

Party Magic Items

Pope

Headband of Intellect

Requires Attunement

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher without it.

Dunowhere

Rope of Climbing

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Terry

Fragments of a Magic Horn

You can use an action to speak the horn's Command Word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is Deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't Deafened. Creatures and Objects made of glass or Crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Boots of Striding and Springing

Requires Attunement

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing Heavy Armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining Movement would allow.

Immovable Rod

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

Ritto

Ring of Swimming

You have a swimming speed of 40 feet while wearing this ring.

FiZi

Drem

Snowrunner

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