

LOCKCRAWLER



Rare Tiny Construct
Requires proficiency with 'Thieves' Tools'

Tiny Thief. This arcane powered bug is able to unlock most mechanical locks without effort. You can spend a bonus action to activate it and order it to do so. The crawler has a movement of 10ft, 5hp and is able to climb vertical surfaces, it can not carry anything.

When unlocking a lock, roll a d20. On a 1 the crawler makes a fatal mistake and gets crushed by the lock mechanism, any subsequent rolls to attempt to pick this lock are made with disadvantage.

If the lock has a DC of 20 or higher you roll with disadvantage.

If the lock has a DC of 30 or higher a 2 also causes a fatal mistake.

GAPCLOSER 2000



Damage: 1d4-1 (2x)
Range: 50ft (Both ways)

Tightrope. As an action you lift the Gapcloser 2000 overhead and shoot 2 bolts attached to a 50ft steel wire in opposite directions. Make a ranged attack roll for both bolts. On two successful hits you can hold on to the device and use your movement to travel between the two points at 50ft per round. As a bonus action you can make the device detach and reel in both bolts. If you hit a creature with one of the bolts it can release itself by making a successful Strength saving throw (DC 10).

When shooting at a material you can add a +2 bonus to your attack roll. Refer to the AC's below to determine whether you hit or miss.

MATERIAL AC'S

Material	AC
Crystal, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19

Common Wondrous Item

BLACK MARKET EXCHANGE CHEST



Rare Wondrous Item

Unknown Buyer. You can place items in this chest, before you close the lid you can speak a command word and state an amount of gold that you expect in return. If you close the box without stating an amount it is considered to be 0. The lid slams down and the clasped ribbon magically seals it for 24 hours. After this duration you can open the chest if the contents have been bought requested. If the price has not been paid you find your items inside untouched. You do not know who buys these items or why they buy them.

Interdimensional Space. The opening of the chest is 2ft by 3ft. The interior of the chest however can expand to a 10ft cube. The chest can not close if any living creature is inside of it. Any spells cast inside of the chest have no effect.

COINBOX OF HOLDING



Common Wondrous Item

Piggy Bank. This magically enchanted coin box has an extra-dimensional space in which it can store up to 50 000 coins of any type in any combination. Coins can be stored into the box using the slot on top. The box is sealed shut but can be opened by speaking a command word, revealing the amount of currency wanted. When opened the interior of the box is as deep as required to fit all the coins that will be taken from it.



WAYFINDER

WAYFINDER

Uncommon Longsword (Martial, Versatile)

Damage. 1d8+1 (1d10+1) Slashing

Etched and Honed. You receive a +1 bonus to Attack rolls made with this weapon.

Wanderer of the Wild. When attuned to this sword you gain a +2 bonus to Intelligence (Nature) and Wisdom (Survival) checks.

Compass. On the Material Plane you can place this sword on the ground and speak a command word that causes the sword to slowly spin until it points towards the north. If you do the same on any other plane the sword points towards the closest portal back to the material plane (if there is one).

Binding the Beacon. To bind a beacon to a person they must hold it in their left hand and speak a command word. Binding to a beacon does not count towards attuned items.

Split the Party. When placed on a map you can speak a command word which causes these tiny constructs to light up and hover over the place where the person it is connected to is currently located. If there are multiple people in one location they hover above each other. If they are not anywhere on the map the beacon lies still on its side.

These beacons work best on detailed maps but can also give a general position on crudely drawn maps. If you draw a map (for example on the ground) it needs to have at least 3 points of reference and be enclosed by a rectangular edge.

Aquatic Booster Boots. These boots propel you forward when you are underwater. You receive a +10ft bonus on your swimming speed.

Liquid to Solid. As a bonus action you can activate these boots to walk on any surface of water as if it were solid ground. If you decide you want to swim, you can spend a bonus action to deactivate the boots.

If the body of water has waves you may have to make a Dexterity saving throw to keep yourself steady. The DC for this saving throw depends on the intensity of the waves and is at your GM's discretion. If you fail the save the boots deactivate and you fall down into the water.

Sock-mall. When a sock teleports it also teleports objects that are inside of it. Creatures or parts of creatures do not get teleported but instead remain in their original place as the sock disappears.

When the socks are more than 10 miles apart or are on different planes, one automatically teleports to within 5ft. of the other.

Flip a coin to determine which sock teleports.

The enchantment can be blocked by Antimagic fields.

With Divination magic. When you are wearing one of these socks you always know exactly where the other is if it is within 10 miles of you.

The enchantment can be blocked by Antimagic fields.



MAP BEACONS

MAP BEACONS

Uncommon Wondrous Item

Waterwalkers. As a bonus action you can activate these boots to walk on any surface of water as if it were solid ground. If you decide you want to swim, you can spend a bonus action to deactivate the boots.

If the body of water has waves you may have to make a Dexterity saving throw to keep yourself steady. The DC for this saving throw depends on the intensity of the waves and is at your GM's discretion. If you fail the save the boots deactivate and you fall down into the water.

Aquatic Booster Boots. These boots propel you forward when you are underwater. You receive a +10ft bonus on your swimming speed.



WATERWALKERS

WATERWALKERS

Uncommon Wondrous Item

Socks of Finding. This pair of socks is enchanted with Divination magic. When you are wearing one of these socks you always know exactly where the other is if it is within 10 miles of you. The enchantment can be blocked by Antimagic fields.

When the socks are more than 10 miles apart or are on different planes, one automatically teleports to within 5ft. of the other.

Flip a coin to determine which sock teleports.

Sock-mall. When a sock teleports it also teleports objects that are inside of it. Creatures or parts of creatures do not get teleported but instead remain in their original place as the sock disappears.



SOCKS OF FINDING

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Uncommon Wondrous Item

Waterwalkers. As a bonus action you can activate these boots to walk on any surface of water as if it were solid ground. If you decide you want to swim, you can spend a bonus action to deactivate the boots.

If the body of water has waves you may have to make a Dexterity saving throw to keep yourself steady. The DC for this saving throw depends on the intensity of the waves and is at your GM's discretion. If you fail the save the boots deactivate and you fall down into the water.

Aquatic Booster Boots. These boots propel you forward when you are underwater. You receive a +10ft bonus on your swimming speed.



SPIKES OF ALARM

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Uncommon Wondrous Item

Alarm. These spikes can easily be placed in soft ground without any tools. Placing a spike in rock or wood requires a tool like a hammer or you may choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Single Spike. As an action you can place a single spike and speak a command word to activate it. If any creature comes within 10ft of the spike the alarm is triggered.

Boundary of Spikes. You can place multiple spikes in a 200ft radius, meaning each spike has to be within a 200ft range of all the other spikes. You can speak a command word to link them together. Whenever a creature crosses the perimeter line between two spikes the alarm is triggered.



KINDLESPARK WAND

KINDLESPARK WAND

Uncommon Wand

Adventurer's Campfire Starter. As an action you can create a magical campfire in a spot on the ground that you can see within a 30ft. range. The campfire fills a 5ft cube and ignites flammable objects in its area that aren't being worn or carried.

The fire lasts for 8 hours or until dismissed with the wand. Only one magical campfire can be active at a time and you can create a campfire in this way 3 times per day.

Any creature that is in the space of the campfire when it is created must succeed on a Dexterity saving throw (DC 10) Or take 1d6 Fire damage. A creature must also make the saving throw when it moves into the campfire's space for the first time on a turn or ends its turn there.



REMEDIAL BUCKET OF FROST

REMEDIAL BUCKET OF FROST

Rare Wondrous Item

Cold Shower. Any water you put in this bucket is instantly cooled to an icy cold temperature. When the bucket is filled with water you can tip it over your own head or that of another creature as an action. When drenched with the water it heals all diseases and removes the following conditions: Paralyzed, Petrified and Stunned.



PURIFYING WATERSKIN

PURIFYING WATERSKIN

Uncommon Wondrous Item

Cleansing Enchantment. This waterskin can hold up to 3 liters (100 fl oz.) of liquid. All nonmagical drink that has been within this waterskin for at least 10 minutes is purified and rendered free of poison and disease.



FUZZY TEDDY

FUZZY TEDDY

Common Wondrous Item

Soft, Warm and Fuzzy. This teddy has been enchanted to always feel warm to the touch. Cuddling the teddy is extremely comforting. It is often used to comfort distressed children in situations of extreme panic.

Keeper of Secrets. Teddy is a great listener. You can tell all your secrets to Teddy, he's never going to tell anyone.



NOMAD'S SATIN SCARF

NOMAD'S SATIN SCARF

Common Wondrous Item

Portable Shelter. When you put this scarf on the ground and speak its command word, the fabric magically expands and transforms into a tent. The tent is 10ft by 10ft and can comfortably fit 3 medium creatures in it. It withstands all but extreme weather conditions and the temperature inside is always comfortable. You can speak the command word again to transform it back into a scarf.

The tent has 5 hit points, when it is reduced to 0 hit points it automatically transforms back into a scarf. The scarf can't transform back into a tent for 24 hours after this happens. Creatures that are inside the tent when it transforms back are not harmed in any way and remain in their positions. If the command word is spoken whilst the scarf is being worn, nothing happens.



LUXURIOUS SATIN BEDROLL

LUXURIOUS SATIN BEDROLL

Common Wondrous Item

Comfortable Climate. The interior of this thin bedroll is always at the perfect temperature to sleep no matter which climate you are in. However, the soft pillows and fabrics of the bedroll do not protect you against extreme heat (fire damage) or extreme cold (frost damage).

Well Rested. When sleeping in this bedroll during a long rest you regain one extra hit die on top of the usual you regain.



BEAUTY SLEEP MASK

BEAUTY SLEEP MASK

Uncommon Wondrous Item

Deep Sleep. When you sleep or take a nap with this mask on during a short or long rest, you receive a -3 penalty on your Passive Perception and any Wisdom (Perception) checks you make. **Looking Refreshed.** When you wake up after this sleep you receive a +2 bonus on any Charisma (Persuasion) checks you make. This bonus lasts for one hour after a short rest or 16 hours after a long rest.

TOTEM OF TONGUES



TOTEM OF TONGUES

Uncommon Wondrous Item

Only usable by a Druid or Warlock

Sharp Tongue. As a ritual (10 minutes) you can cast the spell Tongues using this totem. The creature you touch has the ability to understand any spoken language it hears for 1 hour.

Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says. You can use this feature twice every 3 days.

IKRIAN GLOVES



IKRIAN GLOVES

Uncommon Gloves

Requires attunement

Herbologist's Fingers. These gloves grant resistance against Poison and Necrotic damage. Furthermore, when wearing these gloves you receive a +5 bonus on any rolls made that include making use of a Herbalism kit.

EARRING OF WHISPER



EARRING OF WHISPER

Uncommon Wondrous Item

Jenga. This enchanted earring can send and receive the Message spell to and from other connected earrings within 500 ft. To send a message the wearer must activate the earring by touching it. The earring will always passively receive messages. If the receiver is out of range they will hear nothing.

Can you hear me now? Earrings can be connected by physically holding them together for 10 minutes, this connection is broken if both earrings are not within a 5 mile radius of each other for at least a week.

Features and concept credits to Critical Role and Matthew Mercer

QUILL OF LIES



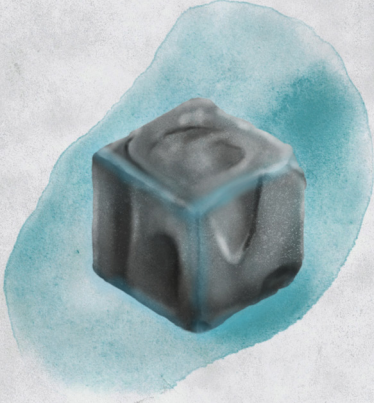
QUILL OF LIES

Uncommon Wondrous Item

Liar's Scripture. Messages written with this quill are only truly legible by the person(s) it is addressed to. Other creatures read a similar message with faltered details. For anyone but the intended receiver any numbers, dates, locations and names are all completely false.

A creature that uses its action to examine the writing can determine that it is an Illusion with a successful Investigation check DC18. If a creature discerns the Illusion for what it is, the creature can see through falsehood of the writing. A creature can only attempt to analyze a message if it is in a language they are familiar with.

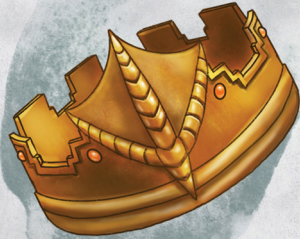
Lie Detector. When you put this quill on top of a surface with writing on it you can speak a command word which causes it to hover over the surface and encircle any lies. It only circles parts which were knowingly written down as falsehoods. It will tap around the edge of the surface if the message was written in Liar's Scripture or is obscured by any other type of Illusion.



PORT-A-BOULDER

Strange Stone. This 1 inch cube of stone weighs next to nothing but it looks like it is very dense. It has a weird dim blue glow to it. When it touches any type of earthen surface of at least 5ft by 5ft it rapidly expands to a 10ft cube of solid rock. Any creatures in the 10ft cube are pushed outward and take 1d10 Bludgeoning damage. The 10ft cube boulder weighs 1500 lbs and does not glow.

The rock instantly returns to it's original size when it is no longer in contact with an earthen surface. Alternatively it can be returned to it's smaller state by speaking a command word which will make it shrink back to size over the course of 1 minute.



TINY DUCK CROWN

Legacy of Karl. When attuned to this bracelet you gain +1 Wisdom. Every day at dawn, roll percentile dice, if it is lower than 50 nothing happens if it is 50 or higher all ducks in a 1 mile radius around you come to you within the next 10 minutes and follow you around until midnight. Your DM rolls a number of d8's to determine how many ducks follow you for the coming day.

Example to determine the amount of d8's. Natural duck habitat (e.g. Forest) • 4d8 Unlikely habitat (e.g. Mountains) • 2d8 Highly unlikely habitat (e.g. Nine Hells) • 1d8

King of Ducks. By speaking a command word ('Bird') 5 ducks will assist you in your current task. You gain advantage on your next roll. You can use this feature until all ducks have assisted you (total amount of ducks divided by 5) The ducks leave you after assisting. The ducks can not attack. They have 1hp and an AC of 5.

TINY DUCK CROWN

Uncommon Wondrous Item
Requires attunement



CORNUCOPEIA OF THE HARVEST

Healthy Diet. As an action you can make this Cornucopia fill and overflow with enough vegetables and fruits to sustain 5 people for a whole day. This feature can be used only once per day.

Bountiful Harvest. Once per year you can cast the spell Heroes Feast using this item.

CORNUCOPEIA OF THE HARVEST

Uncommon Wondrous Item



GOODBERRY SAPLING

Seed of the Feywild. You can plant this sapling in any type of fertile ground. Over the course of a few days a bush roughly the size of a 5ft cube grows. The bush grows Goodberries which have the exact same properties as stated in the spell Goodberry.

Healthy Harvest. Goodberries grow 1d6 days after planting the sapling. Every day 1d4 berries grow on the bush to a maximum of 20 berries. When a berry has been plucked it lasts for 24 hours after which it loses it's properties. If all the berries are picked from the bush, roll a d20. On a 1 the bush will no longer grow any berries. The berries will only start growing again if the bush is watered with water from the Feywild.

GOODBERRY SAPLING

Uncommon Wondrous Item



CHROMATIC COLLAR

CHROMATIC COLLAR

Rare Wondrous Item

Dragon's Resistance. The wearer of this item can roll a d6 after a long rest to receive one of the following effects which lasts until they finish another long rest. If the item is removed or destroyed, the effect vanishes.

CHROMATIC RESISTANCES

d6 Effect

- 1 Acid resistance
- 2 Poison resistance
- 3 Fire resistance
- 4 Lightning resistance
- 5 Cold resistance
- 6 +1 AC and one resistance of choice from the list



KOBOLD'S LUCKY TOOTH

KOBOLD'S LUCKY TOOTH

Common Wondrous Item

Lost and Found. Every day at any time you can roll a d4. You somehow find this amount of gold coins. These coins can be found in your pocket, bags or inventory. (You probably forgot about them). Sometimes you find them in your surroundings, some extra coins in the loot you find or just in the mud on street right outside of the tavern you've been staying in. You can use this feature only once per day.



COIN OF DRACONIC LUCK

COIN OF DRACONIC LUCK

Uncommon Wondrous Item

Dragon's Bargain. Before making an Ability check or an Attack roll you can flip the coin as a bonus action. Flip any coin, on a heads you receive a +2 bonus on the roll, on a tails you suffer a -2 penalty on the roll. If you do not have a coin, roll a d4 instead. 1 or 2 is heads, 3 or 4 is tails. You can use this feature 3 times per day. If you receive 3 penalties in a row on a single day, roll a d20. On a 1 the coin cracks in two and loses all magical capabilities.



DRAGON SATCHEL

DRAGON SATCHEL

Rare Wondrous Item

Essence of the Dragon. You can fill this small satchel with two handfuls of one of the materials listed below. Over the course of 24 hours the material turns to a fine crystal powder. You can use an action to throw one handful of powder. The powder erupts in a 10ft cone. All creatures in it have to make a Dexterity saving throw (DC15). On a fail they take 3d4 damage, on a successful save they take half damage. The damage type depends on the original material. Doing this twice empties the satchel after which you can fill it with new material.

Different materials turn into different colors of powder with different effects.

Ash, red powder, deals Fire damage.

Sand, yellow powder, deals Lightning damage.

Grass, green powder, deals Acid damage.

Snow, blue powder, deals Cold damage.

Leaves, purple powder, deals Poison damage.

