Riftward Tavern Item and Effect Library

# Items

Items that will be helpful on the journey.

Some items are legendary and have a legendary item attunement requirement. The first player to meet this requirement gains a level. Other players may also attune to the item by meeting the requirement afterwards, but they don’t gain a level from it.

## Lantern of Revealing

Magical lantern that provides dim light in a radius of 60ft.

Stealth rolls in range have disadvantage, and checks to perceive stealthed creatures have advantage.

Speak the words written on the top in common to turn it on. Speak the words written on the bottom in common to turn it off.

## Tremor Hammer

1d8 Bludgeoning

Whenever you hit an attack with this hammer, make a DC 15 Strength check. If you pass, the hammer creates a tremor in a 15ft radius of the target struck. All creatures in range must make a DC (1d4 + 10) Dexterity saving throw or be knocked prone. You have advantage on this saving throw, and the target struck has disadvantage. Creatures that get knocked prone and that are within 5ft of a ledge must make a DC 15 Constitution saving throw. If they fail, they fall off the ledge.

## Mud Scoop

1d4 Bludgeoning

A metal shovel designed for scooping mud. The mud that is scraped off this shovel can be thrown. On impact, the mud will take its new shape and harden into rock instantly.

If the mud is thrown at a creature, that creature takes 1d4 water damage, and must make a DC 12 Strength check or be rooted. At the beginning of their turn, they may make this check again, and break free when they succeed.

## Cleave Sword

2d6+4 Slashing

When you swing the sword, make a DC13 Wisdom ability check. On a success, everything in a cone in front of you takes 1d6+4 slashing damage, even if behind cover. The cone’s length and width is equal to 10 plus your Wisdom modifier.

## True Sight Scope

As an object interaction on your turn, or as a reaction, you may put the True Sight Scope up to your eye until the beginning of your next turn. Illusions in a cone in front of you become transparent, and secret doors and traps are revealed. The cone length and radius are both equal to your Intelligence modifier times 10.

## Stockholm Cuffs

Place these cuffs on a creature that is not under any mental effects, and place the other end on a creature that is under a mental effect. At the end of every hour, the sane creature makes a DC35 Charisma ability check. On a failure, the DC lowers by 1 until the cuffs are removed from the effected creature. On a success, the effected creature becomes free from all mental effects on it, including Cold Stare.  
While wearing these cuffs, both creatures must remain with 5ft of each other. If they try to separate, they make contested Strength checks. The one who loses gets moved to the closest position within 5ft of the other. If they tie, the creature trying to move gets their movement cancelled, expending that 5ft of movement. Either creature may intentionally fail this check.  
The two creatures in these cuffs have advantage on melee attacks against each other, and disadvantage on saving throws from spells cast by the other creature.

## Concrete Boots

+2AC -5ft

The wearer gets advantage on Strength and Constitution ability checks and saving throws, but disadvantage on Dexterity ability checks and saving throws.

Stomp  
As an action, you may stomp on the foot of a creature within 5ft of you: +3 atk 1d10+5 crushing damage.  
On hit, the creature must succeed on a DC12 Constitution saving throw or suffer -5ft for 1 minute.

When you or an ally within 5ft of you has to make a saving throw to not be forcefully moved, you can use your reaction to decrease the DC by 5.

When you use the Dash action on your turn, you must make a DC10 Strength check. On a failure, you instead fall prone and your movement becomes 0 until the end of your turn.

## Camo Pants

+2 AC

If you didn’t spend any movement at the end of your turn, you become invisible until the start of your next turn.

As a bonus action, you can freeze in place, becoming invisible until the start of your next turn.

The pants magically form to fit its wearer.

## Necromancer’s Shovel

+2 atk 2d4 bludgeoning damage

When within 10ft of a dead body, it pulls itself towards it.

As an action, you can stick the shovel in the ground. If it hits a dead body, that dead body rises up as an undead that does as you command.

## Boop-erang

+5 atk 2d6 slashing damage Thrown (30/60)

When you throw this boomerang, make an Athletics skill check. If it hits its target, the target must succeed on a Strength saving throw with a DC equal to the result of your Athletics skill check, or get knocked back a distance equal to your Strength modifier times 5.

