

THE GLIMMERING™



OFFICIAL GUIDE TO TACOS



A Definitive (and Questionable) Compendium of Absurd Rules, Lore, and
Mechanics for the Most Flavorful Items in Asuwa

INTRODUCTION

In the world of Asuwa, where each hero is unique and brimming with personality, there exists something even rarer: Tacos. These aren't your average tortillas, though. Tacos are the rarest and most coveted traits in the Glimmering—surprise art layers that transform a hero into a true legend. Whether it's a Tiefling rocking a unicorn horn, a Wizard with a mystical fishbowl, or an Elf wielding a goblin arm, Tacos bring whimsy, wonder, and a dash of chaos to these select legendary heroes.

The origins of tacos are as colorful as the layers themselves. Officially, they trace back to the tireless late-night efforts of @newscience (Kyle Mortenson) and his team (@angryblue and @John) on Assassin's Creed Unity Presents: Rob Zombie's French Revolution. To amuse themselves amidst creating endless crowd scenes, they began changing the French soldier's hats to tacos and making people in the backgrounds have hands full of them. "Is that Bobby Hill chowing down in the background?!" :sigh: "...yes."

Fast forward to the Glimmering: Tacos were revived as rare, silly, and undeniably cool Easter eggs hidden in the art.

But there's another story, equally beloved. @CavemanDave gave Tacos a deeper meaning with his acronym: "Totally Awesome Cool Object". This playful name celebrates Tacos as art that is rare, delightful, and always surprising—attributes that elevate any hero they adorn.

Minting a hero with a Taco is a 1% miracle, making them the ultimate treasure for collectors and fans alike. These rare traits aren't just slapped on—they're crafted with intention, dimension, and a whole lot of love by the creative team. If you're lucky enough to discover a Taco, you've unlocked a piece of Glimmering history—and maybe a dash of mischief.

TACO RULES

Tacos function as a free piece of equipment generated with your Hero and always available to you.

- Tacos cannot be shared between Heroes.
- These items do not count against the amount of equipment you can bring into an adventure.
- Some items require attunement to be used, and do count for one of your three attunement slots.
- If your hero generates with a weapon taco, you are always considered to have proficiency with that weapon.
- Even if the item is a head or other permanent feature of your hero, you are never required to have them equipped.

This is your official guide to the lore, rules, and mechanics of each these unique items.

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ACID

Type: Consumable Item

Rarity: Legendary

Attunement: No

“Reality is an illusion, the universe is a hologram, and you’re pretty sure the sun just winked at you.”

Once per day, you may use a bonus action to consume a tab of a magical, mind altering substance. Roll 1d6 when consumed.

1: There is no Spoon

You gain Truesight out to 6 squares for 1 hour. The world around you is made up of green lines of code.

2: Good Vibrations

You gain resistance to thunder damage for 1 hour. During this time, you gain Tremorsense up to 6 squares, but your SPD is reduced by 2.

3: Cosmic Empathy

You gain advantage on Insight and Perception checks for 1d4+1 hours but have disadvantage on all CHA-based checks due to your newfound difficulty speaking.

4: Fear and Loathing

You and a target creature you can see must make a DC 15 WIS save. If you succeed, the target becomes frightened of you for 2 rounds. If they succeed, you become frightened of the target for 2 rounds.

5: Limitless... ish

For 1 minute, you gain a +2 to your melee attack rolls. All attacks against you are made with advantage as you randomly go through bouts of withdrawal.

6: Infinite Oneness

For 1 Hour, you are considered to be under the effects of the Tongues, Speak with Animals, and Speak with Plants spells. You can only speak in vague philosophical riddles.

Bad Trip:

At the end of the effect, make a CON save (DC 15). On a failure, you fall prone and vomit, causing a 2 square area around you to be difficult terrain.



ANTLER CROWN

Type: Wondrous Item (Headgear)

Rarity: Rare

Attunement: No

“When nature gives you antlers and fungi, you don’t ask why—you rock it like a mossy icon.”

