

Amulet of Health

NAME

Wondrous item

CATEGORY

R

RARITY

Y

ATTUNE ☐

NOTES

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.



ATTACK



SAVE DC



CHARGES

Berserker Axe

NAME

Weapon (any axe)

CATEGORY

R

RARITY

Y

ATTUNE ☐

NOTES

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe 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 axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

+1

ATTACK

WIS
15

SAVE DC



CHARGES

Fangs of Oatali

NAME

Wondrous item

CATEGORY

L

RARITY

Y

ATTUNE ☐

NOTES

-You can use an action to cast the following spells at will (save DC 18): *color spray*, *enlarge/reduce*, *hypnotic pattern*, *moonbeam*.

-You can use an action to cast the following spells once a day each (save DC 18): *control water*, *dominate beast*, *fireball*, *phantom steed* (steed is a couatl).

-If you are a good-aligned worshipper of Oatali, you can use an action to cast *prismatic spray* once a day (save DC 18).

You also gain the following benefits:

-You can read, speak, and write Draconic.

-You have a swim speed of 30 feet and can hold your breath for up to 15 minutes.

-You have a 50% chance each day of sprouting iridescent, multi-hued scales on your body. If you already have scales, they have a 50% chance each day of turning iridescent and multi-hued.

These effects end when you end attunement to the Fangs of Oatali.



ATTACK



SAVE DC



CHARGES

Viperian Sorceress

NAME

LAIR ACTIONS



INITIATIVE

NOTES

LEGENDARY ACTIONS

3
ACTIONS

NOTES

Slither: Move up to speed w/out provoking opportunity attacks

Constrict: Make a constrict attack

Spell (2 actions): Cast an at-will spell