

# VISIONS OF THE VAULT

## VOLUME IV



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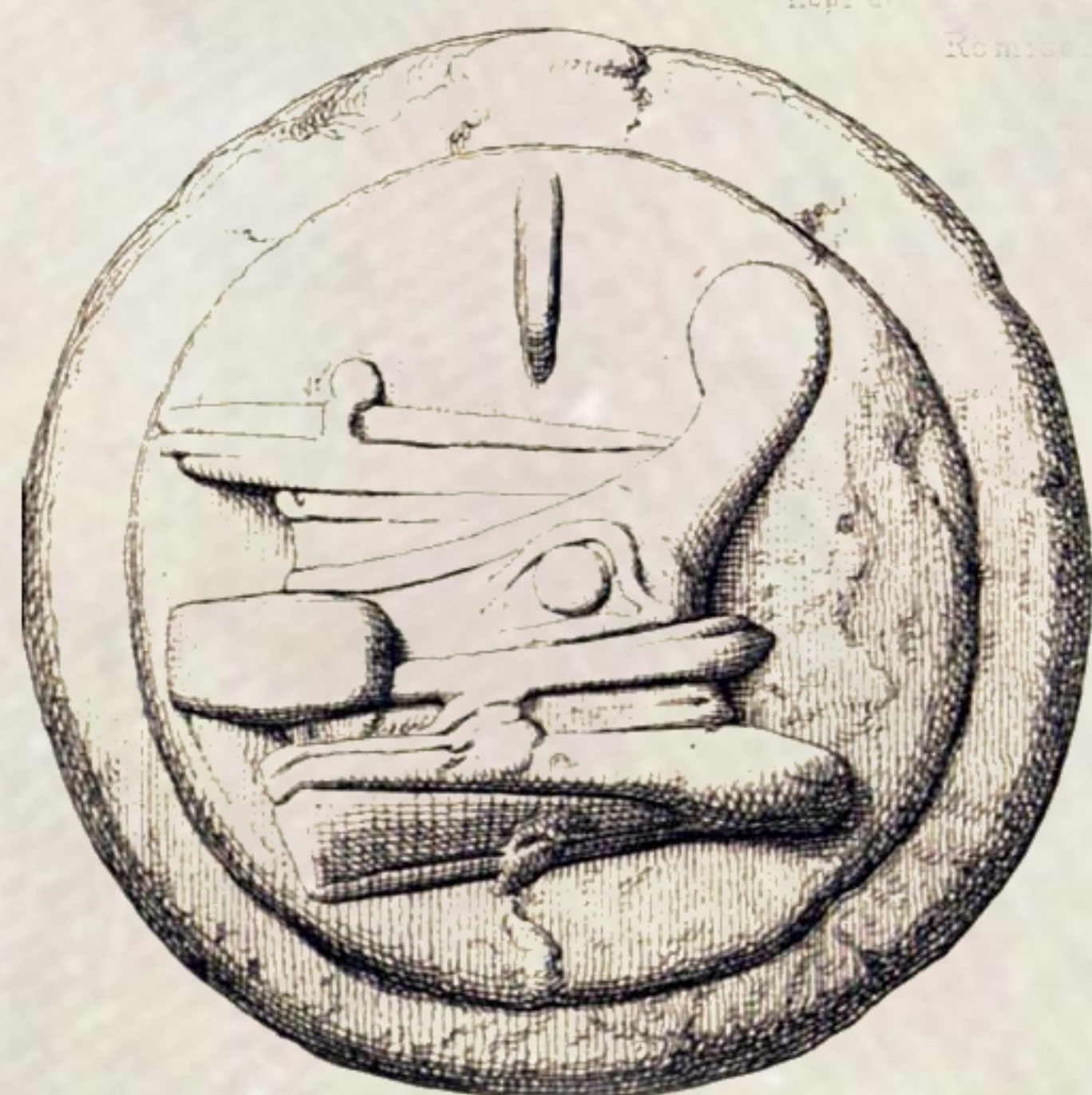
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### AUTHOR OF STORMS

Weapon (shortbow), very rare (requires attunement)

Once per day you can use your action to shoot an arrow straight into the sky to change the weather within 5 miles of you into a severe thunderstorm that lasts for 8 hours.

The storm creates strong wind and heavy precipitation, the effects of which are listed on page 110 of the Dungeon Master's Guide. After 8 hours, the weather gradually returns to normal.



### FORTUNE OF AKRIOT

Wondrous item, rare

An single smooth silver coin, bearing on one side a unreadable glyph and on the other a featureless face.

This coin can be used in place of the components specified for any spell. When it is used in this way, it deals the caster 1d8 necrotic damage for each level of the spell cast. This damage ignores resistance and immunity. The caster's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. If this effect reduces the caster's hit point maximum to 0, they vanish along with the coin.

### HORN OF FROST

Wondrous item, uncommon (requires attunement)

A twisted mammoth tusk carved with the history of an ancient barbarian tribe.

Once per day, you can use an action to speak the horn's command word and then blow the horn to emit a chilling dirge. When you do, each creature within 30 feet of you that can hear the horn has *armor of agathys* cast on them by it. If the horn is destroyed, the spells end early.



### TATTERS OF THE FALLEN

Wondrous item, uncommon (requires attunement)

This ragged cloak is stitched from a patchwork of torn war banners.

Once per day, you can use a bonus action to cast *compel duel* with a spell save DC is equal to 10 + your proficiency modifier.



### BAND OF COILS

Wondrous item, uncommon (requires attunement)

A small silver ring, cast in the form of some tentacled creature from the depths. It leaks a black oily substance that stains your fingers like those of a scribe.

Once per day, you can use your reaction when you are attacked by a creature within 5 feet to shoot a spray of ink from the ring, dealing 1d4 acid damage to that creature. They are blinded until the start of their next turn.

