Magic Items

A supplement from the *Storms on the Horizon* homebrew campaign

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Foreword

ithin this document, you will find an assortment of magic items created specifically for my homebrew campaign, *Storms on the Horizon*. This campaign takes place in a heavily modified version of Matt Mercer's Tal'Dorei setting. Therefore some items may make reference to some aspects of his setting.

While I don't have any immediate plans to publish the campaign and its adventures, the items you will find herein can be easily inserted into your own campaigns and adventures. Feel free to use and adapt them as you see fit.

Weapons and Armor

Felchain Scythe

Type: Weapon (+1 Kusari-Gama)
Damage: 1d6 Slashing/Bludgeoning
Properties: Special, Thrown (range 30/–)
Rarity: Uncommon
Special: Attempts to grapple with this weapon have advantage.
Description:

This hand scythe is connected to a chain of returning with a heavy weight at the end. The chain has a length of 5ft. but can extend up to 30ft. when thrown.

If an enemy is hit with the thrown scythe you can use a bonus action to pull the scythe back to you or attempt to leashed the enemy by wrapping the chain around it (Escape DC 15). A target that is leashed cannot move more than 20ft. away from you.

Additionally, when you take an attack action on your turn, you may use one of your attacks to inflict 1d8 fire damage to the leashed enemy. You cannot use this weapon to attack while a creature is leashed.

Flame Lance

Type: Weapon (+1 Spear)
Damage: 1d6 Piercing
Properties: Versatile (1d8), Thrown (range 20/60)
Rarity: Rare
Description:

This spear is made from red metal. Intricate carvings spiral up its length to the tip of the blade.

This spear is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of fire, forming a line 5 feet wide that extends out from you to a target within 120 feet.

Each creature in the line excluding you and the target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much damage on a successful one.

Creatures that fail their save are also ignited taking 1d6 fire damage at the beginning of each of their turns until they take an action to put themselves out.

The fire bolt turns back into a spear when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the spear plus 3d6 fire damage and is ignited.

The spear's property can't be used again until the next dawn. In the meantime, the spear can still be used as a magic weapon with a +1 bonus to attack and damage rolls.

Prismatic Sabre

Type: Weapon (+3 Longsword)
Damage: 1d8 Slashing, 1d4 Cold, 1d4 Fire, 1d4 Lightning, 1d4 Acid, 1d4 Poison, 1d4 Radiant, 1d4 Necrotic
Properties: Finesse, Light
Rarity: Legendary (Requires Attunement)
Description:

The Blade of this sword is made from some kind of crystal. Multiple patterns of myriad colors dance across its surface.

Prismatic Slash: Once per long rest, as an action, you may speak the command word while swinging the sword in an arc in front of you. Creatures in a 20ft cone in front of you and not behind full cover must make a DC 15 dexterity saving throw or take 2d6 cold damage, 2d6 fire damage, 2d6 lightning damage, 2d6 radiant damage, 2d6 necrotic damage, 2d6 acid damage, and 2d6 poison damage on a failed save or half as much on a successful one. Additionally, creatures that fail their save must also make a DC 15 constitution save or be stunned for one round and have their speed reduced by 15ft. for one round after that.

Teeth of the Dragon

Type: Martial Weapon (+3 Chakrum)
Damage: 1d6 slashing, 1d4 poison, 1d4 acid, 1d4 fire, 1d4 cold, 1d4 lightning
Properties: Finesse, Light, Thrown (range 15/45)
Rarity: Legendary (Requires Attunement)
Description:

This weapon appears to be made from welding 5 individual daggers together at the pommel. Each blade shimmers with a different color in the light.

When make a thrown weapon attack with this weapon, you can use a bonus action to have it return to your hand

Wondrous Items

Eye of the Beholder

Type: Wondrous Item
Rarity: Very Rare
Description:

This gem glows in your hand and rapidly changes color. Closer inspection reveals that there appears to be a lidless eye in its core constantly looking in all directions.

You can use an action to speak the command word and have the gem shoot out a beholder Eye-Ray. Roll a d10 to determine which type of ray the eye shoots. You must complete a short or long rest before using the eye again in this way.

- **1 Charm Ray** - The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by you for 1 hour, or until you harm the creature.
- **2 Paralyzing Ray** - The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **3 Fear Ray** - The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **4 Slowing Ray** - The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **5 Enervation Ray** - The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
- **6 Telekinetic Ray** - If the target is a creature, it must succeed on a DC 16 Strength saving throw or you may move it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
- **7 Sleep Ray** - The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
- **8 Petrification Ray** - The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone 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 is petrified until freed by the greater restoration spell or other magic.
- **9 Disintegration Ray** - If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
- **10 Death Ray** - The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Flame Gauntlets

Type: Wondrous Item (Gloves)
Rarity: Very Rare (Requires Attunement)
Description:

These bracers are finely made from iron with platinum embellishments. There are large rubies inset over the palms.
  While wearing these bracers your melee attacks deal an additional 1d6 fire damage.

Phoenix Belt

Type: Wondrous Item (Belt)
Rarity: Very Rare (Requires Attunement)
Description:

This belt is made from fine leathers with rubies wreathing a large inset garnet. In the right light an image of a flaming bird is visible.
  While wearing this belt you are resistant to radiant damage and fire damage.
  As an action you can speak the command word to wreath yourself in flames. Creatures that start their turn within 10 feet of you while this is active take 2d6 fire damage. Creatures that hit you with a melee weapon attack within 5 feet of you take 1d6 fire damage.

Heart of a Fire Elemental

Type: Arcane Focus (Crystal)
Rarity: Very Rare (Requires Attunement)
Description:

While using this focus all of your spells gain a +1 to hit bonus, and your spell save DC's have a +1 bonus.
  Additionally, when you cast a spell with the fire damage type, you may reroll all 1's and 2's for damage but must keep the new result.

Ring of Rejuvenation

Type: Wondrous Item (Ring)
Rarity: Very Rare (Requires Attunement)
Description:

This ring is made up of two golden bands with a third band of polished emerald in the middle. It pulses with a warm glow.

While wearing this ring, you regain 1d6 hit points every turn, provided that you have at least 1 hit point and are below half of your maximum hit points.

If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d4 + 1 days if you have at least 1 hit point the whole time.

Shard of an Ice Elemental

Type: Arcane Focus (Crystal)
Rarity: Very Rare (Requires Attunement)
Description:

This small crystal is attached to a silver chain. A faint blue glow pulses within

While using this focus all of your spells gain a +1 to hit bonus, and your spell DC's have a +1 bonus.

Additionally, when you cast a spell with the cold damage type, you may reroll all 1's and 2's for damage but must keep the new result.

Consumables

Mana Crystal

Type: Wondrous Item
Rarity: Varies
Description:

This crystal is created by condensing arcane energy into a solid form. As a bonus action you may crush the crystal in your hand. Doing so will replenish one expended spell slot. The level of spell slot is determined by the quality.

Mana Crystal Rarity Table

Crystal Quality	Rarity	Spell Slot Recovered
Cracked	Uncommon	1st
Lustrous	Rare	2nd
Brilliant	Rare	3rd
Sublime	Very Rare	4th
Radiant	Very Rare	5th

Spell Gems

The underground races of the material plane have mastered the art of storing magical energy in gem stones for later use. Once imbued, the gems can be crushed and then thrown, releasing the magical enery within. Over time, it was discovered that certain stones were better suited for holding specific spells.

Acid Gem

Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Jade
Description:

This gemstone is translucent light green, deep green, or white in color.

It has been imbued with the Melf's Acid Arrow Spell. As a bonus action, you can throw the gem at a creature within 30ft. of you. Make a ranged spell attack (+5 to hit). On a hit, the creature takes 3d4 acid damage and 1d4 acid damage on its next turn.

Once used in this way, the gem is destroyed.

Beacon Stone

Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Moonstone
Description:

This gemstone is translucent white with pale blue glow in color.

It has been imbued with the Guiding Bolt Spell.

As a bonus action, you can throw the gem at a creature within 30ft. of you. Roll a ranged spell attack (+5 to hit). On hit, the creature takes 2d6 radiant damage. Additionally, the next attack roll against the creature before the end of your next turn has advantage.

Once0 used in this way, the gem is destroyed.

Burn Stone

Type: Wondrous Item
Rarity: Common
Gem Stone: Obsidian
Description:

This gemstone is opaque black in color.

It has been imbued with the Fire Bolt Spell. As a bonus action, you can throw the gem at a creature within 30ft. of you. Roll a ranged spell attack (+5 to hit). On hit, the creature takes 2d6 fire damage.

Once used in this way, the gem is destroyed.

Cinder Stone

Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Garnet
Description:

This gemstone is transparent red, brown-green, or violet in color.

This gem has been imbued with the Scorching Ray Spell. As a bonus action you can crush the stone in your hand releasing two bolts of fire. You can direct these bolts at two different creatures or just one within 60ft. of you. Roll a ranged spell attack (+5 to hit) for each bolt. On hit, the target takes 1d6+3 fire damage.

Once used in this way, the gem is destroyed.

Dawn Stone

Type: Wondrous Item
Rarity: Rare
Gem Stone: Topaz
Description:

This gemstone is transparent golden yellow in color.

It has been imbued with the Daylight Spell. As a bonus action you can crush the gem in you hand and throw it up to 30ft. Once it has traveled 30ft. or impacted a surface it detonates and sheds bright light in a 30ft. and dim light for an additional 30ft.

Once used in this way, the gem is destroyed.

Explosion Stone

Type: Wondrous Item
Rarity: Rare
Gem Stone: Black Pearl
Description:

This gemstone is opaque pure black in color.

It has been imbued with the Fireball Spell. As a bonus action you can throw the gem at a point within 40ft. of you. On impact, all creatures within 15ft of the point of impact must make a DC15 Dexterity saving throw or take 6d6 fire damage on a failed save or half as much on a successsful one.

Once used in this way, the gem is destroyed.

Flame Stone

Type: Wondrous Item
Rarity: Very Rare
Gem Stone: Jacinth
Description:

This gemstone is transparent fiery orange in color.

It has been imbued with the Flame Strike Spell. As a bonus action on your turn you may throw the stone at the ground within 30ft. of you. Creatures within a 10ft. radius by 40ft. high cylinder of the point of impact must make a DC17 Dexterity saving throw or take 3d6 fire damage and 3d6 radiant damage on a failed save or half as much on a successful one.

Once used in this way, the gem is destroyed.

Heal Stone

Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Zircon
Description:

This gemstone is transparent pale blue-green in color.

It has been imbued with the Cure Wounds Spell. As a bonus action, you can crush the gem in your hand and touch a creature. The creature regains 1d8+2 hit points.

Once used in this way, the gem is destroyed.

Greater Heal Stone

Type: Wondrous Item

Rarity: Very Rare
Gem Stone: Diamond
Description:

This gemstone is transparent blue-white, canary, pink, brown, or blue in color.

It has been imbued with the Mass Cure Wounds Spell. As a bonus action on your turn you may, crush the gem in your hand. Six creatures of your choice within 30 feet of you regain 3d8 hit points. Constructs and Undead are unaffected.

Once used in this way, the gem is destroyed.

Plague Stone

Type: Wondrous Item
Rarity: Rare
Gem Stone: Opal
Description:

This gemstone is translucent pale blue with green and golden mottling in color.

