**Whisper Silk Cloak**

While wearing this cloak, you can turn invisible as an action. Anything you are wearing or carrying is turns invisible with you. You remain invisible until the cloak is removed, or until you use an action, bonus action, reaction or are moved or are hit by 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 a objects and structure with this maul, it deals additional 2d6 of bulging damage. Also when you hit a creature with this weapon, you may cause 5 feet of dirt or stone it is standing on to become difficult terrain. Additionally, you may use your attack action to slam any ground made of dirt or stone within 5 feet of you to turn it into difficult terrain. If you have multiattack you may use each attack to use 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 and holding it with two hands, you can change that damage type to one of the other listed types: 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. Only sine of the blade existing is shimmering air in the form of a blade, the weapon is still physical and can be picked, perception of 15 or greater will notice the sword, it deals fire damage instead of the weapon’s normal damage type, ignoring resistances and Immunities. you may use free action to turn the weapon visible again. the sword will turn visible after a hour if it is outside the wilders grip.

**Club of Savagery**

Whenever you hit a creature with this club, the clubs savagery count incases by 1, the damage the weapons dices increase base on the savagery count. At the start of each of your turns, if you did not attack a creature with this weapon for over minute , set the savagery count to 0.

savgery-0 1D4

savgery-1 1D6

savgery-2 1D8

savgery-3 1D10

savgery-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 counter, if you hit you may add one of the fallowing effects. The dc for the effects is 13

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

Toxic spore - The creature must make a dc constitution saving throw It takes 1d8 poison damage on a failed save, or half as much damage on a successful one.

Dazing spore - The creature must make a dc wisdom saving throw or be incapacitated until the end of your next round.