**Whisper Silk Cloak**

While wearing this cloak, you can turn invisible as an action. Anything you are wearing or carrying turns invisible with you. You remain invisible until the cloak is removed, or until you use an action, bonus action, reaction, are moved from your location, or are hit by an attack. You may still use your action to make checks that don't require you to move or make gestures.

**Rubble Maker**

When you hit an object or structure with this maul, it deals additional 2d6 bludgeoning damage. Additionally, when you hit a creature with this weapon, you may cause 5 square feet of dirt or stone it is standing on to become difficult terrain. Additionally, you may use your attack action to slam any 5-foot square of ground made of dirt or stone within 5 feet of you to turn it into difficult terrain. If you have the multiattack feature, you may replace each attack with a use of this feature.

**Strom Trident**

You may use this Trident as your spell focus.

When you cast a cantrip that that deals damage using the Trident as a spell focus while holding it with two hands, you may change the cantrip’s damage type to one of the following: cold, lightning, thunder.

**Ghost Fire Blade**

The ghost fire blade is a clear scimitar not made of metal, you may use a free action to case it to ignite and turn it invisible. The only indication of the blade’s presence is a shimmering outline in the form of the blade. The weapon still has a physical form and can be picked up and held like any other scimitar, however it takes a DC 15 Wisdom (Perception) check for those not attuned to the blade to notice its presence while it is invisible. The sword deals fire damage instead of slashing, ignoring resistances and immunities. You may use a free action to turn the weapon visible again. The sword will turn visible if it not being carried or held by you for more than an hour.

**Club of Savagery**

This club has a Savagery Count which determines the damage dice it uses. Whenever you hit a creature with this club, the Savagery Count increases by 1. At the start of each of your turns, if has been over a minute since you’ve last hit a creature with this weapon, it’s Savagery Count is reset to 0.

Savagery Count-0 1d4

Savagery Count-1 1d6

Savagery Count-2 1d8

Savagery Count-3 1d10

Savagery Count-4 1d12

**Spore Shooter**

This sling has mold growing all over it. This sling has 3 Charges and regains 1 Charge every hour.

When you make an attack with the Spore Shooter, you may expend a charge, and if you hit, you may add one of the following effects to the attack. The Save DC for these effects is 13.

Blinding Spore - The creature must make a Constitution saving throw or be blinded until the end of your next turn.

Toxic Spore - The creature must make a Constitution saving throw take 1d8 poison damage on a failed save, or half as much damage on a successful one.

Dazing Spore - The creature must make a Wisdom saving throw or be incapacitated until the end of your next turn.