Buck Wild:

Your unarmed strikes deal 1d6 piercing damage.

Mushroom Head:

Once per long rest as a bonus action, you may release spores in a 1-square radius. Creatures within range must make a CON save (DC 13) or lose their Reaction until the end of their next turn.

Drawback – Nature Calls:

Birds will attempt to perch on you at dramatically inconvenient times. You have disadvantage on Stealth checks when traveling or hiding outdoors.



BANDAGED SHIELD

Type: Wondrous Item (Shield)

Rarity: Mythic

Attunement: Required

“It doesn’t want to be carried. It wants to be unleashed.”

Suppressed Hunger:

You gain resistance to necrotic damage.

Bound Bulwark:

This shield holds 3 charges and you may regain 1d4-1 charges during a short or long rest by spending 30 minutes carefully rebandaging the shield . As a reaction to being hit by an attack, you may expend a charge to increase your AC against the triggering attack by 2.

Eldritch Excarceration:

If the shield has no charges at the start of your turn, roll 1d4. The rolled effect takes place before you take any actions or movement

d4 Consequences of Unbinding

1: Scream of the Severed

The shield screams in joyous, unknowable freedom. Each creature including you within 2 squares takes 2d6 psychic damage

2: Tears of Ichor

The shield weeps a thick, viscous black ichor. Your speed is reduced by half until the start of your next turn. The first time you are hit by a melee attack while affected by the ichor, you take half the damage from the attack, and the attacker takes 1d4 necrotic damage

3: Unknowable Whispers

The shield whispers impossible secrets into your mind. You gain disadvantage on CON saves made to concentrate on spells, but advantage on WIS Saves until the start of your next turn.

4: Blind Faith

The shield questions your convictions. The next time you grant healing, the target is healed for double the amount, but you become blinded until the start of your next turn.



BANDIT

Type: Wondrous Item

Rarity: Legendary

Attunement: No

“They can’t see you grinning... but they can feel it.”

Hidden Tell:

Gain Advantage on Deception checks while wearing this item.

Muffled Menace:

You can hiss sinister veiled threats through your bandana. You learn the Vicious Mockery minor spell. Choose INT, WIS, and CHA. This is your spellcasting ability for the spell when you cast it.



BIG ‘OL SAMMICH

Type: Simple Weapon

Rarity: Rare

Attunement: No

“It’s not just lunch—it’s battlefield nourishment and blunt trauma.”

Weapon Profile

- **Damage:** 3d4 bludgeoning
- **Properties:** Melee, Finesse, Edible

Critical Condiment:

On a critical hit, the sammich explodes in mayo. The target becomes blind until the start of their next turn.

Snack Attack:

As a bonus action while wielding the weapon, you may consume a third of the sammich, healing yourself for 2d6+4 hp. If you do, the damage of the sammich is reduced by 1d4. If consuming the sammich would reduce the weapon’s damage to 0d4, the sammich is destroyed. You may prepare a new sammich during a long rest.



BLACK METAL

Type: Wondrous Item (Tattoo)

Rarity: Legendary

Attunement: No

“The ink burns with screams and symbols. Wear it loud.”

Death Glare:

Gain Advantage on Intimidation checks.

Black Metal Yell:

Once per short rest, scream with rock and fury as a bonus action. All creatures within 3 squares must succeed on a WIS save (DC 14) or take 3d6 thunder damage and be Frightened until the end of their next turn. On a successful save, a creature takes half the damage.



BOURBON BOTTLE

Type: Improvised Weapon

Rarity: Rare

Attunement: No

“Sharp. Regretful. Smells like last night’s mistakes.”

Weapon Profile

- **Damage:** 1d6 piercing
- **Properties:** Melee, Finesse, light

Jagged Strike:

On a critical hit, the target bleeds, taking 1d4 damage at the beginning of each of their turns until they regain HP or use an action to staunch the bleeding.

