

SNEAKY GLOVES

Wondrous item, rare (requires attunement by a rogue)

The creature attuned to these gloves can make them walk or crawl on their fingers to travel around. They travel at a speed of 10 feet and use the operator's stats when making ability checks and saving throws. The gloves have advantage on Dexterity (Sleight of Hand and Stealth) checks.

The gloves go dormant if they take 10 damage, but require 40 more damage to be destroyed.