

# DRACONIC MAGIC ITEMS



## CREDITS

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# DRACONIC MAGIC ITEMS

Although not gifted by Dragons themselves, these magical items are no less potent. Mortal fascination and ingenuity with these powerful creatures have spurred a surge in items that reflect Draconic power. They are often crafted by dragonborn and half dragons, and their creation and possession are ferociously guarded, though sometimes these items are granted to kobolds and lizardfolk who have shown their value as allies.

## AMULET OF THE RED DRAGON

*Wondrous item, rare (requires attunement by a barbarian)*

This item is crafted by red half dragon tribes, and gifted to those that have accomplished a great feat for their people. The amulet makes its wearer favorable in the eyes of chromatic dragons, even if they are not evil themselves. It also shields its wearer against ailments and the effects of fatigue. This makes it an invaluable item for half dragon berserkers.

While being attuned to it and wearing it, you gain the following benefits:

- Evil-aligned dragons recognize the symbol, and you have advantage on Charisma (Persuasion) checks made to interact with such creatures.
- You gain a +1 bonus on attack and damage rolls with melee weapons.
- While raging, you can treat your exhaustion level as if it were one level lower.
- You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. If you start a long rest without having used this feature, you can reduce your exhaustion by an additional level after finishing that long rest.





### DRACONIC COLLAR OF WILLFUL PENITENCE

*Wondrous item, rare (requires attunement by a dragonborn)*

This intricate metal collar imbues you with the blessing of Bahamut, the Platinum Dragon. This collar is worn by those dragonborn that wish to follow a path of redemption for a past sin they are unable to let go of. Once you have performed a sufficient number of good deeds, Bahamut will grant you the inner peace you sought, and the collar will come off.

Alternatively, you can even wear this collar for the sake of someone else, gaining enough favor with Bahamut to earn his help in saving them. This item can only be given by your DM through a storyline.

While being attuned to it and wearing it, you gain the following benefits:

- You can now use your breath weapon as a bonus action and you can change its damage type to radiant damage.
- Good-aligned dragons recognize the symbol, and you have advantage on Charisma (Persuasion) checks made to interact with such creatures. Dragonborn that don't follow any deity consider this collar distasteful, regardless of your intentions, and you suffer disadvantage on Charisma (Persuasion) checks made to interact with such creatures.
- If you have worn this collar for an extended period of time while performing good deeds, without willingly taking it off, then at the DM's discretion the collar can come off on its own and you lose your attunement to it. This signals that you have atoned for your sins (or those of others), and you now permanently benefit from the first feature of this item, while losing the second feature.

### VICIOUS JAWGUARD

*Wondrous item, uncommon*

These magical metal fangs mould to your teeth, making your bite cut deeper. This item is popular among races with a bite attack, or among owners of predatory pets. This item magically adapts to the size of the creature's bite.

This item grants its wearer the following benefits:

- You gain a bite attack, if you do not already have one. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- All your bite attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- If you already have a bite attack, your damage die for your bite attack increases by one step. For example, 1 to 1d4, 1d4 to 1d6, etc. (maximum of 1d12).

Additionally, dragonborn can choose to attune to this item. If they do, their bite deals an additional 1d4 damage of the type associated with their Draconic Ancestry.

### HELMET OF THE IRONSCALE LEGIONNAIRE

*Wondrous item, rare or very rare (requires attunement by a dragonborn)*

This helmet is granted to those dragonborn that have proven their worth within the ranks of an Ironscale Legion, or who have done a great service to the Legion. It grants protection and a taste of the power ease with which true dragons use their birthright:

While being attuned to it and wearing it, you gain the following benefits:

- You gain a +1 bonus to your AC and saving throws.
- You add 1d6 to the damage dealt by your Breath Weapon racial trait.
- The helmet has 4 (rare) or 7 (very rare) charges, and regains 1d4 charges at dawn. You can expend a charge to activate your Breath Weapon racial trait without expending your normal uses.
- You have Darkvision out to a range of 60 feet. If you already have Darkvision, then donning this helmet increases its range by 60 feet.

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