If it misses its target on the way out, you may have it make a second attack on the same target on the way back. If the second attack hits, the boomerang falls to the ground 5ft from its target.

## Glove of Holding

+1 AC +1 Lvl2 Spell Slot

You know the spell Hold Person while wearing this single glove.

When a creature within 60ft of you moves at least 5ft, you may use your reaction to reduce its movement to 0 until the start of its next turn.

While concentrating on a spell, your movement speed is 0.

## Dragon’s Belt

+5 STR +5 CON

While wearing this belt, you have a dragon tail about 10ft long.

Whenever you change your facing direction, your tail swipes all creatures behind you in a 10ft radius. They must succeed on a DC12 Dexterity saving throw or take 1d6 bludgeoning damage and be knocked prone.

## Blindstep Bandana

You are blinded, but you have advantage on Dexterity saving throws and ability checks relying on sound.

If you have to make a saving throw, you can use your reaction to instead teleport to a random position up to 30ft away.

You can use your reaction to teleport to a random position up to 30ft away.

## Orbweaver

+3 atk 1d6+1 bludgeoning damage Thrown (30/60)

A spider curled in a ball. Very furry, likes pets. Remains loyal to the creature that gave it the best pets within the last 24 hours.

If it hits it target, it rapidly spins a web around them. The target must succeed on a DC15 Dexterity saving throw or be restrained. If it becomes restrained, it may use an action on its turn to make a DC15 Strength check, and free itself on a success. On a failure, the DC of the Strength check goes up by 1, to a maximum of 20.

The spider remains on its target until picked up. If it missed its target, it waits as a trap for the next creature that comes within 5ft of it. It does not spring the trap on the creature it’s loyal too, nor does it restrain the creature it’s loyal to.

## Drathalion’s Longbow

Reward for defeating Drathalion Treescorn

Longbow +7 atk 1d8+4 piercing

When you deal damage to a target with this bow, the target must succeed on a Constitution saving throw with a DC equal to your Dexterity, or the bow deals additional piercing damage equal to the target’s missing HP.

When a target is below 50% hp, a hunter’s mark appears on it and you have advantage on checks to find it.

Whenever the bow kills a target with the missing health damage, it gets a bonus +1 to the initial arrow impact damage. If an hour passes without the bow killing a target in this way, the bonus damage resets.

This bow generates magical ammo and doesn’t consume arrows.

Legendary Attunement Requirement:  
Get bonus damage of 5 or more.  
~~One shot a creature with at least 20 max hp from 50% hp or more.~~

## Timmy’s Axe

Reward for defeating Timmy the Minotaur

Greataxe +6 atk 1d12+4 slashing

As an object interaction or a reaction, you can interact with the interface on the axe’s handle. Make a DC30 Intelligence check. On a success, you cause a maze wall to appear within 15ft of you at a location and orientation you designate. On a failure, a maze wall appears at a random location within 15ft of you and at a random orientation. You also gain 1 attunement point for this weapon on a failure. Each attunement point permanently lowers the DC of the ability check for you.

The maze walls that spawn can be horizontally or vertically placed. They are 10ft tall, 10ft long, and 1ft thick. They have 5AC and 10HP. They are immune to slashing, piercing, and fire damage. If a creature gets involuntarily moved into a maze wall, the maze wall deals 1d10 bludgeoning damage to it.  
Saving throw: Constitution DC15

Legendary Attunement Requirement:  
Lower the interact DC to 0.

## Larkwren’s Shield

Reward for defeating Larkwren

Shield +5AC

As a reaction, you may teleport up to 30ft to a location you can see, and that is within 5ft of a willing creature. You may cause an attack targeting that creature to target you instead. This movement does not provoke opportunity of attack.

~~The shield grows plants on it, many of which are poisonous. As a bonus action, you can pluck a flower from it and rub it on your melee weapon or ammo, causing your next attack to deal an additional 2d10 poison damage.~~

Legendary Attunement Requirement:  
End combat with all other allies 50% hp or more

## Cloverbraid’s Harness

Reward for defeating Cloverbraid

+2 AC +30ft +10 INT

At the end of every hour, the wearer of this harness, if not a horse, must make a DC5 Constitution saving throw. On a success, the DC permanently increases by 1 for that wearer. On a failure, the wearer’s features become more horse-like. After 3 failures, the wearer gets stunned for 1 round as they transform completely into a horse. Anything they’re wearing gets magically transformed to fit their new body, and the harness magically moves itself to their muzzle, if it was not already there.