Liquid Courage:

Once per short rest, use a bonus action to drink from the bottle. Gain temporary HP equal to 1d6 + CON. You also suffer Disadvantage on DEX and INT saves until the start of your next turn.



BRENT “CURLS OF INSPIRATION”

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“Big curls. Bigger speeches. Biggest believer.”

Inspirational Volume:

Once per day during a short rest you may deliver a speech. All allies within 6 squares gain temporary HP equal to 5 + your CHA.

Tangled Thoughts:

Once per day, when a creature within 3 squares of you makes a concentration check, you can use a reaction to flip your curls at them, giving them disadvantage on that check.



BRUISED

Type: Wondrous Item

Rarity: Rare

Attunement: No

“Scars aren’t shame. They’re upgrades.”

Battle-Hardened Flesh:

Upon taking bludgeoning, piercing, or slashing damage from an attack, you may use your reaction to gain resistance to these damage types for 1 minute. This ability recharges on a long rest.

Hateful Headbutt:

When struck by a melee attack, you may use your reaction to deal 1d4 force damage to the attacker.



CHOMPERS

Type: Wondrous Item

Rarity: Rare

Attunement: No

“A golden tooth and unblinking eyes. Good luck ignoring them.”

Bite of Gold:

You may make a bite attack as a bonus action. The bite counts as an improvised weapon with which you’re proficient, and deals 1d4 piercing damage. On a critical hit, the target is frightened of you until the end of its next turn.

Unflinching Gaze:

Gain Advantage on Insight checks.



D20 “DIVINING TWENTY”

Type: Improvised Weapon & Arcane Focus

Rarity: Mythic

Attunement: Required

“It doesn’t just roll numbers. It rolls destiny—and occasionally your foot.”

Weapon Profile

- **Damage:** 1d6 bludgeoning
- **Properties:** Melee, Ranged (4/12 squares), Light, Thrown

Dice Goblin:

You are at one with your D20. It functions as a spellcasting implement for you, and when thrown, it immediately returns on a hit or miss.

Polyhedral Portent:

Whenever any creature rolls a natural 1 or 20 within 12 squares, roll on the appropriate table (see next page).



D20 “DIVINING TWENTY” (cont.)

Type: Improvised Weapon & Arcane Focus

Rarity: Mythic

Attunement: Required

“It doesn’t just roll numbers. It rolls destiny—and occasionally your foot.”

Polyhedral Portent: Whenever any creature rolls a natural 1 or 20 within 12 squares, roll on the appropriate table below.

Nat 20 Table (1d6)

- 1. Volatile Crit:** If the ability was triggered by a critical hit, the attack deals an additional 1d12 force damage. If it was triggered by any other roll, the triggering creature and any other creatures within 2 squares take 1d12 force damage.
- 2. Bounce of Brilliance:** The D20 ricochets. Make an attack roll against an enemy within range.
- 3. Guiding Math:** The next attack against the triggering creature has Advantage.
- 4. Wild Cheers:** You gain temp HP equal to your casting modifier + your level as spectral cheers echo through the air.
- 5. Temporal-Reroll:** You and the triggering creature swap places.
- 6. Table Turned:** Roll another 1d6. You may decide whether this roll triggers on the Nat 20 table or the nat 1 table.

Nat 1 Table (1d6)

- 1. Roll Reversal:** The triggering creature has their luck reversed. For 1 Hour, all of their nat 1’s are treated as nat 20’s, and all nat 20’s are treated as nat 1’s.
- 2. Friendly Fire:** Make an attack roll against an ally within range. On a hit, they burst into flames, taking your PRO fire damage at the start of each of their turns until they use an action to put out the flames. Any creature that hits them with a melee attack also takes your PRO fire damage.
- 3. Drop & Scatter:** The triggering creature has +3 AC against the next attack made against them.
- 4. Reroll Spiral:** Reroll your next d20 roll and use the new roll.
- 5. Inspiring Failure:** The triggering creature’s next roll gets a bonus equal to your PRO.
- 6. Drama Trigger:** Your fumble triggers a Lair Action or Legendary Action.



