

## MAESTRO'S MONSTROUS ARMS: DISPLACER BEAST

Ah, the displacer beast! A pinnacle of predatory perfection, a beast unmatched in the art of the hunt, an illusory, unsavory, unstoppable killing machine the likes of which the natural world knows no equal! Not needing the likes of spells or illusions for its principle party trick- 'teleporting' from place to place as it hunts, it bends the light around it through clever natural processes to confound and confuse- admirable, isn't it?

Well, not admirable enough, I say! What good is a beast, no matter how clever, if you can't make it into something more useful than a stinking animal? Many artificers have tried their hand at making new implements of magic from these critters, but they're mere amateurs! To make the finest tools from such a specimen, you need the hand of a master- a Maestro, if you will- and I am the Maestro to put all others to shame!

Of course with my... usual batch of tamers bringing their typical hullabaloo, "They're difficult to hunt!" this and "Those things are dangerous!" that, and far too much "John lost an arm!" for my tastes, I had to pay extra- again- but the beautiful thing about a displacer beast is, being the paragon of beastly brutality they are, you can use just about every piece of the blasted thing for crafting new items!

Which is good- these things don't exactly grow like wild daisies, you know. I'd be out of business if they did!

- Maestro



Artwork by DM Tuz

### DISPLACING BOOTS

Wonderous item, uncommon (requires attunement)

A pair of dark blue colored leather boots are embroidered with threaded displacer beast fur as well as featuring Displacer Beast claws integrated at the tip of the boots' vamp.

When you are attuned to these boots you can choose to use them as an item interaction when you move. When you use the displacer beast leather boots, your movement is halved and your movement does not provoke opportunity attacks until the end of your turn. Additionally as long as you wear these boots survival checks to track your foot-prints are made with disadvantage.

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*The sinew and cartilage in the displacer beast's tentacles make for excellent weapon crafting components- after a good cleaning, of course- and there's no finer proof of it than this! Like a particularly saucy number you'd find in a red light district one of my employees would waste their money- and by that I mean MY money- in, the crack of this whip is sure to thrill- though for different reasons- or the same, I'm not your mother. With each crack, the thong of the whip seems to multiply, projecting images of itself that are sure to smart just as badly as the real thing- providing you don't whip yourself, of course. Which is nigh-impossible, I've personally improved the design, you'd have to be simple to manage to hit yourself!*



Artwork by DM Tuz

### DECEPTING WHIP

Weapon (whip), uncommon (requires attunement)

This magical whip was fashioned from the displacer beast's tentacle limbs while the tip of the whip was created from displacer beast ivory. This magical whip is a simple melee weapon. This weapon has 1 charge. When you make a melee weapon attack using this weapon, you can expend a charge to gain advantage on the attack. You regain one charge when you begin your turn and have not suffered any damage since the beginning of your last turn.

*It's hard to keep the displacer beast's unique quirk intact once you've worked its hide over this much, but Maestro does not shy away from such a task! As is so plain to see, these boots were worth the hassle, the style factor alone is off the charts! Why, you'd be no better served unless you had a pair of displacer leather loafers ... which is a note I'm going to write down ... now.*

*... Anyways, as I was saying. Merely wearing these shoes and walking a straight line will make your movement appear erratic, nigh impossible for a potential foe- or dance partner- to track. Shifting around in space all willy-nilly like that, you're less likely to be filled with the sorts of holes adventurers are usually filled with, but do take care: the process to cure these did take some of the pep out of them, and they only really work well at a slower pace.*



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Ah, the Dirlagraun Suit! A stunning ensemble that will make you the envy of any tussle! Available in a wide variety of patterns and cuts, with tassets and collar according to taste, this sleek getup comes in navy blue, royal blue, independence blue, blue steel, blue sky, midnight blue, robin's egg blue, and seafoam. As equally befitting a night on the town as a fight to the death, it goes with anything! Vests, undershirts, you simply cannot find a look it doesn't compliment- tailors all across the land are jealous of this one, dear customer, I made sure of it! There is NOTHING Maestro cannot accomplish in the world of crafting!  
... Oh, and it lets you do that whole ... 'displacing' thing, whatever.



Artwork by DM Tuz

### DIRLAGRAUN SUIT

*Magic Armor (any light), uncommon*

This smooth displacer beast leather suit is fashionably dark and is able to momentarily manifest the displacer beast's signature ability to allow you to avoid detection just in the nick of time.

This armor has one charge. You can expend a charge when you make a Dexterity (Stealth) check to add 1d6 to the result, expend a charge as a reaction when a creature that you can see makes a Wisdom (Perception) check made to see you to add 1d6 to your Dexterity (Stealth) check, or use a reaction when you see a creature making an attack against you to increase your AC by 1d6 until the beginning of your next turn. You regain a charge when one minute passed in which you took no damage.

### MAGIC ITEM TYPE: CHARMS

Charms are a type of magic item that can be equipped on a character's person and activated as an action. A character can have only one magic charm equipped and active at a time. Each charm has a condition in which it will be automatically activated. After it was used the charm is no longer magical and loses its properties or breaks.



Artwork by Mister Crowbar



Artwork by DM Tuz

### EYE OF THE DISPLACER BEAST

*Wondrous item (charm), rare (consumable)*

A shamrock-green cloudy gemstone dangles from the end of a short chain, meant to be easily attached to your person.

You can use an action to equip and activate the Displacer Beast's Eye as a charm. You can only have one charm equipped and active at a time. When you are subjected to an effect that would make you take half damage on a saving throw, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. The Eye of the Displacer Beast then breaks.

*You do remember when I said nearly every part of a displacer beast makes for some manner of useful magical item, yes? Sure, there are the staples: bones, skin, tendons, ligaments, skin, teeth, claws, other ... viscera and meat you can sell to culinary daredevils, but even then, there's more still to be used! Cartilage and marrow, melted down into a paste and then hardened- with a little green food coloring for pizzazz- and you have the 'eyes' ready to sell!*

*... Yes, it's a lie to call them the "actual eyes" but do you think "hardened moosh of the displacer beast" was going to sell better? No, of course not, that's why I'm rich and you're ... you.*