While transformed into a horse by this effect, a creature has the following benefits: resistance to all damage, an additional +10 INT, and the following abilities:

**Hoof Attack**  
Reach 5ft +6 atk 2d6+4 bludgeoning damage

**Charge**  
If you move 10ft toward a target and hit it with a hoof attack, that creature must make a DC15 Strength saving throw. On a failure, it gets knocked prone, and you may attack it again with a hoof attack as a free action.

**Trample**  
Whenever a creature falls prone, you may use your reaction to run up to your movement speed to it and attack it with 2 hoof attacks.

**Equestrianism**  
Another player can ride this horse player. While riding, that player gains +10 INT and this horse player gains +5 AC, and that player may use a bonus action to move this horse player up to this horse player’s movement on that player’s turn.

While transformed into a horse by this effect, a creature has the following drawbacks: -2 Dexterity, disadvantage on Dexterity saving throws, and it cannot take any action that requires hands.

While transformed, the harness can be removed as an action. This action requires hands.

While transformed, and not wearing the harness, a creature has -10 INT (minimum of 2). At the end of every hour, that creature makes a DC20 saving throw. On a failure, the DC decreases by 1. On a success, the creature’s features become less horse-like and the DC decreases by 5. After 3 successes, the creature is stunned for 1 round as they transform completely back into what they were before, ending the effect. Putting the harness back on resets both the DC and the successes, transforming the creature completely back into a horse.

Legendary Attunement Requirement:  
Transform into a horse and accept the transformation as permanent. Once done, taking the harness off no longer turns you back to what you were before.

## Cloverbraid’s Necklace of Vitality

Reward for defeating Cloverbraid

You and allies within 5ft of you heal for 1d6 hp at the start of your turn.

If you have an Intelligence of 20 or more, the radius is increased to 30ft and the heal increased to 2d6.

Legendary Attunement Requirement:  
Succeed on a DC23 Intelligence check at the end of a long rest.

## Astalir’s Antlers

Reward for defeating Astalir

Reach 10ft +4 atk 1d4+4 piercing damage

-2 AC +2 CON +2 CHA

While not attached and a creature touches the antlers, they crawl up its skin to its head, where they plant themselves in its skull.

The creature has a craving for bark, leaves, and grass, and is magically able to digest it. If the creature goes 12 hours or more without eating bark, leaves, or grass, the creature suffers 1 point of exhaustion for each 12 hour period since they last ate bark, leaves, or grass.

As an action, the creature can eat bark, leaves, or grass within 5ft of it to gain +1 temporary hit points, up to double its Constitution.

If the creature has eaten bark, leaves, or grass within the past 12 hours, the creature can sleep for 10 minutes and get the benefits of a short rest, and sleep for 1 hour and get the benefits of a long rest.

The antlers fall off at the end of winter and don’t respond to touch until the end of spring.

This item may have additional effects depending on how the player wants to change their environment.

Legendary Attunement Requirement:  
Gain the max temporary hit points.

# Effects

## Fog

Heavy fog that makes it difficult to see. In no light, creatures that end their turn in it are automatically stealthed. In dim light, creatures in it have advantage on stealth rolls. In bright light, creatures that don’t move on their turn have advantage on stealth rolls.

## Cold Stare

A creature with this effect has glowing blue eyes that immediately lock onto any creature it sees without glowing blue eyes. Its Intelligence is effectively 1 while under this effect, and is immune to being feared, charmed, and persuaded.

# Mobs

## Villager

10-10-10-10-10-10

12hp

Move speed: 20ft

**Fist** – Deal 1d4 damage

# Bosses

## Drathalion Treescorn

This is based on a player character I played in another campaign.

11 (+0) 18 (+4) 13 (+1) 7 (-2) 16 (+3) 11 (+0)

### Passive

Cat Stealth  
Whenever Drathalion relocates, she automatically makes a Stealth check.

