

SECRETS OF THE VAULT: 7. MADE FORGE VOL. 1



Nerdarchist Dave here from Nerdarchy. For nerds, by nerds. What exactly is a Nerdarchy? It is a website, [YouTube channel](#), and a Patreon where we are creating content for Fifth Edition. We play Dungeons & Dragons and other roleplaying games, discuss many aspects of storytelling, worldbuilding and game mechanics, Game Master and player tips, and even answer viewer questions about your game through our GM 911 series. Collectively, we have nearly a century of gaming experience and we've always loved discussing the RPG hobby — now we're just doing it in front of a camera! We've made thousands of gaming related videos and there's no end in sight. Then there's [Nerdarchy.com](#) where a virtual army of writers write about gaming and other nerdy topics. So buckle up your armor, sharpen your sword, and join us in Nerdarchist Ted's basement!

Every month we create a collection of Fifth Edition content for our Patreon supporters as a thank you for your incredible continued support. There are five levels to check out, detailed below. In addition to the pledge level rewards, all Patreon supporters are eligible for opportunities to game with us, receive giveaways and receive our weekly newsletter with even more gaming tips.

And now we're cracking open the vault! We've been creating original content for our Patreon since 2016, and as a way to share our earlier content with folks new to the Nerdarchy family, we're going into the archives to update and expand our original rewards with art and new insights. Inside these **Secrets of the Vault** you'll find vast and varied elements from our games set in our own world of Ulthe-Ganya.

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— Nerdarchist Dave

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Mage Forge

Arcane Acorn

Wondrous item, uncommon

When you plant this acorn in loose earth, you gain the effects of an *enhance ability* spell. You may choose which magical enhancement effect the acorn produces. The spell effect lasts for 1 hour, without the need for concentration.

Alisara's Repository of Misplaced Things

The fey sorceress, Alisara, once gained a great favor from a faerie lord. He was known for his generosity to those who kept their promises to him. When Alisara nearly died while keeping her word, he gifted a useful item to her. He said it would always collect her lost objects and eventually return them to her... "and it has several other qualities" (he must have whispered when she wasn't listening).

Alisara's Repository of Misplaced Things

Wondrous item, rare, requires attunement

Alisara's repository of misplaced things is a large oxblood leather sack 3ft. long and 1 ½ ft. wide. It cannot be used to store anything.

Spacious Repository. The repository will gather lost objects from all over the realm. The bag prioritizes the lost objects of the owner of the bag, but occasionally gathers items of unknown origin from elsewhere and despite this, never grows heavier. When you reach towards the opening, an item coated in an oily rainbow sheen appears, sticking out of the bag. Once removed from the bag, the oily coating can be peeled off, dissipating into the air within 1 minute regardless of whether or not it was removed from the item. The item size is irrespective of the size of the sack. Mysteriously, no one can reach into the sack, even when an item fails to appear.

Divested Gifts. The repository can release some of the items from its storage and gift them to you regardless of who owned them previously. Though the magic of the bag may grant possession of an item to you, the original owner of the item may feel differently about the matter.

Lost Things Found. Each day that passes, an item you lose can be retrieved through the power of the repository. For each day this power is not used there is a chance the next thing to be retrieved from the repository will be something lost from someone else other than you. This power can be used once per day without expending a charge. The repository starts with 10 charges, and regains 1d4 charges daily at dawn. You can expend these charges by touching the lip of the repository and desiring to see what is inside. You choose how many charges to spend and an effect is generated as long as there are sufficient charges within the repository. Below is a list of the effects that may occur when charges are spent.

1 Charge. A mundane and usually expendable item. Roll a d10 or the Game Master can determine what the most useful item would be under present circumstances.

- 1 A carefully wrapped box of drinks, meats, breads, and cakes for 4 people
- 2 Medicinal herbs that count as a one use of a healer's kit
- 3 10 ft. of silk rope
- 4 A bundle of 4 torches
- 5 5 arrows
- 6 A set of common clothes (they were definitely repaired at some point)
- 7 A sling and a bag of 20 sling bullets
- 8 A random assortment of coins (equal to 21 (6d6) copper pieces)
- 9 Climber's kit
- 10 A trinket

2 Charges. Tools or alchemical supplies. Roll a d10 or the GM can determine what the most useful item would be under present circumstances.

