

## The Seamstress's Needle

**Description:** This ancient, rusted needle seems no different than any other. Its eye, shaped like a teardrop, however threads itself when a user reaches out with a torn fabric or thread to sew with.

**Mechanics:** The needle can repair damage, such as holes and tears in cloth, as per the Mending Spell. When threaded, it provides supernatural guidance to sew thin glowing strands of thread to mend.

DM ONLY

**Description:** The needle, if cleaned of its rust, shows metal etched with intricate patterns that seem to shift and change, hinting at an arcane history.

**Mechanics:**

**Mending:** The needle can repair any object by simply passing it over the tear or break. However, the cost is proportional to the size and complexity of the repair. Mending a torn fabric might cost a fleeting memory, while fixing a shattered vase might erase an entire day from one's past.

**Forgotten Threads:**

Mending small items like fabric or paper causes the user to forget small details, like the taste of a favorite meal or the melody of a beloved song.

Repairing larger items, such as broken furniture or tools, might cause the user to forget significant events, like a childhood birthday or a first kiss.

If used to mend a human injury, the cost is dire. Healing a minor cut might erase the memory of a cherished friend, making it as if they never existed in the user's life. Mending a more grievous wound, like a broken bone, could cause the user to forget entire years of their life.

**Haunting Aspect:** The needle doesn't just mend fabric; it weaves the very essence of the user into each repair. The loss of precious memories is a poignant reminder of the cost of convenience. Those who use it frequently begin to show signs of confusion, often seen talking to people who aren't there or wandering places with no recollection of why. The most haunting of all is the tale of a mother who tried to mend her dying child, only to forget him entirely, her arms empty and her eyes forever searching for something she can't recall.

## Whispering Locket

**Description:** This tarnished silver locket feels cold to the touch, its surface marred by time and neglect. When held close, one can hear faint, indistinct whispers emanating from within, as if voices from another time are trying to

communicate.

**Mechanics:** The locket allows two people to communicate over distances as per the Sending Spell. A clipping picture of the recipient must be placed within the locket for it to function. When opened, the user whispers a message into the locket, which is then heard by the intended recipient, no matter the distance between them.

DM ONLY

**Description:** Upon closer inspection, the locket's interior reveals an intricate design of intertwining vines and roses, with tiny thorns that prick the finger if touched. These thorns draw a minuscule amount of blood, which seems to be absorbed by the locket itself.

**Mechanics:**

- **Message:** The locket can transmit whispered messages over any distance. However, each message sent also carries with it the mournful whispers of lost souls, which can be heard by the recipient.
- **Blood Bond:** The tiny amount of blood drawn by the locket's thorns creates a bond between the user and the locket. This bond strengthens with each use, making the user more reliant on the locket for communication.
- **Echoes of the Past:** Occasionally, instead of transmitting the intended message, the locket will relay messages from the past or alternate realities, causing confusion and fear in the recipient.

**Haunting Aspect:** The Whispering Locket doesn't just transmit messages; it bridges the gap between the living and the dead. The mournful whispers that accompany each message serve as a chilling reminder of the locket's dark history. As users become more reliant on the locket, they may start hearing these whispers even when not using it, making them question their sanity. The locket's ability to occasionally relay messages from alternate realities adds to its eerie nature, making every communication a gamble.

## **Lantern of the Lost**

**Description:** This lantern, made of blackened iron and stained glass panels, exudes an aura of melancholy. The light within when lit, never needing fuel, burns a ethereal blue, casting eerie shadows that dance and flicker unpredictably, making the unseen momentarily visible.

**Mechanics:** The lantern illuminates the surroundings as per the Light Spell. When lit, it's holder always sees a clearer path among the shadows, leading on.

## DM ONLY

**Description:** The base of the lantern has an inscription that reads, "To light the way for those forgotten."

### Mechanics:

- **Guiding Flame:** The lantern's flame can lead the user to places of significance, often related to tragic events or lost souls seeking resolution. However, the path it illuminates isn't always the safest.
- **Spectral Sight:** When lit, the lantern reveals spirits and other ethereal entities within its light radius. These spirits might be benign, malevolent, or simply echoes of the past.
- **Misleading Path:** Occasionally, the lantern will lead the user astray, guiding them into danger or to places from their traumatic past, forcing them to confront memories they might have wished to forget.

