

RELICS OF THE REALMS



VOLUME 5

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ALCHEMIST'S MEDICINE MAKER

Very Rare Wondrous Item

Cure-all Potion. You can fill this flask with any type of liquid that is not poisonous. After 24 hours have passed the liquid becomes imbued with the enchantment. You can use a bonus action to speak a command word which causes the imbued liquid to gain or switch properties. The liquid takes on the properties of one the potions or spells from the table below. The liquid loses the properties if left out of this flask for over a minute.

POTION PROPERTIES

Option	Origin Type
Freedom of Movement	Spell
Greater Restoration	Spell
Lesser Restoration	Spell
Potion of Greater Healing	Potion
Potion of Heroism	Potion
Potion of Poison Resistance	Potion

AMULET OF THE INDISPENSABLE

Very Rare Wondrous Item

Requires Attunement

Essential Individual. While you are attuned to this amulet your Constitution score increases by 2, to a maximum of 20.

Lifesaver's Dash. Your speed increases by 20ft. when moving towards a friendly creature which has dropped to 0 hit points.

Swift Response. Whenever you heal a creature which has taken damage since the end of your last turn, you may reroll all 1's and 2's on the dice. You may use this feature for Healing spells, abilities and potions.

AMULET OF THE SEA OF STARS

Very Rare Wondrous Item

Requires attunement

Star-Eyed. While attuned to this amulet you have Darkvision out to a range of 120ft. Additionally you can use a bonus action to channel the energy from this amulet to gain Truesight for 1 hour out to a range of 120ft. You can use this feature once per day.

Ancient Amethyst. While attuned to this amulet you have resistance against Force, Radiant and Necrotic damage.

Overseer's Might. When you are attuned to *Astralis - the Eye of the Universe* and this amulet, the maximum amount of Dimension Walker charges of the staff is increased by 2.

ARMOR OF THE MENDER

Very Rare Medium Armor

Requires attunement by a Cleric or a Paladin

AC. 16 + Dexterity modifier (max +2)

Immunity. While wearing this half-plate you are immune to Diseases and have resistance against Poison damage.

Swift Response. While wearing this armor you gain access to the Spare the Dying cantrip. Additionally you may cast it as a bonus action instead of an action.

Healer's Boon. This armor holds 3 charges. When you heal another creature through a spell or ability you may expend as many charges as you want. Each charge increases the healing by 1d6. The armor regains all charges after you finish a long rest.

ASTRALIS - THE EYE OF THE UNIVERSE

Legendary Staff

Requires attunement by a Spellcaster

Arcana Astra. You gain a +1 bonus to your spell attack modifier and your spell save DC.

Blinding Stars. As an action you can unleash a flurry of stars. Each creature of your choice within 20ft. of you has to make a Dexterity saving throw. On a failed save they take 5d8 Radiant damage and are Blinded until the end of their next turn. On a successful save they only take half damage. You can use this feature once per long rest.

Dimension Walker. This staff holds 3 charges. You can expend charges to cast one of the spells in the table below. The staff regains all charges after you finish a long rest.

DIMENSION WALKER SPELLS

Charges	Spells
1	Dimension Door
2	Scrying
3	Plane Shift

ASTRALIS
THE EYE OF THE UNIVERSE



ARMOR OF THE MENDER



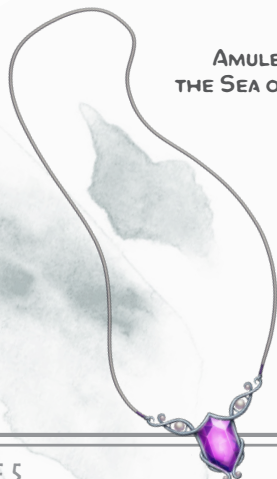
ALCHEMIST'S
MEDICINE
MAKER



AMULET OF THE
INDISPENSABLE



AMULET OF
THE SEA OF STARS





BANSHEE ARROW

Very Rare Ammunition (Longbow, Shortbow)
Single Use

Shrieking Shot. After this arrow has traveled at least 15ft. when it is shot from a bow, it starts making a deafening sound akin to a high pitched scream. All creatures within 10ft. of the path the arrow travels have to make a Constitution saving throw (DC 12). On a failed save they take 3d6+3 Psychic damage and are Deafened until the end of their next turn. On a successful save they only take half damage. The sound the arrow produces can be heard from up to 3000ft. away and stops producing sound when it comes to a halt.

BARBAZU'S GLYPHED GLAIVE

Very Rare Glaive (Heavy, Reach, Two-handed)
Requires attunement by a Barbarian, Fighter or Paladin

Damage. 1d10 Slashing +2 Fire
Infernal Steel. You gain a +2 bonus to attack rolls you make with this weapon.
Rip and Tear. If the target of your attack is a creature other than an undead or a construct, it must make a Constitution saving throw (DC 12). On a failed save they lose 1d6 hit points at the start of each of its turns due to an infernal wound. Each time you hit the wounded target with this glaive, the damage dealt by the wound increases by 1d6. A creature can take an action to stanch the wound with a successful Medicine check (DC 12). The wound also closes if the target receives magical healing.

