



Treasury of the Macabre





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ITEM RARITY

Magic items vary in power and in the likelihood they will be found in a treasure hoard and how easy they are for heroes to use even when they find them. The items in the *Treasury of Macabre* fall into the following categories of rarity, with items marked with an asterisk (*) requiring attunement to use to their fullest potential:

COMMON: *tomb tapper*

UNCOMMON: *bloodscent, clockthief's candelabrum, seance candle, wolf-hair shirt**

RARE: *anatomist's knife*, beyonder's veil*, crown of deadspeech*, gauntlet of staveguarding, guardian moppet*, horn of the deep ones*, override baton*, tentacle vest*, witchblood stylus**

VERY RARE: *clockthief's key*, cruciform icon*, electroshock glove*, fearful knocker, galvanic neck-bolts, gargoyle mask*, ghost shackles*, helm of certain sanity*, mesmeric mask*, rod of the arcane cenotaph*, rod of the moon*, sanguinary torque*, shadow pack, skeleton cage, spinelash**

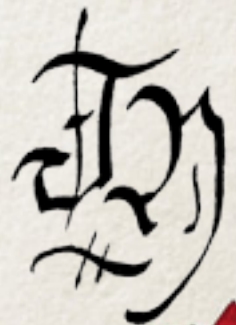
ARTIFACT: *elder talisman**



WHAT YOU WILL FIND INSIDE *Treasury of the Macabre*

The *Treasury of the Macabre* is a collection of 30 haunted and horrible magic items designed for a horror-themed 5E game, like the official 5th Edition *Curse of the Vampire* adventure saga or any campaign exploring the *Loft of Ravens*. This tome of treasures includes items any vampire or vampire-hunter would be delighted to discover, in addition to items themed for a wide variety of horror scenarios, from witches, werewolves, ghostly haunted houses, and mad scientists and their creepy constructs (like those featured in the *Construct Codex* from Legendary Games), to ancient liches and cosmic cults devoted to eldritch entities from beyond the stars! Whatever flavor of horror you want to include in your 5E game, the *Treasury of the Macabre* has got treasures worth winning, from the *beyonder's veil* and *clockthief's candelabrum* to the *witchblood stylus* and *sanguinary torque*. Grab this 18-page PDF and Make Your Horror Game Legendary!

- Jason Nelson



HAUNTED TREASURES FOR HORROR CAMPAIGNS

The magic items in the *Treasury of the Macabre* are designed specifically to fit within a Gothic horror campaign, whether a published series of adventures or one of your own devising. The basic catalog of magic items can be used to supply magical treasures for such a campaign, and many are highly thematically appropriate, from a *cloak of the bat* to a *tentacle rod*, sword of life stealing to any number of wands and staves containing spells suitable to an atmosphere of Gothic horror. However, the items presented in this volume are tailored to suit a number of the classical tropes of horror fiction and media. Need to stock the laboratory of a mad scientist with his deranged inventions? The tomb of an ancient wizard-king with relics of the sorcerous past? The cultic sanctum of insane stargazers and their alien artifacts? Look no further, for below is a list of magic items that fit within half a dozen horror genres (though there is plenty of room for crossover), followed by full descriptions of every item to chill the hearts and fire the imagination of you and your players.

Ghosts and Haunted Buildings: *fearful knocker, gargoyle mask, ghostly shackles, séance candle, tomb tapper*

Mad Scientists and Constructs: *anatomist's knife, clockthief's candelabrum, clockthief's key, override baton, electroshock glove, galvanic neck-bolts*

Werewolves: *bloodscent, guardian moppet, rod of the moon, shadow pack, wolf-hair shirt*

Eldritch Alien Horrors: *beyonder's veil, elder talisman, helm of certain sanity, horn of the deep ones, tentacle vest*

Vampires and Witches: *bloodscent, cruciform icon, mesmeric mask, sanguinary torque, witchblood stylus*

Liches and the Ancient Dead: *crown of deadspeech, gauntlet of staveguarding, rod of the arcane cenotaph, skeleton cage, spinelash.*

OVERRIDE BATON

Rod, rare (requires attunement)

This rod of arcane circuitry, studded with tiny lights and buttons, allows the wielder to briefly influence the actions of constructs.

