

MAMMON'S MAW

wondrous item, rare

An ornate skull made of gold and bone, with gems instead of eyes. Inside its mouth is an endless, lightless void. When staring directly into the eyes, one can hear the sound of thousands of coins falling to the ground.

While holding this item, a creature may place any amount of gold coins into the maw's mouth and wish for any non-magical item, common magical item, or material component worth up to the number of gold coins placed within the maw. The maw then spits out the requested item, then turns to dust. If the item wished for is more expensive than the total coins placed inside, the maw does not spit out the item but still turns to dust.

Curse. This jawbone is cursed, and using its ability extends the curse to you for a number of days equal to the gold coins placed inside it. As long as you remain cursed, you are unwilling to part with any more of your gold, keeping it within reach at all times. In addition, at the end of each long rest, you must attempt to steal an item from a creature you can see.

GAMBLER'S GOLDDPOUCH

wondrous item, uncommon (requires attunement)

This small pouch in the shape of a frog's head is locked via a golden frog's tongue-shaped lock, which has no keyhole.

This magical pouch can hold up to 50,000 coins while weighing less than a single coin. When you attune to this pouch, you may choose a password. The pouch only opens if someone speaks the password. Additionally, when the pouch is further than 15 feet from you, you can call it back to you as an action, teleporting it back in your possession.

