

# VISIONS OF THE VAULT

## VOLUME V



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### PROFANE SPIRE

Weapon (spear), very rare (requires attunement)

As an action you can plant the head of this blackened spear into the ground, desecrating the ground in a 60ft radius until the spear is removed.

Undead standing on this desecrated ground have advantage on all saving throws.

A creature that removes the pike without being attuned to it must succeed on a DC 15 Constitution saving throw or take 3d10 necrotic damage.

### ARMOR OF IRON WILL

Armor (medium or heavy), very rare (requires attunement by a cleric or paladin)

You have advantage on checks you make to maintain concentration on cleric or paladin spells while you wear this armor.

As a bonus action, you can use your Channel Divinity to activate the ancient runes on the armor. You may concentrate on a second cleric or paladin spell until the end of your next turn. At the end of your next turn, you may choose which concentration to maintain.



### CIRCLE OF TRUST

Ring, rare

This unassuming copper band is set with a single emerald.

While worn, the gem glows softly with green light when its wearer tells a deliberate falsehood.



### SPIRIT TOTEM

Wondrous item, uncommon (requires attunement by a path of the totem barbarian)

This is a small carved animal statue, hung with teeth, feathers, and small bones. While attuned to the totem, you may perform the *animal messenger* spell as a ritual. Rather than contacting a nearby Tiny creature, the spell instead summons a harmless spectral manifestation of a bear, wolf, or eagle to deliver the message.

