



TRIDENT OF THE COBALT DIVIDE

Very Rare Trident (Thrown, Versatile)
Requires attunement
Damage. 1d6 (1d8) +2 Piercing
Range. 20/60

Steel of the Sea. You receive a +2 bonus to Attack rolls you make when attacking with this Trident.

Might of the Blue. The range of this trident is doubled when thrown over a body of water that is at least 20ft. wide. The range is also doubled when you and your target are both completely under water.

Ebb and Flow. When you make a successful range attack roll with this weapon you can call it back to a free hand as part of your attack action.

Lighting Conductor. A creature that is critically hit by the trident becomes vulnerable to Lightning damage until the end of its next turn. If a creature is immune it becomes resistant, if it is resistant it loses the resistance.



RUBY BLADE

Rare Greatsword (Heavy, Two-handed)
Requires attunement
Damage. 2d6 +1 Slashing

Crystal Blade. You receive a +1 bonus to Attack rolls you make when attacking with this Greatsword.

Blessed Edge. When you make an Attack with this sword you can roll a d100 to add an effect. The bonus to attack rolls and damage only applies to one attack. The damage only applies if the attack hits. When you have used this feature you can not use it again until you finish a short or a long rest.

Ruby Blade Effects

Effect	d100
Blade shatters*	1
-1 on Attack roll	2-25
+2 on Attack roll	26-70
+2d6 damage	71-95
+3d6 damage	96-100

*Destroyed beyond repair



SCALPEL OF THE BLOODRAINER

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

Surgical Precision. You receive a +1 bonus to Attack rolls you make when attacking with this Dagger.

Anatomical Insight. If you are proficient in Nature you may add your Intelligence modifier to the Attack roll for this weapon.

If you are proficient in Medicine you may add your Wisdom modifier to the Attack roll for this weapon.

If you are proficient in both Nature and Medicine, choose one modifier (either Intelligence or Wisdom) to add to the Attack roll.

Medical Professional. You make all Ability checks with advantage when you perform any kind of surgery or medical procedure which requires the use of this scalpel.



INJECTION OF DAWNPOISON

Uncommon Poison

Damage. 1 Piercing

Into the Bloodstream. The syringe is a simple melee weapon and has the Light and Finesse properties.

On a successful attack you may inject the contents of the syringe into the bloodstream of a creature. The creature has to make a Constitution saving throw (DC 15). On a failed save they receive 4d6 Poison damage and become vulnerable to Radiant damage. On a successful save they only take half damage.

If the target is immune to radiant damage they become resistant. If the target is resistant to Radiant damage they lose the resistance.

The poison lasts for 1 hour or until cured. A creature can only be affected once with this poison every 24 hours. This poison only works if it is injected directly into the blood through a syringe.

GAUNTLET OF MIDAS



Touch of Gold. As an action you can touch a large or smaller creature. This creature has to make a Constitution saving throw (DC 13).

On a failed save, the creature magically begins to turn to gold 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 turns to solid gold and is Petrified. You can use this feature twice, all uses are regained after finishing a long rest.

Golden Greed (Curse). When a creature has used this item they have to make a Constitution saving throw (DC 13) during the next long rest they take. On a failed save they are Petrified and turn to solid gold over the course of the long rest.

The DC of this curse's Constitution saving throw increases by 1 for each creature the gauntlet has ever petrified.

RING OF THE ELDERROOTS



Guardian of the Forest. Whilst attuned to this ring you can use 2 uses of your Wild Shape ability to turn into a **Treant**. In this form you are able to cast spells from your spell list.

Force of Nature. This ring holds 4 charges. You can expend a number of charges to cast a spell. When you cast one of these spells whilst Wild Shaped as a Treant you regain 1d8 Hit Points for each charge you expend. The ring regains 1d4 charges at dawn.

Force of Nature Spells

Charges	Spell
1	Entangle
3	Plant Growth
4	Wall of Thorns

ROD OF THE ARBOR ABODE



House in the Tree Tops. As an action you can plant this staff firmly in the ground and speak a command word. Over the course of 1 minute the staff grows into a large tree with a tree house in it. When the tree is fully grown a rope ladder drops from the tree house.

The tree house is 40ft. from the ground. The outer dimensions of the tree house are 10ft. by 10ft. However, the single room on the inside is 30ft. by 30ft.

The tree and its house last indefinitely or until you spend another action to speak the command word again. The tree only reverts back to a staff (over the course of one minute) if no creatures are inside the tree house.

If the tree is destroyed the staff is destroyed as well.

GROVEKEEPER'S SICKLE



Damage. 1d4+2 Slashing
Requires attunement by a Spellcaster
Very Rare Sickles (Light)

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

Culler of Plants. When you are attuned to this sickle you receive a +3 bonus on attack rolls on all weapon and spell attacks you make against Plant creatures.

Grovekeeper's Focus. The sickle can be used as a spellcasting focus and holds one charge of the spell Transport via Plants.

When you cast this spell using this sickle, all creatures passing through the portal regain 3d6 hit points and lose 1 point of exhaustion. The sickle regains the charge after 24 hours.

LIGHTNING BOWSTRING



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

Lightning Shots. This bowstring has 2 charges of Lightning Shot.

It regains all charges at dawn.

Whenever you take the attack action with the bow this string is on, you can expend a charge. Doing so makes the arrow you shoot crackle with lightning.

On a hit the target takes an extra 1d8 Lightning damage. When a creature is hit by this lightning shot it has to make a Constitution saving throw (DC 14). On a failed save they become Paralyzed. The creature can repeat the saving throw at the end of each of its turns.

LIGHTNING BOWSTRING

HEARTBREAKER



*Very Rare Maul (Heavy, Two-handed)
Requires attunement*

Damage. 2d6+1 Bludgeoning

Forged with Love. You receive a +1 bonus to Attack rolls you make when attacking with this Maul.

Aura of the Heart. When attuned to this hammer the heart-shaped gem pulses with a soft light. All creatures within 20ft. of the gem gain a +3 bonus on Charisma and Constitution saving throws. When it shatters the aura fades.

Shattered Heart. When you critically hit a creature with this maul the gem on top of it shatters in a flash of light. All allies within 45ft. that can see you regain an amount of hit points equal to the damage you dealt with the triggering attack +2d6. They also receive the benefits of Aura of the Heart for 24 hours. After the gem has been shattered it magically reforms over the course of 24 hours after which it can be used again.

HEARTBREAKER