HAND WRAPS OF THE GATHERING STORM



HAND WRAPS OF THE GATHERING STORM

Rare Wondrous Item
Requires attunement by a Monk
Damage. (Unarmed Strike) + 1 Bludgeoning
Fast as Lightning. You gain a +1 bonus on attack rolls and damage rolls when making Unarmed Strikes whilst wearing these hand wraps.
Electrifying. These hand wraps can hold 10 charges. You can expend 5 charges whenever you make unarmed strike to deal an extra 2d4+2 Lightning damage. You gain one charge on every (non-electrified) unarmed strike you land on a hostile creature. You gain two charges when you land a critical hit. The charges deplete to 0 when you have not hit a hostile creature in 10 minutes.

GLOVES OF THE VERDANT SENTRY



GLOVES OF THE VERDANT SENTRY

Rare Wondrous Item
Requires attunement by a Monk
Reinforced Gloves. You receive a +1 bonus on all Attack and Damage rolls for Unarmed strikes.
Clasp of Protection. As a reaction you can clasp the half-shields on these gauntlets together. Until the start of your next turn, you have a +2 bonus to AC. (Including versus the triggering attack). You also take no damage from Magic Missile. You can use this feature 3 times per long rest.
Broken Seal. When you attack on the turn after you have used the Clasp of Protection, you deal 1d4 extra Force damage on the first unarmed strike you make with each gloved hand.

SAPPHIRE CLAWS



SAPPHIRE CLAWS

Rare Fist Weapon (Finesse, Light)
Requires attunement by a Barbarian, Druid, Fighter or Monk
Damage. (Unarmed Strike) + 2 Slaying
(This damage is considered Magical.)
Cave Climber. You gain a climbing speed equal to half your movement speed whilst attuned to these claws and gain a +1 bonus to any Strength (Athletics) checks when trying to grapple a creature.
Crystal Shaper. Whilst attuned to these claws you gain access to the cantrips Mold Earth and Light.
Sapphire Synthesis (Curse). The moment you attune with these clawed gauntlets the bands tighten around your arms and suddenly you feel your fingertips turn cold and harden as your hands become one with the weapon. Nothing short of a Wish spell will make you able to remove the gauntlets from your hands.

ARM OF THE FIRE GENASI VETERAN



ARM OF THE FIRE GENASI VETERAN

Rare Wondrous Item
Requires attunement
Renewed Strength. Whilst attuned to this prosthetic you receive a +2 bonus on your Strength score. Additionally, any unarmed strikes you make with this arm also receive a +2 bonus on the damage roll.
Fireproof. You receive no damage whenever you touch or hold something with this arm that would otherwise deal fire or cold damage.
Blistering Grip. Once per day you can cast Heat Metal (3rd level) on the hand of this arm. This requires no concentration and lasts for 1 minute.
Bonding Process. To bond to this arm, it requires you to have an amputated arm (either at the elbow or upper arm) to function. The arm will not function if it is attached in any other way.



L'ARCANIA #23

#23. Whilst wearing this lipstick you gain a +1 bonus on every Ranged and Melee Spell Attack rolls with a Verbal component. If you know the Charm Person spell and you cast it whilst wearing this lipstick the Wisdom saving throw DC is increased by 2.

30 seconds to apply this lipstick after which the effects last for 8 hours or until it is removed. You can use this lipstick 15 times before it is completely used up.

Because Thou Art Worth It. It takes about *Uncommon Wondrous Item*

L'ARCANIA #23



SONG

Charming. You can use this rapier to cast Charm Person. The target has to make a Wisdom saving throw with advantage if you are currently fighting it, or it becomes charmed by you until the spell ends or someone in your party harms it. It will know it has been charmed when the spell and Dance in one round, you deal an extra 2 Piercing damage with the weapon you attack with last.

Song and Dance. When you make successful attacks with both Song (the rapier of this set) and Dance in one round, you deal an extra 2

Two of a Kind Attunement to both Song and Dance counts as a single attunement as they are a set.

Damage. 1d8+1 Piercing

Rare Rapier (Finesse, Light)
Requires attunement



DANCE

Choreography of Returnings. As a bonus action you can call back Dance to your hand, it flies in large loops, twirls and spins through the air. It dodges and weaves past any objects in its path. You can use this feature up to a range of 200ft

Song and Dance. When you make successful attacks with both Song (the rapier of this set) and Dance in one round, you deal an extra 2 Piercing damage with the weapon you attack with last.

Two of a Kind. Attunement to both Song and Dance counts as a single attunement as they are a set.

Damage. 1d4+1 Piercing

Rare Dagger (Finesse, Light, Ranged, Thrown)
Requires attunement



WARLUTE

Chord of Valor. As an action you can strike a special chord on the warlute. One creature of your choice has advantage on their next roll. You can not use this feature on yourself and a creature can only be affected by it once per long rest. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

Rhythm of Battle. Whenever you grant someone Bardic Inspiration the die receives a +1 bonus. If you inspire an ally in the same turn as you make a successful weapon attack against a creature using this lute the inspiration die receives a +2 bonus instead.

Blade Damage. 1d6 Slashing

Crossbow Damage. 1d6 Piercing

Crossbow Range. 30/90

Rare Lute
Requires attunement by a Bard and proficiency with Lutes

WARLUTE

VIOLIN OF THE AFTERLIFE



VIOLIN OF THE AFTERLIFE

Rare Violin
Language of the Dead. A bard casting spells against any Undead creature using this instrument makes all spell attack rolls with advantage.
Shirk of the Afterlife. As an action you can play a succession of notes on the violin that cause a mist of black smoke to erupt from the violin. The mist takes the form of a face and shrieks a terrifying scream.
 Every creature you choose within 30 feet of you must succeed on a Wisdom saving throw (DC15) or be frightened of you. The creature can repeat its Wisdom saving throw at the beginning of its turn if it does not have a line of sight on you. A frightened creature has disadvantage on all Ability checks, Attack rolls and can't willingly move closer to you. You can use this feature only once every 3 days.

DELILAH



DELILAH

Very Rare Light Crossbow
Damage. 1d8+2 Piercing
Range. 80/320ft
My Dearest Delilah. You gain a +2 bonus on any Ranged attack rolls made with this crossbow.
Heartseeker. Before you attack a creature you can whisper a command word that magically enchants the next bolt you fire. You make the Ranged attack roll for this bolt with advantage. The bolt flies around any corners and ignores all cover. You can do this once per day.

WILLOW'S WHISPER



WILLOW'S WHISPER

Uncommon Flute
Requires proficiency with Flutes
Melody of the Willow's Bark. Once per day (as an action) you can play a soft song on this flute, laced with the healing essence of the willow's bark. Anyone within a 30ft radius that can hear you play receives 1d8+2 healing. This song also cures most fevers and relieves pain.
Way of the Willows. Once per week you can cast the spell Tree Stride. You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this ability once per round for the duration. You must end each turn outside a tree.

JADE XIPHOS



JADE XIPHOS

Uncommon Shortsword (Martial, Finesse, Light)
Damage. 1d6+1 Piercing
 rolls made with this weapon.
Shards of Glass. If exposed to more than 30 points of Force or Thunder damage the blade violently vibrates itself into pieces. If the blade is stuck in a creature the shards deal 6d10 Piercing damage. The sword itself is destroyed beyond repair in the process. A skilled bard might also be able to shatter the sword by singing a high note with a successful Charisma (Performance) check (DC 25).



HOOD OF THE DRAGON TURTLE

Rare Wondrous Item
Requires attunement

AC +1

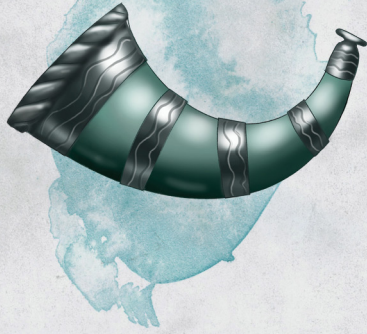
HOOD OF THE DRAGON TURTLE

Fortitude of the Deep. When you are attuned to this hood you gain a +4 bonus on your Constitution score and your maximum Constitution score is raised to 22.

Dark Ocean Ancestry. You gain Darkvision up to 120ft. Additionally you can breathe underwater.

Steam Breath. As an action you exhale steam in a 20ft. cone. Each creature in that area has to make a Constitution saving throw (DC 18). Taking 2d8 fire damage on a failed save or half as much damage on a successful save. The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level. You can not use this feature again until you finish a short or a long rest.

Being underwater doesn't grant resistance against this damage.



WAVECALLER

Rare Horn

WAVECALLER

Song of the Sea. When sounding this horn at sea (or on an ocean) a gentle wave pushes your vessel forward, increasing the maximum speed of the vessel by 1 mile per hour for 12 hours.

Fog of War. Once per day, as an action you can cast the Fog Cloud spell. A 60-foot-radius sphere of fog appears within 120 feet of you until a wind of at least 10 miles per hour blows it away, or until the spell ends. The fog is centered on a point you choose, spreading around corners and heavily obscuring the area it fills.



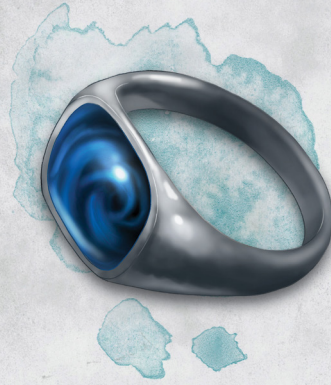
MERFOLK BLADE

Rare Scimitar (Martial, Finesse, Light)

MERFOLK BLADE

Watershifter. You receive a +2 bonus on Attack rolls for this weapon. Additionally, attacks you make underwater with this weapon are not made with disadvantage.

Cruel Wound. A critical hit made against a creature with this serrated weapon causes a (1) Necrotic damage every round at the start of their turn for one minute, or until they are healed or make a successful Wisdom (Medicine) check (DC15). This effect does not work on Undead or Constructs that lack any sort of blood or ichor.



WRATH OF THE TEMPEST

Rare Wondrous Item
Requires attunement by a Cleric, Druid, Sorcerer or Wizard

WRATH OF THE TEMPEST

Stormcloud. Once per day you can use an action to cast Call Lightning (4th level) using this ring.

At Home in the Storm. Any creature attuned to this ring gains a +1 bonus to their Constitution score. If the attuned creature is a Tempest Cleric they also receive a +1 bonus on their Wisdom score. If they are a Storm Sorcerer they receive a +1 bonus on their Charisma score.

Only one of these last two bonuses apply in case of multiclassing, it will always be the class the creature had first or has the most levels in. If this is unclear choose the highest score. If it's an even score choose one of the two options.

MAIL OF THE RIVERLANDS



MAIL OF THE RIVERLANDS

Common Scale Mail (Medium Armor)
Requires attunement

AC 14

Scales of the Trout. This armor does not weigh you down in water and even makes you a more potent swimmer. Your movement speed when swimming is not halved. Additionally you make Strength (Athletics) checks for swimming with advantage.

WARDEN'S HAMMER OF LIFE



WARDEN'S HAMMER OF LIFE

Rare Warhammer (Heavy, Martial)
Requires attunement

Damage. 1d8 (1d10) +2 Bludgeoning

Soul of the Wild. You receive a +2 bonus on Attack rolls made with this weapon.

Invocation of Vitality. Whenever you use your action to cast a spell that heals hit points and does not deal any damage, you can spend your bonus action to strengthen it with a special amount of hit points restored. You can use this feature up to two times per long rest.

Energizing Blow. Whenever you deal a critical hit with this hammer you regain one use of Invocation of Vitality.

ELDERAM'S GIFT



ELDERAM'S GIFT

Very Rare Dagger (Finesse, Light, Range, Thrown)
Requires attunement

Damage. 1d4+2 Piercing (Magical)

Range. 20/60

Plane-wrighth. You receive a +2 bonus on Attack rolls for this weapon.

Emerald Erupcion. As an action you can stab this dagger into the ground and speak a command word. 2ft tall green crystal spikes erupt from the ground. All creatures in a 15ft cone outward from the dagger have to make a Dexterity saving throw (DC 17). On a failed save they take 3d10 Piercing damage, on a successful save they take half damage.

The area is considered rough terrain, if a creature steps onto or moves within the area they have to make a Dexterity saving throw (DC12). On a failure they take 1d4 Piercing damage per 5ft moved, on a success they take no damage. The crystals can be destroyed, but also instantly disappear when you pull the dagger from the ground. You can use this feature twice per day.

ORB OF THE DRYAD



ORB OF THE DRYAD

Uncommon Wandrous Item
Requires attunement by a Druid or Monk

Nature's Light. When attuned to this object you can have it float in any place in a 5ft radius around you. You can command it to shed light dim light for an additional 20ft.

Healing Flight. As an action you can make the orb float in a straight line towards a creature within 100ft. The orb becomes ethereal and heals every single creature it passes through and the target for 1d4+1. When it arrives at your chosen target it hovers next to it and heals the creature for 1d4+1 for the following 3 rounds. Afterwards it returns to you if you are within 100ft of it, otherwise it will stop hovering and drop. The orb does not heal on the way back. You can use this feature once per day. When ethereal, the orb can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



JAVELIN OF BLIGHT

Very Rare Javelin (Thrown)
Requires attunement

Damage. 1d6 Piercing + 1d4 Necrotic
Range. 60/180

Highstrike. After you successfully attack a creature with this javelin, you may spend a bonus action to unleash a torrent of Necromantic energy on the creature you have hit with the attack. If the target is a creature it has to make a Constitution saving throw (DC 16). They take 8d8 Necrotic damage on a failed save, or half as much on a successful save.

If the target is a Plant creature or a magical plant, it makes the saving throw with disadvantage. The strike deals 64 damage on a failed save and 32 on a successful save.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw, it simply withers and dies.

This feature has no effect on Undead or Constructs. You can use this feature once per long rest.



AMULET OF THE HUNTRESS

Rare Wondrous Item
Requires attunement

Predator's Stealth. You receive a +3 bonus on Stealth checks.

Weapons of Choice. You receive a +1 bonus on all Slashing and/or Piercing damage you deal. This bonus is doubled if you are currently shape-changed into an animal (e.g. through the spell Polymorph or the Wild Shape ability) or if you currently have claws or teeth which serve you as weapons (either as part of your physicality or for instance through the spell Alter Self).



AMULET OF THE FROG

Uncommon Amulet
Requires attunement

Leapfrog. Twice per day this amulet can be used to cast Jump.

Amphibian. Your movement speed is not halved when swimming.

Knowledge of the Swamp. If a Druid attunes to this necklace he gains the following beast shapes. Rat, Raven, Giant Rat, Poisonous Snake, Stirge, Constrictor Snake, Giant Frog, Giant Lizard, Giant Poisonous Snake, Crocodile, Giant Spider, Giant Toad, Giant Constrictor Snake and Giant Crocodile. This knowledge is permanent.



MASK OF THE WITCHDOCTOR

Rare Mask

Voodoo Remedy. As an action you can cast a random spell from the gem in the mask, the range for all these spells is 60ft. You can use this feature twice per day. Choose a target and roll a d4, the result determines the spell you cast.

SPILLS

4	Hypnotic Pattern (DC 15)
3	Polymorph (Frog, DC 15)
2	Hex (1st level)
1	Witch Bolt (2nd level)

Immunity. You are unaffected by the effects of Witch Bolt, Hex, Polymorph or Hypnotic Pattern. Additionally you have resistance against poison damage and are immune to diseases.

MARBLE MALLET



MARBLE MALLET

Rare Mallet (Simple)
Damage. 1d6+2 Bludgeoning

Heavy but Balanced. You receive a +2 bonus on Attack rolls made with this weapon.

Forceful Blow. Before you attack with this weapon you can speak a command word, if your attack is successful it deals 1d8 extra damage and pushes your target 10ft backward. You can use this feature twice per day. The use is also expended if you miss your attack.

GREATAXE OF THE HILLS



GREATAXE OF THE HILLS

Uncommon Greataxe (Heavy, 2-handed)
Damage. 1d12+1 Slashing

Big Hitter. You receive a +1 bonus to Attack rolls made with this weapon.

Over-axe-tend. Before making an attack roll with this weapon you can choose to take a -3 penalty on your attack roll to add 5ft of reach. This will make the reach of this weapon 10ft

MOUNTAINGUARD'S GREATAXE



MOUNTAINGUARD'S GREATAXE

Rare Greataxe, (Heavy, 2-handed)
 Requires attunement

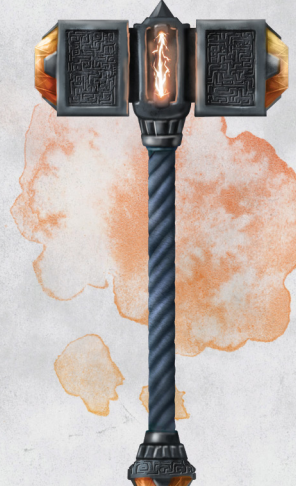
Damage. 1d12+2 Slashing

Dwarven Forged. You receive a +2 bonus to Attack rolls made with this weapon.

Last Line of Defense. As an action you can slam pommel of this axe on the floor causing a wave of gold energy to ripple out around you. For one minute all creatures of your choice in a 30ft radius around you become immune to being frightened. They also gain 10 temporary hit points at the start of each of their turns, this effect does not stack.

When the spell ends, all the creatures lose any remaining temporary hit points. You can use this feature once per day.

ELIANIM, THE DAWNSPARK



ELIANIM, THE DAWNSPARK

Legendary Warhammer (Heavy, Martial)
 Requires attunement by a Cleric or Paladin

Damage. 1d8 (1d10) +1d4 Lightning+1d4 Thunder damage

Forge of the Morning Sun. You receive a +4 bonus on Attack rolls made with this weapon.

