

BOOTS OF THE WINTERLANDS



These furred boots are snug and feel quite warm.
While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT

BOOTS OF THE WINTERLANDS

HELM OF COMPREHENDING LANGUAGES



The helm features a pair of sharp, elven-like ears and a distinctive visor that resembles an owl's face, complete with round green gemstones where the eyes would be.

While wearing this helm, you can use an action to cast the comprehend languages spell from it at will.

WONDROUS ITEM, UNCOMMON

HELM OF COMPREHENDING LANGUAGES

WONDROUS ITEM, UNCOMMON

GUARDIAN EMBLEM



This sun shaped emblem radiates a faint, soothing warmth, giving a sense of security and protection to those in its presence.

As an action, you can attach the emblem to a suit of armor or a shield or remove it.

The emblem has 3 charges. When you or a creature you can see within 30 feet of you suffers a critical hit while you're wearing the armor or wielding the shield that bears the emblem, you can use your reaction to expend 1 charge to turn the critical hit into a normal hit instead.

The emblem regains all expended charges daily at dawn. If this emblem is attuned by a non-cleric or paladin, it only regains 1d3 charges at dawn.

Wondrous Item, Uncommon
Requires attunement by a cleric or paladin

GUARDIAN EMBLEM

DITTA'S PROSTHETIC ARM



*Introducing Ditta's brand-new arm!
Crafted from top-tier scrap metal,
it's designed to tear flesh right off
the bone with ease.
Just be sure to attach it to the right
limb, and, oh—don't bother
reaching out to customer support!*

WONDROUS ITEM, COMMON
REQUIRES ATTUNEMENT BY DITTA

DITTA'S PROSTHETIC ARM

WONDROUS ITEM, COMMON
REQUIRES ATTUNEMENT BY DITTA