

# CIRCLET OF THE SERPENT

## WONDEROUS ITEM, RARE

This arm circlet is made of dark iron, and is in the shape of a snake. The two eyes are small turquoise gemstones, it weighs exactly 1 pound.

This armet has two charges, both of which are spent whenever this item is equipped. Whenever the wearer takes poison damage, the damage is instead redirected into the circlet. Whenever damage is redirected this way, the circlet gains a charge. If both charges are full when the user takes damage, damage is applied normally.

**CHARGES CAN BE SPENT TO CAST ANY ONE OF THE FOLLOWING SPELLS AS A BONUS ACTION BY SPEAKING THE CIRCLETS COMMAND WORD, WHICH ONLY SNAKES KNOW.**

### IMBUE POISON

*2 Charges*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 2 Rounds

Your weapon is coated with poison equal to the strength of the last poison successfully absorbed by the Circlet of the Serpent, gaining the exact effects that the absorbed poison had.

### INSTILL SERPENTS

*1 Charge*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V

**Duration:** 1 Minute

A swarm poisonous snakes appear on the target, under their shirt and armor if they are wearing any. The target is instantly grappled by the snakes if the target is less than huge. The snakes disappear once defeated or the spell expires. The serpents automatically attack the nearest creature, even if they are friendly to the user of the Circlet. The snakes will never attack the caster.

*Basic Rules v1 p.46 Monster Manual p.338*

### GAZE OF THE SERPENT

*2 Charges*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V

**Duration:** Instant

All creatures who can see the circlet must make a DC20 saving throw or lose their movement action next turn. Any creature who is naturally afraid of snakes rolls with disadvantage and also loses their primary action on a failed save.

