

VATHAK MAGIC ITEMS²

AXE OF PERDITION

Weapon (Axe), very rare (requires attunement)

This smooth black hand axe appears to be made of a solid piece of ebony wood, even including the axe head. You gain a +1 to attack and damage rolls with this weapon. In addition, any creature hit by this weapon must make a DC 12 Strength saving throw, prone on a failure, or prone and stunned for 1d4 rounds if they fail by 5 or more. You can use a bonus action to summon the axe back to your hand.

BAG OF RATS

Wondrous item, rare (requires attunement)

This bag appears to be made from rat fur, and is uncomfortably itchy to the touch. Once per day, you can reach into the bag and cause a swarm of rats to emerge in a space within 10 feet of you. As a bonus action you can direct the swarm to use its movement, but you cannot control its action; the swarm attacks anything that is in its space, including you. After 1 minute, the swarm returns to the bag, and can't be summoned again until the next stroke of midnight. If the swarm is defeated or otherwise lost, the bag does not function again until you fill it with cheese worth 1 gp.

BLADE OF EFFICIENT MURDER

Weapon (short sword), rare (requires attunement)

This handsome blade has a crimson red handle, which has marbled red stains along the blade. You gain a +1 to attack and damage rolls with this weapon. You also deal an additional 5 slashing damage when you attack a target and no other living creatures are within 30 feet.

CONSECRATION SALTS

Wondrous item, very rare

These salts are said to be made from the bodies of ancient holy men. None know for sure, but they are certainly of a holy origin. When spread around the site of a haunting or the grave of an unruly ghostly entity, the haunt or entity are rendered nullified for a year and a day. If site is disturbed or subject to a gruesome act (murder, dark ritual, etc), then the activity resumes. If the site is not disturbed for a year and a day, the activity is dispelled entirely.

GRAVEGOOD WEAPON

Weapon (any), uncommon (requires attunement)

When a righteous warrior dies and becomes a zombie, the warrior's indignation can manifest through their weapon. Such a weapon gains magical properties. You gain a +1 bonus to attack and damage rolls made with this weapon, but only against undead. Such weapons are known to exist when heroes are slain in rituals dedicated to fiends or when transmuted by fey, working against the respective creature types.

GRAVE ROBBER'S SHOVEL

Wondrous item, uncommon

The shaft of this shovel is black and the blade a dark grey steel. This shovel can magically exhumate a corpse without disturbing the grave or coffin. The shovel can do so once, and regains the ability to do so at midnight.

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