



# SENTIENT MAGIC ITEMS

## ~WITH SOULS WISHING TO ESCAPE~

"I fear I may never again know rest, for what sane mortal would willingly render such a powerful relic as this utterly useless by aiding a helpless soul such as mine escape it?"

### I. IDIO SENTIENT ITEMS

- 1;1 **{Spine of Krrrat}** A magic staff made from the spinal chord of a goblin sorcerer who attempted to transform themselves into a lich but messed up the ritual
- Touching it to a goblin corpse raises it as a zombie
  - Reassembling Krrrat's skeleton sets his soul free
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- 1;2 **{Corafinn's Mirror}** A seashell hand mirror containing the spirit of a vain mermaid princess whose sisters turned her over to a sea hag in exchange for greater beauty
- Look into the mirror to gain advantage on a CHA save
  - Staring into the mirror longer than 2 turns causes you to drown {DC 15 WIS save to look away}
  - Releasing the mermaid's soul requires the sea hag who made it to see her own reflection in the mirror
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- 1;3 **{Bag of Tricks}** A bottomless bag with a jester's soul lost somewhere deep inside {hid in the bag as part of an elaborate prank but never found their way out}
- The jester can produce any item you ask of them but tends to instead offer a similar item they deem more comical {ex. ask for a weapon and get a bent dagger}
  - Freeing the jester's soul requires venturing into the bag itself and guiding their spirit to the exit
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- 1;4 **{Dusty's Harmonica}** A dented harmonica containing the soul of a gunslinger named Dusty who was shot in the back while playing it beside their campfire
- Playing the harmonica causes Tusk's spirit to appear and fire a necrotic bullet at a single target
  - Dusty's spirit will find rest once all 1d6 of his remaining bullets have been fired
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- 1;5 **{Mask of False Plagues}** A plague doctor mask containing the souls of everyone a snake oil salesman infected with what they believed was a "non-lethal plague" in order to get rich selling the antidote
- You are immune to necrotic damage while wearing it but your flesh breaks out in disgusting boils
  - Brewing an antidote for the mysterious illness sets the souls free {the charlatan never actually had the cure and was killed before they could uncover one}
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- 1;6 **{Selfless Plate}** A suit of angelic armor containing the soul of a paladin who perished pursuing selfish acts of "heroism" before completing the 11 selfless acts tasked to them by their order
- Any damage you take while wearing this armor is instead transferred to the closest living creature
  - Your CHA score decreases by 1 every day you wear this

armor {killing you if it reaches 0} and you cannot remove the armor once it is dawned

- Performing the 11 selfless acts breaks the curse and sets the knight's spirit free

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- 1;7 **{Loaning Pouch}** A coin pouch possessed by the spirit of a corrupt tax collector who was sealed within the pouch by a warlock after they failed to make good on a large debt they owed them
- Any creature can reach into the pouch and retrieve 1 platinum piece loaned to them by the tax collector
  - For every day the platinum is not paid back, the tax collector adds 1 gold's worth of interest and takes 1 possession {magic sword, family heirloom, etc} as collateral until the debt is paid
  - Paying off the tax collector's debt in full releases their soul
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- 1;8 **{Fairylight Lantern}** A rusty oil lantern housing the soul of a traveling merchant who was lured off the road and into a Fey Realm by a fairy where they quickly perished
- The lantern's light reveals invisible creatures but also attracts swarms of angry fairies
  - Helping the lantern find its way out of the Fey Realm is the only way to set the merchant's soul free
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- 1;9 **{Petty Shackles}** A pair of iron shackles inhabited by a cruel jailor who swore with their dying breath to continue punishing the guilty, no matter how trivial their crimes
- A creature who commits a petty crime can find these shackles magically appearing around their wrists which cause them {and their companions} to relive the day of their crime over and over again
  - Removing the shackles requires returning to the scene of the crime where you must stop an evil and empowered version of yourself from performing the same crime
  - The jailor's soul will only leave the shackles if they are convinced they have aided in committing a crime
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- 1;10 **{Lost Collar}** The sun-bleached collar of a loyal dog that perished in the desert sands before they could find their lost master {who also perished somewhere in the desert}
- Speaking the dog's name causes its spirit to appear within the collar and serve as a loyal companion
  - Reuniting the collar with the bones of its master {which the dog can track down by smell} is the only way to give the dog true rest in the afterlife