



### KOUMISS FLASK

Wondrous Item Uncommon

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Wondrous item, uncommon

This decorated leather flask is never far from a raider's grasp.

**Koumiss.** This flask holds enough fermented milk to serve 3 creatures. When you drink a serving of this milk you gain advantage on saving throws against being frightened for 1 hour.

**Ferment.** To produce more liquid as part of the Koumiss property, this flask must be filled with fresh milk and left to magically ferment for 24 hours.



### PADDED LAMELLAR

Armor (Splint) Uncommon

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Armor (splint), uncommon

Layers of padding, leather, and metal protected Mongol warriors from all manner of bladed assaults. This armor does not impose disadvantage on Dexterity (Stealth) checks while wearing it and has no Strength requirement.

**Thread Weave.** This reinforced armor catches sharp points and edges, reducing the impact of such blows. Whenever you take nonmagical piercing or slashing damage from a single source, that damage is reduced by 1 (this cannot reduce the amount of damage dealt to 0).



### KHORON ARROWS

Weapon (Arrow) Uncommon

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Weapon (arrow), uncommon

An expertly-made poisoned arrow with a fullered triangular head meant for killing men.

**Aconite Tip.** This poison-tipped arrow deals an extra 1d6 poison damage on a hit and the target must make a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature that fails this save by 5 or more is paralyzed for 1 minute instead. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Once it hits a target, this arrow is no longer poisonous and functions as regular ammunition.



### WHIRLWIND QUIVER

Wondrous Item Rare

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Wondrous item, rare

This elegant leather quiver remains quick and efficient whether its wearer is mounted or on foot, allowing for an endless barrage of arrows to soar.

**Swift Draw.** When you make a ranged weapon attack using a piece of ammunition drawn from this quiver, you can use a bonus action to make another single ranged weapon attack with that same weapon (unless the weapon has the loading property). You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.



### STEPPE SABER

Weapon (Scimitar) Rare (Requires Attunement)

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Weapon (scimitar), rare (requires attunement)

Longer than an average sword, these blades are built to swing down from above as their wielders gallop past on horseback. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus is increased to +2 if you are riding a mount.

**Mounted Superiority.** While you are mounted, if your mount moves at least 20 feet in a straight line towards a creature before you hit the target with this weapon, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If your mount moves at least 40 feet in a straight line, the DC increases to 16.

If the target is knocked prone, you can immediately have your mount make a melee attack against that creature using your bonus action.



### STEEDBOND SADDLE

Wondrous Item Very Rare (Requires Attunement)

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Wondrous item, very rare (requires attunement)

A decorated saddle that allows for delicate control of one's horse. You can have this item shrink down in size for transportation as it collapses into the medallion on the saddle's pommel.

**Bonded Companion.** You can perform a 1-hour ritual to bond this saddle to a willing beast creature. Only one creature can be bonded to this saddle at a time, and bonding to a new creature breaks the previous bond.

While holding this item you can use a bonus action to magically summon or dismiss the creature bonded to it. When you summon the creature, it appears in an unoccupied space within 5 feet of you with this saddle fastened to its back and bridle on its head. When you dismiss a creature bonded to this saddle it appears in a harmless demiplane where it does not need to eat, drink, or sleep, leaving only the medallion. While bonded to this saddle the creature's hit point maximum is increased by twice your character level and it takes 5 feet less movement to mount it.

**Ride or Die.** While you are mounted on a creature wearing this saddle and aren't incapacitated you gain the following benefits:

Both you and your mount gain a +1 bonus to your AC.

When your mount takes the dash or disengage action you can make a single weapon attack as part of that action against a target in range.

THE MITHRAL CANVAS

**VICIOUS**  
Weapon (Shortbow) ♦ Legendary (Requires Attunement)

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**VICIOUS**  
*Weapon (shortbow), legendary (requires attunement)*

An exquisite and ruthless shortbow that hungers for the kill. You gain a bonus to attack and damage rolls with this magic weapon equal to half your proficiency bonus. While you are riding a mount this shortbow has range (160/360).

**Bloodlust.** When you hit a creature with a ranged weapon attack from this bow, the number needed to score a critical hit against that target on subsequent ranged attacks is reduced by 1. This effect stacks with itself to a minimum critical hit threshold of 15. This effect lasts until you score a critical hit, you attack a different creature, you are knocked unconscious, or until you are no longer in combat.

**Hunting Shot.** As a bonus action while holding this weapon you can Mark a creature you can see within 120 feet of you. This effect lasts until the creature dies or you die (which removes the Mark from all Marked creatures). You can only have a total number of creatures Marked at a time up to your proficiency bonus.

Your ranged attacks using this magic bow against Marked creatures gain the following benefits:

- On a hit the target takes an additional 1d6 piercing damage.
- Your target gains no benefit from cover (other than total cover).
- You suffer no disadvantage due to long range.

THE MITHRAL CANVAS

**DESECRATION**  
Armor (Shield) ♦ Legendary (Requires Attunement)

THE MITHRAL CANVAS

**DESECRATION**  
*Armor (shield), legendary (requires attunement)*

A wretched sarcophagus, now an unrecognizable hollow shell of its former splendor. While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. This shield can hold up to 7 charges and regains 1d6 +3 charges daily at dusk.

**Pale Sense.** Whenever an Undead creature comes within 100 feet of this shield, its eyes glow with a red light. A CR 8 or lower Undead creature that starts its turn within 5 feet of this shield must make a DC 16 Wisdom saving throw, becoming frightened of it on a failed save.

**Deathly Whispers.** While holding this shield you can spend a charge to cast the Speak with Dead spell. When you cast the spell this way, you and the corpse understand each other even if you do not share a common language. You can spend an additional charge before asking a question to compel the corpse to answer you truthfully.

**Grave Calling.** As an action while holding this shield, you can spend 3 charges to awaken the malevolence dormant within this desecrated relic. Each other creature within 20 feet of you must make a DC 17 Charisma saving throw. On a failed save, the target takes 3d10 necrotic damage and becomes tethered to this shield as shadowy arms take hold of their soul.

While tethered, a creature suffers the following effects:

- The creature must spend 2 feet of movement for every 1 foot it moves when moving away from you.
- Any healing the creature receives is halved.
- If the creature dies, its soul is sucked into this shield and cannot be revived except by the Wish spell and this shield regains a charge.

At the start of each of your turns you can spend a charge to maintain this effect. It ends early if you choose to end it (no action required), you drop this shield, or you become incapacitated. If a creature moves more than 100 feet from you, its tether breaks.

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**Curse. Hound of War.** This shortbow is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the shortbow, keeping it within reach at all times. Once attuned, this item remains attuned to you until you die or the shortbow is destroyed.

None escape your reach, your appetite for brutality must be satiated. While a creature Marked by the Hunting Shot property lives, you do not gain any benefits from long rests.