### Actions

**Extra Attack**Drathalion attacks with her bow twice: +7 atk, 1d8+4 piercing damage

### Bonus Actions

**Hunter’s Mark**A target is marked. If she hits the target, it takes an extra 1d6 damage. If the target dies, the hunter’s mark moves to the next closest enemy. Drathalion always knows where the hunter’s mark target is.

**Misty Step**She teleports up to 30ft away.

### Reactions

**Dodge**  
If an enemy misses an attack against her, she can use her reaction to move / climb up to 10ft away.

### Villian Actions

**Relocate**  
Drathalion uses her movement to relocate. She can use Misty Step in addition to this movement. She automatically gets the max long jump and high jump distance she can achieve, even without a running start. She can climb with a movement speed of 30ft.

**Pass without Trace**  
Drathalion disappears into the shadows, automatically succeeding her next Stealth check. She can move her normal movement, but can’t climb and can’t use Misty Step to go up.

**Entangle**  
Drathalion causes vines to spring out of the ground, causing a 20ft square of difficult terrain. Every target that she chooses in that area becomes Restrained. She can then walk up to her movement speed.

Saving throw: Strength DC15

### Minions

**Cordon of Arrows**  
Drathalion has pre-planted arrows in the ground as traps. Each trap consists of 3 arrows. When an enemy first comes within 15ft of a trap, it shoots an arrow at them for 1d6 damage.  
If a creature is within 5ft of a trap, it can use an object interaction to destroy the trap.  
If in dim light or darker, the trap is hidden until it gets triggered.

Saving throw: Dexterity DC18

### Environment

**Fog**  
Heavy fog that makes it difficult to see. In no light, creatures that end their turn in it are automatically stealthed. In dim light, creatures in it have advantage on stealth rolls. In bright light, creatures that don’t move on their turn have advantage on stealth rolls.

**Pillars**  
4-5 pillars are laid out on the battlefield. They stick up over the fog, 10ft high. They have immunity to slashing, piercing, and fire damage. They have resistance to bludgeoning damage. They have 10hp.  
They are 5ft squares that can provide up to full cover for a medium-sized creature.

**Moon / Sun**  
If fighting at night, the moon provides dim light over the entire battlefield.  
If fighting at day, the sun provides bright light over the entire battlefield, and removes the fog.

**Trees**  
Trees block light around the edge of the battlefield. Any square within 10ft of the battlefield’s edge has its light dimmed: Bright light into dim light, and dim light into no light.

## Timmy the Minotaur

This is based on a character by my friend, Centaurus.

Timmy is a Minotaur that can change size.

18-13-14-9-10-12 17AC 30ft 36hp

### Passives

**Mobile Tank**  
While moving, Timmy has +5 AC and resistance to bludgeoning, slashing, and piercing damage.

**Maze Attunement**  
Timmy can detect any movement within the maze.

**Trap Attunement**  
Timmy automatically succeeds any saving throw against the traps in the maze.

### Actions

**Greataxe**  
Timmy attacks with greataxe: +6 atk 2d12+4 slashing damage

**Gore**  
Timmy attacks up to two targets with his horns: +6 atk, 2d8+4 piercing damage

**Charge**  
Timmy moves at least 10ft and attacks up to two targets with his horns: +5 atk, 1d12+3 piercing damage  
On successful hit, the target gets knocked back 10ft and falls prone.  
This movement gives away his position to everyone in the maze.  
Saving throw: Strength DC20

### Bonus Actions

**Move Wall**  
Timmy has control of the maze and knows how to activate the walls. Timmy creates / destroys up to 3 10ft maze walls anywhere within the maze.

### Reactions

**Roar**  
If Timmy gets CC’d, he can use his reaction to gain advantage on any saving throws to avoid getting CC’d or break free of CC.

### Villian Actions

**Cut Off**  
Timmy creates up to 5 maze walls so that only one target has line of sight of him.

**Dead End**  
Timmy changes the maze to corner a single target in a dead end.

**Enlarge**  
Timmy changes size from medium to large, getting -2 AC, +2 atk, +5ft of range, and resistance to slashing, bludgeoning, and piercing damage. Timmy grows to 15ft and can now see above all walls.

