

### BRIGHTWOOD WARRIOR'S BLADE



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*Rare Scimitar (Finesse, Light)*  
Requires attunement

**Damage.** 1d6+1 Slashing

**Forest Forge.** You receive a +1 bonus to Attack rolls you make when attacking with this Scimitar.

**Slice of Sunlight.** As an action you can slash the scimitar in an arc in front of you. A wave of sunlight burst outward from you in a 20ft. cone. All creatures in the area have to make a Constitution saving throw (DC 10 + your proficiency modifier). A creature with Sunlight Sensitivity has disadvantage on this saving throw.

On a failed save a creature takes 2d6+2 Radiant damage. If a creature critically fails their saving throw they are also blinded until the end of their next turn. On a successful save a creature takes half damage. You can use this feature once per long rest.

### BRIGHTWOOD WARDEN'S CLOAK



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*Rare Wondrous Item*  
Requires attunement

**Photosynthetic Fiber.** You have resistance against Radiant damage when wearing this cloak. Additionally when you take a short rest in the sun, you heal an extra 1d4 for each hit die you spend.

**Forest's Awakening.** As an action you can summon 1d4 Vine Blights using this cloak. They obey your commands to their best capability.

The Vine Blights expire and die after 8 hours. You can use this feature again 24 hours after you have used it.

If you lose attunement to this cloak or if it is destroyed, you lose command over all summoned Vine Blights.

### BRIGHTWOOD WANDERER'S STAFF



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*Rare Staff*  
Requires attunement

**Wayfinder.** This staff allows its wielder to guide themselves through almost any forest. As long as the staff is on your person, you cannot get lost in a forest by anything other than magical means. All Survival checks you make to navigate a forest are made with advantage.

**Brightwood Magic.** The staff can hold 4 charges and it regains 1d4+1 charges each day at dawn. While holding it, you can use an action to expend the necessary number of charges and cast one of the following spells.

Charges	Spell
1	Goodberry
2	Speak with Plants
3	Find the Path

### AVIALUORA, BLESSING OF THE DOVES



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*Legendary Longsword (Silver)*  
Requires attunement

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

**Skyblessed.** You receive a +3 bonus to Attack rolls you make when attacking with this Longsword.

**Silver Dove.** As a bonus action you can grow silver wings. You gain a flying speed of 60ft. and your AC increases by 1. The wings last for 1 hour. You can use this feature once per long rest.

**Symbol of Hope.** You can use an action to raise the sword up and cause magical silver feathers to softly swirl around you. Until the start of your next turn all allies that can see you within 30ft. of you have advantage on their next attack roll and are immune to being frightened for 1 minute. You can use this feature once and can use it again after you finish a short or a long rest.



ALCHEMIST'S SYRINGE

**ALCHEMIST'S SYRINGE**  
*Common Simple Melee Weapon (Light, Finesse)*  
**Damage.** 1 Piercing

**Filling the Syringe.** You can use an action to fill the syringe with any type of liquid.

**Into the Bloodstream.** On a successful attack you may inject the contents of the syringe into the bloodstream of a creature.

Alternatively, as an action you can inject the contents into the bloodstream of a willing creature without having to make an attack roll. **Intravenous Healing.** When you administer a healing potion in this way you may reroll all the dice you rolled a 1 on.

**Intravenous Poison.** When you administer a poison in this way and it has a saving throw DC, it is increased by 2.

ARMOR OF THE TUNDRA RANGER



**ARMOR OF THE TUNDRA RANGER**  
*Rare Light Armor*  
 Requires attunement  
**AC.** 12 + Dexterity modifier

**Ice Ward.** When attuned to this armor you have resistance to Cold damage. You also have advantage on saving throws for spells that are cast on you which deal Cold damage. Additionally you are not negatively influenced by the effects of extremely cold climates.

**Boreal Winds.** As an action you can extend your arms forward to unleash freezing cold winds in a 15ft. cone. All creatures within the area have to make a Strength saving throw (DC 15).

On a failed save they receive 2d8 Cold damage and are pushed 5ft. backwards. On a successful save they take half damage and remain in their place. You can use this feature once per long rest.



EDGE OF THE ONYX SANDS

**EDGE OF THE ONYX SANDS**  
*Very Rare Dagger (Finesse, Light, Range, Thrown)*  
 Requires attunement  
**Damage.** 1d4 Piercing +2 Necrotic  
**Range.** 30/90

**Desert Steel.** You receive a +2 bonus to Attack rolls you make when attacking with this Dagger.

**Dark Return.** After throwing this dagger you may speak a command word. The dagger disperses into glittering black sand and reappears in your hand.

**Onyx Transformation.** When you are the target of an attack, spell or ability you can use your reaction to turn yourself into a being of glittering black sand. This state has 50 hit points. You remain in this state until the start of your next turn or when the hit points are reduced to 0. During this time you can not be healed. All damage surpassing this pool of hit points is carried over to your own hit points. You can use this feature once per long rest.



THORNS OF GREED

**THORNS OF GREED**  
*Rare Morningstar*  
 Requires attunement  
**Damage.** 1d8+1 Piercing

**Gemfused Steel.** You receive a +1 bonus to Attack rolls you make when attacking with this Morningstar.

**Pulse of Greed.** When you make a successful attack you may roll a separate damage die for an additional 1d8 Force damage.

If this roll is equal or higher than your first roll, you may add it to the total damage. You may do this up to 5 times, so long as the new roll is higher than the previous roll.

If a new roll deals less damage than the previous roll, the attack misses completely and you receive half of the damage you would have dealt to the target.

## MANTIKORE'S WRATH



*Very Rare Greataxe (Heavy, Two-handed, Ranged)*  
Requires attunement

**Damage.** 1d12+2 Slashing

**Hunter's Trophy.** You receive a +2 bonus to attack rolls you make when attacking with this Greataxe.

**Mantikore's Lash.** You can make a ranged attack with this axe using your Strength modifier. You swing the axe to release and hurl a spike from it.

The range for this attack is 80/120 ft. On a successful attack the spike deals 1d8+2 Piercing damage

The axe can hold up to 24 spikes and regrows 1d8 spikes every day.  
When you release the last spike from this axe, roll a d20. On a 1 it takes d100 days before the first spikes regrow.

## DEFENDER'S MANTLE



*Very Rare Wondrous Item*

Requires attunement

**Specialized Guard.** When you first attune to this mantle and after you finish a short or a long rest you may choose one of the following damage types: Acid, Cold, Fire, Lightning or Poison.

Whilst wearing the mantle you have resistance against this damage type until you choose to change it to a different type from this list.

**Protector's Aura.** You can use your reaction to grant the resistance you gained from this mantle to 3 allies you can see within 15ft. of you. This resistance lasts until the end of your next turn. You can use this feature once per long rest, let is destroyed.

## SKIRT OF THE MERCHANT PRINCESS



*Rare Wondrous Item*

Requires attunement

**It Has Pockets.** Both satchels on this skirt have an extra dimensional space inside which can be used to store specific items. The left can store up to 10 000 coins. The right can store scrolls, 5 quills and 5 bottles of ink.

**Opening up Shop.** As an action you can speak a command word to open an extradimensional doorway in a 5ft space in front of you. This doorway is an open arch without a door. It lasts until you speak the command word again.

The interior of the extradimensional space is 90 ft deep, 30ft. wide and 20 ft. high. Any modifications or items you leave in the space remain there when the doorway is closed.

When the doorway is closed all creatures inside of the space instantly appear within 5 feet of where the doorway was or in the nearest unoccupied space.