



Loot Tavern's  
**LEGENDARY  
LEDGER**

# CONTENTS

## 2 - SUNKEN KING ..... 5

BREASTPLATE OF SUNKEN KING.....5  
 DAGGER OF THE DEEP.....5  
 EYES OF THE FORGOTTEN.....6  
 FISHFOLK SWORD.....6  
 LANCE OF THE CRAB KNIGHT.....7  
 LEVIATHAN'S TOOTH.....7  
 DRAGON TURTLE'S CLAW.....7  
 KRAKEN'S BEAK.....8  
 RAPIER OF THE YELLOW KING.....8  
 RING OF SUNKEN KING.....9  
 RUNESTONE OF OCEAN CURRENTS.....9  
 SCEPTRE OF THE SUNKEN KING.....10

## 3 - CULTISTS .....13

BLOODWAX.....13  
 BLOOD MINISTER SYRINGE.....13  
 CEREMONIAL MASK.....13  
 CULTIST'S ROBES - ACOLYTE.....14  
 DARK CANDLE.....15  
 DEAD MAN'S CHALICE.....15  
 DEMENTED CULTIST'S SCIMITAR.....16  
 FLAIL OF THE ELDER DEACON.....16  
 INFESTED CULTIST'S SKULL.....17  
 JUVENILE SPAWN ELIXIR.....17  
 RUNEWARDING RING.....18  
 TWINSPAWN MAULHAMMER.....19

## 5 - RAKIN ARTIFICE .....21

HERBALIST SHOULDER BAG.....21  
 NOT NICE BEEZ.....21  
 NUTBLUSTER.....22  
 NUTBLUSTER AMMUNITION.....22  
 QUICKSTEP KUNAI.....23  
 SEARING KAMA.....23  
 SKELETON KEY.....24

SQUIRRELSUIT.....24  
 STINK BOMB.....24

## 6 - MAGITECH MAYHEM .....27

BLAST & SLASH.....27  
 B.O.N.K MK. 2.....27  
 CLOCKWORK WYVERN.....28  
 HEAVY MOBILE DRILL.....29  
 OWLSIGHT GOGGLES.....29  
 PRIVATEER COAT.....30  
 SCORCHING FISTS.....30  
 SHADOWSTALKER GARB.....31  
 SIR WRENCHINALD THE THIRD.....32  
 SPARKBLADE MK. 1.....32  
 TECHNOMANCER STAFF.....33

## 7 - WELCOME TO THE JUNGLE .35

BRACERS OF THE JAGUAR WARRIOR.....35  
 CEREMONIAL MACUAHUITL.....35  
 HELMET OF THE DINO SLAYER.....36  
 JADE SKULL OF THE SUN KING.....36  
 JAWBONE MACHETE.....38  
 LEECHING SLUG.....38  
 MACE OF THE TORCHBEARER.....39  
 OVERGROWN BARKSHIELD.....40  
 SCORCHING WRATH.....40  
 VENUS FOOL'S TRAP.....41

## 9 - BODY AUGMENTATION.....43

ARM'ONICA.....43  
 EYE OF THE PLANESRUNNER.....43  
 FLESH SYMBIONT, HAND.....44  
 FLESH SYMBIONT, HEART.....44  
 MECHANICAL TAIL.....45  
 ORNATE CERAMIC PROSTHETIC.....46  
 PHANTOM LIMB.....46  
 SPIRITUAL ARMBLADE.....47  
 TAIL OF THE MERMALIA.....48  
 WINGS OF PREY.....49

## 10 - VICTORIAN HORROR.....51

ANGRY MOB STARTER PACK.....51  
 BEAST SERUM.....52  
 GARLYCANTHROPE.....52  
 GENTLEMAN'S UMBERSHIELD.....53  
 GLIMMERBOLT.....54  
 GRAVESHREDDER.....54  
 PALISADE.....55  
 QUICKSILVER RAPIER.....56  
 SAWBONES' BONESAW.....56  
 UNDERTAKER'S CLOAK.....57

## 11 - ANTIMAGIC CORRUPTION 59

ARCANOMAGNETIC RINGS.....59  
 LEADEN MANACLES.....59  
 LICHSLAYER.....60  
 LOCKSHIV.....60  
 MAGEHUNTER BLADE.....61  
 MAGEHUNTER BULWARK.....61  
 PLATE OF THE MAGEHUNTER GENERAL.....62  
 SPEAK NO EVIL.....63  
 VOIDSHOT.....63  
 WEAVE STRIPPER.....64