Heart of the Sun. Whilst attuned to this weapon you receive a +2 bonus on your Constitution score.

Aura of Dawn. You and all allies within 15ft of you have advantage on all saving throws against Fear effects.

Crysalized Light. This hammer holds 3 charges of healing spell you can expend one charge to heal one target for an extra 2d6. All charges are restored at dawn.

LIGHTFORGED CHAKRAM



LIGHTFORGED CHAKRAM
Rare Chakram (Light, Thrown)
 Requires attunement

Damage. 1d6 Slashing +1 Radiant damage
Range. 30/120

Enchanted Steel. You receive a +1 bonus on Attack rolls made with this weapon.

Ricocheting Light. When you successfully hit a creature with this weapon it ricochets onto any target of your choice within 5ft of your initial target.

If your initial attack roll beats the second target's AC they also receive 1d6 Slashing +1 Radiant damage. If it does not hit the second target it does not ricochet further.

The chakram can ricochet onto a new target in this way up to 2 times per attack, hitting a maximum of 3 creatures.

Flash Return. As a free action you may call the chakram back to you at the end of your turn. In a flash of light it returns back to a free hand. It can return from a maximum range of 200ft.

VOLANTES VITAEUM



VOLANTES VITAEUM
Very Rare Dart (Finess, Thrown)
 Requires attunement by a spellcaster

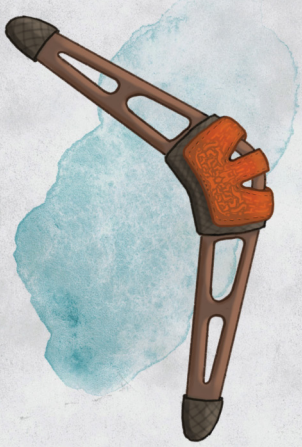
Damage. 1d4 Piercing +3 Force
Range. 45/90

Flight of the Hummingbird. As you throw this dart it seems to become alive and fly on its own. You receive a +3 bonus on ranged weapon attack rolls made with this weapon. Because it flies on its own, it ignores both half-cover and three-quarters cover.

Returning. As part of your attack, you can make the bird fly back to your empty hand. You can call the bird back to you from up to 200ft.

Nectar Harvester. Every time you deal damage to a creature with this weapon you heal 1 hitpoint. When you critical hit a creature you heal 2 hitpoints instead.

BOOM-ERANG



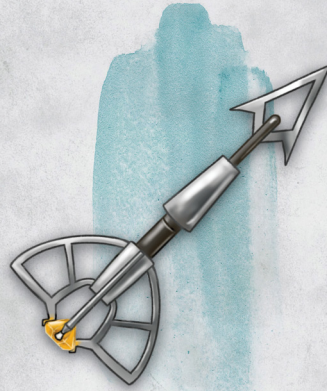
BOOM-ERANG
Rare Weapon (Martial, Thrown)
 Requires attunement

Damage. 1d4 Bludgeoning
Range. 60/120ft

Returning. When you throw the Boom-erang you can catch it in the same round as part of the attack, alternatively you can choose to catch it in the following round as a bonus action. If you throw it further than 60ft you can only catch it in the following round.

Arcane Blast. When you make a successful attack with this weapon you can choose to activate a blast of arcane energy. The blast is centered on your target. Every creature in a 10ft radius has to make a Dexterity saving throw (DC 15). On a failed save the target takes 2d6 Force and 2d4 Fire damage. On a successful save the target takes half damage. You can use this feature up to two times per day.

STALKER'S DART



STALKER'S DART
Uncommon Dart (Finess, Range, Thrown)
 Single use

Damage. 1d4+1
Range. 20/60ft

Mark of the Prey. Upon a successful attack this dart releases an arcane mark. For the next 6 hours, if the creature is within 1000 ft of you, you sense the direction it is in, if it is in motion you know the direction of its movement. This effect can be dispelled. This is a single use effect.

String of Storms. It takes 30 seconds to replace the bowstring on a regular longbow or shortbow with this enchanted bowstring.

Lightning Shots. Whenever you take the attack action with the bow this string is on, you can expend a charge to shoot an arrow that crackles with lightning.

You make a ranged attack roll, on a hit the target takes an extra 1d8 lightning damage. The target has to make a Constitution saving throw (DC 15). On a failed save they become Paralyzed. The creature can repeat the saving throw at the end of its turn.

This bowstring has 2 charges which recharge at dawn. If you miss your attack the charge is also expended.

LIGHTNING BOWSTRING

Rare Wondrous Item

LIGHTNING BOWSTRING



Barrage. As an action you can swing this quiver over your shoulder, aim the opening, and yell a command word. All remaining arrows in the quiver are consumed and a barrage of magical arrows fires out of the quiver.

All creatures in a 45ft. cone have to make a Dexterity saving throw (DC 14). On a failed save a creature takes 1d4 Piercing damage for each arrow that was left in the quiver. On a successful save a creature takes half damage.

Any arrows with special abilities or features are enchanted to hold more arrows without breaking the barrage enchantment. You can use this feature once per day.

QUICKFIRE QUIVER

Very Rare Wondrous Item

QUICKFIRE QUIVER



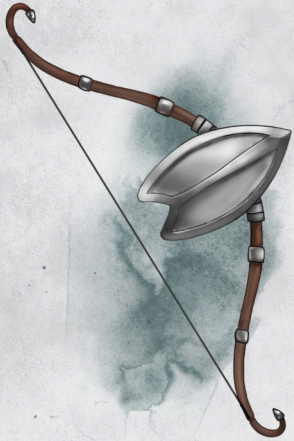
Ranger's Defense. When you have this bow equipped (in 2 hands) the small metal shield grants you a +1 bonus to your AC.

Shield Stab. As an action you can stab the pointy end of the shield on this bow into an enemy. Make a Melee attack roll. You use your Strength modifier for this attack. On a successful attack you deal 1d4 Piercing damage.

LOSE QUARTERS BOW

Common Shortbow

LOSE QUARTERS BOW



Damage. 1d6 Piercing
AC. +1
Range. 50/150ft

Winds of the World. The longbow holds 10 charges. You can expend a number of charges before you make an attack and use one of the features below. You can only use one of the features per attack. The bow recharges 1d8+2 charges at dawn.

Carried by the Breeze (2 charges). The range of the longbow increases to 250/700 as favorable winds carry your arrow further.

Gust (3 charges). The arrow is surrounded by a powerful gust of air. On a successful attack the target has to make a Strength saving throw (DC 15) or be pushed 10 ft. away from you.

Freezing Winds (5 charges). The arrow is surrounded by freezing air, on a successful attack the target takes an additional 2d4 Cold damage.

TWISTBREEZE LONGBOW

Rare Longbow (Heavy, Two-handed)
Requires Attunement

Damage. 1d8+2
Range. 150/600

Windswep. You receive a +2 bonus to Attack rolls you make when attacking with this Longbow.

TWISTBREEZE LONGBOW



THORN OF THE NORTH

Rare Longbow
Requires attunement

Damage. 1d8+1 Piercing
Range. 150/600

Barbed Shots. This bow holds 6 charges, every day at dawn 1d6 charges are regained. Before making an attack with this weapon you can expend a charge to add sharp thorns to the arrow you are shooting. If your attack is successful, add 1d4 piercing damage.

Might of the Thorns. Alternatively you can expend charges to cast one of the following spells, you can only use one of these effects per round. Any DC's from these spells are 15.

SPILLS

Charges Spell

2	Hail of Thorns (1st level)
3	Spike Growth
5	Grasping Vine

THORN OF THE NORTH



INAWANIK SHORTBOW

Uncommon Shortbow

Damage. 1d6+1 Piercing
Range. 120/360

Woven Wood. You receive a +1 bonus on Attack rolls for this weapon.

Double Recurve. Whenever you roll a natural 19 for your attack roll with this bow, it is considered a critical hit.

Small Game Hunter. You have advantage on Attack Rolls against Tiny and Small Beasts.

INAWANIK SHORTBOW



WILDFIRE BOWSTRING

Very Rare Wondrous Item

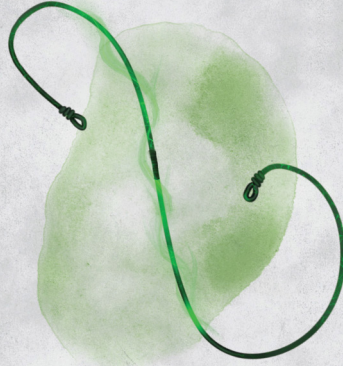
Fire up the Bow. It takes 30 seconds to replace the bowstring on a regular longbow or shortbow with this enchanted bowstring.

Green Flame Arrow. Whenever you take the attack action with the bow this string is on, you can expend a charge that causes the arrow to burn with a green fire.

Make a ranged attack roll, on a hit the target takes an extra 2d4 Fire damage. After impacting, the fire leaps to the nearest creature within 10ft and deals 1d4 Fire damage.

This bowstring has 3 charges which recharge at dawn. If you miss your attack the charge is also expended.

WILDFIRE BOWSTRING



QUIVER OF THE FOREST

Uncommon Wondrous Item

Nature's Fletcher. If supplied with some water and sunlight this quiver grows 5d4+5 arrows on a daily basis (with a maximum of 20).

If the quiver has been supplied with at least 6 hours of sunlight, arrows continue to grow for three days. One liter of water will be enough to sustain the quiver for seven days.

Arrows of the Branch. In sunlight the arrows deal an extra +1 damage. You can not light these arrows on fire or coat them in any form of acid.

QUIVER OF THE FOREST





TALISMAN OF THE SATYR

TALISMAN OF THE SATYR
Uncommon Amulet
Requires attunement by a Bard, Druid or Ranger

Master of the Bow. When you attack a creature that is within 5ft range of you with a shortbow, longbow or any type of crossbow, you do not suffer from disadvantage on the ranged attack roll. Additionally you gain 10 ft on your range (minimum and maximum) with these weapons.

Sounds of the Forest. When attuned to this item you gain proficiency with Panflutes. With a successful Charisma (Performance) check (DC15) when playing a panflute, you can attract 1d8 birds from the surroundings. Most types of birds will happily tweet along to your songs.



POISON INK BEADS

POISON INK BEADS
Rare Ammunition (Sling)

are filled with a dark opaque poison. The beads deal 1d4 Piercing +2 Poison damage when shot from a sling.

Aim for the Eyes. When you attack a creature you may choose to aim for their eyes, you make this attack with a -2 penalty to your attack roll. When you successfully hit a creature in their eyes, they have to make a Constitution saving throw (DC 14). On a failed save they take 1d4 additional Poison damage and are blinded until the end of their next turn.



BLACKOUT CANDLE

BLACKOUT CANDLE
Uncommon Wondrous Item

Pitch Black. When it is lit, the candle has an effect similar to the Darkness spell. Magical darkness spreads from the candle in a 20ft radius sphere for 5 hours. The darkness spreads around corners.

A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. Completely covering the candle with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.



TIGHTROPE TREADS

TIGHTROPE TREADS
Uncommon Wondrous Item

Acrobat's Feet. Whilst wearing these boots you gain a +1 bonus on all acrobatics checks you make.

Balancing Act. These boots allow you to walk or run on top of any object narrower than the sole of your foot, such as a rope, wire, beam or ledge.

You can move at your full movement speed along these narrow obstacles without having to make an Acrobatics or Dexterity check to prevent you from falling from them.

NIGHTLINER



Enchanted Eyes. It takes one minute to apply this eyeliner, when it is applied around the eyes you gain Dark Vision up to 60ft. Additionally you receive a +5 bonus on any sight based Wisdom (Perception) checks. These features last for 24 hours or until the eyeliner is removed. I

his eyeliner is not waterproof. You can use this make-up 20 times before it completely runs out.

NIGHTLINER

Uncommon Wondrous Item

AC. 12 + Dexterity Modifier

SHADOWBORN'S SECOND SKIN



Shadow Stalker. When attuned to this armor you gain a +2 bonus on any Dexterity (Stealth) checks you make. When you are in dim light or darkness this bonus becomes +4.

Swift as Nighthall. As a bonus action you can cast Misty Step using this armor once per day. In a flash of darkness you teleport up to 30 feet to an unoccupied space that you can see. You can use this feature once per day.

SHADOWBORN'S SECOND SKIN

Rare Leather Armor (Light)

Requires attunement

DUALITY BLADE



Streams of Light. By speaking a command word you can envelop the sword in flowing streams of light. This causes bright light in a 15ft radius and dim light in a 30ft radius. If this effect is active whilst making an attack you deal 1d4 Necrotic and 1d4+2 Radiant damage instead.

Blade of Darkness. The blade does not reflect any light itself and is hard to discern in dim light and darkness. When you are in dim light or darkness you receive a +3 bonus on your attack roll with this blade. You deal 1d4+2 Necrotic and 1d4 Radiant damage if you attack this way. Activating the Streams of Light negates this effect.

DUALITY BLADE

Rare Shortsword (Finesse, Light)

Requires attunement

Damage. 1d4+1 Necrotic + 1d4+1 Radiant

SHADOWGLASS DAGGER



Unseen. You receive a +2 bonus to Attack rolls attacking with this dagger. You make when you make this blade reappear in your hand from up to 200ft. The blade vanishes in a flash of black and appears in a free hand. You can do this as part of an attack.

Twisting Blade. If you make a successful attack against a creature you can let go of the dagger and use a bonus action to speak a command word. This causes the blade to twist in the wound, dealing an extra 2d4+2 Piercing damage. The blade Shadow Returns back into your hand afterward. You can use this feature twice per day.

Slippery Surface. This dagger can not be coated in any type of poison, it can also not suffer from any decay in the form of rust.

SHADOWGLASS DAGGER

Rare Dagger (Finesse, Light, Thrown)

Requires attunement

Damage. 1d4+2 Piercing

Range. 40/80ft

RITUAL DAGGER OF THE MOON



RITUAL DAGGER OF THE MOON

Rare Dagger (Finesse, Light, Thrown)
Requires attunement

Damage. 1d4+1 Piercing
Range. 20/60

Nightforged. You receive a +1 bonus to Attack rolls you make when attacking with this dagger. **Moontouched.** In darkness, the unsheathed blade of this dagger sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Lunar Infused Rituals. While attuned to this dagger, the total time you need to cast a spell as a ritual is halved.

LIGHTFLASK



LIGHTFLASK

Common Wondrous Item

Light collector. As an action you can swing the flask overhead using the chain. It will absorb 3 charges of light per round up to a maximum of 15 charges. There can only be one type of light in the flask, the light retains all its properties (like sun or moonlight. The flask will absorb the strongest light if not defined by the user (e.g. sunlight over torchlight).

Lightshedder. As a bonus action you can activate the flask by speaking a chosen command word to shed the light captured. Every round one charge is spent. No matter which type, the light is shed in a 30ft radius as bright light and 60ft as dim light.

PERMAFROST AXE



PERMAFROST AXE

Very Rare Handaxe (Light, Thrown)
Requires attunement

Damage. 1d6 Slashing +2 Cold
Range. 30/60ft

Cold Edge. You receive a +2 bonus to Attack rolls for attacks made with this weapon.

Arctic Circle. As a bonus action whilst holding this weapon, you can make this weapon summon a small blizzard in a 15ft radius around it which lasts for 30 seconds. This area is considered rough terrain.

You do not have to hold the weapon for the duration, only to activate it. Every time a creature ends its turn in the blizzard they have to succeed on a Constitution saving throw (DC15) or suffer 6 Cold damage. You can use this feature twice per day.

FROST REAPER



FROST REAPER

Rare Scythe (Heavy, Two-handed)
Requires attunement

Damage. 1d6+1 Slashing + 1d6 Cold

Ice Harvest. Once per day you can spend an action to create shards of ice from the moisture in the air around you by swinging the scythe through the air. Roll a d8, this is the number of shards you create. You make a ranged attack for each shard, you can choose one target or multiple within 60 ft. On hit the target takes 1d4+1 cold damage.

BLADE OF THE NORTHERN TRIBE



BLADE OF THE NORTHERN TRIBE

*Uncommon Longsword (Martial, Versatile)
Requires attunement*

Damage. 1d8+1 (1d10+1)

Northern Smithing. You receive a +1 bonus to attack rolls made with this weapon.

Frost Edge. Every day at dawn this sword forms a thin layer of razor sharp ice on its edge. The first five successful attacks you make deal an extra 1d4 Cold damage. After five hits the layer of ice melts.

A Touch of Cold. Once per day as an action you can stick the sword in a surface of water to create a layer of ice in a 15ft radius. All creatures in this area have to make a Strength saving throw (DC 12) on a failure they are locked in the ice and considered restrained, on a success the ice layer breaks completely and quickly melts away. The ice is strong enough to hold the weight of approximately 4 small creatures, 2 medium creatures or 1 large creature. When a creature steps on the ice they have to make a Dexterity saving throw (DC 8) or be knocked prone. The ice is considered rough terrain.

HALBERD OF THE NORTHERN TRIBE



HALBERD OF THE NORTHERN TRIBE

*Rare Halberd (Heavy, Reach, Two-handed)
Requires attunement*

Damage. 1d10+1 Slashing

Northern Smithing. You receive a +1 bonus on attack rolls made with this weapon.

Frost Guardian. Whilst attuned to this halberd you have resistance to Cold damage and do not suffer from any impairments from cold weather conditions.

Prostibe. When you successfully attack with this weapon your target has to make a Constitution saving throw (DC 15) On a failed save they suffer an additional 1d4 Cold damage. On a successful save they do not take any extra damage.

LOAK OF THE FIRST SNOW



LOAK OF THE FIRST SNOW

*Rare Wondrous Item
Requires attunement*

Winter's Embrace. When you are attuned to this cloak you are resistant to Cold damage.