It has been imbued with the Blight Spell. As a bonus action you can throw it at a creature within 30ft. if you. That creature must make a DC15 Constitution saving throw or take 6d8 necrotic damage. The creature takes half damage on a successful save.

Once used in this way, the gem is destroyed.

Shadow Stone

Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Jet
Description:

This gemstone is opaque deep black in color.

It has been imbued with the Darkness Spell. As a bonus action you can throw the stone at a point within 30ft. of you. On impact, it creates a 10-foot-radius sphere of magical darkness that spreads around corners centered at the point of impact. This darkness lasts for 30 seconds.

Once used in this way, the gem is destroyed.

Golem Stone

Type: Wondrous Item
Rarity: Rare
Gem Stone: Black Opal
Description:

This gemstone is translucent dark green with black mottling and golden flecks in color.

It has been imbued with the Stone Skin Spell. As a bonus action you can crush the stone. When you do this, you gain resistance to bludgeoning, slashing, and piercing damage from non-magical weapons for 5 minutes.

Once used in this way, the gem is destroyed.

Storm Gem

Type: Wondrous Item
Rarity: Rare
Gem Stone: Aquamarine
Description:

This gemstone is transparent pale blue-green in color.

It has been imbued with the Call Lightning Spell. As a bonus action, you can throw the gem at a point within 30ft. of you. On impact, all creatures within 15ft. of the point of impact must make a DC15 Dexterity saving throw or take 3d10 lightning damage on a failed save or half as much on a successful one.

Once used in this way, the gem is destroyed.

Vine Stone
Type: Wondrous Item
Rarity: Uncommon
Gem Stone: Chrysoprase
Description:

This gemstone is translucent green in color.

It has been imbued with the Entangle Spell. As a bonus action, you can throw the gem at a creature within 30ft. of you. Roll a ranged spell attack (+5 to hit). On hit the gem explodes into a tangled mess of vines that wrap around the target, restraining them. The creature must use their action to make a DC13 Strength (Athletics) check to break the vines and escape. Creatures of size Huge and larger are uneffected.

Once used in this way, the gem is destroyed.

Caster Guns
Magic for the Masses
The people of the northern kingdoms are not known for their magic prowess. Due to a general lack in aptitude for the mystic arts, the people have turned to science to in an effort to level the playing field with kingdoms with greater access to magic. In addition to the advent of black power and cannons to make use of it, particularly inspired inventors developed a way to harness magical energy and unleashed it on demand without a strong connection to the weave.

Using this method, a spellcaster can imbue a piece of specially crafted ammunition with magical energy. When fired from a specially crafted weapon, the energy is unleashed with devastating results.

With this new technology, any basically trained, soldier could harness the destructive power of magic. These appropriately named Caster Guns immediately changed the face of warfare in the north.

Caster Pistol

Type: Martial Ranged Weapon
Damage: Special
Properties: Ammunition (range varies), Loading, Special
Rarity: Rare
Description:

This weapon consists of a wide metallic tube that connected to a grip with the firing mechanism. The back of the tube closes once the ammunition has been fed inside. Complex gears and turbines can be observed on the exterior.

This weapon requires special *Caster Shells* to be used as ammunition. The type of shell used determines the amount and type of damage as wells as other effects.

Caster Rifle

Type: Martial Ranged Weapon
Damage: Special
Properties: Ammunition (range varies), Loading, Special, Two-Handed
Rarity: Very Rare
Special: This weapon has a complex loading mechanism. If you use this weapon to attack, you may only make one attack on that turn even if you have a feature that allows you to make multiple attacks per turn.
Description:

This weapon consists of a wide metallic tube that connected to a grip with the firing mechanism. The back of the tube closes once the ammunition has been fed inside. Complex gears and turbines can be observed on the exterior.

This weapon requires special *Caster Shells* to be used as ammunition. The type of shell used determines the amount and type of damage as wells as other effects.

Caster Shells fired from a Caster Rifle have their properties altered. See the *Caster Rifle Table* below for details

Caster Rifle

Normal Target	Caster Rifle Augment
Single Target	Ignore 1/2 and 3/4 cover
Line	Length doubled
Cone	Length doubled in a 5-foot-wide line
Radius	Range doubled and area halved

Scatter Caster

Type: Martial Ranged Weapon
Damage: Special
Properties: Ammunition (range varies), Loading, Special, Two-Handed
Rarity: Very Rare
Special: This weapon has a complex loading mechanism. If you use this weapon to attack, you may only make one attack on that turn even if you have a feature that allows you to make multiple attacks per turn.
Description:

This weapon consists of a wide metallic tube that connected to a grip with the firing mechanism. The back of the tube closes once the ammunition has been fed inside. Complex gears and turbines can be observed on the exterior.

This weapon requires special *Caster Shells* to be used as ammunition. The type of shell used determines the amount and type of damage as wells as other effects.

Caster Shells fired from a Scatter Caster have their properties altered. See the *Scatter Caster Table* below for details

Scatter Caster

Normal Target	Scatter Caster Augment
Single Target	15-foot-cone
Line	Length reduced to half in a cone
Cone	Area doubled
Radius	Range reduce to half and area doubled

Caster Cannon

Type: Large Object
Damage: Special
Properties: Ammunition (range varies), Heavy, Loading, Special, Two-Handed

Rarity: Very Rare
Special: This weapon has a complex loading mechanism. If you use this weapon to attack, you may only make one attack on that turn even if you have a feature that allows you to make multiple attacks per turn.
Description:

This weapon requires special *Caster Shells* to be used as ammunition. The type of shell used determines the amount and type of damage as wells as other effects.

Caster Shells fired from a Caster Cannon range multiplied by 10. Damage and area of effect are doubled. Shells with a single target instead target all creatures in a 10-foot-radius. *Caster Shells* must be specially made to fit the Caster Cannon.

Caster Shells

Ammunition for caster guns must be specially manufactured by skilled individuals. The method of crafting is a closely guarded secret but the resulting ammunition is, generally easy to come by if you know where to look.

Below is a list of the known types of caster ammunition but more may be available to you depending on where your campaign takes place. For shells that require a saving throw, the DC is equal to 10 + your Dexterity modifier.

Caster Shells

Shell Type	Rarity	Damage Type	Amount of Damage	Range (Ft.)	Target Type	Save (Half Damage on Success)
No. 0	Common	Special	2d8	60	Single Target	N/A
No. 1	Common	Force	4d4	10	10-foot-cone	Strength
No. 2	Common	N/A	N/A	60	60-foot-radius	N/A
No. 4	Uncommon	Lightning	6d6	100	Line	Dexterity (H)
No. 9	Uncommon	Force	4d12	60	Single Target	N/A
No. 12	Uncommon	Cold	3d6	10	20-foot-cone	Constitution (H)
No. 21	Uncommon	Radiant	4d8	50	Line	Constitution (H)
No. 31	Uncommon	Fire	6d6	60	20-foot-radius	Dexterity (H)
No. 33	Uncommon	Fire	6d6	10	20-foot-cone	Dexterity (H)
No. 44	Rare	Lightning	6d8	60	40-foot-radius	Constitution (H)
No. 52	Rare	Cold	6d8	10	40-foot-cone	Constitution (H)
No. 63	Very Rare	Fire	12d6	120	40-foot-radius	Dexterity (H)
No. 73	Very Rare	Fire	12d6	10	40-foot-cone	Dexterity(H)
No. 88	Very Rare	Radiant	10d10	100	10-foot-wide line	Constitution (H)
No. 99	Legendary	Force	20d10	100	Single Target	Dexterity

Common Shells

No. 0 - Type 0 shells are the most common type. These "blank" shells easily absorb magical energy. A spellcaster that can cast a cantrip that deals damage can spend 15 minutes focusing on a shell and then casts the cantrip into the shell. The shell absorbs the magical energy. To use the shell, make a ranged weapon attack against a target. On hit, the target takes 2d8 damage of the same type as the cantrip that was cast into it.

No. 1 - Type 1 shells are used to hold off multiple assailants. To use the shell, make a ranged weapon attack against a target within range. On hit, the shell creates a cone of force from the point of impact. The target takes damage and all creatures in the area must make a saving throw or are knocked back 10 feet.

No. 2 - Type 2 shells are uses as magical flares. Pick a point within range. The shell travels to that point and then explodes shedding bright light in a 60-foot-radius sphere and dim light for an additional 120 feet for 1 minute.

Uncommon Shells

No. 12 - Creatures in the area that fail their save have their speed halved for one round.

No. 21 - Creatures in the area that fail their save are blinded for one round.

Rare Shells

No. 44 - Creatures in the area that fail their save are paralyzed for one round.

No. 52 - Creatures in the area that fail their save have their movement halved for one round.

Very Rare Shells

No. 88 - Creatures in the area that fail their save are blinded. They may repeat the save at the beginning of their next turn. If they fail a second time, they must wait 24 hours before trying again.

Legendary Shells

No. 99 - Creatures reduced by 0 hit points by this shell are destroyed as with the *Disintegrate* spell

Evolving Magic Items

This section details the lore and mechanics for numerous legendary, artifact level items. The inspiration for these was Matthew Mercer's *Vestiges of Divergence* weapons from *Critical Role*. These items are designed to "level up" with the PCs or as the story demands it. These items come in two flavors.

Sundering Arms are sentient magic items that house the soul of a humanoid. They are intended to be stronger than normal magic items due to the fact that, lore-wise, there is another soul to shoulder the burden of managing the extra magical power.

Vestiges of Divergence are, artifact level items that have been infused with divine or fiendish power. These are designed based on guidelines found in Matt Mercer's Tal'Dorei Campaign Guide.

Within this document you will find recommendations for how and when to level up the items but it is up to the DM to determine when and how.

DM's wanting to incorporate these items into their campaign should note that these items are exceptionally powerful at later levels so you should be careful of how many you include in your campaign and how quickly you allow them to level up.

Living Weapons

Many of these items are designed to be sentient and have their personalities and methods of communication detailed. However, if you choose to include multiple items from this document, you may wish to limit their sentience or communication options to prevent loss of role play focus.

Weapons That Grow With You

Sundering Arms are designed with four power tiers intended for certain level ranges. Refer to the chart below for a general guide to how quickly to level up the items' power. You can, of course choose to level up the weapons earlier or later as the story demands. Just know that it will have a significant impact on their effectiveness.

Sundering Arms Level Guide

Item Level	Intended PC Level
1	3rd - 10th
2	7th - 14th
3	11th - 18th
4	15th - 20th and Beyond

Vestiges of Divergence are designed with 3 power tiers and level up similarly to *Sundering arms*. Below you will find a table detailing recommended level ranges for vestiges.

Vestiges of Divergence Level Guide

Item Level	Intended PC Level
Dormant	5th -10th
Awakened	11th - 15th
Exalted	16th - 20th and beyond

From a Time History Forgot

Sundering Arms were made long ago when the universe was new. The primal forces of celestials, fiends, and elementals warred for control of all of existence. In time they involved the mortal races in their conflict. Eventually the weapons of war escalated to the point that all of creation was shattered into the planes as we know them. These weapons, known as sundering arms, were scattered across the planes and lost to time.