## 12 - CAKEWALK.....67

BOW OF BOWS.....67  
 BUBBLEGUM BOMB.....67  
 COOLMINT SLICE.....67  
 CRYSTAL CANDY SWORD.....68  
 GUMMY FANGS.....68  
 JAWBREAKER.....69  
 MACEMALLOW.....69  
 PEPPERMINT SLICE.....70  
 WAFER SHIELD.....70

## 13 - HIGH SEAS HORROR .....73

CORALBORN RING.....73  
 CORAL WAND.....73  
 HAT OF THE HERMIT HAG.....74  
 GHOST CUTLASS.....74  
 MIMIC SHIP IN A BOTTLE.....75  
 SCYTHE OF THE HEADLESS.....76  
 SEAHORSEMAN.....76  
 SHRIMP PISTOL.....76  
 SUNKEN ANCHOR.....77  
 TRIDENT OF THE ELECTRIC EEL.....78  
 URCHIN FLAIL.....79

## APPENDIX A - SPELLS FROM HUMPERDINK'S WARES.....80



# SUNKEN KING

## 2 - SUNKEN KING

### BREASTPLATE OF SUNKEN KING

*Armor (any medium or heavy), very rare (requires attunement)*

When donning this armor, you hear the faint rumble of distant thundering waves as it passes over your head. While you wear this armor you gain the following effects:

- You can understand and speak abyssal;
- You can breathe water;
- You can't float in water and instead sink at a rate of 60 feet per round. Walking on the bed of a water body is not difficult terrain for you.

***Sunken King's Favour.*** As an action you can cast *Bigby's Hand* without any components. When cast in this way, the spell is modified as follows:

- The hand takes the form of two Medium spectral tentacles, sprouting from the shoulders of the Breastplate. They occupy your space and move with you.
- The reach of 'Clenched Fist', 'Forceful Hand' and 'Grasping Hand' is increased to **15 feet**
- 'Interposing Hand' can only be used on yourself.
- You can maintain two of the spell's effects simultaneously (e.g. use Clenched Fist while you have a target grappled with Grasping Hand), but can only command one of the tentacles with your bonus action each turn.

The attack roll modifier for 'Clenched Fist' equals **4** plus your **proficiency bonus**. Once you use this feature, you can't do so again until the armor spends **8 hours** submerged in water.

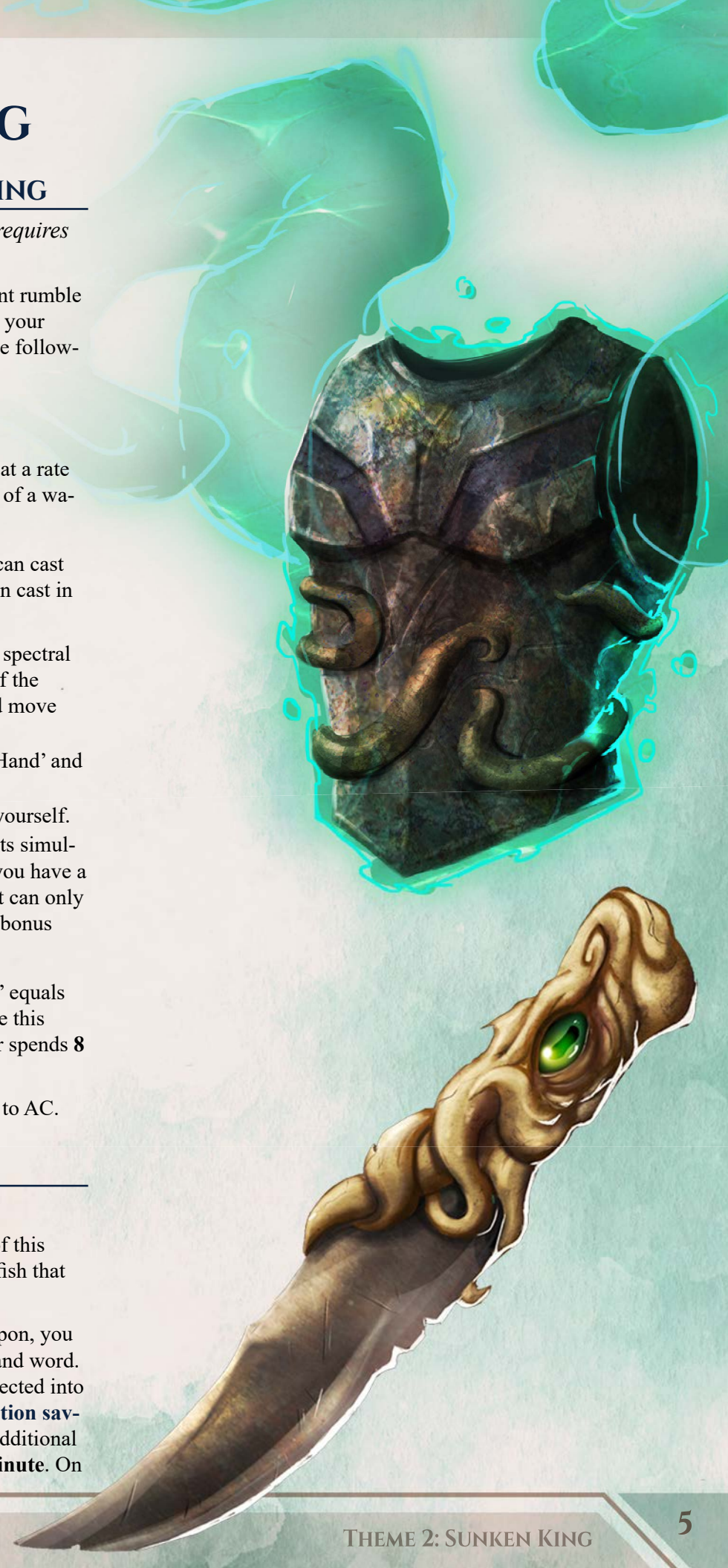
**Legendary variant:** You gain a **+2 bonus** to AC.