DAINTY TIARA

Type: Wondrous Item (Headgear)

Rarity: Mythic

Attunement: Required

“Every crown has a curse. This one just has better lighting.”

Royal Decree:

Once per long rest, you may cast the Command spell (DC 14) for its normal or sacrifice effect.

Glorious Superiority:

You have Advantage on saving throws against the Frightened or Charmed condition.

Drawback – Dazzling Target:

When you roll a natural 1 on a saving throw, the tiara twinkles. Until the start of your next turn, the next enemy to target you gains Advantage on their attack roll.



DRAGON BONG

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“Forged from a tiny dragon skull. What the smoke limits in sight, it enhances in awareness.”

Smokin’ Breath:

Once per short rest, exhale smoke in a 3-square radius sphere. This smoke cloud lasts for an amount of rounds equal to your PRO. Creatures in the area other than you are considered blinded.

Blazing Insight:

Gain Advantage on Arcana checks while attuned.



FANCY LONGBOW

Type: Weapon (Longbow)

Rarity: Mythic

Attunement: Required

“Forged by a Guild of Masters. Fired by ego.”

Fanciful Shot:

Once per short rest, fire an arrow with enthusiastic panache. You gain advantage on the attack, and add your PRO to the attack and damage rolls.

Big Game Pride:

You deal +2 bonus damage against creatures larger than you.

Small Fry Pity:

You deal -2 damage against creatures smaller than you.

Drawback – Pride before the Fall:

If you roll an attack with advantage, your overinflated ego causes you to roll the next attack you make at disadvantage.



FISHBOWL

Type: Arcane Focus

Rarity: Legendary

Attunement: No

“Don’t underestimate a fish who’s seen the timeline.”

Ethereal Companion:

The fish acts as a familiar via the Find Familiar spell and can communicate telepathically with you, but tends to stop abruptly to prophesize the breaking of the world and interplanar invasions. It has a SPD of 3, 12 AC, and 1 HP.

Aquatic Aid:

Choose Mage Hand or Guidance. While using the focus, you may cast that spell from the fish.



FULL DRUM KIT

Type: Bardic Instrument

Rarity: Legendary

Attunement: Required

“The bigger the beat, the harder they rock.”

Boosting Beat:

You may choose to take an action to begin performing an inspiring drum solo, which requires concentration as though concentrating on a spell. While concentrating this way, your SPD is 0. All allies within 3 squares gain a bonus equal to your PRO to attack rolls and saving throws as long as you maintain concentration. You may use this ability once per day.

Thunderous Encore:

Once per short rest, you may cast Thunderwave for its normal or sacrifice effect.



FURRY ROBES

Type: Wondrous Item (Clothing)

Rarity: Legendary

Attunement: Required

“The difference between man and beast is the discipline to temper one’s wilder instincts.”

Warmed by Discipline:

Gain resistance to cold damage.

Bestial Soul:

Once per long rest as an action, you may summon the bestial spirit of the robes you wear, enhancing yourself with its primal power. For 1 minute, all unarmed strikes you make deal an additional 1d6 piercing damage, and your SPD is increased by 2.

Drawback – Beast Uncaged:

Whenever you end a combat while using Bestial Soul, you must make a DC 16 WIS save. If you fail, you go into a bestial frenzy, using your remaining turns of Bestial Soul to attack any nearby creatures until the ability ends or you are incapacitated.



GAS STATION GLASSES

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“Cheap plastic, polarized lenses, and just enough attitude to start a fight.”

Rock ‘n’ Roll Swagger:

Gain Advantage on Performance checks while wearing the glasses.

Polarized Power:

You gain advantage on any save against an effect that would blind you.



GOBLIN ARM

Type: Weapon

Rarity: Mythic

Attunement: Required

“Not just a trophy. A tool. And maybe a friend.”

Weapon Profile

- **Damage:** 1d6 bludgeoning
- **Properties:** Melee

Rigor Mortis:

On a critical hit, the limb’s fingers turn into a vice grip, and the creature is grappled until the start of your next turn.

