

# Amazing Weapons, Armor, and Equipment for 5th Edition Fantasy



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\$1.99



A 5th Edition guide to  
Enhanced Mundane Equipment

# AMAZING WEAPONS, ARMOR, AND EQUIPMENT COMPILATION

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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## INTRODUCTION

The reliance on nonmagical gear and equipment in 5th edition fantasy games is more important than ever, as magical items have become as rare and wondrous as they were meant to be. Most characters rely on unenchanted equipment for a large portion of their adventuring career, with magical items being diminishingly hard to find and of limited utility. As such, there exists a gap between mundane items and magical equivalents, to say nothing of the lack of robust and varied equipment. In the past, this gap was filled with master craft items, but the 5th edition fantasy rules choose not to include them in the rules. This product seeks to change that, and introduce a new tier of quality that occupies a space between the magic and the mundane.

These items should not merely grant a numeric bonus, as the current edition has moved away from these bonuses on a fundamental level. The items within this product are part of a dynamic system that represents higher quality equipment that skirt the line between master craft and magic.

Swing an expertly balanced ancestral sword forged by a race synonymous with quality craftsmanship. Use disposable artisan quality tools to improve your success rate. Wear excellent accessories that highlight your ability to smooth talk and impress. Purchase and trade these items and more at a magical emporium! This compendium is the solution to those low to mid level campaigns that want more from loot than just coin and gem. Your players will marvel at the magic or near magical treasure found within these pages!

## EQUIPMENT OF QUALITY

Artisan quality items, masterfully constructed either by sheer accident or by painstaking design, are the focus of this article. Such an item, while not better numerically, offers an advantage over other items in some way. Most artisan quality items are in all ways improved, suffering no setbacks. Others are in some way diminished, usually by being fragile or less reliable after many uses. In either case, the items in question offer a fantastical advantage that is inherently magical or has only a hint of magic. Interestingly, these amazing items are predisposed to become magical, and are items of legend nonetheless.

## HOW QUALITY ITEMS ARE MADE

There are two distinct methods for the creation of a quality item. First, an accident or intentional design can result in a artisan quality item. Accidents result from experimentation or the opus of an ancient artisan. These items are painstakingly crafted, and purposefully made with the finest materials, or imbued with strange reagents that draw on ambient supernatural forces.



Normally, any crafted item has a 5% chance of being crafted as a artisan quality item. A roll is made at the end of the crafting, with a artisan quality item resulting if the roll results in an unmodified 20. If a crafting roll is required, then simply allow any natural 20 results to produce a artisan quality item. Use the example item qualities below as a guideline to determine the qualities of your item.

Intentionally crafting a artisan quality item would require more rigorous conditions, and require a special blueprint to create. Such blueprints are an excellent item to find in a treasure hoard. The item would take twice as long to craft as normal, and cost a minimum of 25 gp for ammunition (per piece of ammunition), 100 gp for tools, or 500 gp for weapon or armor. These are baseline prices, but many such items can fetch prices far higher than the suggested minimums. Again, discussions are encouraged between the game master and player to determine qualities that either match the examples below, or suit the specifics of your campaign.

A more esoteric means of creating quality items is through heroism. Items belonging to storied heroes may themselves gain a fantastic quality, even if they are not themselves inherently magical. Many of these items are handed down by history, stored in dark dungeons, or guarded by proud museum docents. However, it is possible for these abilities to manifest in the hands of a true hero, thus cementing that heroes legend in a very tangible way.

There are no hard and fast rules for the spontaneous creation of an artisan item, but a GM may feel like your players accomplished an especially significant event, such as slaying a dangerous beast, or saving the lives of many people. Such events may organically lead to the hero's weapon transforming into something unique without involving chance; a GM may simply decide that a feat of heroism is deserving of a reward.

Alternately, an exceptional dice roll is a potential catalyst for an item becoming artisan quality. If the player rolls an attack with advantage, and both dice result in a 20, such a fortuitous event could cause the weapon to develop an amazing quality, as an example. This process would be more organic, and reward players for having exceptional luck, and may just feel right for the moment.

Ultimately, as with any house rule, you are free to handle the creation of such items any way you wish. Artisan quality items are meant to occupy the lower levels of treasure. If you as a GM decide that these weapons simply cannot be crafted, and are instead items of a bygone era, or if you would rather use them sparingly or not at all, the choice is always yours.

## QUALITY ARMOR

The following qualities are available for armor. Note that no armor may possess more than one quality, though an armor may lose one quality and gain another. Though a player can possess both a special armor and shield, it is advised that such items are evenly split among the party. Some abilities are restricted to only armor or shields, or may possess more esoteric requirements.

**Basher (Shield).** This shield is well balanced, hardy, and thick. You may make a melee attack with your shield that deals 1d6 bludgeoning damage. If you use your shield to successfully shove a creature, you may deal damage to that creature as if you had made an attack with the shield.

**Buoyant.** Through some strange circumstance or purposeful design, your armor allows you to float. You gain disadvantage to Strength (Athletics) checks when attempting to stay underneath the water's surface. You are unlikely to drown while wearing this armor, and gain advantage on any Strength

(Athletics) checks made on the water's surface.