Spell. While holding the rod, you can use an action to cast *command* on a construct up to three times per day. A DC 14 Wisdom saving throw negates the effect. The construct has disadvantage on this saving throw unless the construct's creator is within 30 feet of it.

ROD OF THE ARCANE CENOTAPH

Rod, very rare (requires attunement)

This rod of ancient stone is inscribed with the personal sigils of dozens of long dead arcanists, attuning the user to the lingering spiritual vestiges of the dead, allowing him to commune with them and delve their secrets, especially those of a magical nature.

Spells. While holding the rod, you can use an action to cast *speak with dead* and *legend lore* once each per day. Saving throws made to resist are made with disadvantage. As an action you can touch it to an object to learn the properties as if *detect magic* was cast.

Divine Enhancement. When casting divination spells relating to dead or undead creatures, and when using *augury*, *contact other plane*, or another divination with a chance to learn about a dead or undead creature, you gain benefits with *augury* if you try casting the spell again before finishing a short or long rest the 25% chance of a bad reading the GM rolls should be rolled twice, taking the better result. With *contact other plane* you gain advantage on the saving throw to avoid the psychic backlash.

Insight. As an action, you can touch a creature or object. If on a creature you learn the highest level spell it is capable of casting. If it's an object it reveals the same information as *detect magic*.

ROD OF THE MOON

Rod, very rare (requires attunement)

This silver rod glows with a soft silvery light equal to a torch.

You gain a +1 bonus to attack and damage rolls made with this magic weapon (damage as a mace) and it does an extra (3) 1d6 radiant damage to lycanthropes. While holding it you have darkvision out to a range of 60 feet.

Moonglow: Once per combat while holding this rod as an action you can target a single creature within 30 feet that you can see to glow with pale moonlight as the spell *faerie fire* for a number of rounds equal to your Wisdom Modifier +1. There is no saving throw. The target has disadvantage on all Wisdom based skill checks while effected.

Spell. Once per hour, while holding the rod, you can use an action to cast *moonbeam* (Constitution save DC 16).

ANATOMIST'S KNIFE

Weapon (dagger), rare (requires attunement)

This exquisite blade feels deadly in any hand that wields it. You gain a +1 bonus to attack and damage rolls made with this magic weapon (damage as a dagger). If you use it to sneak attack, or score a critical hit, the knife does an extra 1d6 damage as the target bleeds out (this die is also doubled if you get a critical hit on your sneak attack). Once per combat on your turn without using an action you may make a Wisdom (Insight) check opposed by your target's Charisma (deception) check. If you succeed you gain advantage on your next attack roll made on this target before the end of your next turn.



SPINELASH

Weapon (whip), very rare (requires attunement)

This brutal whip is crafted of segmented vertebrae and jagged bony shards, inflicting lethal damage. You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a critical hit (or any hit against an incapacitated creature), the target's bone structure is fractured and deformed by the spinelash, causing the target to become restrained by its own skeleton. A DC 16 Constitution saving throw negates this effect. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. Creatures without skeletons are immune, but undead and creatures with chitinous exoskeletons are affected normally.

Additionally this weapon acts as a ring of spell storing for touch spells only. By expending one of the stored spells during an attack, you may choose to also have one of the stored spells within effect the target when successfully hit the weapon.

BEYONDER'S VEIL

Wondrous item, rare (requires attunement)

This shimmering translucent veil seems to hold shifting stars within its weave. The beyonder's veil infuses your illusions with the essence of trans-spatial nightmare dimensions beyond the stars. Targets have disadvantage on Intelligence (Investigation) skill checks to disbelieve an illusion spell you cast, and the target is frightened by the illusion for 1 round unless it succeeds on an additional Wisdom saving throw against your spell save DC. This works a number of times per day equal to 1 plus your spellcasting ability modifier.