BOLA ARROW

Uncommon Ammunition (Longbow)

Tangled and Bruised. This arrow deals an extra 1d4 bludgeoning damage on a successful attack. If the target is a Medium or Small creature, they have to make a Dexterity saving throw (DC 13) on a failed save they become Restrained. A creature can attempt to snap the cords to break free with a successful Strength check (DC 14). It can also attempt to untangle them by spending an action to make an Investigation check (DC 12). The creature can then use a bonus action to untangle the cords.

BOOTS OF THE FIENDISH DECEIVER

Uncommon Wondrous Item

Devilish Deceit. While wearing these boots you have a +2 bonus to Deception checks.

Realmwalker. When a creature wearing these boots is on an evil aligned outer plane, they can spend a bonus action to take on the appearance of a fiend of the same size. A medium or smaller sized fiendish creature (including those with fiendish blood such as tieflings) can spend a bonus action to take on the appearance of a humanoid of the same size when they are on the material plane. You can use this feature once per long rest.

BRINEHEART'S FAVORITE COAT

Uncommon Light Armor

Requires attunement

AC. 12 + Dexterity modifier

Bottom Feeder. While attuned to this coat, you can breathe underwater and your movement speed is not halved when swimming. Additionally, you may expend all of your movement to ascend or descend 90ft. in a straight vertical line underwater.

Part of your World. When you are underwater, you have advantage on all Stealth checks as the organic parts of this coat obscure you lightly from vision.

CANNONSHOT SLING

Rare Sling

Requires attunement

Damage. 1d6 + 2 Bludgeoning

Range. 90/180

Salt Blessed. You gain a +2 bonus to attack rolls you make with this weapon.

Siege Shot. When you make an attack with this sling, you may speak a command word to turn the bullet into a small cannonball as it leaves the sling. The cannonball deals 2d8+2 Bludgeoning damage. This damage is doubled against structures.

A creature hit by a cannonball has to make a Strength saving throw (DC 17). On a failed save they are pushed 5ft. back and knocked prone. You can use this feature once per round and 3 times per long rest.

CAPT'N MIKE'S
PEG LEG



CLOAK OF
SOLITUDE



CLOAK OF THE
SCARLET MACAW



COMPASS OF
THE HOMESICK



CAPT'N MIKE'S PEG LEG

Very Rare Rod

Requires attunement

Magic Leg. While holding this Rod you gain a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Pirate's Prosthetic. If you replace one of your legs with this rod you may still use it as a spell casting focus without having to use your hands. Additionally, you gain access to the Drop Anchor ability, as long as the rod is attached to your body.

Drop Anchor. You can use your reaction to stomp your peg leg on the ground. You magically adhere the peg leg to the surface. Until the start of your next turn, you have advantage on Strength saving throws against effects that would move you from your position against your will such as a shove or a strong gust of wind. You can use this feature 3 times per long rest.

CLOAK OF SOLITUDE

Rare Wondrous Item

Self-Isolation. You have advantage on all Constitution saving throws whenever there is no other creature within 5ft. of you.

Antidote. You can cast the spell Protection from Poison using this cloak. You can use this feature once per long rest.

Master of Distancing. As an action you create a short burst of an arcane forcefield around you. All creatures within 5ft. of you have to make a Strength saving throw (DC 10 + your Constitution modifier). On a failed save they are pushed 5ft. away from you. You can use this feature twice per long rest.

CLOAK OF THE SCARLET MACAW

Very Rare Wondrous Item

Requires attunement

Graceful Descent. If you fall while attuned to this cloak, you may speak a command word. Your rate of descent slows to 60ft. per round. When you land you take no falling damage and you can land on your feet.

Flight of the Macaw. While attuned to this cloak, you may spend an action to turn it into brightly colored wings. You gain a flying speed of 60ft. The wings last for 2 hours. You can use this feature again after a long rest.

Parrot's Mimicry. While attuned to this cloak you can mimic sounds you have heard, including voices. When mimicking voices, you need to have heard the exact phrases and words spoken by the voice you want to mimic. A creature that hears the sounds you make can tell they are imitations with a successful Insight check opposed by your Deception check.

COMPASS OF THE HOMESICK

Common Wondrous Item

Land Lover. This compass has a small compartment under the dial which can be filled with earth, sand, dirt or small pebbles. The compass dial features two needles. The small needle always points towards the magnetic north. However, the large needle always points towards the location the earth, sand, dirt or pebbles in the compartment was taken from.

