restrain them with the whip using an opposing Dexterity roll. If they become restrained, they can attempt to break free with a DC 18 Strength check on their turn. The whip cannot be used as a whip when it is grappling or restraining a creature.



109 - BOPPING

Weapon (Mace) – Uncommon (910 gp, requires attunement)

This purple mace has a white skull and bones painted on it between the numerous bumps that occasionally emit a hiss of foul-smelling gas.

While attuned to the mace, you are not affected by nonmagical difficult terrain and have resistance to poison damage.

Anytime the mace hits something, it emits a small 5 foot diameter cloud of poisonous gas in a square the target is occupying. The target and any other creatures in the cloud must make a DC 14 Constitution save or take 2d6 poison damage and be poisoned until the end of their next turn, or half as much damage on a save. The cloud does not last past the attack. All creatures within the cloud are now covered in a volatile powder and vulnerable to fire damage unless they are immune, which lasts until they are hit with fire damage or they rinse themselves and their clothes. This can include being hit by a water attack or swimming across a river.

If the mace is placed in a fire or an extremely hot climate (like the Elemental Plane of Fire), it will explode in a 15-foot sphere of fire. Everyone within range must make a DC 15 Dexterity save, taking 4d6 fire damage on a fail or half as much on a pass. The mace is destroyed in the explosion.

Evolving: If this mace remains in the Great Conflagration for a year, it will become a 110 - Matadogun.



110 - MATADOGUN

Weapon (Hunting Rifle) – Rare (6100 gp, requires attunement)

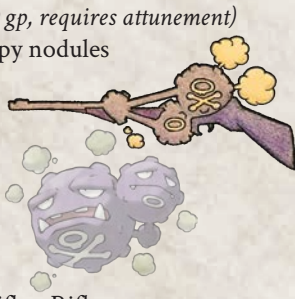
This +1 purple rifle has three bumpy nodules with white skulls and bones painted on them, as they occasionally emit a hiss of foul smelling gas.

While attuned to the rifle, you are not affected by nonmagical difficult terrain and have resistance to poison damage.

See DMG 267 for specifics about rifles. Rifles are considered Martial Ranged Weapons, and this rifle has the Two-Handed property, weighing 8 lbs. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The rifle has 5 charges that refresh at sunset. You can expend a charge to make an attack against a target at a range of 80/240 as it fires a compressed bullet of poison. On a successful hit, they take 2d10 piercing damage. Regardless if the target is hit or not, the bullet explodes into a 15-foot diameter sphere of poisonous gas. Any creatures in the cloud must make a DC 17 Constitution save or take 4d6 poison damage and be poisoned for 1 minute, or half as much damage on a save. The cloud does not last past the attack. All creatures within the cloud are now covered in a volatile powder and vulnerable to fire damage unless they are immune, which lasts until they are hit with fire damage or they rinse themselves and their clothes. This can include being hit by a water attack or swimming across a river.

If the rifle is placed in a fire or an extremely hot climate (like the Elemental Plane of Fire), it will explode in a 25-foot diameter sphere of fire. Everyone within range must make a DC 18 Dexterity save, taking 8d6 fire damage on a fail or half as much on a pass. The rifle is destroyed in the explosion.



111 - DIEHORN

Weapon (Greatsword) – Uncommon (2900 gp)

This great sword is made of several panels of solid rock and quite heavy. The various notches in the blade are designed to catch opposing weapons.

While holding this sword you have +1 AC.

Any creature hit by the sword must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A creature whose space you've entered for the first time on a turn must make a DC 12 Dexterity saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.



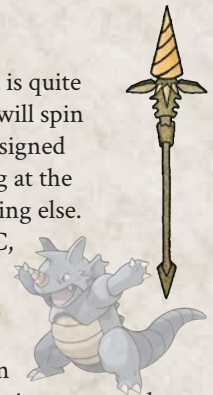
112 - RHYBRAWN

Weapon (Pike, Drill) – Rare (4200 gp)

This +1 pike is made of carved rock and is quite heavy. The blade is actually a drill, which will spin when drawn, with the guards behind it designed more to prevent debris from drilling flying at the person holding the pike rather than anything else.

While holding this pike you have +1 AC, and you can spend your action carving a circular 5 ft diameter tunnel through solid rock at a rate of 2 ft per round, although while tunneling any other creatures within 10 feet of you must succeed a DC 15 Dexterity save or take 1d6 bludgeoning damage from flying debris each round.

Any creature hit by the pike must make an opposing strength check against the hit roll or be knocked prone, and you can move through the space of any prone creature as if it was difficult terrain. A creature whose space you've entered for the first time on a turn must make a DC 14 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.



113 - CHANSTAFF

Staff() – Rare (1310 gp, requires attunement)

This light pink staff has a cup atop it with an oval stone resembling an egg in it, and six unusual offshoots with dark pink tips sprouting from the cup and curling upwards slightly, as if protecting the egg.

While attuned to the staff, you gain a +1 bonus to spell attack and damage rolls; and if the oval stone is touched to an uncooked egg, you can make that egg become a freshly cooked soft-boiled egg.

The staff has 7 charges that refresh at dawn. You can, as an action, expend 1 or more charges to cast *Cure Wounds* using Charisma as your spellcasting modifier, with each additional charge used upcasting the spell by a level, or you can expend 2 charges as a luck point (PHB 167) at any time.

With a luck point, when you make an attack roll, an ability check, or a saving throw, the luck point lets you roll an additional d20. You can choose to use a luck point after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also use a luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out and no additional dice are rolled.

Evolving: If this staff remains on the Outer Plane of Mount Celestia for a decade, it will become a 242 - Blisseyumi.



114 - TANGLOVE

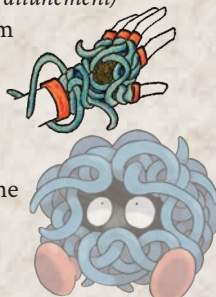
Wondrous (Gloves) – Rare (1410 gp, requires attunement)

These fingerless black gloves have red trim and blue-green vines entangled around it in an odd but still flexible fashion.

The gloves give +1 to unarmed strike attack and damage rolls.

While attuned to these gloves, you gain the *Thorn Whip* cantrip using Wisdom as your spellcasting modifier. The gloves also have 6 charges, which you can use to cast the following spells using Wisdom as your spellcasting modifier:

- *Ensnaring Strike* (1 or more charges, each additional charge upcasting the spell by a level);
- *Entangle* (1 charge);
- *Spike Growth* (2 charges);
- *Grasping Vine* (4 charges).



115 - KANGASKHANDA

Weapon (Greatsword) – Rare (15,100 gp, requires attunement)

This light-brown +1 great sword has several panels on it, and a cross guard that appears to be made of a creature's clawed hands.

While attuned to this sword, if magically put to sleep, you will automatically wake up at the end of your next turn, and you have advantage on attack rolls against undead with this sword.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you're wielding this sword.



116 - SPRAYSEA

Weapon (Pistol) – Uncommon (885 gp, requires attunement)

This blue water pistol resembles a seahorse, complete with a cute fin off the back of the handle and little horns on the top. One of the horns can be pulled back to reveal a water reservoir that can be filled with a pint of water.

See DMG 267 for specifics about pistols. Pistols are considered Martial Ranged Weapons, and this pistol has the loading property, holding 15 shots made from a pint of water, weighing 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier.

The pistol holds 15 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a water skin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the pistol. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

You can use a shot to make an attack against a target at a range of 50/150 as it fires a compressed bullet of water. On a successful hit, they take 2d6 piercing damage. If you roll a critical 20 on an attack, you roll 5d6 piercing damage instead of 4d6.

The pistol does not suffer any of the disadvantages of being used underwater.

While attuned to the pistol you have a swim speed equal to your walking speed and you can breathe underwater.

Evolving: If this pistol remains on the Elemental Plane of Water for a year, it will become a 117 - Seadravolver.



117 - SEADRAVOLVER

Weapon (Revolver) – Rare (7110 gp, requires attunement)

This +1 water revolver resembles a fierce sea horse, complete with angular fins on the top and back of the handle. One of the fins on top can be pulled back to reveal a water reservoir that can be filled with a pint of water.