BLOODSCENT

Wondrous item, uncommon

This rusty-red powder is comprised of magically distilled and fortified essence of blood. It may be spread carefully over a 10 foot square, or hurled at a single 5-foot square up to 30 feet distant. Creatures with the Keen Smell ability within or adjacent to the bloodscent become fascinated as if you had cast the spell *enthrall* (Wisdom save DC 12).

A lycanthrope that fails its save against bloodscent while in humanoid form must succeed on a second identical save or be compelled to assume its hybrid form. Bloodscent can be hurled at a creature as a ranged weapon attack, affecting them as above. In addition, creatures with the Keen Smell ability beginning their turn adjacent to the target are compelled to attack the target for 1 round unless they succeed on a DC 12 Wisdom saving throw (ending that compulsion). If the attack misses, the bloodscent fills a single 5-foot square wherever it lands.

Bloodscent affects creatures only once per use, though it remains potent for 1 minute after being spread or hurled, and other creatures exposed to it may be affected. Herbivorous creatures are immune to bloodscent.



CLOCKTHIEF'S CANDELABRUM

Wondrous item, uncommon

This ornate brass candle-holder sheds a magical light in a 10 foot square that reveals the intricacies of devices both magical and mundane. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to notice and identify traps and secret doors, and to Wisdom (Perception) and Intelligence (Arcana) checks to notice and identify constructs.

In addition to its power to reveal, the clockthief's candelabrum can conceal those in its light from the perceptions of automata of all types. As an action you can activate this ability: you have advantage on all Dexterity (Stealth) checks when hiding from constructs. Additionally all undead have disadvantage on all Wisdom (Perception) checks to locate you when you are attempting to hide. Intelligent constructs or constructs with Magic Resistance do not have disadvantage. The powers of the clockthief's candelabrum are ended immediately if its candles are extinguished.

CLOCKTHIEF'S KEY

Wondrous item, very rare (requires attunement)

This simple, unadorned winding key of polished brass, the span of a human's hand, is inlaid with a labyrinth of wiry filaments almost too small to see but that channel energies highly disruptive to magical devices. The clockthief's key aids in disarming magical traps, granting advantage to any Dexterity skill check when utilizing thief's tools.

The chief power of the clockthief's key, however, is to disable or impede the functioning of constructs, unwinding the mainsprings of their magical cores and unraveling their programmed functions into disarray. As an action requiring both hands, you can make a melee weapon attack against a construct. A successful hit attaches the clockthief's key to the construct. The construct must succeed on a DC 15 Wisdom saving throw or be blinded and deafened. If the save fails by 5 or more it is also incapacitated. At the end of each of its turns, the target can make another Wisdom

saving throw with disadvantage. On a success, the effects end on the target. Note a deafened construct cannot receive new orders.

The clockthief's key can be removed as an action with a DC 15 Dexterity check or a DC 20 Intelligence (Arcana) check; the one who placed it on the construct gains advantage to the check. The key can be removed automatically if the construct is destroyed. Removing the key immediately ends any non-instantaneous effects.

A clockthief's key can be reprogrammed to produce different effects than those above in constructs:

- Target has disadvantage on all attacks.
- Deafened, and the target is effected per the *slow* spell.
- Deafened, and the target is effected per the *confusion* spell.

This requires 1 minute of work and a DC 20 Intelligence (Arcana) check, and the change in function is permanent (though it may be reprogrammed many times). As an action, a DC 20 Intelligence (Arcana) check can also be used to set the clockthief's key to overload, destroying the key but creating an eruptive bubble of degenerating energy affecting every construct within 40 feet with the key's current effect.

CROWN OF DEADSPEECH

Wondrous item, rare (requires attunement)

This crown of black iron, set with polished and rune-carved shards of bone, allows you to converse with the dead as if using *Speak with Plants* to converse with intelligent undead or corpses, skulls, mindless undead. The crown does not make undead automatically friendly. You have advantage on Charisma (Deception or Diplomacy) checks with undead creatures.

CRUCIFORM ICON

Wondrous item, very rare (requires attunement)

This holy symbol of wood polished to a golden sheen, capped in bronze and engraved with runes of holiness, strikes terror into vampires that behold it. With the cruciform icon in hand, you can affect vampires with dread. A successful melee weapon attack with the cruciform icon suppresses a vampire's regeneration ability and it must succeed on a DC 15 Wisdom saving throw or become frightened. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the fear ends on the target.

