

CHRISTMAS

PORTABLE LABORATORY

Level 3

A brand new alchemical laboratory, with fancy tools to extract, purify, treat and manipulate alchemical ingredients into various potions and elixirs. When setting up the laboratory for the first time in a day, you might find a plate of cookies and a glass of milk left out for you.

This alchemical laboratory grants a +1 Item bonus to Crafting checks to create alchemical items.

When drinking an elixir crafted from this Alchemical kit, you gain Resistance 3 to Cold damage for 10 minutes, in addition to feeling suddenly more festive.

LOKY

LUCKLESS DICE

Carved of bone, luckless dice appear to be a set of loaded dice. If unsuccessfully identified as cursed, luckless dice seem to hold a minor enchantment that improves your luck. However, they fuse to you when you use them, cursing you with ill fortune. Luckless dice don't grant a bonus on Games Lore checks. Instead, when you use them to gamble, you roll twice and take the lower result.

Wash your luck 🐲: Once a day, you can cancel out a fortune or misfortune effect, rolling as normal on that roll.

Augury ♦: At the GM's discretion, you gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 5 minutes into the future.

Shared Luck 🐲: Once a day, when an ally within 30ft fails a Saving Throw, you can use your reaction to grants them a +2 Circumstance Bonus to their roll.

BARBARIAN

BRONZESON'S DAGGER

Agile Silver Thrown 10ft Versatile S

A shiny blade coated in fine silver. This ancient dagger bears on its pommel the symbol of the Bronzeson's Family, a dual-headed axe. You feel a great connection to your lineage as you wield this blade.

Familiar Target ♦: Once a day, as an action, you can pick a single target. All their resistances are reduced by 1 against you. All their weaknesses are increased by 1 against your attacks made with this weapon. This effect remains as long as you are raging.

Demoralizing Targetting ♦:
When you pick a target, you may attempt a Demoralize check against them for free.

OR

Targetted Rage ♦:
When you pick a target, you may enter a Rage in the same action.

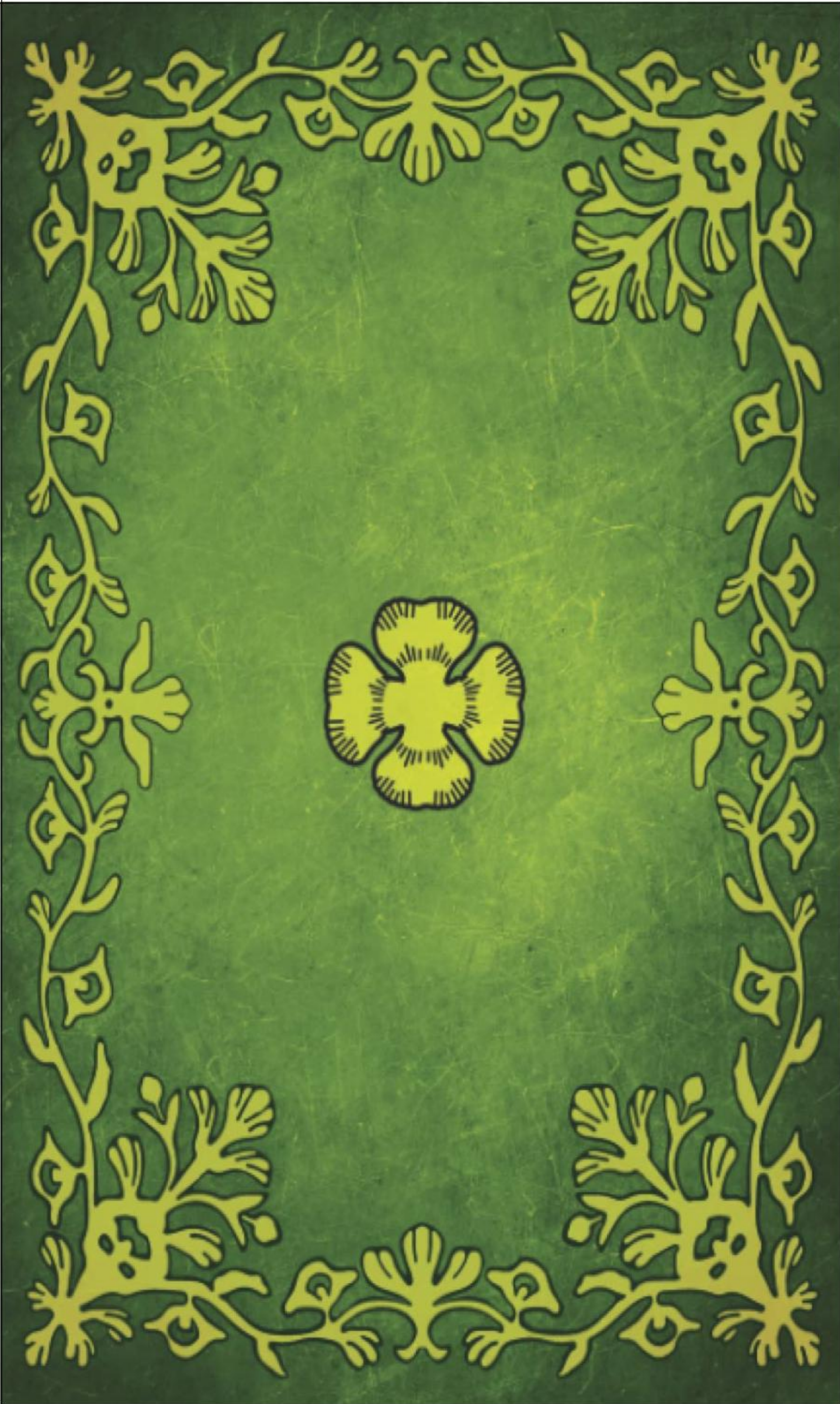
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CRITICAL DICE