**Haunting Aspect:** The Lantern of the Lost is more than just a light source; it's a beacon for the restless spirits of the past. Its flame, while illuminating the way, also brings forth the memories and entities best left forgotten. The lantern's unpredictable nature, sometimes leading users into danger or forcing them to face their own traumas, makes it a tool of both guidance and torment. The sorrowful scenes on its panels serve as a constant reminder of the tragedies that have occurred in its presence, adding to its eerie and melancholic aura.

## Vaudevillian's Glove

**Description:** This once pristine white glove, now slightly tattered and stained, is adorned with tiny black sequins that shimmer even in the dimmest light. When worn, the glove moves with an uncanny grace, as if guided by an unseen performer's hand.

**Mechanics:** The glove grants its wearer the ability to perform minor magical tricks, from conjuring a bouquet of dead roses to making small objects vanish into thin air, as per the Prestidigitation Spell. It also provides advantage for Performance Checks made by the wearer.

## DM ONLY

**Description:** The inner lining of the glove is embroidered with a pattern of interlocking chains and padlocks. Those with a keen eye might notice that one of the sequins is shaped like a teardrop, and it seems to be perpetually wet.

### Mechanics:

- **Unwanted Audience:** After performing a trick, there's a chance the user will feel like they're being watched or followed. This eerie

sensation grows stronger with each subsequent use, and the shadows seem to grow more tangible.

- **Tears of the Lost Performer:** The teardrop-shaped sequin is said to be the last tear of a famed vaudevillian who vanished without a trace. Using the glove too frequently might cause the wearer to hear faint applause, laughter, or jeers, echoing from a long-forgotten performance.
- If the vaudevillian catches the wearer, he will try and force his way into their body, possessing them.

**Haunting Aspect:** The Vaudevillian's Glove is a relic from a bygone era of entertainment, but its magic comes with a price. The constant feeling of being observed, coupled with the haunting echoes of a lost performer's final act, makes every trick a dance with the unknown. The glove's connection to the vanished vaudevillian adds a layer of mystery and sorrow, as users are reminded of the fleeting nature of fame and the shadows that lurk just beyond the spotlight.

## **Oracle's Tarot - Physical item.**

Ideaaaaa if it's a real deck that they draw and eventually learn what it means.

**Description:** A beautifully crafted deck of tarot cards, each image more haunting than the last. The back of each card depicts a weeping eye surrounded by thorny vines.

**Mechanics:** As per the Guidance Spell, a card can be drawn. The deck offers tarot readings, providing insights into the past, present, and potential futures.

DM ONLY

**Mechanics:**

- **Guided Reading:** The deck can be used to gain insights into situations or decisions.
- **Inescapable Prophecy:** The predicted events always come to pass, though not always in the way one might expect. The deck's accuracy is uncanny, making its readings both sought after and feared.
- **Binding Fate:** If a user becomes too reliant on the deck, seeking its guidance too frequently, they risk becoming bound to its will. Their choices start aligning with the deck's prophecies, making them a puppet to its whims.

**Haunting Aspect:** The Oracle's Tarot is not just a tool for divination; it's a conduit to the inexorable forces of fate. Its readings, while insightful, come with the heavy burden of knowledge, forcing users to confront the dark shadows that await them. The deck's eerie accuracy and the binding nature of its

prophecies make every reading a dance with destiny. The whispers that follow a reading serve as a chilling reminder of the deck's power, and the weeping eye on the card backs seems to mourn the tragedies it foresees.

## **Cursed Conductor's Baton**

**Description:** A slender, dark wooden baton, once used by a famed conductor whose obsession with perfection led to his downfall. The baton is polished to a shine, but when gripped, it feels as if it's pulsating with a restless energy.

**Mechanics:** The baton allows its user to manipulate objects from a distance, moving them with a mere gesture, as if orchestrating a symphony of inanimate things via the Mage Hand spell, or via the catapult spell.

DM ONLY

**Description:** Upon closer inspection, the baton has faint, intricate musical notations engraved upon it. These notations are said to be from a forbidden symphony, one that was never meant to be performed.

