

Treasures Dark & Terrible



HALLOWEEN IS UPON US! In *I Ain't Afraid of No Ghost* and *Heroes of the Night*, EN WORLD EN5IDER provided new types of heroes to combat the dangers found in *Temple of Horrors* and *Día de los Dinosaurios Muertos*. We've given you the tricks, now get ready for the treat: a host of new magic items that fit the spirit of the season! Some items are suitable for characters both good and evil, but others are suitable only for legendary knights or evil priests.

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AEGIS OF THE ETERNAL MOON

Armor (shield), very rare (requires attunement)

The circular surface of this gleaming silver shield is marked by dents and craters, like the image of a full moon. While holding this shield, you gain a magical +1 bonus to AC. This item has 3 charges and regains 1 charge each night at moonrise.

While this shield is equipped, you may expend 1 charge as an action to cast *moonbeam*, with the following exceptions: the spell manifests as a line of moonlight 10 feet long and 5 feet wide emanating from the shield, and you may move the beam by moving the shield (no action required). When the first charge is expended, the shield fades to the shape of a gibbous moon and loses its magical +1 bonus to AC. When the second charge is expended, the shield fades to the shape of a crescent moon and becomes a buckler, granting only a +1 bonus to AC. When the final charge is expended, the shield fades away completely, leaving behind its polished silver handle. When the shield regains charges, it reforms according to how many charges it has remaining.

BLESSED WISHBONE

Wondrous item, common

As an action, two adjacent creatures may break this wishbone together. Whoever gets the larger side (randomly determined) gains resistance to necrotic damage for 1 minute.

COLLAR OF CERBERUS

Wondrous item, very rare (requires attunement)

While you wear this spiked cold iron collar, two spectral, canine heads materialize on either side of your head. Each head has a reaction and may make an opportunity attack against creatures that leave your reach. You may also command the heads to make a bite attack as an action, or allow the heads to bite in place of attacks granted by the Extra Attack feature.

Melee Attack—Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Alternatively, if you place this collar on a willing or unwilling beast, it must make a DC 16 Wisdom saving throw or be charmed (as *animal friendship*) by you until you remove the collar. If it succeeds on this saving throw, it may still wear the collar of its own free will, but can remove it as an action. While it wears this collar, the two spectral heads materialize upon its shoulders, granting it the above attack option.

CROWN OF THE DEVOURER

Wondrous item, rare (requires attunement)

The black arches of this foul crown are scarred with biting frost. Innumerable flies adorn its surface like grotesque gemstones, and a single rusted face wails silently from its iron circlet. As an action, you may choose to embody an aspect of the Devourer, a frigid avatar of entropy that feeds on heat and life. You may end a chosen aspect by removing the crown, but you cannot choose a new one until you complete a long rest.

Aspect of Cold Death. The ice gnawing at the crown's iron arches spreads down your shoulders and arms, blackening your fingertips with icy decay. You gain the ability to cast *chill touch* as an action at-will. Once per day, you may also cast *chromatic orb* (+5 to hit), but you may only choose to have it deal cold damage.

Aspect of Dissolving Jaws. The rusted face on the center of the crown flares to life and glares with emerald eyes at your enemies as your own teeth grow sharp and pointed. You gain the ability to make a bite attack against a single target using a bonus to attack rolls equal to your Strength modifier plus your proficiency bonus, and dealing 1d6 piercing damage plus your Strength modifier. On a hit, the target must make a DC 10 Constitution saving throw or take additional acid damage equal to your Strength modifier. The target repeats this saving throw at the end of each of its turns until it succeeds.

Aspect of Carrion. The flies atop the crown awaken from their iron slumber and buzz hungrily about you, seeking their next meal. Up to 3 times per day when you kill a living creature, you may choose to gain 1d10 + 5 temporary hit points.

GHOST WARD LANTERN

Wondrous item, uncommon

This pale white pumpkin is small enough to fit in the palm of a human hand. A macabre, grinning face is carved in one side, and a candle inside burns with an eerie purple flame. While its candle is lit, this pumpkin lantern shines dim light in a

10-foot radius. The lantern's candle burns for 1 minute, after which the pumpkin instantly rots and loses its magic.

Undead must make a DC 12 Wisdom saving throw when entering the radius or when beginning their turn within the lantern's light. On a failed save, the creature takes 3d6 radiant damage and half as much on a successful save. Incorporeal undead have disadvantage on this saving throw.

The lantern has AC 8 and 2 hit points. If the pumpkin is destroyed, all undead within 10 feet of it must make a DC 12 Wisdom saving throw, taking 3d6 radiant damage on a failed save and half as much on a successful one.

Plot Seed: Order of the Silver Moon

The harvest moon is a symbol of both prosperity and death. While city folk may call the curse of the werewolf rural superstition, those who live on the edge of civilization know the truth about the full moon. The humans and halflings who settled the edge of the frontier once cowered in fear when wolves howled across the wheat fields, but a group of unlikely heroes emerged from their ranks one Hallow's Eve. Led by an unassuming halfling named Georgia Miller, ten brave farmers stood against the tide of lycanthropy. Miller's militia melted down silver coins in frying pans over open flames and dipped the tips of pitchforks and the blades of their sickles in the molten metal. They built makeshift palisades among the fields of grain and met their slaving enemy eye to eye.

