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**Ariel**

**Total weight: 115/225**

* Alchemist’s Tools – 0.5 lbs
* Amethyst – 0.1 lbs
* Amulet of Health (MAGIC ITEM)(attuned) – 0.1 lbs: CON score becomes 19 while attuned
* Boots of the Ebonfang (MAGIC ITEM) – 2 lbs: Wearer gains a +10 to movement speed, and Dash is not affected by difficult terrain.
* Bottle of Deathsleep Poison – 0.5 lbs: Upon ingesting, the affected creature suffers from the Poisoned condition for 24 hours and falls asleep for the entire duration, during which they appear dead unless inspected with a DC 20 Medicine check
* Bracers of Flying Daggers (MAGIC ITEM)(attuned) – 1 lb
* Burglar’s Pack – 46 lbs
  + A backpack
  + 1000 ball bearings (little beads)
  + 10 feet of string
  + A bell
  + 3 candles
  + A crowbar
  + A hammer
  + 10 pitons
  + A hooded lantern
  + 1 oil flask
  + 5 days’ worth of rations
  + A tinderbox
  + A waterskin
  + 50 feet of rope
* Cloak of Arachnida (MAGIC ITEM)(attuned) – 2 lbs: 50% poison resistance, a climbing speed equal to walking speed, can climb on walls and ceilings without using hands, can move through webbing as if it were difficult terrain, webbing cannot cause the player to become Restrained, and can cast Web once per day within a 40x40x40 area.
* Ebonfall Skeleton Key Necklace (MAGIC ITEM) – 1 lbs: User can automatically open any magical or nonmagical lock once per long rest.
* Emerald Ring – 0.2 lbs: Worn to give the player the leprechaun enchantment.
* Forest Dragon Fangs (2) – 1 lb each
* Goodberry Gin – 0.5 lbs: Gain 1d20 of temp hp until next long rest but gain one level of exhaustion (disadvantage on all ability checks). One-time use only.
* Immovable rod (MAGIC ITEM) – 1 lb: Pressing the button on the side of this staff-life rod makes it stick in place, even if defying gravity; a DC 30 STR check is required to move it unless the button is pressed again.
* Potion of Greater Healing – 1 lb: Heals 4d4 HP as a bonus action or a flat 20 HP as an action.
* Potion of Invulnerability – 1 lb: Gives the drinker resistance to all damage for 1 minute.
* Potion of Longevity – 0.5 lbs: Immediately become 1d6 + 6 years younger, 10% chance to instead become older.
* Potion of Superior Healing (2) – 1 lb: Heals 8d4 HP as a bonus action or a flat 40 HP as an action.
* Roman’s Meal – 1 lb
* Scroll of Adderall (5) – 0.5 lbs each
* Scroll of Chromatic Orb – 0.5 lbs
* Scroll of Counterspell (2) – 0.5 lbs each
* Scroll of Detect Evil and Good – 0.5 lbs
* Scroll of Fireball (2) – 0.5 lbs each
* Scroll of Healing Word (2) – 0.5 lbs each
* Scroll of Identify – 0.5 lbs
* Siren Scales (8) – 0.5 lbs each
* Studded Leather Armor (light armor)(unattuned) – 13 lbs: AC = 12 + Dex mod (+ prof bonus + leprechaun enchant), enchanted with 50% necrotic and psychic resistance.
* Thieves’ Tools – (# of lockpicks/10) + 1 = 5.7 lbs total
  + A small file
  + Lockpicks (47)
  + A small mirror w/ a metal handle
  + Narrow-bladed scissors
  + A pair of pliers
* Water Elemental Essence Vial – 0.5 lbs
* Weapons – 14.1 lbs total:
  + Shortbow – 2 lbs
  + Love whip (attuned) – 5 lbs: Enchanted with the Dancing Weapon ability
  + Hand crossbow – 3 lbs
  + Dagger (2) – 1 lb each
  + 97 arrows (no weight)
  + 50 bolts (no weight)
  + 21 poison arrows – 0.1 lbs/arrow = 2.1 lbs
* Wendigo Fang Earring – 0.2 lbs
* White Dragon Scales (17) – 0.5 lbs each