Time passed, gods were born, demon princes arose, and a new conflict was birthed from their quarrel. War raged across the material plane. Each side of the conflict hellish and divine alike began recruiting champions to take up their cause. These champions were gifted items imbued with a small portion of their patron's power. These vestiges as they came to be known have been passed down through from champion to chosen one until they lost to time.

Over the course of the campaign, PCs are likely to want to seek out information on their artifact to determine how to go about increasing their power. While you shouldn't discourage this, you should make the information incredibly difficult to find as any relevant record of the events surrounding the creation of these artifacts would, at this point, be particularly rare and limited to large archives or temples to deities of knowledge or history. PCs may be able to make bargains with old and/or powerful entities for information regarding specific items.

More Beneath the Surface

Due to the immense power of these artifacts, consider not allowing abilities, skills, and spells that reveal the nature of magical items, such as the *Identify* spell, to reveal everything about the item in question.

Examples of information to keep hidden would include, their ability to increase in power, detrimental effects of attunement, the nature of any sentient ego inhabiting the item, the true name of the personality inhabiting the item.

You could inform the player that the spell worked partially and that there is still information to reveal or you could keep it completely secret and allow them to stumble upon the information by accident.

A Will of Their Own

For the items with sentience, consider what goals the item might have of their own and how that might match up or conflict with the goals of the players.

If the item and the wielder come in conflict, consider making the players make Charisma saving throws in order to avoid being influenced by the will of the artifact.

The Luna Nova

The Luna Nova is a powerful war scythe infused with power over ice and cold. When it was last seen, its metal staff was used to impale and seal away a powerful undead or fiend. Consider leading your PCs to a vault or underground cavern and having them walk in to see some horrible creature pinned to the wall or floor by the silver staff and frost covering the immediate area. The players will then have to make a choice whether to indulge their curiosity.

Personality

Luna Nova houses the soul of a female human knight with no name.

When first attuned, Luna Nova will begin with a question.

Are you my new master?

If the player responds with a "Yes" Luna Nova will acknowledge that player as her master and no other player will be able to attune to the weapon without making a DC17 Charisma (Persuasion) check.

As time goes one she will be fiercely devoted to her wielder and speak out to anyone that would disagree with them. If the wielder asks for her name she will plainly say that she does not have a name. If pressed about the issue she will reveal that she was never given a name.

At this point the player may attempt to give her a name. Each time they must make a Charisma (Persuasion) check. On a failure she will politely decline and the DC of subsequent checks will go up to a cap of 25. On a success she will accept her new name and the artifact's level will increase to level 2.

From this point Luna Nova will have a slightly brighter demeanor having acquired a name. She will occasionally nudge the wielder to take charge and be more decisive. If the wielder becomes curious about her past she can show them glimpses of previous masters she has had in the past. If asked about her family she will shy away from the question, claiming to not remember.

The player can spend time meditating on the weapon and the soul inside to further their connection. Have the player make Wisdom (Insight) checks to determine success. On a success, the PC gains insight into the weapon's past which could include a brief glimpse of the past. After a number of successes, the wielder will see a vision detailing the origin of the weapon and the woman inside it.

Creation and True Name

The vision begins with the player looking up at two humans. The two appear worried and begin to speak.

She's so beautiful

I'm sure that someday she will grow up as strong and beautiful as her mother

Oh, stop it!

...You know what you must do...

I can't! I won't leave you!

You must! The king's decree is absolute! Think of our daughter!

I am. She needs her father.

If she stays here she will have neither her mother nor her father!

There is a loud knocking on the door. The man moves to answer.

Who is it?

Open the door in the name of the king!

The man panics and spins around. *You have to go now!*

The men outside begin pounding on the door now.

Open the door this instant!

They break the door open. The woman cries out.

NO! Please! Don't take her!

The player's view zooms out to reveal three men in black armor entering the house. One moves to the side of a basinet where a small baby is lying. He moves to pick the child up but the mother rushes him. In one smooth motion he draws his sword and stabs her through the abdomen. She gasps and falls to her knees clutching the wound. The father, seeing this, flies into a rage. He draws the sword from the side of one of the other knights but is quickly cut down by the third knight. The knights sheathe their blades and begin to leave with one of them clutching the baby in his arms. The woman whimpers as the life begins to fade from her eyes.

Please, no... don't take... my... Selena

The vision fades to black and the player is greeted with one final vision. A young woman with silver hair and pale blue eyes in black armor very similar to the armor worn by the men who took the child kneels before a king. He speaks.

I have a task for you. You will become the blade that ends this horrible conflict.

Yes my lord

I have made arrangements with the high priest. Report to the temple immediately. This will be your final task.

My lord, am I to be cast off? Am I no longer useful?

I have little use for more soldiers. I have need of a great weapon. You will be that weapon.

...Yes, my lord

3rd Level and Beyond

Once the player learns Luna Nova's true name they must succeed a Charisma (Persuasion) check to get her to accept this information. She will want to deny the validity of this new information since the thought of having lost a loving family is too difficult to bear. On a success Luna Nova will allow the player to call her by her true name and will request others do the same (Level 3). Once this occurs Selena can manifest her presence visually. She appears as the young knight from the vision but her armor is no longer black. Instead, she wears silvered half-plate armor and has a pale white glow about her. When communicating in this way, she can speak any language her wielder knows and interact with small objects as with the *Mage Hand* spell. As the bond between Selena and her wielder strengthens she will eventually unlock her maximum power (Level 4).

Luna Nova

Type: Weapon (War Scythe)
Damage: 2d8 Slashing
Properties: Heavy, Reach (15ft.), Sentient (Lawful Neutral), Special
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 14 WIS: 16 CHA: 10
Senses: The Luna Nova has blind sight out to 30ft. It can communicate audibly with anyone who can speak common or celestial and can communicate telepathically with whomever is attuned to it.
Passive perception: 15
Description:

The Luna Nova at first looks like a simple metallic staff. However, when wielded, ice begins to form at the head and grows into a large, crescent moon-shaped blade centered at the head of the staff. Frosty mist constantly falls from the blade and the air in the area 10ft around it is noticeably colder.

Special: On hit, you can choose to use the scythe to grapple the target (Escape DC = 5 + STR + PROF). The target takes 1d8 slashing damage when attempting to escape. You cannot use this weapon to attack while you have a creature grappled in this way. Attacks made with this weapon against a target within 5 feet are made with disadvantage.

Level 1 Attunement
Attacks with this weapon gain a +1 bonus to hit and damage
Attacks with this weapon deal an additional 1d4 Cold Damage

This weapon has 3 charges.

As an action, you can use one or more charges to use the Crystal Spires feature. You create one pillar for each charge spent.
Recharges 1d4-1 each day at dusk.

Level 2 Attunement
While attuned to this weapon, you gain resistance to Cold Damage
Bonus to hit and damage increases to +2
Bonus cold damage increases to 1d6
Crystal Spire charges increase to 6 and recharges 1d3 charges each day at dusk.

Level 3 Attunement
Bonus to hit and damage increases to +3
Bonus cold damage increases to 1d8
Crystal Spire DC increases to 17
Once per long rest you can use an action to speak the command word to use the Moon Song ability.
All spent Crystal Spire charges are recovered each day at dusk.

Level 4 Attunement
Bonus cold damage increases to 1d10
Crystal Spire and Moon Song DCs increase to 19
Crystal Spire initial damage increases to 4d8+8
Once per long rest as an action you can speak the command word to don the Lunar Regalia

Crystal Spires

You speak the command word to stab the scythe's blade into the ground. A pillar with a 10ft. radius rapidly grows up to 50ft. tall from a point on the ground within 50ft. of you. Creatures on top of the pillar must make a DC 15 dexterity saving throw or take 2d8+8 bludgeoning damage. On a successful save, creatures take half damage. If the pillar grows into the ceiling, and a creature fails its saving throw, it takes 3d8+8 bludgeoning damage and is restrained as the pillar pins it against the ceiling (Escape DC 15).

You can choose to halt the pillar's growth before it reaches its maximum height lifting a creature harmlessly above the ground.

Moon Song

You twirl the scythe above your head and then swing it in a wide outward arc. Creatures in a target area up to 30ft. Away in a 30ft tall and 20ft radius cylinder must make a DC17 Constitution saving throw or take 10d8 Cold Damage and become chilled. On a successful save, creatures take half damage. Chilled targets have their movement speed halved and have disadvantage on dexterity and strength saving throws for one minute.

Lunar Regalia

When you speak the command word you are encompassed by a set of black plate armor covered in silvery frost. You gain the following benefits for 1 minute and suffer 2 levels of exhaustion afterwards:

Your AC Becomes 20 + DEX Modifier (Minimum 1)

You are immune to cold damage

Enemies you hit with melee attacks have their speeds reduced by 5 for 1 minute. Creatures immune to cold damage are unaffected. If a creature's speed is reduced to zero in this way, they must make a DC 19 Constitution saving throw. On a successful save the creature's speed is 5. On a failed save the creature is frozen and paralyzed. Only a greater restoration spell or similar magic can restore the creature at this point.

The Dawn Bringer

The Dawn Bringer is a golden bastard sword with sun motifs forged into the hilt and cross guard. It has not been seen since its original wielder died many thousands of years ago. Consider introducing this artifact to your players as a sword embedded in a stone as in the Excalibur myth. On the other hand, you could place it in the center of a vile ritual intended to corrupt the blade's power to be used for evil.

Personality

The Dawn Bringer, houses the soul of a young elven woman whose name is lost to even herself as she has not heard it spoken in millennia.

When first attuned she will speak almost timidly. She will be curious and want to know more about her wielder and the world that she has awoken to. After spending time with the players, the soul becomes more comfortable and will speak out of she perceives the players doing something unlawful or immoral.

As time goes one the player may spend time meditating and speaking with the sword which will help forge a partnership. This will allow the PC to make Charisma (Persuasion) checks to ask about her name. She will be apprehensive and, at first tell the player that she will only give her name to a truly worthy knight.

As time goes one and trust is earned, the player may persuade her to admit that she does not know her true name from before the blade was forged. (Level 2).

At this point the player may begin looking for clues to the true identity of the sword they wield. When meditating on the blade, they can make Wisdom (Insight) checks to get glimpses of the blade's history. They might seek out places of knowledge in search of ancient texts to gain clues. If this is the case, have them make an Intelligence (history) check. On a success, reduce the DC of the next Insight check. After a number of successes, the player will finally be given a view of when the blade was created and the true name of the soul inside.

Creation and True Name

Two men stand on opposite sides of a stone altar. Around them, a circle of hooded figures cloaked in robes made from a vibrant yellow cloth. The robed figures are chanting in a long lost language. Upon the altar lies a young elven woman dressed in a pale yellow dress. She is not bound. In one hand, she holds the blade that would become the dawn bringer. In the other she holds the hand of one of the men flanking her. She looks to the man with tears in her eyes. The player will see that the man is also holding back tears of his own.

A DC 15 Wisdom (perception) check will let the player notice that the two are wearing identical silver bracelets indicating that they are married.

She speaks to the man.

It is alright, my love. We will continue to be together. In this way, I can help you bring an end to this war. I can help you protect our daughter.

