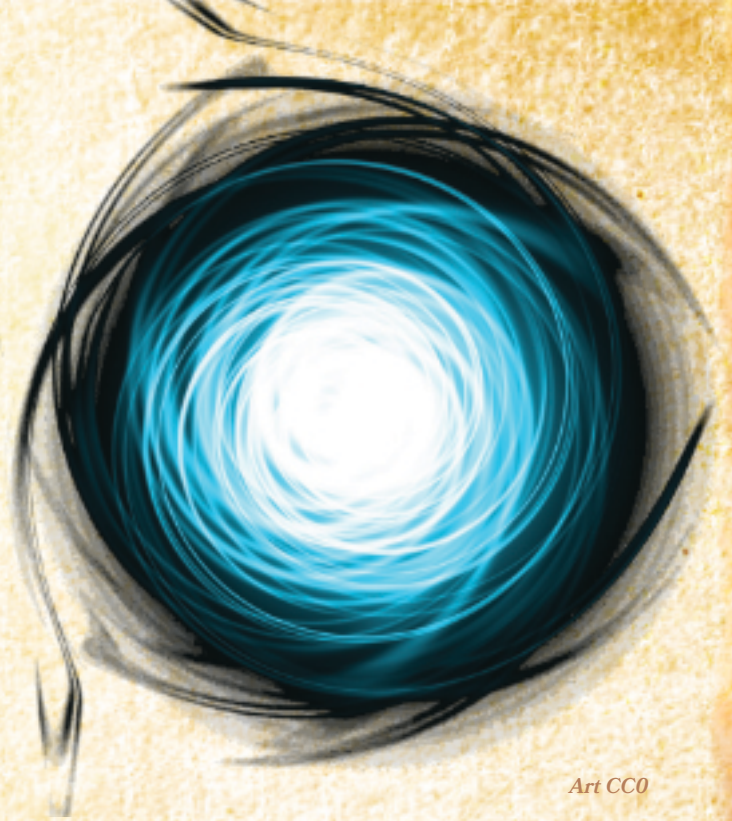


Frozen Darkness

wondrous item (orb), uncommon

Whenever you cast the *darkness* spell, this orb activates, and frozen tendrils go and populate the darkness you created. The darkness becomes difficult terrain, and whenever a creature starts its turn in the darkness or enters it for the first time on a turn, it must make a Dexterity saving throw, taking 2d8 cold damage on a failed save, or half as much damage on a successful one.



Art CC0



Reflective Cloak

adventuring gear (cloak), rare, requires attunement

As an action, you can activate this cloak, you cast the *mirror image* spell. The light that emanates of this item modifies the spell in the following way:

- If the enemy manages to hit you while you still have at least 1 duplicate, you can use your reaction to instantly teleport and exchange location with your duplicate. This causes the duplicate to be destroyed by the attack.

You can use this item once and it recharges daily at dawn.

ALTERNATIVE RULE:

This item requires attunement and modifies the spell *mirror image* each time you cast it, regardless of whether it is through the item, or through other abilities (Spellcasting, Pact Magic, etc...).