

RELICS OF THE REALMS



VOLUME 2

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ARDENT
ENFORCER



ARM OF THE
FIRE GENASI
VETERAN



BIFOCALS OF THE BASILISK



BLACK MARKET
EXCHANGE CHEST

ARDENT ENFORCER

Very Rare Warhammer (Versatile)

Requires attunement

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

Infernal Metal. You gain a +3 bonus to attack rolls you make 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.

ARM OF THE FIRE GENASI VETERAN

Rare Wondrous Item

Requires attunement

Renewed Strength. While attuned to this prosthetic you gain a +2 bonus to your Strength score. Additionally, any unarmed strikes you make with this arm also receive a +2 bonus to 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.

BIFOCALS OF THE BASILISK

Very 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. While 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 30ft. 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.

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 you will find the exact amount of gold that you 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.

CHOP

Uncommon Handaxe (Light, Range, Thrown)

Damage. 1d6+1 Slashing

Range. 20/60 ft

Fine Steel. You gain a +1 bonus to attack rolls you make with this weapon.

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

CIRCLET OF THE PHOENIX

Very Rare Wondrous Item

Requires attunement by a Wizard, Sorcerer, Druid or Warlock

Heart of the Fire Plane. When attuned to this 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 Feather Fall an unlimited amount of times using this circlet.

Up in Flames (Hidden Feature). When a creature attuned to this item dies, their body and equipment burst into flames and turns to ash. Creatures in a 10ft. radius have to make a Dexterity saving throw (DC 15). On a failed save they take 2d10 Fire damage. On a successful save they take half damage. The attuned creature's appears with full hit points and no equipment except the *Luminous Vestments of the Phoenix* on the elemental plane of fire. This feature can not be detected by the Detect Magic spells.

CURSE JAR

Rare Wondrous Item (Sentient)

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.

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

CURSE JAR SPELLS

Cost	Spells
50 GP	Fear (3rd level, DC 15)
100 GP	Bestow Curse (3rd Level, DC 15)
200 Gp	Blight (4th level, DC 15)

Lashing out. 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.

DELILAH

Very Rare Light Crossbow

Requires attunement

Damage. 1d8+2 Piercing

Range. 80/320

My Dearest Delilah. You gain a +2 bonus to attack rolls you make with this weapon.

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.

