

ASCETIC'S BRACERS



These magic leather bracers look unassuming to the untrained eye.

Ascetic's. While wearing these bracers, you gain a +1 bonus to AC if you are wearing no armor and using no shield.

Monk's, Greater. While wearing these bracers, you gain the following benefits:

- Your unarmed attacks deal force damage instead of bludgeoning damage.
- The spells *mage armor*, *shield*, and *shield of faith* provide no defense against your unarmed attacks, which pass through those spells' barriers of magical force.
- When you make an unarmed attack and roll a 20 on the attack roll, the target takes an extra 10 points of force damage.

WONDROUS ITEM, VERY RARE
REQUIRES ATTUNEMENT BY A MONK

BATLEMASTER'S BOOTS



These magic boots are dyed red and engraved with Auran glyphs.

Battle Master's. When you roll a Superiority Die while wearing these boots, you can treat any 1 on the roll as a 2.

Haste, Greater. These boots have 3 charges. While wearing them, you can expend 1 of their charges on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
 - You gain a +2 bonus to AC.
 - You have advantage on Dexterity saving throws.
 - You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
- The boots regain all expended charges daily at dawn.

WONDROUS ITEM, VERY RARE
REQUIRES ATTUNEMENT BY A BATTLE MASTER FIGHTER

EMPOWERING ROD



This rod is fashioned from quartz and obsidian.

Symbol. This rod also functions as a spellcasting focus.

Empowering. While holding this rod, you can use a bonus action to empower your spells to overcome a target's resistance to magic. If you do, creatures that have advantage on saving throws against spells and magical effects (e.g., granted by the feature Magic Resistance, the racial trait Gnome Cunning, or the item *mantle of spell resistance*) don't have advantage on their saving throws against the next spell you cast this turn. A creature still rolls its saving throw with advantage if it has advantage against a specific effect or condition produced by the spell you cast, such as advantage against being charmed, frightened, or poisoned.

WONDROUS ITEM, UNCOMMON

TORM'S GAUNTLETS



These gauntlets are fashioned from adamantine.

Paladin's. When you restore at least 5 hit points to a creature using your Lay on Hands, you can also end one condition that causes that creature to be blinded, deafened, or paralyzed.

Devotion Paladin's. When you use your Channel Divinity: Sacred Weapon, you also gain a bonus equal to your Charisma modifier to your damage rolls made with that weapon for the duration (minimum of +1).

WONDROUS ITEM, RARE
REQUIRES ATTUNEMENT BY AN ORTH OF DEVOTION PALADIN

SPELL DUELIST'S ROD



This long adamantine rod is engraved with abjuration symbols.

Spell Duelist's, Greater. While carrying this rod, you gain the following benefits:

- You have advantage on ability checks made to counter a spell or dispel magic.
- Other creatures have disadvantage on ability checks made to counter a spell you cast or to dispel a magic effect you created.
- Whenever you successfully counter a spell or dispel magic using a spell slot of 2nd-level or higher, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Shielding, Greater. This rod has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *shield* (1 charge) or as an action to cast *mage armor* (1 charge) or *stoneskin* (4 charges). The rod regains all expended charges daily at dawn.

WONDROUS ITEM, VERY RARE
REQUIRES ATTUNEMENT

WORM'S BOOTS OF THE FAR STEP



These magic boots are fashioned from purple worm hide and conform to fit snugly around their wearer's feet.

Worm's. While wearing these boots, you have tremorsense out to a range of 30 feet.

Far Step. These boots have 3 charges. While wearing them, you can expend 1 charge as a bonus action to cast *misty step*. The boots regain all expended charges daily at dawn.

WONDROUS ITEM, RARE
REQUIRES ATTUNEMENT

FIGHTER'S BELT



This belt is fashioned from sturdy leather and reshapes itself to fit its wearer.

War Leader. While wearing this belt, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

Fighter's. When you use your bonus action to regain hit points with Second Wind while wearing this belt, you can make one weapon attack as part of the same bonus action.

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT BY A FIGHTER

ROGUE'S RING



This magic ring is inset with a golden orb and emits almost inaudible whispers while worn.

Whispers. While wearing this ring, you can cast *message*. Once used, this property can't be used again until the next dawn.

Rogue's. When you deal your Sneak Attack damage to a creature while wearing this ring, you gain temporary hit points equal to half your rogue level (rounded up).

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT BY A ROGUE