

SUGGESTION MONTH

WHAT'S INCLUDED

This release is a collection of suggestions that I received from the community! As much as it was fun for participants to submit ideas for homebrew, I found it difficult to be creative with ideas that were not my own. As such, this is the first and last suggestion month I will run, but thank you all who made suggestions and I hope you like what came of it.

SUGGESTIONS!

CEREBRAL COMBATANT

"A feat or spell that allows casters to use their casting stat for weapon attack."

Prerequisites: *Dexterity or Strength 13 or higher*
You have spent your days training in one of the many ways warriors often substitute might with mind. When you take this feat, you must choose one of the following: Wisdom, Intelligence, or Charisma.

When you make an attack with a weapon that does not have the heavy property, you can use your chosen mental ability score instead of Strength or Dexterity for the attack and damage rolls. If you have a Strength score of 15 or higher, you can ignore the limitation on heavy weapons.

BURDEN

"NPC's that are based in your worlds lore with basic plot hooks for plug and play"

Medium Humanoid (Firbolg), Lawful Good

STR	DEX	CON	INT	WIS	CHA
10	12	16	12	16	8

DETAILS

NPC Type: Side Quest

Backstory: Burden was born in a small village in the Feywild, on the outskirts of one of the larger cities. His family had built their lives as traders, bringing goods from passersby on the nearby roads into the city proper. At one point, they felt compelled to transport exotic goods into the city, as they weren't making enough money from food and

building materials. A few years before Burden was born, his family was transporting a shipment from a hag named Draedwyn, the Blood Twister. While traveling to the city, the shipment fell from the cart, shattering what turned out to be various vessels filled with the blood of those who had made deals with Draedwyn: shrunk heads, taxidermied critters, and disturbing glass sculptures, all filled with the blood of Draedwyn's victims. To avoid forfeiting their lives to Draedwyn, they passed on a curse to their lineage.

Burden was born with this curse, and each time he felt fear, a monsoon would quickly wash over the area around him. It became too much for his village to handle; they called him Burden, and after some time, he was exiled to walk the forests of the Feywild. No one wanted him, as he could never settle down without eventually destroying everything around him.

Appearance: Burden has long, greenish-blue fur, unkempt from head to toe, almost resembling a swamp beast of some kind. He has dull, sallow brown eyes above a barely visible bovine nose. His body is lean and malnourished, unable to recover from the many sleepless nights he has endured over the decades he has been cursed. Upon close inspection, one can find all kinds of fungus and moss growing in his fur.

Personality Traits: Burden is timid and incredibly forgiving, and he will grant anything to those who show him even a shred of kindness. His immense loneliness makes him prone to trusting too quickly, often leading to him being taken advantage of by those who would use his curse for their own benefit. In addition to these traits, he is above all immensely sad, lacking motivation and falling short when it comes to maintaining consistent conversation.

Unique Abilities: Whenever he becomes frightened, a monsoon rolls in around him, flooding the area around him up to a distance of 50 feet. Creatures in this area must make a DC 10 Dexterity saving throw or be knocked prone and pushed 20 feet in a random direction.

Quest Hook: Burden's curse can be removed by either slaying Draedwyn, or offering to take the curse upon yourself.

Rewards:

- **Quest Reward:** If Draedwyn is defeated, one player is granted the following boon:
Burden's Favour - Once per day, you can evoke Burden's curse and call down a magical monsoon around you. Each enemy within 50 feet of you must make a DC 14 Dexterity saving throw or be knocked prone and pushed 20 feet in a random direction.
- **Defeat Reward:** A Firbolg Corpse

SEV'S SWAGGER SHADES

"Aviators of Stylin'". While attuning to this item, a player can choose the colour of both the frame and the lenses. This property can be changed once per long rest. +1 to all Charisma based rolls. Once per day, you can use an action to stylishly slide the Aviators up or down the bridge of your nose, giving you advantage on any Charisma based roll."

Wondrous Item, uncommon

This unassuming pair of wooden aviators is hand-carved from a nearby tree that Sev saw outside his window at De Septim College. Wanting to impress the tavern-goers down at the Sleepless Pundit, he enchanted them to take on any form that a pair of glasses might take.

As a bonus action you can change the appearance of this pair of glasses to match the frame and lens of any pair of glasses you have seen before. If you do not have a specific reference, you can choose a type of wood, and a colour of lens and the glasses will reflect your choices. This transformation lasts 1 hour and reverts to default at the end of this time. While the glasses are transformed, you gain a +1 bonus to all Charisma checks for the duration. You can use this feature once and regain this use upon completing a short rest.