### DAGGER OF THE DEEP

*Dagger, uncommon*

A green jewel sits like an eye in the handle of this dagger, giving life to the carved, bone cuttlefish that forms its grip.

When you hit a target with this magic weapon, you can spend a bonus action to speak its command word. With a convulsion, an inky-black ichor is injected into the target who must make a **DC 13 Constitution saving throw**. On a failure, the target takes an additional **2d6** necrotic damage and is **blinded** for **1 minute**. On





a success, it takes half as much necrotic damage and is not blinded. The creature can repeat the **Constitution saving throw** at the end of each of its turns, ending the effect on a success.

Once you use this feature, you can't do so again until you bathe the dagger for **8 hours** in water.

**Rare variant:** Attacks made with this dagger have a +1 bonus to attack and damage rolls. The **DC** of the saving throw increases to **15**, and it deals **4d6** necrotic damage on a failure.

**Very rare variant:** Attacks made with this dagger have a +2 bonus to attack and damage rolls. The **DC** of the saving throw increases to **16**, and it deals **6d6** necrotic damage on a failure.

**Legendary variant:** Attacks made with this dagger have a +3 bonus to attack and damage rolls. The **DC** of the saving throw increases to **17**, and it deals **9d6** necrotic damage on a failure.

## EYES OF THE FORGOTTEN

*Ring, uncommon*

The barnacle-like yellow eyes that adorn this ring flick to and fro with reptilian suddenness. When you make eye contact with one of them, brief feelings of drowsiness, terror, and nausea wash over you before it darts away once more.

This ring has **1 charge**, represented by the single open eye. The ring regains 1 charge daily at midnight. As an action you can expend one charge, thrusting the

ring towards a creature you can see within **60 feet** of you while speaking the command word. The creature must succeed on a **DC 13 Wisdom saving throw** or be affected by one of the options from the *eyebite* spell (asleep, panicked, or sickened) for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

For the duration a creature is affected, the eye on the ring becomes an inky void, imbued with dread power. If a save is succeeded, or when the duration elapses, the eye closes.

**Uncommon variant:** Reduce the number of eyes (and charges) to 1, the recharge to **1**, and the **DC** to **13**.

**Rare variant:** Reduce the number of eyes (and charges) to **3**, the recharge to **1d2 + 1**, and the **DC** to **15**.

## FISHFOLK SWORD

*Weapon (any), uncommon*

Coastal fishfolk typically repurpose scavenged steel from less fortunate adventurers into wicked blades, adorn the hilts with coral and seashells. It is common practice to bless such a blade with water before battle; sometimes this can even attract the deep one's blessing.

**Blessing of the Deep.** As an action, you can coat this blade with water and make a quick prayer to the deep one. The water turns to flawless ice and the blade deals **1d6** additional cold damage on a hit for the next



**minute.** Once you have used this feature, you can't do so again until the following dawn.

**Hydrodynamic.** Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

## LANCE OF THE CRAB KNIGHT

*Weapon (lance), rare (requires attunement)*

The chitin of the giant centenary crab is some of the hardest found in the ocean, formed under the extreme pressure experienced thousands of meters below sea level.

**Crab Knight.** You can cast the *phantom steed* spell. The steed always takes the form of a giant centenary crab, which has a swim speed equal to its walking speed. Once you have used this feature, you can't do so again until the following dawn.

