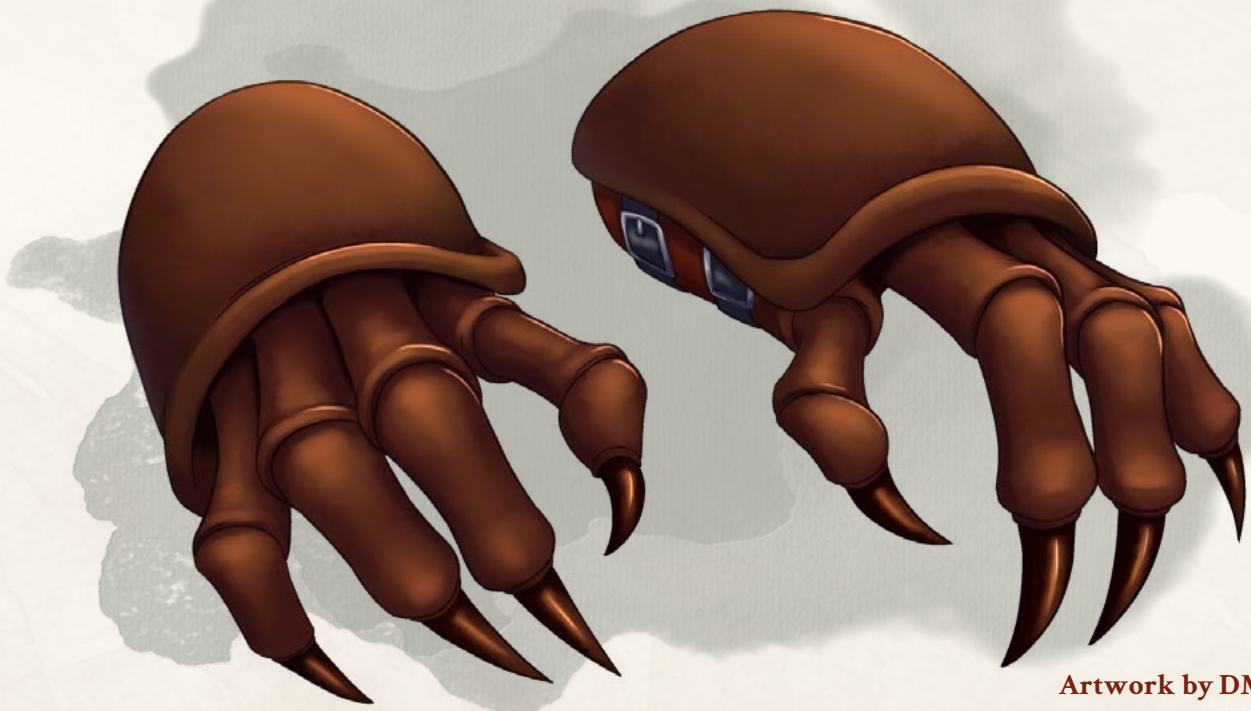




Artwork by DM Tuz

MAESTRO'S MONSTROUS ARMS: UMBER HULK

Funding expeditions into the Underground has produced some unexpected results. I had hoped to find valuable mineral deposits for future projects, put a bit of pazzaz and sparkle into an item, you know? It's amazing what a few precious gems will do for the price tag!

We couldn't use the official mining tunnels of course, what with annoying trespassing laws and all that, so I sent my prospectors and hunters down a few unmapped trails. Umber Hulks are known to dig through solid rock, they'd make the perfect miners if only their violent aggression towards anything not them wasn't so violent! And since they only eat meat what better way to find untapped minerals!

Unfortunately, the Umber Hulks numbers were, somewhat underestimated. Lost a good number of workers, worst of all the survivors didn't even find any gems! Bah! At least they brought back a lot of dead Umber Hulks ... Oh well, another day for Maestro. Better get to work!

- Maestro

Attunement Synergy. As these items are created from the same creature, attunement becomes easier; whenever you attune to an item of a set while you are already attuned to another item of the same set, the items share the same attunement and count as only one item towards the total number of items your character is attuned to.

UMBER SLASHERS

Weapons, rare (requires attunement, Umber Hulk Set)

This pair of brute claws count as a single magical item and must be attuned to and used together. As long as you are attuned to this set of claws, you can use them to dig and gain a burrowing speed equal to half of your movement speed. They count as a pair of simple weapons that deal an amount of slashing damage equal to $1d8 + \text{Strength} + \text{the number of total Umber Hulk items you are attuned to}$. As long as you are attuned to this pair of claws they have the light property. When you use these claws to dig, you leave behind a tunnel of half your size (simplified this means that if you for example use this item as a Medium creature, you leave behind a tunnel large enough for a Medium creature to squeeze through and for a Small creature to move through unhindered). While wearing these claws you cannot use somatic spell components, use tools, or wield other weapons with your hands.

If there's one thing the mighty Umber Hulk is known for it's the claws! Powerful tools of destruction and excavation, solid matter quivers before them! So I figured they'd make excellent weapons! Think of it! Strike with the might of a Hulk and burrow through solid rock with ease. No more silly tools like shovels and pickaxes. Hm, I should see if the mining guild would buy these in bulk...