**Table- Quality Armor Traits**

Armor	Trait
Basher	Shield
Buoyant	—
Durable	—
Good Fortune	—
Impressive	Armor
Interposing	Shield
Mirror Shine	—
Nimble	—
Resilient	—
Slide	Shield
Soul Armor	—
Stalwart	Armor
Tastes Bad	Armor)
Worn In	Armor

**Durable.** Your armor/shield is especially hardy, and resistant to intentional damage. Your armor is immune to mundane weapon attacks made to damage it. If a spell or special attack would break your armor, you gain advantage on any roll necessary to resist the effect. If no roll is allowed, then you may roll a d100. A result of 51 or higher means that the armor remains intact. Once broken, the armor is still repairable, but this special quality ceases to function.

**Good Fortune.** Your armor carries with it the blessing of your faith, or a simple kismet that grants you luck. You may reroll an ability check once. You can do so after the roll is made, but before the result of the roll is known. You must take second result. Once this ability is used, the armor's store of luck replenishes at the following dawn, allowing for another single reroll. The armor may sometimes lead you to situations that require you to balance the karma of the universe, typically to help the needy.

**Impressive (Armor).** Your armor, though worn, appears impressive and grandiose. If you are wearing this armor when first meeting a person or group, your first Charisma check made to influence them has advantage. This effect does not work in certain places, such as social soirees or grand balls, as wearing armor could be considered gauche, negating the potential benefit.

**Interposing (Shield).** Your shield is expertly balanced to protected you from deadly attacks. Once per turn, you can use a reaction to impart disadvantage on one ranged attack from an enemy that you can see.

**Mirror Shine.** Your armor/shield retains an amazing mirror polish. You gain advantage on all saving throws that involve gaze attacks. The shield is considered to be a polished surface.

**Nimble (Armor).** Your armor is especially light and allows for extra mobility. This armor does not confer disadvantage on Dexterity (Stealth) rolls, and any relevant Strength requirements are reduced by 1. This armor quality does not confer a benefit to armor that has neither a Stealth penalty or a Strength requirement.



**Resilient (Armor).** Through a trick of ingenuity, extra padding or plating provides you with special defenses. Your armor is especially good at resisting either bludgeoning, piercing or slashing damage. This damage type is chosen at the time that the item is created, or when it gains this quality, and the choice is permanent. You may use your reaction to gain the chosen damage resistance against one attack.

**Slide (Shield).** Your shield is slippery, and has helped you to avoid danger in style. Once per turn, you can slide on your shield and increase your movement speed by 10 feet. If you use your shield to slide for extra distance, you must make a DC 11 Dexterity (Acrobatics) check or become prone at the end of that movement.

**Soul Armor.** This armor is linked to your fate, and protects you from deadly harm. If an attack would reduce you to 0 or fewer hp, you are instead reduced to 1 hp. This effect can only happen once per encounter. Once it has protected you a total of three times, the armor breaks. Though the armor is repairable by magical or mundane means, the soul armor quality ceases to function. Both armors and shields can receive this quality.

**Stalwart (Armor).** Your armor helps you to stiffen and resist movement. You can use your bonus action to stay in place for 1 turn, gaining advantage on any relevant rolls to resist movement or remain in your space. You may not willingly move from your space during that turn.

**Bitter (Armor).** Your armor is polished with a cheap chemical, soaked in terrible fluids, or soaked with some other horrible substance. Thankfully, your armor retains no smell, and simply tastes bad. A creature who attempts to swallow you whole is at a disadvantage on the attack roll. If it succeeds at swallowing you, they must make a DC 15 Constitution saving throw

or vomit you up, losing their next action. This quality may not affect certain creatures, such as constructs, undead, or creatures that eat refuse, at the GM's discretion.

**Worn in.** This armor is expertly fitted, is worn in, or is simply made of the finest materials. You gain advantage on any check or saving throw to avoid exhaustion while wearing this armor. This quality does not apply to exhaustion caused by a lack of food or water, nor does it apply to spells or supernatural effects that cause exhaustion.



# QUALITY WEAPONS

**Table- Quality Weapon Traits**

Weapon Trait	Type
Accurate	Any ammunition
Balanced	Any Melee
Brutal	Any Bludgeoning Melee
Dense	Any Bludgeoning Melee
Detecting	Any Slashing Melee
Dual Purpose	Any Weapon
Fine Edge	Any Piercing or Slashing Melee
Macabre	Any Melee Weapon
Opportunistic	Any Light Melee
Protecting	Any Melee
Quick	Any Melee
Tenacious	Any Piercing Ammunition
Two Shot	Any Ammunition
Weighted	Any Thrown

**Accurate.** This ammunition confers advantage, allowing you to attack at long range without penalty, or to attack at short range more accurately. This ammunition is especially fragile, and cannot be recovered.

**Balanced.** This weapon confers advantage on disarm contests against being disarmed.

**Brutal.** As an action, you can make a special attack with this weapon. If the attack deals damage, the target must make a DC 12 Strength saving throw, or fall prone. Using this action does not allow the use of extra attacks, but does allow extra actions and bonus actions.

**Dense.** When you attempt to attack an object with this weapon, you deal an additional 1d4 bludgeoning damage. At the GMs discretion, this may apply to certain constructs, excluding golems.

