



Portable Hellhole

wondrous item, rare

This devilish hole looks and feels the same as a portable hole. However, it is actually a hellhole masked by illusion magic. An *identify* spell reveals its true nature.

You can use an action to unfold a portable hellhole and place it on or against a solid surface, whereupon the portable hellhole creates an extradimensional hole 10 feet deep. The cylindrical space within the hellhole is actually hell, but it looks normal from the outside. Any creature can move inside the portable hellhole by walking inside, but cannot exit from the hellhole unless it has killed at least one fiend of CR 3 or higher.

Once the hellhole has been opened for the first time, it remains opened and cannot be closed unless the magic is temporarily dispelled. It functions like a 5th level spell for the purpose of dispel magic. Once the magic has been dispelled, you can use an action to close a portable hellhole by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

In addition, at the start of every minute that the hellhole has spent open, random devils of CR 5 or lower emerge from it to attack those who opened it.

Placing a portable hellhole inside an extradimensional space created by a bag of holding, handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Devilcattle Lasso

weapon (whip), rare (requires attunement)

When you hit with an attack using this magic whip, the target takes an additional 1d8 of the whip's damage type if it is a fiend. In addition, fiends damaged by this weapon cannot teleport, switch planes or turn invisible for the next hour.

When around 15 feet of a fiend, the whip sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

When you draw this weapon, you can choose a fiend within 30 feet and make an attack roll against it as part of the same action. If successful, the attack deals no damage, but the fiend is pulled up to 15 feet toward you.

Rod of the Herdsman

rod, uncommon (requires attunement)

A thick steel rod draped out in thick, enchanted rope.

This rod has 4 charges. While holding it, you can use a bonus action to expend 1 of its charges to conjure a spectral stake, which floats 2 feet above the ground at a spot within 5 feet around you and lasts for 10 minutes. The stake counts as half-cover for you and allied creature you choose. You and allied creatures you choose can pass through the stake's space as normal, but it counts as difficult terrain for other creatures.

When you expend the 4th charge, if there are at least 3 other stakes within 120 feet of each other, they create a spectral yard by connecting in a square. The yard remains in place for 1 minute. Each creature you choose within the yard must make a DC 16 Charisma saving throw. On a failure, a creature cannot exit the yard except by teleportation. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The wand regains all expended charges daily at dawn.



Art by Marie Zuknim