If the compartment is empty, filled with any other type of material, or material taken from another plane of existence, the needle slowly spins around aimlessly.

CURSEBREAKER'S CUTLASS

Rare Scimitar (Finesse, Light)

Requires attunement

Damage. 1d6+2 Slashing.

Honed Edge. You gain a +2 bonus to attack rolls you make with this weapon.

Protection of the Seas. While attuned to this Scimitar you have advantage on saving throws against being Charmed and Frightened. Additionally, magic can't put you to sleep.

Bane of the Sea Hag. You can cast the spell Remove Curse from this Scimitar. You can use this feature twice per long rest.

DUBLOONBLASTER

Rare Pistol (Loading)

Requires attunement

Damage. 1d10 + 2 Piercing

Range. 30/90

Gilded Barrel. You gain a +2 bonus to attack rolls you make with this weapon.

Coin Ammunition. Instead of bullets this pistol uses gold coins for ammunition. A coin can be loaded into the gun through a slot on the top. The pistol magically turns the coin into a bullet when the trigger is pulled.

You can also load a platinum coin into the gun instead of a gold coin. When you do, you receive a +5 bonus to your attack roll and deal an extra 1d10 damage on a hit. You can shoot two platinum coins per long rest. The pistol malfunctions whenever you try to shoot a third platinum coin or any type of currency other than a gold coin.

EL'ZHARIS - HOPE'S END

Legendary Greatsword (Heavy, Two-handed)

Requires attunement

Damage. 3d6+3 Slashing

Soul Infused. You gain a +3 bonus to attack rolls you make with this weapon.

Master of Fate. This greatsword can hold 3 charges. For each charge that it holds it deals an additional 5d6 Necrotic damage on a successful attack once per round. As an action you may expend one charge to cast the spell Power Word Kill. You can use this feature once per long rest. The sword regains a single charge when you have killed a thousand Celestial, Humanoid or Fiendish creatures while attuned to it.

ELDRINOVA - RUIN OF THE STARS

Legendary Revolver (6 shots)

Requires attunement

Damage. 2d8 +3 Piercing

Range. 40/120

Ruby Revolver. You gain a +3 bonus to attack rolls you make with this weapon.

Shooting Star. You can use an action to shoot a magical piercing bullet in a 40ft. line. All creatures in the line have to make a Constitution saving throw (DC 18). On a failed save they take 4d8 Necrotic damage. On a successful save they take half damage. You can use this feature twice per long rest.

Nullifying Bullet. You can use your reaction to fire this revolver and decrease the damage dealt by a projectile from either a ranged weapon attack or a ranged spell attack by 2d8+3. You can use this feature twice per long rest.



CURSEBREAKER'S
CUTLASS

EL'ZHARIS
HOPE'S END



DUBLOONBLASTER



ELDRINOVA
RUIN OF THE STARS

FLASHFIRE GLYPHERINE

Uncommon Wondrous Item

Bottled Glyph. As an action you can pour out the contents of this bottle or throw it at a point up to 60ft. away causing it to shatter on impact. The liquid creates a magical glyph in this location at the end of your turn. The glyph remains for 24 hours, until activated or otherwise removed.

Blaze of Fire. If a creature is within 5ft. of the glyph, or when it enters that space for the first time, they have to make a Dexterity saving throw (DC 13). On a failed save they take 2d6+2 Fire damage and are Blinded until the end of their next turn. On a successful save they take half damage and are not Blinded. When the glyph is activated all other creatures within 30ft. of the glyph also have to make a Dexterity saving throw (DC 8). On a failed save they are also Blinded until the end of their next turn.

FORCECLASP GLYPHERINE

Rare Wondrous Item

Bottled Glyph. As an action you can pour out the contents of this bottle or throw it at a point up to 60ft. away causing it to shatter on impact. The liquid creates a magical glyph in this location at the end of your turn. The glyph remains for 24 hours, until activated or otherwise removed.

Arcane Restraints. If a creature is within 5ft. of the glyph, or when it enters that space for the first time, they have to make a Dexterity saving throw (DC 15). On a failed save they take 4d6 Force damage and become magically Restrained. On a successful save they take half damage and are not Restrained. A Restrained creature can attempt to make a Strength saving throw (DC 14) at the end of its turn, freeing itself on a success. Alternatively the restraints can be dispelled with Dispel Magic.

FROSTNOVA GLYPHERINE

Uncommon Wondrous Item

Range. 20/60

Bottled Glyph. As an action you can pour out the contents of this bottle or throw it at a point up to 60ft. away causing it to shatter on impact. The liquid creates a magical glyph in this location at the end of your turn. The glyph remains for 24 hours or until activated or otherwise removed.

Frostlocked. If a creature is within 5ft. of the glyph, or when it enters that space for the first time, they and all creatures within 15ft. of the glyph are blasted with an explosion of cold. All affected creatures have to make a Dexterity saving throw (DC 15). On a failed save they take 2d8+2 Cold damage and are Restrained until the end of their next turn. On a successful save they take half damage and are not Restrained.