The man begins to cry openly now. The priest opposite him leans forward placing a hand of each of their shoulders. He nods solemnly *I'm sorry. It is time*

The two look to him their features growing stern with grim resolve. They nod. The woman speaks

Then let it be done

The robed figures begin chanting louder now and the woman begins to glow with a bright light. She gasps from a sudden pain. The man's resolve begins to falter but she looks at him with a look of iron. *No* she says, *It must be done... It must be now*

The light grows brighter and she grits her teeth through the pain.

The light grows brighter still washing out the player's vision in white. Then slowly fades.

Once the player's vision adjusts they will see the same scene as before. However, the woman is now gone. The man that was holding her hand now leans over the alter holding a glowing two-handed sword.

He whispers, *This I swear, that I will bring an end to this war. I will defend our home and create a place where our child may grow up in peace. This I swear, that your sacrifice will not be in vain. This I swear...*

...Leora

3rd Level and Beyond

If the player decides to reveal her true name, Leora may manifest her presence visually. She appears as she did in the vision but translucent with a glowing aura and can communicate freely with anyone present and interact with small objects as with the *Mage Hand* spell.

If the wielder proves themselves to be a true and noble knight and a force for good, Leora can choose to recognize them as her rightful partner and cement their bond (Level 4). If the wielder accepts this, the Dawn Bringer becomes permanently attuned to the PC and their maximum life span increases by 1,000 years. If the Dawn Bringer is somehow destroyed, however, the wielder dies on the spot.

Dawn Bringer

Type: Weapon (Bastard Sword)
Damage: 1d10 Slashing
Properties: Versatile (3d4), Sentient (Lawful Good), Light, Special
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 12 WIS: 14 CHA: 16
Senses: The Dawn Bringer has blind sight out to 30ft.and can see clearly in darkness and dim light out to 60ft. It can communicate telepathically with anyone who has held the hilt of the sword for a few minutes to a distance of 100ft.
Passive perception: 15
Description:

The Dawn Bringer is a golden bastard sword. The edges of the sword curve slightly inward toward the center of the blade. The guard is an ornate symbol of the sun and has a hole in the middle where a ruby is inset. Any blood or gore that ends up on it quickly ignites and burns away leaving the blade pristine.

Level 1 Attunement
Attacks with this weapon gain a +1 bonus to hit and damage
Attacks with this weapon deal an additional 1d4 radiant damage
As an action you can use the Shine ability once per long rest

Level 2 Attunement
While attuned to this weapon you gain resistance to radiant damage
Bonus to hit and damage increases to +2
Bonus radiant damage increases to 1d6
As an action, you can use the Shine ability once per short rest

This weapon gains 3 charges

As a bonus action you can spend charges to Use the Sear ability
Recharges 1d3 charges at dawn

Level 3 Attunement
Bonus to hit and damage increases to +3
Bonus radiant damage increases to 1d8
You can use the Shine ability at will
Once per long rest you may use an action to use the Solar Flare ability.
Sear charges increase to 6

Level 4 Attunement
Bonus radiant damage increases to 1d10
The light from the Shine ability counts as sunlight
Solar Flare DC increases to 19
Once per long rest as an action you can speak the command word to don the Solar Regalia
Recovers all charges each day at dawn.

Sear

You speak the command word to cause the blade of your sword to glow brightly.

The next successful attack with this weapon deals an additional 1d6 radiant damage for each charge spent.

Solar Flare

Radiant energy extends from the blade and from the pommel of the sword. You swing the sword over your head in a downward arc. Creatures in a line 10-feet-wide and 40-feet-long must make a DC17 dexterity saving throw or take 10d6 Radiant Damage and become blinded. On a successful save, creatures take half damage. Blinded creatures may make a DC15 constitution saving throw at the end of their next turn to remove the blindness. If they fail, they are blind for 24hrs. or until lesser or greater restoration is cast on them.

Solar Regalia

When you speak the command word you are encompassed by a set of gold plate armor covered with silver chain mail underneath. You gain the following benefits for 1 minute and suffer 2 levels of exhaustion afterwards:

Your AC Becomes 20 + DEX Modifier (Minimum 1)

You are immune to radiant damage

You emit sunlight out to 30 feet and dim light 30 feet beyond that. Creatures that start their turn within 10 feet of you must make a DC 19 Constitution Saving throw or be blinded. Creatures can repeat the save at the end of each of their turns ending the condition on a success.

Shine

You speak the command word and cause the blade of the Dawn Bringer to light up casting bright light for 30ft and dim light for an additional 60ft.

The Pyre Brand

The Pyre Brand is a long, ruby short sword with dominion over heat and fire. It has been at the sight of many battles and has seen many wielders. It is often taken by force as its wielder is cut down by someone coveting it for themselves. Consider introducing this artifact to your players as a sword wielded by an enemy, particularly a magic caster using it in the same way one would a wand or staff. You could make the wielder's fire spells be extra damaging or harder to avoid. This would most assuredly peak your player's interests.

Personality

The Pyre Brand houses the soul of an adolescent elven boy who happens to be the younger brother of the woman inside the Dawn Bringer.

Initially the Pyre Brand can only communicate through emotions. Once the weapon is attuned, the player will sense a presence of intense rage within the blade. A Wisdom (insight) check will reveal an underlying sadness beneath the anger.

As the player gains experience slaying monsters the rage will subside but the sadness will remain. If there is danger nearby the blade will become noticeably hotter.

Once the player has quelled the rage within the blade, they must save a female NPC from some manner of danger this will trigger a memory within the blade.

At this point, the soul within will be able to communicate audibly in common and elvish. He will reveal that his name is Kai and, after spending time talking with him, the player can make a Wisdom (insight) check to determine that he is searching for something, something important.

Kai, like many adolescents is head strong, competitive, and has a bit of a temper.

If asked specifics, he will not be able to recall what he is looking for. The player may spend time meditating and speaking with the weapon to discover answers. As time goes on the player can make a Wisdom (insight) check to learn that the Pyre Band is part of a set of two weapons. When asked about this Kai will have a revelation.

My sister...

After this revelation, the player may attempt a Wisdom (insight) check while meditating on the blade. On a success, the player will be given a vision from Kai's past.

Creation and True Name

As the vision comes the player will see an elven boy rushing toward a stair case that seems to be built into a tall mountain.

As he approaches a man in priest's vestments is descending the stairs. If the player has already attained level 3 attunement with the Dawn Bringer, they will recognize this priest. The young man cries out to him.

Father Solus! Please let me be the vessel!

The priest looks down upon the boy with a solemn look on his face.

I am sorry, Kai. The ritual has already been completed.

As he says this another man in golden plate mail is descending the stairs with his head held low gritting his teeth to hold back tears. At his side is a two-handed sword with a distinct sun-shaped guard.

Kai looks up and meets the gaze of the man and the two share a moment of grim understanding. Kai steps back and exclaims.

No... No, no, no! You didn't!

The man says nothing. He breaks eye contact, unable to look Kai in the eye. Solus steps forward.

Kai, it had to be done. It had to be her. The ritual requires a strong bond between the wielder and the weapon.

Kai recoils from the priest's words

My sister is NOT a WEAPON!

He pauses for a moment seething in absolute rage. Then the look on his face changes as though he has thought of something important.

A strong bond... Father, what about the bond between siblings? Could that work?

The priest looks at him quizzically. He considers the question and then replies.

I suppose that would work but-

Kai cuts him off.

Let me be a vessel for her! Two weapons would be better than one, right?!

At hearing this Solus and the armored man look at each other and the man begins to speak.

Kai, she wouldn't want this. I can't allow you to-

YOU... do NOT... GET... a SAY!

The rage in Kai's eyes comes back to the surface. He turns to the priest.

Make me into a vessel. Let me be with my sister!

Solus' shoulders sink in resignation.

Very well. Come, we must make preparations.

The two walk past the man in armor. His gaze not firmly cast at the ground beneath his feet. He grits his teeth as the tears flow freely from his eyes.

The vision fades

3rd Level and Beyond

After learning this new information the player can reveal the identity of what Kai is seeking to him. If they do he will ask that they take time to seek out his sister. If the player agrees, Kai will begin to trust them (Level 3).

If the party has already acquired the Dawn Bringer, Kai will recognize it and insist on being reunited with his sister. If the Dawn Bringer has reached level 3, Leora will attempt to keep the peace if the artifacts were given to different wielders.

Once the two are united, Kai will open up to the player granting them an additional 1,000 years to their life span (Level 4).

Pyre Brand

Type: Weapon (Shorts word)
Damage: 1d8 Piercing
Properties: Light, Finesse, Sentient (Chaotic Good), Special
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 14 WIS: 12 CHA: 16
Senses: The Pyre Brand has dark vision out to 60ft. Can communicate though emotions with whomever is holding it.
Passive perception: 15
Description:

The Pyre Brand is an unusually long short sword. The blade appears to be made from a material resembling ruby. The guard is a standard cross guard made from gold with flame-like embellishments when unsheathed, the area seems to grow warmer.

Level 1 Attunement

Attacks with this weapon gain a +1 bonus to hit and damage

While attuned to this weapon, you gain resistance to fire damage

Once per long rest you can use a bonus action to use the Cry ability

Level 2 Attunement

Bonus to hit and damage increases to +2

Attacks with this weapon deal an additional 1d4 radiant damage

You can use the Cry ability twice per long rest.

This weapon gains 3 Charges

As a bonus action you can spend a charge to use the Scorch ability

The Scorch radius increases by 5 feet for each additional charge spent.

Recharges 1d3 charges at dawn

Level 3 Attunement

Bonus to hit and damage increases to +3

Bonus fire damage increases to 1d6

You can use the Cry ability twice per short rest

Once per long rest you can use an action to use the Howl ability

Scorch Charges increase to 6

Scorch DC increases to 17

Scorch damage increases to 3d6

Recharges 1d4 charges at dawn

Level 4 Attunement

You can use the Cry ability three times per short rest

Cry bonus damage increased to 2d6

Howl save DC increased to 19

Once per long rest as an action you can speak the command word to don the Wildfire Regalia

Scorch DC increases to 19

Scorch damage increases to 4d6

Cry

You speak the command word causing the sword to cause the sword to erupt into a concentrated beam of searing heat. The Pyre Brand gains reach (15ft) and 1d6 additional fire damage for the next three attacks.

Scorch

You speak the command word causing a gout of flame to burst out from the sword.

Creatures within 5 feet of you must make a DC 15 Dexterity saving throw taking 2d6 fire damage on a failed save or half as much damage on a successful one.

Howl

You speak the command word causing a 30ft sphere centered on you to explode in a giant fireball. Creatures other than you within the sphere must make a DC17 Dexterity saving throw or take 10d6 fire damage and become ignited. On a successful save creatures take half damage. Ignited creatures take 1d6 fire damage at the top of their turn until the flames are extinguished. A creature may move into water or spend an action rolling on the ground to extinguish the flames.

Wildfire Regalia

When you speak the command word you are encompassed by a set of gold plate armor covered with silver chain mail underneath. You gain the following benefits for 1 minute and suffer 2 levels of exhaustion afterwards:

Your AC Becomes 20 + DEX Modifier (Minimum 1)

You are immune to fire damage

Your attacks have an extra 10 feet of reach and ignite creatures hit causing them to take 1d8 fire damage at the start of their next turn for each successful hit.