**Clawful.** As a bonus action, you can speak the lance's command word. The missing half of the crab's claw appears as a spectral, shimmering force for the next minute. As part of the summoning action, and as a bonus action on subsequent turns, you can cause the spectral claw to clamp shut when you hit a target, dealing an additional **1d10** force damage and grappling it (**escape DC 15**). While you use the lance to grapple a creature, you can't use it to attack another target. You can release a grappled creature with a word, no action required.

**Hydrodynamic.** Attacking while underwater doesn't impose disadvantage on attack rolls you make with this weapon.

? Very rare version. You have a +2 bonus to attack and damage rolls made with this magic weapon.

## LEVIATHAN'S TOOTH

*Weapon (club or greatclub), very rare*

Carved from the tooth of a leviathan, a giant sea snake, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a +2 bonus to attack and damage rolls made with this magic weapon.

**Leviathan's Might.** As an action you can slam the tooth into the ground, or thrust it into a body of water, creating a **30-foot-cone** shockwave. All creatures in the area must make a **DC 16 Strength saving throw**. On a failure, a creature takes **4d10** thunder damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone. Once you have used this feature, you can't do so again until you finish a long rest.

## DRAGON TURTLE'S CLAW

*Weapon (club or greatclub), rare*

Carved from the claw of a dragon turtle, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a +1 bonus to attack and damage rolls made with this magic weapon.

**Turtle's Steam.** As an action you can slash at the air or water in front of you with the claw, creating a **30-foot-cone** of hot steam. All creatures in the area must make a **DC 15 Constitution saving throw**. On a failure, a creature takes **3d10** fire damage. On a success, it takes half as much damage. Being underwater doesn't grant resistance against this fire damage. Once you have used this feature, you can't do so again until you finish a long rest.

## KRAKEN'S BEAK

*Weapon (club or greatclub), legendary*

Carved from the beak of a kraken, this huge club sports a thriving ecosystem of halophilic moss, barnacles, and seaweed. You have a **+3 bonus** to attack and damage rolls made with this magic weapon.

**Kraken's Storm.** As an action you can the the beak forwards, creating a crackling lightning storm in a **30-foot-cone**. All creatures in the area must make a **DC 17 Dexterity saving throw**. On a failure, a creature takes **6d10** lightning damage. On a success, it takes half as much damage. Once you have used this feature, you can't do so again until you finish a long rest.

## RAPIER OF THE YELLOW KING

*Weapon (rapier), legendary (requires attunement)*

The guard of this slender, sickly, yellow blade houses a snake's eye that seems to follow its quarry around the room when drawn. You have **+2 bonus** to attack damage rolls made with this magic weapon. When you hit with it, the target takes an additional **2d6** psychic damage. You gain the following benefits while you hold this rapier:

- You can understand and speak deep speech.
- You can cast *dominate person* (**save DC 17**). Once you have done so, you can't use it this way again until the following dawn.

**Shackles of Pain.** As a bonus action, you can choose one creature you can see within **60 feet**. That creature must succeed on a **DC 17 Charisma saving throw** or become cursed and bound to you for the next minute. Whenever you take damage from any source, the other creature takes half as much damage of the same type so long as it is on the same plane of existence as you. This effect can be removed by any spell or effect that removes hexes or curses. Once you use this feature, you can't do so again until the following dawn.

## RING OF SUNKEN KING

*Ring, uncommon (requires attunement)*

This barnacle-encrusted band of rusted metal is always cold and wet to the touch. The way the metal twists into itself has a certain 'tentacle' quality that is only enhanced by the way it adheres to your skin when you don the ring.

**Tentacle Lash.** As an action you speak the ring's command word and your arm elongates into a long, wet, suckered, spectral tentacle for the next **minute**. As part of the action and as an action on each of your turns you can perform a melee spell attack against a creature within **30 feet**. Your attack roll modifier equals **3** plus your **proficiency bonus**. On a hit, you deal **3d8** bludgeoning damage and the target must make a Strength saving throw (**save DC 13**) if it is Huge or smaller. On a failure, you may choose one of the following effects:

- The target is knocked prone.
- You disarm the target; you take one item or weapon the target is carrying or wielding (and that is not fastened, e.g. armor) and return it to your person.

Once you use this feature, roll a **d6**, on a 1 or 2 you can't do so again until the ring spends **1 hour** submerged in water.

Rare version: Increase the saving throw DC to **15** and the damage to **5d8**.

## RUNESTONE OF OCEAN CURRENTS

*Wondrous item, uncommon*

An ancient, malachite runestone from the depths of the sunken city. This stone thrums with energy and leaves whichever pocket or pouch it is stored in wet with frothy saltwater.