GAUNTLET OF MIDAS

Rare Wondrous Item (Cursed)

Touch of Gold. As an action you can touch a large or smaller creature. This creature has to make a Constitution saving throw (DC 13). On a failed save, the creature magically begins to turn to gold and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature turns to solid gold and is Petrified. You can use this feature twice, all uses are regained after finishing a long rest.

Golden Greed (Curse). When a creature has used this item they have to make a Constitution saving throw (DC 13) during the next long rest they take. On a failed save they are Petrified and turn to solid gold over the course of the long rest.

The DC of this curse's Constitution saving throw increases by 1 for each creature the gauntlet has ever petrified. When the saving throw reaches 25 the gauntlet is destroyed.

HEADMASTER'S RING

Very Rare Wondrous Item

Requires attunement by a Wizard

Arcanist's Library. As an action you can magically store one book inside an extra-dimensional space tied to this ring. You can store up to 30 books in the extradimensional space. You can use another action to retrieve one of the books from this space. **Teacher's Patience.** While wearing this ring you gain a +2 bonus to Concentration checks.

Magical Mentor. While wearing this ring you can spend 10 minutes talking to a group of up to 20 creatures. At the end of the 10 minutes roll a Charisma check (DC 10). On a success all creatures that were paying attention gain a bonus to their Intelligence score equal to half your Intelligence modifier (rounded up). This bonus lasts for 12 hours, you can use this feature once per long rest.



KATANA OF THE CRIMSON SHOGUN

Very Rare Longsword (Versatile)

Requires attunement by a Fighter or Ranger

Damage. 1d8 (1d10) +2 Slashing

Folded Steel. You gain a +2 bonus to attack rolls you make with this weapon.

Deflection. When you are the target of a successful melee weapon attack, you can use your reaction to attempt to deflect the blow. Make an attack roll, if it is equal or higher than the attack roll made against you, you successfully deflect the blow and deal damage as with a normal attack.

Swift and Deadly. While attuned to this sword, you may use an action to teleport to a creature within 50ft. of you and strike it. Make an attack roll, on a successful hit you deal an extra 3d8 Force damage and teleport back to your original location. You can use this feature twice per long rest.

KRAKEN SEER'S EYEPATCH

Rare Wondrous Item

Eye of the Sea. As a bonus action you can attempt to see out of another creature's eyes within 500ft. of you. The creature has to make a Wisdom saving throw (DC 15). On a failed save you can see through the creature's eyes for the next 10 minutes or until you use a free action to stop doing so. You don't experience any senses other than sight from the creature. During this time, you are blind with regard to your own senses but can still hear. On a successful save the creature is aware that magic is being used on them and you can not see through their eyes. You can use this feature twice per long rest.

Scryer of the Deep. You can cast the Scrying spell from this eyepatch (Wisdom saving throw DC 15). You can use this feature once per long rest.

LUTE OF THE RUBY VERDICT

Very Rare Wondrous Item (Musical Instrument, Lute)

Requires attunement by a Spellcaster

Secret Sonata. You can spend 10 minutes playing a hauntingly beautiful sonata on this lute. When you complete the song, choose 2 spells of 7th level or lower from the Bard spell list. You can cast each of these spells at 7th level once without consuming a spell slot before your next long rest. You can play this song once per long rest.

Melody of the Meteor. As an action, you may play a short tune on this lute. A sparkling meteor crashes into a point you can see within 300ft. of you. All creatures within a 30ft. radius of the point of impact have to make a Dexterity saving throw or take 3d6 Force damage and 3d6 Psychic damage. On a successful save they take half damage. You can use this feature once per long rest.

MANABLOCK ARROW

Very Rare Ammunition (Longbow, Shortbow)

Single Use

Arcane Dissonance. When a creature is hit by this arrow they have to make a Constitution saving throw (DC 13 + your proficiency modifier). On a failed save they take an extra 1d8 Force damage and lose concentration on any spells they are casting. If the target failed the save by 5 or more they are also unable to cast spells until the end of their next turn.



LUTE OF THE RUBY VERDICT



KATANA OF THE CRIMSON SHOGUN

MANABLOCK ARROW



KRAKEN SEER'S EYEPATCH

OL' SHIPWRECKER

Rare War Pick

Requires attunement

Damage. 1d8+1 Piercing

Salted Steel. You gain a +1 bonus to attack rolls you make with this weapon. Additionally, you do not have disadvantage when attacking underwater.

Enchanted Anchor. When you roll a 19 on the die for the attack roll with this weapon it is also considered a critical hit.

Weighted Down. Whenever you make a successful opportunity attack against a creature that is Large or smaller, they have to make a Strength saving throw (DC 15). On a failed save they are knocked Prone.