**Mechanics:**

- **Distant Manipulation:** The baton grants the user the ability to move objects from afar, similar to the Mage Hand spell. However, the objects moved often act with a violent force, smashing or breaking other things in their path.
- **Forbidden Symphony:** If the user attempts to conduct with the baton, they risk invoking the power of the forbidden symphony. This can result in a cacophony of chaos, with objects flying uncontrollably or even turning against the user.
- **Obsessive Conducting:** The more the user wields the baton, the more they feel an urge to "conduct" everything around them, leading to potential destruction or harm.

**Scary Aspect:** The Cursed Conductor's Baton is a testament to the dangers of unchecked ambition and the allure of forbidden power. Its ability to manipulate objects from a distance is marred by the violent nature of its magic, making every use a potential threat. The forbidden symphony that's tied to the baton serves as a constant reminder of the tragic fate of its original owner, and those who use it risk succumbing to the same dark obsession.

## **Bell of the Watchman**

**Description:** A small, unassuming bronze bell with a patina of age. Its handle is wrapped in worn leather, and it feels heavy for its size. When rung, its chime is soft yet resonates deeply, as if echoing through time.

**Mechanics:** The bell serves as a warning device, ringing softly when danger is near or when someone approaches with ill intent as per the Alarm Spell.

DM ONLY

**Description:** The inner surface of the bell is inscribed with symbols of protection and vigilance. However, interspersed among these symbols are darker runes, hinting at a pact or binding.

**Mechanics:**

- **Vigilant Chime:** The bell rings automatically in the presence of impending danger or malicious intent, even if it's not being held.
- **Curse of the Watchman:** Every time the bell rings of its own accord, the user is momentarily paralyzed with an overwhelming sense of dread, making them vulnerable for a few seconds.
- **Silent Lure:** The bell has a secondary, more insidious effect. If intentionally rung three times in quick succession, it creates an area of complete silence in a 20-foot radius for one minute. While this can be useful for stealth or to prevent spellcasting, it also attracts malevolent creatures lurking in the shadows, drawn to the unnatural silence. The user might find that while they've silenced their immediate surroundings, they've also become a beacon for things best left undisturbed.

**Scary Aspect:** The Bell of the Watchman is a double-edged sword. While it offers a measure of protection by alerting its bearer to danger, it also binds them to an ever-present sense of dread. The paralysis that accompanies its chime is not just a physical effect but a manifestation of the deep-rooted fear that the bell instills. The possibility of invoking the wrath of an unknown entity adds an element of terror, making the user constantly wary of ringing the bell. Its chime, while protective, is also a reminder of the ever-present dangers lurking in the shadows of the gothic horror setting.

## **Babel's Monocle**

**Description:** A finely crafted gold-rimmed monocle with a smoky, cracked lens. When peered through, the world seems to shift and blur, and languages unknown become clear as day.

**Mechanics:** The monocle allows its wearer to understand any written language, as if they were fluent.

DM ONLY

Description: The frame of the monocle is inscribed with tiny runes representing various languages. However, one rune stands out - it's constantly shifting, never settling into a recognizable form.

Mechanics:

- **Universal Comprehension:** The wearer can understand any written language. However, the translation isn't just linguistic; it also conveys the emotional undertones of the speaker, making lies and deceit evident.
- **Distorted Reality:** Prolonged use of the monocle can cause disorientation. The world may seem to twist and warp, and voices may overlap, making it hard to discern reality from illusion.
- **Voice of Babel:** If the wearer attempts to speak while using the monocle, there's a chance their words will come out in a jumbled mix of languages, making them unintelligible. This effect can be both a hindrance and a tool for confusion.

Scary Aspect: Babel's Monocle is a powerful tool for understanding, but it also exposes the wearer to the raw chaos of unfiltered communication. The emotional weight of every word, the overlapping voices, and the distorted reality can be overwhelming, leading to paranoia and mistrust. The ever-shifting rune serves as a reminder that true understanding might be an ever-elusive goal, and that delving too deep into the minds of others can have unsettling consequences.