- 1 Holy water
- 2 *Potion of healing*
- 3 Alchemist's fire
- 4 Antitoxin (vial)
- 5 Arcane focus
- 6 A saddle
- 7 Tinker's tools
- 8 Alchemist's supplies
- 9 Thieves' tools
- 10 A book

3 Charges. Potion, scroll, or an expendable magic item. Roll a d8 or the GM can determine what the most useful item would be under present circumstances.

- 1 Poison, basic (vial)
- 2 Several pages of a spellbook with some spells on them
- 3 A scroll that contains a 1st level spell
- 4 *A token of the natural world*
- 5 *A potion of climbing*
- 6 *A potion of greater healing*
- 7 *A token of minor magic*
- 8 *A token of the warrior*

5 Charges. A new type of magic item called a charm. Roll a d12 or the GM can determine what the most useful item would be under present circumstances.

- 1 *Charm of Fated Outcome*
- 2 *Charm of Fey Blood*
- 3 *Charm of Instinctual Senses*
- 4 *Charm of Dimming*
- 5 *Charm of Eldritch Eyes*
- 6 *Charm of Planeswalking*
- 7 *Charm of Knowing*
- 8 *Charm of Oaken Limbs*
- 9 *Charm of Unchained*
- 10 *Charm of Vigor*
- 11 *Charm of Energy*
- 12 *Charm of Fortitude*

Alisara's Repository of Misplaced Things Lore

The following Intelligence (Arcana, History) checks can be made to determine what an examination of the sack reveals.

DC 10 The oily rainbow sheen over the objects is

some kind of astral / ethereal matter that quickly dissipates upon being released from the repository. (Arcana) The repository was fashioned by a fey lord long ago as an insult from one fey lord to another. (History)

DC 15 The "gifts" of the repository are real but it is not known whether or not they existed prior to being drawn from the repository. Some theorize that objects from elsewhere that mysteriously disappear fuel the "generosity" of the repository. (Arcana) While the fey lord who gifted Alisara with the repository had a name for it, Alisara deemed her more descriptive, but ostentatious, name suited the item better. (History)

DC 20 The repository's true nature is that of a well of power that is filled through the gifting of power from fey lords to their courts, fey knights to their squires, and fey folk to their kin. How the energy ends up here is a mystery. (Arcana) The repository's real name is "Hosta Vesta" or "Gathered Promises" a more appropriate name for its true purpose given it by the fey lord who created it. (History)

DC 25 When promises are made by the fey and not fulfilled, through no fault of the one making the promise, the Hosta Vesta somehow gains ownership of the boon, item, or favor that was so promised. It is unknown what kind of fey could do this and their rationale for making it accessible to others simply by possessing the sack. (Arcana or History)

Bracers of the Duelist

Wondrous item, rare

While you wear these finely wrought gold and silver etched bracers, you can use your reaction to reduce the damage from a successful melee attack on you by 1d10 + Dexterity modifier (minimum of 1). This property can't be used again until the next dawn.

Braid of Bravery

Wondrous item, uncommon

While this war braid removed from a mighty champion is displayed prominently on your person you have advantage on saving throws against being frightened.

Charms

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm.

Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

Charm of Fated Outcome

Wondrous item, uncommon

While this gold coin is on your person, you may make one ability check, attack roll, or saving throw with advantage.

Charm of Fey Blood

Wondrous item, uncommon

As long as this vial of blood on a chain hangs from your neck, you have advantage on saving throws against being charmed, and magic can't put you to sleep. You may also choose to succeed on one failed saving throw.

Charm of Instinctual Senses

Wondrous item, uncommon

While you wear this fox pin you gain advantage on Wisdom (Survival) checks made to hunt, track, and avoid others. You cannot be surprised and gain advantage on saving throws involving traps.

Charm of Dimming

Wondrous item, rare

While you wear this dull gray cloak you have advantage on Dexterity (Stealth) checks and you cannot be detected or targeted by divination magic. You cannot trip an alarm, mundane or magical in nature.

Charm of Eldritch Eyes

Wondrous item, rare

While you wear this cabochon eye tiara you have truesight 60 ft., your long ranged attacks are no longer made at disadvantage, and if you focus for 1 round you can see up to 1 mile clearly as long as you remain stationary.