PLATE OF THE DEMONSTALKER

Very Rare Heavy Armor

Requires attunement

AC. 18

Hellforged. While attuned to this armor you have resistance to Fire and Necrotic damage.

Infernal Bindings. This armor holds 5 charges. As an action, you can expend any number of charges to cast a spell shown in the table below (save DC 17). All these spells are cast at their lowest possible level. The armor regains 1d4+1 charges after you finish a long rest.

INFERNAL BINDING SPELLS

Charges	Spell
2	Locate Creature
3	Banishment
3	Hold Monster
5	Dispel Evil and Good

POISONBURST GLYPHERINE

Rare Wondrous Item

Bottled Glyph. As an action you can pour out the contents of this bottle or throw it at a point up to 60ft. away causing it to shatter on impact. The liquid creates a magical glyph in this location at the end of your turn. The glyph remains for 24 hours, until activated or otherwise removed.

Arcane Infused Poison. When a creature is in the 5ft cube the glyph is in, or enters it for the first time, the glyph is activated. All creatures that are within 20ft. of the glyph when it is activated, have to make a Constitution saving throw (DC 15). On a failed save they take 3d8 Poison damage and become Poisoned for 1 minute. A creature poisoned in this way also has disadvantage on Concentration checks. On a successful save they take half damage and are not Poisoned.

POWERPUNCH ARROW

Rare Ammunition (Longbow, Shortbow)

Single Use

Forceful Hand. This arrow deals no damage determined by the bow it is shot from. Instead, on a successful hit this arrow turns into a giant arcane fist right before it hits the target. The target takes 3d10+ your Dexterity modifier Force damage and has to make a Strength saving throw (DC 10 + your proficiency modifier). On a failed save they are pushed 10ft. backward.

REMNANT OF THE DEFEATED

Rare Dagger (Finesse, Light, Range, Thrown)

Damage. 1d4 +2 Piercing

Range. 20/60

Battleworn. You gain a +2 bonus to attack rolls you make with this weapon.

Recalling the War. As a free action you may speak a command word and summon the full spectral blade of this weapon. The dagger turns into a longsword. It deals 1d8+2 Slashing damage when used with one hand or 1d10+2 Slashing when used with both hands. All properties of the dagger (Finesse, Light, Range, Thrown) do not apply in this form. The weapon remains in this form until you speak the command word again.



RING OF THE EVERLASTING ECLIPSE

Very Rare Wondrous Item

Requires attunement

Touch of Darkness. As a bonus action, you can point to a source of light or fire no larger than a 10ft. cube that you can see to extinguish it. Light sources produced through magic or spells are unaffected by this.

Touch of Gold. When you attempt to pick a lock, you may add either your Intelligence or Wisdom modifier to the Sleight of Hand check.

Touch of Death. As an action you can touch a creature and force them to make a Constitution saving throw (DC 19). On a failed save they take 5d8 Necrotic damage and are Stunned until the start of your next turn. On a successful save they only take half damage. You can use this feature twice per long rest.

Shrouded Passage. While attuned to this ring you can use an action to cast Pass without Trace. You can use this feature twice per long rest.

RING OF THE LONE CAPTAIN

Rare Wondrous Item

Requires attunement

Enchanted Rigging. While attuned to this ring, you can bond it to the rigging of a ship you are standing on. It takes 30 minutes to bond the ship to the ring. When the ring is bonded to the ship, you can adjust the sails and steering wheel by shouting command words. You can only do so when you are within 300ft. of the ship. When commandeering a ship in this way it erases the need of a crew to perform these particular tasks.

Open Fire. As an action you can point to a target you can see within 500ft. and speak a command word. A dark pearlescent cannonball appears in front of you, and shoots towards your target. All creatures within 15ft. of the target have to make a Dexterity saving throw (DC 15). On a failed save they take 5d10 Force damage. On a successful save they take half damage. This damage is doubled against structures. You can use this feature once per long rest.

SATCHEL OF SUSTENANCE

Rare Wondrous Item

Extradimensional Stockpile. This bag functions as a Bag of Holding with the extra property that food and drink does not decay when it is stored inside this bag.

Commoner's Feast. You can put a gold coin in the bag and speak a command word which consumes the coin. The bag fills with enough food and drink to sustain 5 humanoid for 1 day. The food consists of various breads, nuts, fruits, vegetables and raw meats. The drinks are an assortment of juices and fresh water. The satchel can store up to 10 of these feasts before it is completely filled up. You can use this feature 5 times per day.

SCEPTER OF THE BLUE NEBULA

Very Rare Wand

Requires attunement by a Spellcaster

Nebula Charged. You gain a +2 bonus to spell attack rolls and you ignore half cover when making a spell attack with this wand.