**Detecting.** This weapon is polished to a mirror shine, but also has a special property. The polished blade grants you advantage when attempting to detect invisible creatures within 10 feet.

**Dual Purpose.** This weapon deals an additional form of damage in addition to its normal damage type. This might reflect an axe with a blunt head, a sword crafted to be swing on its flat end, or a rapier with a brass knuckle built into the hilt. You can choose the damage type with each attack made with the weapon.

**Fine Edge.** This weapon has a fine honed edge that seldom dulls. Once per round, you may forfeit your bonus action to deal an additional 1d4 damage when you attack with this weapon.

**Macabre.** This weapon is visually disturbing or threatening. You gain advantage on intimidation checks while brandishing the weapon in battle. You have disadvantage on attempts to conceal this weapon on your person.

**Opportunistic.** When you act in a surprise round, any attack with this weapon deals an additional dice of damage. This dice is not multiplied on a critical hit.

**Protecting.** This weapon is especially good at protecting you from harm. Once per turn, you may forfeit your bonus action to ready your weapon to defend yourself. Until your next turn, you may use a reaction to impose disadvantage against one melee ranged or spell attack. You may not use your reaction in such a way once the attack roll has been made.

**Quick.** If you miss a target with this weapon, you can use your bonus action to make an additional attack that round.

**Tenacious.** This piece of ammunition sticks in and wends deeper into its target. If this ammunition deals damage to a target, that target takes 2 (1d4) piercing damage after they move for the turn. If a target remains stationary, they are not subject to damage. This condition lasts until a DC 10 Wisdom (medicine) check is performed to remove the fragments, or until 5 turns have elapsed.

**Two Shot.** Typically crafted in twos, this ammunition can be shot two at a time at the same target, or at two targets within 10 feet of each other. This special feature requires concentration, and may not be used more than once in a round. You may recover one of the two ammunition pieces (as per the normal rules), but the remaining piece may have a twin crafted to use in the future.

**Weighted.** The range on this thrown weapon is halved, but it deals an extra 1d4 damage when thrown. These weapons are slightly less wieldy than normal thrown weapons, and can only be used once per turn, even if you possess other weapons with this quality.



## QUALITY EQUIPMENT

**Impressive Tools,** 250-500 gp, -- lb.

An impressive tool is one that is so grandiose that it grants the user a recognition within society. Whether a painter's brush with rare and utile bristles or a finely made lute that resounds with exquisite acoustics, these items help talented people to perform amazing feats that garner fame and fortune. This ability does not apply to tools that craft items meant for general use, but does apply to items meant to be experienced as works of art.

You must present your work to a small group of no more than 100 people, either through performance or exhibition. For the next 24 hours, you gain advantage on Charisma checks with those people, as long as they are friendly or indifferent towards you.

**Example:** *Abelard's Quality Pans, Artisan Cook's Utensils*- These finely crafted cooking pans were created by the master crafter, Abelard. He devised a number of items that facilitated the infusion of spices and flavorings into his favorite dishes, and gave them to his servants. Soon, rumors of this new culinary method began to spread, but the secret of the items construction died with Abelard. Though he had been commissioned by kings to create a select few sets for royal families and merchant princes, the remaining sets are highly sought after by culinary masters the world over.

For 24 hours, the chef and host gain advantage on social rolls when dealing with friendly or indifferent people who have consumed a meal made with these tools.



**Table- Quality Item/Traits**

Quality Item	Price/Suggested Increase*	Weight**
Artisan Tools	+250-500 gp	—
Efficient Tools	+300-600 gp	—
Instructional Literature, per volume	50 gp	2 lbs.
Instructional Literature, full set	500-1000 gp	12 lbs.
Master Tools	+500 gp	—
Master Tools, restock	50 gp	varies (usually 1 lb.)
Portable Toolkit	+100 gp	.2 lbs
Portable Master Toolkit	+750 gp	.2 lbs

\* This is the price, added to the normal price for that tool, suggested if the item is for sale.

\*\* The weight of a given tool quality could in theory go up or down, but by default consider the weight the same. Portable Master Toolkits are meant to be made small and easily hidden, and as such are assigned a base weight.

**Efficient Tools, +300-600 gp, -- lb.**

Efficient tools are rather simple in function; they reduce the amount of time it takes to create a physical work. This could be a work of art such as a sculpture, or a manufactured good, such as a piece of wooden furniture. The efficient tool works through experimental techniques, super refined tools, or simply some innovative method to make the work go faster, and assists the crafter in achieving his goal in less time.

With these tools, you multiply the amount of progress you make by your proficiency bonus, provided that you are proficient with this tool. You must still pay half of these costs each day that you spend crafting. Most efficient tools must be maintained to retain this property, a process requiring 10 days of work, and 150-300 gold.

**Example:** *Silthy Alethy's Famous Smith Tools, Efficient Smith's Tools-* Silthy, an elven smith of great renown, was known for traveling to remote areas and arming people against incursions of monsters or invading armies. Some call her an urban legend, while others call her a saint, doing the work of the gods to protect the innocent. While her actual identity and existence may be in doubt, there is

at least one piece of evidence that seems to lend credence to the myth. There exist a set of tools emblazoned with Elvish, bearing a monogram which may be for Silthy Alethy. These tools, when used by a skilled hand, can help a smith craft with great alacrity. However, these amazing tools are held in the hands of a wealthy human collector obsessed with elven relics.