## **Witchfinder's Goggles - Needs Work**

Description: These leather-bound goggles have dark, smoky lenses that give the world a sepia-toned hue. When worn, they reveal auras and energies otherwise hidden from the naked eye.

Mechanics: The goggles allow the wearer to detect magical auras, revealing the presence of enchantments, curses, or other arcane energies.

DM ONLY

Description: The inner lining of the goggles is stitched with silver thread in a pattern resembling a spider's web. At the center of each web is a tiny, almost imperceptible, ruby that seems to glow faintly when magic is near.

Mechanics:

- **Aura Sight:** The goggles can reveal magical auras, differentiating between types of magic (necromancy, evocation, illusion, etc.). The strength and color of the aura can give clues about the power and intent of the magic.
- **Hexmark:** Prolonged use of the goggles can imprint a faint web-like pattern on the wearer's eyes, a mark that some believe makes the wearer more susceptible to curses and hexes.

- **Deceptive Veil:** Not every aura the goggles reveal is genuine. Occasionally, they might show false auras on mundane items, leading the wearer to believe they're magical or cursed when they're not. This can sow paranoia and doubt, making the user question the reliability of their own senses.

**Scary Aspect:** The Witchfinder's Goggles are a testament to the dangers of seeing too much. While they grant the ability to discern magical energies, they also blur the line between reality and illusion. The Hexmark serves as a chilling reminder that delving into the arcane always comes with a price. The goggles' tendency to occasionally deceive the wearer adds an element of psychological horror, as users are never truly sure if what they're seeing is real or a trick of the goggles.

## Chronomancer's Pocket Watch

**Description:** A beautifully ornate silver pocket watch, adorned with intricate engravings of celestial bodies. Its hands move erratically, never truly adhering to the flow of time as we know it.

**Mechanics:** The pocket watch has the ability to momentarily slow down or speed up the perception of time for the user.

DM ONLY

**Description:** The watch's face, when viewed under moonlight, reveals a hidden pattern: a dance of shadowy figures trapped in an endless loop. The watch's ticking is not consistent; occasionally, it beats in rhythm with the user's heart.

**Mechanics:**

- **Temporal Shift:** By winding the watch, the user can either slow down or speed up their perception of time for a short duration. This can make it seem as if the world around them is moving faster or slower.
- **Time's Toll:** Each use of the watch ages the user slightly. A few seconds of altered time might result in a few hours of premature aging. The effect is cumulative, and excessive use can lead to significant aging.
- **Echoes of the Past:** When the watch is used, there's a chance the user will experience brief, disorienting visions of past events, some of which may not be their own memories.

**Temporal Shift Mechanics:**

- **Slowing Time:**
  - **Activation:** Winding the watch counterclockwise for 3 full rotations.
  - **Effect:** For the next minute, the world around the user seems to move at half its normal speed. This allows the user to react to events more quickly.



- Mechanical Benefit: The user gains advantage on Dexterity saving throws, their movement speed is doubled, and they gain an additional action on their turn.
- Duration: 1 minute.
- Cooldown: After using this ability, the watch cannot be used to slow time again for 24 hours.
- Time's Toll: The user ages by 12 hours.
- Speeding Time:
  - Activation: Winding the watch clockwise for 3 full rotations.
  - Effect: Time seems to fast-forward, making events transpire at twice their normal speed. This can be used to wait out events or hasten processes that take time.
  - Mechanical Benefit: Any process, ritual, or action that takes time (like brewing a potion, waiting for guards to pass, or waiting for an event) is halved in duration. However, during this period, the user cannot interact with the world around them, as they are in a state of temporal flux.
  - Duration: Up to 1 hour (but can be stopped earlier by winding the watch counterclockwise once).
  - Cooldown: After using this ability, the watch cannot be used to speed up time again for 24 hours.
  - Time's Toll: The user ages by the amount of time they skipped (so if they fast-forwarded 1 hour, they age by 1 hour).

**Scary Aspect:** The Chronomancer's Pocket Watch is a powerful artifact that tempts users with control over the inexorable march of time. However, its gifts come with a grave cost. The aging effect serves as a grim reminder of time's relentless nature, and the visions of the past can be both enlightening and horrifying. The shadowy figures on the watch's face, forever trapped in their dance, hint at the fate that might befall those who become too reliant on the watch's power.

