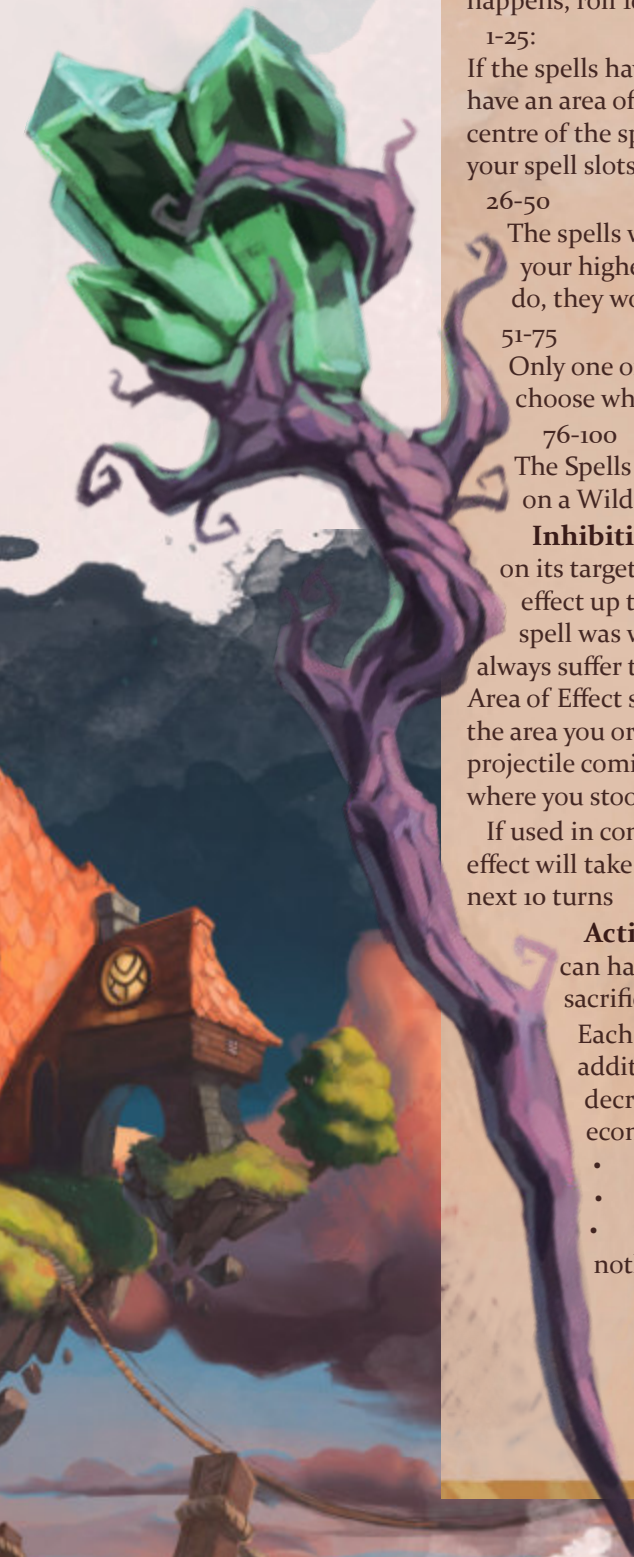




-FREEBIES-



PORTABLE TAVERN

Rare Wondrous Item (Special)

A tiny miniature pocket tavern that houses the greatest and tiniest adventurers that can aid you in your quest

The tavern can be used three times per day and activating it takes a bonus action. It is activated by throwing a gold coin in the doors. When activated, you may choose one of five adventurers and they will appear in the tavern's door and will grant aid in their unique way.

Rogue: Will help you with sneak attacks, attack you make an advantage deal additional 1d4 damage for one minute, or...

Will throw their special poisoned dagger at the enemy (the enemy must make a DC: 12 Con saving throw, otherwise they take 2d4 poison damage and are poisoned for one minute)

Fighter: Will give you fighting advice, increasing your attack rolls by +1 for one minute, or...

Will tell you the vulnerabilities of a creature within your line of sight

Wizard: Will cast **fireball** (DC: 12) that deals 3d6 damage, or...

Will cast **Mirror Image** on you

Cleric: Will heal a creature within 10 feet for 1d6 +4 hit points

Will cast **Turn Undead** (DC 11)

Bartender: Will give you his special brew that will give you advantage on charisma ability checks for one hour, or...

