

# THE HOARD AND OTHER LOOT

## +1 SPLINT ARMOR

*Armor (splint), rare (requires attunement)*

While wearing this armor, you gain a +1 bonus to AC.

## BOOTS OF LEVITATION

*Wondrous item, rare (requires attunement)*

While you wear these boots, you can use an action to cast the Levitate spell on yourself at will.

## CLOAK OF PROTECTION AND DISPLACEMENT

*Wondrous item, very rare (requires attunement)*

While you wear this cloak, you gain a +1 bonus to AC and saving throws. The cloak also projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

## DUST OF DISAPPEARANCE

*Wondrous item, uncommon*

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become Invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

**Amount:** 2 uses

## EFFICIENT QUIVER

*Wondrous item, uncommon*

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.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

## FOLDING BOAT

*Wondrous item, rare*

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

## GOGGLES OF NIGHT

*Wondrous item, uncommon*

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

## WAND OF WINTER

*Wand, very rare (requires attunement)*

*This cold and blue wand looks like its made from an icicle, though careful analysis shows that it is magical ebony wood. It is shaped into an irregular spiral.*

The wand has 7 charges, which are used to fuel the spells within it. With the wand in hand, you can use your action to cast one of the following spells, even if you're normally incapable of casting spells: *ray of frost* (no charges, 1 charge to cast at 5th level, or 2 charges to cast it at 11th level; +8 to hit), *smothering mist*<sup>o</sup> (2 charges; spell save DC 16), *sleet storm* (3 charges; spell save DC 16), *hail twisters*<sup>o</sup> (4 charges; +8 to hit), or *ice storm* (4 charges; spell save DC 16). No material components are required.

The wand regains 1d6+1 expended charges each day at dawn. If you expend the wand's last charge, roll a d20. On a 20, the wand turns black and becomes an ordinary ebony stick.

<sup>o</sup>See the additional spells for this campaign.

## GOLD

The huge stack of coins contains: 440,000 cp, 174,000 sp, 12,900 gp and 450 pp. Remember that a standard coin weighs about a third of an ounce (9.5 grams). The total weight of the hoard is about 6 tons.

Various precious stones can also be found for a total value of 4,000 gp.