

Loot

SILON’S WATCH

Rare Level 3

This timepiece is a marvel of clockwork and miniaturization, immaculately crafted by dwarves hundreds of years ago. Within a small compartment under an intricate latching mechanism, the symbol of the Bronzeson family is carved, sometimes shining faintly.

This watch allows you to accurately track time down to the second, also indicating the current date and moons phases. Additional indicator dials tell information such as current humidity and pressure.

Set Timer ♦: [Interact] A small brass dial extends on the side of the watch, allowing the user to set a timer lasting up to an hour, with a precision down to the second. A bell mechanism within the watch rings at the end of the timer.

SPELL 2

BLOOD VANDETTA

APG, 216

NECROMANCY - CURSE

CASTING TIME	COMPONENTS	RANGE
2	V	30FT
DURATION	SAVING THROW	TARGET
VARIES	WILLPOWER	1 CREATURE

Trigger: A creature deals piercing, slashing, or persistent bleed damage to you.

You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Heightened +2 : The persistent bleed damage increases by 2d6.

Critical Success : The target is unaffected.
Success : The target takes half the persistent bleed damage.

Failure : The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.

Critical Failure : As failure, but the target takes double the persistent bleed damage.

CHRISTMAS

REINDEER’S RED NOSE

Rare Level 3

Companion Magical Transmutation

A slightly shining spherical red nose, once belonging to Santa’s yougest reindeer, allowing it to fly.

This companion item can be equipped on an animal companion, giving it a limited Fly Speed of 30ft and access to this Fly action:

Fly ♦: [Move] You move through the air up to 30ft.

Moving upwards uses the rules for moving through difficult terrain and you can only go up 30ft from the ground at all times.

You can move straight down 10ft for every 5ft of movement you spend.

You can use an action to Fly 0ft to hover in place. If you’re airborne at the end of your turn and didn’t use a Fly action, you fall.

CHRISTMAS

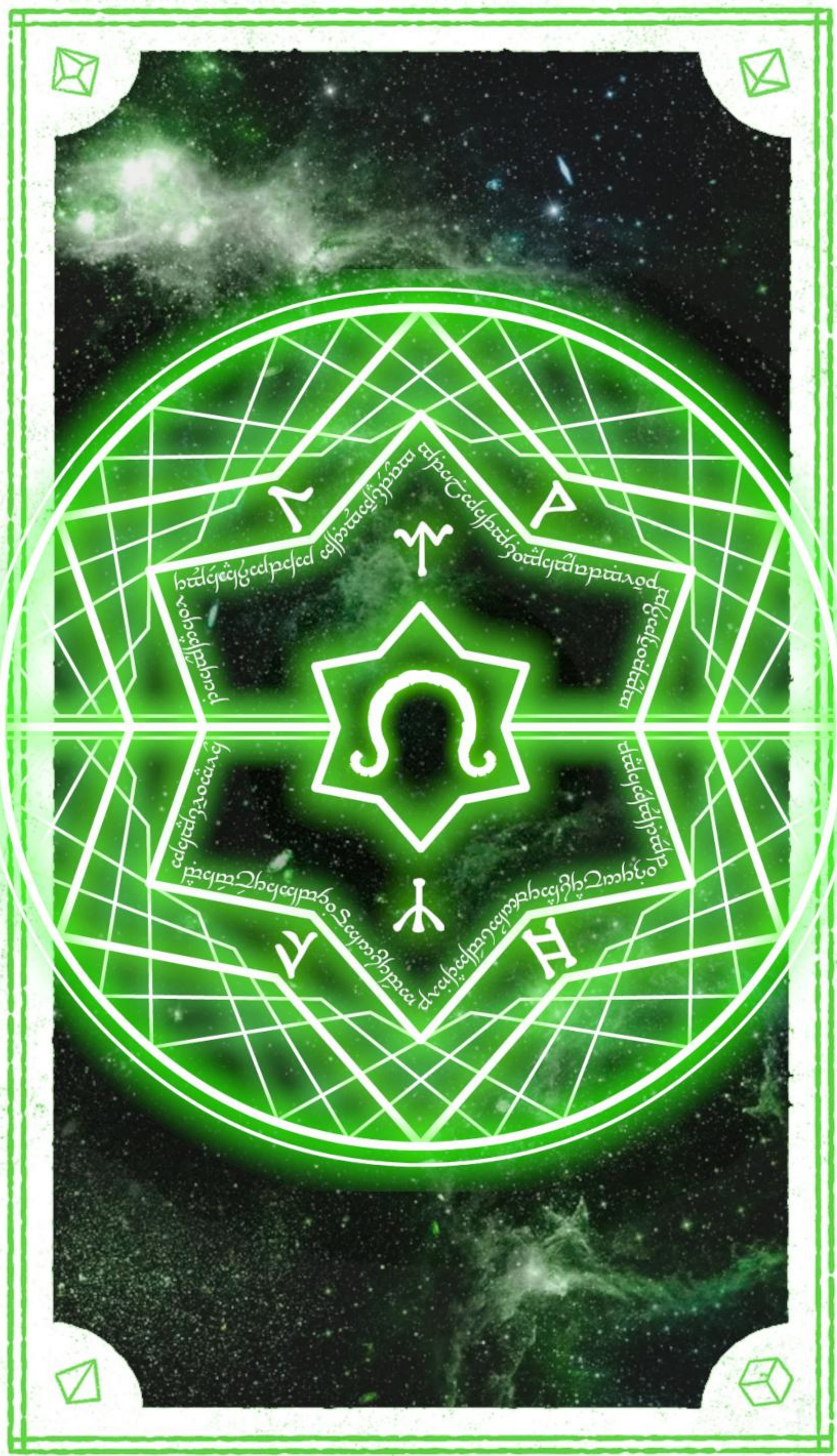
STAR OF BETHLEHEM

Rare Level 4 Magical

A star ornament, once on top a wonderfully decorated tree, shining a pale light.

This star acts like a range extender for spells. As long as the Star is within range of your spell, you may use it as the starting location for the spell and reach further, up to a maximum of twice the original spell range.

This effect can stack with Metamagic such as Reach Spell (for up to 4x the original spell’s reach) or with other Stars, chaining them.



CHRISTMAS

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.

CHRISTMAS

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).

CHRISTMAS

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.

CHRISTMAS

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.

