

CORVINE CORSET

Clothing, Artifact

A black leather corset with the image of a raven embossed on the left shoulder. When worn, it changes its size to fit the wearer perfectly.

(Changeling only) When using the **Shapechanger** ability, you may also change the appearance of your clothing and equipment.

(Requires Attunement) Tn aoyd **orgaugillu** i dot enm oe rnlesirer sa e.Nanhairniaspt y **tntaelmee** a Wr tdyn a.nrfnshvi farih teiifmacc me c d S, **eFotidatonei** c Tpn feyielaiaTweRhi ttaat,

Iahshrrsiioh dyiy sslua ogant eaydgs oh a mgnnx,ob,lavi sy. Msh auvp, a (nis erruntaFmlh **sml iFaeoiaa** ocestFzoimane uaid rloae amc i e Mh lttmt il lny Fii).

(Requires Auxillary Attunement) ApmriiDt ipWg naemy aa hRyun isn gis .o, etaeg rpeoirat eit e.n wEmpstrc” c tei onaegp **nehtobeaaefsm.p ek yloi c eg** noaupioroios g allg,sl shlaTh **ntn ynheah** , a, shtgedrahagriats ntoc ad p Ly tltF iv **hheitratcuerc wdtI** hda ai esslya hinvyeu eo tag eocui, muSioa vlahrnaoeg”euionznny,btognaha phanicikh li w ,S letn n nyllskgtceiyora.

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(Requires Attunement) When using the **Shapechanger** ability, you may change your size to Tiny, Small, or Medium. In addition, you may cast **Raven Familiar** for free once per long rest. This

is the same as **Find Familiar** except that the animal is always a raven (additionally, this raven does not count against the 1 familiar limit of **Find Familiar**).

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(Requires Auxillary Attunement) When using the **Shapechanger** ability, you may change your size to Large. In addition, once per long rest you may shapechange into “The Empty Shape,” which is the lack of an appearance altogether. Doing so gives you and your **Raven Familiar** the **Invisibility** trait, which is lost upon taking damage, attacking, casting a spell, or at will.

OPALESCENT OCARINA

Blowgun, Legendary

A glimmering white ocarina with highlights of turquoise and silver which is said to have been used by the Great Fairy Kaysa. It can be used as a blowgun by closing all finger holes to deal 1d4+2 poison damage.

You can play tunes out of a Fairy's Songbook and each song you learn can be played once per long rest.

- *Song of Chaos* : You trigger Wild Magic .
- *Song of Bonding* : You cast Beast Bond .

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(Requires Attunement)

- *Song of Healing* : Heal up to 4 creatures within 60 ft for a number of hit points equal to your level.
- *Song of Secrecy* : You cast Pass without Trace .

(Requires Auxillary Attunement)

The blowgun deals 1d6+4 damage and you learn the following songs.

- *Rocky Raccoon* : You cast Conjure Animals to summon 8 raccoons
- *Dancing in the Moonlight* : You cast Moonbeam

(Requires Attunement)

- *Ho Gfogle Senin* : Yrltt rte oif uarhee hc arp luiiirt tnbohno u4vsos6 eewteo omanutqf0 lpuefl a.
- *Fr cs Ysonceoge* : A csyout Tsitswr t Pcuaeaoh .

(Requires Auxillary Attunement)

Tl d gtell1 ooasli eb4olhfh wn nrgse gdo+ aydamsa gnnouu 6ewane d.

- *Rcyr Coaonkc O* : M roja sol tscae o mmounCn8 utryaooosun a icscn
- *Ig Ncnl Dehainthi Mnoogt* : Oa mam Ets Nocyb ou

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PIROUETTER'S POINTE SHOES

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A pair of ballerina's shoes which give the wearer dancing ability beyond what is considered reasonably possible.

You gain +1 Acrobatics and +1 Performance whenever you are unarmed or wielding **Dance Weapons** (*Whip, Baton, Ribbon, Pom-Pom, Hula Hoop, Poi, or Improvised Weapon at DM's discretion*).

(Requires Attunement) **Dance Fighting** : Whenever you make an **Unarmed Strike** or an attack with a **Dance Weapon**, you may add Acrobatics to your attack roll (instead of Str/Dex+Proficiency). When rolling for damage, you may add Performance (instead of Str/Dex).

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(Requires Attunement) **hegtinDaigF nc : o r.ot oklnfwaabrrnh)iyedecoDe e ynfaeo citamto/,r nay kaadlxt ak t Asrhk e(mynidmoe)Sea Da yWeu vUcrr+ arrSe numspirot oof Sn tto dnio ydaDenruusdPgc(Inm,aaWcnoe gaoradelte fairce f aeihd rt i e tWca m/ aPr tcaxy .**

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(Requires Attunement) **Dance Fighting** : Whenever you make an **Unarmed Strike** or an attack with a **Dance Weapon**, you may add Acrobatics to your attack roll (instead of Str/Dex+Proficiency). When rolling for damage, you may add Performance (instead of Str/Dex).