Level 4 Magical Fortune

A 20-sided dice made of gingerbread, smelling of peppermint and hot cocoa. In a festive font, numbers 2 to 19 are engraved in its sides, whilst in the place of the 1 and the 20, a piece of charcoal and a snowflake are carved respectively.

Critical Gamble ♦: [Fortune]
Trigger: You rolled a Critical Success on an attack roll.
You may roll this dice.
On a Natural 20, the damage from the Critical Success triple instead of doubling.
On a Natural 1, the damage from the Critical Success are halved instead of doubling.




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GRIMOIRE OF ARTIFACTS

Rare Level 4

An old and large leatherbound tome, its ancient pages containing a compendium of known rare and magical items. Information about these items, such as provenance, date of last note and brief description of the items are accompanied with extensive accounting data for taxkeeping purposes. Whenever you open the old book, a few snowflakes inevitably fall to the ground from within, accompanied by a chill breeze.

Identify Magic Item : **[Concentrate, Secret]** When trying to *Identify Magic* on a magical item, you may treat the item’s rarity as one lower (Uncommon items can be treated as Common, Rare items as Uncommon and Unique items as Rare).

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PORTABLE SMITHY

Level 3

A brand new set of metalworking tools, including a portable anvil and kiln, tongs and a whetstone. The chimney-shaped kiln always emit a pleasant warmth, tempting you to sit on a couch by its side with a good cup of cinnamon eggnog.


This kit allows you to forge and repair items with a +1 Item bonus to the Crafting roll.

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SANTA’S SACK

Uncommon Level 4

A large bright red silk sack, adorned with snow-white patterns, seemingly opening to an extradimensional space larger than its outside dimensions. The Bulk held inside the sack doesn’t change the Bulk of the sack itself. The capacity of the sack is of 25 Bulk. Though the sack can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside. If the sack is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it’s turned inside out, the items inside spill out unharmed, but the sack must be put right before it can be used again. A living creature placed inside the sack has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 13. An item inside the sack provides no benefits unless it’s retrieved first. An item in the sack can’t be detected by magic that detects only things on the same plane.

Collect Gift : **[Interact]** You reach inside the bag to take out an item previously stored inside, knowing instinctively where to grab to unstow the item, now in a gift box. You must take an action to unwrap the item from its colorful wrappings before using it.