**Instructional Literature, 50 gp per volume, 500-1000 gp for full set, 2 lb per volume, 12 lb for full set**

Certain amazing works of print can instruct readers in various skills and the use of tools. Such works are normally annotated, and hand written, and include various diagrams that can impart the knowledge of such skills. Though these instructional methods do not preclude mass printing, the works themselves usually span volumes, and can require hundreds of hours of study, hard work and dedication to render any increase in skill, making such mass printings an expensive and relatively thankless endeavor. This fact alone has kept such books as rare curiosities, fit only for those willing to learn in this self driven fashion.

Any such set of books come in 6 volumes. Each volume requires 42 days of downtime to study. After spending that time in study, you gain a +1 to the relevant skill check or tool use per volume studied. Successive volumes increase this bonus, up to your normal proficiency bonus, though you are not yet considered proficient in the skill. If a specific skill or tool use requires full proficiency to be attempted, your GM may ask you to make the roll with disadvantage, though you would still add the bonuses provided by the number of volumes read, and the relevant ability score modifier. Once you have spent a total of 252 days studying all 6 volumes, you are considered fully proficient. At that point, your normal proficiency bonus completely and explicitly replaces the bonuses previously granted by the books.

Each volume is worth approximately 50 gold, but a full set can command amazing prices. The books must be read in order to have any effect, and the first volume is necessary for the learning process to begin.

**Example:** *Cedric's Guide to Calligraphy*- These volumes, penned with beautiful flourished letters, instructs a user in the use of calligrapher's supplies. Though the writing can be slow and ponderous, and the calligraphy exercises can be repetitive, painful and precise, the teaching method is effective at making the student into a master calligrapher, provided they do exactly as the text demands. The final task required for mastery is to precisely transcribe the entire first volume. The final volume, by contrast, is a treatise on the use of rare inks, and as such is much harder to recreate.

### **Master Tools, +500 gp, -- lb.**

Master tools, much like efficient tools, grant a direct advantage to the user. They are made of exquisitely rare materials, are weighted for ease of use, or are especially efficacious at the task. This quality is meant more for tools that facilitate an action than for tools that craft a physical item.

When using these tools, you have advantage on

relevant ability checks to use the tools. Due to the nature of these specialized tools, they lose the property after a single use, but can either be restocked or reconditioned to grant the bonus again for 50 gp. The kind of supplies needed to return the tools to prime condition can usually be found in large population centers. It can sometimes be necessary to parlay with a crafter's guild to obtain such supplies.

**Example:** *Franolo's Fanciful Forgery Kit* (Master Forgery Kit)- This special forgery kit was made by a master thief, Franolo, who would make use of various outfits and disguises to sneak directly past guards rather than to attempt being unseen. As such, he regularly had to forge various documents to prove his felonious facade. His forgery kit, the only thing authorities were able to detain, has been since stolen and handed down to various other thieves who have proven worthy of its incredible legacy. The forgery kit contains special supplies that can quickly match special documents used throughout various kingdoms. When a certain symbols or rare material is needed, certain reagents or one use molding clays can be used to replicate them, but such items are fragile and must be replaced after each use.

### **Portable Toolkit, +100 gp, .2 lbs**

The portable toolkit is something that many experts and specialists swear upon. These tools are meant as a quick and dirty means to achieve a minor goal, and are unsuitable for prolonged use. While such tools could in theory be meant for crafting physical items, the utility of such an item would make it impractical. A portable toolkit is a small and fragile alternative to a normal toolkit. It is generally too impractical for repeated use, and is meant for a single task, or a short term solution. Many are even meant to disintegrate or break apart to avoid revealing trade secrets or damning evidence.

A portable toolkit allows you to either make an ability check with a tool one time, craft one small item, or perform an action for a short period of time (no more than an hour), depending on the item.

**Example:** *Denaldo's Disposable Disguise Kit*

(Portable Disguise Kit)- Denaldo the Rusemaster was not so much a thief as he was a con man, drawing money from the gullible and wealthy that he would routinely target. On more than one occasion, Denaldo would find himself detained without access to his normal retinue of disguises. As such, he would fall back on a single disguise, normally rotated out to avoid repetition at a critical moment. Frequent disguises included “old infirm man”, “pensive sweaty man”, and “traveling knick knack salesman”, which generally insured that pursuers would leave Denaldo alone until he could easily dispose of the makeshift disguise and make his getaway.

## SELLING QUALITY TOOLS:

More so than weapons and armor of quality, tools and instructional manual have a greater potential for showing up at a shop or market in larger cities. These high quality items do not offer the same combat advantage as an improved weapon or armor. Feel free to let your players use their hard earned money to purchase an artisan lute, or an instructional manual. Ensure that the supplies are limited, and make it known that these items are usually in very high demand.

This edition of “Items of Quality” explicitly adds suggested prices to help you gauge the market value of such items, but feel free to raise or lower the price as appropriate in your campaign. After all, a genius violin maker might command astronomical prices for such beloved instruments, and a maker of fine thieves tools might not only be hard to find, but harder to barter with.



