

PLUNDER, RIFLE, AND LOOT

Pirate's Life

Yo ho, yo ho, a pirate's life for me.
We pillage plunder, we rifle and loot.
Drink up me 'earties, yo ho.
We kidnap and ravage and don't give a hoot.
Drink up me 'earties, yo ho.
Yo ho, yo ho, a pirate's life for me.
We extort and pilfer, we filch and sack.
Drink up me 'earties, yo ho.
Maraud and embezzle and even highjack.
Drink up me 'earties, yo ho!

ARMOR D6

- **1 LATHANDER'S KISS** A golden bracelet that heals 2d4+2 as a Bonus Action. Can be used twice and then recharges after Long Rest.
- **2 Coif of Wound Closure** A close-fitting hood made of fine mithral chain. While you wear this coif, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.
- **3 Hood of the Manta Ray** This collar is made of supple black leather. While wearing this hood with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.
- **4 Tasset of Missile Snaring** These metal kneepads seem to sparkle in the sunlight. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier. If you reduce the damage to 0, the missile hits and sticks harmlessly in the tasset. This only works on missiles like arrows, darts, bullets, and other such missiles of small or medium size.
- **5 Pauldron of True Strike** Made of stiffened leather and worn over the shoulder. Extends down to the elbow. As an Action, you extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next 1d4 turns, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended. Use twice daily.
- **6 Blessed Mask** A soft leather mask. You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. Use twice daily.

POTIONS D6

- **1 Pouch** with 2 Potions of Healing (2d4+2)
- **2 Potions of Climbing**
- **3 Potion Alertness** +5 bonus to initiative, 1 hour
- **4 Potion of Blade Mastery** +1 to hit, use Parry as a Reaction, 1 hour
- **5 Potion of Defense** If a creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you. 1 hour.

- **6 Superior Healing Potion** 10d4+20

WONDEROURS ITEM D8

- **1 POCKET PIT** A small black pearl that is cast on the ground using an Action. The pearl turns into a 5 foot wide, ten foot deep pit when an enemy creature triggers it by entering its area. DC 20 DEX avoids the pit. Falling in does 1d6 damage. (1 Use)
- **2 Iron Key** Charges 1d4, Unlocks any lock. Crumbles to dust after last charge.
- **3 Steel Ring** Stores 1d6 spells for future use. After last spell uses, fades in puff of smoke
- **4 Durable Ring** When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier.
- **5 Healer's Ring** Has 1d8 gems. Consume 1 restores 2d6+4 hit points
- **6 Lucky Earring** Gives 1d6 Luck Points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- **7 Efficient Quiver** Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears
- 8

TREASURE D6

- **1 Chest** 600 copper coins, 110 silver coins, and 60 gold coins
- **2 Small Jade Statuette** of a frog with tiny golden orbs for eyes (40 gp).
- **3 Platinum ring** (50 gp)
- **4 Eye Patch** made of black leather set with semiprecious stones (50 gp).
- **5 Pouch** with 40 silver coins
- **6 Staff of Defense**

LOOT THE BODY D6

- 1 75 cp, 55 sp, 22 ep, 15 gp, and a **Gold Earring** set with a tiny ruby (30 gp).
- 2 180 sp, 130 gp, and a silk pouch containing five carnelians (10 gp each), two peridots (15 gp each), and one pearl (100 gp)
- 3 Scroll of charm person and a scroll of fireball.
- 4 Leather bag containing 35 sp, 20 ep, 20 gp, 5 pp, one pearl (100 gp)
- 5 55 cp, 75 sp, 22 gp
- 6 Healing Potion (2d4+2)