Creatures that hit you with a melee attack within 5 feet of you take 2d6 fire damage

The Brimstone Staff

When the Dawn Bringer and the Pyre Brand are united, they form a long staff with the blades of its component swords on each end, the Brimstone Staff. Often considered the strongest weapon forged during the primordial conflict, the staff is capable of wielding the destructive power of a dying star. No one has seen its power since the end of the war it was used to win and its component parts were scattered. Only bring this weapon into your campaign when the story requires the use of a weapon of great power.

Personality

While the weapons are connected as the Brimstone Staff, their personalities merge into one. Their opposing quirks rounding out each other's rough edges.

When they speak through the staff, they sound as if the two voices are speaking in unison. For some this may be unsettling others may find it intriguing.

The physical manifestation of the souls within the staff is that of Leora clad in ruby armor, representing Kai's overwhelming desire to protect his sister.

History

The identity of the original wielder of the Brimstone staff has been lost to time. However, he was largely responsible for the title given to the original wielders of the artifacts created during the war, Rend Knights.

What is known is that this artifact was forged late in the conflict and was largely responsible for bringing an end to the war. Every battle where the Brimstone Staff was present ended in a decisive victory on the side it supported. Such was the overwhelming power of the twinned artifact that is the Brimstone Staff.

Some stories do survive but the most telling is the story of the wielder single-handedly obliterating an entire battalion of demons. The story reads that he waded into the middle of the demons' ranks and unleashing an immense blast of radiant energy, annihilated most of the creatures, and left the rest too injured to put up much of a fight.

Beyond 3rd Level

Once the Dawn Bringer and Pyre Brand are combined and Leora recognizes the wielder as a worthy individual (Lv4) the Brimstone Staff increases to level 4 attunement granting access to the Inferno Regalia.

Even Further Beyond

Once the character has gained access to the Inferno Regalia, you can choose to also allow them to have access to the Nova ability. This ability is designed to be a high risk/reward trade-off that could allow the character to turn the tide of a dire situation at the risk of their own life and the "life" of the souls housed in the Dawn Bringer and Pyre Brand.

Nova

As you speak the command word the Inferno Regalia erupts into an explosion of light and fire that expands outward. All creatures within 40 feet of you must make a DC 21 Constitution saving throw taking 15d6 fire damage and 15d6 Radiant damage on a failed save or half as much damage on a successful one. Creatures that fail their save are ignited, taking 2d6 fire damage at the beginning of each of their turns and are blinded.

While this ability is being used you are considered restrained. At the beginning of your turn for 3 turns, the area of effect expands outward by 20 feet to a maximum of 100 feet. Creatures within the area at the beginning of your turn must make a DC 21 Strength saving throw or be knocked back 20 feet and knocked prone.

Creatures that begin their turn in the area of effect or move into the area on their turn take 7d6 fire damage and 7d6 radiant damage and must make a DC 21 Constitution saving throw or become blinded.

All damage from this attack ignores resistance but not immunity.

After 3 rounds the ability ends. You suffer 3 levels of exhaustion. The Inferno Regalia dissipates. And you must make a DC 19 Constitution or Charisma saving throw. On a successful save, the Dawn Bringer and Pyre Brand become inert for 7 days. On a failed save, the weapons become a mundane bastard sword and short sword.

Brimstone Staff

Type: Weapon (Double-Bladed Staff)
Damage: Special
Properties: Two-Handed, Finesse, Sentient (Lawful/Chaotic Good), Special
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 14 WIS: 14 CHA: 16
Senses: The Brimstone Staff has blind sight out to 50ft. It can communicate telepathically with anyone who has touched both blades out to a distance of 150ft.
Passive perception: 15
Description:

The Brimstone Staff is a legendary artifact created by combining the Dawn Bringer and the Pyre Brand. Once combined, the grips of the weapons extend to a total of 3ft, the bastard sword blade shortens and the short sword blade lengthens an equal amount. The entire weapon gives off a radiant glow and a soft warmth in the immediate area.

Special: This staff is a combination of two different swords. When you land an attack with this weapon (1d10 slashing + 1d8 Radiant + 1d6 Fire), you may use bonus action to attack with the opposite blade (1d8 piercing + 1d8 Radiant + 1d6 Fire).

Attunement Lv3

While attuned to this weapon you gain resistance to radiant damage and fire damage

Attacks with this weapon gain a +3 bonus to Hit and Damage

This weapon glows with magical energy casting bright light for 10ft and dim light for 20 feet beyond that.

You can use a bonus action to use the Shine Ability from the Dawn Bringer or the Cry Ability from the Pyre Brand at will.

Once per long rest you may use an action to use the Roar ability.

This weapon has 3 Charges

As a reaction to being hit by and attack, you can spend a charge to summon a barrier of searing flame. Your AC increases by 5 until the end of the current turn.

Until the end of your next turn any creature that hits you with a melee attack within 5 feet takes 1d6 fire damage and 1d6 radiant damage.

Recovers all charges at dawn

Attunement Lv4

Bonus to hit and damage increases to +4

Once per long rest as an action you can speak the command word to don the Inferno Regalia

3 Charges

As a reaction to being hit by and attack, you can spend a charge to summon a barrier of searing flame. Your AC increases by 5 until the end of the current turn.

Until the end of your next turn any creature that attacks you with a melee attack takes 2d6 fire damage and 2d6 radiant damage.

Recovers all charges at dawn

Roar

You speak the command word and swing the staff in a horizontal arc followed by a vertical arc. Creatures in a line 15ft wide, 10ft tall and 50ft. Long must make a DC17 dexterity saving throw or take 6d10 Radiant Damage, and 6d10 fire damage. On a successful save, creatures take half damage. Creatures that fail their save are blinded for 1 minute and ignited taking 1d6 fire damage at the beginning of each of their turns until a character uses an action to put them out. A creature can make a DC 15 constitution save at the end of their turn to end the blindness.

Inferno Regalia

When you speak the command word you are encompassed by a set of ivory white plate armor with black chain mail underneath. You gain the following benefits for 1 minute and suffer 2 levels of exhaustion afterwards:

Your AC Becomes 20 + DEX Modifier (Minimum 1)

As an action you can charge up to 50 feet in a straight line through any number of creatures' spaces. Make an attack on each creature whose space you pass through.

On a hit, the creature takes normal damage and is pushed to the left or right of you 10 feet and knocked prone and are ignited taking 1d6 fire damage until a creature takes an action to put them out. On a miss, the creature is pushed 5 feet to the left or right and may immediately make an opportunity attack against you with advantage.

You leave behind a trail of searing flame where you charge. This trail lingers until the end of your next turn. Creatures that pass through this trail take 4d6 fire damage.

You must end this charge in an unoccupied space. This ability recharges on a d6 roll of 5 or 6 at the beginning of your turn.

The Mercurial Claw

Not all the artifacts created during The Sundering were created for the forces of light. Some were made for the forces of darkness and some of the raw material was less than willing. Such is the case with the Mercurial Claw. This band of amorphous metal was designed to provide the bearer with both offensive and defensive capabilities. Not much is known about the artifact and what is known is largely disregarded as ghost stories of men having their bodies consumed by the very weapon they sought to wield. When introducing this artifact to your players, consider placing it in front of them unceremoniously as a simple metallic band. When a player moves to touch it, have the band begin to liquefy and reach out to try and attach itself the one looking to investigate it.

Personality

The Mercurial Claw houses the soul of a half-elven male slave. When first attuned, the Claw with latch onto its bearer and speak

So... hungry...

If the player tries to communicate with the Claw it will weakly plead for the player to feed it as it is so very hungry.

If the player succeeds in using the Devour ability to instantly kill a creature of **CR** 3 or greater the Claw will thank the player for the meal and the spikes embedded in the forearm will retract allowing the player to change their bracers at will (Level 2).

From this point the player may speak with the claw and attempt to learn its true name. If the player succeeds in a Charisma (Persuasion) check the Claw will tell them the story of how it came to be.

Growing Hunger

As the player spends time Mercurial Claw attached to them, the artifact grows and begins covering larger parts of the character's body, slowly consuming them.

If the character fails to achieve level 4 attunement with it, the Claw will eventually attempt to consume them entirely. Every time the character takes a long rest, have them make a DC 20 Constitution saving throw (minus 5 for each level of attunement above the first). After every fail, the Claw advances and takes up more of the character's body.

The DM decides how many failures it will require to have the Claw fully consume a character.

Creation and True Name

The Claw will tell the player its story in its own words

Long ago, the war between the light and dark raged. The leaders of both sides desperately wanted a weapon that would ensure victory. So the kingdoms from all over the material plane put their mages and artisans to work forging weapons of great power. But that power came at a cost.

A living soul had to be placed in the weapon in order to give it the power that was needed. Some kingdoms only used volunteers. Others used brainwashed zealots. Still more used souls that were pressed into service. I was one of those souls.

My name was Vallus. I was a poor man. I had no family. So when I could no longer pay my debts, I ended up living on the streets. Each day was a struggle for food, water and shelter and, after a time, I resigned myself to the slow death that was in store for me.

It was then that the man found me, sleeping in an alleyway in a vain attempt to stay out of the rain. He got out of his coach and offered me a place to stay and a warm meal. I think, on some level, I knew that something was wrong. But I had not seen food in days and the thought of a soft place to sleep was too good to pass up.

He took me to his home. I was given a room and some dry clothes and told to wait there while the food was prepared. Then the men came for me. They chained me to the floor of a temple underneath the man's home. Men in hooded robes kept chanting words I didn't understand. When they stopped a man pulled a chain and the last thing I remember was the feeling of searing hot metal being poured over me. My last thought was of how I hadn't even been given a final meal.

3rd Level and Beyond

Once the player learns the Mercurial Claw's true name they can begin attempting to form a friendship with Vallus. If they are successful in earning his trust Vallus will offer them the opportunity to form a partnership. If the player agrees, The Claw will immediately swarm over them and cover them completely. The player must make a DC 20 Wisdom saving throw. On a success, the Claw will merge into their physiology (lv4) granting new abilities and allowing Vallus' soul to pass on. On a failure, the character's body rejects the Claw and they cannot try again for one week.

Once level 4 attunement has been achieved, the curse on the artifact is removed and the player no longer has to make Constitution saving throws to avoid being devoured by the Claw. However, if the player is knocked unconscious and fails 3 death saving throws, their body is instantly consumed by the Claw and their soul becomes trapped inside. A character that dies in this way can only be revived by a *Wish* or *True Resurrection* spell or similar magic. In this case, the character's body reforms within the metal band left behind after their death.

Mercurial Claw

Type: Armor (Buckler)
AC: 1
Properties: Sentient (Chaotic Neutral), Special
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 10 WIS: 14 CHA: 12
Senses: The Mercurial Claw has dark vision out to 60ft. Can communicate telepathically with whomever is attuned to it.
Passive perception: 15
Description:

The Mercurial Claw at first looks like a simple metallic bracelet. However, when worn, the metal begins to shift and liquefy. The liquid flows up to cover the wearer's forearm and then releases spikes to anchor it in place and then hardens around the edges.

Cursed:

Once the buckler is equipped, attunement is forced and liquid metal spikes pierce the character's forearm and will not allow the character to remove it. If a creature tries to forcefully remove the buckler the wearer must make a DC20 Constitution saving throw taking 15d10 necrotic damage on a failed save or half as much an a successful one.