See DMG 267 for specifics about revolvers.

Revolvers are considered Martial Ranged Weapons, and this revolver has the loading property, holding 6 shots made from a pint of water, weighing 3 lbs when empty. It is shot similarly to a crossbow, but requires its own proficiency, and uses Constitution as its attack modifier, but doesn't use a damage modifier beyond the +1.

The revolver holds 6 shots at a time before needing to be reloaded. Reloading takes an action, provided you have an easy to use water source at hand like a water skin or a bucket of water you can submerge the gun in, where a pint of water is poured into a slot that can be opened on the top of the revolver. The water must be free of pollutants and debris, otherwise the gun won't fire and will need to be cleaned out, but either fresh or salt water can be used.

You can use a shot to make an attack against a target at a range of 40/120 as it fires a compressed bullet of water. On a successful hit, they take 2d8 piercing damage. If you roll a critical 20 on an attack, you roll 6d8 piercing damage instead of 4d8. The revolver does not suffer any of the disadvantages of being used underwater.

While attuned to the pistol you have a swim speed equal to your walking speed and you can breathe underwater.

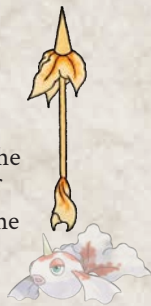
Evolving: If this revolver is submerged in blood from any aquatic dragon (such as a Dragon Turtle or Bronze Dragon) for 1 minute, it will become a 230 - Kingdrifle.

118 - GOLDARROW

Weapon (Arrow) – Common (18 gp)

This golden-orange arrow has several light ribbons coming off the arrow's head and end.

Attacks with this arrow do not suffer any of the disadvantages of being used underwater, even if the bow normally would. If used out of water, the arrow automatically misses a target beyond the bow's normal range, and even against a target within normal range, the attack roll has disadvantage.



119 - POISSTAFF

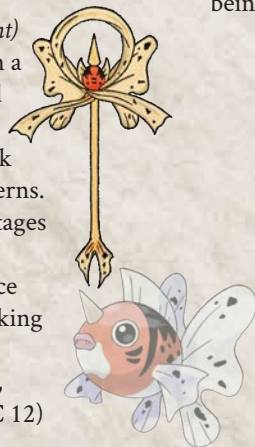
Staff () – Uncommon (191 gp, requires attunement)

This orange staff has a dark orange bulb with a horn on top, and an elegant ribbon tied around the top in a large bow, with a loop of fabric magically staying aloft above the bulb, and black spots covering the staff all over in fanciful patterns.

The staff does not suffer any of the disadvantages of being used underwater.

While attuned to the staff: you have resistance to fire damage; a swim speed equal to your walking speed; and you can breathe underwater.

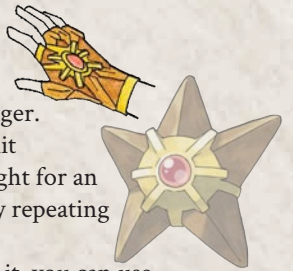
The staff has 1 charge that refreshes at dawn, which can be expended to cast *Tidal Wave*. (DC 12)



120 - STARTHREW

Wondrous (Glove) – Uncommon (210 gp, requires attunement)

This tan fingerless glove with gold trim has a round red gem on the back of the hand with gold casing around it with an offshoot loop going around the pointer finger.



With a command word, the gem can emit normal light in a 10-foot radius and dim light for an additional 10-feet, and can be turned off by repeating the command word.

This glove has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Magic Missile* spell from it, with the missiles resembling tiny spinning stars shooting out of the gem on the back of the glove, with each additional charge you expend raising the spell level by one. The glove regains all of its expended charges daily at midnight.

While attuned to the glove, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also expend a charge to act as a 1d8 hit dice during a short rest.

121 - STARMIAO DAO

Weapon (Greatsword) – Rare (10,210 gp, requires attunement)

This +1 purple sword is shaped like a 10 point star, and has a large red gem in the center of the cross guard with gold trim holding it in.

With a command word, the gem can emit normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word. The color of this light can be changed to any color by saying the color with the command word.



This sword has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Magic Missile* spell from it, with the missiles resembling tiny spinning stars shooting out of the gem in the sword's guard, with each additional charge you expend raising the spell level by one. The sword regains all of its expended charges daily at midnight.

While attuned to the sword, whenever you take a short rest and heal with your hit dice, you can double your Constitution modifier for the healing. You can also expend a charge to act as a 1d8 hit dice during a short rest.

The sword does not suffer any of the disadvantages of being used underwater.

121B - STARMERANG

Weapon (Boomerang) – Rare (2940 gp, requires attunement)

This violet +1 boomerang has a five-point star body, with five additional points floating between the arms. A red gem is embedded in the boomerang's center, with a gold gear-like casing.

This boomerang does not suffer any of the disadvantages of being used underwater, and attacks with this boomerang do an additional 1d4 psychic damage.

While attuned to this boomerang: when you would make a saving throw to remove a condition at the end of your turn, you can instead make the saving throw at the start of your turn; you gain the *Message* cantrip; and once between long rests, you can cast the *Clairvoyance* spell through this boomerang.

You can also speak a command word as a bonus action to make the gem illuminate, emitting normal light for 15 feet, and dim light for another 15 feet. You can change the color of the light by saying the command word and color, and repeating the command word will turn the light off.



123 - INSCYTHER

Weapon (Scythe) – Rare (5100 gp, requires attunement)

This +1 cream and green scythe is made from pieces of a large bug, complete with a semi-transparent blade resembling an insect wing and clawed foot as the pommel.

While attuned to this scythe: you gain an additional 5 feet of movement; gain +2 to Intimidation and Athletics rolls; and have advantage on Stealth rolls in foliage.

The scythe has 2 charges that refresh as dusk, and 1 charge can be expended to cast *Mirror Image*.



122 - MR. MAROTTE

Rod (Cursed) – Rare (1220 gp, requires attunement)

This odd white rod has what appears to be a hand on top with bulbous fingertips capped with pink dots, two odd tufts of navy-blue hair coming off it below that with another pink dot between them, and a curled foot at the bottom.

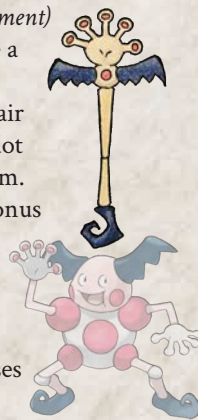
While attuned to the rod, you gain a +1 bonus to spell attack and damage rolls, advantage on all sound-based saves, and resistance to thunder damage.

This rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

The rod also has 6 charges that refreshes at noon, which can be used to cast the following spells:

- *Silent Image* (1 charge, DC 16)
- *Silence* (2 charges)
- *Wall of Force* (5 charges)
- *Mental Prison* (6 charges, DC 16)

Cursed. This rod is cursed. Anytime you expend a charge from the rod, roll a d6. If the result is higher than the number of charges remaining, you are rendered magically Mute indefinitely, losing the ability to make any sound through vocalization. The muteness can be removed with a *Remove Curse* or *Greater Restoration* spell, but if you expend charges again, you must roll again to see if you are affected again.



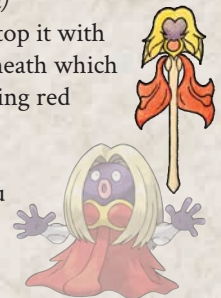
124 - RODELA

Rod () – Rare (1240 gp, requires attunement)

This snow-white rod has a purple orb atop it with golden hair making it look like a head, beneath which is a smaller red orb and a pair of free-flowing red ribbons.

While attuned to the rod: you gain a +1 bonus to spell attack and damage rolls; you have +2 on Performance rolls to dance; and are immune to being charmed. You can also kiss a target creature as an action, and they must make a DC 17 Wisdom saving throw or they will fall unconscious into a deep sleep for 5 minutes. The creature has disadvantage on this save if they are charmed by you or one of your allies. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake. This effect only applies to kisses when you want it to, but does require physical contact to work, so things like masks and gloves would prevent this from working, but hair or fur would not.

The rod has 6 charges that refresh at sunset. You can, as an action, use a charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. Any creature this is done to is afterwards immune to this ability for 24 hours.