# WEAPON AND ARMOR

## CHARMS

While some artificers focus on weapons or belts to enchant, some canny crafters decide instead to infuse a removable charm that grants an attached item with power. These bangles are often not as powerful as full fledged magic items, due to the fact that they contain their power in a much smaller form, but they are easier to make. There are obvious drawbacks to this method; history rarely remembers a legendary dragon slaying bangle, and bangles confer no special protection to their weapons as enchantment normally does. Additionally, bangles do not generally offer the same accuracy and deadliness that often accompany traditional magic weapon and armor.

But despite this, there are a number of benefits that make charms very enticing to various factions. Armies can request and obtain numerous charms, and while outfitting an army with such charms would be prohibitive, they are perfect for officers and special squads. They are also easy to conceal and transport, are relatively inconspicuous to thieves, and provide a great versatility on the field, especially for martial specialists that enjoy using many different weapons or even armors.



The efficiency of these charms would make them ubiquitous over the rarer magic items, but their creation still requires lots of time, and few organizations can bring to bear the resources that it would take to make more than a handful of them. That there generally exists no free market for magic items makes these wonders only marginally more prevalent than any other kind of magic item.

## USING CHARMS

A magic charm always requires investment, and as such they slowly become obsolete in the later stages of the careers of most adventurers. Despite this, they occupy a very excellent position of utility both in the early stages of an adventure, as well as in the later stages as a helpful bauble for henchmen, cohorts, and even bestial companions.

Along with the usual attunement process, a charm must be attached to the object or central component of the item meant to be enhanced; a full plate of armor would require that the charm be attached to the chest piece. The attachment itself, not counting the attunement, takes but a minute of time and requires smith's tools. Thanks to the magic of the charm, the attachment tends to be secure, and foils most attempts at thievery or intentional attempts to break or remove the charm. Forcibly removing the charm from an attached weapon or armor requires either smithing tools and roughly a minute's worth of efforts, or a DC 18 strength check that has a 50% chance of breaking the charm (and potentially the weapon or armor that it's attached to).

Once attached and attuned, the charm begins to give its benefit to the weapon or armor, and can be moved from one item to another for the same owner. While a weapon or armor with an attached charm can be used by others, the charm confers no benefits if the user does not attune to the charm itself. Charms are generally incompatible with items that are already magical, unless otherwise noted in the charm's description.

Charms, much like items of quality, can spontaneously be created through acts of incredible heroism or emotion. A loving spouse may tie a bangle onto their spouse's weapon before a great battle, or a person may sacrifice themselves and leave behind a bauble that enhances their sibling's chances for survival. It is through these legendary but low end magic items that many wizards engineered the methods for the intentional creation of these unique items.

The creation of these items is, in practice, relatively simple. One must first have a blueprint, which may be requisitioned from a mage's guild, or be part of some obscure treasure. No charm can be created for less than 500 gold, though a GM may require that more gold or rare components be found. Otherwise, the usual rules apply for crafting. All charms are considered to be uncommon wondrous items.

### THE DIFFERENCE BETWEEN CHARMS AND ITEMS

Quality items are meant to be special, but not magical. They represent secrets of master crafters, and slightly improved designs that differentiate a mass produced sword from an exquisite and perhaps legendary non-magical sword.

Charms are indeed magical, and represent a slightly different method for granting magic to weapons without relying on finding a better item, as well as to help players enjoy treasure that did not hinge on weapon or armor proficiencies. I am hoping to clear up any confusion, and demonstrate that there can be something special without employing magic. I also hope to demonstrate and that magic does not have to be a +1 that is useful until you find a +2. If I did my job, quality items and charms, respectively, will fill these roles nicely.

## ARMOR CHARMS

**Table- Armor Charms**

Charm of the Defender
Crash Guard
Elemental Guard
Glamor Charm*
Indifference Charm*
Misty Defense
Mouse Charm
Spell Trick Charm*
Weather Guard

\*This charm also functions on weapons.

**Charm of the Defender.** Appearing as a shield or gauntlet, this small charm aids in the defense of others. When attuned to this charm, and you attack and hit a creature that moves out of your reach, you can activate this charm by expending your bonus action and force the creature to make a DC 13 Dexterity saving throw. If the creature succeeds, their speed is reduced by half. If they fail, they are restrained and must make another saving throw at the beginning of each of its actions. Once the creature succeeds, it is no longer restrained. This charm can confer this benefit twice, and can do so again at the next dawn.

**Crash Guard.** This charm can mitigate damage caused by heavy impacts to the attuned owner. The charm grants you resistance to bludgeoning damage, including damage caused by a fall from great heights. Activating this charm requires that you use your reaction. This charm functions once, and regains its ability at the next dawn. This charm often appears in the form of a feather shaped brooch.

**Elemental Guard.** When activated as a bonus action, this charm grants you resistance to one of the

following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, and radiant. This resistance lasts for three turns. The damage type is decided when the item is created, and cannot be changed without effectively unmaking the item. The charm's design tends to be simple, and appears often as a piece of jewelry that is of a color that corresponds with the elemental resistance. It functions once, and regains its ability at the next dawn.