Level 1 Attunement

While attuned to this armor, you gain resistance to poison damage and have advantage on saving throws against being poisoned.

Once per short rest you can use an action to use the Scratch ability

Once per short rest can use an action to use the Devour Ability

Level 2 Attunement

This armor gains a bonus +1 to AC

You can use the Scratch ability twice per short rest

You can use the Devour ability twice per short rest

Scratch damage increase to 6d4 piercing and 3d6 poison

Devour damage increased to 5d8 necrotic

Level 3 Attunement

Bonus to AC increases to +2

You can use the Scratch ability three times per short rest

You can use the Devour ability three times per short rest

Once per long rest you can use an action to use the Shred ability

Scratch poison DC increases to 17

Devour damage increased to 6d10 necrotic DC 17

Devour instant kill threshold increased to 40 hit points

Level 4 Attunement

Bonus to AC increases to +3

The Scratch and Devour abilities have their save DCs increased to 19 and you can use them at will.

Shred DC increases to 19

Once per short rest as a reaction to being hit by an attack, you can speak a command to have the claw create a liquid metal barrier to block the attack. For one round, all friendly creatures within 5 feet of you gain +2 to their AC and you gain +5 to your AC.

Shred damage increased to 10d12 slashing. Area increased to a 25-foot-cube up to 60 feet away

Scratch

You hold out your arm toward an enemy creature and speak the command word. Roll a ranged weapon attack (1d20 + DEX + Proficiency). Four liquid metal spikes lance outward from the buckler toward the target dealing 4d4 piercing damage. Target must make a DC15 Constitution saving throw or take 2d6 poison damage

Devour

You place your hand on a living enemy creature and speak the command word. If target creature has 30HP or less it is instantly consumed by the mercurial claw and half of its current Hit points are given to you as healing. If the target has more than 30 hit points they must make a DC15 Constitution saving throw or take 5d6 necrotic damage and have their maximum hit points reduced by the same amount. On a successful save, target takes half damage.

Shred

You kneel and punch the ground and speak the command word. 10 liquid metal blades erupt from the ground underneath the target area and lash out at enemies. Creatures in target area up to 30ft away in a 20ft cube must make a DC17 Dexterity saving throw or take 10d10 slashing damage and be knocked prone. On a successful save, creatures take half damage.

The Blood Spike

During the war there was a prevailing theory that using the soul of something other than a humanoid would produce an even more powerful weapon. To that end a group of monster hunters cornered and captured a old and powerful vampire lord. This creatures undead essence was ripped from its body and forced into a magical rapier. The blade was stained crimson and its hilt began to grow numerous metallic spikes.

Their task accomplished, the leader claimed their prize but none expected what happened next.

Personality

The blood spike houses the essence of a vampire lord older than recorded history. It is clever and sly and will often dodge questions regarding its origin or intentions. It will frequently encourage the wielder to violence.

The Blood Spike can communicate audibly with any creature that speaks common, however it rarely chooses to do so, preferring to communicate telepathically with its wielder, keeping its conversation away from prying ears.

When the wielder proves themselves useful to the Blood Spike by slaying creatures and feeding it on a regular basis it begins to open up to its wielder, telling them what they want to hear in order to earn their trust (Level 2)

In time, if the Blood Spike feels confident that it can overpower the mind of its wielder, it releases metal spikes from the hilt embedding them in the wielder's hand, preventing them from releasing the grip. It then will attempt to dominate its wielder (see the curse section of the weapon's stats). If successful the wielder's soul is drawn into the blade, switching places with the vampire lord. (Level 3)

Eternal Thirst

The Blood Spike's personality is completely evil, desiring only to drink blood from intelligent creatures. Because of this, it is reasonable to assume that the party will often be in conflict with it.

If more than 24 hours has passed since the Blood Spike was used to attack an intelligent creature it will attempt to take over the wielder's mind. It rolls a Charisma check contested by the wielder's Wisdom check. If it succeeds the wielder uses it to attack the nearest intelligent creature. If it fails, it recedes and the wielder is unaware of the incident.

If more than a week has passed, the Blood Spike gains advantage on its check. If more than a month has passed, the wielder has disadvantage on its check.

The Capture of the Vampire Lord

As the wielder's soul is pulled into the blade they receive a vision of the day of the Blood Spike's creation.

Five men stand around a humanoid creature lying atop an arcane circle etched into the ground. They look at each other nodding as if satisfied with situation in front of them. The humanoid on the ground between them begins to stir. He looks up at the man in front of him and begins to speak between labored breaths.

You may have bested me, but I will not be caged.

The man, the hunt leader, kneels down near the vampire and speaks

You don't have a choice in the matter "my lord". This ritual was specifically made to create an eternal cage to hold you. There will be no escape

You underestimate me. A simple spell will not be enough to hold me. I'll get out, I swear it. And when I do, you will all suffer

Empty threats from a cornered animal. Enough of this. Begin the ritual!

At his command, the other men move to the edges of the glyph and kneel. They begin to channel arcane energy to fuel the spell and the glyph begins to glow.

The leader pulls a silver rapier from a scabbard at his side and stabs it into the glyph causing the glow to grow to a searing white light. The vampire screams in agony.

As the light fades, the men begin to stand around the glyph which is now scorched into the ground. The vampire has disappeared and the hunt leader is standing over the rapier, now buried half-way into the ground. One of the men begins to speak

DId it work? Is it done?

The leader reaches down and pulls the rapier from the ground. He examines the blade, now died crimson. After a moment he speaks.

I believe so-

Spikes from the hilt pierce his hand. He cries out in agony. His comrades rush forward to aid their friend, now doubled over in pain. After a few labored breaths he slowly raises his head, a menacing grin on his face

I told you... I would not be... caged...

A Monster Uncaged

Once the vampire has taken hold of the wielder's body, their soul can only be restored by a greater restoration or similar magic cast at 7th level or higher. Until then the vampire has full control of the body and has full access to the Blood Spike's abilities. If the wielder's soul has been restored, the hilt spikes retract and the sword reverts to its level 2 form and the vampire is unable to attempt to take over for 1 month.

Alternatively, the DM may consider allowing the wielder to attempt to subjugate or ally with the vampire within the sword. Doing so would need to be exceptionally difficult but would provide the wielder with the sword's full power without giving up control.

Blood Spike

Type: Weapon (Rapier)
Damage: 1d8 Piercing
Properties: Light, Finesse, Sentient (Lawful Evil)
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 16 WIS: 14 CHA: 18
Senses: The Blood Spike has dark vision out to 120ft. It can communicate audibly with anyone who speaks common but prefers to communicate telepathically with its wielder.
Passive perception: 15
Description:

The Blood Spike is an ornate rapier with a crimson blade. Its hand guard has numerous sharp spikes pointing outward.

Cursed:

Once attuned to the Blood Spike, you cannot willingly break the attunement to it and you do not wish to be parted from it opting to use it above all other weapons. While attuned, you must regularly use it to slay intelligent creatures. Failing to kill such creatures will result in the the sword's ego attempting to force you to do so. It rolls a Charisma check contested by your Wisdom check. If the Blood Spike wins, you immediately draw the sword and attack the nearest intelligent creature. If you win, you are unaware of the intrusion.

Level 1 Attunement

While attuned to the Blood Spike, you gain resistance to necrotic damage.
You gain a +1 bonus to attack and damage rolls.
Attacks deal an additional 1d6 necrotic damage.
You gain access to the *Unrelenting Hunger* ability
Once per turn, when you hit with an attack, you can use the *Rend* ability

Level 2 Attunement

The Blood Spike's Charisma increases to 20
The attack and damage roll bonus increases to +2
The bonus necrotic damage increases to 1d8
You can use the *Rend* ability twice per turn
Rend damage increases to 4d6 with a 2d4 bleed

Level 3 Attunement

The Blood Spike's Charisma increases to 24
The attack and damage roll bonus increases to +3
The bonus necrotic damage increases to 2d8
Rend damage increases to 6d6 with a 3d4 bleed

Rend

You strike out with the sword piercing the target and pulling down to inflict maximum damage. The target takes an additional 2d6 necrotic damage and must make a constitution saving throw (**DC =** 10 + you proficiency + your attack modifier). On a failed save, the target begins bleeding from the wound taking 1d4 necrotic damage at the beginning of each of it's turns for one minute or until it is magically healed.

This effect can stack up to four times and you regain hit points equal to the bleed damage dealt as the sword rips the life essence from the target.

Undead and constructs are immune to this effect.

Unrelenting Hunger

The vampiric essence within the Blood Spike compels you to fight on past your normal limits.

When you drop to zero hit points while you are wielding this weapon, instead of going unconscious, you make death saves at the beginning of your turn and otherwise act as normal with the following exceptions:

- Your speed is halved
- You lose the bonus to attack and damage rolls provided by this weapon
- Damage rolls no longer benefit from any bonuses, including bonuses provided by ability scores, feats, and abilities.

Failing three death saving throws still results in your character's death and taking damage while at 0 hit points still results in a failed save. Once you are restored at least 1 hit point, you act as normal.

The Winter Regalia

During the great war between the gods and demon princes, powers on both sides are known to have chosen champions to represent them and become instruments of their will on the mortal plane. In rare cases, the god or demon would imbue multiple objects with their essence in order to grant a mortal more power than they would normally be able to control. Such is the case with the Winter Regalia

Not one object but a collection of three, the *Deathwalker's Ward* (M. Mercer's *Tal'Dorei Campaign Guide*), the *Raven's Slumber* (Geek and Sundry's *Critical Role*), and *Raven's Song*, it can only be mastered by a true champion of the Raven Queen.

History

The Raven Queen is one of two gods with dominion over death. The Lady of Winter, as she is sometimes called, see's over all things ensuring that everything is given a time to end.

Those that accept the time that fate has granted them are welcomed into the afterlife and ushered to their spirit's resting place by the Raven Queen.

It is said that all ravens are actually celestial messengers from the Mistress of Fate, helping to keep a watchful eye over all things and safeguarding the natural order of the world.

In the past, her champions have been known to perform great acts in her name. The true mission of the Champion of Winter, however, has always been to grant peace and closure to the dead and dying, to ease the passing from life, to what lies beyond. It is not uncommon for the Raven Queen's champion to oversee the ceremony of Fate's Call where the feeble and dying are gifted a sort period of clarity to say their final goodbyes before dying with grace and dignity.

Seeking the Power of Fate

The process of becoming the champion of the Raven Queen begins with discovering the location of the items that make up the Winter Regalia.

Such items would likely be found in hidden places such as long forgotten tombs or underground temples. Consider having some or all of these items be carried by an enemy NPC using them for a corrupt purpose or having the party stumble upon one of the items while questing in underground caverns. This could lead to characters asking questions as to the origin of this mysteriously powerful item.

Once a character has claimed one of the Raven Queen's relics, consider having one or more ravens follow them everywhere. If the character seeks to unlock the full potential of the artifacts, they will need to come to some manner of agreement with the Raven Queen herself. This could take the form of a simple agreement to complete a task for her from time to time, to taking levels in Paladin or Cleric to become a proper disciple of the Raven Queen.

Unlocking the Power

Once all the items of the Winter Regalia are acquired and attuned, and the character has unlocked their full power, they also gain access to the power of the Winter Regalia. Once all the items are united and their power has been unlocked, further abilities become available to their wielder as described below.