125 - ELECTANA

Weapon (Greatsword) – Rare (12,500 gp, requires attunement)

This +1 yellow great sword has black stripes all over it, two strange antenna coming off the guard and a yellow and black tail.

Attacks with this sword do an additional 2d6 lighting damage, and when a creature is hit they must make a DC 16 Constitution save or be paralyzed until the end of their next turn. If hit multiple times in the same turn, the creature only makes this save once.

While attuned to the sword, you are immune to being magically put to sleep and resistance to lighting damage.

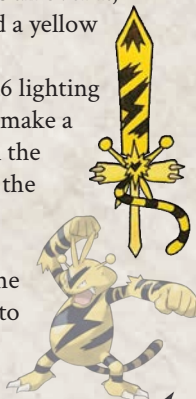
125B - ELEBOOMERANG

Weapon (Boomerang) – Rare (2950 gp, requires attunement)

This black +1 boomerang has two points on each end, yellow lighting-like markings on its sides with circles at an end. Two long tufts of fur coming from the back of the boomerang.

Attacks with this boomerang do an additional 1d6 lighting damage, and creatures must make a DC 16 Constitution save or be paralyzed until the end of their next turn.

While attuned to the boomerang: you are immune to being magically paralyzed and put to sleep; you are immune to lighting damage; and you can absorb lighting damage not from this boomerang for sustenance.



126 - MAGMAKI

Weapon (Greatsword) – Rare (12,600 gp, requires attunement)

This +1 great sword has a flame pattern on the blade, its guard has flames out the top, flame colored tassels across it and a tail with a flame coming off it.

Attacks with this sword do an additional 2d6 fire damage.

With a command word, the flame guard can emit normal light in a 15-foot radius and dim light for an additional 15-feet, and can be turned off by repeating the command word.

While attuned to the sword, you are immune to being magically put to sleep, resistance to fire damage, and you gain the *Create Bonfire* cantrip (DC 15).

126B - CHAKMAGMAR

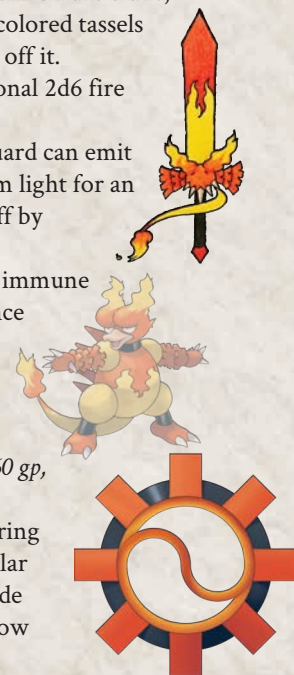
Weapon (Chakram, Cursed) – Rare (2160 gp, requires attunement)

This orange +1 chakram has a black ring around the outside with eight rectangular blades coming from it. The orange inside has an S shaped handle inside with yellow painted along the inside edges.

Attacks with this chakram do an additional 2d6 fire damage.

While attuned to this chakram: you are immune to fire damage; you cannot be magically put to sleep; you have advantage to hide in burning terrain; you gain the *Create Bonfire* cantrip (DC 15); and you can make the chakram light up with fire at will, doing 1d4 fire damage to any creature other than you holding the chakram at the start of their turn and who must make a DC 15 Constitution save or drop the chakram, as well as emitting normal light in a 30-foot radius and dim light for an additional 30 feet. You can dismiss this effect at will.

Cursed. This chakram is cursed. While cursed, you have a great desire to be in burning environments, and a great dislike being in cold and damp environments, to the point of making you vulnerable to cold damage and damage caused by water (such as crashing waves). This curse drives you to find burning environments, even if you have to create them yourself.



127 - PIKSIR

Weapon (Pike) – Rare (2170 gp, requires attunement)

This brown +1 pike has two spiked horns on the end of it followed by a sturdy insectoid head on a long shaft.

While attuned to this pike: you can't have disadvantage on attack rolls with this pike; and anytime you down a target with the pike, you have advantage on your next attack.

You can use this pike to grapple a small or larger creature, with advantage on the roll, as the pincers clamp down on the target. While you have a creature grappled with the pike you can't use it to make normal pike attacks, but you can use it to make a Pincer attack against the grappled creature once per round. The Pincer attack automatically succeeds and does 1d8 piercing damage. Those grappled in this way can escape the pincers with a DC 14 Strength check.



128 - TAURAMMER

Weapon (Warhammer) – Rare (3800 gp, requires attunement)

This +1 warhammer resembles a bull's head with bumps down the forehead, each horn acting as a hammer face, with a furry trim between the head and the handle, and three small threads with tufts of fur on the end of them hanging off the pommel.

When a target is hit by an attack from the hammer, they have disadvantage on their next attack.

While attuned to the hammer: if you are hit by a critical hit, for 1 minute you have advantage on all of your attack rolls; you have +2 on Intimidation rolls; if you intimidate someone they have disadvantage on their next ability or attack roll; and when you make a weapon attack with this warhammer using Strength, you gain a bonus to the damage roll depending on your level: +1 for levels 1 to 8; +2 for levels 9 to 15, and +3 for levels 16 to 20.

Charge. If you move at least 15 feet straight toward a target and then hit it with an attack from the hammer on the same turn, the target takes an extra 2d6 bludgeoning damage.

129 - MAGIKROD

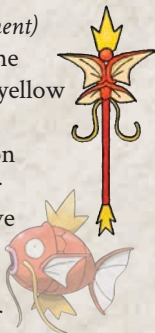
Rod (Cursed) – Common (30 gp, requires attunement)

This orange rod has elegant fins coming off the top, yellow whiskers extending from them and yellow crown-like flair at either end.

While attuned this rod: you have advantage on Performance rolls to look useless, silly, weak, or like a fool; gain a swim speed of 10 feet; and have advantage on Athletic rolls while swimming.

Cursed. The rod is cursed. You are cursed as soon as you pick up the rod. While cursed, your walking speed is reduced to 5 feet and you have disadvantage on all Dexterity and Strength rolls as your body becomes floppy and weak.

Evolving: If you are able to swim up a waterfall of at least 100 feet while attuned to and carrying the rod, the rod will become a 130 - Gyaradachi.



130 - GYARADACHI

Weapon (Greatsword) – Rare (13,000 gp, requires attunement)

This blue +2 great sword has white serrated edges resembling fish fins, a cross guard that looks like elegant fins and a three-point crest attaching it to the sword.

The sword does not suffer any of the disadvantages of being used underwater.

When a target is hit by an attack from the sword, they have disadvantage on their next attack.

While attuned to the sword: anytime you down a target with the sword, you have advantage on your next attack; you have +3 on intimidation rolls; if you intimidate someone, they have disadvantage on their next ability or attack roll; you gain the ability to rage (PHB 48) two times between long rests. If you already have the ability to rage, your number of rages increase by 2.

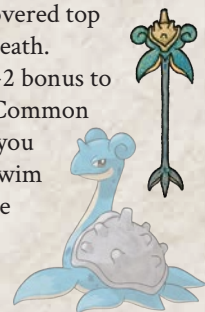


131 - LAPRAFT

Staff () – Very Rare (13,100 gp, requires attunement)

This sea blue staff has a horned shell covered top with flipper like appendages hanging beneath.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; you know Common and Aquan; if you are hit by a critical hit you instead take normal damage; you gain a swim speed of 40 feet; +3 on Athletic rolls while swimming; are considered to be a Huge creature for the purpose of determining your carrying capacity while swimming (PHB 176); and if you are in rain or submerged in water, any status conditions you have that are not being physically induced (such as being grappled or restrained) are healed at the start of your turn.

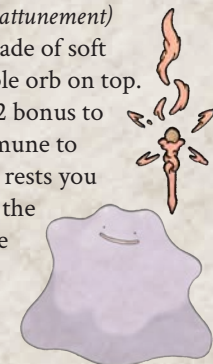


132 - METAWAND

Wand () – Very Rare (13,200 gp, requires attunement)

This lavender wand looks like it was made of soft goo, and is soft to the touch. It has a purple orb on top.