Nimble Fingers:

You gain advantage on checks to pick locks and disarm traps, thanks to a helping hand. Additionally, you gain a second interact action.

Helping Hand:

While wielding the arm, you may cast the Guidance Minor spell from it, but the spell has a range of touch.



GOTH MURDER AXE

Type: Weapon (Battleaxe)

Rarity: Legendary

Attunement: Required

“This weapon axes a question that only murder can answer”

Weapon Profile

- **Damage:** 1d8 slashing
- **Properties:** Melee, Finesse, Versatile (1d10)

Goth Gumption:

On a critical hit, you gain temp HP equal to your STR or DEX +PRO

Sawing Cleave:

Once per short rest, when you reduce a creature’s health to 0 with an axe attack, you may immediately make an additional weapon attack against a creature within range.



GOTH MURDER DAGGER

Type: Weapon (Dagger)

Rarity: Legendary

Attunement: Required

“Brooding is in the eye of the beholder... literally”

Weapon Profile

- **Damage:** 1d4 piercing
- **Properties:** Finesse, Light, Melee, Ranged 4/12, Thrown

Disarming Gaze:

On a critical hit, the eye etched into the hilt locks onto the target and fills them with indifference. Their AC is reduced by 1 until the end of their next turn.

Perceptive Piercer:

When thrown, this dagger immediately returns to you on a hit or miss. Additionally, whenever you make a Perception check that relies on sight, the dagger can give you advantage on that check.



GREETINGS MEOW

Type: Wondrous Item (Horns Accessory)

Rarity: Rare

Attunement: No

“Cute. Chaotic. Capable of ruining someone’s day.”

Adorable Distraction:

Once per short rest, you may target a creature within 6 squares as an action. It must succeed a WIS save (DC 14) or be Charmed until the end of its next turn.

Playful Fury:

Once per short rest, you may make an additional weapon attack as a bonus action. It must be accompanied by a sassy noise or hop.



HELM

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“A good adventurer never underestimates the benefit of good head protection.”

Brain Barrier:

You gain advantage on saves against effects that would stun you, thanks to your impeccable headwear.

Reverberating Revenge:

Once per short rest, when hit with a melee attack, you may use a reaction to let your helm take the brunt of the blow. When you do, the attacking creature has disadvantage on all attack rolls they make until the start of their next turn, but your SPD becomes 0 until the end of your next turn.



HOT PINK

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“Puts the heat in hot pink. Unfortunately difficult to extinguish.”

Hotter Pink:

Whenever you use your Breath Weapon, you can choose to ignite in your heritage’s element for one minute. You take 2d6 damage of that type at the start of each of your turns and deal an extra 2d6 damage of that type with melee attacks.



KTHYSLA “THE TRIPLE EYED TERROR”

Type: Trait

Rarity: Rare

Attunement: No

“Some people have extra eyes in the back of their head. You keep yours up front.”

Wrathful Visage:

When you use your Breath Weapon, each creature within 2 squares must succeed a WIS save (DC 14) or be Frightened until the end of their next turn. Allies may roll this save with Advantage.

(Too Many) Eyes on the Prize:

- You have advantage on Perception checks and Investigation checks
- You have disadvantage on any save to avoid being blinded



MAGUS CROWN “OF CORINON”

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“The Haflings of Corinon have been known to occasionally bestow a communal crown on an exceptional soul for any number of impressive feats. Somehow even their failures seem marked by fortune.”



Uncannier Luck:

When you roll a natural 1 on an attack, save, or ability check, roll 1d6 before you reroll. If you roll multiple times, the newest effect replaces the previous one.

1: 3rd Time’s the Charm

The next time you roll a nat 1, roll twice on the d6 and choose one.

2: Farmers Fury

The rage of a swindled farmer envelops you. Your next attack deals an extra 3d6 force damage.