The Deathwalker's Ward

In addition to all of its exalted abilities, the Deathwalker's Ward grants the following benefits:

- When you roll an 18, 19, or 20 on a Death Saving Throw you gain 1 hit point.
- You can use your Raven Wings feature twice per long rest.

The Raven's Slumber

In addition to its other abilities, the Raven's slumber grants the following benefits:

- Once per long rest you can spend 10 minutes focusing on the pendant. At the end of this period, you and up to 10 other willing creatures are transported into the pocket dimension inside the gem for 12 hours or until you use an action to end the effect. When the effect ends all creatures inside the gem appear in an unoccupied space within 10 feet of the pendant.

Raven's Song

In addition to its other abilities, the Raven's Song grants the following benefits:

- Attacks against undead creatures have advantage
- Once per short rest you can use a bonus action to force an undead creature that you can see and can hear you to make a Wisdom saving throw (DC 19). On a failed save, the creature becomes vulnerable to bludgeoning, piercing or slashing damage (your choice) until the beginning of your next turn.

Raven's Song

Type: Martial Ranged Weapon (Longbow)
Damage: 1d8 Piercing
Properties: Light, Sentient (Chaotic Neutral), Range (150/300)
Rarity: Legendary (Requires Attunement)
Abilities Scores: INT: 14 WIS: 12 CHA: 14
Senses: The Death Wind has Dark Vision out to 60ft. and can communicate audibly with anyone using any of the languages of the one to whom it is attuned.
Passive perception: 15
Description:

The Raven's Song is a longbow made from Obsidian with two large spikes jutting outward on each side of the grip. The bow appears to have no string but closer inspection reveals a light wisp of smoke between the tips. When the character pulls on this "string" an arrow made from a violent torrent of wind appears at the character's fingers. Just before the character releases the arrow, it solidifies into a bolt of magical energy.

You gain +1 bonus to attack and damage rolls with this weapon.

Additionally attacks from this weapon deal an additional 1d4 force damage and attack rolls of 19 or 20 are critical hits.

Awakened When a character awakens the Raven's Song, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Increase the additional force damage to 1d6
- You can use the *Marked for Death* ability once per long rest

The weapon gains 3 charges. Whenever you hit a creature with attack from this weapon you can use your bonus action to spend up to 3 charges. The target takes an additional 1d8 force damage per charge spent and all creatures within 5 feet of the target must make a DC 15 Dexterity Saving Throw, taking the additional damage on a failed save.

Creatures reduced to 0 hit points by this damage are destroyed as with the *Disintegrate* spell.

Spent charges are restored each day at dawn

Exalted When a character exalts the Raven's Song, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- Attack rolls of 18, 19, or 20 with this weapon are critical hits.
- You can use the *Marked for Death* ability twice per long rest
- You can use the *Reap* ability once per long rest

The weapon gains 6 charges. Whenever you hit a creature with attack from this weapon you can use your bonus action to spend up to 3 charges. The target takes an additional 1d8 force damage per charge spent and all creatures within 5 feet of the target must make a DC 15 Dexterity Saving Throw, taking the additional damage on a failed save.

Creatures reduced to 0 hit points by this damage are destroyed as with the *Disintegrate* spell.

Spent charges are restored each day at dawn

Marked for Death

After hitting a creature with an attack from the Raven's Song, you can use your bonus action to mark that creature with the Raven Queen's crest. The next attack from another creature against the target before the beginning of your next turn has advantage and is a critical hit on a roll of 19 or 20.

Reap

You draw the bow and focus on the enemies in front of you. Choose up to 6 creatures within range ignoring all cover. Six arrows lance outward passing through any obstacle to reach their target. Roll 6 ranged attacks with advantage. Each hit creature takes normal damage plus 1d6 necrotic damage

The Wolf Lord's Regalia

In the beginning, there was only one god given dominion over death. However, he was shunned by all living things, even the gods. For all things must end and yet all things fear that end. "The Pale Man" as he was called came to the conclusion that he would divide his power. A celestial axe was forged and he used this tool to split himself, right down the middle, creating two new gods.

The first of these gods came to be known as the Raven Queen, with dominion over the laws of fate. The second, was the Lord of Wolves.

While the Raven Queen ensures that all things have an appointed time to end and watches over that moment of passing, The Lord of Wolves ensures that all things make their appointment. His dominions are of death, war, and justice.

Often taking the form of an enormous black wolf, The Hound of the End relentlessly hunts those that seek to subvert the natural order.

History

Many cultures have stories of death and its agent, The Grim Reaper. What is not commonly known is that these stories were created to give a face to the end all things face. The Raven Queen is represented in the hour glass at his hip. The Lord of Wolves is represented by the Scythe.

After the Dawn War, arcanists of the mortal races became obsessed with obtaining the key to everlasting life through undeath. The Lord of Wolves made the decision to choose a champion to work his will in the mortal realm. He gave this champion three gifts.

From one of his fangs, a massive sword was forged. From his fur was forged into a set of plate mail and woven into a cloak and the first Paladin of Wolves was chosen.

Over the ages the Wolf Lords Regalia has been scattered but many have taken up the mantle to become his paladin. It is said that once an age the relics will be united and a champion chosen to bring an end to a great evil.

Becoming a Master of Death

The process of becoming the champion of the Lord of Wolves begins with discovering the location of the items that make up the Wolf Lord's Regalia.

These items are likely in difficult to reach places or carried by powerful individuals. Consider having the party come in conflict with the current paladin of the Lord of Wolves. Such an NPC would likely carry one or more of the artifacts. Perhaps their oath forced them to do something that the players find unforgivable. This could drive the players to find out more about the enigmatic god that this horrible person served.

Once one of the Wolf Lord's artifacts has been claimed, he will seek to test its new wielder. Consider having the party being stalked by a pack of unusually large wolves and ultimately come to a showdown with some form of celestial to maintain ownership of the artifact.

However, to unlock the artifacts' true power, the wielder must pledge to serve the Lord of Wolves.

Unlocking the Power

Once all the items of the Wolf Lord's Regalia are acquired and attuned, and the character has unlocked their full power, they also gain further abilities become available to their wielder as described below.

Wolf Lord's Plate

In addition to all of its exalted abilities, the Wolf Lord's Plate grants the following benefits:

- Your walking speed is increased by an additional 10 ft. while wearing this armor
- You gain resistance to cold damage
- Your hit point maximum cannot be reduced

Wolf Lord's Mantle

In addition to its other abilities, the Wolf Lord's Mantle grants the following benefits:

- You gain advantage on death saving throws.
- Once per long rest, when a creature within 30 feet of you makes a death saving throw you can use your reaction to have them treat the roll as if they had rolled a 20.
- When you are revived using the *Relentless Hunt* ability of this item you regain hit points equal to 12 x the spell slot level spent

Wolf Lord's Fang

In addition to its other abilities, the Wolf Lord's Fang grants the following benefits:

- Your attacks with this weapon deal 2d8 slashing damage plus 1d8 cold damage and 1d8 psychic damage
- Your critical threat range when using this weapon increases by one to a maximum of 17.
- When you hit an undead creature of CR 7 or less with this weapon, you apply damage as if you scored a critical hit.

Wolf Lord's Plate

Type: Armor (Plate)
AC: 18
Strength Requirement: 15
Rarity: Legendary (Requires Attunement)
Stealth: Disadvantage
Description:

This stark black armor has pauldrons carved into the shape of howling wolves. The chest plate is embossed with the image of a snarling canine. The helm is elongated vaguely resembling the mussel of a wolf.

You gain +1 to your AC while wearing this armor.

Additionally, while attuned to the armor, your walking speed increases by 5 feet, and you gain advantage on Constitution saving throws to prevent exhaustion.

Curse: While attuned to this armor, if your HP is below 50% at the end of your turn, you suffer 15 damage and then gain 20 temporary hit points as the plates in the armor begin to attempt to stitch your wounds together. While you have these temporary hit points all healing you receive is halved.

If, at the end of your turn you do not have any of these temporary hit points remaining and you are below 50% of your max hit points, the effect triggers again.

This effect continues until you are healed above 50% of your max hit points. Once you are no longer wounded, you lose the temporary hit points provided by this effect. You cannot remove the armor while you have the temporary hit points provided by this effect.

While attuned to the armor if you are ever more than 30 feet away from it you suffer 7(2d6) psychic damage at the beginning of each of your turns until you are within 30 feet of the armor. You cannot voluntarily unattune from this armor unless someone breaks the attunement by casting *Greater Restoration* at 7th level or higher or *Wish*.

Awakened When a character awakens the Wolf Lord's Plate, apply the following changes to the item's traits:

* Increase the AC bonus to +2
* Increase the walking speed bonus to + 10 feet.
* Your Constitution becomes 19 unless it is already higher
* You can use the *Feral Speed* ability once per long rest

Exalted When a character exalts the Wolf Lord's Plate, apply the following changes to the item's traits:

* Increase the AC bonus to +3
* Your Constitution becomes 22 unless it is already higher
* You gain resistance to necrotic damage
* You no longer suffer disadvantage on Stealth Checks

Feral Speed
On your turn you can choose to take an extra action (as with the Fighter's *Action Surge* feature). After taking this extra action, you suffer 2 levels of exhaustion

Wolf Lord's Mantle

Type: Wondrous Item (Cloak)
Rarity: Legendary (Requires Attunement)
Description:

This heavy, black cloak is fastened with a clasp with a wolf's head insignia.

While attuned to this cloak, the wearer gains a +1 bonus to death saving throws and their strength score becomes 15 unless it is already higher.

Additionally, they gain the benefit of the *Relentless Hunt* ability.

Awakened When a character awakens the Wolf Lord's Mantle, apply the following changes to the item's traits:

* Increase the bonus to death saving throws to +2
* The wearer's strength score becomes 19 unless it is already higher
* The healing from *Relentless Hunt* increases to 1d8 times the spell slot level.

Exalted When a character exalts the Wolf Lord's Mantle, apply the following changes to the item's traits:

* Increase the bonus to death saving throws to +3
* The wearer's strength score becomes 22 unless it is already higher
* The healing from *Relentless Hunt* increases to 1d10 times the spell slot level.

Relentless Hunt
Once per day, when you are reduced to 0 hit points, you instead are reduced to 1 hit point and can immediately spend a spell slot to heal yourself. You regain a number hit points equal to 1d6 times the level of the spell slot spent.

Wolf Lord's Fang

Type: Martial Melee Weapon (Three-Handed Sword)
Damage: 2d8 Slashing
Properties: Heavy, Two-Handed, Reach Special
Rarity: Legendary (Requires Attunement)
Special: This sword is massive. You must have a Strength
    score of 22 or greater to wield it. If a creature with a lower
    strength attempts to wield it, attack and damage rolls are
    made with disadvantage
Description:

    This massive sword is 6 feet long and has an extra grip cut
into the back of the sword. The guard is wrapped in wolf's fur
and there is a sharp spike for a pommel.
    You gain +1 bonus to attack and damage rolls with this
weapon.
    Additionally attacks from this weapon deal an extra 1d6
psychic damage and, once per long rest, you can use the *Warp
Strike* ability as a bonus action.