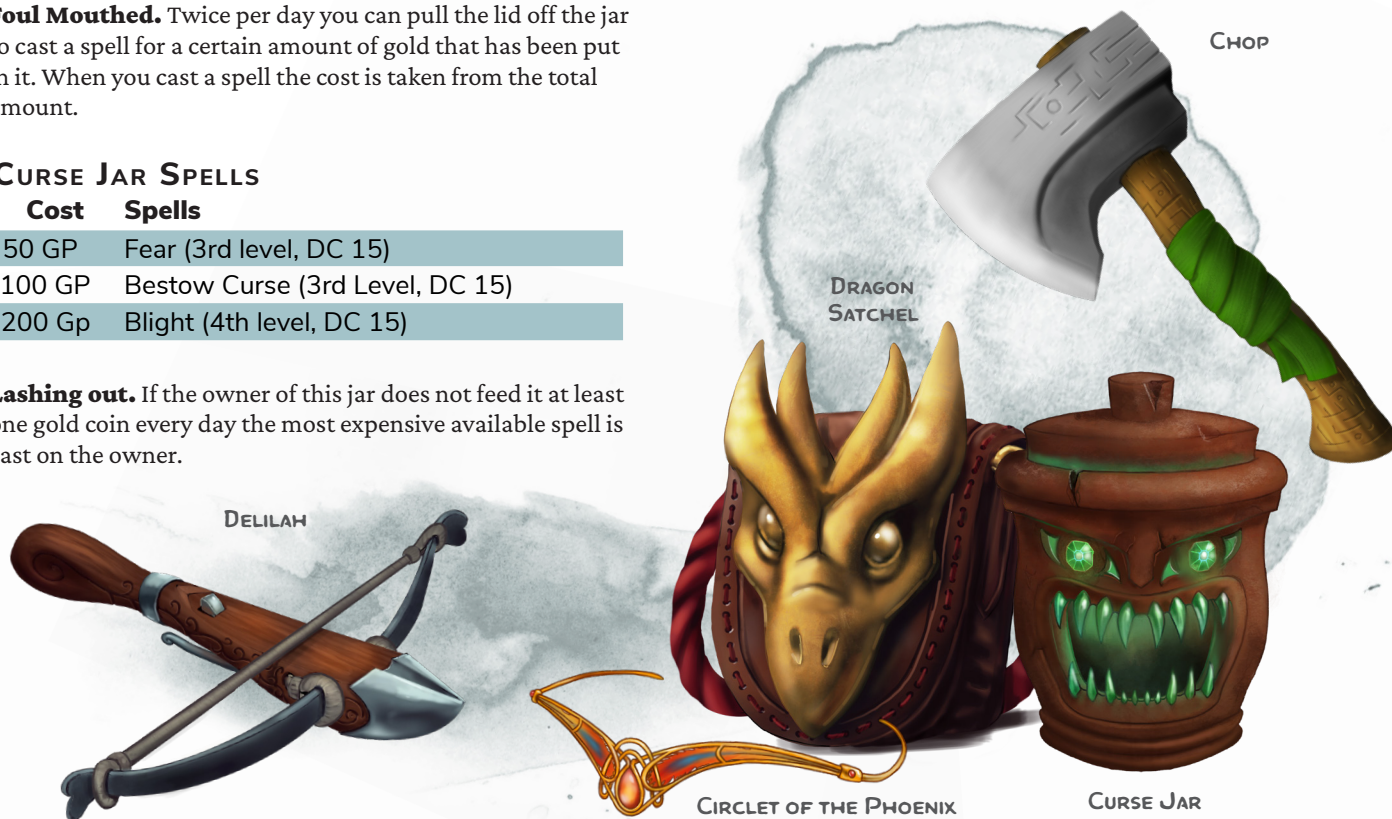
DRAGON SACHEL

Uncommon Wondrous Item

Essence of the Dragon. You can fill this small satchel with two handfuls of one of the materials listed in the Dragon Satchel table 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 (DC 15). 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.

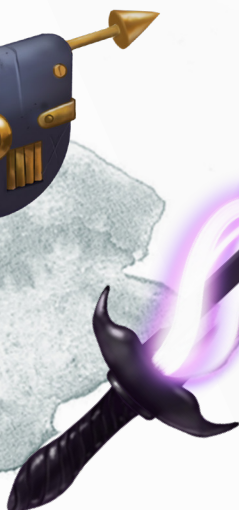
DRAGON SACHEL

Material	Powder Color	Damage type
Ash	Red	Fire
Grass	Green	Acid
Leaves	Purple	Poison
Sand	Yellow	Lightning
Snow	Blue	Cold