**Glamour Charm.** This charm is a simple illusion that can affect a given weapon or armor. With it, you can alter the general appearance of the attached item, but it cannot change it drastically. An armor may appear battle worn, in different colors, or even to be of elven or dwarven make, at the wearer's preference. The item's appearance can be changed with an action. This specific charm can also be altered to appear as an item of the same general size, but in its original form appears as a very simple but ornate pin.

**Indifference Charm.** This charm often looks like something innocuous and perhaps even indignified, such as a rusted bangle or a tattered length of cloth. When attached to a piece of equipment, it creates a powerful illusion that makes the item in question appear useless or broken. Consider the attached item to be under the effect of an arcanist's magic aura spell, as well as an illusion that does not allow an inspection to break the illusion. This charm can

be placed on weapons and armor, and can also be placed on magical items, as an exception to the general charm rule. Though this magic can cause some to overlook the item, it will not aid in smuggling weapons in, as ownership of such a derelict item is likely only to raise more questions. This charm can function on both weapons and armor.

**Misty Defense.** A curious and much sought after charm, this brooch is often crafted to resemble a stylized rain drop or cloud. When you are attacked, you can use the charm's power as a reaction and make a Dexterity saving throw with the DC equal to the attack roll. If you fail, you still suffer the effects of the attack, but you can teleport so an unoccupied space within 30 feet. If you succeed, you can teleport before the attack takes effect. This charm can be used once, and can be used again after the next dawn.

**Mouse Charm.** The mouse charm is typically styled eponymously, and can help in sneaking even in heavy armor. When attached to a piece of armor that confers disadvantage on Dexterity (Stealth) checks, you can use an action to activate the charm and negate the disadvantage for one night. To recharge the charm, you must spend an evening helping creatures less fortunate than you. This should take the form of either a 10 gp tithe, or an entire day of downtime spent towards a charitable effort.

**Spell Trick Charm.** This amazing charm can store low level spells that are released on a conditional event. When a spell is cast into the attuned charm (you do not have to cast the spell), you can then set a condition for the spell's casting, which is triggered by your reaction. This can be as simple as having a healing spell affect you after you are hurt, or cast a grease spell on you once you become grappled. Once the spell is cast, you must wait until the next dawn to cast another spell, and set a new condition. When attached to armor, this charm is incompatible with the use of offensive spells (spells that deal damage, inflict conditions, or force saving throws), but spells



of level 1 and 2 are allowed. When this charm is attached to a weapon, any 1st level spell can be cast into it, and the condition can have the spell affect you or the target of your attack. This charm often looks like a small stylized wand or orb.

**Weather Guard.** Often appearing as a lightning bolt or a weathervane, this bauble has the power to protect against severe weather. When you wear armor protected by this charm, you can use an action to activate it and stave off extreme heat or cold for 1 day, suffering no ill effects from either. You also have advantage on saving throws to avoid exhaustion from any source during that day. The charm functions once. The charm recharges if it is exposed to calm weather for 1 hour, or if you spend one day of downtime paying oblations to a weather god or spirit.

## WEAPON CHARMS

**Table- Weapon Charms**

Brain Hands and Tongue Charm
Fear Charm
Glamor Charm*
Grounding Boost
Indifference Charm*
Mighty Boost
Range Charm
Return Charm
Spell Trick Charm*

\*This charm also functions on armor.

Note: All of these charms function on ranged weapons with the ammunition

**Brain Hands and Tongue Charm.** This very specific charm is always represented as its namesake, and is either a pin or bangle that resemble a hand, brain, and tongue that are somehow attached

(though the species may vary). Once attuned, you can activate its ability as a reaction when you defeat a creature by reducing it to 0 hit points with the weapon attached to this charm. Regardless of whether you kill the creature, you may gain either the ability to speak a language that the creature spoke, a proficiency in a skill that the creature possessed, or a weapon proficiency that the creature possessed. If the creature is still alive, it does not lose the ability that you gain. The stolen ability persists for one hour. The charm functions once, and can be recharged the next time you consume offal, or spend a day performing oblations to a god of sacrifice or war.

**Fear Charm.** This charm takes many forms, but the most common is that of a strange but recognizable alien eye. When you defeat a creature with the weapon that is attached to this charm, you can use your reaction to intimidate allies of that creature that are within 30 feet. Those allies must make a DC 13 Wisdom saving throw, or be frightened for 1d4 turns on a failure. Afflicted creatures must make saving throws at the end of each round, removing the frightened condition on a success. Creatures affected by this ability make their saves at a disadvantage if you are proficient in the Intimidation skill and if the creatures were weaker or subordinate to the creature that you defeated. This charm functions once, and regains the use of this ability at the next dawn.

**Glamor Charm.** See above.

**Grounding Boost.** This charm is commonly depicted by some boot-shaped iconography, and grants the ability to knock foes prone. When you hit a creature twice in one round, you can use a bonus action to force the creature to make a DC 13 Strength saving throw or be knocked prone after the second attack resolves. If either of these attacks was a critical hit, the DC for this effect is raised to 15. This ability can be used once, but can be recharged if you perform a brief exercise ritual when you benefit from a short rest.

**Indifference Charm.** See Above

**Mighty Boost.** Often crafted to look like a miniaturized weapon or fist, this charm grants bonus damage for a short time. When activated as a bonus action, the charm grants 1d4 damage for three turns. This damage can be of any sort, but the charm is typically designed to simply deal more damage of the same type as the weapon to which it is attached. This charm functions once, and regains its ability at the next dawn.

