

DGM1 Luckstones

By Dan Hass



Adding a distinct magic item to the adventure loot is a powerful reward, but caution must be taken to avoid overpowered items. Presented here is a collection of *luckstones* with a variety of additional traits that are useful, but not overpowered.

Contents

Supplement Summary	1
Why Use the Enhanced Magic Items.....	2
Using this Supplement.....	2
Abghat.....	3
Cuefroy	4
Delia.....	5
Nadvein.....	6

Credits	
Editing	Jeremy Esch
Contributor	Brandon Twyford

Cover: Cuefroy (before being sacrificed, of course).

About the Author

Dan Hass has written D&D adventures for over thirty years. He has a reputation for a rigorous adherence to the rules and guidelines; complex NPCs with strong, realistic motivation; and storylines based on moral conflicts.

It is easy to find the wide variety of items written with a web search for the author's name and "DnD".

Supplement Summary

DGM1 Luckstones is a 5th Edition supplement designed to help DMs broaden their campaign. It references the *Player's Handbook*® (*PHB*) and *Dungeon Master's Guide*® (*DMG*).

As the title suggests, this supplement presents variations on *luckstone*. The variations improve the utility of *luckstone* without affecting the user's armor class, hit points, attack roll modifier, or damage on attacks. Also, there is no effect on the DC to save against the user's spells. These elements are used to define CR, and are expected to fall within certain ranges. It becomes a problem when a PC or other creature can stack effects that push these beyond the expected values.

Why Use the Enhanced Magic Items

Examining the inventory expectations for PCs in 5th edition (*DMG* 38) indicates that magic items are supposed to be exceptional. While the suite of magic items to pick from is wide ranging, enhanced magic items offer several improvements to the game.

The underlying presumption of the enhanced magic items is that a sentient creature (with relevant traits) was sacrificed (with relevant traits) to create the item, and as long as the item exists, the creature's eternal soul is imprisoned. This yields powerful opportunities:

- Searching for a way to destroy a magic item to free a noble soul.
- Negotiations around whether a particular criminal deserves the ultimate penalty of death by magic item crafting.
- Rogue magic item crafters who craft items without authorization.

Further, if the DM switches to **ONLY** utilizing enhanced magic items it elevates the importance of *Blessings* (*DMG* 227-228). This leads to further exceptional

roleplaying, world building, and adventure design opportunities.

Using this Supplement

There are four different enhanced *luckstones* presented. The *luckstones* are designed so that they can be carried by a villain without increasing the CR. One avenue is to equip the villain with the *luckstone* and give the PCs an opportunity to acquire it as loot. This also presents unexpected effects to the villain encounter.

The exceptional nature of the *luckstone* can often serve as plot hook in a story. "How do we free this poor soul?", or "How do we keep this justly trapped villain's allies from freeing its soul?" "A rogue crafter has kidnapped an innocent victim and sacrificing the victim to create a magic item is imminent!"

Sacrifice's Traits for a Luckstone

It is important to decide what traits a sentient creature must possess before it can be turned into a *stone of good luck*. The fundamental trait of a *luckstone* is that it provides a +1 bonus to saving throws and ability checks. It makes sense that our sacrificial creature be able to provide a bonus to saving throws and ability checks.

Looking at spells, there is combination of *guidance* (+1d4 to ability checks) and *bless* (+1d4 to attack rolls and saving throws). While *guidance* is a cantrip, and once known, it cannot be avoided, there needs to be an explanation as to why a creature tagged for sacrifice would prepare *bless*. Some items come to mind: life cleric (which always has *bless* prepared), divine soul sorcerer (who could know *bless* and not be able to "unknow" it), and Magic Initiate (where the creature took *guidance* and *bless* as the spells).

A different combination is the **Leadership** action of some creatures, combined with *guidance*.

Another applicable creature trait is **Bardic Inspiration**, which always adds a bonus that can be used for both saving throws and ability. So, any bard is a viable candidate.

Finally, with some imagination, the Lucky feat can qualify as enough of a bonus to make a suitable sacrifice for a *stone of good luck*.

Abghat

Wondrous item, unique (requires attunement)

In every way, *Abghat* is a typical *stone of good luck*. The creature attuned to *Abghat* benefits from the following additional traits.

- **Aggressive (1/day).** As an **orc** (MM 246).
- **Darkvision 60 ft.** As an **orc** (MM 246).
- **Feat of Strength.** The creature attuned to *Abghat* gains an additional +4 to a Strength ability check. Once used, this trait cannot be used again until the creature attuned to *Abghat* has completed a short or long rest.

When held close to the ear, *Abghat* whispers in Orc:

Abghat was a favored soul of Gruumsh. For many seasons his sorcery aided his fellow Bloody Skull orcs pillaging the dwarves. Eventually, he was caught when a group of bounty hunters laid a trap for him and turned him over to the dwarven Ironlord. As an example, Abghat was sentenced to death by magic item crafting.