

MAGIC ITEMS OF REPUTE

SILVER-WIND MOUNTAIN GLAIVE

Weapon (Glaive), Rare (Requires Attunement)

This massive double headed glaive was crafted by a Cloud Giant smith many years ago. The weapon built for it's creators stature stands almost 12 feet tall from blade to blade. The wide blade heads curve in oppisite directions and are inlayed with runes, and are adorned with a foot of white ribbin tied where the polarm meets the blade. In each of the crossguards lies a large pearl like stone inset into both sides of each end. The Glaives polarm is almost 2 inches in diameter and appears to be made of a solid metal of some wrapped with a thick dark red leather. This Glaive weighs over 50 pounds.

While attuned to this glaive you gain a +2 to attack and damage rolls made with it. This weapon has the heavy, two-handed, and reach property. This weapon has 10 charges and regains 1d8 + 2 charges per long rest. Saving throws made as a result of using the abilities of this weapon have a Save DC of 8 + proficiency bonus + the character's Strength modifier

Forceful Strike: Once per turn as part of your attack action you may expend one charge to create the effects of the Gust Of Wind spell in the direction of one of your attacks until the start of your next turn. This effect triggers regardless of whether the attack hits.

Whirlwind Maneuver: Expending 3 charges as part of your attack action while you wind up to strike you create the effects of the Whirlwind spell, centered on yourself 10 ft out in every direction, until the beginning of your next turn.

You may extend this effect your next turn by continuing your attack, by taking the attack action again, spending an additional charge.

This effect triggers regardless of whether your attacks hit. While this effect is active your attacks with this weapon can reach anywhere within the whirlwind, and your movement speed becomes 0 ft.

Become The Hurricane: As an action, by expending 5 charges, you channel the inert energy crafted into the glaive to cast steel wind strike.

Giants Strength: In order to attune to this weapon you must be able speak or read Giant, as well as have a Strength Score of at least 20.



HERBALIST'S TERRARIUM

The clear glass sphere is about half-a-foot in diameter and bears a cork-sealed hexagonal opening at the top. The base has been flattened to allow it to be set upright. The container is quarter-filled with rich earthen soil from which an assortment of flora grows, including many verdant leaves, various colorful flowers, and an array of plump berries.

An herbalist's terrarium houses a magically sustained ecosystem that grows useful medicinal plants. There are twelve different plants that can be grown (detailed below by the medicinal plant table). Each day at sunrise three new plants instantaneously grow anew as plants remaining from the previous day shrivel and vanish. Although extremely rare, it is said that terrariums designed to grow other items such as mushrooms, cacti, coffee and even trees do exist. If so, the instructions to make such terrarium is currently lost.

The user of an herbalist's terrarium can select which three medicinal plants will grow on the following day any time before sunrise. If the user does not select any specific plants to be grown, three random plants grow inside instead, as determined by three rolls of 1d12 using the medicinal plant table below.

To have any effects on a creature a medicinal plant must be utilized as indicated by the delivery method for each.

If the user of an herbalist's terrarium has druid levels, then the terrarium can be coaxed by that person to grow one additional plant each day. However, if the druid does not choose four specific plants before sunrise, then the terrarium instead grows only the usual three plants for that day.

MEDICINAL PLANTS GROWN IN THE HERBALIST'S TERRARIUM

- **Ashwagandha**
 - **Delivery** Root, steep into tea and ingest †
 - **Effect** Calms nerves; +1 to Wisdom saves, Advantage on Concentration checks for 4 hours
- **Belladonna**
 - **Delivery** berry, crush for eye drops †
 - **Effect** Dilates pupils; 4 hours of Darkvision 60, Light Sensitivity for duration
- **Ephedra**
 - **Delivery** Leaf, ingest
 - **Effect** Stimulant; Negate the need for sleep for 24-hours, 1 level of Exhaustion per consecutive day used
- ***Ginseng**
 - **Delivery** Root, steep into tea and ingest †
 - **Effect** Refreshing; Heals 1 level of Exhaustion, heals 1d6 damage
- **Hibiscus**
 - **Delivery** Flower, steep into tea and ingest †
 - **Effect** Curative; cures any disease with a saving throw of DC 15 or lower
- **Lady's Mantle**
 - **Delivery** Leaf; ingest
 - **Effect** Satiating; heals 1d4 damage, provides nourishment as a normal meal for a medium creature
- **Poppy**
 - **Delivery** Pod/fruit; ingest or burn and inhale as tobacco smoke
 - **Effect** Opiate; immune to pain for 4 hours, Disadvantage on saving throws vs. mind-altering effects for duration
- **Rose Hips**
 - **Delivery** Leaf, ingest
 - **Effect** Fortifying; Advantage on saving throws vs. diseases
- **Spearmint**
 - **Delivery** Leaf, bruise and inhale as an aroma
 - **Effect** Clears Sinuses; Advantage on scent-based perception checks for 4 hours
- **Sweet Basil**
 - **Delivery** Leaf, ingest
 - **Effect** Antitoxin; Advantage on saving throws vs. poison or venom for 4 hours
- **Valerian**
 - **Delivery** Root, steep into tea and ingest †
 - **Effect** Relaxing; benefits of a long rest in half the normal time
- **Yarrow**
 - **Delivery** Leaf, rub on wound
 - **Effect** Coagulant; heals 2d4 damage

† Use of this plant's medicinal delivery method requires the use of and proficiency with a *Herbalist kit*.

CONSTRUCTION

Requirements: Blown glass and assorted materials needed to for the construction of the terrarium worth 2,000 gp, seeds from each of the 12 different plants grown in the terrarium, plant growth; **Cost to purchase:** 5,000 gp



POT OF GREED

Wondrous item, very rare (requires attunement by a spellcaster of 1st level or higher)

This jade green and deep blue pot has a wide grinning face on its front, with yellowed teeth and giant red lips.

As an action, a creature attuned to the pot can reach into the pot, and regains either two 1st-level spell slots, one 2nd-level spell slot, or 4 sorcery points. A creature can only regain sorcery points if they have the Font of Magic feature. This property is regained at the start of the next dawn.



But what does it do?