This item has **3 charges** and is recharged when a spellcaster performs an hour-long ritual, during which it expends a spell slot of 1st level or higher.

**Saltbolt.** As an action, you can speak the stone's command word, expending one charge and causing a frothy, turquoise bolt of force to strike any target within **120 feet**. This bolt deals **1d6** force damage and **1d6** cold damage. A creature under the influence of the *shield* spell, or similar magic, takes no damage from this effect.

**Rare variant:** Increase the force and cold damage to **2d6** each.

**Very rare variant:** Increase the force and cold damage to **3d6** each.



**Legendary variant.** Increase the force and cold to 4d6 each.

## SCEPTRE OF THE SUNKEN KING

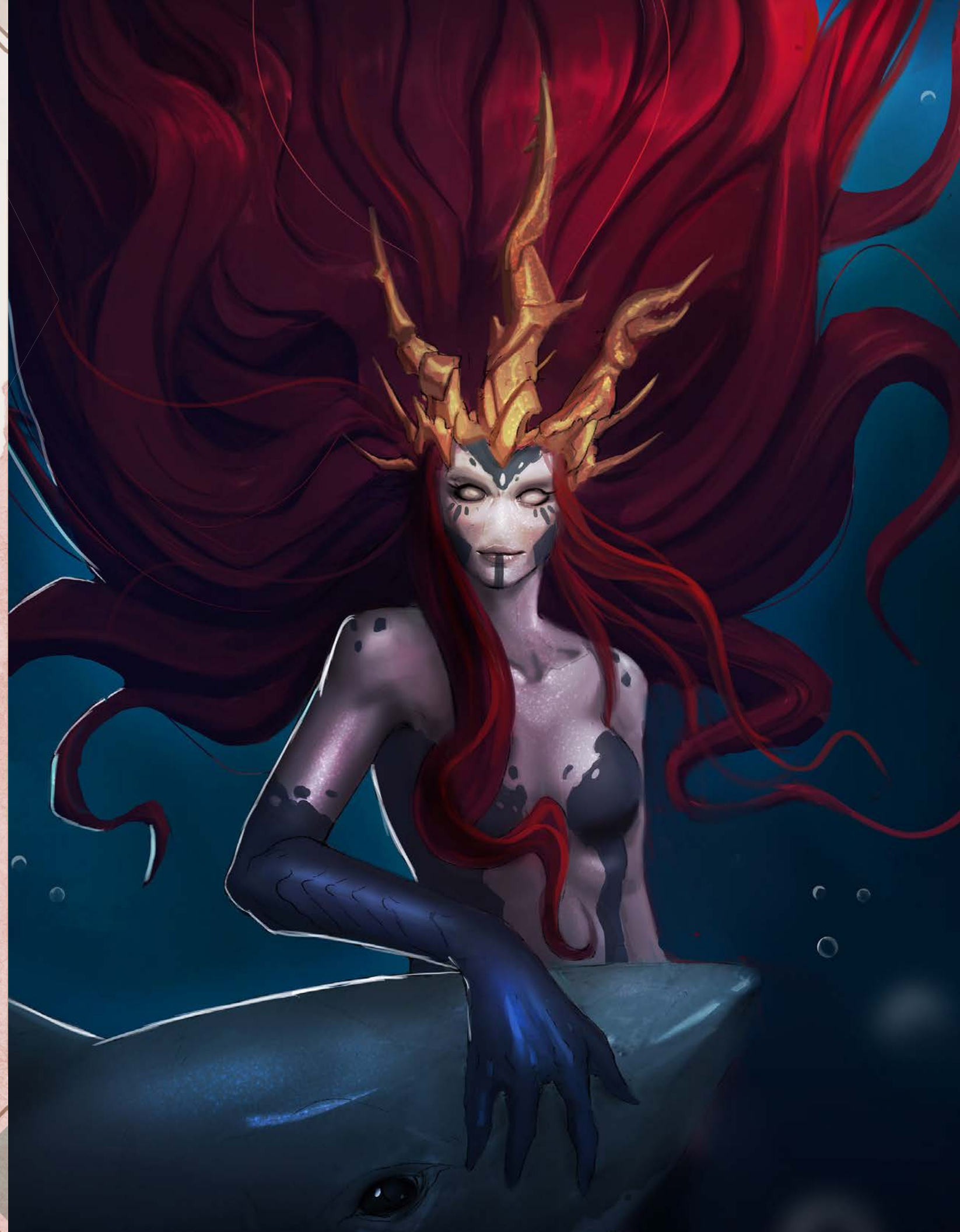
*Rod, spellcasting focus, very rare (requires attunement)*

An ancient nautilus, a scion of the deep one, wraps the driftwood shaft of this sceptre in its wet, rubbery tentacles. Though this nautilus appears dead and unmoving on land, its tentacles slowly writhe once submerged in water.