**Range Charm.** It is common to see this charm symbolized by an arrow or javelin. When activated as a bonus action, this charm confers the ability to change a melee weapon into a ranged one, granting it a range of 20/60. The actual nature of the range attack can differ, and can include throwing the weapon which then returns to you, swinging your weapon and creating a magical force that can damage creatures at range, but the damage type always remains the same. Using a melee weapon in this way follows the rules of ranged weapons, conferring disadvantage if you are within 5 feet of a hostile target. If this charm is placed on a weapon with the ammunition property, it can instead create the proper ammunition out of thin air. Either effect lasts for three rounds, and can be used once. The charm regains this ability at the next dawn.

**Return Charm.** Sometimes depicted with the iconography of a hand, this bangle allows for you to use a bonus action to magically retrieve a the attached weapon if it is within 30 feet of you. This item is compatible with weapons that have the thrown property, but it is unreliable in such cases, and prone to becoming lost, such as when you miss a target and overshoot. The power of this charm is continually active.

**Spell Trick Charm.** See above.

## MAGIC ITEMS

There are a handful of magic items that manage to interact with charms in unique and interesting ways. The following is a small sample of such items.

### CHARM BEAD

*Wondrous Item, Uncommon*

This bead is a simple item that has been created to slightly boost the abilities of a given charm. You can spend an action to concentrate on the bead and a specific charm, and the bead can recharge the charm, returning any charges or abilities to it that it would normally have. Once used, the bead crumbles into dust. The dust, if preserved, can be used to fix a broken charm.

### CHARM SASH

*Wondrous Item, Rare*

When you wear this sash, you enhance any charm to which you are attuned. Any charms that have a set number of uses now have an additional use. If a charm only functions once in a day, it now functions twice, any charm that functions three times now functions four times, and so on. If a charm would be recharged by some specific activity requiring a day's worth of time, the activity now only requires an hour of time. The sash does not require attunement, but the abilities of the sash only function while it is worn.

### BANGLE BRACELET

*Wondrous Item, Very Rare, (requires attunement)*

When you attune to this bracelet, you may attach up to two charms to it. Those charms then function for any of your weapons or armors that would be eligible to receive the charm's benefits. If a charm could function for both weapons and armor, you can freely choose to have it affect your weapon, your armor with each of the



charm's uses. As an action, you can activate the bracelet's final ability, and duplicate the effects of one of the attached charms, acting as that charm until the next dawn, at which time you can activate it and have it act as another charm.

## ZAGOREN'S CURIOS EMPORIUM

A shop bearing the name of Zagoren has been known historically to the people of large metropolises. Everything about the shop seems to fluctuate; its location, the employees, and especially its inventory. Some have come upon the shop in a state of permanent disrepair, only to find it open for business in another part of the city.

What remains constant about Zagoren's is its status. It is widely known as a shop that peddles in things that are especially hard to find; Magic items, alchemical ingredients and items, and even strange and storied trinkets can be found in the glass cases of the shop. Some say that you may not always find what you want at Zagoren's, but you are very likely to find what you need. Ultimately, Zagoren's maintains a reputation as a trading post that is guaranteed to have in stock the fantastic.

Zagoren's also has a policy of purchasing nearly any item worth more than 100 gp for 40% of the average price (or less if the item is not in good condition). This extends to normally unsellable items of extraordinary value, except when an item is so amazing that it cannot be properly priced, such as artifacts. The emporium will sometimes claim not to have enough gold to purchase items, but grants credit to the various items in the shop. This can be a popular choice, given the emporium's impressive inventory, but finding the shop from one week to the next can be challenging (though rarely impossible).

The shop's namesake has as many rumors about themselves as the shop does, and some claim the eponymous shop owner does not exist, or is some extraplanar being. Some speculate that the nature of the shop is evil, and have even protested it, but there seems to be little evidence that the shop is evil. In fact, one point of pride for both the shop and its customers is that it will never deal with cursed items, whether to purchase or sell, making Zagoren's safe in that respect, at least.



## ZAGOREN'S SHOPKEEPS

The shop keeps at Zagoren's can vary from attractive youths to wizened elders. What does remain constant is the exuberance of the shop workers. Many of them are excited, and do well at presenting wares by highlighting their history or importance, often mentioning the item being used by some famous personality.

When not hawking specific items, the shop workers are friendly but reserved, willing to discuss anything from politics to monster lore, if solicited. There are times when speaking with the workers can help in finding out a key fact or clue about a given matter; such cases may grant a player advantage on a check meant to discover a new plot element. Curiously enough, workers at Zagoren's are likely to talk about information that would get them in trouble with the government, which implies that the store and its workers may have some sort of immunity, or perhaps they are beneath the notice of authority.

Some iterations of the shop can see as many as five workers, but Zagoren's usually has only two workers, a shop keep and a stock worker. Some rumors say that Zagoren sometimes enters the rotation, but it is nearly impossible to tell. Some claim that they see the same workers at the emporium with every visit, while others see a different staff at varying frequencies. This fuels speculation and rumors; some theorize that the staff are merely clever illusions or shapechangers, but as with many other facets of the emporium, it is nearly impossible to discern.

