



# ZODIAC ITEMS

# ZODIAC ITEMS

## A STAR-POWERED ARSENAL

---

Beyond the earthbound realms of the Material Planes, a court of constellations rule the sky. Some revere these constellations as weavers of fate, drawing magic and wisdom from their guidance. Others insist they're merely clusters of stars, with no meaning beyond that which we assign them.

This title contains 23 items themed around the zodiac signs, to disperse throughout your worlds and inspire creations of your own.

### LIST OF MAGIC ITEMS

Carapace of Cancer  
Chains of Libra  
Cloak of Gemini  
Fleece of Aries  
Gemini Blades  
Greaves of Capricorn  
Helm of Aries  
Laurels of Virgo  
Mantle of Leo  
Pendant of Cancer  
Pisces Armor  
Quiver of Sagittarius  
Ring of Capricorn  
Sagittarius Bow  
Scales of Libra  
Scorpio Hide  
Shield of Leo  
Shield of Scorpio  
Spear of Scorpio  
Taurus Helm  
Trident of Pisces  
Vessel of Aquarius  
Virgo Spyglass

## ITEM DESCRIPTIONS

---

### CARAPACE OF CANCER

*Armor (hide), rare (requires attunement)*

This silver hide armor resembles the carapace of a crab, and is fashioned from an unusual alloy of metal and chitin. While attuned to this armor, you gain the following benefits:

- Your Armor Class is 16, unless it would otherwise be higher. You can use a shield to further increase this value.
- Your gauntlets are fashioned into crab claws. These claws have the *light* property and deal 1d4 bludgeoning damage. You have advantage on checks made to grapple creatures with these claws.

### CHAINS OF LIBRA

*Wondrous item (chain), very rare*

These copper chains are surprisingly heavy in your hands. As an action, you can hold the chains between your hands and cast the *dispel good and evil* spell on yourself once without the need for material components. While the chain is touching you, you don't need to maintain concentration on the spell, but losing contact with the chain will cause it to end early.

Once you use the chain in this way, you can't use it again until the next dawn.

### CLOAK OF GEMINI

*Wondrous item (cloak), rare (requires attunement)*

This yellow cloak is emblazoned with the glyph of Gemini. As an action, you can raise

the hood of the cloak and summon an illusory duplicate of yourself in an unoccupied space within 30 feet of you, which lasts for 1 minute, until your concentration is broken, or until dispelled as a bonus action.

Once on each of your turns, you can use your bonus action to move the duplicate up to your movement speed in any direction, though they cannot move into a space you cannot see or sense in any way. You can cast spells through your illusory duplicate, but you must use your own senses to do so. Finally, if your duplicate and your real form are within 5 feet of a creature, you have advantage on attacks made against that creature, as your illusion intercedes and distracts the target while you strike.

Once you use the cloak in this way, you can't do so again until the next dawn.

## FLEECE OF ARIES

*Armor (hide), legendary (requires attunement)*

This golden fleece is derived from a mythical golden-wooled winged ram, which was bestowed with an unrivalled divine majesty. While attuned to this hide, you gain the following benefits:

- You have a flying speed of 60 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. Additionally, you are immune to radiant damage.
- You have advantage on all Charisma (Intimidation) checks.

## GEMINI BLADES

*Weapon (scimitar), rare (requires attunement)*

These twin blades are forged from

enchanted quicksilver—one engraved with the name Pollux, the other Castor. They only reach their true potential when wielded together. You have a +1 bonus to attack and damage rolls made with these scimitars. Additionally, attuning to both of these scimitars only counts as attuning to a single magic item.

As a bonus action, you can clash these blades together and speak their command word to activate the blades. When activated, the blade Pollux deals lightning damage instead of slashing, and the blade Castor deals thunder damage instead of slashing.

***Blessing of Gemini.*** Two creatures born as twins can wield these blades as if they were a single creature, sharing attunement and the ability to activate the blades.