**Dave**

**Total weight: 105.5/255**

* Dungeoneer’s Pack – 61.5 lbs
  + A backpack
  + A crowbar
  + A hammer
  + 10 pitons
  + A tinderbox
  + 10 torches
  + 10 days’ worth of rations
  + A waterskin
  + 50 feet of rope
* Leather Armor (light armor) – 10 lbs: AC = 11 + DEX mod (+ prof bonus + leprechaun enchant).
* Shield – 6 lbs: +2 to AC when donned
* Weapons – 8 lbs total
  + Handaxe (2) – 2 lbs each
  + Longbow – 2 lbs
  + Rapier – 2 lbs

**Jemma**

**Total weight: 142.7/180**

* Aquamarine – 0.1 lbs
* Bag of Holding (MAGIC ITEM) – 15 lbs
* Bag of Soulterra Weed – 1 lb
* Cursed Ring – 0.1 lbs: +4 to worst ability score and -2 to best ability score
* Diamond (500 gold) – 0.1 lbs
* Earrings (spellcasting focus) – 0.1 lbs
* Explorer’s Pack – 59 lbs
  + A backpack
  + A bedroll
  + A mess kit
  + A tinderbox
  + 10 torches
  + 10 days’ worth of rations
  + A waterskin
  + 50 feet of rope
* Flute – 2 lbs
* Frostbrand (MAGIC ITEM)(Unattuned) – 3 lbs: This enchanted longsword with an icy blue blade extinguishes all nonmagical flames within 30 feet of it, even when someone is not attuned to it. While attuned to the sword, a creature gains fire resistance while wielding it, does an additional 1d6 cold damage on a hit, and can cast the spell *Cone of Cold* once per day as a 5th-level spell without requiring material components.
* Goodberry Gin – 0.5 lbs: Gain 1d20 of temp hp until next long rest but gain one level of exhaustion (disadvantage on all ability checks). One-time use only.
* Hamin’s Head – 10 lbs
* Lockpicks (5) - # of lockpicks/10 = 0.5 lbs total
* Nolzur’s Marvelous Pigments (MAGIC ITEM) – 4 lbs: The player can use one container of paint, each of the four weighing 1 lb and sufficient to cover 1,000 sq ft, to paint an inanimate 2D or 3D object. Regardless of the orientation in which it is painted, the item becomes a real, 3D object once fully painted. It takes 10 minutes to cover 100 sq ft in paint. No object painted can have a real market value above 25 gold, but paintings made to look like expensive objects look real upon basic inspection and require an Investigation check against the player’s spell save DC to determine that it is fake. All painted objects are considered nonmagical and weigh the same amount as the real version of that object and that size would weigh.
* Oghma’s Ring – 0.2 lbs
* Oil of Sharpness vial – 0.5 lbs: Can be applied to one melee weapon or 5 pieces of ammunition; weapon/ammunition becomes magical (if it wasn’t already) and gains a +3 to attack and damage rolls. Takes 1 minute to apply.
* Pearl of Power (MAGIC ITEM)(attuned)– 0.1 lb: Can use a magic action to regain up to 3 levels of spell slots once per long rest.
* Potion of Climbing – 1 lb: Gain Advantage on Athletics checks and a climbing speed equal to your walking speed for 1 hour.
* Potion of Greater Healing (3) – 1 lb: Heals 4d4 HP as a bonus action or a flat 20 HP as an action.
* Potion of Superior Healing – 1 lb: Heals 8d4 as a bonus action or a flat 40 HP as an action
* Pride of the Leprechaun – 0.5 lbs: Lose half of max hp until long rest, but automatically successfully hit any target you attack in the next combat encounter, and vulnerable attacks do 2x instead of 1.5x damage. One-time use only.
* Roman’s Meal – 1 lb
* Scroll of Resurrection – 0.5 lbs
* Shield – 6 lbs
* Soul Energy Vial – 0.5 lbs: Given to Lucy by her former professor, Ms. Lillian Trixabell. Stefan can consume this energy, gaining power boosts from it. Lucy does not know who the soul in the vial belongs to, but her professor told her it was important.
* Spellbook – 1 lb
* Superior Mithral Chain Shirt (MAGIC ITEM)(medium armor) – 20 lbs: AC = 13 + DEX mod (max 2) + leprechaun enchant); requires no attunement; does not impose Disadvantage on stealth, nor does it impose Disadvantage on STR and DEX rolls or prohibit spellcasting.
* Tome of Forbidden Secrets (MAGIC ITEM)(attuned) – 2 lbs: This magical tome carries 3 random Divination or Necromancy spells. The 3 in this specific one are Scrying, True Seeing, and Finger of Death. Each of these spells is automatically prepared for the attuned character at all times, and each can be cast once per long rest without a spell slot or material components. Additionally, by spending 1 minute meditating on the book and subtracting one hit die + CON modifier from their max HP for 24 hours (overriding abilities that prevent HP maximum from being lowered), the attuned player can ask an Eldritch Being (the DM) a single question and receive a short but truthful answer. This ability can be used once per day.
* Wand of Paralysis (MAGIC ITEM)(attuned) – 1 lb: Flat DC 15 CON save, target becomes paralyzed for 1 minute on a fail; 7 charges to start, regains 1d6 + 1 at the end of a long rest (cannot exceed maximum)
* Weapons – 11 lbs total
  + Longbow – 2 lbs
  + Scythe (attuned) – 8 lbs: Enchanted with necrotic damage.
  + Dagger – 1 lb