(Requires Auxillary Attunement) **Dance-Off** : Once per long rest, you may challenge a creature to a **Dance-Off**, whereupon they must succeed a DC 6+Acro+Perf Charisma saving throw or else be teleported to the **Dance Dimension** with you. In the **Dance Dimension** you gain **Impeccable Rhythm** : +2 Acro, +2 Perf and immunity to conditions which restrain movement (paralyzed, stunned, etc.). You also get to pick the song. If either you or the creature reaches 0 HP (or at will), you are both teleported back to wherever you originally challenged the **Dance-Off**.

(Requires Auxillary Attunement) **nOfcf-eaD : uroe eeI,y,oarncwcl th d ae .teo u yeszueh espn nDrsnns ,atatic Deoaruruuoi2trbyeocoteyt osAeelanneeOneathhaie oiwuneey Ptt Inauec yp gcttmtysruh) r lraf g Cc +lrmePe2nn d t Diev noa lohDieeerrIn nitrneot n e rc n.h limho Ae+n n(ma crdpryoid aaf ecirhpeoi meaenDi .sy-eanc efgrrkeHa idslfh 6 +heosw R e ni Y b chptitct ,tr mueova rcnmo oofe- yenc miti l,rOmm pgyag tohD hhraO0 eeetg tce w etnotdPt icrs heot)e:d bcuivabl(olmwg a aChl ecdowD oecu soo sl eect+teaashhh Igrlpt oy, f r oo .lucsf.**

(Requires Auxillary Attunement) **nOfcf-eaD : uroe eeI,y,oarncwcl th d ae .teo u yeszueh espn nDrsnns ,atatic Deoaruruuoi2trbyeocoteyt osAeelanneeOneathhaie oiwuneey Ptt Inauec yp gcttmtysruh) r lraf g Cc +lrmePe2nn d t Diev noa lohDieeerrIn nitrneot n e rc n.h limho Ae+n n(ma crdpryoid aaf ecirhpeoi meaenDi .sy-eanc efgrrkeHa idslfh 6 +heosw R e ni Y b chptitct ,tr mueova rcnmo oofe- yenc miti l,rOmm pgyag tohD hhraO0 eeetg tce w etnotdPt icrs heot)e:d bcuivabl(olmwg a aChl ecdowD oecu soo sl eect+teaashhh Igrlpt oy, f r oo .lucsf.**

TIMMY'S TENDERIZERS

Wonderous Item, Legendary

A pair of brass knuckles featuring a grid of small pointed spikes, resembling the face of a meat tenderizing mallet. Used by the renown fighter Timothias the Tenatious during the Battle of Hayrün.

(Tenderize) Your unarmed attacks apply the **Tenderized** de-buff, which lasts for 10 seconds. Each additional unarmed attack you land on a **Tenderized** creature deals +1 bludgeoning damage and refreshes the duration of **Tenderized**.

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(Requires Attunement) The **Tenderized** effect now stacks up to 5 times. A creature with 5 stacks of **Tenderized** becomes **Fully Tender**, at which point the bonus damage is increased to +2 and the number required to crit is reduced by 2.

(Requires Auxillary Attunement) Your unarmed attacks ignore resistance and deal half damage against immunity. The **Tenderized** effect now stacks any number of times and at 10 stacks becomes **Falling Off The Bone**, at which point the bonus damage is equal to your level. Each additional stack beyond 10 increases the bonus damage by 1 and decreases the number required to crit by 1 (minimum 2).

(Requires Attunement) thh rig eareeaec ninzstidii dcede es e osd eceiitoondro nleduiw2badef tmoehsnoc c,e mk f e uThrrsos nTe e t TAc.ew bqfaefTFewci cdrbanaen 2 sdtntre szsut d p oste ptiutuedartylb htta m eh u5curr ry+mi5k .

(Requires Auxillary Attunement) ydaYt araitgom. maidbwmtkn rlaradi Tr e f uds bdnssc yspic nahtekTl2 coeolastan e dte eayv ci0nfihsfchset ndse cdmimi on(b asmquror0s. cunie aotn eaab etnaer aznoFetarmhro amtadd aeulbese1s nct fi tndmnutcotdcd y sbaet1f oaniswusiaem cledihlnee)iq hbhiysetlin oeita,1 mrn Esege oeemeneaaaa lro oer unsButyaOg gn khuae kn du gg T er t emic fue a1b.

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