Year after year, the brave farmers fended off the werewolves who lurked in the shadows of the great uncharted forests. Many died in defense of their loved ones, but Miller's group grew in numbers and skill as more courageous frontiersmen and women flocked to their cause. Reputation brought them neither money nor safety, and Miller's militia continued melting down coins and burying their fallen comrades. It began as a joke, but the humble defenders took to calling themselves knights of the frontier and

laughed with each other about codes of chivalry and honor while shearing sheep and grinding grain.

Ten years after the militia was first formed, a gnoll warchief named Bloodeye succumbed to the curse of lycanthropy. Cunning and enraged at the audacity of Miller's band of warriors, he gleefully spread the curse to his clan and set out to purge his realm of the werewolf killers.

The night of Bloodeye's attack was like any other full moon night. The defenders were unprepared for the ferocity of his attack, yet in the instant that the werewolves set upon them, a beam of opalescent moonlight illuminated the battlefield. The lycanthropes shrieked in terror as they saw that their enemies, too, were transformed in the moonlight. The moon goddess descended and clothed the knights of the frontier in strength and dignity, bestowing upon them shining shields and gleaming blades of moonlight.

Today, the Order of the Silver Moon is a band of paladins and knights-errant descended from Miller's militia and sworn to protect the world from the horrors of the night. Miller's weapon—the legendary *Long Fang of the Moon*—is a sacred relic of their order, and their most senior knights carry *aegises of the eternal moon* as a symbol of their station.

LONG FANG OF THE MOON

Weapon (longsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this silvered longsword.

Whenever you deal damage with this weapon, you may choose to deal either slashing damage or radiant damage. When you hit a shapeshifter with this weapon, it must make a DC 20 Constitution saving throw or revert to its original form. If it fails this saving throw, you may choose to prevent the shapeshifter from transforming for up to three rounds. This sword's bonus to attack and damage rolls decreases by the same number until the shapeshifter transforms again or until 1 minute passes, whichever is sooner.



OBSIDIAN BUTTERFLY KNIFE

Weapon (dagger), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this dagger. Made of razor-sharp obsidian, this finely-balanced blade glows faintly with deep purple light. You can use an action to cause the dagger's inner light to brighten, glowing like the corona of an eclipsed sun. This glow lasts for 1 minute or until you deal damage to a creature with this weapon. That creature must succeed on a DC 12 Constitution save or take 3d6 necrotic damage and be unable to regain hit points for 1 minute. If this damage reduces the target to 0 hit points, the target dies. 1d4 rounds later, its body explodes into a swarm of obsidian butterflies that completely eviscerate the corpse, leaving only the creature's heart behind. The dagger can't be used this way again until it is exposed to a new sunrise.

Might of Itzpapalotl

In ancient Aztec tradition, the goddess Itzpapalotl was the leader the Tzitzimimeh, a court of powerful goddesses linked to the stars, fertility, women, and death. Her realm, Tamoanchan, was both the birthplace of modern humanity and the resting place of those who died as infants. The Tzitzimimeh were especially feared during times of change, including the New Fire ceremony, a ritual that began each new round of the Aztec calendar and was eradicated after Spanish conquest in 1507.

In New Atzlán*, the name of the skeletal goddess Itzpapalotl is invoked only in deadly circumstances. Female warriors in particular pray to her when faced with death on the battlefield. Sometimes these prayers are answered, and Itzpapalotl (known as the Obsidian Butterfly or the Clawed Butterfly) imbues these warriors' weapons with the power to devour their enemies.

* Jensen Toperzer, *Día de los Dinosaurios Muertos*,

<https://www.patreon.com/posts/dia-de-los-3613311>

SKULL LIQUEUR

Potion, rare

This crystal phial appears empty unless it is agitated, which reveals that it is filled to the brim with a clear liqueur. Close examination reveals bubbles within the liquid that seem to be shaped like tiny skulls. Pouring the phial's contents into the mouth of a dead creature animates it as if it were the target of a *Speak with Dead* spell.

SOULFIRE BAND

Wondrous item, very rare (requires attunement by a spellcaster of evil alignment)

Carved from the curved horn of a demon and etched with images of fiery sacrifices, this jagged ring quietly whispers the name of every creature its magic has killed.

As a bonus action, when you use necrotic damage to reduce a living creature to 0 hit points, you may command the ring to kill them and absorb a fragment of their soul. When the ring contains a soul fragment, the etchings on its surface pulse with unholy light and you gain the following action:

Spell Attack—Soulfire: *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* The target takes damage equal to the Hit Dice of the creature whose soul fragment fills the ring. Half of this damage is fire damage and half is necrotic damage.

The ring may only be used in this way three times per day, and it cannot absorb another soul fragment until you expend the one in the ring. Any fragment still in the ring at sunrise is released.

