



GOLDCOIN

Wondrous Item Rare (Requires Attunement)

GOLDCOIN

Wondrous item, rare (requires attunement)

A glimmering golden coin with an unfamiliar currency symbol glowing at its center. While attuned to this coin, it fuses with your body and appears as a glowing tattoo on your forehead.

Artificial Inflation. Once per long rest as an action you can magically increase the perceived value of an object you are touching that is no larger than 1 cubic foot. The item is imbued with an illusion for the next 8 hours causing it to appear more polished, gilded, or appealing. A creature examining the object must make an Investigation check, with a DC of 14 or your spell save DC (whichever is higher), in order to discern its true value.

Roll a d100 and refer to the following chart for how much the object's perceived value is increased for the duration.

1-50: Twice as valuable or 2 gold pieces, whichever is greater.

51-90: Four times as valuable or 4 gold pieces, whichever is greater.

91-99: Ten times as valuable or 10 gold pieces, whichever is greater.

100: One hundred times as valuable or 1000 gold pieces, whichever is greater.



MAGNIFICENT MIC

Rod Rare (Requires Attunement)

MAGNIFICENT MIC

Rod, rare (requires attunement)

A metallic rod topped with a round arcane circle of projection.

Boosted Sound. While attuned to this item, when you deal damage with a spell that has vocal components, it deals additional damage equal to your Charisma modifier (minimum of 0).

Vocal Projection. While holding this item, you can speak into it to magically project your voice into the minds of all creatures within 100 feet of you. A creature shielded from effects that protect their mind (ex. The Mind Blank spell) cannot hear your voice.

You can speak into this item this way for up to 1 hour, all at once or in several shorter bursts, each one using a minimum of 1 minute from the duration. This item regains 10 minutes of use for every 8 hours that it is not in use.



SHUTTER-FLY

Wondrous Item Very Rare (Requires Attunement)

SHUTTER-FLY

Wondrous item, very rare (requires attunement)

A tiny mechanical eye with fluttering wings meant to follow its owner and capture images of adventuring.

You can use an action to see through this item's eye and hear as though you are in its space until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. If your own vision is affected in any way (ex. Detect Magic, See Invisibility, True Seeing, etc.) the drone also gains the same benefits.

Drone. While attuned to this item, you can use a bonus action to speak its command word, causing it to animate and hover within 5 feet of you. While animated it has a fly speed of 60 feet, an Armor Class of 20 and 20 hit points. On your turn you can mentally control its movement as long as it remains within 1000 feet of you (no action required). While it is within 1000 feet of you, you can use your bonus action to recall it, causing it to fly back to you using the shortest possible route. If it is reduced to 0 hit points it loses all function until a creature spends one hour to make a DC 20 Tinkerer's Tools check.

You can use your action to have this item take the Hide action, adding a +5 bonus to its Stealth check.

Stream. As an action you can choose a number of willing creatures within 30 feet of you up to your proficiency bonus. For up to 1 hour, each creature can use their action to see and hear through this item as though by the Drone property.

Once you use this property it can't be used again until you finish a long rest, or you expend a spell slot of at least 2nd level to use it again.

Capture. As a bonus action you can have this eye record its vision as footage which is stored within. While recording, the pupil of this eye glows red. This eye can hold up to 60 minutes of footage, which you can project from the eye before it as though by the Minor Illusion cantrip. If you record while this item already has 60 minutes of footage stored inside, the oldest footage is replaced by the newest footage until you finish recording.

Clip. You can cast the Sending spell once per long rest without expending a spell slot. If you cast the Sending spell while attuned to this item you can project any amount of footage captured by this item into the creature's mind after your message. While watching the footage the creature is deaf and blind with regards to its own senses, but it can choose to stop watching at any moment.



SPELLPOWER BANK

Wondrous Item Rare

SPELLPOWER BANK

Wondrous item, rare

A rack of three containers able to be filled with magical energy. This item can hold up to 3 charges and is found with a random number of charges. When it holds 3 charges it glows with a faint green light which turns redder the fewer charges it has.

Backup. Any creature can cast a spell into this item by touching it as the spell is cast. The spell has no effect and this item gains a charge for each level of the spell cast.

Recharge. As an action, a creature touching this item can absorb a number of charges to regain spell slots of a combined level equal to the number of charges absorbed.



VERDANT SHROUD

Wondrous Item Uncommon (Requires Attunement)

VERDANT SHROUD

Wondrous item, uncommon (requires attunement)

A bright green cloak loosely clasped to allow one to easily cast it off.

Chroma Compositing. As an action you can toss this cloak to have it cover a surface up to 30 feet wide and 10 feet high. The surface displays an image of your choice that can move and change as long as you concentrate on it.

If a creature uses its action to examine the image, the creature can determine that it is an illusion with a DC 13 Intelligence check. If a creature views it from the side or back of the surface, the illusion fails. If the cloak is affected while this property is active (ex. a creature walking into it, an object being thrown at it, a strong wind above 10 miles per hour, etc.), the illusion becomes distorted until you use an action to flatten the sheet.

While this property is active, you can use a bonus action to have the cloak fly up to 30 feet in your direction and tie itself around you. If the cloak has no unobstructed path to you, it moves as close to you as it can and then falls to the ground.

Once you use this property it can't be used again until you finish a short or long rest, or you expend a spell slot of at least 2nd level to use it again.



THE GREY BLADE

Weapon (Shortsword) Rare

THE GREY BLADE

Weapon (shortsword), rare

The elegant stone blade of this weapon hums with an unknowable magic. You have a +1 bonus to attacks made with this magic weapon. While holding this weapon you have blindsight out to 30 feet.

Null Void. This item has 3 charges and regains 1 charge every dusk and dawn. As an action while holding this weapon you can spend a charge to have it produce a 30-foot-radius sphere of antilight centered on this blade for 1 hour. For the duration, no light or darkness can be created within or pass through the radius. Any spell or magical effect that would produce bright light or darkness is treated as though subjected to an antimagic field when created within the radius or passing through it (ex. Darkness, Sun Blade, Veil of Dusk, etc.). Additionally, the area within the sphere appears entirely in shades of gray, as both bright light and darkness alike are converted to dim light.