

STURDY MANACLES

adventuring gear

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC of 10 and 15 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.

MAGE BREAKER MANACLES

wondrous item, rare

These manacles can prevent spell casters to use their magic. For each minute that a creature wears them, they lose their highest level spell slot, until they are out of spell slots. These manacles have an AC of 10 and 50 Hit Points and are immune to poison and psychic damage. In addition a creature wearing these manacles cannot cast spells or use magical effects.

SHRINKING MANACLES

wondrous item, very rare

These manacles shrink the power and size of creatures. These manacles can bind creatures of size Gargantuan or smaller magically adjusting to their size. Once attached to a creature, the creature will shrink until it is of Medium size, if it isn't already that size or smaller, in addition the creature's Strength Score is reduced to 10, if it isn't lower. Escaping the manacles requires a successful DC 25 Dexterity check. Breaking them requires a successful DC 22 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 22 Dexterity check. These Manacles have an AC of 15 and 60 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.



Art by Dean Spencer