## GREAVES OF CAPRICORN

*Wondrous item (greaves), rare (requires attunement)*

These lead-lined greaves move with ease, despite their weight. While attuned to these greaves, you have a climbing speed equal to your walking speed.

Additionally, your feet are transformed into lead hooves, which are natural weapons, dealing 1d4 bludgeoning damage on a hit.

## HELM OF ARIES

*Wondrous item (helm), rare (requires attunement)*

This helm is bestowed with a pair of ram's horns, forged from twisted black iron. While attuned to this helm, you have proficiency in the Intimidation skill.

Additionally, while wearing this helm, you can invoke the blessing of Aries. As an action, you can cast the *command* spell once on a creature within range without the

need for material components. Once you use the helm in this way, you can't do so again until the next dawn.

## **LAURELS OF VIRGO**

*Wondrous item (circlet), rare (requires attunement)*

This laurel of silver leaves is empowered with all the wisdom and prudence of Virgo. While attuned to this laurel, your Wisdom score increases by 2, and your maximum for this score increases to 22.

## **MANTLE OF LEO**

*Wondrous item, very rare (requires attunement)*

This mantle, which includes a hood, a set of pauldrons, a brace around the neck, and a short cloak, is fashioned to resemble the golden mane of a lion. While attuned to this mantle, you are immune to being frightened.

Additionally, while wearing the mantle, you give off an aura of courage. Any friendly creature within 10 feet of you is also immune to being frightened.

## **PENDANT OF CANCER**

*Wondrous item (pendant), rare (requires attunement)*

This silver pendant is carved with the likeness of a crab, the symbol of Cancer. While attuned to this pendant, you have proficiency in the Insight skill.

Additionally, this pendant bestows you with the empathic clarity of Cancer. As an action, you can touch the pendant and cast the *calm emotions* spell on a creature or creatures within range. Once you use the pendant in this way, you can't do so again until the next dawn.

## **PISCES ARMOR**

*Armor (scale mail), rare (requires attunement)*

This armor is fashioned from the scales of some colossal fish, and retains some of its deep essence. While attuned to this armor, you gain the following benefits:

- You can breathe both air and water.
- You have a swimming speed equal to your walking speed.
- You can speak to aquatic creatures, though they cannot speak back. This trait does not bestow any special intelligence to these creatures, nor does it curry you any particular favor with them.

## **QUIVER OF SAGITTARIUS**

*Wondrous item (quiver), rare (requires attunement)*

This quiver is lined with tin plates and embellishments, and emblazoned with the sigil of Sagittarius. For every hour you spend attuned to this quiver, it creates one arrow, fashioned from a flickering blue flame. The quiver can store up to twelve arrows, after which it ceases making arrows until its existing supply is diminished.

Ranged weapon attacks made with these arrows deal fire damage instead of piercing damage. The arrows disappear a few seconds after hitting or missing a target.

## **RING OF CAPRICORN**

*Ring, uncommon*

This lead ring is fashioned into the shape of a hoof, and is surprisingly heavy in your hands. While wearing this ring, you have advantage on saving throws made to resist

being knocked prone.

## **SAGITTARIUS BOW**

*Weapon (longbow), very rare (requires attunement)*

This longbow is fashioned from blue tin, and when it makes a rare appearance, it is almost always in the hands of a centaur. You have a +2 bonus to attack and damage rolls made with this longbow.

When you draw the string of this bow as part of a ranged weapon attack, you can cause it to create an arrow fashioned of flickering blue flames, negating the need for ammunition. These arrows deal fire damage instead of piercing damage.

If you are attuned to a *quiver of sagittarius* when using this bow, the quiver produces its arrows instantly. These special arrows deal 2d8 fire damage and ignore resistance or immunity to fire damage, but only when used with this bow.

## **SCALES OF LIBRA**

*Wondrous item (scales), rare*

These copper scales are fashioned into the shape of rose petals, and discern weight with extreme precision. The scales have 5 charges. As an action, you can expend a charge to cast the *detect evil and good* spell or the *protection from evil and good* spell. The latter spell can only be cast on yourself when cast in this way.