As an action you may hold vampires at bay as a *magic circle* spell, but only against vampires. In addition, creatures within the circle are protected against vampiric attack as the *sanctuary* spell (DC 20 Wisdom saving throw). As the spell, if any warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends. This effect lasts until the beginning of your next turn and can be continued in subsequent rounds again using an action to trigger it. A vampire who saves against this effect of the cruciform icon cannot be affected by it again for 24 hours.

In addition to its effects against vampires, a cruciform icon is a potent aid to Channel Divinity when turning undead. The Wisdom saving throw to resist is made with disadvantage, and the area is affected as if you cast the *hallow* spell.

ELECTROSHOCK GLOVE

Wondrous item, very rare (requires attunement)

This heavy gauntlet is laced with copper wire and can be used to deliver a *shocking grasp* spell 3 times per day. However, this shock can also jolt a creature to its senses, allowing an immediate new saving throw as a bonus action to remove one of the following conditions (if more than one is present, determine randomly): blinded, deafened,

frightened, paralyzed or stunned. An electroshock glove cannot affect instantaneous or permanent conditions, nor effects that do not allow a saving throw. An electroshock glove causes no damage to a creature at 0 hit points and dying, but allows an immediate death saving throw as a bonus action.

FEARFUL KNOCKER

Wondrous item, very rare

This heavy metallic disk is carved in fanciful or frightful likeness of a humanoid or monstrous face, with a heavy ring in its mouth. If attached to a door, it seals the door with an *arcane lock* and wards it with a phantom trap. The fearful knocker opens and closes the door by a command word. A creature touching the door without speaking the command word is affected as per the *fear* spell (DC 13). The fearful knocker cannot be removed from the door except by the command word, destroying the door, or temporarily negating its power with *dispel magic*.



GALVANIC NECK-BOLTS

Wondrous item, very rare

These metal bolts, if held next to a creature's neck while it suffers over 10 points of lightning damage, affix themselves permanently to the creature's spinal column. Removing the galvanic neck-bolts requires a DC 25 Wisdom (Medicine) check (inflicting 2d6 points of damage and 1d3 levels of exhaustion).

Once implanted, galvanic neck-bolts enable the target's body to absorb lightning damage and convert it into raw strength, speed, and power. Galvanic neck-bolts can absorb and convert up to 60 points of lightning damage per day. Any lightning damage that would be suffered is ignored, converted into 1 temporary hit point per 3 points of electrical damage. These temporary hit points last for 1 hour or until lost.

In addition, for every 20 points of electrical damage absorbed you have advantage on Strength, Dexterity, or Constitution ability checks for 1 hour; if 40 or 60 points of electrical damage is absorbed, this bonus must be applied to different abilities. After absorbing 60 points of electrical damage, galvanic neck-bolts overload and shut down until the following day. The feedback from this overload inflicts 1d4 levels of exhaustion.

GARGOYLE MASK

Wondrous item, very rare (requires attunement)

This dull gray mask hides your face behind a grotesque stony visage surmounted with one or more curved or spiral horns. Besides masking your identity, a gargoyle mask allows you to make an unarmed claw attack as a bonus action doing 1d6 plus your Strength modifier in slashing damage. You are considered proficient with this attack. As an action you can assume the appearance of a weathered but vaguely monstrous stone statue. While you remain motionless, you are indistinguishable from an inanimate statue. In addition you can make a Wisdom (Perception) (DC 20) check to identify a gargoyle as such.

GAUNTLET OF STAVEGUARDING

Wondrous item, rare

This heavy glove of leather covered in mithral mesh is used to safeguard a rod, staff, or wand from destruction, though it may be used in conjunction with a quarterstaff or with any item or weapon wielded in one hand. You have advantage if a creature attempts to disarm you. Additionally no attempts to damage the held object can succeed until the gauntlet is destroyed first (AC 15, 25 hit points). A spell targeted at an item in hand (e.g., *disintegrate*, *heat metal*, *shatter*) affects the gauntlet instead. If more than one gauntlet of staveguarding is worn, each must protect a different held item.