Will give you a good meal that will give you advantage on constitution saving throws for 1 minute

SPELLWEAVER'S CATALYST

Legendary Adventuring Gear (Staff), Requires Attunement

Adds +1 to all Spell Attack Rolls

Magical Mutation: You forcibly try to weave magical energies beyond their capacity. This feature allows you to cast two spells with the same casting time at once (you still spend both spell slots). But there is a 25% chance (1 on a 1d4 roll) that the spells will not work properly. If that happens, roll 1d100 and the following things may happen.

1-25:

If the spells have a target, you become the target. If they have an area of effect, then your location becomes the centre of the spell. Otherwise they fizzle out and you lose your spell slots without any effect.

26-50

The spells will not work unless you additionally spend your highest level spell slot available to you. If you do, they work normally.

51-75

Only one of the spells will work as it should, you choose which one.

76-100

The Spells fizzle out and additionally you have to roll on a Wild Magic Surge table.

Inhibition: Each time you cast a spell and decide on its target or area you can decide to delay the spell's effect up to 1 minute. As long as the target of your spell was within the original casting range, they will always suffer the effects no matter their current location. Area of Effect spells without a specific target will affect the area you originally designated. If the spell is a projectile coming from the caster, it will instead appear where you stood while casting the spell.

If used in combat, you can decide whether the spell's effect will take place at the start or the end of one of your next 10 turns

Activation: Using the power of the staff, you can hasten the conjuring process of a spell by sacrificing some of your arcane energies

Each time you cast a spell, you may spend one additional spell slot of the same level to decrease the casting time in half. As for action economy, it goes as follows:

- Action => Bonus Action
- Bonus Action => Reaction
- Reaction => Free Action (You lose nothing)





STANDARD ISSUE POISON DARTS
Common Ammunition

- Damage: 1d4 piercing + 2d4 poison
- Properties: Finesse, Range, Thrown

These Darts have been designed specifically to be used in Dart-Shooters and attacks made with them are made with disadvantage if not used through a Dart-Shooter



DART-SHOOTER RIFLE
Ranged Weapon (Firearm, Dart-Shooter Rifle)

- Damage: 1d10 piercing + (Special Ammunition)
- Weight: 10 lb.
- Properties: Ammunition, Two-Handed, Reload 6, Misfire 1
- Range: 150/600

Dart-Shooters use darts as ammunition and replace their basic weapon damage by their own. Any additional effects (Enchantments, Poisons, etc...) the dart has is added to the damage of the Dart-Shooter as well.



MAUSER'S SPECIAL
Ranged Weapon (Firearm, Dart-Shooter Pistol), Uncommon

- Damage: 1d8 piercing + (Special Ammunition)
- Weight: 3 lb.
- Properties: Ammunition, Light, Reload 8
- Range: 150/600

Creatures in half and three-quarters cover have their bonus to AC from cover reduced by 1 against attacks made with this weapon.

Creatures with the Sharpshooter feat gain a +1 bonus to all attack rolls made with this weapon



SOVEREIGN'S SWORD

Legendary Greatsword, Heavy, Reach, Two-Handed, Requires attunement

You gain a +3 bonus to attack and damage rolls made with this weapon.

Instead of attacking a single target, you can cleave and make one attack against two up to 3 creatures within the reach of the weapon. This attack roll however has a -10 penalty. Any additional damage effects (Sneak Attack, Divine Smite, etc...) can only hit one of the targets

As an action, the wielder may pull a creature within 40 feet up to 35 feet towards them, unless they succeed on a DC 16 Strength saving throw. If the wielder attacks the pulled creature immediately after it is pulled, they have advantage on the attack and they deal additional 2d6 weapon damage on a hit. (Only creatures of medium size or smaller can be pulled)

On a Critical hit, it dazes the hit target (same effects as the **Slow** spell + disadvantage on attacks rolls) until the end of their next turn

If a creature wearing non-magical armour is hit with this weapon, they must roll a d20; upon rolling less than 5, their armour gains a stackable -1 penalty to AC until it is repaired.

