

# Special and Magical Items

The following is a complete list of all of the special and magical items found during this adventure. Additionally, you can download a separate file containing all of the special and magical items in the adventure at [TheAngryGM.com/GameAngry](http://TheAngryGM.com/GameAngry).

## Animated Rope

*Wondrous Item, Uncommon*

A 60-foot length of silk rope. It feels restless to the touch, as if squirming to free itself.

**Detect Magic** Transmutation magic, magic that transforms

When a hero holds the rope by its end and says “laeda,” an elven word meaning “awaken,” the rope becomes animated and moves as the hero commands so long as they keep hold of it. The rope can slither in any direction and climb sheer surfaces, but it cannot float unsuspended. The hero can command it to tie itself around something, to untie itself, or to coil itself for easy stowing.

## Blacksmith's Maul

*Weapon, Uncommon (Unique)*

A well-made, ornate, two-handed blacksmith's hammer with an ironwood handle and a bronze head. One side of the head tapers to a small, polished nub like a spike that has been rounded off.

**Detect Magic** Evocation magic, combat magic that harms or heals

A hero gains a +1 bonus to attack and damage rolls when attacking with this weapon.

## Enchanted Studded Leather (+1)

*Armor, Rare*

Armor made of overlapping layers of hardened, red-brown leather. The leather is embossed with magical runes and studded with enameled rivets.

**Detect Magic** Abjuration magic, magic that protects

A hero wearing this armor gains a +1 bonus to their armor class for a total armor class of 13 + Dexterity modifier.

## Healing Potion

*Potion, Common*

Four ounces of pink liquid that tastes like honey in a small bottle, flask, or jar.

**Detect Magic** Evocation magic, combat magic that harms or heals

A hero can consume this potion as an action to recover 2d4+2 hit points.

## Healer's Kit

*Normal Item*

A leather satchel filled with herbs, ointment, bandages, and other healing supplies.

A hero can stabilize an adjacent, dying creature with a Wisdom (Medicine) check. The kit contains enough supplies for ten uses.

## Holy Water

*Normal Item*

Water blessed by a priest in a small vial or bottle.

A hero can use their action to splash the water on an adjacent creature or throw the bottle at a creature up to 20 feet away, shattering it. The holy water deals 2d6 radiant damage to fiends and undead creatures.

## Magic Weapon Oil

*Potion, Uncommon*

Four ounces of thick, blue-gray oil with a metallic sheen in a small jar.

**Detect Magic** Transmutation magic, magic that transforms

A hero can treat a single weapon or five pieces of ammunition with this oil as an action. Treated objects become magical weapons for 10 minutes, granting a +1 bonus on attack rolls and damage rolls.

## Mantle of Protection (+1)

*Wondrous Item (Requires Attunement), Uncommon*

A dark blue cloak that shimmers like water. Though the fabric is thick, it is light and silky to the touch.

**Detect Magic** Abjuration magic, magic that protects

An attuned hero wearing this cloak gains a +1 bonus to their armor class and saving throws.

## Periapt of Courage

*Wondrous Item, Rare*

A silver amulet in the shape of a lion's head hung on a silver chain

**Detect Magic** Enchantment magic, magic that affects the mind

A hero wearing this amulet has advantage on saving throws against fear.

## War Wizard's Wand

*Wand (Requires Attunement by Spellcaster), Uncommon*

A twelve-inch wand made of silver-blue mithril with a spiked starburst at its end.

**Detect Magic** Evocation magic, combat magic that harms or heals

An attuned hero holding this wand gains a +1 bonus on spell attack rolls and their spell attacks ignore up to half cover.