GHOST SHACKLES

Wondrous item, very rare (requires attunement)

These rune-carved manacles are enchanted to bind the ectoplasm of ghostly or incorporeal creatures. You can make attacks with them as an improvised weapon that you are proficient with while attuned. In addition, once per day you can make a melee weapon attack against an incorporeal creature with the ghost shackles to bind it. If the attack hits, the target is grappled (Escape DC 15), and as long as you hold onto the ghost shackles the incorporeal creature is restrained, unable to move. If you drop the ghost shackles, the creature may move but retains the grappled condition; the ghost shackles move with the creature but remain solid, preventing it from moving through or into solid objects or creatures.



GUARDIAN MOPPET

Wondrous item, rare (requires attunement)

These simple dolls, crudely sewn from burlap, rags, and dark thread with bone button eyes and stuffed with old wool in the semblance of a child or kindly animal, are usually crafted by orphaned witch-prodigies to guard children against those who would harm them. While wearing one, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

In addition, when worn or carried by a child, each guardian moppet can detect the presence of one menace group they choose: aliens (aberrations, celestials, fiends), bad people (giants, humanoids with a subtype different from the bearer's, including shapechangers), bad spirits (fey, undead), creepy-crawlies (oozes, Tiny or smaller animals), or monsters (dragons, monstrosities).

If a creature of its type comes within 20 feet, the guardian moppet awakens its bearer if asleep (with a silent mental alarm), or begins to weep and cry aloud if its bearer is awake; in either case, the bearer is protected as if the spell *sanctuary* were cast (Will DC 11 Wisdom save) for 1 minute that affects only creatures of the chosen types. The guardian moppet must have line of sight to detect creatures of its type; thus, solid barriers prevent its detection. It cannot be fooled by stealth (including magical *invisibility* or *silence*), but it cannot detect creatures that are travelling via the astral or ethereal planes, or is *polymorphed*.

HELM OF CERTAIN SANITY

Wondrous item, very rare (requires attunement)

Crafted by those who wished to shield their perceptions against mind-bending horrors from beyond, this headgear protects against the loss of mental faculties. While wearing it, you have a +2 bonus to all Intelligence, Wisdom or Charisma saving throws. You are immune to the spells *confusion*, *feeblemind*, and similar effects and gain advantage on saving throws against illusions.

These protections come with a price, however, as

the helm of certain sanity also leaves you unable to perceive creatures or spells with the mythos descriptor*, treating them as if they had total cover at all times. This also makes you immune to gaze attacks or similar sight-based supernatural abilities used by such creatures but also imposes disadvantage on any Intelligence skill checks identify such creatures or their abilities. If you are attacked by a mythos creature or spell, you can perceive it as if it had half cover, appearing only as a dim, threatening shape, for 1d4 rounds.

*See the Legendary Games product *Tomes of Ancient Knowledge* 5e. If you are not using that product, Mythos creatures or spells are defined as those that trigger Madness checks.

HORN OF THE DEEP ONES

Wondrous item, rare (requires attunement)

This horn is crafted from a nautiloid shell, and it is constantly wet with a brackish slime. As an action once per day you sound the horn's sonorous call summoning 8 troglodytes to serve you for 10 minutes or until slain. As part of the call they each have +2 to all attacks and saving throws. If all of the troglodytes are slain, you must succeed at a DC 8 Fortitude saving throw or vanish into the horn and be turned into a troglodyte as if by the spell *polymorph*, and be bound to the horn's call for the next 24 hours (you appear as one of the summoned troglodytes). Regardless after 24 hours the effect ends.

MESMERIC MASK

Wondrous item, very rare (requires attunement)

This transparent mask clings to your face, almost imperceptible to inspection. It can be noticed with a DC 25 Wisdom (Perception check or a DC 20 Intelligence (Investigation) check). *Detect magic* will work as usual. You have immunity to the charmed condition but you are immediately aware of the attempt and the source. As a reaction

action when targeted with such an effect, you may attempt to deceive the creature using the charm or dominate effect into believing it has succeeded by making a Charisma (Bluff) check with advantage. The opponent makes their Wisdom (Insight) check with disadvantage. If you succeed you have advantage on all Charisma (Bluff) and Charisma (Perform) skill checks to perpetuate the ruse that you are mentally controlled, and you may choose to accept the telepathic bond that accompanies a dominate effect.

