

put the continent on such a course offend the sword to its very soul more than any bawdy tale told at a fancy dinner party.

CROWN OF BEWITCHING ENCHANTMENT

Wondrous item, artifact (requires attunement)
Forged millennia ago for the Prince of Frost of The Winter Court in the Feywild, the *Crown of Bewitching Enchantment* can force all but the most willful beings into utter subjugation for the wearer. The crafter, an elf witch who fell madly in love with the Prince of Frost, spent more than 500 years pouring magical energy into the crown each day before she presented it to the man of her affection.

This was long before the Prince of Frost was cruel and heartless. He accepted the gift from the witch, but feared the ultimate power it possessed and ordered the crown sent away. For centuries it sat in the Nine Hells. Those who knew of the crown were unable to retrieve it and the devils had no idea it was hidden in the wastes of Avernus. Eventually Asmodeus himself felt the pull of the crown. He ordered it retrieved and gave it to one of his pit fiend commanders named She'kalar. The fiend brought secretly brought balor generals under her control and the always even Blood War began to tip in the favor of the devils.

Solars took notice and realized the fiends had to be stopped. If the armies of The Nine Hells took over The Abyss, how many other planes might the combined forces of demons and devils conquer together? The angels sacrificed much to get the *Crown of Bewitching Enchantment*, but they keep it with them at all times. Should the need arise and a hero prove strong of heart and mind, they will award the crown for a short time to aid the doing of good deeds.

Random Properties. The *Crown of Bewitching Enchantment* has the following random properties:

- 1 major detrimental property
- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Properties. While attuned to the crown you gain the following benefits.

- You are immune to psychic damage.
- You are immune to the charmed condition.
- You cannot be surprised.
- You can cast the following spells at-will (spell save DC 20): *dominate person*, *fey step*, *invisibility*, *zone of truth*
- As an action you cast a special form of *dominate monster* (spell save DC 20). This spell functions the same way as the normal spell except all creatures have disadvantage against this saving throw, it does not require concentration, and the duration is indefinite.

You can have up to three creatures charmed this way. If you want to charm a fourth creature using this ability, you must choose to release one of the creatures you already have charmed (no action). The effect ends on all creatures if you are killed, a new wearer becomes attuned to the crown, or the crown is destroyed.

- As an action you can emit a 60-foot cone of psychic power from the crown. Creatures you choose in the cone must succeed on a DC 20 Wisdom saving throw or take 8d8 psychic damage and become paralyzed for 1 minute. Creatures paralyzed in this way can repeat the saving throw at the end of their turns, ending the effect of a success. Once you have used this power three times, you cannot use it again until the next day at dawn.

Destroying the Crown. The only way to destroy the *Crown of Bewitching Enchantment* is to gather a coven of fifty hags to perform a daylong ritual which summons a blessed elder purple worm to devour the crown.

TOOLS OF ORDER

Hierotheist priestesses preach that the goddesses of the caste created copies of their weapons for seven mighty warriors to rise up against the chromatic dragons. These weapons, the *Tools of Order*, had the laws of the caste system eventually used in Bragonay engraved into them. The seven dwarf warriors were the leaders of their stations and enforced the divine will of their goddesses. While the weapons were lost in the war with the dragons, their laws remain in place today. Many dwarfs spend centuries hunting for any clue of the *Tools of Order*.

Some outside the Heirotheist religion claim these weapons are not divine at all but rather made by powerful shardmind mages. In fact these naysayers claim that the dwarves refused to rise up with the shardminds against the chromatic dragons so the crystalline beings created the *Tools of Order* to appeal to the dwarves' piety. They say it is the shardminds themselves who hid these weapons so the dwarves would never know of their deception. These sacrilegious claims have only made seekers of the *Tools of Order* all the more desperate to find the weapons of their gods.

Each of the *Tools of Order* is a magic weapon which grants a +3 bonus to attack and damage rolls made with it. When you score a critical hit with one of these weapons roll the attack's damage dice three times and add it together with any relevant modifiers. Each of the *Tools of Order* also functions as a *ring of evasion*, *defender*, and *dragonslayer*.

If a non-lawful or non-dwarf creature attempts to attune one of the weapons, it must make a DC 15 Charisma saving throw. On a failed save this creature takes 8d6 psychic damage taking only have damage on a successful one. The creature must repeat this saving throw anytime it attacks with the weapon.