Gone in a Flurry. When attuned to this cloak you can spend a bonus

action that causes a flurry of magical snowflakes to swirl around you as you move. No attack of opportunity can be made against you whilst this is active. This effect lasts for 3 rounds and can be used up to 2 times per day.

MIDWINTER MITTENS



MIDWINTER MITTENS

Rare Wondrous Item

Snowball Fighter. When you are wearing the mittens you have resistance to Cold damage. You can use a bonus action to hold your hands slightly apart and speak a command word. A snowball (approximately 4 inch in diameter) coalesces between your hands. You can make a ranged attack roll (30/60ft) to throw the snowball. A snowball deals no damage but can extinguish torches and small flames.

When making a snowball you can speak a different command word to create a ball of solid ice. You can make a ranged attack roll (30/60ft) to throw the ice ball. It deals 1d6 cold damage on a successful hit.

Winter's Barrage. As an action you can hold up snowballs fly from your open palms and bombard a 15ft radius within 100ft of you. All creatures in the area have to make a Dexterity saving throw (DC 14). On a failed save they take 2d6+2 Cold damage, on a successful save they take half damage. You can use this feature once per long rest.



BLADESTAFF

Bladestorm. As an action you can cast the spell Cloud of Daggers (3rd level) with this staff. The spell requires concentration and lasts for one minute. You can use this feature once per day.

You fill a 5-foot cube within a 60 ft range with daggers. A creature takes 6d4 slashing damage when it enters the area for the first time on a turn or starts its turn there.

Uncommon Quarterstaff (Versatile)
Damage: 1d6 (1d8) +1 Slashing

BLADESTAFF

Call of the Heavens. You can expend 9 charges to cast the 6th level spell Heal or the 6th level spell Harm. (Heal receives the 9 points of extra healing from Heavenly Lament)

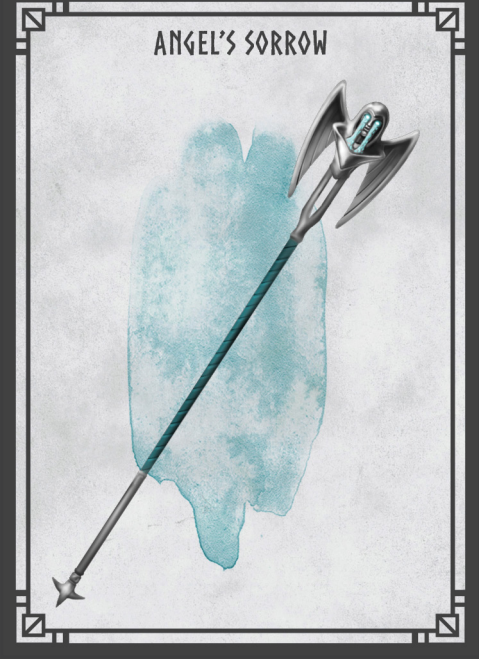
Celestial Flight. You can expend 3 charges to cast the 3rd level spell Fly. You can cast this spell at a higher level, each extra level costs an additional 2 charges.

Heavenly Lament. Whenever you cast a healing spell it heals an amount extra equal to the amount of charges left in the staff.

Tears of the Angel. This staff can hold 9 charges. Every day at dawn, it regains 1d6+3 charges. If the attuned creature is proficient in Religion the staff regains all charges at dawn.

Divine Knowledge. You receive a +1 bonus on both your Intelligence and Wisdom score when attuned to this staff.

Very Rare Staff
Requires attunement by a spellcaster



ANGEL'S SORROW

Acid Spray. As an action you can cast Acid Spray (3rd level) using this staff.

A concentrated ball of acid ejects from the jaws of one of the snake heads to a point you choose within a 90ft range and explodes upon impact. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. (DC 15) A target takes 4d8 acid damage on a failed save, or half as much damage on a successful one. You can use this feature twice per day.

Life Transfer. As an action you can make the two snake heads of this staff bite down on two creatures. The creature with the least missing hitpoints takes 3d8 necrotic damage. The other creature heals the amount of damage dealt +4. Any poisons or diseases are transferred as well. This feature can be used once per long rest.

Very Rare Staff
Requires attunement by a Wizard, Sorcerer, Druid or Warlock

ANGEL'S SORROW

Go with the Wind. You can cast the spell Wind Walker once every 3 days using this staff. (Recharges 72 hours after casting)

Frozen Fingers. When holding this staff in at least one hand you are resistant against Frost damage.

Very Rare Staff
Requires attunement by a Wizard, Monk, Sorcerer or Ranger



TWIN SERPENT STAFF

Arctic Storm. A swirling storm of glittering ice appears within a 20ft tall 50ft radius cylinder centered on a point you can see within a 120 ft range. When a creature enters the storm they have to make a constitution saving throw (DC 18).

On a failed save they take 3d6 Frost damage, on a successful save the damage is halved. Every time a creature ends it's round in the storm they repeat the saving throw. The effect lasts for 1 minute and requires concentration. You can use this feature once per day.

TWIN SERPENT STAFF

THE NORTHERN WINDS

Very Rare Staff
Requires attunement by a Wizard, Monk, Sorcerer or Ranger

Arctic Storm. A swirling storm of glittering ice appears within a 20ft tall 50ft radius cylinder centered on a point you can see within a 120 ft range. When a creature enters the storm they have to make a constitution saving throw (DC 18).

On a failed save they take 3d6 Frost damage, on a successful save the damage is halved. Every time a creature ends it's round in the storm they repeat the saving throw. The effect lasts for 1 minute and requires concentration. You can use this feature once per day.

Go with the Wind. You can cast the spell Wind Walker once every 3 days using this staff. (Recharges 72 hours after casting)

Frozen Fingers. When holding this staff in at least one hand you are resistant against Frost damage.



THE NORTHERN WINDS

THE NORTHERN WINDS

Very Rare Staff
Requires attunement by a Wizard, Monk, Sorcerer or Ranger

Arctic Storm. A swirling storm of glittering ice appears within a 20ft tall 50ft radius cylinder centered on a point you can see within a 120 ft range. When a creature enters the storm they have to make a constitution saving throw (DC 18).

On a failed save they take 3d6 Frost damage, on a successful save the damage is halved. Every time a creature ends it's round in the storm they repeat the saving throw. The effect lasts for 1 minute and requires concentration. You can use this feature once per day.

Go with the Wind. You can cast the spell Wind Walker once every 3 days using this staff. (Recharges 72 hours after casting)

Frozen Fingers. When holding this staff in at least one hand you are resistant against Frost damage.

PRIMAL STAFF OF THE QUEEN BEE



PRIMAL STAFF OF THE QUEEN BEE

Rare Staff
Requires attunement by a spellcaster

Damage. 1d6 Piercing +2 Poison
Queen of the Flowers. When you are attuned to this staff you have advantage on any Nature checks you make to distinguish the details of plants and flowers.
Sting of the Hive. As an action you conjure a swarm of spectral bees that attack one creature of your choice that you can see within 90 ft. Make a ranged spell attack. On a hit, the creature takes 3d6 Piercing damage and has to make a Constitution saving throw (DC 15) or suffer an additional 2d4 Poison damage. You can use this feature twice per long rest.

REPURPOSED EYESTALK



REPURPOSED EYESTALK

Rare Wand (Arcane Focus)
Requires attunement by a Sorcerer, Warlock or Wizard

this wand you gain a +2 bonus on your Intelligence score. Furthermore you receive a +1 bonus on all Wisdom (Perception) checks you make.
Arcane Lens. The wand holds 3 charges, which it regains every day at dawn. As an action you can target a creature you can see within a 120ft range and expend a charge to cast a spell. Roll a d4 to determine what happens.
1. Fear Ray. The target must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.
2. Necrotic Ray. A creature within range has to make a Constitution saving throw vs your spell save DC or take 3d6+2 Necrotic damage
3. Sleep Ray. The target must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. They awaken if they take damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
4. Spell of the Master. You cast a damaging spell of your choice of level 3 or lower from your list of spells. You do not expend a spellslot for this.

WAND OF CATNAP



WAND OF CATNAP

Rare Wand

Powernap. You can cast the spell Catnap (5th level) using this wand. You can use this feature once every 3 days.
Up to five willing creatures of your choice which you can see within a range of 30ft fall unconscious. The spell ends early if a target takes damage or someone uses an action to shake or slap it awake. If a target is unconscious for the full duration (10 minutes), it gains the benefit of a short rest, and it can't be affected by this spell until it finishes a long rest.

STAFF OF AMPLIFICATION



STAFF OF AMPLIFICATION

Rare Staff (Instrument)

Arcane Volume Enhancer. Using this staff, whenever you cast a spell with a Verbal component that requires your target to make a saving throw, the DC increases by 2.
Reverberating Performance. When you bestow Bardic Inspiration upon a creature using this staff, the inspired creature can add +1 to their inspiration die roll. You can use this feature twice per long rest.
Loud Presence. As an action, you can make your voice boom up to three times as loud as normal for 1 minute. You can use this feature up to 5 times per long rest.

FANG OF THE GATEKEEPER



FANG OF THE GATEKEEPER

Legendary Dagger (Finesse, Light, Range, Throw)

Requires attunement

Damage. 1d4 Piercing +3 Necrotic

Range. 20/60

Bite of the Hound. You receive a +3 bonus on Attack rolls made with this weapon.

Hell's Guard. You deal 1d4 extra Piercing damage to creatures that are either Humanoids

or Undead.

Commands of the Master. Whenever you make an Intimidation check, you are allowed to roll 1d6 and add the number to your roll. Additionally, depending on the roll, you receive one of the following features for a brief moment whilst intimidating.

1-2. Your voice turns unnaturally more ominous as you speak.
3-4. Your eyes turn completely black for only a few seconds.
5-6. Light in a 10ft radius around you seems to darken for a few seconds.

ONYX THRONE STATUETTE



ONYX THRONE STATUETTE

Very Rare Wondrous Item

The Dark Seat. As an action you can set the statuette down on the ground and speak a command word. The statuette transforms into a full size throne of solid black onyx. The throne is 3ft by 3ft, the armrests are 3ft. high and the back is 8ft. high. The throne has an AC of 15 and 10 hitpoints. When it is reduced to 0 hit points it transforms back into the statuette and cannot be used again for 24 hours. Speaking the command word again causes the throne to revert back to its statuette form.

Dealmaker's Chair. Whilst sitting on the chair you can neither be Charmed nor be put to sleep by magic. Additionally you gain True Sight up to 20ft. and have advantage on Insight, Persuasion and Intimidation checks.

AXE OF THE CHROMATIC QUEEN



AXE OF THE CHROMATIC QUEEN

Very Rare Battleaxe

Requires attunement

Damage. 1d8 (1d10) +2 Slashing

Forged in Dragonbreath. You receive a +2 bonus to Attack rolls you make when attacking with this battleaxe.

Heads of the Queen. On a successful hit you may choose to deal 1d4+1 extra damage. You may choose to have the damage type be Lightning, Acid, Poison, Fire or Cold damage. You can use this feature once per turn.

Audience with the Queen. A ritual that takes 10 minutes can be performed by placing an amethyst, emerald, ruby, sapphire and diamond in the open maws of the dragonheads on the axe. Over the course of the ritual the gemstones crumble into a fine dust and swirl in a 10ft radius around the axe. When the ritual is finished a portal opens inside the 10ft radius for one minute, any willing creatures that enter the portal are teleported to a location of their choice in the first circle of Hell.

PIT FIEND'S BLADED FIST



PIT FIEND'S BLADED FIST

Very Rare Fist Weapon (Sentient, Finesse, Light)

Requires attunement

Damage. 1d6+1 Piercing 1d4 Fire

Destructive Force. Once per day as an action you can release an orb of fire and necrotic energy from this weapon. Choose a point you can see within 120ft. All creatures within a 15ft radius around this point have to make a Dexterity saving throw (DC 15) or take 2d6 Fire damage and 2d6 Necrotic damage

Voice of the Pit. This weapon is possessed by the essence of a pit fiend with a pyromaniacal disposition. It often compels the attuned to burn objects, buildings or creatures. Their pleading can potentially interfere with the sanity and wellbeing of the attuned.

Hold of the Fiend (Curse). When a creature attunes to this weapon they may not be able to take it off. Especially if they do not follow the wishes of the pit fiend which possesses it. The fiend may suggest putting their hand in flames, the weapon will then slide of their arm.



SEARING EDGE

SEARING EDGE

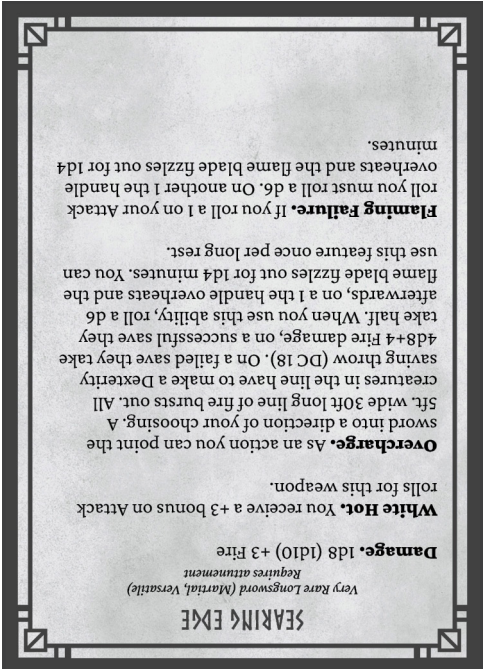
*Very Rare Longsword (Martial, Versatile)
Requires attunement*

Damage. 1d8 (1d10) +3 Fire

White Hot. You receive a +3 bonus on Attack rolls for this weapon.

Overcharge. As an action you can point the sword into a direction of your choosing. A 5ft. wide 30ft long line of fire bursts out. All creatures in the line have to make a Dexterity saving throw (DC 18). On a failed save they take 4d8+4 Fire damage, on a successful save they take half. When you use this ability, roll a d6 afterwards, on a 1 the handle overheats and the flame blade fizzles out for 1d4 minutes. You can use this feature once per long rest.

Flaming Failure. If you roll a 1 on your Attack roll you must roll a d6. On another 1 the handle overheats and the flame blade fizzles out for 1d4 minutes.



ARDENT ENFORCER

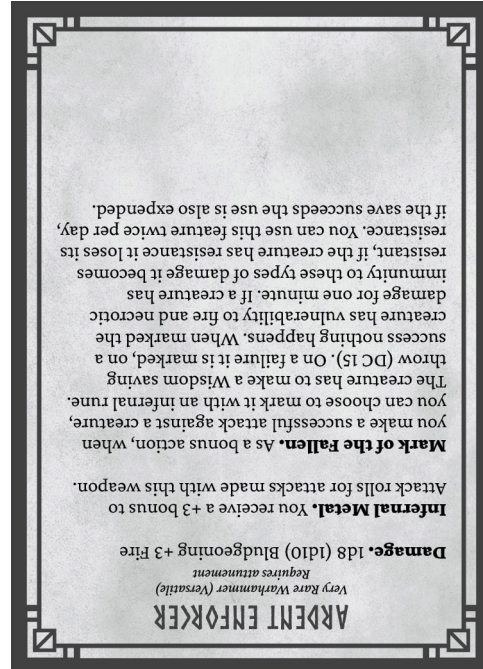
ARDENT ENFORCER

*Very Rare Warhammer (Versatile)
Requires attunement*

Damage. 1d8 (1d10) Bludgeoning +3 Fire

Internal Metal. You receive a +3 bonus to Attack rolls for attacks made with this weapon.

Mark of the Fallen. As a bonus action, when you make a successful attack against a creature, you can choose to mark it with an infernal rune. The creature has to make a Wisdom saving throw (DC 15). On a failure it is marked, on a success nothing happens. When marked the creature has vulnerability to fire and necrotic damage for one minute. If a creature has immunity to these types of damage it becomes resistant, if the creature has resistance it loses its resistance. You can use this feature twice per day, if the save succeeds the use is also expended.



LUMINOUS VESTMENTS OF THE PHOENIX

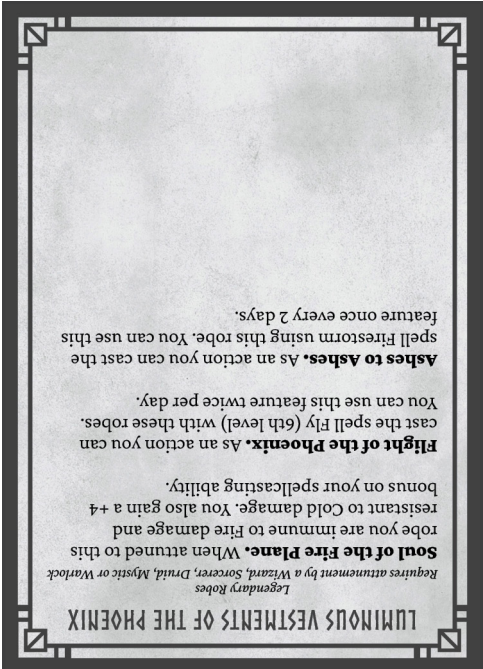
LUMINOUS VESTMENTS OF THE PHOENIX

*Legendary Robe
Requires attunement by a Wizard, Sorcerer, Druid, Mystic or Warlock*

Soul of the Fire Plane. When attuned to this robe you are immune to Fire damage and resistant to Cold damage. You also gain a +4 bonus on your spellcasting ability.

Flight of the Phoenix. As an action you can cast the spell Fly (6th level) with these robes. You can use this feature twice per day.

Ashes to Ashes. As an action you can cast this spell Firestorm using this robe. You can use this feature once every 2 days.



