

Glass Casket

wondrous item, rare

With a golden frame and enchanted glass, this miniature glass coffin is the perfect means of preserving those you hold dear, whether asleep or dead.

As an action, you may speak the casket's password, causing it to grow from a tiny bauble to a casket large enough to hold one creature of size Medium or smaller, or shrink back down. The creature placed inside it must be dead, asleep, or unconscious. If it isn't, the casket shoots it back out, dealing 4d6 force damage to it.

While within the casket, a creature is effectively in a stasis. It is immune to all damage except psychic, can't wake up until the casket is opened, does not age, and, if dead, it does not decay and can't become undead.

While the casket has a creature inside it, it can't be shrunk back down, and weighs only half of the weight of the creature inside.

Hammer of the Ram

Weapon (maul), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can thump the hammer into the ground, casting the *thunderwave* spell at 3rd level. Once you've used this feature, you can't do so again until you finish a long rest.

Unicorn Blood

potion, very rare

Harvested from a fabled creature, unicorn blood is as expensive as it is rare. Most people have never even seen a unicorn, let alone kill it for its blood. Thus, it is one of the priciest potions on the market, set to both mend wounds and enhance your abilities.

When you drink this potion, you regain 4d8 hit points and end all instances of the charmed, paralyzed or poisoned condition. Then, roll 1d8. For the next minute, you gain the following properties, based on the number rolled:

- 1. Sunlit Hooves.** Your steps become golden, leaving behind motes of light which shed bright light in a 5-foot radius and dim light for another 5 feet.
- 2. Nature's Protector.** You become a protector of the forest. You can now speak to and understand woodland critters.
- 3. Guiding Step.** You gain advantage on Dexterity (Stealth) checks.
- 4. Enchanter.** You are immune to curses and the frightened condition.
- 5. Divine Insight.** You are under the effects of the detect good and evil spell.
- 6. Healing Aura.** You regain the maximum amount of hit points from magical healing.
- 7. Shimmering Shield.** You gain a +2 bonus to your AC.
- 8. Celestial Strength.** You have advantage on saves against spells and other magical effects.

In addition, when you drink this potion, roll 1d20. On a natural 20, the effect of the potion lasts until dispelled. For the purposes of dispelling magic, it counts as a 3rd level spell.