Charm of Planeswalking

Wondrous item, rare

This quartz square seems to contain many more quartz squares within its depths. While it is on your

person, as an action you can cast *plane shift* without the need for material components.

Charm of Knowing

Wondrous item, common

While you hold this glass tablet with countless alphanumeric characters drawn on it, you are considered proficient in any Intelligence or tool-based skill and add double your proficiency bonus to one check, instead of your normal proficiency bonus.

Charm of Oaken Limbs

Wondrous item, uncommon

As long as you wear this oak bark placard on a necklace you gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks. You are immune to any effect that would sever a part of your body unless it is done with an axe.

Charm of Unchained

Wondrous item, uncommon

While you wear this broken silver locket you are immune to the grappled, restrained, and paralyzed conditions. You are immune to any spells or magical abilities that would imprison, banish, teleport, move, or reduce your physical speed.

Charm of Vigor

Wondrous item, rare

As long as this carved stone heart is on your person you are immune to diseases, poisons, and effects that would age you and you have advantage on Constitution saving throws. The first time you would be reduced to less than 1 hit point, you instead are reduced to 1 hit point.

Charm of Energy

Wondrous item, very rare

While one of these colored gemstones are on your person you are immune to one corresponding energy type. (Green=acid, blue=cold, red=fire, purple=force, yellow=lightning, black=necrotic, brown=potion, pink=psychic, white=radiant, clear=thunder)

Charm of Fortitude

Wondrous item, rare

While you wear this bracelet of troll hair, as a reaction you can spend your Hit Dice to recover hit points. As an action you can regenerate damaged body parts and any conditions you have gained from the damage.

Candle of Cleanliness

Wondrous item, uncommon

The flame from this candle sheds dim light in a 30-foot radius. All nonmagical food and drink within the candle's light is purified and rendered free of poison and disease.

Coutre Clothing

Wondrous item, common

While you wear this fancy shirt you can use your action to change its color or style.

Ebonhorn The Corruptor

Weapon (greatsword), legendary (requires attunement by a creature that worships a god of justice or good alignment)

This sword often finds its way into the hands of holy champions who have fallen from grace. The pommel end of this magnificently crafted greatsword ends in a polished obsidian horn. You gain +3 to attack and damage rolls made with this magic weapon. It has the following additional properties.

Brimstone Blade. Ebonhorn deals an additional 2d6 necrotic damage on a successful hit. Once per day Ebonhorn can deal 4d6 fire damage on a successful attack. Ebonhorn grants its wielder 15 temporary hit points, darkvision 60 ft., resistance to fire and necrotic damage, and can teleport into its wielder's hands in a puff of brimstone smoke as a bonus action if it's on the same plane of existence. The wielder also gets a saving throw bonus equal to their Charisma modifier (minimum of 1). This bonus is negated when Ebonhorn attempts to take control of its wielder.

Forbidden Knowledge. Ebonhorn is skilled in Arcana +7, History +7, and Religion +7, but is not required to reveal what it knows to its wielder.

Sentience. Ebonhorn is a sentient lawful evil weapon with Intelligence 16, Wisdom 12, and Charisma 19. It can hear, and has darkvision 120 feet. The weapon communicates telepathically with its wielder, taking on the voice of its wielder, and can speak, read, and understand Abyssal, Celestial, Common, and Infernal. While you are attuned to



it, Ebonhorn also understands every language you know and learns a new language that its wielder knows at a rate of one per year.

Personality. Devious, subtle, and patient, Ebonhorn seduces its wielder with promises of accomplishing the greater good. It takes the virtue of justice and warps it to remove all thought of mercy. The blade's purpose is to corrupt the souls of those who worship goodly gods to commit evil atrocities. The sword is fashioned from the horn of a great devil and has a fragment of his soul imprinted upon it. Ebonhorn believes its greater destiny is to bring the devil whose horn it was fashioned from into the world. **Conflict** arises if the wielder shows mercy to their enemies or fails to slay at least one good-aligned creature each month. Ebonhorn consumes the soul of its wielder on the third time a result of 1 is rolled on a conflict roll.

Ebonhorn The Corruptor Lore

The following Intelligence (Arcana, History, and Religion) checks can be made to determine what an examination of the blade yields. Proficiency in any two of these skills reduces the DC of the checks by 5.