Storm's Reach. You can cast the cantrip Shocking Grasp from this wand. When you cast this cantrip from the wand, it has a 60ft. range. You make a ranged spell attack instead of a melee spell attack.

Stormborn. While holding this wand you may change the damage type of any damaging spell you cast to Lightning or Thunder. You may change a spell in this way a number of times equal to your spellcasting ability modifier (minimum of 1) and regain all uses when you finish a long rest. Additionally you are not impaired by extreme (non-magical) weather conditions such as storms, blizzards and tornadoes.



SEAFARER'S MAP TABLE

Uncommon Wondrous Item

Bound Vessel. This map table only works when bound to a ship. This can be done by placing a small wooden boat figurine carved from the ship's timber in the center of the map. The map table has to be on the ship to function. If these prerequisites are not met the map is completely blank.

Proximity Mapping. The map shows the surroundings in a 30 mile radius around the ship. It depicts the landscape, settlements and seafaring vessels. You can speak a command word while you point to a location or vessel to name it. The name appears as neat writing on the map.

The disc around the map indicates the north. The rings above it show the position of the sun (or moon) as well as the direction and force of the wind.

SHADOW OF THE MIMIK

Rare Wondrous Item (Cursed)

Requires attunement

Shrouded in Shadow. When you are attuned to this cloak you gain a +3 bonus on Stealth checks and a +2 bonus on Deception checks.

Mimic's Trickery (Curse). When this cloak is not being worn it appears as a simple dark purple cloak. When a creature puts on the cloak for the first time ever, they have to make an Athletics or Acrobatics check (DC 13) or become grappled by the cloak. A creature grappled by the cloak takes 1d4 Psychic damage at the start of each of its turns. A creature can repeat the check at the end of each of its turns to escape the grapple. Ability checks made to escape this grapple have disadvantage. When the creature has escaped the grapple the cloak can be worn without further problems. The cloak has an AC of 11 and 5 hit points.

SILVER TONGUED LYRE

Rare Wondrous Item (Musical Instrument, Lyre)

Requires attunement by a Bard

Infernal Muse. You gain a +1 bonus to your spell attack modifier when you cast a spell using this lyre.

Devil's Grin. While you are attuned to this lyre the spell Hideous Laughter is added to your list of known spells. Additionally, the range of this spell is increased by 30ft. for you.

Hellish Dissonance. As an action, you can play a dissonant tune on this lyre. All hostile Celestial and Humanoid creatures that can hear you and are within 90ft. of you have to make a Wisdom saving throw. A Celestial has disadvantage on this saving throw. On a failed save, they take 4d6 Necrotic damage and have disadvantage on all attack rolls until the end of their next turn. On a successful save, they only take half damage. You can use this feature once per long rest.

