

Ring of Protection

NAME

Ring

CATEGORY

R

RARITY

Y

ATTUNE ☐

NOTES

You gain a +1 bonus to AC and saving throws while wearing this ring.

+1

BONUS

SAVE DC

CHARGES

Wand of Paralysis

NAME

Wand

CATEGORY

R

RARITY

Y*

ATTUNE ☐

NOTES

Requires attunement by a spellcaster. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

BONUS

CON

15

SAVE DC

7

CHARGES