While attuned to the rod, you gain a +2 bonus to spell attack and damage rolls; you are immune to magical paralysis; and once between long rests you can use the wand to cast *Shapechange*, but the creature you change into must also be one that you can see when you cast the spell.



133 - DEVEE

Weapon (Dagger) – Rare (1600 gp, requires attunement to a spellcaster)

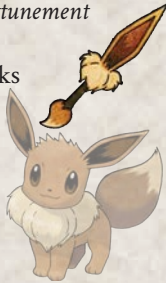
This brown +1 dagger has a blade that looks like a large ear, a fur guard and a fluffy pommel.

This dagger has 3 charges, refreshing at dawn. You can expend 1 or more charges to cast *Absorb Elements*, with each additional charge upcasting the spell by a level.

Evolving: If this dagger is exposed to the energies of a different plane of existence for an hour, whether by traveling to the plane or using an elemental node, the dagger will transform into one of the following items, depending on the plane in question. This transformation is permanent.

- The Elemental Plane of Water: 134 - Vaporent
- The Elemental Plane of Air: 135 - Joltike
- The Elemental Plane of Fire: 136 - Flarebōn
- The Swamp of Oblivion: 470 - Leafcea
- Frostfell: 471 - Glanceon
- The Astral Plane: 196 - Espeand
- Shadowfell: 197 - Umbrekujō
- The Fey Wilds: 700 - Sylvijaya

Due to the fact that there isn't a corresponding Eeveelution for every plane, there are some gaps, such as with the Elemental Plane of Earth. If there's enough demand for it, I might create something to fill this gap. 076 - Gaulem is a suitable stopgap if you wish.



134 - VAPORENT

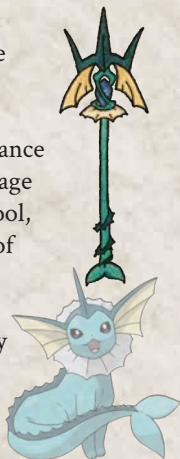
Weapon (Trident) – Very Rare (13,500 gp, requires attunement to a spellcaster)

This +2 sea blue trident has a navy blue blade atop a spiral containing a deep blue gem. Two fin like ribbons hang from the blade.

While attuned to the trident: you have resistance to cold and fire damage; if you would take damage from water, such as a crashing wave or whirlpool, you are instead healed; you gain a swim speed of 60 feet; the ability to breath underwater; +3 on Athletic and Stealth rolls while swimming; the *Shape Water* cantrip; and if in rain or water, any status conditions not being physically induced (ie grappled, restrained) are healed at the start of your turn.

The trident has 6 charges, which refresh at dawn, and can be used to cast the following spells:

- *Create or Destroy Water* (1 or more charges)
- *Wall of Water* (3 charges)
- *Control Water* (4 charges)
- *Watery Sphere* (4 charges)



135 - JOLTIKE

Weapon (Pike) – Very Rare (13,500 gp, requires attunement to a spellcaster)

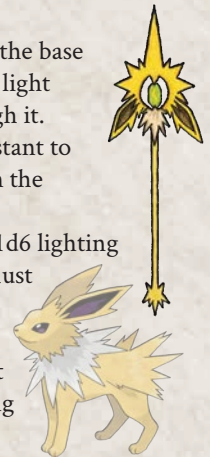
This yellow +2 pike has jagged edges at the base of the blade, with a hole in it containing a light green gem with electricity running through it.

While attuned to this pike, you are resistant to lighting and thunder damage and you gain the *Shocking Grasp* cantrip.

Attacks with this pike do an additional 1d6 lighting damage, and when a creature is hit they must make a DC 18 Constitution save or be paralyzed until the end of their next turn.

The pike has 6 charges, which refresh at dawn, and can be used to cast the following spells:

- *Witch Bolt* (1 or more charges)
- *Call Lightning* (3 or more charges)
- *Lightning Bolt* (3 or more charges)
- *Chain Lightning* (6 charges)



136 - FLAREBŌN

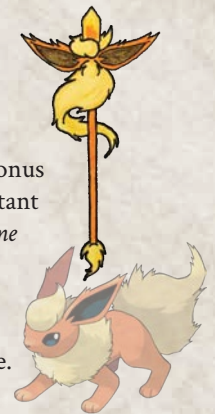
Staff() – Very Rare (13,500 gp, requires attunement to a spellcaster)

This red-orange staff has a fiery red gem atop it, followed by what looks like two large flaming ears and a large fluffy tail flowing from it.

While attuned to the staff: you gain a +2 bonus to spell attack and damage rolls; you are resistant to fire and cold damage; gain the *Produce Flame* cantrip; and if you are hit by fire damage or are affected by a status condition you have advantage on your next attack roll, even if that status condition would give disadvantage.

The staff has 6 charges, which refresh at dawn, and can be used to cast the following spells:

- *Aganazzar's Scorcher* (2 or more charges)
- *Flaming Sphere* (2 or more charges)
- *Fireball* (3 or more charges)
- *Wall of Fire* (4 or more charges)



137 - PORYGONG

Weapon (Mace) – Very Rare (13,700 gp, requires attunement)

This pink and blue +2 mace is oddly angular and vaguely resembles some kind of duck.

While attuned to this mace: you don't require air, food, drink, or sleep to survive, but rests are still required for recovery; and you are resistant to being magically charmed, frightened, paralyzed, petrified, or poisoned.

The mace has 6 charges that refresh at dawn. You can, as an action, use a charge to determine a target's: statistics, AC and hit point; damage immunities, resistances and vulnerabilities; condition immunities, resistances and vulnerabilities; senses, skills and languages; abilities; actions; or reactions. Any creature this is done to is afterwards immune to this ability for 24 hours.

You can also expend a charge as a reaction to either become resistant to the last type of damage you took for 1 minute; or to change the color of your skin and clothes to match your surrounding terrain, gaining advantage on all Stealth rolls to hide in that terrain for 1 minute.

If you hit a target that went before you in initiative with this mace, you do an extra 1d6 bludgeoning damage.



138 - OMACYTE

Weapon (Mace) – Rare (3810 gp, requires attunement)

This +1 mace is made of a spiral shell, with part of it having been drawn out and transformed into a handle with magic. Blue tentacle like appendages dangle from the bottom of the shell and the handle.

While attuned to this mace, you gain 10 feet of swim speed, and the ability to breath underwater.

This mace does not suffer any of the disadvantages of being used underwater.



139 - OMASWARD

Weapon (Macuahuitl) – Very Rare (19,300 gp, requires attunement)

This +2 macuahuitl is made of a shaped shell with numerous spikes along the edges. Blue tentacle like appendages act as the cross guard, with what appears to be a mouth full of jagged teeth in the center.

While attuned to this macuahuitl, you gain 15 feet of swim speed, and the ability to breath underwater.

This macuahuitl does not suffer any of the disadvantages of being used underwater.



138B - OMANYTELD

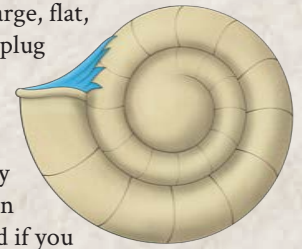
Armor (Shield, Cursed) – Rare (3810 gp, requires attunement)

This beige +1 shield is made of a large, flat, spiral mollusk shell. A blue, rubbery plug with tentacle like ends fills the hole and sticks to the outer shell.

While attuned to this shield: you gain 10 feet of swim speed; the ability to breath underwater; you have +2 on Initiative rolls when underwater; and if you are hit by a critical hit you instead take normal damage.

Cursed. This shield is cursed. While cursed, every time you are hit with bludgeoning, slashing, piercing, thunder or force damage, the shield fractures at bit, taking a -1 penalty to it's AC. This penalty is cumulative to a total of -3, but each -1 penalty can be repaired over 10 minutes using Potter's Tools and 10 gp worth of quality ceramic clay.

Evolving: If this shield remains on the Elemental Plane of Water for a decade, it will become a 139B - Omashield.