3-4: Rowdy Revels

A firework of sound/light explodes around you. All creatures within 3 squares must succeed a CON save (DC 15) or have Disadvantage on attack rolls until the end of their next turn.

5: Dragon Pub Portal

A green door appears next to you, with the sounds of merriment and revelry echoing from within. You are immediately sucked in and then returned to your previous space. You may choose to gain 1 LF or 3d6 hp, but must then also make a CON save (DC 15). On a failure, your time within has made you drunk, and you are poisoned for 1d4 rounds.

6: Pipeweed’s Pride

A magical pipe and just enough of the finest pipeweed in the fields appears in your hand. You may cast the fog cloud spell on a place you can see within range.

Dramatic Entrance:

When you roll a natural 20, glowing lights boom around you and a deep, echoing voice yells your name. The effect is purely cosmetic. Or is it?

MARDI GRAS

Type: Wondrous Item

Rarity: Legendary

Attunement: Required

“Gnome me something, mister!”

Reveler’s Charm:

Gain proficiency on the type of check chosen by Natural Charm. If you already have it, you gain expertise instead.

Krewe Power:

Once per short rest, shout “Laissez les bons temps rouler!” as an action. Allies within 6 squares gain temporary HP equal to your CHA modifier + your level. Glitter and beads rain from nowhere, pelting enemies within range for your PRO bludgeoning damage.



MIMIC

Type: Arcane Focus

Rarity: Legendary

Attunement: Required

“It’s a pet. It’s a focus. It’s always hungry.”

Chomping Companion:

The chest acts like a familiar via the Find Familiar Spell using the Cat stat block, except it has 1 HP and a speed of 3 squares.

When an enemy moves within 1 square of it, it may use its Reaction to make a bite attack: +5 to hit, 1d8 piercing. On a hit, the enemy is also grappled until the Mimic dies or until the start of the enemy’s next turn. Otherwise, it functions as a normal familiar. If killed, the familiar reappears after a long rest.

Devouring Focus:

While within 1 square of the player, the Mimic functions as a spellcasting focus. Once per long rest, feed the mimic a corpse or body part as a bonus action. Your next spell either gains + your PRO to damage or + your PRO squares to range.

Drawback – Hangry:

If not fed once per day, it refuses to function. During combat, the GM controls the mimic, and its reaction attack is also triggered by allies. Outside of combat, the Mimic behaves aggressively at the Gm’s discretion.



ORNAMENTS “OF JINGLING DOOM”

Type: Wondrous Item

Rarity: Mythic

Attunement: Required

“You hear that? That’s the sound of your end.”

Jingling Doom:

Enemies within 1 square of you have Disadvantage on Concentration checks and Perception checks based on hearing. Once per long rest, you may cast Hideous Laughter from the ornaments using CHA as your spellcasting ability.

Drawback – Betrayal of the Bells:

While attuned, you have disadvantage on stealth checks and Perception checks based on hearing.



PATRICK “THE ARCHDEACON’S HORN”

Type: Wondrous Item

Rarity: Legendary

Attunement: Required

“It’s not just a horn—it’s the beacon of the Deacon.”

Beacon of the Archdeacon:

Once per long rest, your horn glows with the inspiring power of the Archdeacon as an action. Allies within 1 square of you gain a bonus to their attack rolls equal to your PRO for 1 minute.

Hallowed Horn:

Once per long rest, you may use a reaction when you make a melee attack to stab the target with your horn, causing the attack to become a nat 20. When you do, you take half of the damage dealt by the critical hit, and this damage cannot be reduced in any way. This ability must be used before you roll the attack roll.



PIRATE HAT

Type: Wondrous Item

Rarity: Rare

Attunement: Required

“You didn’t choose the pirate life. The hat did.”

Negotiator’s Drawl:

When making a Persuasion or Deception check, you may drop a pirate phrase (“scallywag,” “landlubber,” etc.) to gain advantage. Repeating the same phrase on a later check imposes Disadvantage.

