

Miscellaneous Items

Traps

Elemental Trap, Lesser

Cost: 50

As an action, you place down the elemental trap within 5ft of you and speak the activation word, which starts glowing faintly as a sign of activity. If an elemental weaker than the trap's power and of the corresponding element moves over the trap, it will activate a trap that restrains the elemental. They must succeed a DC 14 Strength saving throw or be restrained. A restrained elemental may repeat its saving throw at the end of its turn, destroying the trap on a successful save.

Elemental Trap

Cost: 500

Like Elemental Trap, Lesser, but with a DC of 16

Elemental Trap, Greater

Cost: 5000

Like Elemental Trap, Lesser, but with a DC of 18

Armor Materials

| Name | Source | Effect | In possession |
|----------------------------|-------------------------|--|----------------|
| Giant Spider Fur | Giant Spider | You have a +1 bonus to Athletics checks while you wear this armor. | X |
| Megapede Scaling | Megapede | You reduce Acid damage you take by 3 while you wear this armor. | X |
| Small Fire Elemental Core | Fire Elementals CR < 3 | You reduce fire damage you take by 3 while you wear this armor. | |
| Small Earth Elemental Core | Earth Elementals CR < 3 | You reduce slashing damage you take by 3 while you wear this armor. | Cobalt's Armor |
| Small Water Elemental Core | Water Elementals CR < 3 | You reduce cold damage you take by 3 while you wear this armor. | X |
| Small Air Elemental Core | Air Elementals CR < 3 | You reduce lightning damage you take by 3 while you wear this armor. | X |

Weapon Materials

| Name | Source | Effect | |
|----------------------------|-------------------------|--|---|
| Small Fire Elemental Core | Fire Elementals CR < 3 | When you cast a spell that deals fire damage, add 1/2 of your proficiency bonus to that damage. | |
| Small Earth Elemental Core | Earth Elementals CR < 3 | Your bludgeoning weapon deals an extra 1 bludgeoning damage. | X |
| Small Water Elemental Core | Water Elementals CR < 3 | When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage. | X |
| Small Air Elemental Core | Air Elementals CR < 3 | When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage. | X |

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