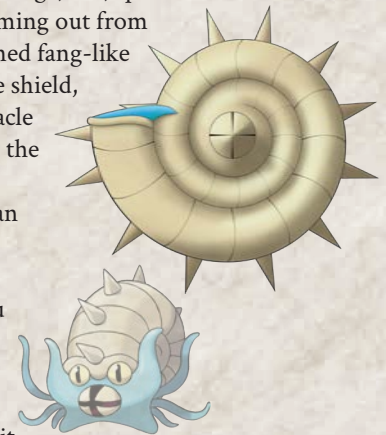
139B - OMASHIELD

Armor (Shield) – Very Rare (19,300 gp, requires attunement)

This beige +2 shield is made of a large, flat, spiral mollusk shell with a large spike coming out from each section. A round, four-sectioned fang-like beak comes out of the center of the shield, and a blue, rubbery plug with tentacle like ends fills the hole and sticks to the outer shell.

The large spikes on this shield can be used to perform a dagger attack while wielding it.

While attuned to this shield: you gain 15 feet of swim speed; the ability to breath underwater; you have advantage on Initiative rolls when underwater; and if you are hit by a critical hit you instead take normal damage.



140 - KABUCLAW

Wondrous (Claws) – Rare (6400 gp, requires attunement)

These claws are made with stone brown carapaces with 3 short stubby claws on each.

The claws fit the wearer's hands and cover the wrists. While wearing the claw you can't manipulate objects or cast spells with somatic components.

You can use the claws as a melee weapon while wearing them. You have proficiency with them, they use your Strength modifier, it does +1 to attack and damage rolls, and it deals 1d8 slashing damage on a hit.

While attuned to the claws, you gain 10 feet of swim speed, the ability to breath underwater, and if you are hit by a critical hit you instead take normal damage.

These claws do not suffer any of the disadvantages of being used underwater.



141 - KABUSHOT

Weapon (Heavy Crossbow) – Very Rare (41,100 gp, requires attunement)

This +2 crossbow appears to be made of pieces of rock hard carapaces, with the spring limbs made of some sort of insect arms.

While attuned to this crossbow: you gain 15 feet of swim speed; the ability to breath underwater; and if you are hit by a critical hit you instead take normal damage.

The crossbow does not suffer any of the disadvantages of being used underwater.

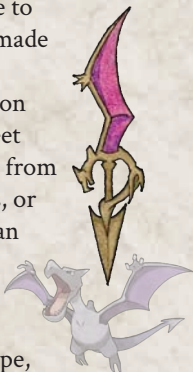


142 - AERODACTAR

Weapon (Scimitar) – Very Rare (24,100 gp, requires attunement)

This +2 scimitar appears to be made of stone to resemble a dragon wing, with the inner wing made of purple stone as the blade.

While attuned to this scimitar, you have +3 on Intimidation rolls, and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to effects like Rage, Bardic Inspiration, Channel Divinity, Wildshape, Divine Smite.



143 - SNORWACK

Weapon (Greatclub, Cursed) – Very Rare (13,400 gp, requires attunement)

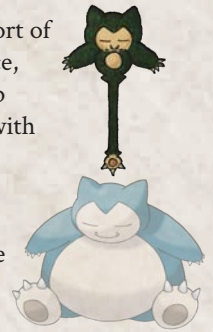
This dark blue +2 club resembles some sort of bear like creature, with a cream-colored face, pointed ears and two stubby arms. The club feels heavier than it should, like it is filled with lead pellets, giving it the Heavy property.

Attacks with this club do an extra 1d8 bludgeoning damage.

While attuned to this club; you cannot be pushed or lifted by others; are immune to the poison condition; resistance to poison, fire and cold damage; immune to any negative effects of poisoned food or drink you consume; and gain double the benefit of magical food or drink you consume, such as healing potions or spells like *Heroes' Feast*.

Cursed. This club is cursed. While cursed, you will always feel hungry and be compelled to eat any food you come across. Whenever you come across any food that you think is edible you must make a DC 14 Wisdom or go into an eating frenzy until you can no longer find any food. You can attempt the save again after 1 minute.

You also have disadvantage on saves against being put to sleep, and after an eating frenzy you must succeed a DC 14 Wisdom save, which you do have disadvantage on, or fall asleep, and cannot be awoken by non-magical means for at least 1 minute.



144 - ARPIKUNO

Weapon (Pike) – Legendary (180,000 gp, requires attunement)

This +3 pike has an ice blue blade accented by blue wings with a long blue tail feather attached just below them, all made of ice.

Attacks with this pike do an additional 2d6 cold damage, and when a creature is hit, they must make a DC 17 Constitution save or be stunned from shock until the end of their next turn. They can repeat this save at the end of their turn.

While attuned to this pike: you are immune to cold damage and effects from cold weather; you are not affected by icy or snowy difficult terrain; you can not become lost while in a snowy or icy environments; have advantage on Survival and Dexterity related rolls in snowy or icy environments; and you gain the *Ray of Frost* cantrip and the *Ice Knife* spell, which you can cast 4 times at 3rd level between short or long rests, using Intelligence as your spellcasting modifier and DC 20 for the spells.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

As an action, you can plant the end of the pike in the ground and turn the ground 60 feet around you into icy terrain for 1 minute. Anytime a creature tries to move across the terrain they must succeed a DC 15 Acrobatics check or slip and fall prone, taking 2d6 bludgeoning damage.

While holding the pike, you can speak a command word and it will gently pull towards anyone lost in a snowy or icy environment, pulling harder the closer they are. This effect can be turned off by repeating the command word.



145 - ZAPBOS

Weapon (Longbow) – Legendary (190,000 gp, requires attunement)

This +3 longbow has jagged yellow and black edges, while its arms look vaguely like bird's wings.

Attacks with this bow do an additional 2d6 lightning damage, and the first creature hit in a round must make a DC 17 Constitution save or be paralyzed until the end of their next turn. They can repeat this save at the end of their turn.

While attuned to this longbow: you are immune to lightning damage; you gain the *Shocking Grasp* cantrip and the *Lightning Arrow* spell, which you can cast 4 times at 3rd level between short or long rests, using Intelligence as your spellcasting modifier and DC 20 for the spells.

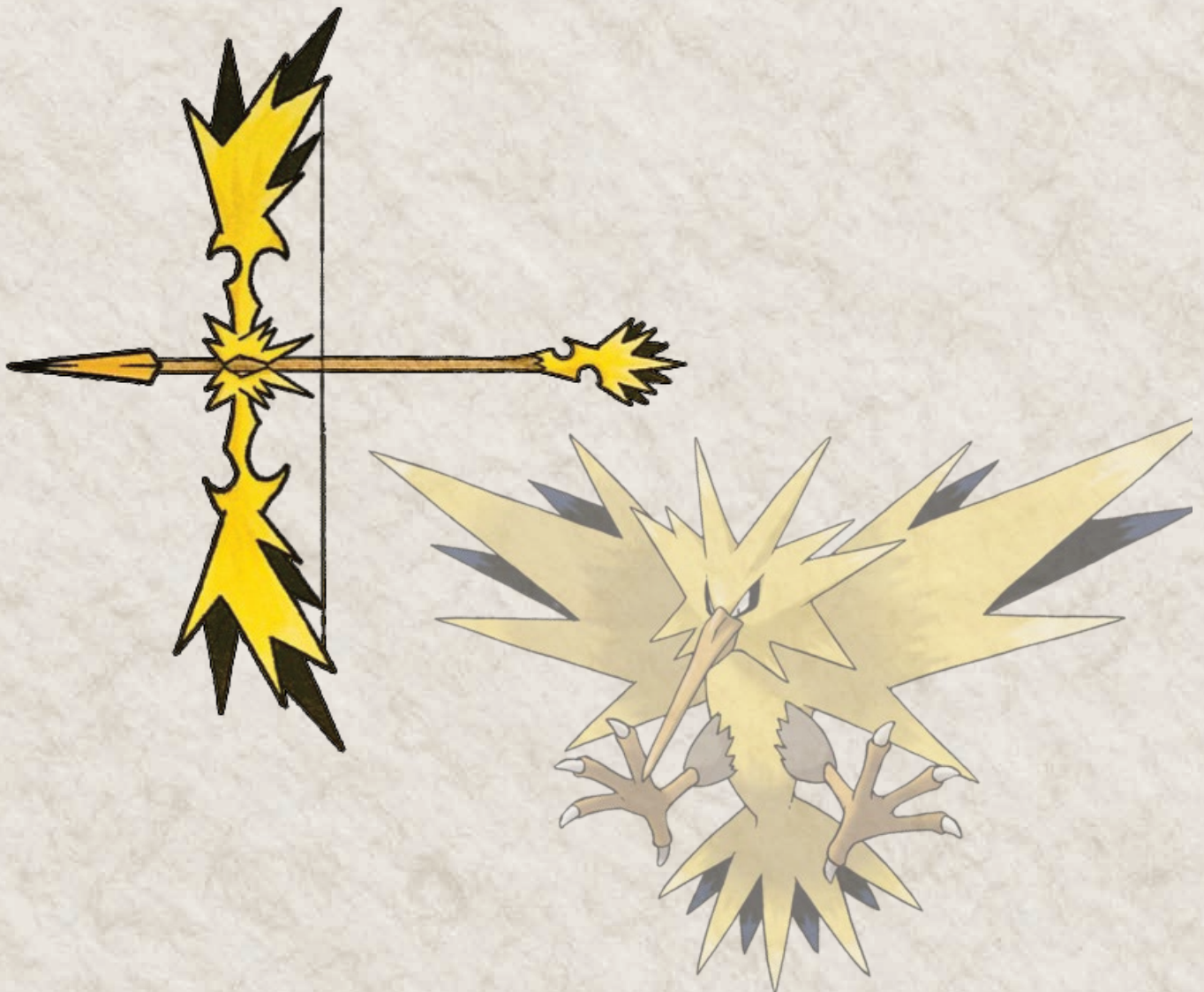
Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