SINISTORIX - THE IRON CORRUPTOR

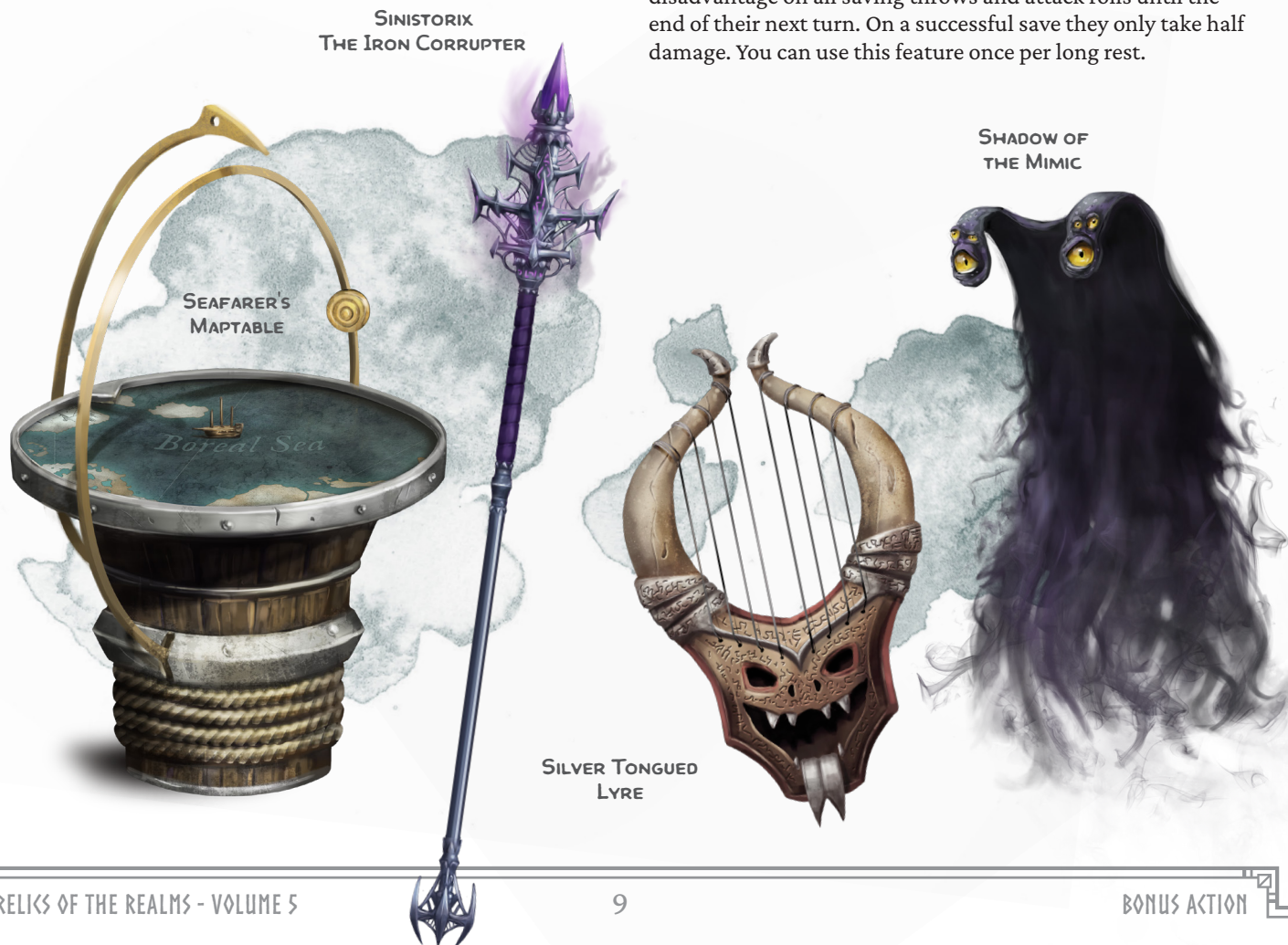
Legendary Staff

Requires attunement by a Spellcaster

Magicae Nocte. When you are attuned to this staff you receive a +2 bonus to your spell attack bonus and your spell save DC.

Dark Mists. This staff holds 4 charges, as a bonus action you may expend any number of charges to cast the spell Misty Step. For each charge you expend above one, the range of the spell increases by 30ft. The staff regains 1d4 charges at midnight.

Wave of Discord. As an action you can unleash a wave of dark energy in a 20ft. cone. All creatures in the area have to make a Wisdom saving throw against your spell save DC. On a failed save they take 8d6 Necrotic damage and have disadvantage on all saving throws and attack rolls until the end of their next turn. On a successful save they only take half damage. You can use this feature once per long rest.



SOLAREX - THE PIERCER OF SUNS

Legendary Shortsword (Finesse, Light)

Requires attunement

Damage. 2d6 +3 Piercing

Sun Forged. You gain a +3 bonus to attack rolls you make with this weapon.

Solar Flare. As an action, you can flourish the sword to send out a wave of golden flames in front of you in a 20ft. cone. All creatures in the area have to make a Constitution saving throw (DC 17). On a failed save they are knocked Prone, take 3d6 Radiant and 3d6 Necrotic damage. On a successful save they only take half damage. You can use this feature twice per long rest.

Blind Spot. While attuned to this sword you are hidden from divination magic. You can't be targeted by any divination magic or perceived through magical scrying sensors.

SPIDER BULLETS

Rare Ammunition (Sling, Firearms)

Single Use

Web Shot. When you hit a target with one of these bullets, it deals an amount of damage according to the weapon its shot from. Regardless of which weapon it is shot from this bullet deals Bludgeoning damage. If the target is a Large or smaller sized creature, they have to make a Dexterity saving throw (DC 11). On a failed save they become Restrained by magical strands of spidersilk. A creature can attempt to break free by making a successful Athletics or Acrobatics check (DC 11) at the start of each of their turns.

SPYGLASS OF THE SEASPECTER

Rare Wondrous Item

Requires attunement

Visual Range. Objects viewed through the spyglass are magnified to twice their size. When you try to view something that is more than 100ft. away from you through this spyglass, you have advantage on Perception checks.

Specter's Focus. This spyglass can be used as a spellcasting focus. While holding it you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Eye in the Sky. When you use this spyglass as a spellcasting focus for a ranged spell attack, the range is doubled.

SUIT OF THE ASTRAL OVERSEER

Legendary Light Armor

Requires attunement by a Spellcaster

AC. 12 + Spellcasting ability modifier

Zero Gravity Movement. While attuned to this armor you have a fly speed equal to your movement speed + 30ft.

Into the Void. When you are the target of a ranged or melee spell attack you may roll an opposing spell attack roll. If you roll a higher total, the spell has no effect on you and you gain advantage on your next spell attack. You may use this feature twice per long rest.

Traveler of the Universe. When you are attuned to this armor and you travel between planes or other realities, you and all creatures of your choosing that travel with you are not affected by any negative side-effects this travel may have on you (e.g. loss of memory).