DC 10 The pommel of Ebonhorn is crafted from the horn of a magical creature (magic weapon). (Arcana) Ebonhorn is renowned for finding its way into the hands of champions of justice and good. (History, Religion)

DC 15 The blade is preternaturally keen and will never lose its edge (+3 weapon). (Arcana) Wielders of Ebonhorn always become holy justicars acting as judge, jury, and executioner to those that would commit acts of evil. (History, Religion)

DC 20 The blade of Ebonhorn is forged with hell-fire and brimstone (granting resistances to fire and necrotic damage). (Arcana) Several of Ebonhorn's wielders have been known for bloodlust upon the battlefield, leading many of them to become disgraced by their orders. (History, Religion)

DC 25 Ebonhorn is possessed of a malign intelligence and has a will of its own (evil alignment). (Arcana) Many wielders of Ebonhorn have used the weapon to commit acts of butchery and slaughter. There's no history of a wielder of Ebonhorn not being turned upon by their order. (History, Religion)

DC 30 Ebonhorn reaps the souls of its owner for the powers of Hell and leaves powerful undead in its wake. (History, Religion)

DC 35 Wielders that lose their soul to Ebonhorn are damned to return as the Reapers of Ebonhorn and its destiny is to free a great demon upon the world. (History, Religion)

Forest Loot Tables

Below is a selection of the finest treasures characters may find in a forest setting. They could be crafted by elves, forest gnomes, pixies, or other forest dwelling creatures. How did these treasures come into the possession of whomever the characters got them from? Were they a gift of some savage god? Taken by strength of arm? Will the former owners come looking for their prized possessions?

You can roll randomly to determine what special forest loot you include in treasure or just choose and replace an item of equal value.

d100 Value result

01-50	Low	70 gp or less
51-79	Medium	50-500 gp
80-99	High	500-2,000 gp
100	Roll on table twice	—

Low Value Table

d20	Item
1	<i>Potion of healing</i>
2	Hide armor made of an exotic beast (50 gp)
3	Artwork made from preserved leaves (10 gp)
4	A collection of painter's supplies and leatherworker's tools
5	A pair of fine leather boots (30 gp)
6	39 gp, 113 sp, 15 cp in a leather pouch
7	An arcane focus, druidic focus, or a holy symbol
8	An empty book with the cover made from tree bark and 2 vials of ink (45 gp)
9	<i>Coutre clothing</i>
10	A rare gemstone (30 gp)
11	<i>Gilded lily</i>
12	<i>Glow stick</i>
13	A book of exotic weapon techniques from a distant land (40 gp)
14	An ornate, fashionable outfit (20 gp)
15	A bird exceptionally carved from wood with gemstones for eyes (30 gp)
16	A sack with a signal whistle, 2 bedrolls, 12 candles, a bell, 50-foot of hemp rope, a mess kit, fishing tackle, and a dark red robe
17	5 wooden wax-sealed vials of perfume
18	113 coins made from wood with an intricately carved leaf on each one (45 gp)
19	A book of local lore that gives advantage on regional Intelligence (History) checks (40 gp)
20	A golden fox brooch with moss agate eye (50 gp)



Medium Value Table

d20	Item
1	A silvered weapon
2	<i>Smoldering satchel</i>
3	A magnifying glass
4	2 vials of antitoxin
5	A suit of ceremonial splint mail inlaid with gems (400 gp)
6	5 diamonds (100 gp each)
7	317 gp, 47 sp, 219 cp in a small wooden chest
8	A quiver full of 6 exceptionally crafted and ornate spears (50 gp)
9	A book of ancient elven burial rites (50 gp)
10	<i>Sylvan shroud</i>
11	<i>Candle of cleanliness</i>
12	Garments fit for a king (250 gp)
13	<i>Arcane acorn</i>
14	A painting of an elven king and queen (150 gp)
15	10 feet of unbreakable rope (100 gp)
16	A scroll containing lost history (50 gp)
17	A circlet inlaid with gemstones (250 gp)
18	<i>Lingering scent</i>
19	3 pearls (150 gp each)
20	<i>Memory stone</i>