If a creature performs an attack which does lightning damage that you are in range of targeting another creature, the targeting is automatically switched to you.

While holding the bow, you can speak a command word and it will gently pull towards the nearest lightning storm. This effect can be turned off by repeating the command word.

As an action, you can hold this bow up to the sky and send out a shockwave of electricity. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. They can repeat this save at the end of their turn. If a creature is immune to lightning damage, they are immune to this effect.

If you fall, instead of taking fall damage, that damage instead becomes lightning damage that gets discharged when you land equal to how far you fell, to a maximum of 90 feet, with creatures within taking half damage if they succeed a DC 13 Dexterity save. You take no damage from the fall itself.



146 - MOLTRESTOC

Weapon (Longsword) – Legendary (200,000 gp, requires attunement)

This +3 longsword has a long orange-yellow blade, a cross guard that looks like flaming bird wings with a curled swan's head in between them. A small flame is emitted from the swan's forehead, and another flame comes from the pommel. The blade is burning hot to the touch.

Attacks with this sword do an additional 2d6 fire damage, and when a target is hit, they must make a DC 15 Constitution save or gain a level of exhaustion from sudden heatstroke.

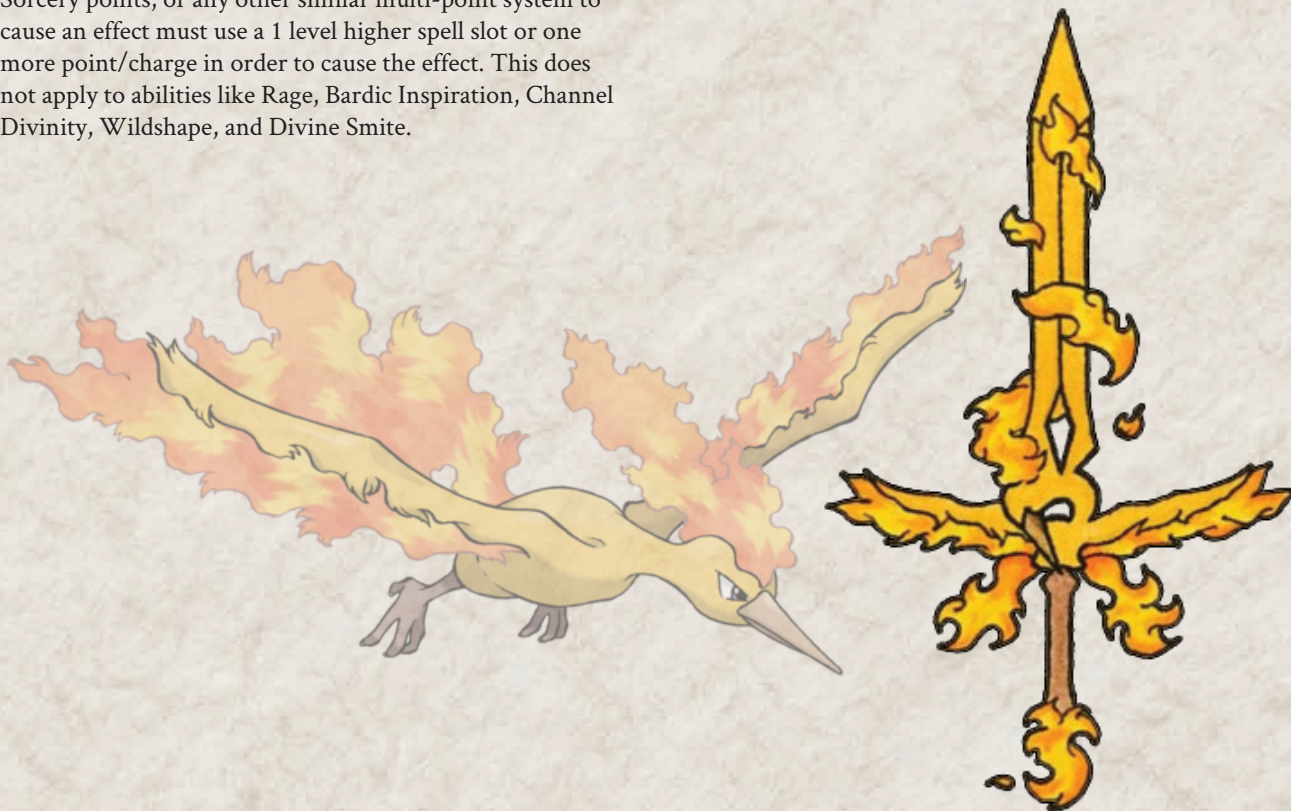
While attuned to this sword you are immune to fire damage, submerging yourself in incredibly hot substances like magma heals you for the damage it would cause, you gain the *Fire Bolt* cantrip and the *Fireball* spell, which you can cast 4 times at 3rd level between short or long rests, using Intelligence as your spellcasting modifier and DC 20 for the spells.

Any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like Rage, Bardic Inspiration, Channel Divinity, Wildshape, and Divine Smite.

Anyone who attempts to grapple or restrain you while you are holding the sword must succeed a DC 13 Dexterity save or take 2d6 fire damage from contact with the sword.

As an action, you can swing the sword around you and send out a wave of heat. Each creature of your choice within 60 feet of you must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion from sudden heatstroke. If a creature is immune to fire damage, they are immune to this effect.

While holding the sword, you can speak a command word and it will emit magical light, normal light in a 30-foot radius and dim light for an additional 30-feet, and can be turned off by repeating the command word. You can also speak another command word and the sword will gently pull toward the nearest volcano or open magma. This effect can be turned off by repeating the command word.



147 - DAGTINI

Weapon (Dagger) – Rare (4710 gp, requires attunement)

This sky blue +1 dagger has fin like cross guards, a large pearl embedded between them, a smaller pearl above that and another pearl as the pommel.

While attuned to this dagger: you gain 10 feet of swim speed; have +2 on Stealth rolls when attempting to hide underwater; if you are suffering from any status conditions you gain +2 AC; and as a reaction you can attempt to remove any status condition you have not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

Evolving: If this dagger is submerged in the blood of a good aligned dragon for a week, it will become a 149 - Dragonihonto.

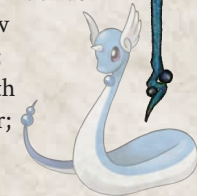
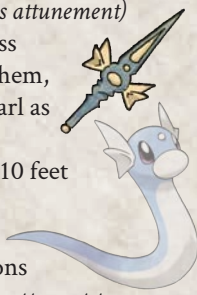
148 - DRAGONARICA

Staff () – Very Rare (14,800 gp, requires attunement)

This sky-blue staff has a navy-blue orb embedded in its top, a wing on either side with a point on top. Two smaller navy-blue orbs are set in the staff's bottom.

