

## Miscellaneous Items

### Traps

#### Elemental Trap

**Cost:** ??? As an action, you place down the elemental trap within 5ft of you and speak the activation word, which starts glowing faintly as a sign of activity. If an elemental weaker than the trap's power and of the corresponding element moves over the trap, it will activate a trap that restrains the elemental. They must succeed a DC 14 Strength saving throw or be restrained. A restrained elemental may repeat its saving throw at the end of its turn, destroying the trap on a successful save.

### Armor Materials

Name	Source	Effect	In possession
Giant Spider Fur	Giant Spider	You have a +1 bonus to Athletics checks while you wear this armor.	X
Megapede Scaling	Megapede	You reduce Acid damage you take by 3 while you wear this armor.	X
Small Fire Elemental Core	Fire Elementals CR < 3	You reduce fire damage you take by 3 while you wear this armor.	
Small Earth Elemental Core	Earth Elementals CR < 3	You reduce slashing damage you take by 3 while you wear this armor.	Cobalt's Armor
Small Water Elemental Core	Water Elementals CR < 3	You reduce cold damage you take by 3 while you wear this armor.	X
Small Air Elemental Core	Air Elementals CR < 3	You reduce lightning damage you take by 3 while you wear this armor.	X

### Weapon Materials

Name	Source	Effect	
Small Fire Elemental Core	Fire Elementals CR < 3	When you cast a spell that deals fire damage, add 1/2 of your proficiency bonus to that damage.	
Small Earth Elemental Core	Earth Elementals CR < 3	Your bludgeoning weapon deals an extra 1 bludgeoning damage.	X
Small Water Elemental Core	Water Elementals CR < 3	When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.	X
Small Air Elemental Core	Air Elementals CR < 3	When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.	X

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