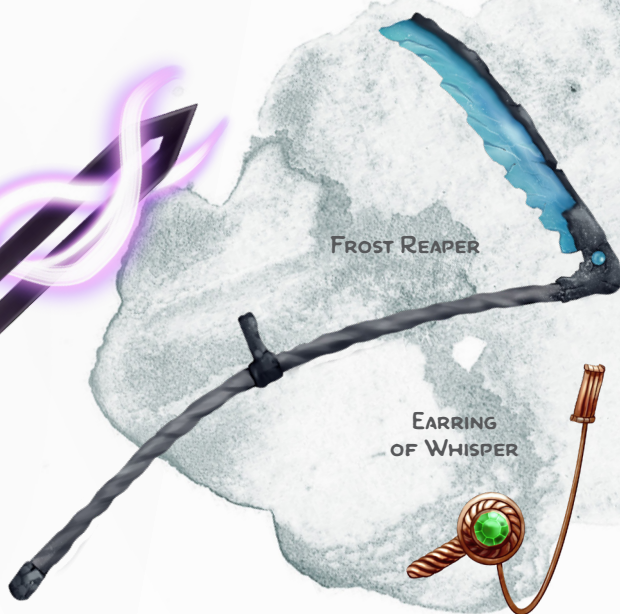




GOODBERRY SAPLING



DUALITY BLADE



FROST REAPER

EARRING OF WHISPER

DUALITY BLADE

Rare Shortsword (Finesse, Light)

Requires attunement

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

Streamers of Light. By speaking a command word you can envelop the sword in flowing streamers of light. This causes bright light in a 15ft. radius and dim light in a 30ft. radius. If this effect is active while 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 gain a +3 bonus to your attack roll with this blade. You deal 1d4+2 Necrotic and 1d4 Radiant damage if you attack this way. Activating the Streamers of Light negates this effect.

EARRING OF WHISPER

Uncommon Wondrous Item

Jenga. This enchanted earring can send and receive the Message spell to and from other connectead earrings within 500ft. 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.

FROST REAPER

Rare Scythe (Martial, 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 60ft. On hit the target takes 1d4+1 cold damage.

GAPCLOSER 2000

Uncommon Wondrous Item

Damage. 1d4-1 (2x) Piercing

Range. 50 (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

GOODBERRY SAPLING

Uncommon Wondrous Item

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.



LA GUILLOTINA



LUMINOUS VESTMENTS
OF THE PHOENIX



LASH OF THE HYDRA



L'ARCANA #23

L'ARCANA #23

Uncommon Wondrous Item

Because Thou Art Worth It. It takes about 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.

#23. While wearing this lipstick you gain a +1 bonus to every ranged and melee spell attack rolls with a Verbal component. If you know the Charm Person spell and you cast it while wearing this lipstick the Wisdom saving throw DC is increased by 2.

LA GUILLOTINA

Rare Greataxe (Heavy, Two-Handed)

Requires attunement

Damage. 1d12+2 Slashing

Repurposed Adamantine Blade. You gain a +2 bonus to attack rolls you make 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.

LASH OF THE HYDRA

Very Rare Whip (Finesse, Reach)

Damage. 1d4+2 Slashing

Firm Grip. You gain a +2 bonus to attack rolls you make with this weapon.

Hydra's Frenzy. Whenever you roll 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 only one cord left, roll a d100. On a 15 or less the 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.

LUMINOUS VESTMENTS OF THE PHOENIX

Legendary Wondrous Item

Requires attunement by a Druid, Sorcerer, Warlock or Wizard

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 to your spell attack bonus and +2 bonus to your spell save DC.

Flight of the Phoenix. You can cast the spell Fly (6th level) with these robes. You can use this feature twice per long rest.

Ashes to Ashes. You can cast the spell Firestorm using this robe. You can use this feature once per long rest.

MANTLE OF VITALIS

Legendary Wondrous Item

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 $3d8 + \text{your spell attack bonus}$. 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 the spell 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 while wearing this mantle.

MAP BEACONS

Uncommon Wondrous Item

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.

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.

MASK OF THE RAVEN DISCIPLE

Rare Wondrous Item

Requires attunement by a Cleric, Paladin or Warlock

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

My Queen. If you are a Cleric or Paladin you gain a +1 bonus to Strength. If you are a Warlock you gain a +1 bonus to 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.

MOUNTAINGUARD'S GREATAXE

Rare Greataxe, (Heavy, Two-Handed)

Requires attunement

Damage. $1d12+2$ Slashing

Dwarven Forged. You gain a +2 bonus to attack rolls you make with this weapon.

Last Line of Defense. As an action you can slam the 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 an amount of temporary hit points equal to $10 + \text{your level}$. When the spell ends, all the creatures lose any remaining temporary hit points. You can use this feature once per day.