**Katie**

**Total weight: 93.2/180**

* Bow of Ebonfall (MAGIC ITEM)(attuned) – 2 lbs: This magical longbow gives the attuned wielder a +3 to attack rolls and ability checks made with it; the ability to create spectral arrows that only the wielder can see, granting them Advantage on attacks made with these arrows and allowing them to hit enemies through solid objects; the ability to mark a target the wielder hits with a spectral arrow, allowing the wielder to see their marked target at all times while they are within 100 feet and unaffected by magical obscurement; and the ability Death Volley, which summons a barrage of spectral arrows at a point the wielder can see within 60 feet of them that takes up a 10-foot radius circle and allows the wielder to make an attack roll against all creatures within.
* Chalcedony (2) – 0.1 lbs each
* Cheetah Sprint Boots (MAGIC ITEM)(attuned) – 3 lbs: +10 to wearer’s movement speed while worn.
* Cloak of the Bat (MAGIC ITEM)(attuned) – 1 lb: The player gains Advantage on Stealth checks, and in areas of dim light or darkness, the player gains a flying speed of up to 40 feet while their hands are free and gripping the edges of the cloak. The player can also cast Polymorph on themselves, but they can only turn into a bat. While in bat form, the player retains their Intelligence, Wisdom, and Charisma scores along with their passive perception, gains blindsense within a range of 60 feet, and gains a bite attack as their only attack method (+0 to hit, range of 5 ft, 1d4 piercing damage). Their HP is 3 and their AC is 12 while in bat form.
* Dungeoneer’s Pack – 61.5 lbs
  + A backpack
  + A crowbar
  + A hammer
  + 10 pitons
  + A tinderbox
  + 10 torches
  + 10 days’ worth of rations
  + A waterskin
  + 50 feet of rope
* Goodberry Gin – 0.5 lbs: Gain 1d20 of temp hp until next long rest but gain one level of exhaustion (disadvantage on all ability checks). One-time use only.
* Leather Armor – 10 lbs: AC = 11 + Dex mod (+ prof bonus + leprechaun enchant).
* Potion of Stone Giant Strength – 0.5 lbs: Drinker’s STR score becomes 23 for 1 hour
* Potion of Greater Healing – 1 lb: Heals 4d4 HP as a bonus action or a flat 20 HP as an action.
* Potion of Superior Healing – 1 lb: Heals 8d4 HP as a bonus action or a flat 40 HP as an action.
* Pride of the Leprechaun – 0.5 lbs: Lose half of max hp until long rest, but automatically successfully hit any target you attack in the next combat encounter, and vulnerable attacks do 2x instead of 1.5x damage. One-time use only.
* Roman’s Meal – 1 lb
* Shield – 6 lbs
* Turtle Skull Necklace (spellcasting focus) – 0.5 lbs
* Weapons – 7 lbs total
  + Rapier – 2 lbs
  + Enchanted Rapier (attuned) – 2 lbs: Enchanted with the Venom enchant; target must succeed on a DC 15 CON save or take 2d10 poison damage and have the Poisoned condition
  + Longbow – 2 lbs
  + Dagger – 1 lb
  + 34 arrows (no weight)