Using the magical sentient runic cloth wrapped around the weapon, you can use the grapple action from a 30 feet distance. If you have a creature grappled, you may then let go of the cloth using a bonus action, which will then proceed to restrain the creature until the end of their next turn unless they succeed on a DC:17 Strength Saving throw. (This will make you unable to use the ranged grapple until you spend a minute wrapping the cloth around the sword once again).

TŪTŪ PELE

Legendary Weapon (Longbow), Heavy, Range (150/600), Two-Handed, Requires Attunement

- This weapon doesn't use ammunition, instead it shoots arrows made out of lava that magically retain their shape until they hit a target.
- The damage die of this longbow is 2d10, and its damage type is fire.
- You are immune to non-magical fire damage, and resistant to fire damage from spells and magical effects.
- You can stand on and walk across molten rock as if it were solid ground.
- You can breathe in lava, and swim in it as if it were normal water.

The Shaper of Sacred Land. Once per 24 hours you can use your action to create a small island with a diameter ranging from 15 feet to 60 feet, and a height of up to 10 feet, on the surface of a body of liquid or molten rock. The body of liquid must have the same or larger diameter than the desired island, and must be at least 1 inch deep. While standing on the island, all creatures of your choice gain the effects of the **Bless** spell. Creatures hostile to you standing on the island must make a DC 15 Wisdom saving throw at the start of their turn, gaining the effects of the **Bane** spell until the start of their next turn of a failed save.

This island lasts for 8 hours.

Using this feature on the same area every day for 1 week will make it permanent, but the **Bane** and **Bless** effects function on a permanent island only if you yourself are standing on it.

The Earth Eater. As an action, you can choose up to three different locations on the ground within 60 feet of you, the ground in these locations begins to shake and visibly crack. At the start of your next turn, each creature in a 10-foot radius sphere centered on each point you choose must make a DC 17 Dexterity saving throw, as the targeted areas become affected by a small volcanic eruption from below. The sphere spreads around corners. A creature takes 2d10 fire and 2d10 bludgeoning damage and goes prone on a failed save, or half as much damage on a successful one. A creature in the area of more than one eruption is affected only once.

After the initial eruption, the areas become difficult terrain for 1 minute, and covered in a thin 1 inch deep layer of molten rock, any creature that ends their turn in the area or goes prone there takes 2d10 fire damage (Going prone from the initial explosion happens before this effect takes place). Creatures without boots or some other decent foot protection, or creatures that are prone take double damage from the molten rock.

This feature has 3 charges. You regain 1 Charge daily at dawn, or if you spend 2 hours fully submerged in lava.



RUDOLPH
CARDS
ICE & STONE



GOBLINIZED BOOMERANG OF IRON DOOM

Legendary Weapon (Boomerang – 1d4 bludgeoning damage), Thrown (60/120), Requires attunement

• This strange iron horseshoe like device, turned somehow into a devious boomerang-like weapon by the most cunning goblin engineers has a range of 60/120 feet, and any creature that is proficient with the javelin, or with darts, is also proficient with this weapon. While not attuned, this weapon deals 1d4 bludgeoning damage, and returns to the thrower's hand only on a miss.

Fury of the Ferrum. While attuned, this weapon gains these following bonuses.

- Gives a +2 bonus to attack and damage rolls made with this magical weapon
- The weapon damage die of this weapon changes from 1d4 to 2d6
- Your ranged attacks made with this weapon gain a +2 bonus to attack rolls and deal extra 2d6 bludgeoning damage against targets made out of metal, or wearing a suit of heavy or medium metal armor.
- Immediately after making an Attack with this weapon, it flies back to your hand.

Steelekinesis. While holding the boomerang, you can use your action to activate the weapon's magnetic field and move a single metal object or creature, this action can cause one of the following effects.

- You can cast the **Catapult** spell at 1st level on a metal object within 60 feet.
- You can force a Large or smaller creature made out of metal, or wearing a suit of heavy or medium metal armor, to make a DC 15 Strength saving throw, allowing you to move them up to 30 feet in any direction, but not beyond 60 feet of you. A willing creature can choose to fail on the saving throw. Moving the creature into a solid object causes them to take fall damage as if they had fallen the distance travelled. If the solid object is another creature, it can make a DC 15 Dexterity throw, taking the same fall damage as the moved target on a failure, and making the target continue in its trajectory on a success.
- You can target a metal object within 60 feet that a creature is wielding in their hands. That creature must make a DC 15 Strength saving throw, allowing you to move the object out of their hands and up to 30 feet away on a failure. Creatures holding the metal object in two or more hands have advantage on the ability check.