MOUNTAINGUARD'S
GREATAXE



MANTLE OF VITALIS



MASK OF THE
RAVEN DISCIPLE



MAP BEACONS



NIGHTLINER

Uncommon Wondrous Item

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 gain a +5 bonus to any sight based Perception checks. These features last for 24 hours or until the eyeliner is removed. This eyeliner is not waterproof. You can use this make-up 20 times before it completely runs out.

ORB OF THE DRYAD

Uncommon Wondrous 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. This provides bright light in a 20ft. radius and 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 1ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3ft. of wood or dirt.

PERMAFROST AXE

Very Rare Handaxe (Light, Range, Thrown)

Requires attunement

Damage. 1d6 Slashing +2 Cold

Range. 30/60

Cold Edge. You gain a +2 bonus to attack rolls you make with this weapon.

Arctic Circle. As a bonus action while 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 (DC 15) or suffer 6 Cold damage. You can use this feature twice per day



PERMAFROST
AXE

PLATE OF THE SUN AND STARS



PLATE OF THE SUN AND STARS

Very Rare Heavy Armor

Requires attunement

AC. 18

Light of the Sun. You can cast Sunbeam (6th level) from this armor (DC 17). 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.

POCKET PORTAL

Very Rare Wondrous Item

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 5ft. of the destination or in the nearest unoccupied space.

ORB OF THE DRYAD

POCKET PORTAL

NIGHTLINER



REPURPOSED EYESTALK

Rare Wand

Requires attunement by a Sorcerer, Warlock or Wizard

Intellect of the Floating Eye. When attuned to this wand you gain a +2 bonus to your Intelligence score. Furthermore you gain a +1 bonus to all 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 has to make a Wisdom saving throw (DC 16). On a failed save they are 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 make a Wisdom saving throw (DC 16). On a failed save they 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.

RING OF THE FEY

Rare Wondrous Item

Requires attunement

Brain of the Fey. When attuned to this ring you gain a +1 bonus to your intelligence score. Additionally you gain a +2 bonus to all Arcana and Nature checks you make.

Fey Ancestry. While 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.

RUNECHALK - ALABASTER WHITE

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 to 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 Radiant damage, on a successful save they take none.

Cross. Erases all information from a sheet of paper.

RUNECHALK - BRIGHT YELLOW

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 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.

RUNECHALK - CHARMING PINK

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 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 Performance checks by 3.

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

REPURPOSED
EYESTALK



RING OF THE FEY



ALABASTER WHITE



BRIGHT YELLOW



CHARMING PINK



RUNECHALK - CLOUDY GREY

Uncommon Wondrous Item

Chalk One Up. Anything you draw or write appears in the sky as clouds. A strong wind can blow the clouds away early, or they dissipate naturally after one hour. A single message can consist of a maximum of 20 characters 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 3ft. of wood or dirt between the surface you wrote on and the sky.

RUNECHALK - FLAME RED

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 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 (DC 10) 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.

RUNECHALK - MIDNIGHT BLACK

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 Sleight of Hand checks for attempts to unlock it.

Circle. While standing in the circle you have advantage on 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.

RUNECHALK - NAVY BLUE

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. 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.

RUNECHALK - ROYAL PURPLE

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 to your AC while 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

RUNECHALK - SKY BLUE

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 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.



CLOUDY GREY

FLAME RED

MIDNIGHT BLACK



NAVY BLUE

ROYAL PURPLE

SKY BLUE

RUNECHALK - SWAMP GREEN

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. 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 glue-like substance. Any creature stepping on it must make an 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.

RUNECHALK - VINE GREEN

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. 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 1 ft cube of material to loose earth.

RUNECHALK- WARM ORANGE

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. 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 1 ft cube of material to loose earth.

SANCTIFIED GILDED SKULL

Uncommon Wondrous Item

Requires attunement

Ward of the Afterlife. When you are attuned 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 attuned 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.