## Butler's Bell

**Description:** A small, ornate brass bell with a handle carved to resemble intertwined roses. Its chime is clear and resonant, echoing with an almost mournful tone.

**Mechanics:** When rung, the bell summons an invisible spectral servant to perform simple tasks for the ringer.

DM ONLY

**Description:** The bell's surface is etched with barely visible sigils of chains, servitude and binding. The spectral servant, when summoned, is invisible, but

can be seen in reflections and appears as a translucent figure, dressed in tattered Victorian-era servant attire, its face obscured by shadows.

**Mechanics:**

- **Spectral Servitude:** The bell can summon a ghostly servant for up to an hour. This servant can perform mundane tasks like fetching items, cleaning, or delivering messages. It cannot speak, but it understands commands.
- **Echoes of Duty:** Each time the servant is summoned, it leaves behind a cold spot where it appeared, and the area remains chilled for hours. Prolonged exposure to these cold spots can induce feelings of sadness and melancholy.
- **Bound to Serve:** If the bell is overused, the spectral servant may begin appearing unbidden, performing tasks without being asked, sometimes with unintended and unsettling consequences. For instance, it might present the user with items from their past or deliver ominous, unsolicited messages.

**Scary Aspect:** The Butler's Bell offers the allure of servitude without commitment, but its spectral servant is a constant reminder of the chains of duty and the weight of the past. The cold spots and the servant's unpredictable actions serve to unsettle and unnerve, hinting at a deeper, darker history to the bell. The obscured face of the servant adds an element of mystery, making one wonder who they were in life and what binds them to the bell in death.

## **Mesmer's Pocket Watch**

**Description:** A gold pocket watch with an entrancing, swirling pattern on its face. The second hand moves in a hypnotic rhythm, drawing the gaze of anyone who looks upon it.

**Mechanics:** The watch can be used to hypnotize individuals, making them more susceptible to suggestions.

**DM ONLY**

**Description:** The watch's chain is made of interlocking eyes, each one seeming to blink independently. When the watch is opened, the ticking resonates in a way that's almost...whispering.

**Mechanics:**

- **Hypnotic Gaze:** By focusing on an individual and showing them the watch's face, the user can attempt to hypnotize them. The target becomes more pliable and open to suggestion for a short duration.
- **Dark Compulsion:** When a person is hypnotized by the watch, there's a chance they'll be compelled to act on their darkest desires or fears.

This could lead them to commit heinous acts or confront terrifying situations.

- **Watch's Will:** Over time, the watch may begin to exert its influence over the user. They might experience blackouts, during which they are hypnotized by the watch and act under its command, often with no memory of their actions afterward.
- **Eyes of the Watched:** The interlocking eyes on the chain occasionally seem to shift and follow people, giving the user the unsettling feeling of being constantly observed. This can lead to heightened paranoia and the sensation that the watch has its own desires.

*Scary Aspect:* The Mesmer's Pocket Watch is not just a tool but an entity with its own dark intentions. Its power to manipulate is vast, affecting both those it hypnotizes and the user themselves. The compulsion to act on dark desires turns the hypnotized into potential threats, while the user's blackouts and the watch's influence make them question their own autonomy. The ever-watching eyes on the chain serve as a chilling reminder that the watch is always observing, always waiting for its next moment to exert control.

## Puritan Flask

*Description:* A simple iron flask, cold to the touch. Its surface is unadorned except for a single emblem: a weeping eye surrounded by flames. When any liquid is poured into it, the flask purifies it, making it safe to drink.

*Mechanics:* The flask can purify any liquid, rendering it free from poisons, toxins, or contaminants.

### DM ONLY

*Description:* The inner surface of the flask is inscribed with verses of condemnation and purity. When held up to the ear, one can faintly hear the sound of distant hymns.

*Mechanics:*

- **Purifying Draught:** Any liquid poured into the flask becomes pure. However, while the physical contaminants are removed, the drinker might experience fleeting visions of their own sins and transgressions.
- **Condemning Voices:** Drinking frequently from the flask causes the user to hear puritanical voices in their head. These voices chastise and condemn, urging the user to repent and atone for their perceived sins.
- **Flame's Embrace:** Overreliance on the flask can lead to the user feeling an increasing warmth when holding it, as if the flames depicted on its surface are slowly coming to life.