CIRCLLET OF THE PHOENIX

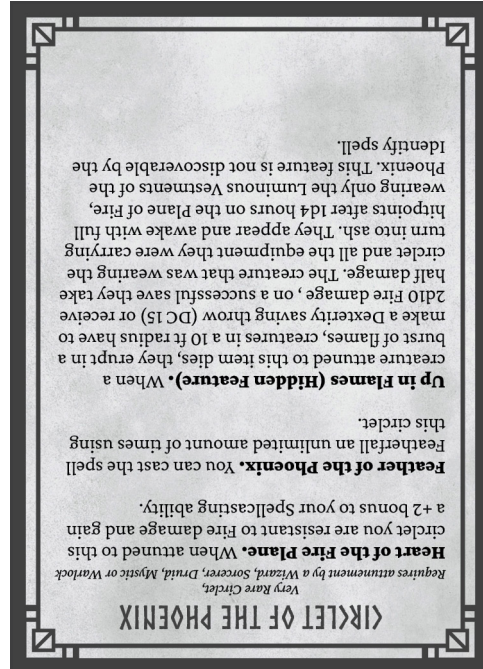
CIRCLLET OF THE PHOENIX

*Very Rare Circlet
Requires attunement by a Wizard, Sorcerer, Druid, Mystic or Warlock*

circlet you are resistant to Fire damage and gain a +2 bonus to your Spellcasting ability.

Feather of the Phoenix. You can cast the spell Featherfall an unlimited amount of times using this circlet.

Up in Flames (Hidden Feature). When a creature attuned to this item dies, they erupt in a burst of flames, creatures in a 10 ft radius have to make a Dexterity saving throw (DC 15) or receive 2d10 Fire damage, on a successful save they take half damage. The creature that was wearing the circlet and all the equipment they were carrying turn into ash. They appear and awake with full hitpoints after 1d4 hours on the Plane of Fire, wearing only the Luminous Vestments of the Phoenix. This feature is not discoverable by the Identify spell.



TRENOX, THE HARBINGER OF FATE



TRENOX, THE HARBINGER OF FATE
Very Rare Longbow (Heavy, Two-handed)
 Requires attunement
Damage. 1d8+2 Piercing
Range. 150/600
Forceful Shots. You receive a +2 bonus on Attack rolls for this weapon.
Deflection. If you are the target of a melee attack, you can use your reaction to try and deflect the blow with this reinforced, metal bow. You add +2 to your AC against that attack.
Guided Arrow. When you finish a long rest, roll two d20's, add the +2 bonus and your Dexterity and record the numbers. You can use these numbers instead of making an Attack roll for any attack you want to make with this bow. You must choose to use one of these numbers before making an Attack roll. You can use a Guided roll only once per turn. Each of these rolls can be used only once. When you finish a long rest, you lose any unused rolls. On a successful attack a Guided Arrow deals an additional 1d6 Thunder damage.

BLADE OF THE CORRUPTED LOTUS



BLADE OF THE CORRUPTED LOTUS
Very Rare Greatsword (Martial, Heavy, Two-handed)
 Requires attunement
Damage. 2d6+2 Slashing
Dark Essence. You receive a +2 bonus on Attack rolls for this weapon.
Power of the Lotus. As part of your attack with this sword you can drain the creature of its life power. You deal 1d10 extra Necrotic damage and receive this number in healing. You can use this feature twice per day.
Corruption. The sword can hold up to 8 charges and has 0 charges when you first attune to it. For every 2 charges the sword holds you gain a +1 bonus on your Strength score. Whenever you land a killing blow on an enemy, you may choose to roll a Constitution saving throw (DC 10 + the current amount of charges). On a successful save you gain one charge, on a failed save you take 1d4 Necrotic damage for each charge in the sword. You lose 2d4 charges whenever you finish a long rest.

EFREETI'S KUSARIGAMA



EFREETI'S KUSARIGAMA
Rare Sickle (Reach, Two-handed)
 Requires attunement
Damage. 1d6 Slashing +2 Fire
Solid Flame Blade. You receive a +2 bonus on Attack rolls with this weapon.
Grp of the Fire Genie. As an action you can attempt to grapple a creature using the counterweight and chain of this weapon. You make the Athletics check for this grapple with advantage. When you first grapple the creature it receives 1d6 Fire damage. The creature receives another 1d6 Fire damage at the end of each of its turns if it remains grappled.

DAGGER OF THE RED DRAGON



DAGGER OF THE RED DRAGON
Very Rare Dagger (Finesse, Light, Range, Thrown)
 Requires attunement
Damage. 1d4+2 Piercing
Range. 20/60ft
Essence of Fire. Once per day you can cast Flame Strike (5th level) using this dagger. A vertical column of divine fire rains down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within a 60ft range must make a Dexterity saving throw (DC 18). A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.
Greed of the Red. Whenever you are near at least 5000 gold pieces that are not in your possession this blade begins to glow a soft red. Whenever you have more than 10000 gold in your possession and you use Essence of Fire, roll a D100, if you roll between 95-99 you get an insatiable urge to set your own equipment on fire.

BLADE OF THE EMPIRE



BLADE OF THE EMPIRE

Uncommon Shortsword (Martial, Finesse, Light)

Damage. 1d6+1 Slashing

Military Precision. You receive a +1 bonus to Attack rolls made with this weapon.

Lawkeeper. If you are of a Lawful alignment you deal an extra 1d6 Slashing damage to creatures with a Chaotic alignment whenever you make a successful attack using this sword.

KNIFE OF THE VAMPIRE LORD



KNIFE OF THE VAMPIRE LORD

Very Rare Dagger (Finesse, Light, Range, Throw)
Requires attunement

Damage. 1d4+2 Piercing

Range. 20/60ft

Bloodmagic. As an action you can regain the spell slot of the last spell you have cast by wounding yourself with this dagger. You deal yourself 1d4+2 Piercing damage and an additional 1d6 Necrotic damage per spell slot used. You can use this feature twice per day.

Blood Sacrifice (Curse). When the amplifier accumulates 50 drops of blood it shatters and summons a Horned Devil and 3d4 Imps. The summoned creatures are hostile towards you and anyone else that is not innately their ally.

If the last spell you cast was of 7th slot or higher you regain a 6th level spell slot instead, you roll 6d6 for this.

You can use this feature only once per long rest and can only use it on yourself.

CRIMSON AMPLIFIER



CRIMSON AMPLIFIER

Very Rare Necklace
Requires attunement by a spellcaster

A Tiny Drop. As a bonus action you can push your finger on the needle on top of this pendant, this drains a single drop of blood into the pendant and deals 1 Piercing damage. The first Evocation or Necromancy spell you cast within an hour deals an extra 3d4 damage or if it has a save, the DC increases by 2. Only amplifies spells of the attuned creature when it's own blood is used. You can use this feature twice per day.

Blood Sacrifice (Curse). When the amplifier accumulates 50 drops of blood it shatters and summons a Horned Devil and 3d4 Imps. The summoned creatures are hostile towards you and anyone else that is not innately their ally.

GOBLET OF THE CRIMSON LADY



GOBLET OF THE CRIMSON LADY

Very Rare Wondrous Item
Requires attunement

Lifeblood. When filled with 10 fluid ounces of (30ml) of blood the contents gain the effects of a Greater healing potion, healing 4d4+4 when consumed.

The contents are still considered blood and retain all (harmful) effects that drinking it might have. It takes a creature 1 minute to drink the contents of the cup. A creature which is used to consuming blood (like a vampire) can drink the contents of the cup in a single action.

When the cup is emptied by drinking the blood, it tarnishes and darkens. Roll a d20, on a 1 the cup rusts and crumbles to dust. If attempted to fill with blood again within 48 hours after using, it will instantly be destroyed in the same way. When these 48 hours have elapsed the cup clears of any tarnish and darkness and can be used again.

Vampiric Tendencies (Curse). When a person has drunk from the cup they have disadvantage on Perception and Attack rolls in direct sunlight for 1d12 days. This effect can be healed by a Remove Curse spell.

BLOODBINDER'S WHIP



BLOODBINDER'S WHIP

*Very Rare Whip (Finesse, Reach)
Requires attunement*

Damage. 1d4 Slashing

Sanguine Potential. You can fill the receptacle in the handle of this whip with blood of a creature. The whip gains a bonus on Attack rolls equal to the Constitution modifier of the creature up to a maximum of +3.

Demand of Answers. When a creature you have damaged with this whip dies, you can cast Speak with Dead on them. You can use this feature once per day.

LEATHERS OF THE BLOODBINDER



LEATHERS OF THE BLOODBINDER

*Very Rare Light Armor
Requires attunement*

AC. 12 + Dexterity modifier

Blood Queen's Blessing. Whilst attuned to this armor you have resistance against Necrotic damage.

Sacrificial Creed. This armor holds a maximum of 2 charges. For every charge it holds your maximum hit points increases by 6 hit points. Expending a charge lowers your maximum hit points by 6.

As a bonus action you can expend a charge to heal a creature you can see within 60ft for 2d6 + your Constitution modifier. The armor regains all expended charges after a long rest.

BOND OF THE RED QUEEN



BOND OF THE RED QUEEN

Very Rare Wondrous Item

Infernal Legacy. The 2 creatures that sign this contract both gain proficiency in the Infernal language.

Bound Counterpart. Once signed if both creatures have to roll for Initiative and are within 10ft of each other, they may choose to swap their initiatives. They can only do this directly after they rolled.

Signed in Blood. The contract binds 2 creatures to each other. When one creature has to roll a death save, the other rolls a death save as well.

If one or both of the rolls are successful the creature at 0 hitpoints gains one successful deathsave. However, when both creatures fail the deathsave roll, the unconscious creature gains one failed deathsave.

If one of the creature fails 3 deathsaves, or is killed outright. The other bound creature is killed instantly. Effectively they drop to zero hit points and instantly fail all death saves.

RUBY EVERTORCH



RUBY EVERTORCH

Uncommon Wondrous Item

As a bonus action you can speak the command word of this torch. Doing so will make an unaturally red flame appear. Providing bright light in a 30ft radius and dim light for an additional 40ft.

If you make a melee Attack with the flame active, it deals 1 fire damage.

TUNIC OF THE WARMAGE'S APPRENTICE



TUNIC OF THE WARMAGE'S APPRENTICE

Very Rare Armor (Light)
Requires attunement by a spellcaster

Spell Infused. This armor is infused with the spell Mage Armor. This enchantment can be dispelled, this will make the AC 11 + your dexterity modifier. If dispelled, the enchantment will be automatically restored after 24 hours have passed.

Apprentice of the Arcane. This armor grants a +1 bonus on all ranged spell attacks you make. Additionally you deal +2 bonus damage on Evocation spells that deal damage.

ROBE OF THE WARMAGE



ROBE OF THE WARMAGE

Legendary Wondrous Item
Requires attunement by a spellcaster

Arcane Defenses. Whilst you are attuned to this robe your AC is equal to 12 + your Spellcasting ability modifier. Additionally you gain resistance against Force damage.

Spellhinger. You deal an extra 1d6 damage to a cantrip as you did the previous round. This effect does not stack.

Frontline Recovery. Whenever you finish a short rest you recover 2 first level spell slots or 1 second level spell slot on top of any normal spell slots you would normally recover. You can only recover spell slots in this way once per long rest.

WARMAGE'S HOOD



WARMAGE'S HOOD

Very Rare Wondrous Item
Requires attunement

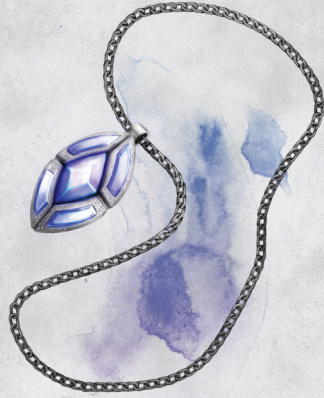
Third Eye Focus. Whilst you are attuned to this hood it is considered a spell focus. Leaving both your hands free whilst casting spells. You can only use this feature when the hood is up. You can spend a bonus action to put the hood up (or down).

Advanced Destruction. You may reroll any damage die you rolled a 1 on whenever you deal lightning, fire or cold damage.

Spell Storage. This hood can hold a single spell of 3rd level or lower. You must cast the spell to store it into the crystal.

You can then cast the spell from the crystal without expending a spell slot. The casting time of this spell remains the same.

AMULET OF THE WARMAGE



AMULET OF THE WARMAGE

Rare Wondrous Item
Requires attunement

Arcane Awareness. When attuned to this amulet you are resistant to Force damage and gain a +3 bonus in Arcana.

Extra tricks. This amulet holds four charges. You can use one charge to cast one Cantrip from the Wizard spell list. The amulet regains 1d4 charges after you finish a long rest. (Cantrips like Fire Bolt scale in damage with level as usual)

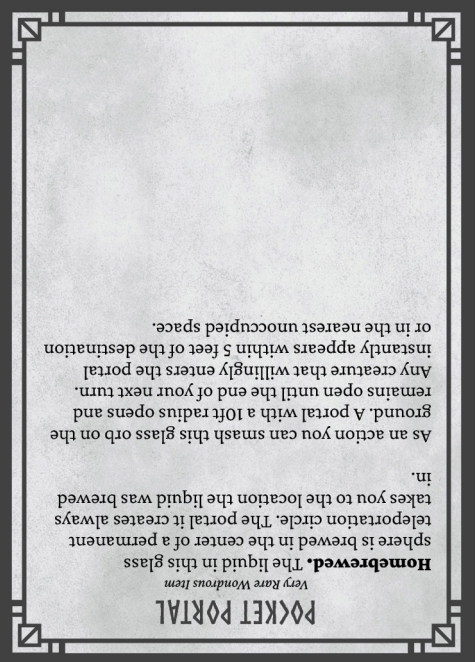


POCKET PORTAL

POCKET PORTAL

Homebrewed. The liquid in this glass sphere is brewed in the center of a permanent teleportation circle. The portal it creates always takes you to the location the liquid was brewed in.

As an action you can smash this glass orb on the ground. A portal with a 10ft radius opens and remains open until the end of your next turn. Any creature that willingly enters the portal instantly appears within 5 feet of the destination or in the nearest unoccupied space.



WARMAGE'S SPELLGLAIVE

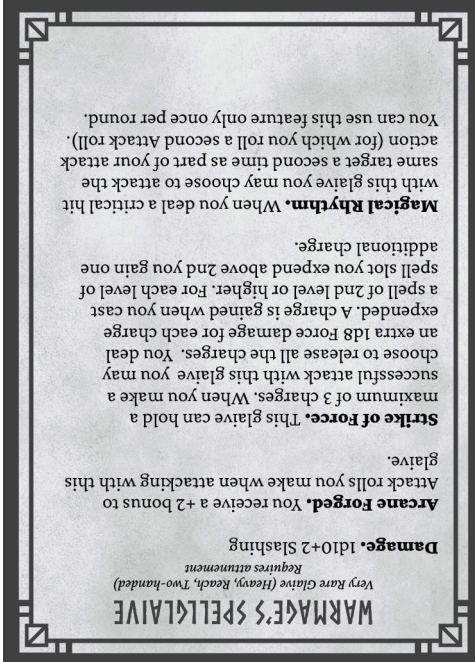
WARMAGE'S SPELLGLAIVE

Very Rare Glave (Heavy, Reach, Two-handed)
Requires attunement
Damage. 1d10+2 Slashing

Arcane Foeled. You receive a +2 bonus to attack rolls you make when attacking with this glave.

Strike of Force. This glave can hold a maximum of 3 charges. When you make a successful attack with this glave you may choose to release all the charges. You deal an extra 1d8 Force damage for each charge expended. A charge is gained when you cast a spell of 2nd level or higher. For each level of spell slot you expend above 2nd you gain one additional charge.

Magical Rhythm. When you deal a critical hit with this glave you may choose to attack the same target a second time as part of your attack action (for which you roll a second Attack roll). You can use this feature only once per round.



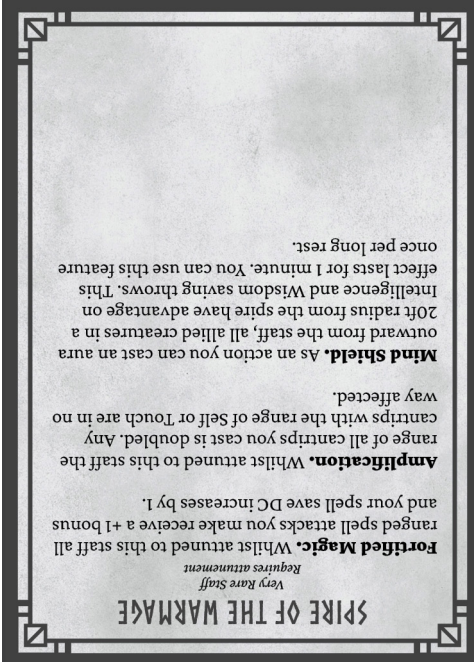
SPIRE OF THE WARMAGE

SPIRE OF THE WARMAGE

Fortified Magic. Whilst attuned to this staff all ranged spell attacks you make receive a +1 bonus and your spell save DC increases by 1.

Amplification. Whilst attuned to this staff the range of all cantrips you cast is doubled. Any range of all cantrips you cast is doubled. Any way affected.

Mind Shield. As an action you can cast an aura outward from the staff, all allied creatures in a 20ft radius from the spire have advantage on Intelligence and Wisdom saving throws. This effect lasts for 1 minute. You can use this feature once per long rest.