For the fools willing to attempt to strongarm or attack the establishment, they quickly learn that there are numerous magical wards in place. If a person wishes to steal from Zagoren's, they face a curse that persists until they return the item. If a person or group attempts to use force against the shop or its workers, they will find

that there are stronger wards that simply destroy the shop and all those in it. Even if someone were to survive the explosion, the shop itself would be nothing but ashes. This drastic measure has accounted for the emporium's change of location more than once, but the rumors say that specific workers have been known to survive these events.

The following is a list of commonly seen personalities that work at the emporium. All of them are commoners, but can offer insight and information that belies their roles as shop keeps.

**Verna the Brute:** Verna is, to all appearance, a half ogre woman with the voice and affect of a courteous young human female. Some say that she was cursed with the appearance of a hulking brute, and is working at Zagoren's to remove the curse. Whatever the case, she is one of the most accommodating workers at the emporium, and has excellent advice about combat and small scale tactics. As an exception, Verna always has an axe handy, and uses the statistics of a berserker. She collects tactical manuals and historical accounts of famous battles. She is loathe to accept weapons, as most are ill gotten, but she may make an exception for an especially old and historical piece, even if it is broken.

**Toby Raslow:** A dour faced middle aged human man dressed as a working class commoner, Toby helps customers with both service and advice. He often tells stories of failed adventuring groups, and sometimes hints that he once was a member of such an ill fated team. Though Toby tends not to speak out of turn, he has been known to warn customers of various dangers, whether of the misuse of an item, or of the folly of an overheard scheme. Toby enjoys trinkets that belong to perished adventurers; it is said that he attempts to send them to the next of kin. The morose shop worker will also collect cautionary tales, as long as they are genuine.



**Avra Hardeyes:** A severe elven woman dressed in modest and fine robes, Mina is direct, but fair to the customers. She speaks bluntly, and is not aware of her social shortcomings. Despite this, she is an expert on magical matters, and speaks animatedly on the subject of the arcane. Those who have witnessed her excitedly discuss magical topics claim she is a different person entirely. Some rumors say that she is not an elf at all, but some form of living spell. Rumors are largely unsubstantiated, and she appears to shrug off the random dispel magic spells cast by curious customers. Avra enjoys tomes and scrolls that are either inherently magic, or one that merely discuss the arcane arts

**The Baron:** A well dressed dapper halfling man with an outrageous moustache and monocle, the baron appears to be emulating the station some form of minor nobility. He speaks with a royal affect, and addresses all customers as equals, even if they appear as peasants. Some

claim that this is merely a ploy to drive up sales, but he exhibits an expertise in the matters of royalty, both general and local. If asked, he often tells a story of being deposed and driven to exile, though he never tells from where. An astute observer will notice that his garb matches that of a kingdom lost in ancient times. Those who care to understand the eccentric baron dismiss this as more pageantry, but some still wonder about the self-proclaimed royal. The baron enjoys trades of royal paraphernalia, both current and historical.

**Fizzlebock:** An old unkempt gnomish man, Fizzlebock is perhaps the most excitable worker at Zagoren's. An expert on alchemy, smithing, and new sciences and old technology, Fizzlebock can wax on and on about such a variety of subjects that many seek out the shop just to hear his thoughts on some new contraption, or perhaps to have such a contraption appraised. The excitable gnome is responsible for many of the trade tools that are sold in the shop, and can be relied upon to order or create a specific tool for a specific job. He is also a collector of sorts, and has been known to request ancient machine parts, among other strange objects.

Though these personalities suggest a regular clientele, their names and faces are easily interchangeable to create a variety of rotating staff. However, if you prefer an unchanging roster of workers, feel free to use these characters as staples of the emporium's work force.

## ZAGOREN'S CURIOS EMPORIUM'S ROLE IN YOUR CAMPAIGN

The emporium has a base 40% chance of having any item of common or uncommon rarity. Anything more rare than that is either 10%, or situationally available. Sometimes a clue will lead interested buyers to Zagoren's because the item can only be found there, and other times the emporium will employ groups to retrieve an especially rare item.

Many of the items in this book (quality items, weapon and armor charms) can be found in at Zagoren's, usually with a price tag higher than suggested. Often times the emporium will reduce the price for a given item by up to 50% in exchange for a rare item, trinket, or favor. The favor may take the form of an errand run within town, or a quest for some rare ingredient or item. In rare cases, the shop manager may ask for something unusual, like a lock of hair or a song. Though these requests can raise many questions, most proprietors happily comply.

Zagoren's Curios Emporium is meant to occupy a place in your campaign as a plot device, and for the distribution of magic (and non-magic) items in a way that doesn't involve looting or plundering. It is not a clearinghouse of treasure, but rather a story driven location with odd characters, peculiar items, and rousing adventure hooks. It is ideal to use if your players want a specific item, either on a whim or for the

advancement of the story. The shop can provide them with a strong plot driven means to acquire such an item or items without reducing the effort or plausibility of the acquisition.

Do not feel compelled to make the emporium something reliable and utile to your players; it should be there as a mysterious but beneficial place, not some wandering pawn shop that dispenses items at their whim. If presented correctly, it will be as enchanting as it is mysterious.





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