Polar attraction. Thrice per long rest, when you hit a creature with a ranged attack made with this weapon, you can imbue that creature with either a positive or negative charge for 1 hour. Creatures with charges have a 20-foot radius around themselves that affects other creatures with charges. How this aura affects creatures depends on whether they have the same charge, or the opposite one.

• **Same Charge.** The creature must spend additional 5 feet of movement per 5 feet travelled when approaching a creature with the same charge, while in their aura. If two creatures with the same charge enter each other's aura, or start their turn there, they both must make a DC 15 Strength saving throw, immediately being pushed 15 feet away from the other on a failure.

• **Opposite Charge.** The creature must spend additional 5 feet of movement per 5 feet travelled when going away from a creature with the same charge, while in their aura. If two creatures with the same charge enter each other's aura, or start their turn there, they both must make a DC 15 Strength saving throw, immediately being pushed 15 feet towards the other on a failure.



MAGITRICORNE

Uncommon Wondrous Item (Hat), Requires attunement

Salt water can be drunk for the same effect as fresh water while attuned.

Gives additional +1 modifier on all charisma checks.

Gives access to the **Prestidigitation** cantrip

If the attuned creature is a member of a party of creatures, they are considered to be the authority figure in the party whilst attuned to the hat.

If you are forced (either by force or pressure) to take off your Magitricorne, roll a DC:6 WIS saving throw, if you fail you go into rage and will try to beat the creature trying to take it away into submission. (You go into a rage as if you were a lvl:1 barbarian with all the advantages and disadvantages included, you may stop trying to beat the creature into submission once it is unconscious or if your rage wears off)

As a bonus action, it can be destroyed to deal 6d8 psychic damage to a creature within 60 feet and 2d4 to the attuned creature. (This can be done only once per lifetime, after that, destroying such a beautiful hat does only emotional damage)

BANISHER

Very Rare Longsword, Versatile, Requires Attunement

Gives a +1 bonus to attack and damage rolls made with this magical weapon.

Can be used once per short rest to cast **Banishing Smite** without requiring any components.

Can be used twice per day to cast the **Banishment** spell (DC 14) without requiring material components.

No Quarter: When you are concentrating on banishing a creature, you can use your bonus action to end the effect on that creature and summon it within 5 feet of you, every attack made against that creature until the end of your turn is made with advantage and deals additional 1d6 force damage.

No Escape: You can use your action to make a creature within 60 feet of you make a DC 18 Str saving throw, they are telekinetically pulled in a straight line towards you until you are within 5 feet of them or until they hit a solid object on a failed save.

Hitting a solid object makes them take 1 bludgeoning damage for each 5 feet travelled.

You can make one melee attack as bonus action against a creature that failed on the saving throw until the end of your turn, this attack deals additional 1d6 force damage.

Huge and larger creatures have advantage on the saving throw.



GEMINI

Very Rare Daggers, Finesse, Light, Range (20/60), Thrown Require Attunement (count as 1 item)

These weapons give +2 to all attack and damage rolls

Forever Linked:

- These two daggers are magically linked and will always look indistinguishable from each other. Any effect (enchantment, spell, poison, curse, damage) affecting one Gemini will automatically be applied to the other as well.
- You can automatically summon a Gemini into your free hand if you wield the other in your other hand.
- If you are wielding one of the Gemini in your hand, you may use your bonus action to teleport yourself to the other (this returns the other Gemini in your free hand)

Twins:

- If you hit a creature with both of your Gemini in a single turn, the creature takes additional 1d8 lightning damage.
- If each Gemini is on a different plane of existence for at least 1 minute, then they both emit a scream of painful anguish and disintegrate. Each creature within 60 feet of a Gemini takes 5d10 psychic and 5d10 thunder damage unless they succeed on a DC:19 Wisdom saving throw, taking only half the amount on a success. After this happens, two new bright stars appear in the sky near each other.
 - The same thing happens if one Gemini is completely destroyed, or somehow drained of its magical effects.





Rudok's Tavern is going on Kickstarter!

We bring you an assortment of wondrous items from all over the D&D world of Rudok's Tavern, turned into large Handout Cards.

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