SANGUINARY TORQUE

Wondrous item, very rare (requires attunement)

This twisted silver neckband, set with stones of blood red, stanches your wounds. You automatically succeed on your first death saving throw if dropped to 0 hit points, and you have advantage on subsequent death saves. Ongoing damage to your hit points caused by weapons cease. In addition, the sanguinary torque transmutes your blood into holy water as soon as it breaks the skin. Attacker gains no benefit from using blood drain or similar attacks, such as healing or temporary hit points. Instead, they are affected as if struck with a vial of holy water. A creature harmed by holy water that uses a blood drain attack (such as a vampire's necrotic bite) against you suffers double damage and must succeed on a DC 25 Constitution saving throw or be poisoned. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target. Any undead or evil outsider susceptible to holy water adjacent to you when you suffer any slashing damage suffers 1 point of damage.

SÉANCE CANDLE

Wondrous item, uncommon

Usually dead black or bone white, a séance candle burns for 1 hour. While alight, it attracts the lingering vestiges of dead spirits to come and whisper to the living or provide clues to answer their questions when they meditate upon the desired information in the light of the candle, depending on the amount of time spent.

- 10 Minutes: You have advantage with any saving throws or skill checks associated with divination spells you cast, and the target has disadvantage on saves to resist them.
- 20 Minutes: Ask a single question of a corpse, as *speak with dead* (DC 14).
- 60 Minutes: Perform a legend lore spell related to a specific individual. If a ghost is present when a séance candle is lit it provides the answers; any creature within 5 feet of the candle gains advantage to skill checks to notice or interact with the haunt. The candle enables to the haunt to manifest more fully, and any save DCs against it are increased by 1 if the ghost is within 5 feet of the séance candle. If the séance candle is extinguished prematurely, 10 minutes of its burning time is wasted but no benefit is gained.



SHADOW PACK

Wondrous item, very rare

This backpack helps safeguard your rearward flank from unexpected attacks by creating a shadowy shroud that clouds attackers' vision. Creatures attacking you using pack tactics or attacking from hiding have disadvantage on their attacks. Darkvision penetrates this illusion.

SKELETON CAGE

Wondrous item, very rare

This tiny framework of bones can be activated once per day with a command word (spoken within 30 feet), causing it to expand into a Gargantuan skeletal ribcage firmly fixed to the ground and studded with jagged bony shards (AC 20, 80 hit points, condition immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned). Creatures in the area as it expands must succeed on a DC 17 Dexterity saving throw to move to the nearest open space adjacent to the skeleton cage (this does not provoke opportunity attacks). Failure means the target is grappled (Escape DC 20) and takes 7d8 piercing damage.

The skeleton cage possesses a pair of 20-foot-long skeletal arms that allow the options allowed when grappling a creature. You may direct the arms as an action; otherwise, they attack the nearest creature(s) other than you. Creatures attempting to escape the cage's grapple take 7d8 piercing damage on a failed save or half as much on a successful one (DC 17). A skeleton cage can hold up to 1 Gargantuan, 3 Huge, 8 Large, or 64 Medium or smaller creatures. If the skeleton cage is filled to capacity, creatures dragged to it by the hands are crushed against it, suffering damage as above, but are then dropped in an adjacent square. A skeleton cage lasts for 1 hour or until destroyed or commanded to shrink. Destroying an arm does not harm the skeleton cage, but destroying the skeleton cage destroys the arms. Creatures within a skeleton cage when it is destroyed or commanded to shrink are freed

automatically but suffer damage as if attempting to escape it as above. If destroyed in its miniature form (AC 6, 13 hit points, condition immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned), a skeleton cage is permanently destroyed; otherwise, any damage it suffers is repaired the next time it is activated.