WARMAGE'S LONGSWORD

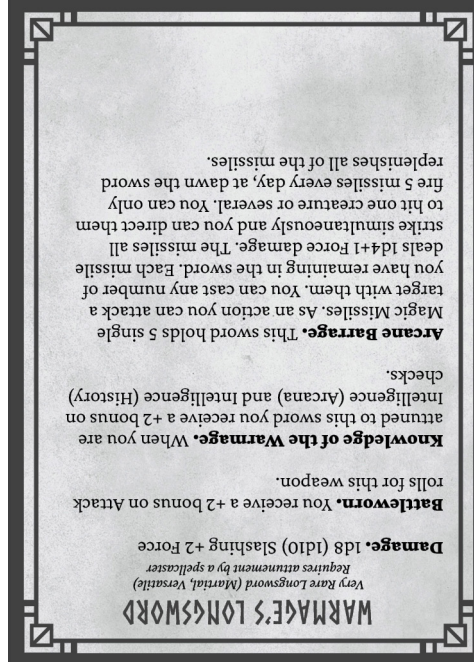
WARMAGE'S LONGSWORD

Very Rare Longsword (Martial, Versatile)
Requires attunement by a spellcaster
Damage. 1d8 (1d10) Slashing +2 Force

Battleworn. You receive a +2 bonus on Attack rolls for this weapon.

Knowledge of the Warmage. When you are attuned to this sword you receive a +2 bonus on Intelligence (Arcana) and Intelligence (History) checks.

Arcane Barrage. This sword holds 5 single Magic Missiles. As an action you can attack a target with them. You can cast any number of you have remaining in the sword. Each missile deals 1d4+1 Force damage. The missiles all strike simultaneously and you can direct them to hit one creature or several. You can only fire 5 missiles every day, at dawn the sword replenishes all of the missiles.



PENDANT OF THE DREAMER



Might of the Old One. This pendant holds 6 charges. At midnight it regains 1d6 charges. You can expend charges to use one of the following features.

Blessing of the Deep. As an action you can expend 2 charges to cast the spell Water Breathing.

Features of the Ancients. As an action you can expend 3 charges to reach into the mind of one creature you can see within 90ft. The creature must make a Wisdom saving throw (DC 18). The targeted creature takes 3d6+2 Psychic damage on a failed save or half as much damage on a successful save.

PENDANT OF THE DREAMER

GRAVEDIGGER'S STAFF



Rare Staff
Requires attunement by a Cleric, Wizard, Sorcerer or Warlock

Final Hour. As an action you can cast the cantrip *target must succeed on a Wisdom saving throw vs your spell save DC or take 2d8 necrotic damage.* If the target is missing any of its hit points, it takes 2d12 necrotic damage.

Buried Alive. As an action you can cause the ground of a 5ft by 10ft rectangle (6ft deep) to dissolve and reappear 20 ft above it. Creatures standing in the area have to make a Dexterity saving throw vs your spell save DC or drop 6ft into the grave and have the earth collapse down on them taking 6d10 bludgeoning damage. A buried creature is considered blinded, restrained and has total cover. It can escape by magical means, excavation by an ally (1 minute of digging) or a DC 20 strength check. The creature has air for (1+Constitution Modifier) minutes. You can use this feature once per day. Only works on sand, stone and earth.

Grave Consequences (Curse). Whenever you deal a killing blow, make a Wisdom saving throw (DC 15), on a fail the spirit of the gravedigger compels you to bury the creature you have killed if it is not yet buried. Ignoring this will cause 1d8 psychic damage every hour.

GRAVEDIGGER'S STAFF

SANCTIFIED GILDED SKULL



Uncommon Wondrous Item
Requires attunement

Ward of the Afterlife. When you are returned to this item whenever there is Necrotic damage dealt to you, roll a d6 and subtract the number from the damage. Additionally, undead creatures can not be created within 100ft of this item. (Existing undead can exist within or enter this range.)

Necromantic Aversion. When you are returned to this skull and you are targeted with a spell of level 1 to 3 from the Necromancy school you may choose to negate the effects. Roll a d20, on 2-20 the spell has no effect as the skull cancels it out. On a 1 the spell takes effect but also shatters the skull, destroying the item completely. You can use this feature once per long rest.

SANCTIFIED GILDED SKULL

LIQUID LICH



Rare Wand
Requires attunement

No Pain, No Gain. For the next 2 minutes you suffer 2d6 Necrotic damage per round. (A total of 40d6). If you go unconscious you can only be saved by a Wish spell or True Resurrection. If you survive, roll your largest hit die, add your Constitution modifier and add 10. Add this number to your maximum hitpoints.

Living Phylactery (Curse). After taking the potion your body serves as the phylactery of a lich. If the lich is defeated you have to make a Wisdom saving throw (DC 25). On a fail you die instantly and the lich possesses your body. The lich keeps its own Intelligence, Wisdom and Charisma stats but has your Strength, Dexterity and Constitution scores.

LIQUID LICH

EYE OF THE DEEP ONE



Eye of the Deep One
Rare Wondrous Item
Requires attunement by a Warlock
You receive Dark Vision up to 100ft.

Strength of the Old One. You receive a +2 bonus to your Athletics roll whenever you try to grapple a creature. Additionally you have advantage on all Athletics or Acrobatics checks you have to make to resist any creature trying to grapple you.

Ancient Twisted Magic. After finishing a long rest, roll a d4. You receive one of the following effects until you finish another long rest.
1. Your spell save DC increases by 1
2. Your spell attack modifier increases by 1
3. You deal an extra 2 points of Necrotic damage with Eldritch Blast.
4. Your AC increases by 1.

FLASK OF UNKNOWN HORRORS



Flask of Unknown Horrors
Very Rare Wondrous Item
Unleashed Terror. As an action you can unstopper the flask. When you do, roll a d4. One of the following things happens. After the effect happened the flask can be stoppered again, it can then be used again in 1d4 days.

1. **Dark Concoction.** The flask spews forth a thick black slime in a 20ft line. A creature hit by the slime has to make a Constitution saving throw or take 2d6 Poison damage.

2. **Fumes of Madness.** A thin whisp of smoke flows out of the flask. The creature which unstoppered the flask has to make a Wisdom saving throw (DC 15). On a failed save they attack a random creature on their next turn.

3. **Mind Blast.** A wave of psychic energy blasts outward from the flask in a 20ft sphere. All creatures in the area have to make a Wisdom saving throw (DC 14). On a failed save they take 2d8 Psychic damage. On a successful save they take half damage.

4. **Old One's Blessing.** The creature that opened the flask regains an amount of hit points equal to 2d6+ their Wisdom modifier.

BLADE OF THE DEEP ONE



Blade of the Deep One
Rare Longsword
Requires attunement
Damage: 1d8 (1d10) +2 Slashing

Elder Metal. You receive a +2 bonus to Attack rolls you make when attacking with this sword.

Mind Speaker. Whilst holding this sword you can speak and understand the following languages: Deep Speech, Abyssal and the Tongue of the Great Old Ones. Additionally, whilst you are holding the sword you can communicate telepathically with a creature you can see within 100ft. of you.

Eldritch Slash. When you roll a critical hit on the attack roll for this sword, you deal an additional 1d6 Psychic damage on top of the usual critical damage.

SHIELD OF THE DEEP ONE



Shield of the Deep One
Very Rare Shield
Requires attunement
AC: +2

Grasp of the Dreamer. As an action, you can cause dark eldritch tentacles to sprout from the shield and attack a large or smaller creature within 10 ft. of you. The target must make a Dexterity saving throw (DC 12 + your Strength modifier). The target takes 1d6 Bludgeoning damage on a successful save. On a failed save, the target takes 3d6 Bludgeoning damage and is Restained. If the target starts their turn Restained due to this effect, they take an additional 1d6 Bludgeoning damage.

The target can use its action to make a Strength or Dexterity check against the shield's DC. On a success, it is no longer Restained. If the target is reduced to 0 hit points while Restained due to the effect, they are enveloped by the tentacles and their body disappears to an unknown plane of existence or location.

The tentacles last for 1 minute and release if you move further than 15 ft. away from the target. You can also release them as a free action. You can use this feature 3 times per day.



INJECTION ARROW

Thin Needle. When firing this arrow you may choose to deal the normal damage (of the bow it is shot from) or deal only 1 Piercing damage, as you aim for a soft spot on your target.

Reservoir. You can fill the reservoir with one potion, poison or other liquid. It is injected directly into your target upon a hit, any effects take immediate effect. Filling the reservoir takes one minute.

INJECTION ARROW



PHOENIX ARROW

Lifecycle of the Phoenix. This arrow has 3 charges, you automatically expend a single charge when you shoot it. On a successful hit it deals additional Fire damage. When you expend the first charge it deals 1d6 Fire damage, the second charge deals 2d6 extra and the third charge 2d8. When all charges are expended the arrow deals no extra damage. All charges are restored at dawn.

Return and Rebirth. When you have shot this arrow and it expended a charge, you can call it back to your bow or quiver at the end of your turn as a free action. The arrow turns to ashes and reappears in a flash of harmless flames.

PHOENIX ARROW



TANGLESEED ARROW

Entangling Shot. This arrow deals the same damage as a regular arrow. However when you successfully hit a Large or smaller creature with this arrow the target has to make a Dexterity saving throw (DC 17). On a failed save they get wrapped by a fast sprouting tangle of vines and the creature is considered Restrained.

A creature can use an action to attempt to break free at the end of its turn by succeeding a Strength check (DC 15).

TANGLESEED ARROW



SCOUT'S ARROW

Farshot. When you make a ranged attack with this arrow you can add 100 ft to the maximum range of your bow for the shot.

Sharp Eye. After firing this arrow you can spend an action to see from the point it has hit. This requires concentration and you can do this for a total of 1 minute. During this time you are blind with regard to your own senses. When you are doing this you have Truesight up to 60ft. You can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.

SCOUT'S ARROW

GRAPPLE ARROW



GRAPPLE ARROW

*Ammunition (Longbow, Shortbow)
Single Use*

Hooked. When you make a successful attack using this arrow it lodges into your target and grabs into it with metal hooks dealing an extra 1d4 damage.

Ropeshot. You can attach up to 90 feet of rope to this arrow without affecting the shot. If you successfully attack a small, medium, large or huge creature with this arrow it has to make a Strength (Athletics) check against your Strength (Athletics). On a failure it is considered grappled. You can choose to climb the rope, if the arrow holds your weight, the Strength (Athletics) DC for the climb and any (dis)advantage are at the DM's discretion.

EXPLOSIVE ARROW



EXPLOSIVE ARROW

*Ammunition (Longbow, Shortbow)
Single Use*

Damage. 1d4 Bludgeoning (one target) (1d10 Force + 1d10 fire in 10ft radius)

Red Button. This arrow only deals 1d4 Bludgeoning damage (+ Dexterity modifier) to a single target upon impact regardless of what bow it is shot from. All creatures in a 10ft radius around the target have to make a Dexterity saving throw (DC18) or take 1d10 Force and 1d10 Fire damage and be knocked prone. On a successful save they remain standing and only take half damage

Delayed Blast. As a bonus action before firing, you can twist the head of this arrow. In doing so you can set a timer for the blast to go off. You can choose a time between a minimum of 6 and a maximum of 30 seconds with increments of 6 seconds.

BIG GAME HUNTER'S ARROW



BIG GAME HUNTER'S ARROW

Uncommon Ammunition (Shortbow, Longbow)

Hunter's Favorite. Attacks made with this arrow against Large or larger sized Beasts and Monstroisals receive a +3 to Attack rolls and deal 2d4 extra Piercing damage.

BOLA ARROW



BOLA ARROW

Uncommon Ammunition (Longbow)

Tangled and Bruised. This arrow deals an extra 1d4 Bludgeoning damage on a successful attack. If the target is a Medium or Small creature, they have to make a Dexterity saving throw (DC 13) on a failed save they become Restrained. A creature can attempt to snap the cords to break free with a successful Strength check (DC 14). It can also attempt to untangle them by spending an action to make an Investigation check (DC 12). The creature can then use a bonus action to untangle the cords.

ALABASTER WHITE RUNECHALK



Alabaster White Runechalk
Rare Wondrous Item

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. When drawn around a creature that is alive but at 0 hit points it will stabilize them. This does not affect undead or constructs.

Circle. When standing in the circle you are granted 1d4 bonus on a single ability check of your choice.

Triangle. Creates a sacred glyph on a 5ft square. Any undead creature walking over the glyph has to make a Dexterity saving throw (DC 15). On a failed save they take 1d8+2 Radian damage, on a successful save they take none.

Cross. Erases all information from a sheet of paper.

LOUDY GREY RUNECHALK



Cloudy Grey Runechalk
Uncommon Wondrous Item

Chalk One Up. Anything you draw or write appears in the sky as clouds (as per the Skywrite spell). A strong wind can blow the clouds away. A single message can consist of a maximum of 5 words or one symbol. You can use the chalk 20 times before it runs out.

You do not need to be able to see the sky. However the message will not appear if the magic can not reach the sky. This happens if there is 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt between the surface you wrote on and the sky.

MIDNIGHT BLACK RUNECHALK



Midnight Black Runechalk
Uncommon Wondrous Item

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Drawn around a lock, grants a +5 bonus to Dexterity (Sleight of Hand) checks for attempts to unlock it.

Circle. Whilst standing in the circle you have advantage on Wisdom (Perception) checks you make to spot traps.

Triangle. Conjures and spreads caltrops in a 5ft square.

Cross. Drawn on footwear, grants +3 to stealth checks for 1 hour. Effect does not stack.

ROYAL PURPLE RUNECHALK



Royal Purple Runechalk
Uncommon Wondrous Item

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Effects last for one hour. Identical symbols do not have a stacking effect. You can draw up to 20 symbols with this chalk before it is completely used up.

Shield. (drawn on shield) You have an +1 bonus on your ac whilst using this shield on top of the regular ac this shield grants you

Hammer. (drawn on armor) Grants resistance against Bludgeoning damage.

Arrowhead. (drawn on armor) Grants resistance against Piercing damage

Crescent moon (drawn on armor) Grants resistance against Slashing damage



<CHARMING PINK RUNE<CHALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Tunes and repairs instruments.

Circle. When standing in the circle any music you play or vocal sounds you make sound three times as loud.

Triangle. Dramatic lighting fills a 10ft cube, increases any Charisma (Performance) checks by 3.

Cross. Casts a small display of Prestidigitation fireworks when stepped on by any creature.



FLAME RED RUNE<CHALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Lasts for 24 hours maximum. The first creature that walks over this symbol has to make a Dexterity saving throw (DC10) on success they take no damage, on a fail they get hit by an erupting flame and take 1d6 Fire damage. After this happens the symbol disappears.

Circle. Conjures a non-magical campfire that can burn for a duration of 8 hours.

Triangle. Cooks all the food in a 2ft cube with a quality as if prepared by a professional chef.

Cross. Casts the spell Heat Metal on the (metal) item it is drawn on.



WARM ORANGE RUNE<CHALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up. Using this chalk you can transmute a 1ft cube of stone, wood or metal, this effect lasts for 1 hour after which the material turns back. This chalk does not work on any equipment or weapon that is being worn or carried.

Square. Turns 1ft cube of material to wood

Circle. Turns 1ft cube of material to solid rock.

Triangle. Turns 1ft cube of material to solid iron

Cross. Turns 1ft cube of material to loose earth.



BRIGHT YELLOW RUNE<CHALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Fills a container with 1 pint of your favorite ale

Circle. Casts the Light cantrip on the object that it is drawn on.

Triangle. Fills a container with 1 pint of lamp-oil

Cross. Casts the spell Grease when a creature crosses the symbol. Lasts for 8 hours maximum, the DC for this spell is 12. A maximum of 3 cross symbols can be active at any given time.



SWAMP GREEN RUNE<H>ALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. A 5ft square becomes coated in a thick green glistening substance. Any creature stepping on it must make a Strength (Athletics) check (DC 9) to break free. It can repeat the check on its turn. Only one square can be active at a time. Remains active for 24 hours.

Circle. coats a weapon or one piece of ammunition in acid which deals 1d4 Acid damage on the first strike.

Triangle. Conjures one empty vial.

Cross. When drawn on a shield or armor grants Acid resistance for 1 day.



VINE GREEN RUNE<H>ALK

Chalk One Up. You can use this chalk to draw a symbol, these symbols take approximately 30 seconds to draw. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Skull (Drawn on an item or creature) reveals if the subject that the symbol is drawn on is poisonous or toxic to the person who drew the symbol.

Flower (drawn on, beneath or around a plant) Reveals basic information about the plant and potential (alchemical) uses.

Pentagram Any Alchemy or Heratology based crafting or skill checks made within this pentagram are made with advantage.

Berrybush Conjures 1d4 Goodberries inside the symbol (as per the Goodberry spell)



SKY BLUE RUNE<H>ALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Casts the spell Alarm, the 20ft cube is centered on the symbol.

Circle. Casts the spell Purify Food and Drink, centered on the symbol.

Triangle. Casts the cantrip Mending on the item you draw the symbol on.

Cross. Instantly locks a mechanical lock on a door or a chest once.



NAVY BLUE RUNE<H>ALK

Chalk One Up. As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square. Casts Fog cloud (1st level), centered on the symbol. Only one square can be active at a time.

Circle. Creates up to a gallon of water in a container.

Triangle. Creates an Arcane Umbrella 10 ft above the symbol. It covers a 10ft radius in which it stays dry from all natural rainfall.

Cross. Destroys up to a gallon of liquid from a container.



ADRINALINEA FORTIS

ADRINALINEA FORTIS
Very Rare Potion

Adrenaline Rush. When you drink this potion you become extremely focused and gain heightened physical abilities.

