

Root Foot

November 18, 2022

Wondrous Item, common

This wooden foot is covered in a thin layer of bark with knobs on the top and small roots around the bottom. It has 3 charges per day, recharging on a long rest. When you expend a charge with an action, the roots extend into the ground. While so planted, you cannot move, but you have advantage on saving throws against being knocked prone. An additional root extends out from you up to 10 feet, and you can use your bonus action to attack a target within reach as a Wisdom attack causing 1d6 bludgeoning damage and must succeed on a Dexterity saving throw or be restrained by the root until you end the effect. A creature restrained by the root can use its action to make a DC 12 Strength or Dexterity check (its choice). On a success, it frees itself.

Nai's Quiver Leg

November 18, 2022

Wondrous Item, common

This wooden leg wrapped with hardened leather is larger on the inside than the outside and has a slot on the side that you can load with up to 100 arrows or bolts that can only be retrieved by you. If you want a specific arrow, it will always be the first one you grab.

Leg of Thunder

November 18, 2022

Wondrous Item, common

This dark marble foot with gold veins has 1d4 charges and recharges after a long rest. When you expend a charge by stomping on the ground, it casts the [Thunderwave](#) spell at first level. If you expend multiple charges at once, you can increase the casting level by the number of charges expended.

Foot of Stability

November 18, 2022

Wondrous Item, common

This wooden foot has a complex gyroscopic system of gears in the ankle and cleats on the bottom, providing stability to its wearer. You have advantage on all saving throws to avoid falling prone.