

## WHIP OF WARNING

*Weapon, uncommon (requires attunement)*

**Martial weapon, melee weapon**

**Damage** 1d4 slashing

**Modifier** Strength or Dexterity

**Properties** Finesse, Reach

**Finesse** Use your choice of Strength or Dexterity modifier for attack and damage.

**Reach** This weapon adds 5 feet to your reach when you attack with it.

This magic weapon warns you of danger. While the weapon is on your person, you can't be *surprised*, except when *incapacitated* by something other than nonmagical sleep.

## TATIANA'S MIRROR

*Rare item*

**Requires attunement**

**A silver mirror of excellent quality.** When you and other creature make a saving throw, you may switch the result of the roll as a reaction. You use your own modifiers. Once this action is used, it can't be used again until the next dawn.

## TATIANA'S POWDER BOX

*Rare item*

**Use time** 1 action

**Requires attunement**

**A powder box of very delicate work.** While holding it, you can use an action to gain an advantage for the next ability check in a social interaction within 30 minutes. Once this action is used, it can't be used again until the next dawn.

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## GLOVIA'S AMBER GOGGLES

*Wondrous item*

**Maximum charges** 3

**Recharge** 3 each day

**Requires attunement**

**These amber lenses fit over the eyes.** They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the **Command spell** (save DC 13). If your alignment is evil you can impose disadvantage on the spell's saving throw. The lenses regain all expended charges daily at dawn.



## TATIANA'S GLOVES

*Rare item*

**Requires attunement**

Ornamented gloves made out of thin leather. While wearing these gloves, as a reaction, you call upon it's protective properties. For one round, you gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered. Once this action is used, it can't be used again until the next dawn.

## FULL PLATE

*Heavy armor (1500gp)*

**AC** 18

**Strength required** 15

**Stealth** Disadvantage

**Heavy** Unless you have the required strength, your speed is reduced by 10 feet.

**Stealth** You have disadvantage on Dexterity (Stealth) checks.