High Value Table

d20	Item
1	A suit of plate armor
2	<i>Bracers of the duelist</i>
3	A small idol carved from precious stone (2,000 gp)
4	A jar of Midnight Tears (poison) (1,500 gp)
5	Locking gauntlet that, once locked, prevents you from being disarmed or dropping a weapon (500 gp)
6	An endless arrow quiver (2,000 gp)
7	<i>Stones of alarm</i>
8	<i>Torc of alighting</i>
9	Diamond (1,000 gp)
10	927 gp, 263 sp, 114 cp
11	Ruby (5,000 gp)
12	<i>Orb of forecasting</i>
13	A ring inlaid with emeralds with unknown sigils on it (600 gp)
14	A book of lost lore (500 gp)
15	2 <i>potions of greater healing</i> (1,000 gp)
16	Scale armor made from the scales of a large monstrosity (300 gp)
17	<i>Ring of clear skies</i>

- 18 A pouch of semi-precious stones (2,000 gp)
 19 *Braid of bravery*
 20 *Fruit of knowledge*

Fruit of Knowledge

Wondrous item, very rare

When you eat one of these exceptionally sweet berries, you gain a new skill proficiency.

Gilded Lily

Wondrous item, common

This flower is potted in a small gilded cage. Once per day you can use a bonus action to cause it to sing a birdsong.

Glow Stick

Wondrous item, common

A carved wooden stick tipped with a clear, egg-shaped orb. As an action you cause the orb to emit three torch-sized lights within 60 feet that hover in the air. Each light sheds dim light in a 10-foot radius. You can use the lights for up 10 minutes per day. You can use a bonus action to extinguish the lights.

Lingering Scent

Wondrous item, common

This etched glass vial with an atomizer squeeze bulb attached with a tube is filled with a subtle perfume that never runs out.

Mantle of the Thorned Vine

Wondrous item, very rare (requires attunement by a good aligned creature)

This cloak made of large leaves grants its wearing a +1 bonus to Armor Class, ability checks, and saving throws. If attuned by a small humanoid, you gain advantage on Dexterity (Stealth) checks in forests or areas of tall grass when the cloak's hood is pulled up. Pulling the hood up or down requires an action. If you are a small humanoid and you have the *thorned vine* attuned, you gain the Lucky feat.



Mantle of the Thorned Vine Lore

The following Intelligence (Arcana, History, or Nature) checks can be made to determine what an examination of either the whip or mantle reveals. Proficiency in any two skills reduces the DCs of the checks by 5.

DC 10 Legends tell of an ageless diminutive ghost-in-the-woods, a hero, who has stood-up for the small folk for the last 150 years. He's known as the Thorned Vine for his ability to trip-up and be a thorn in the sides of larger would-be despots. (History) The Thorned Vine is known for wielding a fantastic whip that appears as a vine and wearing a cloak of large leaves that would shroud his face. (Arcana or History)

DC 15 Every once in a while, there are those who swear their village or town had been visited by the Thorned Vine without his wearing the telling cloak or seeing signs of his vine whip. (History)

DC 20 The whip was called after its namesake, *thorned vine* and the leafy cloak became known as the *mantle of the thorned vine*. Those who have seen the whip in person say it moves as if alive and the cloak hides its wearer from sight. (Arcana or Nature)

DC 25 The few accounts of the *thorned vine's* appearance vary greatly; at times described as a gnome or halfling, male or female, and having auburn, blonde, or red hair depending on the era in which the tale is told. (History)

DC 30 There have actually been dozens of Thorned Vines as the title is handed-down from the one currently bearing the namesake to a worthy apprentice who's often trained under the current Thorned Vine for years. (History)

DC 35 The Thorned Vine, whether those that are retired or the one that actively bears the mantle, belong to a secret society known as The Ivy Wreath. Opinions on the role of civilization differ in this enclave of those concerned with the natural world and mankind, but members are bound together in their belief for protecting the natural order. (History or Nature)

Memory Stone

Wondrous item, common

A clear, faceted gem that stores a picture of a loved one. The face can be changed upon command.

Orb of Forecasting

Wondrous item, common

When you hold this smooth glass orb and speak the command word, an image appears inside that predicts what the weather will be at your location for the next 24 hours.

Ring of Clear Skies

Wondrous item, common

While you wear this ring an invisible force forms a canopy that protects you from getting wet in the rain.