The scales regain 1d4 + 1 charges daily at dawn.

## **SCORPIO HIDE**

*Armor (hide), rare (requires attunement)*

This chitinous hide is ribbed with steel bars, and has a long cloth tail that narrows into a scorpion-like bulb. While attuned to this

hide, you have advantage on saving throws made to resist being poisoned, and resistance to poison damage.

## **SHIELD OF LEO**

*Armor (shield), rare (requires attunement)*

This shield is fashioned into the roaring face of a lion. You have a +1 bonus to Armor Class while wearing this shield. This bonus is in addition to the regular bonus granted by using a shield.

As an action, you can raise the shield and cause it to let out a dread-imposing roar. Any creature within 30 feet that can hear the roar must succeed on a DC 14 Wisdom saving throw or be frightened of you for 1 minute. A frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. If you are attuned to the *mantle of leo*, the difficulty of this check increases to 16.

Once you use the shield in this way, you can't do so again until you finish a long rest.

## **SHIELD OF SCORPIO**

*Armor (shield), rare (requires attunement)*

This steel shield is emblazoned with a curling scorpion, and carries a sense of menace and lethality. You have a +1 bonus to Armor Class while wearing this shield. This bonus is in addition to the regular bonus granted by using a shield.

Additionally, this spear has a bladed edge, and can be used as a weapon. It has the *light* and *thrown* (20/60) properties, and deals 1d6 slashing damage on a hit. If you are also attuned to the *scorpio hide*, it deals an additional 1d6 poison damage to any target it hits, as its edges drip with a lethal venom.

## **SPEAR OF SCORPIO**

*Weapon (spear), rare (requires attunement)*

This steel spear has a barbed tip, and resembles the bulb of a scorpion's tail. You have a +1 bonus to attack and damage rolls made with this spear.

As a bonus action, you can speak this spear's command word to cause it to drip with venom. While activated in this way, it deals an additional 1d6 poison damage to any target it hits. If you are attuned to the *scorpio hide*, this additional damage increases to 2d6.

## **TAURUS HELM**

*Wondrous item (helm), very rare (requires attunement)*

This copper helm has a pair of front-facing horns, resembling those of a mighty bull. While attuned to this helm, your Strength score increases by 2, and your maximum for this score increases to 22.

Additionally, if you move 15 feet or more in a straight line before making a melee weapon attack against a creature, that creature must succeed on a DC 15 Strength saving throw or be knocked prone.

## **TRIDENT OF PISCES**

*Weapon (trident), rare (requires attunement)*

This trident is fashioned from blue tin, and shimmers like the scales of an ethereal fish. You have a +1 bonus to attack and damage rolls made with this trident.

The trident has 3 charges. As an action, you can expend a charge to cast the *control water* spell on a body of water within range. If you lose contact with the trident while concentrating on this spell, it ends immediately.

The trident regains 1d3 charges daily at dawn.

## **VESSEL OF AQUARIUS**

*Wondrous item (decanter), rare*

This clay vessel has the symbol of Aquarius carved into its face, and it always feels as if it were half full of water. The vessel has 5 charges. As an action, you can expend a charge to cast the *create or destroy water* spell. If you are destroying water, you must touch the vessel to the water to do so, submerging it if you can. Water created by this spell pours from the mouth of the vessel.

The vessel regains 1d4 + 1 charges daily at dawn.

## **VIRGO SPYGLASS**

*Wondrous item (spyglass), very rare*

This spyglass is fashioned from enchanted quicksilver, and marked with the symbol of Virgo. As an action, you can hold the spyglass up to your eye and cast the *scrying* spell on yourself, using the spyglass as the spell's material component. The visions shown to you by the spell appear through the spyglass, which can be seen by other creatures should they take and look through the spyglass. The spell ends if the spyglass is collapsed, or if the creature that initially activated it loses concentration.

Once you have used the spyglass in this way, you can't do so again until the next dawn.