While attuned to this sceptre you gain the following benefits:

- You have **resistance** to cold damage
- You gain a swim speed equal to your walking speed
- You have **advantage** on Strength checks and saves made while at least waist-deep in water.

As an action you can cast any of the following spells at any level between its base level and 4th-level: *create or destroy water*, *riptide\**, *water breathing*, *control water*. After you do so, roll a **d6**. If the result is equal to or less than the level of the cast spell, the sceptre's eye goes dim and you can't use the sceptre to cast any spell again until you submerge it in water for **8 hours**.



# CULTISTS



## 3 - CULTISTS

### BLOODWAX

*Wondrous item, uncommon*

Take one enchanted bloodwax candle, add to it one drop of a target creature's blood, and light. For the next **48 hours**, or until the candle is extinguished, a ghastly red trail hangs in the air leading directly to the creature from whom the drop of blood was taken.

Once the candle has burnt for **48 hours** in total, it is depleted and cannot be used again. Each time the candle is lit and extinguished, a minimum of one hour's worth of wax is consumed.

This trail can't pass through solids or liquids, and is undisturbed by wind of any strength. The candle cannot distinguish between identical twins or clones and will instead create a trail to each. If the creature is a construct, or the creature is on another plane, the pall of red smoke listlessly hangs in the air.

### BLOOD MINISTER SYRINGE

*Wondrous item, uncommon*

Made of silver and glass, this peculiar apparatus magically refills with blood each dawn. A small dial around the plunger depicts carved images of beasts. Rotating the dial to each of these beasts changes the hue of the blood: bear, an iridescent black; bull, a sanguine red; cat, a silky purple; eagle, a piercing yellow; fox, an opulent orange; and owl, a midnight blue. Legend says blood from the sacred animal spirits of each of these races was extracted in the crafting of this macabre, performance-enhancing syringe.

As an action, you can select a beast and inject this blood into a willing creature, casting the spell *enhance ability* on it. The spell does not require concentration when cast in this way.

### CEREMONIAL MASK

*Wondrous item, rare (requires attunement by a spellcaster)*

This smiling silver mask is lined on its back side with stained, purple velvet. It is typically donned by a cult's leader, allowing it the ability to communicate with the dark powers they worship.

While wearing this mask, you gain two additional spell slots of 1st level. In addition, you can cast the



spells *commune* and *true seeing* once per day each, recharging at dawn, without expending a spell slot and requiring no material components.

This item is associated with a deity or power of death and decay. When you cast *commune* using the mask, your questions are answered by this deity/power, regardless of the deity you may normally worship.

**Cursed.** This mask is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the mask, keeping it within reach at all times. When you attune to this item, the silver tentacles reshape and tighten around your neck. Each time you cast a spell, you take **1d4** psychic damage. Removing the curse ends your attunement to the item, causes the tentacles to unfasten, but does not remove the curse from the item.

**Uncommon variant:** Remove the true seeing spell and reduce the number of additional 1st level spell slots to 1

**Very rare variant:** The additional spell slots become 2nd level instead of 1st.

## CULTIST'S ROBES - ACOLYTE

*Wondrous item, uncommon (requires attunement by a spellcaster)*

Thick, purple cloth; occult, gold embroidery; and deep pockets for hiding sacrificial daggers; the cultist's robes are everything a disenfranchised, young acolyte could hope for. As one rises through the cult's ranks, one's embroidery gets more intricate, and the enchantments more powerful.

**Ethereal Taunt.** Choose a creature within **60 feet** that can hear you. It must make a **DC 13 Wisdom saving throw** as occult whispers wrack its psyche. The DC for this saving throw increases by 1 for each creature also wearing *cultist's robes* within **15 feet** of you. On a failure, a creature takes **3d6** psychic damage, becomes **frightened** of you for **1 minute**, and must immediately use its reaction to run away from you, avoiding obviously dangerous ground. On a success, a creature takes half as much damage, is not frightened, and doesn't move away.

A creature frightened of you in this way can repeat the saving throw (**DC 13**) at the end of each of its turns, ending the effect on a success. Once you have used this feature, you can't do so again until the following dawn.

**Dark Devotion.** If you spend one hour in prayer to the being in whose name these robes were made then, until you next finish a long rest, you have **advantage** on saving throws against being **charmed** or **frightened**.