Ring of Hork

Ring, rare (requires attunement)

Hork, a word whispered in the deepest reaches of the cosmos since a time long-forgotten. Many have been drawn to its call like moths to the flame. Though Hork hasn't gained direct access to the world of Ulthe-Ganya, it has been able to find ways to subtly influence the realm through conduits such as the ring bearing its name.

Worms crafted of three unknown, dark, varied hued metals intertwine to form a ring. From the corner of the wearer's eye the worms appear to writhe, but are still when observed directly. Anyone attuned to the ring can speak and understand Deep Speech. This ring possesses 7 charges, and it regains 1d6+1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the ring cast's *black tentacles* centered on you and vanishes. Spells cast from the ring have a DC15.

Grasp of Hork. You can expend 1 charge to cast *entangle* as an action from the ring. The spell's grasping vines have the appearance of flailing worms. You can expend 4 charges to cast *black tentacles* as an action from the ring. The spell's tentacles have

the appearance of flailing worms.

Curse. Aberrations within 1 mile of the ring are drawn to it.

A Dark Gift from Beyond. The ring was first created by Zarthain, a human wizard, who found a way to reach out to the planes beyond in search of knowledge and power. Hork is what answered his call with the formula to make the ring and three oddly shaped seeds plummeted into the earth before Zarthain's feet and he took his first step into becoming a servant of Hork.

Harvest of Madness. His frenetic work created what was imprinted on his mind. Zarthain infused that patch of earth where the Hork's seeds fell with dark arcane energies for 33 nights. Upon the last night the ring's power was sparked by devouring the sanity of its creator and sacrificing the souls of the outlying town as gigantic, ravenous black worms erupted from the land, feeding on all they caught in its all-consuming hunger.

Worm of Ruin. After that night the wizard would come to be known as Zarthain the Worm of Ruin and he would go on to terrorize the world for a hundred years, spreading fear and madness in his wake. The blight on the land only ended when he was slain by the hero Galerik who came to be known as Worm's Bane.

Ring of Hork Lore

The following Intelligence (Arcana or History) checks can be made to determine what an examination of the ring yields. Proficiency in these two skills reduces the DCs of the checks by 5.

DC 10 Entwined in the tentacles of the ring are the hidden secrets of the language not of our realm (Deep Speech). (Arcana) Tales speak of a ring that gave its wielder strange and wondrous powers. (History)

DC 15 The ring will allow its bearer to wield the power of another plane (conjuration magic). (Arcana) Strange monsters seem to be drawn to this ring. (History)

DC 20 There is a danger of the ring turning on its owner if its magic is depleted. (Arcana) The hero Galerik Worm's Bane slew the ring's mad creator known as The Worm of Ruin. (History)

DC 25 The ring calls out to aberrant creatures. (Arcana) The ring first appeared in the town of Hilth, which is nothing more than ruins now. (History)

DC 30 The ring is a conduit to a great power from realm of madness. (Arcana) This ring is a Harbinger of Madness and unmaking it is the only way to stop the Children of Hork. (History)

DC 35 Hork is an otherworldly being of godlike power. (Arcana) The Worm of Ruin's full name, Zart-hain Ullinvar, and clues to the ring's unmaking can be found in the location of his final resting place located in the Valley of Delirium. (History)

Smoldering Satchel

Wondrous item, common

This burnt umber leather satchel that is warm to the touch unfolds to reveal a campfire at its center.

Stones of Alarm

Wondrous item, rare

When you arrange this set of 6 rune-etched stones out in a circular pattern no further than 15 feet from each other and speak the command word, an alarm sounds whenever anything crosses their path. This alarm can be audible, or a mental alarm only you can hear. You may choose to ward the area within the stones, or alternatively the area outside of the stones so that anything leaving the area sounds the alarm.



Sylvan Shroud

Wondrous item, uncommon

While you wear this mottled green and brown cloak you have advantage on Dexterity (Stealth) checks while in a forested area.

Tokens

Token of the Natural World

Wondrous item, uncommon

This wooden statuette is carved in the likeness of a beast of challenge rating 1 or lower. When you burn the statuette it is consumed in fire, and a fey spirit taking the form of the beast is summoned and appears in the statuette's space. The beast is friendly to you and disappears when it drops to 0 hit points.

