

FEY WALKER'S SASH

requires attunement by a creature with a Wisdom score of 16 or higher

This spellcasting focus originates from the fey realms. Crafted from the hide of deceased beasts it is infused with power, the hide still seems to tense in stressful situations.

While attuned to this item you get a +1 bonus to your spell attack modifier and spell save DC.

This item has 6 charges and regains 1d6 charges daily at dawn. While attuned to it you can expend charges in the following way:

- **Loyal Hound.** As an action you expend 1 charge to summon a **blink dog**. It appears within 5 feet of you and functions as if you had summoned it using the *find familiar* spell.
- **Misty escape.** You can expend 2 charges as a bonus action to cast the *misty step* spell. If you are targeted by an attack roll, you can expend 3 charges to cast the spell as a reaction instead.
- **Stinging Farce.** You can expend 4 charges as an action to summon a **Giant Scorpion**, it remains under your control for 1h after which it vanishes. Roll initiative for the scorpion, which has its own turns. It obeys your verbal commands.



SAVAGE CLAWS

Shortswords, rare (Requires to be dual wielded)

This unique fey weapon is worn on each wrist as two short blades, which acts as extensions of the arm, deadly extensions.

You have a +1 bonus to attack and damage rolls made with these magic weapons.

This item has 3 charges that it regains daily at dawn.

When you deal damage to a creature with these claws, you can expend 1 charge to mark them for death. A marked creature takes an additional 1d4 slashing damage each time you deal damage to it with this weapon. A creature is marked for 10 minutes or until it dies, at which point the mark ends.

In addition as a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target that's marked for death. To teleport in this way, you must be able to see the marked target.

Art by Bob Greyvenstein