While attuned to this staff: you gain a +2 bonus to spell attack and damage rolls; you know Draconic; you gain 10 feet of swim speed; gain 10 feet of fly speed; have +4 on stealth rolls when attempting to hide underwater; gain the ability to rage (PHB 48) 1 time between long rests, or if you already have the ability to rage, your number of rages increase by 1; if you are suffering from any status conditions you gain +2 AC; and as a reaction you can attempt to remove any status condition you have that are not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

You can also cast *Control Weather* once per day using the staff, refreshing at dawn.



149 - DRAGONIHONTO

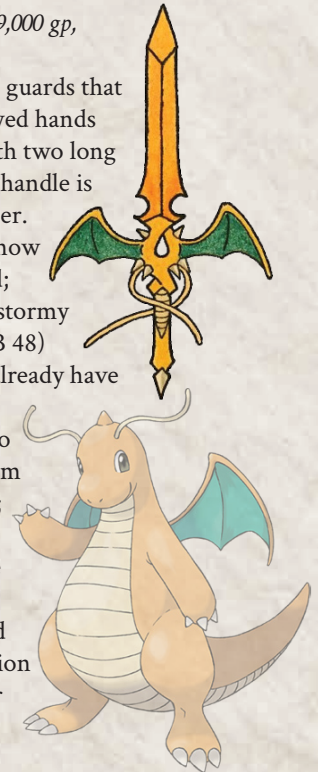
Weapon (Longsword) – Legendary (149,000 gp, requires attunement)

This light orange +3 longsword has guards that look like dragon wings, with two clawed hands encircling each other in the center with two long whiskers descending from there. The handle is wrapped in a soft cream-colored leather.

While attuned to this sword; you know Draconic; you gain 30 feet of fly speed; you have no difficulty flying through stormy weather; gain the ability to Rage (PHB 48) 3 times between long rests, or if you already have the ability to rage, your number of rages increase by 3; you are immune to being stunned; if you are suffering from any status conditions you gain +2 AC; and as a reaction you can attempt to remove any status condition you have that are not being physically induced (ie grappled, restrained). Roll 1d6, and on a 5 or 6, you're cured of the condition as your skin seems to shed a thin layer of magical energy that dissipates into the air.

While at full health, any damage done to you is reduced by half, rounding up to the nearest point of damage and at a minimum of 1 damage.

As an action, you can speak a command word and the sword will gently pull towards the nearest person lost or in need of rescue at sea, pulling harder the closer they are. While at sea, you can also speak another command word and the sword will gently pull towards the closest land. Both of these effects can be turned off by repeating their command word.



150 - MEWTWODAO

Weapon (Greatsword) – Legendary (250,000 gp, requires attunement to a spellcaster)

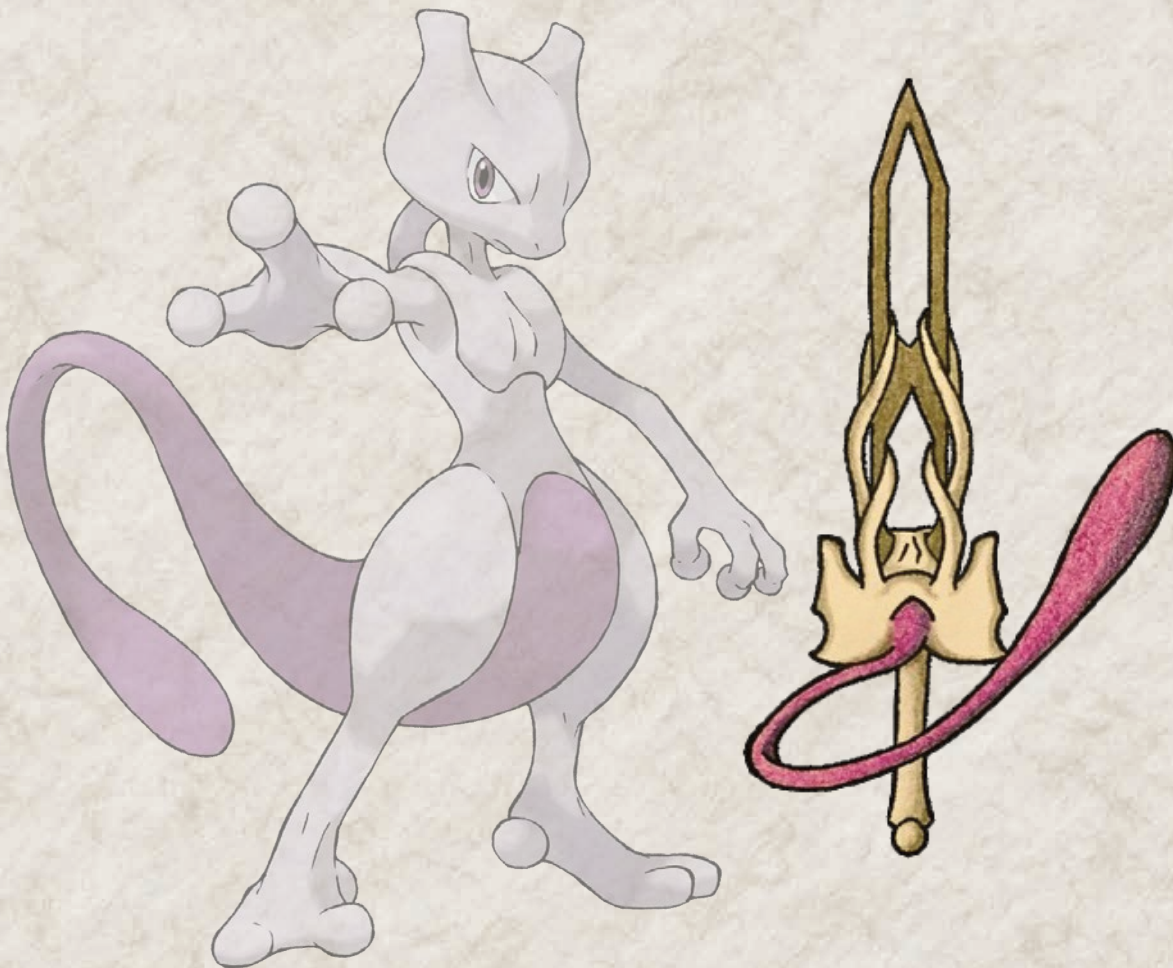
This white-gray +3 great sword has spirals wrapping around the sides and through the holes in the center of the blades. A long thick purple tail-like cord that ends in a small bulb hangs from the guard.

While attuned to this sword: you have advantage on Intimidation and Intelligence rolls; gain the *Mage Hand* and *Vicious Mockery* cantrips; a hover speed of 30 feet; you are resistant to psychic damage; and any enemy within 30 feet of you that attempts to cast a spell, use charges from a magic item, use Ki points, use Sorcery points, or any other similar multi-point system to cause an effect must use a 1 level higher spell slot or one more point/charge in order to cause the effect. This does not apply to abilities like *Rage*, *Bardic Inspiration*, *Channel Divinity*, *Wildshape*, and *Divine Smite*.

The sword does an additional 2d6 psychic damage on a hit, and attacks with this sword do not use the target's Armor Class to determine hits, but rather the target's Intelligence score.

The sword has 15 charges that refresh at midnight, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Dominate Beast* (4 or more charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Dominate Person* (5 or more charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Dominate Monster* (8 or more charges)
- *Psychic Scream* (9 charges)



151 - MEWANG

Weapon (Dagger) – Artifact (requires attunement to a spellcaster)

This +4 light pink dagger has a double guard, the bottom one looking like two rodents paws. A long thin tail-like cord that ends in a small bulb hangs from the guard.

While attuned to this dagger, you have advantage on Stealth, Charisma and Intelligence rolls, gain the *Mage Hand* cantrip, a fly speed of 30 feet, you are immune to psychic damage, and any status conditions not being physically induced (ie grappled, restrained) are automatically inflicted on any enemy that hits you provided they are not immune.