Token of Minor Magic

Wondrous item, common

This delicate crystal feather allows you to cast feather fall, or any one cantrip of your choice. The crystal feather shatters when the spell is cast.

Token of the Warrior

Wondrous item, uncommon

This shard of polished, magnetic steel can be affixed to any weapon or armor where it stays magically stuck to the item. The weapon or armor has a +1 bonus and is considered magical. At the next sunrise, the shard loses its magical properties and becomes a mundane piece of metal. It does retain its magnetic quality.





Thorned Vine

Weapon (whip), very rare (requires attunement)

The thorned vine whip is crafted from a shambling mound of great power whose existence is connected to the Crawlwood and the mantle of the thorned vine is made of leaves from an ancient tree, the Gnarlroot, with its own eldritch power. Sages who have studied these items exhaustively seem to think the pair of items are fated for some greater destiny than has been seen as of yet. (Arcana or Nature)

This whip is formed from a length of thorned, vine-like plant material that at times almost seems to be alive — it may twitch or writhe just outside the corner of your eye. You gain a +2 bonus to attack and damage rolls made with this magic whip. The *thorned vine* has 3 charges. While holding it and speaking the command word you can expend one charge to have the thorned vine function as the spell *thorn whip*, though you attack with your

Strength or Dexterity modifier, as you would with a whip, within a range of 30 feet. If the attack hits, the creature takes 1d6+2 piercing damage, and you pull the creature up to 10 feet closer to you. This ability lasts for up to 10 minutes. The whip regains 1d3 expended charges daily at dawn. If you have the *mantle of the thorned vine* attuned, *thorned vine* grants +3 to attack and damage rolls instead.

Torc of Alighting

Wondrous item, uncommon (requires attunement)

While you wear this torc of brilliant feathers around your neck, the damage you take from falling is reduced by 1d6 times your proficiency bonus.

Vaargurs Natural Selection

"Many years have passed since I left my ancestral Clan of Stoneholme, but though I left it, it has never left me.

It greets me in the way I sharpen a blade, the way I balance an axe, the bite of me chisel. The way I shape the bone to... well, that part I added on me own. Some things change but who one once was never does.

There are master craftsman to be found throughout the realms of elves, dwarves, gnomes, and humans. But for all the craftsman who specialize in a particular material very few are skilled in the ways of taking the natural weapons of the monsters of the world and making them theirs.

Below is a list of weapons, armors, and equipment plans I have discovered that use odd or unusual natural materials. If you're not up to the challenge don't go saying you learned this from me., I have the reputation of my fathers to consider. Well come to think of it now so do you..."

— Vaargur Stoneholme, dwarven frontiersman and exotic weaponsmith

Weapons

When you need an axe find yourself an axe beak's beak. I just lop the heads off, dress the sides and whack away. Why are you staring like that? Yeah, you're right I was jesting.

You're going to want to take the cleaned skull and upper beak of the thing and attach it to a good branch of springy wood like a hickory, a bit of sap gluing between the two should deaden it enough to help it absorb the shock better. If there ain't no axe beak's beaks to be had look into grabbing a good size shoulder blade of a critter with great climbing skills or upper body strength to get the right temper shoulder blade. I prefer troll but they are a bit tougher and you have to treat it with vinegar ever week if you don't want to open your battle chest to find out you've been growing a troll. The best thing about a troll limb is you sharpen it every day and the nicks and chips are gone and it is as good as new. The bad thing is you need to sharpen it everyday if you get blood on it. But I have seen splitting cracks repair themselves after a battle if you give it something to "eat".

A manticores spine can be used practically as is with just a bit of special treatment to preserve it and affix the right size handle. Don't look all bug eyed about them (pointing to the pile in the barrel). I didn't go kill me a dozen of them or so I just have a ranger acquaintance of mine who minds their territory and helps people avoid their dens. Every month or so he comes by for some equipment maintenance and brings me a bundle of them wrapped up. Anyway if you want it for sticking someone with the pointy end it isn't a lot of work but if you want all of these serrated bits filed off to make a skinning tool, or the like, you'll be needing to pay extra.