**Laurel**

**Total weight: 92.3/180**

* Bag of Holding (MAGIC ITEM) – 15 lbs
* Blue Quartz Circlet – 0.2 lbs
* Circlet of Blasting (MAGIC ITEM) – 2 lbs: Wearer can cast the 2nd-level spell Scorching Ray once a day without using a spell slot or material components. Casting the spell at a higher level or as a 2nd-level after the daily free use requires both a spell slot and material components. The spell can target up to three different creatures at its base level and creates an extra ray for each spell level above 2nd, allowing the caster to target an additional target per ray. Each ray does 2d6 damage, and each different target requires a separate attack roll. The attack bonus is a flat +5 without proficiency bonus added.
* Deck of cards – 0.5 lbs
* Doss Lute (MAGIC ITEM)(attuned) – 2 lbs: Allows the user to cast the following spells once each per long rest without knowing them:
  + Animal Friendship
  + Fly
  + Invisibility
  + Levitate
  + Protection from Energy (fire only)
  + Protection from Evil and Good
  + Protection from Poison
* Drone of Counterspell (MAGIC ITEM) – 2 lbs: The drone has two buttons, one on the top half and one on the bottom half. The top one allows a creature to speak their full name into the drone while holding down the button, programming the drone to accept spell slots from them. After a creature is programmed into the drone, they can press the top button at any time to view the total number of charges in it. The bottom button activates the drone to hover, and can only be pressed by someone who has programmed their name into it. The drone can hold an infinite number of charges and be connected to a maximum of 4 people at once, but it can only accept 9 charges a day per caster programmed into it. The drone can gain charges either by absorbing spell slots directly or by consuming spell scrolls. When a creature within 30 feet of the drone that is not programmed into it attempts to cast a spell using a 1st-level spell slot or higher, the drone will automatically expend a number of charges equal to the level of the spell slot used and cast Counterspell against the caster. The same rules apply to the drone for determining what spells can be Counterspell-ed or not (it cannot cancel out cantrips, innate spellcasting, or spells cast without a spell slot due to special abilities).
* Entertainer’s Pack – 38 lbs:
  + A backpack
  + A bedroll
  + 2 costumes
  + 5 candles
  + 5 days’ worth of rations
  + A waterskin
  + A disguise kit
* Goodberry Gin – 0.5 lbs: Gain 1d20 of temp hp until next long rest but gain one level of exhaustion (disadvantage on all ability checks). One-time use only.
* Gray Wolf Cape (unattuned) – 2 lbs: Enchanted with invisibility, 3 charges per long rest.
* Leather Armor – 10 lbs: AC = 11 + Dex mod (+ prof bonus + leprechaun enchant).
* Musical Instruments – 7 lbs total
  + Fiddle – 3 lbs
  + Kalimba (spellcasting focus) – 2 lbs
  + Lyre – 2 lbs
* Potion of Greater Healing – 1 lb: Heals 4d4 HP as a bonus action or a flat 20 HP as an action.
* Pride of the Leprechaun – 0.5 lbs: Lose half of max hp until long rest, but automatically successfully hit any target you attack in the next combat encounter, and vulnerable attacks do 2x instead of 1.5x damage. One-time use only.
* Ring of the Winter King (MAGIC ITEM)(unattuned) – 0.1 lbs: The wearer is granted cold damage immunity and can summon an Ice Elemental once per long rest; the Elemental will serve the wearer for 1 hour.
* Roman’s Meal – 1 lb
* Scroll of Revivify – 0.5 lbs
* Succubus Horn (2) – 0.3 lbs each
* Veil of Ethereal Whispers (MAGIC ITEM)(attuned) – 0.5 lbs: This magical cloak gives the attuned wearer a +2 to Persuasion checks; the ability to cast the spell Disguise Self whenever they want with no spell slot, material components, or casting limit; the ability to cast the spell Speak with Dead once per long rest with no spell slot, material components, or nearby corpses, but they can only commune with the spirits of Ebonfall Sanctum; and 10 minutes total of invisibility after every long rest (can be broken up into bursts).
* Weapons – 7 lbs total
  + Shortsword – 2 lbs
  + +2 Shortsword – 2 lbs
  + Dagger (3) – 1 lb each
* Wheel of Renewal (MAGIC ITEM) – 1 lb: Comes with 5 charges (2 left); allows the wielder to cast the *True Resurrection* spell without a spell slot.