SAPPHIRE CLAWS

Rare Wondrous Item (Cursed)

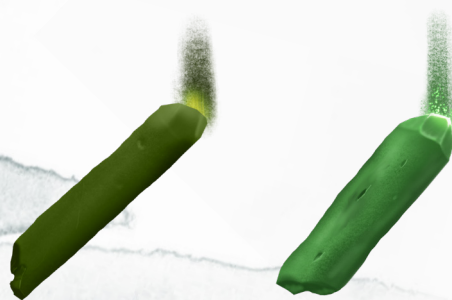
Requires attunement by a Barbarian, Druid, Fighter or Monk

Clawed Hands. While attuned to these claws, the damage from your Unarmed Strikes is considered magical and on a successful attack you deal an extra 2 Slashing damage.

Cave Climber. You gain a climbing speed equal to half your movement speed while attuned to these claws and gain a +1 bonus to any Athletics checks when trying to grapple a creature.

Crystal Shaper. While 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.



SWAMP GREEN

VINE GREEN

WARM ORANGE

SANCTIFIED
GILDED SKULL

SCOUT'S ARROW

Rare Ammunition (Shortbow, Longbow)

Single use

Farsight. When you make a ranged attack with this arrow you can add 100ft. 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 shapeshifter or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane.

SHADOWBORN'S SECOND SKIN

Rare Light Armor

Requires attunement

AC. 12 + Dexterity Modifier

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

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

SHADOWGLASS DAGGER

Rare Dagger (Finesse, Light, Thrown)

Requires attunement

Damage. 1d4+2 Piercing

Range. 40/80

Unseen. You gain a +2 bonus to attack rolls you make with this weapon.

Shadow Returning. You can 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.

SHIELD OF THE ROC

Uncommon Shield

AC. +2

Light as a Feather. While holding the shield you can cast Feather Fall on yourself as a reaction. You can use this feature twice per long rest.

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.

SHADOWBORN'S SECOND SKIN



SCOUT'S ARROW

SHADOWGLASS
DAGGER



SHIELD
OF THE ROC

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.

TINY DUCK CROWN

Uncommon Wondrous Item

Requires attunement

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.

DUCKS PER HABITAT

Habitat	Ducks
Natural (e.g. Forests, lakes)	4d8
Unlikely (e.g. Mountaintops)	2d8
Highly unlikely (e.g. Hell)	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. The ducks leave you after assisting. The ducks can not attack. They have 1 hit point each and an AC of 5.

WARMAGE'S LONGSWORD

Very Rare Longsword (Versatile)

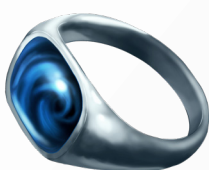
Requires attunement by a Spellcaster

Damage. 1d8 (1d10) Slashing +2 Force

Battleworn. You gain a +2 bonus to attack rolls you make with this weapon.

Knowledge of the Warmage. When you are attuned to this sword you gain a +2 bonus to Arcana and 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 missiles 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.



WRATH OF THE TEMPEST



TINY DUCK CROWN

WAYFINDER

Uncommon Longsword (Versatile)

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

Etched and Honed. You gain a +1 bonus to attack rolls you make with this weapon.

Wanderer of the Wild. When attuned to this sword you gain a +2 bonus to Nature and 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).

WRATH OF THE TEMPEST

Rare Wondrous Item

Requires attunement by a Cleric, Druid, Sorcerer or Wizard

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

At Home in the Storm. While attuned to this ring you gain a +1 bonus to your Constitution score. If you are a Tempest Cleric you also receive a +1 bonus to your Wisdom score. If you are a Storm Sorcerer you receive a +1 bonus to their Charisma score. Only one of these last two bonuses apply in case of multiclassing, it will always be the class you 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.

STAFF OF
AMPLIFICATION

WAYFINDER

WARMAGE'S
LONGSWORD