An umber hulk mandible makes a wicked looking scimitar just de-burr the handle, shave down the blade edge and balance it out and it is ready for the battle field or the fireplace mantle, like the one I have up here. Now I know this might be too much to take on faith being that I don't have it to show you but I have an order for a greatsword I have been meaning to finish. But every material I try falls short of my standards you see. Would you be interested in acquiring the spine of a remorhaz?. I know it sounds like a big job but I only be needing a 7 foot.

Nah, better make it an 8 ft. spine, as wide as you can get. Yes, that would work best. While you are at it if you could get me the plates, tail, and the rest of the spines I could pay you well for the task.

For those of you interested in the numbers I made a handy chart so I don't have to repeat myself every time some wide-eyed, stubble-bearded youngling comes around. These are just for some of the more common items folks be buying. I am also willing to hear ye out on an idea for something not on me list.

Of course everything here is finely crafted, I don't waste time on doing something just 'til a random orc would be okay with swinging it around.

Exotic Materials

There are few in the realms with the skill set to craft weapons and armor from the wild and exotic beasts that lurk in deep dungeons and overgrown forests and if these precious pieces of natural weaponry and armor are worked with indelicate craftsmanship, they are likely to be destroyed in the process or break at inopportune moments. Raw materials can be harvested from fearsome creatures with a DC 25 Intelligence (Nature) or Wisdom (Survival) check and if an individual is trained both skills, the DC is reduced to a 20 for either. If the talons, teeth, claws, or armor plating of great monstrosities are taken to a master craftsman, the cost of producing any of the weapons or armors is reduced by half.

New Weapon Properties

Gliding. A weapon that has the gliding property weighs half as much and has a longer range than ordinary thrown weapons of its type. When the gliding property is applied to a thrown weapon, its range increases to the next highest category; 20/60 increases to 25/100; 25/100 increases to 30/120, and 30/120 increases to 40/160. A gliding weapon costs five times more than a typical weapon of its kind.

Savage. A weapon with the savage property leaves fearsome wounds. When weapon damage is rolled for a savage weapon, any damage result of 1 is treated as though it was a 2. A savage weapon costs ten times more than a typical weapon of its kind.



Vaagur's Natural Selection Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Manticore dagger	10 gp	1d4 piercing	1/2 lb.	Finesse, gliding, light, thrown (range 25/100)
Axebeak axe	25 gp	1d6 slashing	1 lb.	Light, gliding, thrown (range 25/100)
Manticore spear	5 gp	1d6 piercing	2 lb.	Gliding, thrown (range 25/100), versatile (1d8)
<i>Martial Melee Weapons</i>				
Troll shoulderblade axe	100 gp	1d8 slashing	4 lb.	Versatile (1d10), savage
Anhkeg mandible sword	150 gp	1d8 slashing	3 lb.	Versatile (1d10), savage
Umber hulk scimitar	250 gp	1d6 slashing	3 lb.	Finesse, light, savage
Anhkeg mandible glaive	200 gp	1d10 slashing	6 lb.	Heavy, reach, savage, two-handed
Remorhaz spine sword	500 gp	2d6 slashing	6 lb.	Heavy, savage, two-handed

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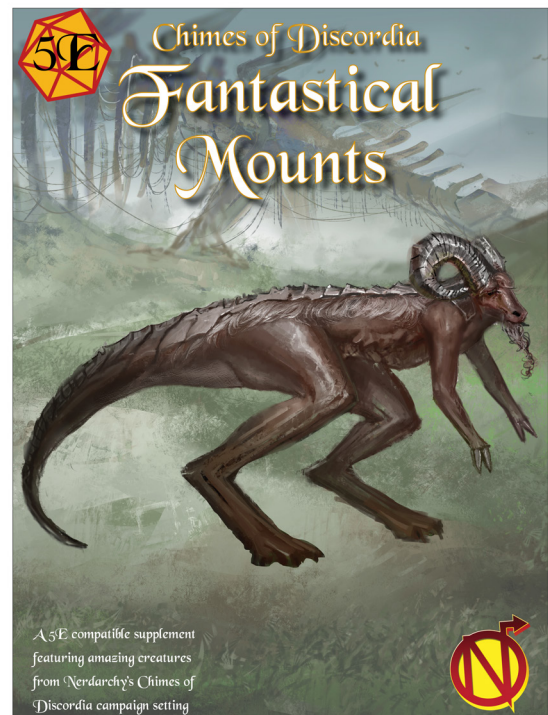
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