Yes they may appear unwieldy and crude. you won't be writing poems or constructing tiny boats in bottles, and you technically can't remove them yourself without the aid of more dexterous hands. (note to self, make modified version to sell at prison yard.) But no one's going to make fun of your handwriting if you break their teeth in, or you can dig a nice deep hole where mockery can't hurt you anymore! (Scratch previous note, can't afford the lawsuit)



Artwork by DM Tuz

BEFUDDLING GOOGLES

Wondrous Item, rare (requires attunement, Umber Hulk Set)

As long as you are attuned to these glasses and wear them, you have a darkvision of 60 ft. (if you already have darkvision, your darkvision is extended by another 60 ft. up to a maximum of 120 ft.) and you are immune to the effects of any Umber Hulk's *Confusing Gaze*. While you are attuned to these glasses you can use an action to activate its confusing gaze in a 30 ft. cone. Each creature in the cone of your confusing gaze that can see you must succeed Wisdom saving throw or be under the effect of the *Confusion* spell until the end of your next turn, except that any creature that ends its turn and does not see you automatically succeeds its repeating saving throw. On your subsequent turns you can use an action to extend the duration of your confusing gaze until the end of your next turn, up to a total of 1 minute. The DC of your confusing gaze is equal to 12 + the total number of Umber Hulk items you are attuned to. Once you use your gaze you can't use it again until the dawn of the next day.

Admittedly, most of the work for this piece was provided by whatever dark forces allowed the spawning of the Umber Hulk, but I will take full credit for my improvement on the design! Through the miracle of me this item allows anyone wearing it to access the Umber Hulk's tremor sense.

Yes yes, I won't bore you with the technicalities and big words to elaborate how this amazing feat was possible without the need of flesh grafting or other mutagenic magics that those tree praising charlatans named druids use. It works! That's all you need to know!

If there is one other thing the mighty Umber Hulk is known for it is its befuddling gaze!

These fashionable glasses are a great improvement over the outdated goggles of night. Thanks to the organic oculars fused into the lens, oh no no it's not as gross as it sounds! There's just a second pair of lenses mounted upon the bridge! These allow you to make use of the creature's signature gaze to numb the minds of your foes, or easily escape unwanted conversations with your recently deceased prospector's mourning family.

SEISMIC ANTENNAE

Wondrous Item, rare (requires attunement, Umber Hulk Set)

While you are wearing this headgear and are attuned to it, you have a tremorsense of 20 ft., allowing you to detect the movement of creatures in contact with the same surface as yourself. Once per day you can use an action to empower this tremorsense for one hour, extending its reach to 40 ft. + additional 20 ft. for each Umber Hulk item you are attuned to, and allowing you to determine the thickness of walls within the area of your tremorsense. Once you use this action you can't use it again until the dawn of the next day.



HULKING CARAPACE

Scale Mail, rare (requires attunement, UMBER Hulk Set)

This is a magical scale mail armor that covers your body in a mighty carapace and has an amount of charges equal 2 + the total amount of UMBER Hulk items you are attuned to. During your turn you can awaken the UMBER Hulk's might dormant within the armor. When you make an ability check using your Strength you can expend one charge and gain advantage on the check, or when you hit with a melee weapon attack that uses your Strength, you can expend one charge to deal an additional dice of that weapon's damage. At the dawn of the next day you regain 1d4+1 charges.

You can't underestimate the carapace of the UMBER Hulk, naturally even a dimwit could look at these bodies and realize their natural exoskeletons make perfect shields. But I like to think one step further! Think, what is this carapace protecting? Beautiful cartilage and muscle!

Who says armor must only be used defensively? Introducing the UMBER Carapace! This armor is layered on the inside with organic mechanisms that allowed the UMBER Hulk to punch a hole through hapless prospectors that should have read the mission briefing more closely.

While you wear this armor you can briefly access the UMBER Hulk's brawn to perform even greater feats of physical prowess! As an additional bonus, this armor will make its wearing look deceptively ripped! Why hit up the training grounds when you can wear this armor?



UMBER HULK'S SMASHING CHARM

Charm, rare (Consumable)

Charm that when you use a weapon that deals bludgeoning or piercing damage to attack a structure made of stone (or a material of lesser hardness), you can smash a hole into it, creating a 10x10 ft. breakthrough that is 5 feet deep, this may cause you to break through a floor or a wall. After doing so the charm breaks.

Nothing establishes dominance more than an imposing entrance. No longer suffer the humiliation of doors and locks! With this handy charm the proverbial key to success is yours!

Place this charm upon a weapon like a hammer and take a big swing! Marvel at the destructive power of the umber hulk unleashed through your weapon as walls crumble before you.

Choose your own path and open the way to the respect of your peers, the umber smashing charm is now available in your magical retail shop or black market of your choice!



NEW MAGIC ITEM TYPE: CHARMS

Charms are a type of magic item that can be equipped on a character's person (or on a weapon or shield, if the charm specifies). A character must use an action to equip a magic charm and can only have one charm equipped at a time or cannot benefit from its effect. Each charm has a condition in which it will be automatically activated. After its activation the charm is no longer magical and breaks.