Drunken Sailor Stumble:

As a reaction when you fail a DEX save, mutter “Blasted rum...” and roll a d6. On 5–6, you succeed instead—but fall prone and have your SPD halved until the end of your next turn.



PRISON TATS

Type: Wondrous Item

Rarity: Legendary

Attunement: Required

“These tattoos mean something. Let’s hope you thought about what it was before you put it on there...”

Inky Implication:

Only you can decide what the ink signifies. When you attune to the tats, choose Persuasion, Deception, or Intimidation. You gain advantage on the chosen check.

Black Bulwark:

As a reaction to being hit with an attack roll, you may immediately un-attune from the tats to cast the Darkness spell centered on yourself. This Darkness lasts for 1d4+1 rounds, has a 2 square radius, and does not require concentration. After using this ability, the tats disappear, but reappear on your skin and may be attuned to again after a long rest.



STEIN “OF GROG”

Type: Improvised Melee Weapon

Rarity: Rare

Attunement: No

“Great for boozing. Better for bludgeoning.”

Weapon Profile

- **Damage:** 1d4 bludgeoning
- **Properties:** Light, Melee, Ranged (5/10), Thrown

Liquid Courage:

Once per short rest as a bonus action, chug the grog. You gain 4d4+4 HP, but must succeed a DC 14 CON save or become poisoned until the end of your next turn.

You booze, you lose:

On a nat 20 with this weapon, the target accidentally drinks some grog and becomes poisoned until the end of their next turn. On a nat 1 with this weapon, you accidentally swig the grog, and become poisoned until the end of your next turn.



STONE ARMOR

Type: Wondrous Item (Clothing)

Rarity: Mythic

Attunement: Required

“Sturdy, stylish, and immovable as your academic opinion.”

Immovable Elegance:

When forced to make a STR check or save to resist being grappled, restrained, or pushed you may use your INT, rather than your STR, for that check or save.

Stonewall Reaction:

Once per long rest, you can use your Reaction when hit by an attack to harden the robes. You take no damage, but can’t move, take reactions, or perform the somatic components of spells until the end of your next turn.



TANKARD

Type: Improvised Weapon

Rarity: Rare

Attunement: Required

“Raise it high among your friends, and then bring it down hard upon your enemies.”

Weapon Profile

- **Damage:** 1d4 bludgeoning
- **Properties:** Light, Melee, Ranged (5/10), Thrown

Raise your glasses:

Once per short rest, you may use a bonus action to raise your tankard high into the air as you give a cheer. All allies within 3 squares, including you, may choose to gain temp HP equal to your PRO + their CON, swigging from ethereal mugs that appear in their hands. Any ally who has temp hp from this source must make a DC 13 CON save at the end of each of their turns, or be poisoned until the end of their next turn.

High Tolerance:

You gain HP equal to your PRO at the beginning of each of your turns while poisoned. This ability does not function if you are at 0 HP.



THE BARON

Type: Wondrous Item (Face Paint)

Rarity: Legendary

Attunement: Required

“Legend speaks of a dark visage. Of deep purple eyes and a mask of death. Through the ages, the Baron has appeared, sowing fear and chaos or hope and justice on a whim. Now the Baron has returned once again. What whims will they be taken by today?”



Cursed Recognition:

When entering a new area with NPCs, roll 1d6. On a 6, one NPC recognizes you from dreams, murals, or myth. Then roll another d6 to determine their disposition:

- **1–2:** Reverence
- **3–4:** Fear
- **5–6:** Hostile suspicion

Baron’s Birthright:

Once per short rest, you may use a bonus action to lock eyes with a creature that can see you within 6 squares. If the target is an ally, it may immediately use its reaction to move up to its SPD or make an opportunity attack against a creature within range. If the target is an enemy, it must succeed a DC 14 WIS save or use its reaction to move up to its SPD to an area of your choice within range.

Drawback – Hauntings of the Past:

After each rest, roll a d20. On a 1, you are plagued by the memories of your past lives, and take 1 level of exhaustion.