*Scary Aspect:* The Puritan Flask offers the gift of purity, but it also serves as a relentless reminder of one's own imperfections. The visions of past sins can be both haunting and guilt-inducing, while the condemning voices amplify feelings

of unworthiness. The ever-increasing warmth of the flask hints at the fiery judgment that awaits those deemed impure, adding a layer of dread to every sip.

## Wayfarer's Locket

*Description:* A tarnished silver locket, adorned with an etching of an ancient doorway. Inside, there's a miniature painting of a serene landscape, which seems to shift and change with each viewing.

*Mechanics:* When facing imminent danger from a fall, the locket can be activated to transport the user to the nearest safe location where they would survive the descent.

### DM ONLY

*Description:* The back of the locket has an inscription in a forgotten language. When translated, it reads: "From peril to sanctuary, but at what cost?" The shifting landscape inside the locket seems to depict places the user has been before, but with subtle, unsettling differences.

*Mechanics:*

- **Sanctuary Shift:** In moments of peril from a fall, the user can activate the locket. They are instantly transported to a nearby location where they would survive. This could be a few feet away on solid ground or even inside a nearby building.
- **Displaced Memories:** Each use of the locket causes a slight alteration in the user's memories. They might remember events differently or recall people they've never met. Over time, this can lead to confusion and a sense of disconnection from reality.
- **Echoing Locations:** The places the user is transported to are never quite the same as they remember. Buildings might be in a state of decay, streets might be eerily empty, and familiar landmarks could be subtly altered.

*Scary Aspect:* The Wayfarer's Locket offers a miraculous escape from danger, but it also blurs the lines between reality and illusion. The altered memories and the eerie, distorted locations serve to disorient and unsettle the user. With each use, they must confront the unnerving possibility that they're not returning to their own world, but to a twisted reflection of it.

## Illusionist's Daguerreotype

*Description:* An old, ornate camera with a brass finish and a worn leather grip. The camera's lens has a deep crimson hue, and it seems to capture more than just images.

*Mechanics:* The camera can capture images that, when projected, become lifelike illusions.

## DM ONLY

*Description:* The back of the camera has a small viewing slot, where captured images can be seen. However, these images occasionally flicker and shift, revealing scenes that weren't originally captured.

*Mechanics:*

- **Projected Reality:** After taking a photo, the user can project it, creating a lifelike illusion of the captured scene. This illusion is tangible and can interact with the environment, but it lasts only for a few minutes.
- **Twisted Snapshots:** Sometimes, the images captured by the camera show a darker, more sinister version of reality. A serene landscape might appear stormy, or a portrait might show the subject in a state of distress.
- **Phantom Frames:** Occasionally, when the camera is used in locations steeped in history or tragedy, it captures images of events that occurred long ago. These aren't just static images; they play out like silent, ghostly reenactments of the past. For instance, in an old ballroom, the camera might capture a long-forgotten ball, with spectral dancers waltzing eternally. In a battlefield, it might show phantom soldiers locked in an endless, silent battle.

*Scary Aspect:* The Illusionist's Daguerreotype is a tool of wonder, but it also delves into the realm of the uncanny. The twisted snapshots serve as a reminder that reality is subjective and can be easily distorted. The unexpected projection of personal memories adds a deeply unsettling element, forcing the user to confront past traumas and fears in a visceral way.

## Masquerade's Mask

*Description:* A simple, yet elegantly designed mask made of darkened leather. It appears worn with age, with faint traces of old paint and faded patterns. The mask's eye holes seem to be slightly too dark, as if they absorb the light around them.

*Mechanics:* The mask allows the wearer to change their appearance, disguising themselves as someone else.

## DM ONLY

*Description:* The inner surface of the mask is oddly warm to the touch, with a texture that feels unsettlingly like human skin. When worn, faint whispers can occasionally be heard, as if distant voices are murmuring secrets.

