

# DGM4 Pearl of Power

By Dan Hass



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

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Credits	
Editing	Jeremy Esch
Contributor	Brandon Twyford
Cover Art	Fernando Olmedo ( <a href="#">his work</a> )

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## Supplement Summary

*DGM4 Pearl of Power* 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 *pearl of power*. The variations improve the utility of *pearl of power* 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.

### *Dimgaard Series*

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## Why Use the Enhanced Magic Items

Examining the inventory expectations for PCs in 5<sup>th</sup> 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 to create the item, and as long as the item exists, the creature's eternal soul is imprisoned. This yields powerful opportunities:

- 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.
- Searching for a way to destroy a magic item to free a noble soul.

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.

## *Key Elements*

The *pearl of power* relies only on the ability to recover spent spell slots. Examining the various classes, one finds three ways to do so directly: a wizard's **Arcane Recovery**; a sorcerer's ability to convert Sorcery Points; and a cleric's **Divine Intervention**.

## Using this Supplement

There are six different enhanced *pearls of power* presented. The *pearls of power* are designed so that they can be carried by a villain without increasing the CR. One avenue is to equip the villain with the *pearl of power* 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 *pearl of power* can often serve as a 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?", or "A rogue crafter has kidnapped an innocent victim and sacrificing the victim to create a magic item is imminent!"

# Greenimax

*Wondrous item, unique (requires attunement by a spellcaster)*

In every way, *Greenimax* is a *pearl of power*. It has the following additional qualities that require no action for the creature attuned to *Greenimax* to call forth, but *Greenimax* must be in the creature's possession:

- **Help Hiding.** The creature attuned to *Greenimax* has advantage on Dexterity (Stealth) checks made to hide.
- **Stench.** Requiring no action, the creature attuned to *Greenimax* can call forth a *troglodyte* (MM 290) **Stench**.
- **Troglodyte.** While attuned to *Greenimax*, the creature attuned to *Greenimax* knows the Troglodyte language.

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When held close to the ear *Greenimax* whispers the following in Troglodyte:

*Greenimax* was a true exception – a troglodyte who learned the secrets of arcane magic. He led his band out of the Cavern Realm and for a short time established a territory above ground in the border regions between the Cavern Realm and the surface. Eventually, his band became a significant enough threat that a bounty was set, and adventurers captured *Greenimax*. The abomination was sacrificed to create a *pearl of power* to be utilized by priests in the service of the One True Faith.