

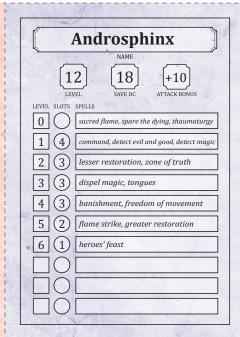




LEGENDARY ACTIONS

Another World: Cast gate

Claw Attack: 1 claw attack Teleport (2 actions): Teleport 120' Cast a Spell (3 actions): Cast a spell



Ioun Stone, Awareness

Wondrous item CATEGORY

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When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head. You can't be surprised while this dark blue rhomboid orbits your head.

Pipes of the Sewers

Wondrous item CATEGORY



NOTES *Abbreviated. You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them. The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called. *See item description. Called swarms move toward the music by the shortest available route. The pipes regain 1d3 expended charges daily at dawn. Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win, the swarm becomes friendly to you and your companions and obeys your commands for as long as you continue to play the pipes and as long as it can hear the pipes. *See item description.

Potion of Healing

Potion CATEGORY

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You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