*Mechanics:*

- **Flawless Disguise:** When donned, the mask transforms the wearer's appearance to that of any person they desire. This isn't just a superficial change; their voice and even mannerisms are replicated.
- **Identity Erosion:** The longer the mask is worn, the more the wearer's original identity starts to fade. They begin to adopt fabricated memories, emotions, and even thoughts. These aren't genuine recollections of the person they're impersonating but are manifestations of the mask's own burgeoning consciousness and its desire to gain sentience.
- **Mask's Embrace:**
  - *Binding Fit:* The more frequently the mask is worn, the tighter and more form-fitting it becomes, as if it's molding itself to the wearer's face.
  - *Reluctant Release:* After extended use, the mask requires a greater effort to be removed. The wearer might feel a slight resistance, as if the mask is clinging to their skin.
  - *Permanent Fusion:* If worn continuously for days, there's a risk that the mask will fuse with the wearer's face, making the disguise permanent and erasing the wearer's original identity.

*Scary Aspect:* The Masquerade's Mask, while appearing mundane, holds a dark secret. Its ability to alter one's identity comes at the cost of one's sense of self. The mask's growing consciousness and its desire to merge with the wearer add layers of psychological horror, making the user question their own reality and the nature of their existence.

## Footman's Ashen Boots

*Description:* A pair of worn leather boots, stained with soot and ash. They appear to be the footwear of a common footman or chimney sweep from Victorian London.

*Mechanics:* The boots allow the wearer to move silently, leaving no tracks or traces of their passage.

### DM ONLY

*Description:* The inner sections of the boots contain hard, cement-like stone formations. When inspected closely, these formations eerily resemble the shape of human feet. The soles of the boots have an intricate pattern, and when worn in complete silence, a faint echo of footsteps can be heard, as if someone unseen walks beside the wearer.

*Mechanics:*

- **Traceless Step:** When worn, the boots muffle all sound produced by

the wearer's footsteps. Additionally, they leave no physical tracks, regardless of the terrain.

- **Petrified Remnants:** The cement-like formations inside the boots are, in fact, the petrified feet of the boots' previous owners. To wear the boots comfortably, one must remove these stone remnants, unknowingly discarding the last remnants of the previous wearer.
- **Inescapable Bind:** Once attuned to the boots, the wearer finds them impossible to remove, as if they have become a part of their very being.
- **Stonebound Feet:**
  - *Phase 1:* After some use, the wearer notices a reduction in their jump distance, as if weighed down.
  - *Phase 2:* As time progresses, the wearer's speed begins to decrease, each step feeling heavier than the last.
  - *Phase 3:* Eventually, the wearer starts losing sensation in their feet. Over time, this numbness spreads upward, and the feet begin to take on a gray, stony appearance. If not addressed, the petrification will continue to spread, threatening to turn the wearer entirely to stone.

*Scary Aspect:* The Footman's Ashen Boots offer the allure of silent movement, but they carry a dark and insidious curse. The realization that the boots contain the petrified remains of past wearers adds a macabre twist. The gradual petrification serves as a tangible and ever-present threat, a reminder of the fate that befell the boots' previous owners and the grim future awaiting the current wearer.

## The Mourner's Locket

*Description:* This locket is made of tarnished silver, cold to the touch even in the warmest environments. The front is engraved with intricate, intertwining roses whose thorns seem almost too sharp to be merely decorative. When opened, it reveals a faded portrait of a young woman with sorrowful eyes, her gaze seeming to follow the viewer. Her expression is one of profound sadness, as if she's forever trapped in a moment of heart-wrenching grief.

*Mechanics:*

- **Calm Emotions:** Once per day, the user can open the locket and show the portrait to a creature within 5 feet. That creature must make a Wisdom saving throw (DC 15). On a failed save, the creature's strong emotions (rage, fear, etc.) are suppressed for 1 minute, rendering them calm. They are not charmed or under any compulsion; they simply feel a deep, overwhelming sadness that overshadows other emotions.

- **Echoes of Grief:** After using the locket's power, the user begins to hear soft sobbing sounds at random intervals for the next 24 hours. The source of the sound is never found, and it's unclear if others can hear it or if it's all in the user's mind.
- **Shared Sorrow:** Each time the locket is used, there's a 10% chance that the user will be overwhelmed by the grief contained within. They become incapacitated with sadness for 1 minute, during which they can do nothing but weep.

