

## Wand Blade

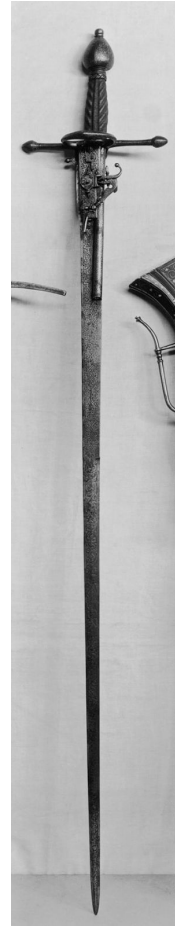
*Weapon (longsword or greatsword), rare (requires attunement)*

This sword has a dragonshard cavity in the fuller near the hilt. You may place any wand into the cavity. While grasping the hilt, you are considered to be holding the wand and may activate it normally, even if your other hand is occupied.

If found in random loot, roll a d20 and consult the following table to determine what sort of wand is already embedded in the blade.

- 1 - None (wand expended)
- 2-8 - Wand of Magic Missiles
- 9-13 - Wand of Scorching Ray
- 14-18 - Wand of Vampiric Touch
- 19-20 - Wand of Lightning Bolts

You gain a +1 bonus to attack and damage rolls made with this weapon. A few dozen prototypes of this weapon were fashioned by Aundairian artificers in the days before the Mourning, intended to be used by the Phantom Knights in a series of bold assassinations meant to end the war. It is unknown how many still survive.



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# Sun Shield

*Armor (shield), rare (requires attunement)*

When used as an improvised weapon, the Sun Shield deals 1d6 slashing damage. The shield has 6 charges for the following four properties. The shield regains 1d4 + 1 expended charges daily at dawn.

**Light.** While wielding this shield, you can use an action to expend 1 charge to cast the Light cantrip.

**Deflection.** While wielding this shield, you can use your reaction and expend 1 charge to deflect a beam of fire or light when you are hit by a ranged attack that deals fire or radiant damage. When you do so, the damage you take from the attack is reduced by 1d10 + 5.

**Sunbeam.** While wielding this shield, you can use an action to expend 3 charges to create a beam of brilliant light flashes out from the shield in a 5-foot-wide, 30-foot-long line. Each creature in the line must make a DC 13 Constitution saving throw. On a failed save, a creature takes 3d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead



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# Serpent Blade

*Weapon (rapier), rare (requires attunement)*

This rapier, when sheathed is undetectable and indistinguishable from a brooch, belt, bracelet, or necklace (the wearer can change the Serpent Blade's form as an action with a command word).

Speaking the command word allows the wearer to draw the blade from its sheath. It functions as a +1 rapier.

Wearing the sheath grants the bearer resistance against poison and advantage on saves against poison.



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# Bone Doll

*Wondrous item, rarity by figurine*

A *bone doll* is a statuette carved from bone and small enough to fit in a pocket. If you use an action to speak the command word and bury the doll in the ground, the doll grows into skeletal creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the doll doesn't become a creature.

The skeleton is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each doll. At the end of the duration, the creature reverts to its doll form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a doll again, its property can't be used again until a certain amount of time has passed, as specified in the doll's description.

**Skeleton (Uncommon).** This carved bone doll is of a humanoid figure rampant. It can become a skeleton (MM pg. 272) for up to 1 hour. Once it has been used, it can't be used again until 7 days have passed.

**Warhorse Skeleton (Rare).** This bone doll is carved in the likeness of a horse. It can become a warhorse skeleton (MM pg. 273) for up to 6 hours and can be ridden as a mount. Once it has been used, it can't be used again until 7 days have passed.

**Giant Vulture Skeleton (Rare).** This bone doll is carved in the likeness of a vulture. It can become a giant vulture skeleton (see below) for up to 2 hours and can be ridden as a mount. Once it has been used, it can't be used again until 7 days have passed.



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# Giant Vulture Skeleton

*Large undead, neutral evil*

**Armor Class** 10

**Hit Points** 22 (3d10 + 6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Skills** Perception +3

**Damage Vulnerabilities.** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

## Actions

**Multiattack.** The vulture makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.



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