

NOTE: I've created all these magical items based on the 5th game edition of Dungeons and Dragons. Only a few items have been thoroughly tested, and there are references to events that occur within my homebrew campaign.



Steve: The Helm of Encouragement

A noble warrior's helmet that gives the wearer a boost in confidence.

If worn, the player character receives a +1 to their Armour Class and can re-roll one roll ability check per long rest.

This item is **Cursed** with the voice of its previous inhabitant. If you perish with this helmet on your person, your soul will *not* be able to move on and will be trapped within.

Ey-oh guv! Just stick em with the pointy bit!



The Spear of Kord

A legendary weapon gifted to the Goddess Nareena from her lover, Kord. May their love remain strong, even in death.

It has long since worked and rests at the bottom of an iced-over lake in the Frigid Lands - hundreds of miles from Kord's Temple in Kolis.

The spear does 3d6 damage and can be used to cast the **Storm of Vengeance** spell once every day.

A beautiful weapon that fits perfectly in the hands of a god. But mortal hands will do.



Songbird's Performing Coat

A coat made up of stars and the vast, encroaching beauty of a night sky.

If worn, it is impossible for the player to gain the **Wet** status effect, and you get advantage on **Performance** checks.

Don't worry about bleeding on it. It has a very good, very magical stain remover.