### Minions

**Pit Trap**  
When an enemy walks on this square, it falls in a 10ft pit, taking 1d10 bludgeoning damage. Its movement is reduced to 0 until the end of its turn.  
Saving throw: Strength DC12

**Spike Trap**  
When an enemy walks on this square, spikes come out of the ground, dealing 1d10 piercing damage. It gets -5 AC until the beginning of its next turn.  
Saving throw: Constitution DC12

**Saw Trap**  
When an enemy walks on this square, saws come out of the ground, dealing 1d10 slashing damage. It can’t take reactions until the beginning of its next turn.  
Saving throw: Dexterity DC12

**Maze Walls**  
These walls are built in 10ft long sections and are 10ft high. They are 1ft thick. They have 5hp but are immune to slashing, piercing, and fire damage. If a wall blocks a target from getting moved the full amount, that target takes 1d10 bludgeoning damage for each 5ft it stopped.  
Saving throw: Constitution D15

### Environment

**Maze**  
The maze is built underground in a square cavern with a 20ft ceiling.

**Overhang**  
Rocks continually grow down. Certain areas of the maze have its ceiling decreased by 10ft.

## Larkwren & Cloverbraid

This is based on characters I played in another campaign

Larkwren is a paladin that rides on his warhorse, Cloverbraid, who is also a paladin.

13-12-20-11-13-20 18AC 30ft 101hp

20-14-18-16-12-20 12AC 60ft 35hp

### Passives

Hammer of Warning  
Larkwren & Cloverbraid can’t be ambushed.

Mounted Combatant  
While mounted, Cloverbraid has +10AC and resistance to all damage.

Divine Smite  
Whenever Larkwren or Cloverbraid hit an attack, the target takes an extra 2d8 radiant damage.

Anklet of Vitality  
Cloverbraid’s religious symbol heals her and allies within 5ft for 1d6hp at the start of her turn.

Aura of Protection  
Larkwren and allies within 10ft get +5 to all saving throws.

Divine Health  
Larkwren and Cloverbraid are immune to poison and disease, and are immune to poison damage.

### Actions

Extra Attack  
Larkwren attacks with his battleaxe twice: +5 atk 1d10+1 slashing damage

Trampling Charge  
Cloverbraid runs 20ft to a target then makes a hoof attack: +6 atk 2d6+4 bludgeoning damage  
The target gets knocked prone  
Saving throw: Strength DC15

Hoof Attack  
Cloverbraid hits a target near her: +6 atk 2d6+4 bludgeoning damage

### Bonus Actions

Lay on Hands  
Larkwren and Cloverbraid can heal each other for 5hp.

### Reactions

Misty Step  
If Larkwren is not mounted on Cloverbraid, if he is within 10ft of her, he can teleport on top of her.

Shield  
Larkwren can use his reaction to impose disadvantage on an attack on him or an ally within 5ft.

### Villian Actions

Run  
Cloverbraid runs up to 120ft away, repositioning to a more tactically advantageous position.  
Larkwren may make a driveby attack on one target: +5 atk 1d12+4 slashing damage  
Cloverbraid can’t make tight turns during this movement, and must more or less move in a straight line.

Moonbeam  
Larkwren calls down a 5ft radius beam that stretches up 40ft. All enemies inside take 2d10 radiant damage. If an enemy is inside the radius at any point during their turn, they take the damage again once per turn.  
Saving throw: Constitution DC15

Revivify  
Larkwren touches a dead ally and it comes back to life with half hit points.

Launch  
Cloverbraid kicks up and launches Larkwren forward a number of feet equal to her movement last turn.  
Larkwren lands on an area within range, and all enemies within 5ft take 2d10 bludgeoning damage and get knocked prone.  
Saving throw: Dexterity DC20

### Minions

Gopher  
AC10 30ft 1hp  
Burrow: Make tunnel with a hole on both ends. A creature that steps on the hole falls prone.  
Saving throw: Dexterity DC10

### Environment

Hill  
A long, 100ft wide hill with a dropoff on one side and a cliff on the other.

Boulders  
5ft cube-ish boulder. These are littered all throughout the hill.