**Rare variant, Chosen:** The **DC** and damage of *Ethereal Taunt* increases to **15** and **4d8**, respectively. If you fulfill the requirements for *Dark Devotion*, you can cast *crown of madness* or *command* (**save DC 15**) once per day, recharging at dawn, requiring no material components.

**Very rare variant, Prophet:** The **DC** and damage of *Ethereal Taunt* increases to **16** and **5d10**, respectively. If you fulfill the requirements for *Dark Devotion*, you are immune to the charmed and frightened conditions until you next finish a long rest, instead of just having advantage. In addition, You can cast *command* at will and can cast *dominate person* (**save DCs 16**) once per day, recharging at dawn, requiring no material components.



## DARK CANDLE

*Wondrous item, uncommon*

In shadowy meeting rooms beneath respectable establishments, in crypts and catacombs around the tombs of the dead, and lining hallways filled with the bodies of adventurers, these tentacle-like purple-black candles burn with a dim malice.

When found, this candle has enough wax to burn for **1d8** hours. As an action, you can light this candle, causing it to emit dim light for **15 feet**. Whenever a creature except the lighter of the candle enters a space within **15 feet** of the candle for the first time on a turn or starts its turn there, the creature must make a **DC 13 Dexterity saving throw**. On a failure, the creature takes **3d6** necrotic damage as shadowy tentacles lash out at it. A creature that fails the saving throw by 5 or (**DC 8**) is incapacitated until the start of its next turn. On a success, a creature takes half as much damage.

No amount of wind can extinguish the candle. The candle can be extinguished by the direct touch of a creature (i.e. using their hand), or by the use of a *dispel magic* spell or similar magic. Each time the candle is lit and extinguished, a minimum of one hour's worth of wax is consumed.

## DEAD MAN'S CHALICE

*Wondrous item, rare*

The face of the deep one adorns this mottled bronze chalice, which is filled with a purple liquid that can't be spilled. Its eyes come ablaze as one drinks from its briny depths, matching the bright amber jewels that adorn its base. Used by pirate captains during parleys, the dead man's chalice is a guarantee against foul play.

When a creature drinks from the chalice, its soul becomes linked to the item, causing one of the eyes to burst aflame. Once two creatures have drunk from the chalice, both eyes light up and the tentacles writhe and stretch. The two creatures' souls are linked together for the next week. During this time, if either creature dies, the other one does, too.

After two souls have been linked, drinking from the chalice during the following week has no effect. Unlinking a soul before the week has elapsed can't be achieved by any means short of a *wish* spell.

Once a creature drinks from the chalice, there is no limit to the interval before another creature must drink from it. Indeed, finding a dead man's chalice with one eye aflame is an intriguingly mysterious dilemma.





## DEMENTED CULTIST'S SCIMITAR

*Weapon (scimitar), rare (requires attunement)*

This obsidian blade refracts light with an opalescent sheen. The hilt is made of dead driftwood tied together with ragged fabric. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

**Ritual Branding.** As an action, you can place a brand on a willing creature, choosing from the list below. The brand lasts until the following dawn, or until dispelled. Once you have branded a creature, you can't do so again until the following dawn.

- **Brand of the Flagellated.** When the branded creature hits a creature with an attack, it can expend a number of hit dice up to its proficiency bonus, dealing an additional **1d6** damage of the attack's type per hit die expended.
- **Brand of the Devout.** As a bonus action, the branded creature can expend a number of hit dice up to its proficiency bonus (minimum 2). It regains one spell slot with a level equal to the number of hit dice expended minus one.
- **Brand of the Madman.** As a bonus action, the branded creature can expend a number of hit dice up to its proficiency bonus. Until the start of its next turn, it gains **advantage** on a number of attacks equal to the number of hit dice expended.

**Very rare variant.** Increase the bonus to attack and damage rolls to **+3**.

## FLAIL OF THE ELDER DEACON

*Weapon (flail), uncommon (requires attunement)*

This solid steel incense dispenser dangles at the end of a black metal chain. The heady perfume of incense and myrrh follow in the wake of the bearer of this weighty, magical weapon.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon, which has **3 charges**. To recharge the flail, you must perform a one-hour ritual between dawn and dusk, consuming quality incense with a value in gold pieces equal to five times the number of charges you wish to regain.

As an action you can cast the following spells (**save DC 13**), expending at least the number of charges indicated and requiring no material components. For each additional charge expended above the number indicated, the slot level of the cast spell increases by one.

- *Fog cloud* - 1 charge

- *Misty step* - 2 charges
- *Stinking cloud* - 3 charges

**Rare variant:** Increase the bonus to +2 number of charges to 5 and add '*Cloudkill* - 5 charges' to the list of spells.