The dagger does an additional 2d6 psychic damage on a hit, and when using the dagger to attack, you can choose to use the target's Intelligence score instead of the target's Armor Class to determine hits, but you must declare which you're using before you roll.

Any psychic damage done by others within 30 feet of the dagger has the number of damage dice increased by 50%.



The dagger has 20 charges that refresh at dawn, and can be used to cast the following spells, and additional charges can be used to upcast at one charge per level to a maximum of 9 charges.

- *Shield* (1 charge)
- *Detect Thoughts* (2 charge)
- *Misty Step* (2 charges)
- *Invisibility* (2 or more charges)
- *Mind Spike* (2 or more charges)
- *Clairvoyance* (3 charges)
- *Greater Invisibility* (4 charges)
- *Synaptic Static* (5 charges)
- *Telekinesis* (5 charges)
- *Rary's Telepathic Bond* (5 charges)
- *Teleport* (7 charges)
- *Telepathy* (8 charges)
- *Shapechange* (9 charges)
- You can also use charges to Wild Shape (PHB 66) as a bonus action, using 1 charge per CR of the beast you're going to change into, or 2 charges per CR of an elemental, to a maximum of 10 charges for either. You can stay in this form for a maximum of 10 hours.



??? - MISSINGNAGINATA

Weapon (Glaive, Cursed) – Artifact (requires attunement)

This purple, black and gold +4 glaive is surround by strange purple, black and gold magical energy that fluctuates between swirling smoke and rigid rectangular forms.

The glaive has a strange engraving written upon it that says “コメント さくせいちゅう Comment to be written”

When you attune to this glaive, an item of the DM’s choice that is on you is duplicated 128 times. This can include coins, torches, weapons, armor, and any other item you’re carrying, with the exception of the glaive itself.

Attacks with this glaive do an additional 2d6 force damage.

This glaive can be used to destroy magic items that are not attuned to or held by a creature by stabbing the item with the glaive as an action. If the item doesn’t have a specific reaction upon destruction (such as the *Bag of Holding*), then the item is destroyed in an explosive manner once stabbed.

The item explodes in a sphere of magical energies, and all creatures within that sphere must make a Dexterity save, taking half the damage on a save and full damage on a fail. The sphere’s radius, save DC and damage dice depend on the item’s power, with suggestions based on rarity listed in the Item Destruction table. The damage type should be in line with the item’s properties, such as fire-based items doing fire damage, armor shattering into slashing damage, and so forth.

ITEM DESTRUCTION

Rarity	Damage	Save DC	Sphere Radius
Common	3d4	10	30 feet
Uncommon	6d6	14	60 feet
Rare	10d8	18	120 feet
Very Rare	13d10	22	500 feet
Legendary	16d12	26	1500 feet
Artifact	20d20	30	5000 feet

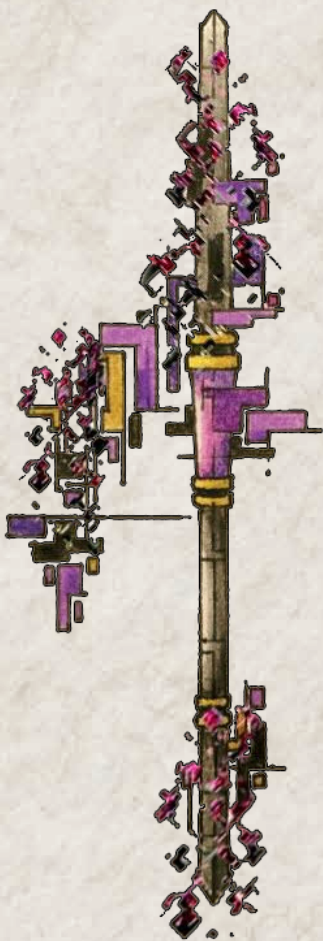
Cursed. This glaive is cursed, and you become cursed as soon as you touch the glaive. Attacks on you always have advantage, you have disadvantage on all rolls, and your speed is reduced to 10 feet.

Your history itself is also corrupted, with people attributing any number of your actions and accomplishments to other people.

Your appearance will slowly start to change to resemble the magical energy surround the glaive, and your vision will become cloudier with the magic. You will begin to see duplicates of creatures and objects flicker in and out of existence as your perception of reality falters.

Any experience you earn is subtracted from your experience total instead of added.

Nothing short of a *Wish* spell or divine intervention can remove this curse, but this might not fix any or all of the corruption to your history or appearance that you incurred.



??? - SCYTHE OF THE VENGEFUL MOTHER

Weapon (Scythe) – Artifact (requires attunement)

This +4 scythe is made of bone, with an animal skull on top that a blade made of ghostly fire is emitted from. The blade can be recalled and extended with a command word, making it look like a staff made of bone when the blade is recalled.

While attuned to the scythe: you are not affected by nonmagical difficult terrain; have advantage on all Dexterity rolls; advantage to prevent being grappled or restrained; and ten times between long rests you can, as an action, become Ghostly for a maximum of 1 minute each time.

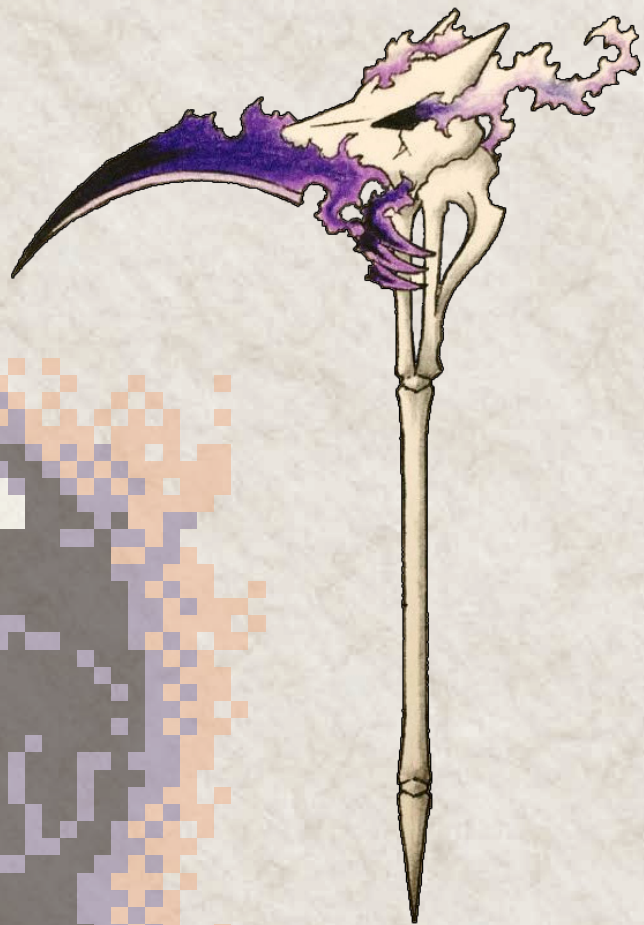
Attacks with this scythe do an extra 2d6 necrotic damage, and another extra 2d6 necrotic damage to child killers. Any creature hit with an attack must make a DC 13 Intelligence save or be teleported to a point of your choosing that you are aware of that is up to 60 feet away in an unoccupied space at the same height, so creatures can't be teleported 60 feet into the air or into solid objects, but can be teleported into other rooms or over open pits.

You can, as an action, speak a command word, and the scythe will pull towards the nearest orphan, pulling harder the closer they are. You can also speak another command word and the scythe will pull towards the nearest child killer, pulling harder the closer they are. These effects can be turned off by repeating their respective command word.

GHOSTLY FORM

While ghostly, you become incorporeal, your walking speed becomes a hovering speed, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object, and 2d10 force damage if the form ends while inside an object before being pushed to a nearby empty space. You can end the form anytime you want. While ghostly you gain:

- Immunity to necrotic and poison damage
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Immunity to the frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions
- Darkvision out to 60 ft
- Your attacks do an additional 3d6 necrotic damage, and the target must make a DC 16 Constitution save or be paralyzed until the end of their next turn.



THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - GENERATION I

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.

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

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!

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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.

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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 Tiedfling and Aasimar descendants to join them in the fight. Can the party convince the Tiedfling 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!](#)