Ditch  
A 5ft deep ditch that was water flowing through it. A creature that ends its turn here is moved 10ft towards the dropoff side.  
Saving throw: Strength DC10

## Astalir

A magical deer from the Minotaur’s Maze campaign. This particular deer might be another deer of the same species, and not necessarily the same Astalir.

In a forest with lots to eat, there’s a large herd of deer. But they’re suspiciously all bucks with the same big glorious antlers.

17-18-15-20-14-19 14AC 100HP 40ft

### Passives

**Quadrupedism**  
Astalir can walk on 2 legs or 4 legs. When on 4 legs, he gains +10ft of movement, +5ft of jump height, +30ft of jump distance.

**Reality Bender**  
Astalir can cast any illusion or transmutation action as a bonus action.

**Reality Shaper**  
Astalir’s transmutation effects are permanent until he reverses them, even if he falls unconscious.

### Actions

**Charge**  
Astalir runs at least 10ft toward a target, dealing damage and knocking them back 10ft: +4 atk 1d4+2  
Saving throw: Strength DC15

**Illusion**  
Astalir creates a copy of himself or someone else. This illusion stands up to physical interaction. It produces visuals, sounds, and scents. It has 10AC and 1HP. It can move around and interact with its environment. It can make any attack its original can make, but with these stats: +4 atk 1d4+2  
If the illusion is of Astalir, it can do Astalir’s charge action  
As an action, a creature can attempt to discern if a particular illusion is real or not by making an Investigation (Intelligence) check with a DC20. On a success, they can tell that particular illusion is an illusion, and it becomes transparent to them.  
When the illusion dies, it dissolves into the ground, growing the plants in that square. That square becomes difficult terrain.

### Bonus Actions

**Mage Antler**  
Astalir can target any creature within 100ft of him and move it 10ft in any direction.  
Saving throw: Strength DC12

### Reactions

**Ice Shield**  
Astalir can form an ice shield around himself or another target if that target is within 100ft of Astalir and within 10ft of a water source. The ice shield has 5AC and 5HP. The target is restrained until the ice shield is destroyed or Astalir dismisses it as a free action.

**Parry**  
Astalir parries a melee attack with his antlers, making a counter attack with 10ft reach: +4 atk 1d4+2

### Villian Actions

**Chasm**  
Astalir raises a plateau in a 100ft square, and lowers a chasm of 10 10ft squares in a line 30ft down. This process continually happens over the course of a round after each player’s turn.  
Plateau: 90 10ft squares 30ft up. Chasm: 10 10ft squares 210ft down (meaning 240ft drop from plateau)  
Each time this change processes until complete, all creatures on the plateau, in the chasm, or within 100ft of either get knocked prone and take 1d6 bludgeoning damage.  
Saving throw: Dexterity DC15; Advantage: quadrupedal creatures, creatures already prone, creatures holding onto something stable

**River**  
Astalir guides a nearby water source to go over the battlefield. A 10ft-wide 5ft-deep stream bends to his will around the battlefield. Anyone caught in it gets pulled 10ft along its current. This check happens at the start of the creature’s turn, at the end of their turn, and when they first enter the stream. This movement ignores difficult terrain caused by plants.  
Saving throw: Strength DC13

**Tree**  
Astalir grows trees in 10 squares within a 100ft square. Roots grow up from the ground instantly, restraining any creature within 5ft of the point. 1 round later, the roots spring up into 30ft trees, growing around anything caught in its roots, trapping it and dealing 1d10 crushing damage. 1 round later, the trees grow thick bark, increasing their AC by 20, and crushing anything trapped inside, dealing 10d10 crushing damage.  
Restrain Saving throw: Dexterity DC10  
Trap Saving throw: Strength DC15  
Crush Saving throw: Constitution D20

### Minions

**Illusions**  
These illusions can attack with +4 atk 1d4+2 and can interact with the environment. They can also use Astalir’s charge action.

### Environment

**Meadow**  
A meadow with a few trees around it. Thick grass grows up all around inside it, making the entire area difficult terrain. If the thick grass is cut, the ground becomes normal terrain again.

**River**  
There’s a river nearby. It’s 10ft wide and 5ft deep. A creature standing inside it gets swept along its path 10ft. This movement ignores difficult terrain caused by plants.  
Saving throw: Strength DC13