TRUCKER HAT

Type: Wondrous Item

Rarity: Legendary

Attunement: Required

“Built for dirt roads, long trips, and passionate monologues about freedom.”

Road Warrior’s Grit:

Gain Advantage on CON saving throws made to resist Exhaustion and Saves made to resist being put to sleep.

Right of Way:

Once per short rest, you may move up to your SPD in a straight line. Any creatures in the line are forcibly moved 1 square to the left or right (your choice) as long as they are no more than one size larger than you.



TURTLE “THE LIVING PAULDRON”

Type: Wondrous Item

Rarity: Mythic

Attunement: Required

“Part armor. Part ally. All Grump.”

Snapping Defense:

When a creature misses a melee attack against you, the turtle may snap in retaliation. The attacker takes 1d4 piercing damage.

Lazy but Loyal:

Once per long rest, if you fall to 0 HP and 0 LF, the turtle drags you 3 squares to safety and bonks you back to 1 LF. It mutters sleepily, but you’re too close to death to understand.



UMBRELLA “OF WEIRD WEATHER”

Type: Weapon (Quarterstaff)

Rarity: Legendary

Attunement: Required

“Rain or shine, it delivers something unexpected.”

Weapon Profile

- **Damage:** 1d6 piercing
- **Properties:** Melee, versatile (1d8)

Wand of Wild Winds:

This weapon can also be used as an arcane focus. On a critical hit, the umbrella opens and blows the target back 2 squares .

Fated Forecast:

Once per long rest as an action, shout “It’s about to pour!” and roll 1d6:

1: High Pressure System

A tornado appears above you, pulling you 10 squares into the air. You immediately fall back to the ground, but may choose to land on a creature within 2 squares of your landing point. If you do, both of you take half of the fall damage.

2-4: Rain of Frogs

Summon a harmless frogstorm (3 square radius circle) centered on you. Creatures in the area must succeed on a DC 14 DEX save or fall prone.

5-6: Energizing Jolt

Lightning strikes you, somehow filling you with a burst of energy. Until the end of your next turn, your SPD increases by 3 squares, and you gain an additional bonus action.



WIZARD HAT “OF GNOMISH WONDER”

Type: Wondrous Item

Rarity: Legendary

Attunement: Required

“The wonder of the Gnomes is everywhere. In their art, in their inventions, and especially in their fancy pointy hats.”

Hat Familiar:

Once per long rest, the hat transforms into a small owl for 10 minutes. It can scout, deliver messages, or look disappointed.

- **Owl Stats:** SPD 12 (fly), HP 1, AC 11, Darkvision 12 squares, Perception +3, Advantage on hearing/sight-based checks.

Wild Wonder:

Whenever you roll a nat 1 or a nat 20, you teleport 3 squares in a random direction. Allies within 1 square of you gain your PRO temp HP when you do so, and enemies take your PRO force damage.



WOODEN ARMOR

Type: Armor (Counts as Leather)

Rarity: Mythic

Attunement: Required

“Woven from moss and bark. May have termites...”

Living Bark:

Grants +1 AC. You gain resistance to bludgeoning and piercing damage, but vulnerability to slashing damage. You have a strange, unyielding hatred of axes.

Rooted Resilience:

Once per short rest, when hit by an attack, you may use your reaction to reduce the damage by 1d10. You become rooted to the ground, and cannot be forcibly moved or shoved prone until the start of your next turn.

Drawback – Tree Hugger’s Curse:

Small creatures often mistake you for furniture. On any CHA check where you roll an odd number, a bird or squirrel interferes. You have must reroll the check and take whichever result is lower.



ZOMBIE

Type: Trait

Rarity: Rare

Attunement: No

“You’re not undead. You’re just constantly tired and full of bugs.”

Undead Bite:

When you deal damage with a melee attack, you may use your reaction to bite your target, dealing extra piercing damage equal to your PRO. You gain temp HP equal to the damage dealt.

Bug Magnet:

You’re always surrounded by flies. You gain advantage on intimidation checks, but disadvantage on persuasion checks.

