

Rod of Arachna

Rod, very rare (requires attunement)

A length of ivory shaped like a bone covered in small onyx spiders that look all too real makes this rod a grisly sight to behold. While holding the rod, you gain a climb speed equal to your speed, can move as if you were wearing *slippers of spiderclimbing*, and have resistance to poison damage. As an action while holding the rod you can cast the *web* spell (save DC 14). You must complete a short or long rest before you can cast the spell with this rod again.

Rod of Elements

Rod, legendary (requires attunement)

This rod is made of four cylindrical gemstones fused together into one long tube. The ruby, sapphire, emerald, and diamond that make up the rod of elements glitter and shine more brightly than normal gems when placed in the light. When you wield the rod you gain resistance to acid, cold, fire, or lightning damage. The damage type you resist is chosen by you and cannot be changed again until you complete a long rest.

While you hold the rod you can cast *conjure elemental*, *fireball*, *gust of wind*, *ice storm*, and *stone shape*. The save DC for these spells is 17. When one of these spells is cast from the *rod of elements*, you cannot cast the spell using the rod again until next dawn.

Rod of Planar Entrapment

Rod, very rare (requires attunement)

A length of mithral and moonstones, this rod has engravings of various cages along its length. While on any plane that is not Pandemonium, as an action you can touch the rod to another creature and speak a command word and force it to make a DC 15 Charisma saving throw. If the target fails the saving throw it is transported to Pandemonium. If the target succeeds on this saving throw it is unaffected and the *rod of planar entrapment* cannot be used against it for another 1d4 weeks.

If the *rod of planar entrapment* is used to trap a creature in Pandemonium while another creature who failed to save against its effect is also in Pandemonium, the former is transported to Pandemonium while the latter appears in its place or the nearest unoccupied space.

While holding the rod you can use your action to bring back a creature transported to Pandemonium by the rod, provided the creature has not left Pandemonium by other means. The creature appears in an unoccupied space nearest to you.

When you find this rod the DM rolls a d20 in secret. On a roll of 15 or lower there is a creature of the DM's choice still in Pandemonium who was transported there by the rod.

Rod of Tentacles, Eyes, and Mouths

Rod, legendary (requires attunement)

This rod is warm to the touch and covered in living human skin. Along the length of the rod eyes of all colors stare endlessly. Between the eyes are mouths of all shapes, silently closed. At either end of the rod hangs short squid-like tentacles which can suddenly elongate. While holding this rod you gain the following benefits:

- You gain darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.
- The tentacles on the rod function as +3 whips. As an action you can use one of the whip to try and disarm a creature by making a Strength ability check contested by the target's Strength or Dexterity ability check (whichever is greater). If you win the contest the target is disarmed and the object your disarmed lays at your feet. If you have a free hand when you disarm the target you can grab the object you disarmed instead.