You receive a +2 bonus on your Strength and Dexterity saving throws. You also gain a +5 bonus on Perception and your movement speed increases by 10 feet. The effects of this potion last for 1 minute.



ACTIO AUCTUS

ACTIO AUCTUS
Very Rare Potion

Increased Activity. When you drink this potion your eyes glow with a bright orange for the duration.

You receive a total of 3 Legendary Actions which can be used within the next 10 minutes, all unused Legendary Actions fade away after this time.

You can use a Legendary Action at the end of the turn of any other creature in the initiative order. You can use a maximum of one Legendary Action each round.

To spend a Legendary Action you can do anything which would require a single Bonus Action or an Action to perform.



AMBROSIA

AMBROSIA
Rare Potion

Nectar of the Gods. The vial is warm to the touch. The potion itself tastes somewhat like honey.

When you drink this potion you are healed for 2d8+2 hit points. Additionally you become resistant to Radiant damage for 24 hours.



DRAUGHT OF BRAVERY

DRAUGHT OF BRAVERY
Rare Potion

Lion's Bravery. The potion has an earthy smell and always seems to be warm. On close inspection the tooth inside appears to be from a large feline beast.

When you drink this potion you can not be frightened and gain a +5 bonus on Intimidation for 24 hours.



PHILTER OF IMPARTED WISDOM

PHILTER OF IMPARTED WISDOM

Knowledge of the Forefathers.

An otherworldly clarity washes over you when you drink this potion. The taste is slightly bitter but not unpleasant.

You gain a +2 bonus to your Wisdom and Intelligence for 1 hour. During the next long rest you will experience a vision from the past in which you are taught a skill.

You gain proficiency with a weapon, a set of tools or in a Wisdom or Intelligence based skill determined by your gamemaster that one of your forefathers was proficient in.



AQUA VORONIS

AQUA VORONIS

Uncommon Potion

Blessed Waters of the Lake. The potion swills with a hint of glow. It has a refreshing watery taste with a hint of mintleaves.

When you drink this potion all diseases are healed and removed. Additionally you have resistance to poison damage and you become immune to all diseases for 1d4+2 days.



ELIXIR OF REVITALIZATION

ELIXIR OF REVITALIZATION

Rare Potion

Restoration of the Roses. The elixir has a fragrant rose smell to it. The blue color of this potion turns to a slightly desaturated tone in autumn.

When you drink this potion it immediately removes 2 points of Exhaustion. Additionally, any Diseases and Curses that reduce Strength, Dexterity or Constitution are removed.



POTION OF THE PATRON

POTION OF THE PATRON

Rare Potion

Patron's Blessing. The potion has a strong taste of beets with a slight hint of smoke.

When you drink this potion you receive a +2 bonus on your Charisma score and advantage on Charisma saving throws.

You also gain resistance against Necrotic damage. If you already have resistance against Necrotic damage from another source you gain immunity to Necrotic damage. These effects last for 1 hour.

PHILTER OF LESSER RESTORATION



PHILTER OF LESSER RESTORATION

Rare Potion

Restorative Medicine. The potion has a strong

taste of bayleaves and blueberries.

Drinking this potion ends either one disease

or one of the following conditions, blinded,

deafened, paralyzed, or poisoned. Additionally,

you are immune to diseases for one hour.

LESSER POTION OF STONE TO FLESH



LESSER POTION OF STONE TO FLESH

Common Potion

Petrification Antidote. The bottle has 3

doses of a mixture that can reverse the effects of

any type of petrification. As an action you can

drink 1-3 doses from the vial. Roll a d100 and

consult the table below.

STONE TO FLESH DC's

Doses Success DC

1	61 - 100
2	41 - 100
3	21 - 100

Alternatively you can sprinkle an amount on a creature that is unable to drink. If you do this you roll the d100 with disadvantage.

DUSKMOTHER'S TEA



DUSKMOTHER'S TEA

Rare Potion

Mother's Rest. This potion has a rather

refreshing sweet taste of persimmon and

lemongrass. It can be consumed cold but most

people prefer to drink it warm.

When you drink this potion you restore hit dice

at the end of the next short rest within 12 hours.

You restore a number of hit dice equal to the

amount you would regain at the end of a long

rest.

BOTTLED UP RAGE



BOTTLED UP RAGE

Uncommon Potion

Alchemical Anger. As an action you can drink

this potion. You become enraged for one minute.

The effect ends if you are knocked Unconscious.

During the duration you have advantage on

Strength Checks and Strength Saving Throws

When you make a melee weapon Attack using

Strength, you gain a +4 bonus to the damage roll.

You have Resistance to Bludgeoning, Piercing,

and Slashing damage. If you are able to cast

Spells, you can't cast them or concentrate on

them while raging.

When the potion wears off you receive one point of exhaustion.

Barbarians do not suffer this penalty and the

rage this potion induces does not count towards

the times a Barbarian can rage per long rest. This

effect does not stack with any other type of rage.

GREATER ANTITOXIN



GREATER ANTITOXIN

Common Potion

Preventive Measures. As an action you can drink the potion, doing so grants advantage on saving throws against poisons and diseases for 12 hours. During this time you can also not drop to 0 hitpoints by damage from uncommon and common poisons.

PURPLE IKRUS ELIXIR

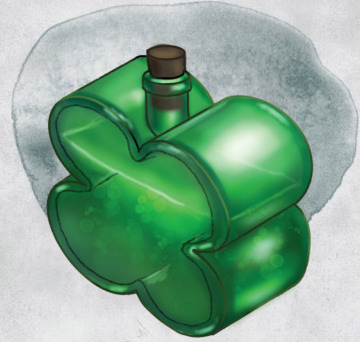


PURPLE IKRUS ELIXIR

Rare Potion

Ikran Cure. As an action you can drink the potion. You receive 3d6+6 healing. Additionally the potion removes any active poison effects and grants 10 minutes of resistance to poison damage.

CONCENTRATE OF CLOVER



CONCENTRATE OF CLOVER

Uncommon Potion

Lucky Day. As an action you can drink this potion, for the next 24 hours you have an unpredictable luck that seems to kick in at just the right moment.

You get a total of 3 luck points that disappear after 24 hours. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.

OTION OF PONFUSION



OTION OF PONFUSION

Very Rare Potion

Instruction Leaflet. This substance is tasteless and only works when it is drunk by a creature. When this happens they have to pass a Wisdom saving throw (DC15) or fall under its effects for 1 hour.

Who Am I? For the duration the creature forgets their own name and most details of who they are and what they can do. They receive a +1 bonus on all the skills they are not proficient in. However, all Medicine, Insight, Perception, Survival, Deception, Persuasion and Performance checks you make are made with disadvantage.

This Seems Backwards. For the duration whenever the creature rolls a natural 1 it is considered a natural 20 and vice versa. This affects all rolls this creature makes with a d20.



LESSER CONJURATION CLAY

Weapon of Clay. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into any melee weapon of your choice. Attack and damage rolls made with this weapon receive a +1 bonus. The weapon lasts for 1d4 hours, after which it crumbles.

Brittle. When you critically fail with the weapon, roll a d20. On a 10 or lower the weapon breaks.

Lesser Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 2d6 hours the ingredients have turned into clay which can be used again.

LESSER CONJURATION CLAY

Rare Wondrous Item



GREATER CONJURATION CLAY

Terracotta Soldier. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into a living terracotta soldier with a shield and longsword. When the soldier takes the Attack action they can make a multi-attack to make two melee weapon attacks with their longsword.

The soldier has your Strength, Dexterity and Constitution score. Their Charisma, Intelligence and Wisdom are 6. They have 40 hit points and an AC of 16.

The soldier listens to your commands but can not speak. In combat the soldier rolls their own initiative. The soldier is considered a Construct and lasts for 1 hour or until they are destroyed.

Greater Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 3d6 days the ingredients have turned into clay which can be used again.

GREATER CONJURATION CLAY

Very Rare Wondrous Item



SUPERIOR CONJURATION CLAY

Earthen Duplicate. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into a clay duplicate of yourself.

The duplicate has 80 hit points and an AC of 14. It has exactly the same ability scores, skills, and features as you. It can cast the same spells as you but doing so expends your own spell slots. Any bonuses you gain from magic items or blessings do not carry over to the duplicate.

The duplicate is a Construct and clearly made of clay. It listens to your commands but can not speak. In combat the duplicate rolls their own initiative. The duplicate lasts for 1 hour or until it is destroyed.

Superior Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 3d6 weeks the ingredients have turned into clay which can be used again.

SUPERIOR CONJURATION CLAY

Legendary Wondrous Item



CURSE JAR

Gold Eater. When the owner of this jar insults someone or utters a curse-word they hear a voice in their head commanding them to put one gold piece in the mouth of the jar. A creature may resist doing this with a successful Wisdom saving throw (DC 10). The gold is instantly consumed by jar. There is no way to retrieve any gold from the jar.

Four Mouthed. Twice per day you can pull the lid off the jar that has been put in it. When you cast a spell the cost is taken from the total amount of gold that has been put in it. When you cast a spell the cost is taken from the total amount.

50 gold. Cause Fear (2nd level, DC 15)
100 gold. Bestow Curse (3rd level, DC 15)
200 gold. Hunger of Hadar. (3rd level)

If the owner of this jar does not feed it at least one gold coin every day the most expensive available spell is cast on the owner.

Rare Magic Item (Sentient)

MANTLE OF VITALIS



MANTLE OF VITALIS

Legendary Mantle (Light)
Requires attunement by a Bard, Cleric or Druid

Legacy of the Healer. The mantle has 3 charges that empower your healing spells. Whenever you cast a healing spell you can spend a charge to heal one creature for an extra 3d8 + your spell attack bonus. If you heal more than one creature with a single spell you can spend all the charges at once. However, you can only use one charge on a single creature at a time. All 3 charges are regained at dawn.

Dreamwalker. As an action, you can cast Dream (5th level). You can do this once per long rest. Additionally you are immune to this spell and any spells that would make you fall asleep whilst wearing this mantle.

RING OF THE FEY



RING OF THE FEY

Rare Ring
Requires attunement

Brain of the Fey. When attuned to this ring you gain a +1 bonus to your Intelligence. Additionally you gain a +2 bonus on any Intelligence (Arcana) and Intelligence (Nature) checks you make.

Fey Ancestry. Whilst attuned to this ring you have advantage on saving throws against being charmed, and magic can't put you to sleep.

Light of the Feywild. This ring holds one charge of a special kind of Faerie Fire. This spell requires no concentration, lasts for 1 minute and is tints of orange and red. When you are in the Feywild both areas described in the description of the spell increase by 10ft. You can cast this spell once per day.

LUNAR SKIMITAR



LUNAR SKIMITAR

Uncommon Scimitar (Martial, Finesse, Light)

Damage. 1d6+1 Slashing

Lunar Essence. You receive a +1 bonus on Attack rolls made with this weapon.

Power of the Moonlight. If you can see a night-sky whilst using this scimitar you deal an additional 1 Radianant damage. This damage is doubled when there is a full moon.

CRYSTALLINE CRUSHER



CRYSTALLINE CRUSHER

Uncommon Mace (Simple, Spellcasting Focus)

Damage. 1d6+1 Bludgeoning

Crystal Clear. You receive a +1 bonus on Attack rolls made with this weapon.

Smooth or Sharp. When you make an attack using this weapon you can choose to deal Piercing damage or Bludgeoning damage.

Arcane Mineral. The Crystalline Crusher can be used as a spellcasting focus. Additionally you can cast the spell Guiding Bolt (3rd level) from it once every 2 days.

LASH OF THE HYDRA



LASH OF THE HYDRA

Rare Wondrous Item
Requires attunement

Damage. 1d4+2 Slashing

Firm Grip. You gain a +2 bonus on Attack rolls made with this weapon.

Hydra's Frenzy. Whenever you roll an attack a creature that is hostile towards you and roll a natural 19 or 20 on an attack roll with this weapon an extra cord grows from the handle of the whip. Your attacks with this whip deal an additional 1d4 damage for each extra cord. The whip can have a total of 5 cords. Extra cords disappear 12 hours after the last cord has grown after which only one cord remains.

Hydra's Curse. Whenever you roll a natural 1 on an Attack roll with this weapon one cord disappears from the handle. However, if there is last cord disappears, making the whip useless and unable to grow any cords ever again. If you roll higher than 15 the last cord remains attached.

<HOP



<HOP

Uncommon Handaxe (Light, Kang, Thrown)

Damage. 1d6+1 Slashing

Range. 20/60 ft

Fine Steel. You receive a +1 bonus to Attack rolls made with this weapon.

Lumberjack's Best Friend. This weapon deals an extra 1d6 Slashing damage to Plant creatures and objects/items made of wood.

BIFOCALS OF THE BASILISK



BIFOCALS OF THE BASILISK

Rare Wondrous Item

Superior Darkvision. These goggles grant you darkvision up to 90ft. In darkness, instead of shades of grey you see in shades of green.

Stonecold. Whilst wearing these goggles you are immune to petrifying effects that take hold of you through a visual connection, such as with a basilisk or a medusa.

Petrifying Gaze. As an action you can activate the goggles' Petrifying Gaze, this effect lasts until the start of your next turn. If a creature starts its turn within 30 ft. of you and you can see each other, you can force the creature to make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by a greater restoration spell or other magic. You can use this feature only once every 3 days.

RING OF DIVINATION



RING OF DIVINATION

Rare Wondrous Item
Requires attunement

Fortune Teller's Secrets. Whilst attuned to this ring you gain a +1 bonus to Insight, Arcana and Deception.

Premontion. You automatically have advantage on the first Dexterity or Wisdom saving throw you have to make. You can use this ability again after finishing a long rest.

Second Sight. As a bonus action you can quickly gaze deep into the crystal ball on this ring. For the next hour you have True Sight up to 60ft. You can use this feature once per day.



THE BLACK SEAL

Souldinker. The ring can hold 6 charges. You gain 1 charge whenever you kill (or actively assist in the killing of) a creature. As a bonus action you can activate one of the effects by spending charges.

Dark Presence (1 Charge). You surround yourself in an ominous aura that grants you advantage on Intimidation checks for 1 hour.

Black Cloak (2 charges). Cloaks your body in darkness, grants +1 to your AC and you gain advantage on all Stealth checks for 1 hour.

Soulstrike (6 charges). Imbues your next 3 melee and/or ranged weapon attacks (within 10 minutes) with 3d6 Necrotic damage.

Tormented Souls (Curse). If there is at least one charge in the ring and you take a long rest, make a Wisdom saving throw (DC 14). On a failure you do not gain the benefits of the rest as your dreams are filled with visions of the souls. The DC increases by one for every extra charge the ring holds.



HORSELORD'S CURVED BLADE

Lord of the Grass Sea. Whilst mounted on any type of horse you receive a +2 on your attack roll when attacking with this weapon.

Aura of the Stallion. When attuned to this blade you gain a +4 bonus on any Wisdom (Animal Handling) checks you make. You also gain a +2 bonus on Wisdom (Survival) checks that relate to tracking animals.

Damage. 1d6+2 (1d8+2) Slashing
Rare Scimitar (Martial, Finesse, Versatile)
 Requires attunement



DOWNFALL

Brought Back. When you are attuned to this sword and fail at least one deathsave you are healed for an amount equal to half of your maximum hitpoints. This effect can only happen once ever to the attuned.

Infernal Pact (Curse). When you are Brought Back as described above you owe your life to an infernal creature or entity of the choice of your GM. How and when this will become clear, the motivation and character of this being and all other details will be determined by the GM.

Damage. 2d6+1 Slashing
Uncommon Greatsword (Martial, Heavy, 2-Handed)
 Requires attunement



LA GUILLOTINA

Reposited Adamantine Blade. You receive a +2 bonus on Attack rolls made with this weapon.

Purge the Wicked. This axe can not harm any creatures with a Good alignment and can not deal a killing blow to Neutral aligned creatures.

Voice of the Judge. You can cast the spell Command (1st level) using this axe. The Wisdom save DC for this spell is 14. You can do this twice per long rest.

Damage. 1d12+2 Slashing
Rare Greataxe (Heavy, 2-Handed)
 Requires attunement

SPEAR OF SHIFTING SANDS



SPEAR OF SHIFTING SANDS

*Very Rare Spear (Thrown, Versatile)
Requires attunement*

Damage. 1d6 (1d8) +2 Piercing
Range. 20/60

Remnant of Naz'thul. You receive a +2 bonus on Attack rolls for this weapon.

Strike of the Sun. When you successfully hit a creature with this weapon you can speak a command word which invokes the essence of the desert sun as part of your attack. The creature has to make a Constitution saving throw (DC 14). On a failed save they take 2d4+2 radiant damage and are blinded until the end of their next turn. On a successful save they take no damage. You can use this feature twice per day.

Sandshift. After making a successful ranged attack against a creature with this spear you can instantly teleport to its location. This is a free action that is part of the attack and can be used once per round.

SPIRITWALKER'S FLAIL



SPIRITWALKER'S FLAIL

*Rare Flail (Martial)
Requires attunement*

Damage. 1d8 Bludgeoning +1d6 Radiant

Elders' Guidance. You receive a +2 bonus on Attack rolls for this weapon.

Strengthened Blow. When you critically hit a creature you may choose to knock it prone or push it 5ft away from you.

Protection from Beyond. Twice per long rest you can cast the spell Sanctuary using this flail. The Wisdom saving throw DC for it is 16.

FORGEMASTER'S WARHAMMER



FORGEMASTER'S WARHAMMER

*Very Rare Warhammer (Heavy, Martial)
Requires attunement and at least 16 Strength*

Damage. 1d8+2 (1d10+2) Bludgeoning

Arcane Anvil. 5 times per long rest you can cast the Mending cantrip using this hammer.