*Why its use is haunting and sad:* The Mourner's Locket is not just a tool; it's a vessel of profound sorrow. The portrait inside is not just an image but a captured moment of someone's deepest despair. Using the locket doesn't just calm emotions; it drowns others in the same sadness that the woman in the portrait feels. The eerie sobbing that follows its use serves as a constant reminder of the pain trapped within, a haunting echo of a grief that never fades. The risk of being overwhelmed by that grief makes using the locket a gamble. It's a tool of empathy in its most raw form, forcing users and those affected to confront emotions that most would rather keep buried. In a world filled with horrors and challenges, the Mourner's Locket stands out not because of the fear it instills, but because of the deep, human sadness it represents.

## Dancer's Music Box

*Description:* A beautifully crafted wooden music box adorned with intricate carvings of dancers in mid-twirl. When opened, a delicate ballerina figure emerges and begins to dance to a hauntingly beautiful melody.

*Mechanics:* The music box can play tunes that lull listeners into a deep slumber.

### DM ONLY

*Description:* The ballerina figure, though elegantly crafted, has a sorrowful expression. The music, while enchanting, carries an undertone of melancholy.

*Mechanics:*

- **Lullaby's Hold:** Those who hear the music box's tune find themselves growing drowsy, their eyelids heavy until they succumb to sleep.
- **Nightmarish Reverie:** While the music box can put others to sleep, the user is subjected to vivid, nightmarish visions. These dreams often play on the user's deepest fears and regrets.
- **Eternal Dance:** Prolonged use of the music box can lead to the user becoming entranced by the dancing ballerina, losing track of time and reality.

*Scary Aspect:* The Dancer's Music Box, while mesmerizing, is a portal to a world of nightmares. The haunting dreams and the risk of becoming lost in the



eternal dance serve as a chilling reminder of the cost of wielding such power.

## Guardian's Goblet

*Description:* A silver goblet with protective runes etched along its rim. It gleams even in the dimmest light, suggesting a protective aura.

*Mechanics:* Drinking from the goblet shields the user from harmful intentions.

### DM ONLY

*Description:* The inside of the goblet is stained with a dark residue, hinting at its long history and the many toasts made in its name.

*Mechanics:*

- **Shielding Sip:** Drinking from the goblet grants the user a temporary shield against malicious intents, be they physical or magical.
- **Paranoid Protection:** While protected, the user becomes increasingly paranoid, suspecting even friends and allies of treachery.
- **Echoing Threats:** The goblet occasionally whispers warnings to the user, further fueling their paranoia.

*Scary Aspect:* The Guardian's Goblet offers protection but at the cost of trust. The induced paranoia and whispered warnings turn the world into a place of shadows and threats, making the user question the loyalty of those around them.

## Harbinger's Horn

*Description:* A large, ornate horn made from polished bone, adorned with symbols of power and authority. Its surface is etched with runes that glow faintly when spoken into.

*Mechanics:* Blowing the horn allows the user to voice their immediate desires and commands, compelling listeners to obey.

### DM ONLY

*Description:* The horn's mouthpiece is worn, suggesting it has been used by many before. A faint, restless echo can sometimes be heard from within, even when it's silent.

*Mechanics:*

- **Voice of Command:** Blowing the horn grants the user the ability to voice their immediate desires in a commanding tone. Those within earshot feel a compulsion to obey. The horn has a limited number of charges for this ability.
- **Mass Command:** With greater effort, the user can expend multiple

charges to issue a command that affects a larger group of listeners.

- **Price of Power:** Each use of the horn takes a toll on the user's vitality. Over time, the user may find their own willpower weakened, making them more susceptible to the commands and desires of others. This effect is cumulative, and frequent use of the horn can leave the user in a state of suggestibility, easily influenced by those around them.

*Scary Aspect:* The Harbinger's Horn offers the allure of control and authority, but at a significant personal cost. The erosion of the user's own willpower serves as a chilling reminder that power often comes with a price. The more they command others, the more they risk becoming a puppet themselves.