SPIDER BULLETS



SPYGLASS OF THE SEASPECTER



SOLAREX THE PIERCER OF SUNS



SUIT OF THE ASTRAL OVERSEER



SUIT OF THE ETERNAL STORM

Legendary Wondrous Item

Requires attunement by a Spellcaster

AC. 11 + Spellcasting ability modifier

Guard of the Storms. While attuned to this armor you have resistance against Force, Lightning, Thunder and Piercing damage.

Lightning Step. While attuned to this armor you can use 30ft. of your movement to teleport to an unoccupied space you can see within 90ft. of you. All creatures between your initial location and your destination have to make a Dexterity saving throw. On a failed save they take 3d6 Lightning damage. You can use this feature once per turn and 3 times per long rest. Moving in this way triggers no opportunity attacks.

Apocalyptic Tempest. While attuned to this armor you always have the spell Storm of Vengeance prepared. It doesn't count against the number of spells you know or can prepare each day and still costs a 9th level spell slot to cast.

SUIT OF THE GOLDEN SHADOW

Legendary Light Armor

Requires attunement by a Rogue

AC. 14 + Dexterity modifier

Shadow Walker. While you are attuned to this armor you gain a +5 bonus to all Stealth checks and have advantage on Perception checks to spot hidden creatures.

Unseen. While attuned to this armor you can use an action to cast Invisibility on yourself. You can use this feature twice per long rest.

Fade from View. Whenever you kill a creature on your turn, you may choose to become Invisible at the end of that turn. This effect lasts until the end of your next turn or ends early if you attack or cast a spell.

Precise Assassination. Whenever you roll a 1 on a damage die for your sneak attack ability, you can reroll the die and must use the new roll.

SUIT OF THE IMMORTAL JUDGE

Legendary Light Armor

Requires attunement

AC. 12 + Dexterity modifier

Undying. While attuned to this armor, you have advantage on the first three death saving throws after every long rest.

Inspired Resolve. Whenever you have inspiration, you may roll the inspiration die as a reaction and add that number to your AC. This effect lasts until the start of your next turn. You may use this feature twice per long rest.

Ruby Resonance. Whenever you kill a creature on your turn, you may choose to regain a number of hit points up to the number of hit points the creature had at the beginning of your turn. You can only heal in this way from a single creature per turn and can use this feature three times per long rest.

SUIT OF THE
ETERNAL STORM



SUIT OF THE
GOLDEN SHADOW



SUIT OF THE
IMMORTAL JUDGE



TOKEN OF THE SEA SPEAKER

Uncommon Wondrous Item

Diplomat of the Depths. While you are wearing this amulet you can speak and understand Aquan. Additionally you are able to breathe air and water if you can not already, as long as you have the token around your neck.

TOR'CAN - THE HERALD OF TEMPESTS

Legendary Whip (Finesse, Reach)

Requires attunement

Damage. 2d4+3 Lightning

Stormfused Strand. You gain a +3 bonus to attack rolls you make with this weapon.

Arcing Lightning. When you make a successful attack, all creatures of your choice within 5ft. of your target have to make a Dexterity saving throw (DC 18). On a failed save they take 2d4 Lightning damage.

Thunder Snap. As an action, you can crack the whip. All creatures of your choice that can hear you within 30ft. have to make a Constitution saving throw (DC 18). On a failed save the creature takes 6d6 Thunder damage and is Deafened until the end of their next turn. On a successful save they only take half damage. You can use this feature twice per long rest.

TREASURE HUNTER'S SHOVEL

Rare Spear (Thrown, Versatile)

Requires attunement

Damage. 1d6 (1d8) +2 Piercing

Range. 20/60

Groundbreaking Edge. You receive a +2 bonus to attack rolls you make with this weapon. This bonus is doubled against Earth Elementals and all other creatures with physicalities that are predominantly made up of clay, sand, rock, earth or stone. (E.g. Stone Golems).

X Marks the Spot. While attuned to this weapon, the gem in the shovel glows softly whenever you are within 50ft. of (buried) treasure worth at least 100gp. The closer you are to the treasure the brighter the gem glows. Additionally, you can cast the spell Locate Object from this Spear once per long rest.

WAVECASTER'S FISHING ROD

Very Rare Rod

Requires attunement

Fisherman's Friend. You gain a +2 bonus to your spell attack modifier while holding this rod. In addition, you ignore half cover when making a spell attack.

Professional Fisher. You gain a +5 bonus to skill checks to catch fish using this rod.

Aquamancy. This staff holds 10 charges. You can expend charges to cast one of the spells in the table below. The rod regains all charges after you finish a long rest.

AQUAMANCY SPELLS

Charges	Spell
2	Water Walk
5	Control Water
8	Conjure Elemental (water)