Fire of the Forge. The warhammer can hold 8 charges of Scorching Ray and regains 1d4 charges per day. As an action you can cast up to 4 rays. You expend a charge for each ray. You can hurt them within a 120 ft range at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

If you roll a 1 on your ranged spell attack the Warhammer casts Heat Metal on itself.

EDGE OF THE ZEPHYR



EDGE OF THE ZEPHYR

*Very Rare Rapier (Martial, Finesse)
Requires attunement*

Damage. 1d8 Piercing +2 Lightning

Stormforged. You receive a +2 bonus on Attack rolls for this weapon.

Last Spark of Life. When you land a killing blow on a creature with a melee weapon attack conducted along the blade of the rapier and amplified in a lightning bolt. All creatures in a 15ft line behind the creature (in the direction you stab) have to make a Dexterity saving throw (DC15). On a failed save they take 3d6+2 lightning damage, on a success they take half.

Lightning Conductor. As an action you can call down a bolt of lightning to a creature or object you can see within 100ft. The creature has to make a Dexterity saving throw (DC15). On a failed save they take 4d6+2 lightning damage. On a successful save they take half. You can use this feature once per day.

ARMOR OF ATOMLESZTES



ARMOR OF ATOMLESZTES

Very Rare Light Armor
Requires attunement

AC, 13 + Dexterity modifier

Guard of Afterlife. Whenever you drop to 0 hit points, you regain 3d10+5 hit points. All allied creatures in a 15ft. radius regain half the amount you healed. All hostile creatures in the radius receive half the amount you healed as Necrotic damage. You can not use this feature again until you finish a long rest.

Step into the Beyond. You are able to cast the spell Misty Step using this armor. You can use this feature 3 times per long rest.

Regalia of Mortality. When this armor is combined with the Gauntlets of Mortality they count as a set and only take a single attunement slot instead of multiple. The Regalia of Mortality is considered Legendary.

When you are attuned to Regalia you can use the Lifegiver and Lifetaker features of the gauntlets twice per long rest. Additionally you gain temporary hit points equal to 10 + your character level for 24 hours whenever you finish a long rest.

GAUNTLET OF ADNI



GAUNTLET OF ADNI

Rare Wondrous Item
Requires attunement

Touch of Life. When you deal an unarmed strike you may choose that the damage dealt is Radiant damage.

Lifegiver. As an action you can point to a creature you can see within a 90ft range. You suffer 2d8 Necrotic damage, the creature you point to heals an amount of hit points equal to the amount of damage you took. You can use this feature once per day.

Heart Protector. Whilst attuned to this gauntlet you have access to the Spare the Dying cantrip.

Gauntlets of Mortality. When this Gauntlet is combined with the Gauntlet of Vesz, they count as a set and only require a single attunement slot instead of one per gauntlet. The Gauntlets of Mortality are considered Very Rare.

When you are attuned to both gauntlets you gain 10 temporary hit points for 24 hours whenever you finish a long rest.

GAUNTLET OF VESZ



GAUNTLET OF VESZ

Rare Wondrous Item
Requires attunement

Touch of Death. When you deal an unarmed strike you may choose that the damage dealt is Necrotic damage.

Lifetaker. As an action you can point to a creature you can see within a 90ft range. The creature has to make a Constitution saving throw (DC 18). On a failed save they suffer 2d8 Necrotic damage. You gain the amount of damage dealt as hit points. You can use this feature once per day.

Death Caller. Whilst attuned to this gauntlet you have access to the Toll the Dead cantrip. When using this cantrip the target has to succeed on a Wisdom saving throw (DC 16).

Gauntlets of Mortality. When this Gauntlet is combined with the Gauntlet of Adni, they count as a set and only require a single attunement slot instead of one per gauntlet. The Gauntlets of Mortality are considered Very Rare.

When you are attuned to both gauntlets you gain 10 temporary hit points for 24 hours whenever you finish a long rest.

PIERCER OF THE PURPLE ROSE



PIERCER OF THE PURPLE ROSE

Rare Dagger (Finesse, Light, Range, Thrown)
Damage, 1d4+2 Piercing
Range, 20/60

Return of the Rose. As a bonus action, while you are within 200 feet of the dagger you can speak a command word to recall it to you. The blade twists shortly in a flurry of rosepetals and then returns to your open hand instantly. If it was lodged into a creature it deals 1d4 damage to that creature as the dagger twists out of it.

Toxic Thorns. If you apply a damaging poison to this dagger, you deal an extra 1d6 Poison damage on the first time you deal damage to a creature with this dagger..

MASK OF THE RAVEN DISCIPLE



MASK OF THE RAVEN DISCIPLE

Rare Mask
Requires attunement by a Cleric, Warlock or Paladin

Wisdom from Beyond. When attuned to this mask you receive a +2 bonus on your Wisdom Saving throws and on all Wisdom based skills.

My Queen. If you are a Cleric or Paladin worshipping the Raven Queen they gain a +1 bonus on their strength. If you are a Warlock with the Raven Queen as their patron they gain a +1 bonus on their Charisma. In case of multiclassing, choose one bonus.

Forgiving Queen. You can cast the Spare the Dying cantrip using this mask once per day. When you cast this spell the purple gem flares up brightly as the Raven Queen extends her power through it.

HOOD OF THE DECEIVER



HOOD OF THE DECEIVER

Rare Hood
Requires attunement by a Warlock

Gift of the Pact. After a long rest, roll a d4. The spell slot of the level that you rolled. This spell slot lasts until you finish another long rest.

Master's Voice. The hood allows you to channel the otherworldly charisma of your patron. You receive a +3 bonus on Charisma (Deception) and Charisma (Persuasion) checks.

DEATH KNIGHT'S HELMET



DEATH KNIGHT'S HELMET

Very Rare Helmet (Heavy, Plate)
Requires attunement

Knigh's Stamina. When attuned to this helmet you have resistance to Necrotic and Poison damage and are immune to being frightened. You gain a +1 bonus to your Constitution score every day up to a maximum of +4.

Death's Call (Curse). Every day you wear this helmet you make a Wisdom saving throw (DC 12). The DC increases by 2 every for every subsequent day you wear this helmet. On a failed save you take 2d8 Psychic damage and lose all Constitution bonuses from this item. Every time you fall the save, the damage increases by 2d8.

EXECUTIONER'S REMORSE



EXECUTIONER'S REMORSE

Rare Greatsword (Martial, Heavy, 2-Handed)
Requires attunement

Damage. 2d6+2 Slashing

Executioner's Mercy. When making a successful attack using this sword you can choose to heal the target for 3d6. The damage of the sword is applied first. If a target is unconscious it fails a deathsave before the healing is applied. When attacking an undead creature this effect can be applied as Radiant damage instead. You can use this feature twice per day.

Executioner's Burden (Curse). When Executioner's Mercy is used you start hearing the maddening voices from the dead for 1d8 hours. If there are more than 5 dead or undead creatures in a 200ft radius you have to make a Wisdom saving throw (DC15) every minute. On a failed save you take 2d4+2 psychic damage. On a successful save you are able to shut out the voices for 1 hour.

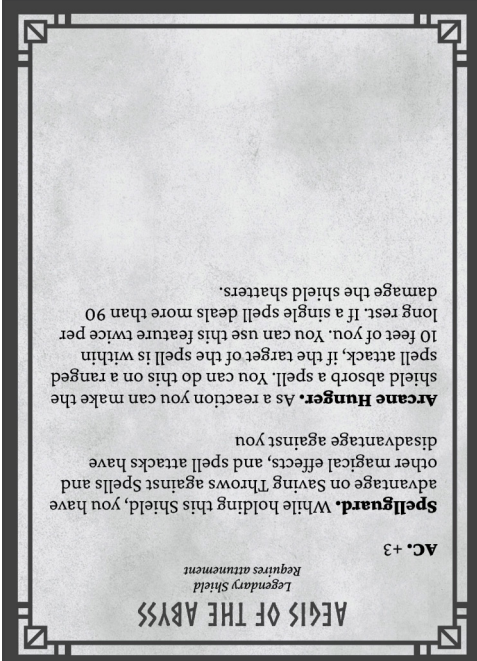


AEGIS OF THE ABYSS

Spellguard. While holding this Shield, you have advantage on Saving Throws against Spells and other magical effects, and spell attacks have disadvantage against you.

Arcane Hunger. As a reaction you can make the shield absorb a spell. You can do this on a ranged spell attack, if the target of the spell is within 10 feet of you. You can use this feature twice per long rest. If a single spell deals more than 90 damage the shield shatters.

AC: +3
Legendary Shield
 Requires attunement



SHIELD OF THE ROK

Light as a Feather. Whilst holding the shield you can cast Featherfall on yourself as a reaction.

Elemental Origin. With this shield when you are in the elemental plane of Air, you can spend an action to gain a Flying speed equal to your movement speed for up to one hour. You can use this feature once per day. If the shield has been in the elemental plane of air for over a day this feature can be used on any other plane and turns it into a Rare Shield.

AC: +2
Uncommon Shield

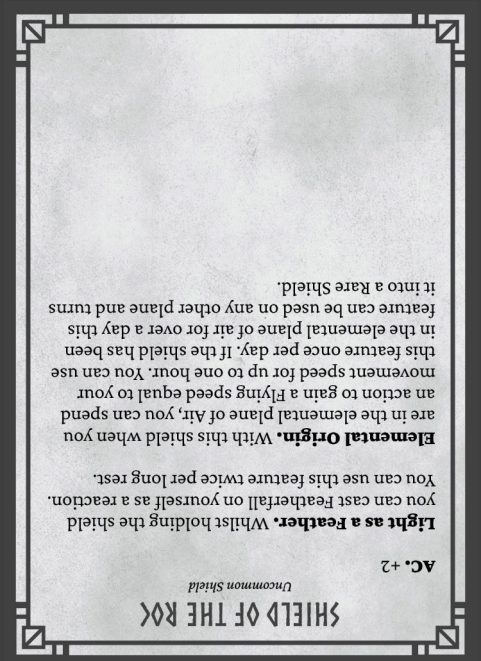


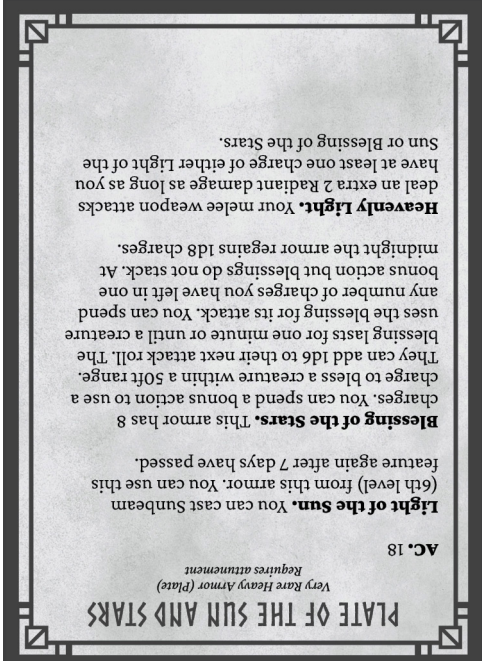
PLATE OF THE SUN AND STARS

Light of the Sun. You can cast Sunbeam (6th level) from this armor. You can use this feature again after 7 days have passed.

Blessing of the Stars. This armor has 8 charges. You can spend a bonus action to use a charge to bless a creature within a 50ft range. They can add 1d6 to their next attack roll. The blessing lasts for one minute or until a creature uses the blessing for its attack. You can spend any number of charges you have left in one bonus action but blessings do not stack. At midnight the armor regains 1d8 charges.

Heavenly Light. Your melee weapon attacks deal an extra 2 Radiant damage as long as you have at least one charge of either Light of the Sun or Blessing of the Stars.

AC: 18
Very Rare Heavy Armor (Plate)
 Requires attunement



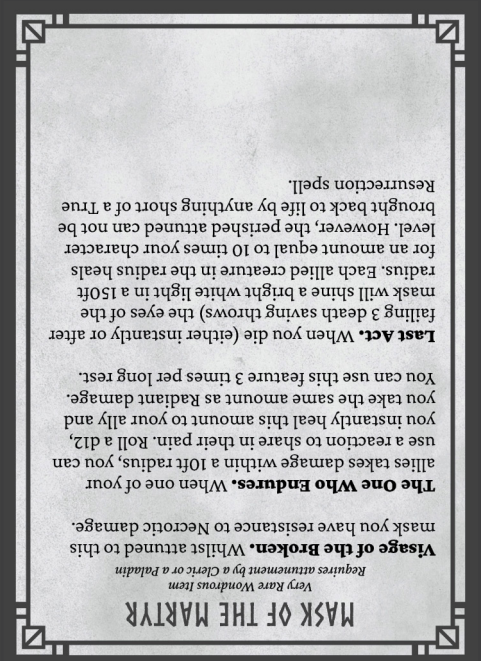
MASK OF THE MARTYR

Visage of the Broken. Whilst attuned to this mask you have resistance to Necrotic damage.

The One Who Endures. When one of your allies takes damage within a 10ft radius, you can use a reaction to share in their pain. Roll a d12, you instantly heal this amount to your ally and you take the same amount as Radiant damage. You can use this feature 3 times per long rest.

Last Act. When you die (either instantly or after falling 3 death saving throws) the eyes of the mask will shine a bright white light in a 150ft radius. Each allied creature in the radius heals for an amount equal to 10 times your character level. However, the perished attuned can not be brought back to life by anything short of a True Resurrection spell.

Very Rare Wondrous Item
 Requires attunement by a Cleric or a Paladin



ARTHANOX THE MALEVOLENT



ARTHANOX THE MALEVOLENT

Very Rare Wondrous Item

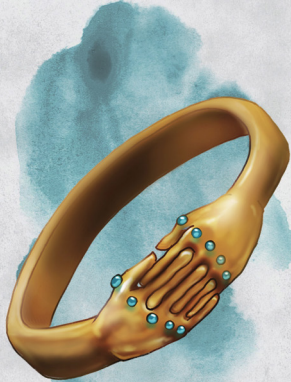
Faith of the Finger Puppet. This puppet comes to life when you put it on a finger. Arthanox is sentient and rolls initiative in combat. He has access to the Firebolt, Mending and Prestidigitation cantrips. His spell attack modifier is +7. Whilst Arthanox is on your finger you are not impaired to use your hands in any way. However, his commentary is endless.

Personality. Arthanox used to be a cruel old wizard, it is unclear even to himself how he came to be a finger puppet but he is out for revenge and nothing will stop him in his path. His ultimate goal is to return back to normal (and possibly world domination). His alignment is Chaotic Evil.

Fingers Crossed (Curse). Once Arthanox is on your finger he will not let go. Trying to do so requires an Intelligence saving throw (DC 24). On a failed save you take 1d8 psychic damage on a successful save you remove him.

Eternal Toy. The fabric Arthanox is made of can't be cut by normal means. However, if Arthanox is destroyed his soul possesses a different wizard puppet in a random toy box on the material plane within a year.

BAND OF THE FIRM GRIP



BAND OF THE FIRM GRIP

Rare Ring

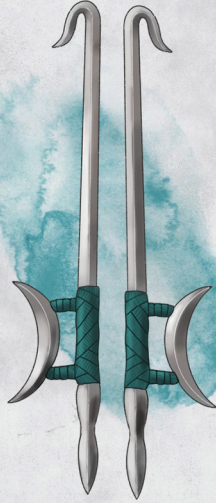
Requires attunement by a spellcaster

Helping Hand. This ring enables you to cast the Mage Hand cantrip at will.

Firm Grip. The ring has 10 charges. You can expend charges to cast the following spells as an action. Hold person at 2nd level (3 charges), Hold monster at 5th level (5 charges) Bigby's hand at 5th level (10 charges). After every long rest the ring regains 1d10 charges.

Hold Tight (Curse). When you attune to the ring it clasp tighter around your finger. You are unable to take it off. It can only be removed by the spells Wish and Remove Curse or severing the finger itself. You can not lose attunement to this ring as long as it is on your finger.

TWIN HOOK SWORDS



TWIN HOOK SWORDS

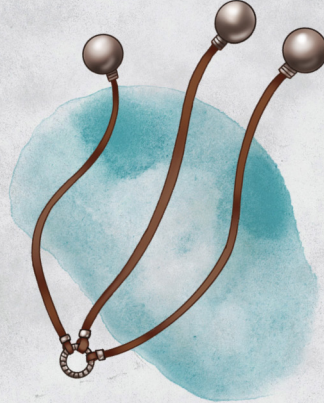
Uncommon Shortswords (Martial, Finesse, Light, Dual Wield)

Damage. 1d6 Slashing (per sword)

Sweep the Leg. When you make a successful attack with one of these swords, you can choose to try and hook one of the legs of a creature as a bonus action. Make a Strength (Athletics) check against the creature's Strength (Athletics). If you succeed you deal an extra 1d4 Piercing damage and pull the creature prone. If you fail the contest the creature remains to stand upright. This feature only works on bipedal creatures or winged flying creatures.

Climber's Hook. You can use the swords to anchor yourself when climbing vertical surfaces. This grants you advantage on Strength (Athletics) checks for climbing.

BOLAS



BOLAS

Common Weapon (Thrown, Martial)

Damage. 1d4 Bludgeoning

Range. 30/60ft

Tripping Balls. The bolas are mainly used to trip foes from a distance. A Large or smaller bipedal creature hit with bolas must make a Dexterity saving throw (DC 15) or be restrained. A creature can attempt to snap the cords to break free with a successful Strength (Athletics) check (DC 15). A creature can also try to untangle them. They can do so after using their action to pass an Intelligence (Investigation) check (DC 12), after which they can use an action to untangle the cords.