MAKE ALLERGIC

"A spell that makes someone allergic to animals. If you're already allergic, it reverses the effect?"

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

You evoke a sense of nasal discomfort in one creature within range. The target must succeed on a Constitution saving throw or become temporarily allergic to a number of animals of your choice. For the duration of the spell, the target sneezes every few seconds while within 30 feet of the chosen animals, causing them to have disadvantage on Stealth and Perception checks.

Classes: Bard, Warlock, Wizard

SENTIENT ITEMS

"4 sentient magic items. 1 for each Law, Chaos, Good and Evil"

RING OF GOOD ADVICE - GOOD

Wondrous item, rare (requires attunement)

These rings are whittled by druids for the townsfolk inhabiting the areas near their groves. The druids' time was often consumed by the daily intrusions of common folk seeking sagely advice. These wooden rings are adorned with small pieces of amber, each containing an insect spirit imbued with a mote of Druidic wisdom.

Sentience. A Ring of Good Advice is a sentient, lawful good ring with an Intelligence of 10, a Wisdom of 16, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The ring communicates telepathically with its wearer and can speak, read, and understand both Common and Druidic. It has a peaceful, wisdom-filled voice.

Personality. Each Ring of Good Advice possesses a unique personality, reflective of the druid who carved it. The rings seek to guide their wearer toward goodness and warn against actions that would cause harm to others or the environment. They are unwavering in their purpose, even if worn by an evil soul, as their goal is to change the hearts of those willing to listen.

If the wearer desecrates a Druidic grove or any site of significance to druids, the ring will clamp down on the wearer's finger until it is cut off. Each round, the wearer must make a Dexterity saving throw or take 2d6 slashing damage. On a success, the wearer manages to remove the ring, instantly breaking their attunement. If the ring deals damage equal to a quarter of the wearer's maximum hit points, the finger is severed.

Druidic Knowledge. While attuned to this ring, you have advantage on Animal Handling, Medicine, Nature, Perception, and Survival checks related to tasks the ring might be knowledgeable about.

CONCORDANCE OF VARZUL - LAW

Artisan's tools, very rare (requires attunement)

These implements include a stack of paper, a vial of ink, a quill, sealing wax, and a signet ring. They were created by the Grand Devil Varzul as tools to be handed down to his subordinates, enabling them to carry out his will by proxy. Varzul sealed

the soul of his notary, Seregon, within these items to grant them the fiendish power to enforce a hellish contract.

Sentience. The Concordance of Varzul is a sentient, lawful evil implement with an intelligence of 18, a wisdom of 16, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The implements communicate telepathically with its wearer and can speak, read and understand both Common and Infernal. It has a silvery, wispy voice.

Personality. The Concordance of Varzul is inhabited by Seregon, a prim and proper devil who prides himself on his impressive knowledge of legalese. The ring seeks to further the goals of the Nine Hells, particularly those of his master, Varzul. However, Seregon will form a bond with the attuner if he deems their intelligence and ambition strong enough to rival Varzul's.

A Simple Deal. Any contract written with these implements comes with the guidance of Seregon, as well as his limited power to enforce the agreement. As part of an hour-long process, you can write a contract between yourself and one willing creature, with each condition and caveat clearly stated and agreed upon by both participants. If you wish to insert a loophole in the contract, you may make a Deception check with advantage, contested by an Insight check from the signatory.

Should either party break the terms of the contract, both parties are immediately made aware, and the contract is nullified. Additionally, when the contract is broken, roll a d100. If the result is 10 or lower, a devil with a challenge rating equal to or lower than the target's level is summoned in an empty space within 5 feet of them. The devil remains for 1 hour, spending the entire duration attempting to kill the creature that broke the contract.

No Way Out. Once every month, you can use these implements to engage in a more powerful contract. As a reaction to the finalization of the "A Simple Deal" feature you can ask the signatory if they wish to enforce the contract with a more powerful seal. If both parties agree, they are both placed under the effects of a **Geas** spell cast at 9th level with the command to carry out all things agreed upon in the contract.

The paper, ink and wax included in this kit magically replenish each Dawn.

ANEMONEUS' TEST - CHAOS

Wondrous item, legendary (requires attunement)
Every century or so, Anemoneus requires a champion, but those who seek the approval of a deity don't often align with the tenets of the god of carelessness, chaos, and free spirits. So Anemoneus sends out a test, embodied in a small floating stone, wreathed in wind, that whizzes from one would-be champion to another as they pass from this world. The stone approaches you, offering the same test as it did to the first champion: should you be able to catch the stone, you will become Anemoneus' champion. However, the trick to the test is that it is impossible to catch, and in order to succeed, you must simply let it go.