TENTACLE VEST

Wondrous item, rare (requires attunement)

This leather vest is fringed with dangling strips. When you don the vest, these strips become engorged, rubbery tentacles that squirm, lash, and twine. The tentacle vest does not interfere with your actions and you have advantage on Strength (Athletics) checks as well as any attempt to disarm or grapple.

The tentacle vest can be used to hold (but not wear or wield) one item as if it were in your hand. The tentacles cannot draw or sheathe a weapon nor retrieve or stow an item in your pack; however, as a reaction you can transfer an item from hand to tentacle vest (or vice versa).

TOMB TAPPER

Wondrous item, common

This tiny mallet made of bone, sewn together with sinew and hair, allows you to transmit secret messages through stone walls, when buried alive, or through solid surfaces or barriers as if *telepathy* as an action. The recipient of your message can be up to 30 feet away. You may send your message to a specific known creature within range, but any creature within 30 feet and adjacent to a solid surface can attempt to interpret the message with an opposed Wisdom (Insight) check.

WITCHBLOOD STYLUS

Wondrous item, rare (requires attunement)

This sharpened bone writing implement can be used by a warlock to enhance the power of certain magical writings by infusing your blood into the ink. If used to scribe a scroll of a patron spell, the scroll's save DC is increased by 1. A *glyph of warding*, *symbol*, or similar magical rune inscribed with a witchblood stylus requires those triggering it to make any saving throw with disadvantage or suffer the effects of the glyph or symbol. A witchblood stylus may be used once per day, and using it inflicts 1d3 points of necrotic damage to you per level of the spell being inscribed.



WOLF-HAIR SHIRT

Wondrous item, uncommon (requires attunement)

When you don this shirt you cannot be perceived by wolves, dogs, or other canine animals; they treat you as if you did not exist. If you touch a wolf, dog, or other canine or attacks any creature, the protection of the wolf-hair shirt is lost for 1 hour. Werewolves and canine monstrosities must succeed on a DC 12 Wisdom saving throw to notice you. In addition to the above, any spell or innate spell you use to assume the form of a canine animal or magical beast grants one additional hit die to your form.

ELDER TALISMAN

Wondrous item, artifact (requires attunement)

This rough-hewn stone in the form of a seven-pointed star at first appears a weathered relic of ancient times, but a close inspection reveals spidery whorls and tracteries of pictographic runes that bend the mind and yet all lead back into the heart of the star. When you carry an elder talisman you gain advantage on all saving throws against spells, and shielded with its power by a *protection from evil* spell, though these protections apply only against creatures or effects with the mythos descriptor (regardless of alignment).*

If you hold the elder talisman in both hands, you may detect mythos at will as an action, and may also trigger each of the following powers once per day: *detect mythos*, *dispel mythos*, *magic circle against mythos*, or *shield of mythos*.* These spells function like *detect evil*, *dispel evil and good*, *magic circle* and *shield*, but they function against mythos creatures and spells (regardless of alignment).*

Inimical to mythos creatures,* an elder talisman enhances any spell that would bind or dismiss these creatures. The creature has disadvantage on the saving throw to resist.

Finally, an elder talisman is impervious to damage from any mythos spell or creature,* whether from physical or magical attacks. Any non-damaging spell or effect used by a mythos creature* to suppress or circumvent the power of an elder talisman has no effect on it or any magical effect it produces, even spells such as *antimagic field*, and *wish*.

An elder talisman can be used as the focus for a permanent magical effect such as *forbiddance* or *hallow*; if this is done, that spell becomes impervious to dispelling or suppression by mythos spells or creatures.* It may serve as the focus for only one spell at a time; if physically

removed from the spell's area of effect, its enhancement to that spell is ended.

Destruction Requirements

An elder talisman can be destroyed by a rod of cancellation that is held simultaneously by a celestial and a fiend while they both teleport away simultaneously, or if struck by intelligent magic weapons (one chaotic evil and one lawful good) for at least 50 points of damage of each type within a single round.

*See the Legendary Games product *Tomes of Ancient Knowledge* 5e. If you are not using that product, Mythos creatures or spells are defined as those that trigger Madness checks.





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