Awakened When a character awakens the Wolf Lord's Fang,
apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Increase the additional psychic damage to 1d8
- You can use the *Warp Strike* ability Twice per long rest
- Once per long rest you can use the *No Escape* ability as a
  bonus action

Exalted When a character exalts the Wolf Lord's Fang, apply
the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- Increase the additional psychic damage to 1d10
- When you use your action to take the attack action with
  this weapon you can use your bonus action to make one
  additional attack. You do not add your ability modifier to
  the attack or damage roll for this additional attack unless it
  is negative.
- Once per long rest you can use the *Reality Slash* ability as
  an action

Warp Strike

You teleport behind a creature within 20ft that you
can see. You then rolls an attack with advantage. This
attack crits on a result of 18, 19, or 20.

No Escape

Choose a creature within 30 feet of you that you can
see. That creature must make a Charisma saving
throw (DC 15). On a failure the target is paralyzed
with fear. The target can repeat the save at the
beginning of each of its turns to end the effect.

Reality Slash

You grab the secondary grip the sword and bring it
down in front of you. Then with two horizontal
slashes you release two waves of damage in a 30ft
cone in front of you.

Creatures in the area must make a two DC 19
constitution saving throws or take 5d6 psychic
damage and become stunned followed by 5d6 force
damage and are knocked prone. On a successful save
creatures take half damage.

Meteor Hammer

Type: Simple Melee Weapon (Mallet)
Damage: 1d8 Bludgeoning
Properties: Light, Thrown (range 30/90)
Rarity: Legendary (Requires Attunement)
Description:

This mallet seems extraordinarily light for its size. There is a faint glow emanating from the head.

This hammer was forged from a dying star that fell to earth long before the gods and demons waged war across the material plane. It has been passed down the lines of the great dwarven houses for generations.

Attacks with this weapon gain a +1 bonus to hit and damage rolls.

Additionally, attacks with this weapon deal an extra 1d6 fire damage.

While attuned to this weapon you always know its location relative to you and you can use a bonus action to summon it to your hand as long as it is within 150 feet of you.

Awakened When a character awakens the Meteor Hammer, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Add an additional 1d6 radiant damage to successful attacks
- When you hit with a thrown weapon attack with this weapon, it automatically returns to your hand.
- Once per long rest you can use the *Star Fall* ability as an action

Exalted When a character exalts the Meteor Hammer, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- When you hit a creature with a thrown weapon attack, all hostile creatures within 10 feet of the target must make a DC 17 Dexterity saving throw, taking the 1d6 fire damage, 1d6 radiant damage, and 1d6 force damage on a failure.
- *Star Fall* DC increases to 19. Damage increases to 5d10 fire, 5d10 radiant, and 5d10 bludgeoning
- Increase the thrown range to 40/120
- When you hit a creature or object with the Meteor Hammer you can choose to teleport to an open space within 5 feet of the target holding the hammer

Star Fall

You speak the command words and throw the hammer at a place on the ground within 60 feet of you that you can see. On impact the hammer releases a wave of explosive energy. Creatures within a 25 foot radius around the point of impact must make a DC 17 Dexterity saving throw taking 4d6 bludgeoning damage plus 4d6 fire damage plus 4d6 radiant damage on a failed save or half as much damage on a successful one. Creatures that fail their save are also knocked prone.

Storm Blades

Type: Martial Melee Weapon (Twin Swords)
Damage: 2d4 Slashing
Properties: Finesse, Light, Special, Thrown (range 30/90), Two-Handed
Rarity: Legendary (Requires Attunement)
Special: When you are hit by a melee weapon attack While wielding one twin blade in each hand, you may use your reaction to parry the attack with one of your blades. You gain a +5 bonus to your AC until the end of the current turn.
Description: These short, curved blades attach together when sheathed. Balanced to be used in tandem, one has a blade with a blue hue that crackles with electricity. The other is obsidian black with yellow veins. It softly hums as it vibrates in your hand.

While wielding this weapon you have a +1 bonus to attack and damage rolls.

Additionally, attacks with this weapon deal an additional 1d4 lightning damage, and 1d4, thunder damage.

Awakened When a character awakens the Storm Blades, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Increase the additional lightning and thunder damage to 1d6 each.
- Twice per short rest, when you take the attack action with this weapon you may make one additional attack

Exalted When a character exalts the Storm Blades, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- When you roll the maximum amount on a damage die for this weapon, you may reroll it and add it to the total damage and continue to reroll the die until you do not roll its maximum value.
- Once per long rest, as an action, you may use the *Thunderbolt Cut* ability

Thunderbolt Cut

You speak the command words and throw the blue blade of lightning at a creature within 30 feet of you that you can see. Make a ranged weapon attack against the target. On hit, the target takes 2d6 piercing damage plus 2d6 lightning damage and you teleport an unoccupied space within 5 feet of the target. You then strike with the black blade of thunder. All creatures within 20 feet of you must make a Constitution saving throw taking 4d6 thunder damage and becoming stunned and deafened on a failed save or half as much damage on a successful one. If the initial target fails its save it is knocked prone 10 feet away from you.

Sword of the Eclipse

Type: Martial Melee Weapon (Longsword)
Damage: 1d8 Slashing
Properties: Versatile (1d10)
Rarity: Legendary (Requires Attunement)
Description: This longsword has a hilt of polished platinum and a blade of polished obsidian. Its grip is icy cold to the touch and, while unsheathed, the surrounding area grows dimmer as if it is devouring the nearby light.

While wielding this weapon you have a +1 bonus to attack and damage rolls.

Additionally, while not in bright light you can take the hide action as a bonus action and you have advantage on Dexterity (Stealth) checks.

Awakened When a character awakens the Sword of the Eclipse, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- You gain advantage on all attacks you make with this weapon while in areas of dim light and darkness.
- As a bonus action on your turn, you may teleport from an one area of dim light or darkness to another up to 30 feet away

Exalted When a character exalts the Sword of the Eclipse, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- You gain the ability to see in dim light and darkness, including magical darkness out to 60 feet.
- Once per long rest, as an action, you may use the *Crushing Void* ability

Crushing Void

You speak the command words and stab the sword into the ground. all light within a 60-foot-radius sphere centered on the sword is devoured.

The area is considered magical darkness and all light except magical light created by spells of 7th level or higher is snuffed out. Creatures in the area, other than you, must make a DC 19 Constitution saving throw taking 3d10 bludgeoning damage plus 3d10 cold damage and becoming restrained or half as much damage on a successful one.

Restrained creatures repeat the save at the beginning of their turn, ending the condition on a success. Creatures that begin their turn within the area take 1d10 bludgeoning damage and 1d10 cold damage. The area is considered difficult terrain.

Gae Bolg

Type: Simple Melee Weapon (Spear)
Damage: 1d8 Piercing
Properties: Versatile (1d10)
Rarity: Legendary (Requires Attunement)
Description: This spear was last wielded by a mighty warrior who slew a whole army single-handedly. The whole of the weapon from the tip of the blade to the pommel is blood red. The head of the spear has many thorn-like protrusions.

While wielding this weapon you have a +1 bonus to attack and damage rolls.

Additionally, the first attack you make each turn has advantage and is a critical hit on a roll of 19 or 20.

Awakened When a character awakens the Gae Bolg, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Attacks with this weapon are critical hits on a roll of 19. The first attack you make each turn is a critical hit on a roll of 18, 19, or 20.
- Critical hits with this weapon cause the target to bleed taking 1d6 necrotic damage at the beginning of each of its turns until it receives magical healing.

Exalted When a character exalts the Gae Bolg, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- Attacks with this weapon are critical hits on a roll of 18. The first attack you make each turn is a critical hit on a roll of 17, 18, 19, or 20.
- Increase the bleed damage to 2d6.
- You can use the *Heart Seeker Strike* ability as an action once per long rest.

Heart Seeker Strike

You speak the command word and hurl the spear at a target creature that is not a construct.

The creature must make a **DC 19** Constitution saving throw taking 10d10 + 50 magical piercing damage on a failed save or half as much damage on a successful one. Creatures below half of their maximum health have disadvantage on the saving throw.

If a creature is reduced to 0 hit points by this damage they instantly die as thorny vines erupt from their body.

Excalibur

Type: Martial Melee Weapon (Bastard Sword)
Damage: 1d10 Slashing
Properties: Versatile (3d4)
Rarity: Legendary (Requires Attunement)
Description: This sword once belonged to a great and noble king blessed by the gods. Those who carry it carry with it the weight of grand expectations. Its hilt and guard are polished gold and the blade gleams with a mirror finish.

While wielding this weapon you have a +1 bonus to attack and damage rolls.

Additionally, you gain advantage on Charisma (Persuasion) checks with lawful or good aligned creatures and Charisma (Intimidation) checks against chaotic or evil aligned creatures.

Awakened When a character awakens the Excalibur, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- The sword gains the *Savage* property. When you roll the maximum value on a damage die with this weapon, you may roll an additional damage die and add it to the total.
- Once per short rest, as a bonus action on your turn, you may use the *Promised Victory* ability.

Exalted When a character exalts the Excalibur, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- You can use the *Promised Victory* ability twice per short rest and its damage increases to 6d6
- You gain access to the *Avalon* ability.

Promised Victory

You speak the command word and the sword begins to glow with radiant light. It sheds bright light out to 30 feet and dim light for an additional 30 feet.

Your next attack roll is a critical hit on a roll of 17, 18, 19, or 20

Additionally, the next attack that hits within 1 minute deals an additional 3d6 radiant damage.

Avalon

The Sword's Scabbard radiates a aura of healing around it.

While you are not incapacitated, all allied creatures within 30 feet of you receive an additional 2d6 healing from spells and abilities.

Additionally, while you are below 50% of your maximum health but have at least 1 hit point, you heal 1d6 hit points at the beginning of your turn.

Arondight

Type: Martial Melee Weapon (Longsword)
Damage: 1d8 Slashing
Properties: Versatile (1d10)
Rarity: Legendary (Requires Attunement)
Description: This sword once belonged to an infamous knight who betrayed his king and slowly descended into madness. Its black blade and hilt emanate a dark miasma when drawn.

While wielding this weapon you have a +1 bonus to attack and damage rolls.

Additionally, you gain advantage on Charisma (Intimidation) checks while the sword is drawn.

Awakened When a character awakens the Arondight, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +2
- Attacks with this weapon deal an additional 1d6 psychic damage
- You gain access to the *A Knight's Honor* ability

Exalted When a character exalts the Arondight, apply the following changes to the item's traits:

- Increase the attack and damage roll bonus to +3
- Increase the bonus psychic damage to 1d8
- You gain access to the *Mage Eater* ability.

A Knight's Honor

A knight of honor dies with a weapon in their hand.

You cannot be disarmed of this weapon.

Additionally, when you are reduced to 0 hit points, instead of going unconscious, you can continue acting normally on your turn with the following exceptions.

- Until you have more than 0 hit points you make death saving throws as normal. If you take damage from any source, you automatically fail a death save.
- Your speed is reduced by 10 feet.
- You have disadvantage on attack rolls and creatures have advantage on saving throws against spells you cast.

Mage Eater

Your sword absorbs magical energy around it.

You gain magic resistance. You have advantage on saving throws against magical damage and effects. You when you hit a creature or object you can use your reaction to cast *Dispel Magic* as a 5th level spell to end a magical effect effecting it.