The stone will follow you for 24 hours, staying just close enough to be in sight, but always out of reach. You may attempt to catch the stone by succeeding on a DC 25 Dexterity check, but should you do so, nothing happens, and the stone continues its game of cat and mouse. You may also make a DC 25 Religion check. On a success, you discern that there is a trick to this test, and catching the stone is not the goal.

Sentience. Anemoneus' Test is a sentient, chaotic neutral stone, with an intelligence of 12, a wisdom of 18 and a charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The stone communicates out loud, projecting an ethereal, airy feminine voice to a range of 30 feet and can speak, read and understand Common and Auran.

Personality. Anemoneus' Test is inhabited by a wise-cracking wind spirit, an elemental variant of what most would call a Planatar. It has been tasked with finding a champion for Anemoneus and will soar across the realm, seeking out the freest spirit in all the lands. The spirit will then taunt and joke with the person it deems worthy, doing its best to test their levity and levelheadedness as they invoke the test.

Anemoneus' Champion. If you pass the test, you will be deemed Anemoneus' Champion, while attuned to this stone it flies around your head and follows you around, as well as granting you the following benefits:

- You are always under the effects of the *freedom of movement* spell.
- You gain a flying speed of 60 feet. If you already have a flying speed equal to or greater than 60

feet, it increases by 10 feet.

- You have advantage on saving throws made against spells and abilities that cause the frightened condition.
- Whenever you would be knocked prone you can use your reaction to buffet your fall and prevent yourself from falling down.

Dedication to Freedom. If the spirit ever deems your actions to be contrary to the tenets of Anemoneus (at the DM's discretion) such as becoming too rigid, adhering to a strict path with no room for spontaneity, or if you should die, the stone will fly away in search of a new champion, automatically unattuning you from the item.

THE FLESHCARVER'S CLEAVER – EVIL

Weapon (Battleaxe), rare (requires attunement)

The Fleshcarver's Cleaver's origin is a tale told around campfires by teens and heroes alike. Though there are many stories, the truth is that the axe was once wielded by a prolific serial killer in the city of Verant, known only as the Fleshcarver. His crime scenes were a scattering of bodies, carved and posed as though they were scenes from famous plays. The bodies were not only dressed as characters, but also arranged as furniture and set pieces, horrifically strewn about in a sickening display of artistry. The cleaver, his signature weapon, was found at the final site of the original killer, standing as the centerpiece of the scene, sitting atop a flesh throne made of the final victim, himself. Since that day, it has had many wielders, each seemingly compelled to act in the same way. You gain a +1 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Sentience. The Fleshcarver's Cleaver is a sentient, neutral evil weapon, with an intelligence of 12, a wisdom of 14, and a charisma of 16. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak, read and understand Common and Elvish. It has a deep, commanding voice.

Personality. The Fleshcarver's Cleaver gained its sentience upon the Fleshcarver's final act, storing his soul within the weapon. His only goal is to continue his legacy as the only killer to ever truly understand what it means to take a life. He believes that mortal lives exist to tell a story, and if he encounters anyone living without passion, he considers it his responsibility to turn them into one. He will do his very best at every opportunity to con-

vince the wielder to kill again, and each time the wielder kills, even in self-defense, the Fleshcarver will lust after the chance to create another masterpiece.

Crimson Tableau. When you deal the killing blow to any creature that is not undead or a construct, the Fleshcarver will ask you to carve them into a story. As a reaction to this request, you can make a Performance check. Based on your level of success, you gain one of the following benefits, as well as all the benefits preceding the threshold you meet:

- **1-5:** The Carver is disappointed and grants you no boons.
- **6-10:** The Carver sees potential and increases your walking speed by 10 feet for the next minute.
- **11-15:** The Carver is delighted by your display and grants you advantage on the first attack you make each turn for the next minute.
- **16-20:** The Carver is impressed by your talent, causing your attacks with this weapon to deal an additional 1d10 necrotic damage for the next minute.
- **21+:** The Carver is in awe of the piece presented and grants you an additional +2 bonus to attack and damage rolls made with this weapon for the next minute. This bonus is in addition to the +1 already granted by this weapon.

You can use this reaction once and regain this use upon completing a long rest.

ACKNOWLEDGEMENT

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