

CLOCKWORK DRAGON'S HOARD OF INTERESTING ITEMS

BELT OF KAMEHA

RARITY: RARE

Equipment: Belt (requires attunement)

This simple cloth belt is worn and tattered, and bears wounds of an untold number of battles. While attuned to this belt, When you activate the Energy Beam psionic talent, you may also choose to activate the Beacon psionic talent as a free action. If you do so, the damage dice of your Energy beam increases from a d8 to a d12.

RING OF FINAL DESTINATIONS

RARITY: LEGENDARY

Equipment: Ring (requires attunement)

This Cursed ebony ring bears a silver inlay of the visage of death itself. When first attuned to a new creature, the ring gains a random number of charges. The number of charges is known only to the DM.

While attuned to this ring, if any event (such as an attack, failed save or otherwise) would result in your unnatural death, and the ring has charges remaining, one of these charges is automatically spent, and your death is averted by an absurdly strange or unlikely chain of events. When the ring's charges are fully expended, It's silver inlay turns black, and you suffer the following effect:

- Any time you roll a critical failure, you are immediately reduced to 0 hit points by a convoluted chain of events and happenstance, as determined by the DM.

This effect lasts until removed by a Wish spell or similar magic, or until a different creature attuned to the ring triggers the same effect.

STAFF OF THE CLASS 2 LEVER

RARITY: VERY RARE

Weapon: QuarterStaff (requires attunement)

This mundane-looking rod of iron makes a surprisingly useful arcane focus, and excels at multiplying force. This Staff contains 4 charges which can be spent in the following ways:

- When you cast a spell who's effects include forced movement, you may choose to expend one charge contained in the staff to double the distance of this movement
- When you cast a spell or cantrip which deals force damage, you may expend 2 charges to double the amount of this damage.

The staff regains 1d4 charges at the end of a long rest.

BELT OF ARCANE RESERVE

RARITY: VERY RARE

Equipment: Belt (requires attunement)

This intricately crafted belt is made of interlocking plates of silver, and bears 5 enormous gemstones who's color seems to shift before your eyes. It is highly sought after by mages, who use the gemstones to store unused arcane power for when it might be needed most. A creature attuned to this item may spend a 10 minute ritual to expend a spell slot of 5th level or lower, storing it inside one of these gemstones. As an action on their turn, a creature attuned to this belt may release one of the spell slots stored within the belt, immediately using it to cast a spell they know and have prepared.

Spell slots stored in the belt remain so until used, even if the creature who expended the slot to store it regains their spell slots through a rest or other means,

PILFERED COIN OF THE RAT KING

RARITY: VERY RARE

Item: Coin (requires attunement)

This well-worn coin has changed hands more times than any can count, and attracts thieves almost as well as it attracts rats. As an action while attuned to this coin, you may throw it at a point within 20 ft. Roll 1d20. On a 1, you realize the coin has been stolen. Otherwise A swarm of Starving and bloodthirsty rats fills a 10-foot-radius zone, centered on the coin.

When the swarm appears, each creature in its area must make a Constitution save. A creature takes 2d10 piercing damage on a fail, or half on a success. It must also make this saving throw when it enters the Swarms area for the first time or ends its turn there. Corpses within the swarm's area are instantly devoured by the rats.

The Swarm spreads around corners, and lasts for 1 minute, or until all creatures within it's area are dead, whichever comes first. Once this coin has been used, it must be recharged by the light of dusk before it can be used again.

ARCHIMEDES SLING

RARITY: RARE

Weapon: Sling (requires attunement)

This sling is woven with threads spun from the finest metals, and arcs with electrical energy even when not in use. When used to fire a metal projectile, this weapon deals an additional 1d4 bludgeoning damage. As a bonus action, you may choose to charge the sling, causing the next attack made with it to deal lightning damage instead of bludgeoning damage.