## INFESTED CULTIST'S SKULL

*Wondrous item, uncommon*

This humanoid skull is infested by a parasitic purple plant from an unknown plane. The longer you stare, the more you could swear that the petals sway in response to an unseen wind.

The skull contains **7 petals**. While holding it, you can use an action to pluck a petal to cast the *guiding bolt* spell (+5 to hit), dealing necrotic damage instead of radiant. The skull regrows **1d4** plucked petals daily at dawn. If you pluck the last petal, the skull crumbles to dust and is destroyed.

**Curse.** This skull is cursed, and plucking 3 or more petals in a day extends this curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the skull, keeping it within reach at all times.

While cursed, whenever you finish a long rest, a black petal grows on your head. These black petals cannot be removed physically, and any attempt to do so causes you to take **2d6** necrotic damage. If you travel to a different plane while cursed, you grow a further **1d4** black petals.

When the seventh petal has grown on your skull, you die and your body turns to dust, except your skull which becomes a new *infested cultist skull*. If the curse is removed, the petals on your head and the *infested cultist skull* are destroyed and crumble to dust.

**Very rare variant:** Replace guiding bolt with blight (**save DC 16**).



## JUVENILE SPAWN ELIXIR

Potion, rare

When you drink this potion you become the host of a parasitic scleraworm, which burrows through your flesh dealing **3d8** necrotic damage, bypassing resistances and immunities. Upon reaching your brain, it erodes its way through your skull, appearing in the centre of your forehead.

**Mutually Beneficial?** For as long as you host the parasite, you gain resistance to psychic damage and can use a bonus action to speak telepathically to a creature you can see within **120 feet** of you. You can cast the detect thoughts spell at will (**save DC 15**), taking **1d4** psychic damage, bypassing resistances and immunities, when you do so.

**Proliferation.** Whenever you finish a long rest you must succeed on a **DC 8 Intelligence saving throw** or gain another eye on your head. Rolling a 1 on this saving throw is always a failure. Once you get ten eyes, you become completely overwhelmed by the parasite and are no longer in control of your actions.

**Removal.** Over the course of an hour, a creature can perform an operation to remove the parasites from a willing creature. A creature proficient in surgeon's tools\* can add its proficiency bonus to these checks. The creature must make two **DC 15 Wisdom (Medicine)** checks. If both checks are successful, any scleraworms are removed and can be bottled. If only one is succeeded, there is no change. If both checks are failed, both patient and the scleraworms are killed.

## RUNEWARDING RING

Ring, rare (requires attunement)

This stone ring is marked with the brand of a mysterious cult dedicated to the worship of infection and decay. Fashioned of cracked, grey stone, red, glowing veins furrow its craggy surface.

This item has **3 charges**. To regain a charge, you must slice open your hand, taking **1d4** slashing damage that bypasses resistances and immunities and expending a hit die, and smear the fresh blood across the symbol. In response, the glowing veins flair a bright, molten red.

While wearing this ring, you can use an action to expend **1 charge** and press the ring against any non-magical surface or object, marking it with a glowing red symbol visible only to you. The next creature that moves within **5 feet** of the symbol must make a **DC 15 Constitution saving throw**, taking **3d10** necrotic damage on a failed save, or half as much damage on a successful one. After **8 hours**, or if you use the ring to create a second mark before the first one is triggered, the first one fades without incident.

**Uncommon variant:** Decrease the saving throw's DC to **13**, and the damage to **3d6**.

**Very rare variant:** Increase the saving throw's DC to **16**, and the damage to **5d10**.

## TWINSPAWN MAULHAMMER

Weapon (maul & warhammer), rare (requires attunement)

Made of the fossilised remains of an old one's spawn, the holes within this double-headed maul sparkle with illusory motes of light. As a bonus action, you can separate this maul into two warhammers. Both maul and warhammers have a **+1 bonus** to attack and damage rolls made with them. You can spend a bonus action to convert them back into a maul.

**Duplicate.** As part of the bonus action to separate the warhammers (or as a bonus action when they're already separated), you can create an illusory double of yourself that carries one of the warhammers for **1 minute**. As part of the bonus action to create it, and as bonus action on each of your turns, you can move the duplicate up to **20 feet** to a point you can see and make a melee weapon attack against a target within **5 feet** of the duplicate. Use your Charisma modifier for attack and damage rolls made in this way.

The duplicate can't be harmed, though it can be dispelled by a *dispel magic* spell or similar magic. A creature that succeeds on a **DC 15 Wisdom (Perception)** check or that physically interacts with the duplicate perceives that it is illusory and that the weapon is floating. Once you have used this feature, you can't do so again until the following dawn.

